

Cosmere 5e: Radiant's Handbook (v2.0)

Cosmere 5e

RADIANT'S HANDBOOK

Version: 2.0

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VERSION 2.0

This *Handbook* has gone through some major changes in version 2.0, a large redesign of many features of Cosmere 5e after a lot of playtesting and feedback.

You can still access [Version 1.0](#), and you can see what has changed by looking at the [Changelog](#).

In addition, version 2.0 of this book comes with the release of additional Cosmere 5e books to give both GMs and players more options and rules for creating and playing. See the [Resources](#) chapter for links to these new books.

SPOILER WARNING

This handbook has complete spoilers for Brandon Sanderson's *The Stormlight Archive* book series, including *The Way of Kings*, *Words of Radiance*, *Edgedancer*, *Oathbringer*, *Dawnshard*, *Rhythm of War*, *Wind and Truth*, and other non-book sources like [Words of Brandon](#). I have tried my best to avoid spoilers for other cosmere books. Regardless, this handbook may unintentionally have tiny hints about other cosmere books.

If you use the other Cosmere 5e books found in [Resources](#), they have spoilers for *every* cosmere book.

NO AI

Cosmere 5e was created *without* artificial intelligence of any kind.

[Changelog](#)

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Resources

SPOILER WARNING

Cosmere 5e has spoilers for *every single* cosmere book written by Brandon Sanderson, including *Wind and Truth*.

Radiant's Handbook

A handbook for explaining how a Cosmere 5e player plays their character and details on how to create a character from Roshar with a class as one of nine Orders of Knights Radiant.

Link: You're already here!

The Invested Arts of the Cosmere

This book details each Invested Art that many classes, NPCs, and creatures cast.

Link: [The Invested Arts of the Cosmere](#)

Hoid's Guide to the Cosmere

This book, written by Hoid, has Identities, classes, backgrounds, feats, and much more from all over the cosmere, including planets other than Roshar. In addition, it has additional rules for GMs not found in the *Radiant's Handbook*.

Link: [Hoid's Guide to the Cosmere](#)

Creature Compendium

The *Creature Compendium* contains hundreds of stat blocks of just about every creature in the cosmere for your GM to throw into your game.

Link: [Creature Compendium](#)

Invested Items Collection

This book has the full details of over 400 cosmere Invested items.

Link: [Invested Items Collection](#)

Character Sheet

Here is a custom Google Sheet that attempts to mimic *Dnd Beyond* or other online character sheets. Once open, select “File” in the top left, then “Make a copy” to store a copy in your own Google Drive.

Link: [Character Sheet](#)

Changelog

This is a changelog document that lists out each change I make to all the Cosmere 5e documents.

Link: [Changelog](#)

Feedback

Do you have feedback on how to fix something or make Cosmere 5e better? Please let me know!

Link: [Feedback](#)

Subreddit

Here's a subreddit for Cosmere 5e.

Link: [r/Cosmere5e](#)

Cosmere 5e Adventures

Here is each Cosmere 5e adventure a GM can use to run a game or begin a campaign with.

Links: *Coming Soon*

Preface

About three years ago, I wanted to try my hand at DMing a session of Dungeons and Dragons 5e with my three friends. We had just finished a short campaign DMed by one of them—all four of our first time playing the game—and we all loved it. The problem was, I was currently (and still am) addicted to and a huge fan of Brandon Sanderson's works, and I didn't feel a Connection to the world found in D&D 5e. So, I thought, why not DM my very first campaign not only with a homebrewed story, but also with a homebrewed system? How hard could that be?

I started by getting the Knights Radiant Orders and Rosharan ethnicities that my three friends wanted to play as. One chose a Thaylen Edgedancer named Isorthn, another a Makabaki Skybreaker named Xilix, and the third a Reshi Lightweaver named Rihf. That's all I had to start. It took a couple of months, but soon had a very rough reskinning of the three classes that I thought fit best. For the Skybreaker I reskinned a paladin, for the Lightweaver I reskinned a sorcerer, and for the Edgedancer I reskinned a multiclassed cleric and monk (obviously, the Edgedancer has changed a lot since then).

I came up with a basic premise (the three Radiants were discovered by King Taravangian in the city of Vedenar, a few weeks before the Everstorm, and needed their help finding a fourth Radiant, who was an NPC Dustbringer named Malata). We had that and three really basic character sheets and began.

I learned how to DM through this campaign, and I learn something new every single Sunday. I also learned a lot about homebrewing 5e, and how much I wanted to reskin, how much I wanted to design. After every single session me and my three players talked about what worked in their class and, especially, what didn't. We changed *a lot*. What started as a few random sheets of reskinning 5e things turned into this, a huge collection of everything I reskinned, plus more.

Our campaign is now finished. My three players all survived, with one close call by the Skybreaker. They travelled across Roshar—they went to Shadesmar, the Shattered Plains, Azimir, Thaylen City, the Valley, Kurth, the Reshi Isles, Urithiru, and more—on a quest to take down a mysterious group and their harnessed Unmade. We used this book for everything, and I have homebrewed more things like storylines, items, creatures, and NPCs, to fill up our version of Roshar.

D&D 5e does not fully encompass the feeling of *Knights Radiant* and *The Stormlight Archive*. I will be the first to admit this. If you want that, you are probably one of the many, me included, who is waiting for the official TTRPG that Brandon and his team are working on. However, I think that D&D 5e is fun, and I think that Cosmere 5e is fun, too. Opening your mind a bit to the magic system, I think having spells and the other class features you'll find here can fit within the world of Roshar and the cosmere.

Obviously, none of this is canonical or official. Things that are canonical (like how dangerous Shardblades are) have been adjusted here to better fit D&D 5e. This is not meant to be a representation of the cosmere and Investiture in a TTRPG, but rather a reskin of the rules of D&D 5e to look like they could fit in the cosmere and Investiture.

Thanks to my friends Isorthn, Xilix, and Rihf (and to my temporary players: Eri the Siah Aimian Elsecaller, Cheqio the Herdazian Willshaper, and Ra-ket the Natan Dustbringer!) for helping me make this. And thanks to Brandon, of course. If you do play it, I am always open to [feedback](#), good or bad.

Journey before destination!

Introduction

The Cosmere 5e roleplaying game is about storytelling in the world of Roshar, a world of Fused and Radiants, of fabrials and Investiture. It shares elements with childhood games of make-believe. Like those games, Cosmere 5e is driven by imagination. It's about picturing the lighthouse on a dark island, surrounded by a sea of beads, and imagining how a cosmere adventurer might react to the challenges that scene presents.

Unlike a game of make-believe, Cosmere 5e gives structure to the stories, a way of determining the consequences of the adventurers' action. Players roll dice to resolve whether their attacks hit or miss or whether their adventurers can scale a chasm cliff, roll away from the strike of the Everstorm's lightning, or pull off some other dangerous task. Anything is possible, but the dice make some outcomes more probable than others.

In the Cosmere 5e game, each player creates an adventurer (their character) and teams up with other adventurers (played by friends). Working together, the group might explore the tower of Urithiru, a city ruined by an ancient Desolation, a lighteye's castle, the dense forest in the Valley, or the chasms beneath the Shattered Plains. The adventurers can solve puzzles, talk with other characters, battle fantastic monsters, and discover fabulous Invested items and other treasures.

One player, however, takes the role of the Game Master (GM), the game's lead storyteller and referee. The GM creates adventures for the characters, who navigate its hazards and decide which paths to explore. The GM might describe the Shattered Plains, and the players decide what they want their Knights Radiant to do. Will they attempt to scavenge wood and other materials to build a way across the chasm? Tie themselves together with rope to minimize the chance that someone will fall? Or cast an Invested Art to assist them over the chasm?

Then the GM determines the results of the adventurers' actions and narrates what they experience. Because the GM can improvise to react to anything the players attempt, Cosmere 5e is infinitely flexible, and each adventure can be exciting and unexpected.

The game has no real end; when one story or quest wraps up, another one can begin, creating an ongoing story called a **campaign**. Many people who play the game keep their campaigns going for months or years, meeting with their friends every week or so to pick up the story where they left off. The adventurers grow in might as the campaign continues. Each enemy defeated, each adventure completed, and each treasure recovered not only adds to the continuing story, but also earns the adventurers new capabilities. This increase in power is reflected by an adventurer's level.

There is no winning and losing in Cosmere 5e—at least, not in the way those terms are usually understood. Together, the GM and the players create an exciting story of bold adventurers who confront deadly perils. Sometimes an adventurer might come to a grisly end, torn apart by a chasmfield or done in by a Fused rival. Even so, the other adventurers can search for powerful Investiture to revive their fallen comrade, or the player might choose to create a new character to carry on. The group might fail to complete an adventure successfully, but if everyone had a good time and created a memorable story, they all win.

World & Time

The many worlds of Cosmere 5e are places of Investiture, of brave warriors and spectacular adventures, and of complex and deep characters. They begin with the worlds described from Brandon Sanderson's many cosmere books and a GM can add additional creatures, places, and stories to make these worlds your own.

Roshar, and the other planets, exist within a vast universe called the **cosmere**, connected to each other through the Cognitive Realm, or Shadesmar. This book describes Roshar, the land of the Knights Radiant, Surgebinding and Voidbinding, and menacing, crab-like creatures. However, Roshar is connected to other worlds, and your campaign is not limited to only staying on Roshar.

Your characters could travel across the Cognitive Realm oceans to Scadrial, the land of metal-based Investiture, or the colorful Nalthis. Your characters could reach Lumar and sail across its seas of spores, or plunge through the terrifying Dor to visit Sel to witness its many geography-based magic systems.

If you are the GM, do not let the limitations of the books stop your campaign from traveling across the cosmere, if you'd like. If not, Roshar is an enormous, expansive planet with many cultures and stories and ideas to utilize. Regardless of where your campaign starts (or ends up), each world of the cosmere is set apart by its own history and cultures, distinctive enemies and peoples, fantastic geography, ancient dungeons, and scheming villains.

This book was created with the time of the True Desolation in mind, but your campaign can take place at any time. Work with your GM and the rest of your table to discuss these things. Should you play a campaign set on Roshar long ago, in ages past? Maybe your Knights Radiants have knowledge of other worlds, and your villain requires them to travel there. Or maybe you are playing during the True Desolation, during the books, running into characters like Jasnah and Lift and Rysn, helping Shallan take down Re-Shephir or fighting alongside Kaladin in the Battle of Thaylen Field.

Your table can be extremely loyal to the books, as if your characters are Knights Radiants in Urithiru under Dalinar himself, fighting against the Fused and the Skybreakers in preparation for Odium's challenge. Or, you can make up your own story. Maybe Shallan never discovered the towering city of Urithiru; your Elsecaller did. Maybe Kaladin did die in one of the bridge runs, and your character, part of Bridge 4, became the Windrunner he never got to be. Your imagination is your only limitation. Just make sure that the GM and all players are aware of how canonical your campaign will be.

Using This Book

The *Radiant's Handbook* is divided into three parts.

Part 1 (Chapters 1-6) is about creating a character, providing the rules and guidance you need to make the Knights Radiant you'll play in the game. It includes information on the various Identities, classes, backgrounds, equipment, and other customization options that you can choose from. Many of the rules in part 1 rely on materials in part 2 and 3. If you come across a game concept in part 1 that you don't understand, consult the book's table of contents.

Part 2 (Chapters 7-9) details the rules of how to play the game, beyond the basics described in this introduction. That part covers the kinds of die rolls you make to determine success or failure at the tasks your character attempts, and describes the three broad categories of activity in the game: exploration, interaction, and combat.

Part 3 (Chapters 10-11) is all about Investiture. It covers the nature of Investiture in Roshar, the rules for Investiture casting, and the huge variety of Invested Arts available to Investiture-casting characters (and enemies) in the game.

Because of Google Docs character limitations, the detailed descriptions of each Invested Art are found in a separate document, [The Invested Arts of the Cosmere](#).

How to Play

The play of Cosmere 5e unfolds according to a basic pattern.

- 1. The GM describes the environment.** The GM tells the players where their adventurers are and what's around them, presenting the basic scope of options that present themselves (how many doors lead out of a room, what's on a table, who's in the tavern, and so on).
- 2. The players describe what they want to do.** Sometimes one player speaks for the whole party, saying, "We'll take the east door," for example. Other times, different adventurers do different things: one adventurer might search a locked chest while a second examines an esoteric glyph engraved on a wall and a third keeps watch for the Regals who hunt them. The players don't need to take turns, but the GM listens to every player and decides how to resolve those actions. Sometimes, resolving a task is easy. If an adventurer wants to walk across a room and open a door, the GM might just say that the door opens and describes what lies beyond. But the door might be locked, the floor might hide a deadly trap, or some other circumstance might make it challenging for an adventurer to complete a task. In those cases, the GM decides what happens, often relying on the roll of a die to determine the results of an action.
- 3. The GM narrates the results of the adventurers' actions.** Describing the results often leads to another decision point, which brings the flow of the game right back to step 1.

This pattern holds whether the adventurers are cautiously exploring a ruin, talking to a devious Brightlord, or locked in mortal combat against a chasmfiend. In certain situations, particularly combat, the action is more structured and the players (and GM) do take turns choosing and resolving actions. But most of the time, play is fluid and flexible, adapting to the circumstances of the adventure.

Often the action of an adventurer takes place in the imagination of the players and GM, relying on the GM's verbal descriptions to set the scene. Some GMs like to use music, art, or recorded sound effects to help set the mood, and many players

and GMs alike adopt different voices for the various adventurers, enemies, and other characters they play in the game. Sometimes, a GM might lay out a map and use tokens or miniature figures to represent each creature involved in a scene to help the players keep track of where everyone is.

Game Dice

The game uses polyhedral dice with different numbers of sides. You can find dice like these in game stores and in many bookstores.

In these rules, the different dice are referred to by the letter d followed by the number of sides: d4, d6, d8, d10, d12, and d20. For instance, a d6 is a six-sided die (the typical cube that many games use).

Percentile dice, or d100, work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice numbered from 0 to 9. One die (designated before you roll) gives the tens digit, and the other gives the ones digit. If you roll a 7 and a 1, for example, the number rolled is 71. Two 0s represent 100. Some ten-sided dice are numbered in tens (00, 10, 20, and so on), making it easier to distinguish the tens digit from the ones digit. In this case, a roll of 70 and 1 is 71, and 00 and 0 is 100.

When you need to roll dice, the rules tell you how many dice to roll of a certain type, as well as what modifiers to add. For example, “3d8 + 5” means you roll three eight-sided dice, add them together, and add 5 to the total.

The same d notation appears in the expressions “1d3” and “1d2.” To simulate the roll of 1d3, roll a d6 and divide the number rolled by 2 (round up). To simulate the roll of 1d2, roll any die and assign a 1 or 2 to the roll depending on whether it was odd or even. Or just flip a coin.

The D20

Does a Radiant’s Shardblade swing hurt a Fused or just bounce off its aluminum-plated lance? Will the Highprince believe an outrageous bluff? Can a character swim across a raging river? Can a character avoid the main blast of a *fireball*, or do they take full damage from the Soulcasted blaze? In cases where the outcome is uncertain, the Cosmere 5e game relies on rolls of a 20-sided die, a d20, to determine success or failure.

Every character and enemy in the game has capabilities defined by six ability scores. The abilities are Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma, and they typically range from 3 to 18 for most adventurers. (Enemies might have scores as low as 1 or as high as 30.) These ability scores, and the **ability modifiers** derived from them, are the basis for almost every d20 roll that a player makes on a character’s or enemy’s behalf.

Ability checks, attack rolls, and saving throws are the three main kinds of d20 rolls, forming the core of the rules of the game. All three follow these simple steps.

1. **Roll the die and add a modifier.** Roll a d20 and add the relevant modifier. This is typically the modifier derived from one of the six ability scores, and it sometimes includes a proficiency bonus to reflect a character’s particular skill. (See [Chapter 1](#) for details on each ability and how to determine an ability’s modifier.)
2. **Apply circumstantial bonus and penalties.** A class feature, an Invested Art, a particular circumstance, or some other effect might give a bonus or penalty to the check.
3. **Compare the total to the target number.** If the total equals or exceeds the target number, the ability check, attack roll, or saving throw is a success. Otherwise, it’s a failure. The GM is usually the one who determines the target numbers and tells players whether their ability checks, attack rolls, or saving throws succeed or fail.

The target number for an ability check or saving throw is called a **Difficulty Class** (DC). The target number for an attack roll is called an **Armor Class** (AC).

This simple rule governs the resolution of most tasks in Cosmere 5e play. Chapter 7, “[Using Ability Scores](#),” provides more detailed rules for using the d20 in the game.

Advantage and Disadvantage

Sometimes an ability check, attack roll, or saving throw is modified by special situations called advantage and disadvantage. Advantage reflects the positive circumstances surrounding a d20 roll, while disadvantage reflects the opposite. When you have either advantage or disadvantage, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage. For example, if you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17.

More detailed rules for advantage and disadvantage are presented in [Chapter 7](#).

Specific Beats General

This compendium contains rules that govern how the game plays. That said, many Identity traits, class features, Invested Arts, Invested items, enemy abilities, and other game elements break the general rules in some way, creating an exception to how the rest of the game works.

Remember this: ***If a specific rule contradicts a general rule, the specific rule wins.***

Exceptions to the rules are often minor. For instance, many adventurers don't have a swimming speed, but every Reshi does because of an Identity trait. That trait creates a minor exception in the game. Other examples of rule-breaking are more conspicuous. For instance, an adventurer can't normally pass through fences, but some Invested Arts make that possible. Investiture accounts for most of the major exceptions to the rules.

Round Down

There's one more general rule you need to know at the outset. Whenever you divide a number in the game, round down if you end up with a fraction, even if the fraction is one-half or greater.

Adventures

The Cosmere 5e game consists of a group of characters embarking on an adventure that the Game Master presents to them. Each character brings particular capabilities to the adventure in the form of ability scores and skills, class features, background perks, Identity traits, equipment, and Invested items. Every character is different, with various strengths and weaknesses, so the best party of adventurers is one in which the characters complement each other and cover the weaknesses of their companions. The adventurers must cooperate to successfully complete the adventure.

The adventure is the heart of the game: a story with a beginning, a middle, and an end. An adventure might be created by the Game Master or taken from the books of *The Stormlight Archive*, tweaked and modified to suit the GM's needs and desires. In either case, an adventure features a fantastic setting, whether it's the chasm-cracked Shattered Plains, the mysterious tower of Urithiru, a stretch of Azir desert, or the verdant city of Vedenar. It features a rich cast of characters: the adventurers created and played by the other players at the table, as well as nonplayer characters (NPCs). Those characters might be patrons, allies, enemies, hirelings, or just background extras in an adventure. Often, one of the NPCs is a villain whose agenda drives much of an adventure's conflict.

Over the course of their adventures, the characters are confronted by a variety of creatures, objects, and situations that they must deal with in some way. Sometimes the adventurers and other creatures do their best to kill or capture each other in combat. At other times, the adventurers talk to another creature (or even an Invested object, like an Awakened sword) with a goal in mind. And often, the adventurers spend time trying to solve a puzzle, bypass an obstacle, find something hidden, or unravel the current situation. Meanwhile, the adventurers explore the world, making decisions about which way to travel and what they'll try to do next.

Adventures vary in length and complexity. A short adventure might present only a few challenges, and it might take no more than a single game session to complete. A long adventure can involve hundreds of combats, interactions, and other challenges, and take dozens of sessions to play through, stretching over weeks or months of real time. Usually, the end of an adventure is marked by the adventurers heading back to their home base to rest and enjoy the spoils of their labors.

But that's not the end of the story. You can think of an adventure as a single episode of a TV series, made up of multiple exciting scenes. A campaign is the whole series—a string of adventures joined together, with a consistent group of adventurers following the narrative from start to finish.

The Three Pillars of Adventure

Adventurers can try to do anything their players can imagine, but it can be helpful to talk about their activities in three broad categories: exploration, interaction, and combat.

Exploration includes both the adventurers' movement through the cosmere and their interaction with objects and situations that require their attention. Exploration is the give-and-take of the players describing what they want their characters to do, and the Game Master telling the players what happens as a result. On a large scale, that might involve the characters spending a day crossing the frigid Frostlands or an hour making their way through a cragfiend's den underground. On the smallest scale, it could mean one character pulling a lever in Urithiru to see what happens.

Because of how unique Roshar is, [Appendix C: Life on Roshar](#) can help a GM and their players in describing and experiencing the world.

Social interaction features the adventurers talking to other people (or swords). It might mean demanding that a captured scout reveal the secret entrance to the singers' safehouse, getting information from a rescued prisoner, pleading for mercy from a Brightlord, or persuading the stoic highspren to show the adventurers how to reach a Cognitive Realm city far away.

The rules in Part 2 (especially "[Using Ability Scores](#)" and "[Adventuring](#)") support exploration and social interaction, as do many class features in "[Classes](#)" and personality traits in "[Personality & Background](#)."

Combat, the focus of [Chapter 9](#), involves characters and other creatures swinging weapons, casting Invested Arts, maneuvering for position, and so on—all in an effort to defeat their opponents, whether that means killing every enemy, taking captives, or forcing a rout. Combat is the most structured element of a Cosmere 5e session, with creatures taking turns to make sure that everyone gets a chance to act. Even in the context of a pitched battle, there's still plenty of opportunity for adventurers to attempt wacky stunts like surfing down a flight of stairs on a shield, to examine the environment, and to interact with other creatures, including allies, enemies, and neutral parties.

The Wonders of Investiture

Few Cosmere 5e adventures end without something magical happening. Whether helpful or harmful, magic in the form of Investiture appears frequently in the life of an adventurer, and it is the focus of Part 3 (“[Investiture Casting](#)” and “[Invested Arts](#)”). Once again, because of Google Docs character limitations, the detailed descriptions of each Invested Art are found in a separate document, [The Invested Arts of the Cosmere](#).

In the worlds of Cosmere 5e, Knights Radiant are rare, set apart from the masses of people by their extraordinary talent and their access to Roshar’s Investiture, or Surgebinding. Common folk might see evidence of Investiture on a regular basis—a spren, a boon from the Nightwatcher, or the result of a singer bonding into stormform and turning into a Regal.

For Knights Radiant, though, Investiture is key to their survival. Without the healing abilities of Edgedancers and Truthwatchers (or a fabrial that mimics it), adventurers would quickly succumb to their wounds. Without the support of Windrunners and Lightweavers, warriors might be overwhelmed by powerful foes. Without the sheer Invested power and versatility of Elsecallers and Stonewards, every threat would be magnified tenfold.

Investiture is also a favored tool of villains. Many adventures are driven by the machinations of a Fused who is hellbent on using Investiture for some ill end. A slave turned Brightlord seeking to use their Nightwatcher boon to take over Roshar, a brainwashed merchant tricked into unleashing an Unmade on a city, a Herald convincing those around them to rise up in an army to overthrow the humans, Surgebinders from another planet utilizing little-known Investiture to fight Rosharans—these are just a few of the Investiture-fueled threats that adventurers might face. With Investiture of their own, in the form of class features, Invested Arts, and Invested items, the adventurers might prevail!

1. Step-by-Step Characters

Your first step in playing an adventurer in Cosmere 5e is to imagine and create a character of your own. Your character is a combination of game statistics, roleplaying hooks, and your imagination. You choose an Identity (such as Alethi, Shin, or Unkalaki), a class (such as Dustbringer, Elsecaller, or Stoneward), and a background (such as ardent, soldier, or Veristitalian). You also invent the personality, appearance, and backstory of your character. Once completed, your character serves as a representative in the game, your avatar in the cosmere.

Before you dive into step 1 below, think about the kind of adventurer you want to play. You might be a proud Skybreaker, an artistic Lightweaver, or a sneaky Willshaper. Remember that the different Orders of the Knights Radiant seek out people of a particular type, all of which are detailed in the different class descriptions—but don’t let that stop you from being creative. Windrunners seek out those who seek to protect others around them, and that is what many features of the class are based on. But maybe your character isn’t strong yet, or is fearful and struggles to even protect themselves. That doesn’t mean they wouldn’t be able to form a bond with an honorspren; that only means that they have a much more interesting narrative to play out as they learn to follow the Ideals of their Order in lieu of their struggles and weaknesses.

Do you like the idea of playing someone not like the typical Alethi or Veden we see mostly in the books? Try creating a character who is a singer or a Siah Aimian. Do you want your character to be tough and strong, the best fighter at the table? Choose a Windrunner, Skybreaker, or Stoneward class. Maybe you want your character to be quiet and thoughtful, and so you could design an Elsecaller or Truthwatcher. If you don’t know where to begin, try reading up on some of your favorite characters from *The Stormlight Archive* and creating a character based on them, or read through the different class descriptions found in [Chapter 3](#) to hopefully gain some inspiration.

Once you have your character in mind, follow these steps in order, making decisions that reflect the character you want. Your conception of your character might evolve with each choice you make. What’s important is that you come to the table with a character you’re excited to play.

Throughout this chapter, we use the term **character sheet** to mean whatever you use to track your character, whether it’s a formal character sheet, some form of digital record, or a piece of notebook paper. You can even use an official D&D 5e character sheet to start, but know that certain terms have been changed and things have been removed or added.

Building Kaladin

Each step of character creation includes an example of that step, with a player named Brandon building his character, Kaladin.

1 - Choose an Identity

Every character belongs to an Identity, one of the many intelligent humanoids in the cosmere. The most common player character Identities from the *Stormlight* books are Alethi, Makabaki, Herdazian, Thaylen, and Veden, but there are a myriad of uncommon Identities available for play, including the blue-skinned Natan, the island-dwelling Reshi, the freed slaves of the singers, or the shapeshifting and rare Siah Aimian. [Chapter 2](#) provides more information about these Identities and the others from Roshar.

The Identity you choose contributes to your character's narrative in an important way, by establishing a general appearance and some minor features gained by your character's culture and ancestry. Record any traits or features your Identity provides to you on your character sheet, as well as your starting languages and base speed.

General Feat

Most Identities also allows you to choose one general feat, found in [Chapter 6](#). If your chosen Identity does, look through them and find one that fits your character well, noting any ability score increases, proficiencies, or features that it gives you. General feats are a good way to provide inspiration to you on character creation as well as a good manifestation of your character's talents or strengths they have gained in their life. Some Identities, like Siah Aimians, that offer unique and special features, do not also let you choose a general feat, as they are typically more uncommon in the world and are chosen less often than the common Identities.

If your general feat offers expertise in something, keep in mind that characters cannot have expertise in anything until they are 4th level. If this is the case for the general feat you choose, work with your GM to gain proficiency in another, similar thing instead. See "[Expertise](#)" in Chapter 7 for more details.

Ability Scores

Each class allows you to increase your ability scores by a certain amount. We will take care of this in step 3.

Building Kaladin, Step 1

Brandon is sitting down to create his character. He decides that he wants to play an Alethi, as he knows that a large part of his table's campaign is going to take place in and around Alethkar, and he's interested in the culture and people of the country. He notes Alethi on his character sheet, including that his character speaks Common, reads Common Glyphs, and has a walking speed of 30 feet.

Brandon then looks in Chapter 6 and decides on a feat Kaladin will have. He thinks about Kaladin's backstory that he has come up with, thinking about his training in the military. Wanting Kaladin to be extremely adept at fighting with a spear, he chooses the "Darkeyes Spear Mastery" feat. It gives him no ability score increases, but quite a few additional features, which he marks down on his character sheet.

2 - Choose a Class

Every adventurer in Cosmere 5e is a member of a class. And those classes are Orders of the Knights Radiant, the large organization on Roshar of people who have access to one of the planet's manifestations of Investiture, Surgebinding. Class broadly describes a character's vocation, what special talents they possess, and the tactics they are most likely to employ when fighting on a battlefield, sneaking through a city, or engaging in a tense negotiation. A class also details how a character is able to use Investiture, the cosmere's magic, in features, Invested Arts, and other abilities. [Chapter 3](#) details all nine classes available for you to pick from.

Your character receives a number of benefits from your choice of class. Many of these benefits are **class features**—capabilities (including Invested Art casting) that set your character apart from members of other classes. You also gain a number of **proficiencies**: armor, weapons, skills, and saving throws. Tool proficiencies, if any, are provided by your background. Your proficiencies define many of the things your character can do particularly well, including using certain weapons, resisting damaging effects, telling a convincing lie, and more.

On your character sheet, record all the features that your class gives you at 1st level.

Level

Typically, a character starts at 1st level and advances in level by adventuring and gaining **experience points** (XP). A 1st-level character is inexperienced as a Knights Radiant, although they might have been a soldier and done dangerous things before, or have been a scholar who has amassed a large amount of knowledge.

Starting off at 1st level marks your character's entry into their Knights Radiant Order. If you're already familiar with the game, or if you are joining an existing D&D campaign, your GM might decide to have you begin at a higher level, on the assumption that your character has already learned some of their Knights Radiant abilities.

Record your level on your character sheet. If you're starting at a higher level, record the additional elements your class gives you for your levels past 1st. Also record your experience points, if your GM is using that type of tracking (some GMs don't use experience and instead decide when their characters level up based on the campaign). A 1st-level character has 0 XP. A higher-level character typically begins with the minimum amount of XP required to reach that level (see "[Beyond 1st Level](#)" later in this section).

QUICK BUILD

Each class description in the "Classes" chapter includes a section offering suggestions to quickly build a character of that class, including how to assign your highest ability scores, a background suitable to the class, and starting Invested Arts.

Hit Points and Hit Dice

Your character's hit points define how tough your character is in combat and other dangerous situations. Your hit points are determined by your Hit Dice (short for Hit Points Dice).

At 1st level, your character has 1 Hit Die, and the die type is determined by your class. You start with hit points equal to the highest roll of that die, as indicated in your class description. (You also add your Constitution modifier, which you'll determine in step 3.) This is also your **hit points maximum**.

Record your character's hit points on your character sheet. Also record the type of Hit Die your character uses and the number of Hit Dice you have (one per your character's level). After you rest, you can spend Hit Dice to regain hit points (see "[Resting](#)" in Chapter 8). Whenever you roll a Hit Die to regain hit points, you add your Constitution modifier to the roll.

Proficiency Bonus

The table that appears in your class description shows your proficiency bonus, which is +2 for a 1st-level character. Every class has the exact same proficiency bonus at each level. Your proficiency bonus applies to many of the numbers you'll be recording on your character sheet:

- Attack rolls using weapons you're proficient with
- Attack rolls with Invested Arts you cast
- Ability checks using skills you're proficient in
- Ability checks using tools you're proficient with
- Saving throws you're proficient in
- Saving throw DCs for Invested Arts you cast (explained in each Investiture-casting class)

Your class determines your weapon proficiencies, your saving throw proficiencies, and some of your skill proficiencies (skills are described in [Chapter 7](#)). Your background gives you additional skill proficiencies and some give you tool proficiencies (tools are described in [Chapter 5](#)). Be sure to note all these proficiencies, as well as your proficiency bonus, on your character sheet. Think about both your narrative backstory and your class features for how to assign your different skill proficiencies, as all classes offer a choice.

Your proficiency bonus can't be added to a single die roll or other number more than once from two different sources. However, you can have what is called "expertise" on a skill, saving throw, tool, or something else, which allows you to double your proficiency bonus and add it to the roll (see "[Expertise](#)" in Chapter 7 for more details). If you have multiple, disparate sources telling you to add your proficiency bonus more than once to a roll, only add it once regardless, unless you have expertise on that type of roll.

Equipment

Your class also provides you with starting equipment, usually in the form of choices between different weapons or armor that you'd like to begin with. These are found in the class description. You can see the statistics and details of the different types of equipment and items in [Chapter 5](#). You will begin with additional equipment provided by your background. We'll choose your character's starting equipment in step 5.

Spren

Each class, being a member of the Order of Knights Radiant, has a Nahel bond with their Order's spren. Your spren is who your character spoke their first Ideal to, and it is to your spren that your character will become closer as the campaign progresses. Work with your GM to come up with a name, backstory, and personality details about your spren. There are also ideas for spren names found in [Chapter 3](#), after all the class descriptions.

In addition, each type of spren has its own features and abilities that can be used in different ways, similar to a familiar. Refer to your class description for more information, and see the section on "[Radiant Spren](#)" in Chapter 3.

Building Kaladin, Step 2

Brandon has designed Kaladin's backstory so that he desires to protect those around him, as he has failed to do so in his past. This fits well within the Ideals of the Windrunner class. Brandon's GM decides they are going to start the campaign at 1st level, so Brandon writes the 1st-level Windrunner features he finds in the class description. In addition, Brandon takes note of the Windrunner's proficiencies provided by the class.

As a 1st-level Windrunner, Kaladin has 1 Hit Die—a d10—and starts with hit points equal to 10 + his Constitution modifier. Brandon notes this, and will record the final number after he determines Kaladin's Constitution score (in step 3). Brandon also notes the proficiency bonus for a 1st-level character, which is +2. The Windrunner class offers a choice in skill proficiencies that Brandon chooses, based on Kaladin's backstory and interests.

Finally, Brandon works with his GM to come up with a name for Kaladin's honorspren. They decide to name her Sylphrena (she goes by Syl). Brandon notes Syl's abilities and statistics on Kaladin's character sheet.

3 - Determine Ability Scores

Much of what your character does in the game depends on their six abilities: **Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma**. Each ability has a score, which is a number you record on your character sheet.

The six abilities and their use in the game are described in Chapter 7, "[Using Ability Scores](#)." You generate your character's six **ability scores** randomly. Roll four 6-sided dice (4d6) and record the total of the highest three dice on a piece of scratch paper. Do this five more times, so that you have six numbers.

If you or your table don't like the idea of randomly determining ability scores, you can use the following scores instead: 15, 14, 13, 12, 10, 8. However, how you determine your ability scores is ultimately up to your GM.

Now you are allowed to increase ability scores of your choice. This is the same regardless of your class, Identity, or background choice. You are allowed a +2 to one ability score and a +1 to another ability score, or you are allowed three +1s to three different ability scores. (The only exception to this is if you choose the [singer Identity](#), detailed in that Identity's description.)

After getting your six numbers, write one beside each of your character's ability scores on your sheet, assigning one each to Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Each class description has recommended ability scores to which you should assign your highest. Though it is just a recommendation, think hard about which scores get which numbers. Edgedancers, for example, have almost all of their features based around the Wisdom skill, so an Edgedancer with Wisdom being one of their lowest scores is not going to be as effective in battle, exploration, or social situations. Use your character's backstory to help with assigning ability scores, too, even if it doesn't affect your class's features.

After assigning your ability scores, determine your **ability modifiers** using the Ability Scores and Modifiers table. To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the result by 2 (rounding down). Write the modifier next to each of your scores.

Ability Scores and Modifiers

Score	Modifier	Score	Modifier
1	-5	16-17	+3
2-3	-4	18-19	+4
4-5	-3	20-21	+5
6-7	-2	22-23	+6
8-9	-1	24-25	+7
10-11	0	26-27	+8
12-13	+1	28-29	+9
14-15	+2	30	+10

Variant: Purchasing Ability Scores

At your GM's option, you can use this variant for determining your ability scores. The method described here allows you to build a character with a set of ability scores you choose individually.

You have 27 points to spend on your ability scores. The cost of each score is the following: **8** costs 0 points, **9** costs 1 point, **10** costs 2 points, **11** costs 3 points, **12** costs 4 points, **13** costs 5 points, **14** costs 7 points, and **15** costs 9 points. Using this method, 15 is the highest ability score you can end up with, before applying increases. You can't have a score lower than 8.

This method of determining ability scores enables you to create a set of three high numbers and three low ones (15, 15, 15, 8, 8, 8), a set of numbers that are above average and nearly equal (13, 13, 13, 12, 12, 12), or any set of numbers between those extremes.

Building Kaladin, Step 4

Brandon and his GM decide to use the standard set of scores (15, 14, 13, 12, 10, 8) for Kaladin's abilities. Brandon reads the recommended ability scores for the Windrunner class and begins assigning. Kaladin is really strong, so Brandon assigns his highest score, 15, to Strength. His next-highest, 14, Brandon puts into Constitution. He then applies the 13 to Dexterity, the 12 to Wisdom, the 10 to Charisma, and the 8 to Intelligence. He decides to go with the three +1s, and adds them to Strength, Constitution, and Wisdom.

Kaladin's ability scores and modifiers look like this: Strength 16 (+3), Dexterity 13 (+1), Constitution 15 (+2), Intelligence 8 (-1), Wisdom 13 (+1), Charisma 10 (+0).

Brandon then fills in Kaladin's final hit points: 10 + his Constitution modifier of +2, for a total of 12 hit points.

4 - Describe Your Character

Once you know the basic game aspects for your character, it's time to flesh them out as a person. Your character needs a name (each Identity has inspiration and ideas, some of which are taken and inspired by names in the books!). Spend a few minutes thinking about what your character looks like and how they behave in general terms.

Using the information in the "[Personality & Background](#)" chapter, you can flesh out your character's physical appearance and personality traits. You can, if you wish, choose an alignment, which can help you decide what choices your character would make or how they would act in certain situations. The chapter also goes into detail about your character's ideals, bonds, and flaws.

Remember that Knights Radiant are often chosen by spren because they have something broken in their spiritweb that allows the bond. Shallan killed both her parents, Kaladin was incapable of protecting his brother, and Dalinar set fire to an entire city,

killing his wife. Your character's flaw does not have to be *quite* that dramatic, but you should have something in your character's past that allowed them to be broken enough to bond with an Order's spren.

Background

Your character's **background** describes where they came from, their original occupation before they swore their First Ideal, and the character's place in the cosmere. Your GM might offer additional backgrounds beyond the ones included in [Chapter 4](#), and might be willing to work with you to craft a background that's a more precise fit for your character concept.

Backgrounds provide additional skill proficiencies and some sort of perk. They also will sometimes have additional languages or tool proficiencies that your character gets. Finally, they will offer starting equipment in addition to the equipment gained from your class. Record this information, along with the personality information you develop, on your character sheet.

Your Character's Abilities

Take your character's ability scores and Identity into account as you flesh out their appearance and personality, but remember that, no matter what Identity you choose, you can make a character however you'd like. A character's Identity may affect how they look, but it often won't affect too much how they act, unless you want it to.

Customization

A good GM will prioritize creative character creation above the rules detailed in this book. For example, if you have a really great idea for an Unkalaki character who is extremely small compared to others in their Identity, work with your GM to see if you can have an Unkalaki with a size of Small instead of Medium. As long as the idea you have in your mind doesn't break the game in any way, customization and homebrewing should be considered to make your character exactly how you picture them.

Work with your GM to develop a character whom you are excited to play, harmlessly tweaking and adjusting the rules here if necessary.

Building Kaladin, Step 4

Brandon fills in some of Kaladin's basic details: his name, his gender, and his height and weight. Kaladin's high Strength, Constitution, and Dexterity represent his physical build and fitness, and his low Charisma represents his moodiness and disregard for social mores. Having a good Wisdom score comes from Kaladin's study of medicine and ability to be vigilant and perceptive on the battlefield. His lowest score, Intelligence, represents a lack of study. At this point in his story, Kaladin was a soldier in the past, so Brandon chooses the Soldier background, writing down the additional proficiencies, perk, and features he gains from it.

5 - Choose Equipment

Your class and background both determine your character's **starting equipment**, including weapons, armor, and other adventuring gear. Record this equipment on your character sheet. All such items are detailed in Chapter 5, "[Equipment](#)."

Armor Class

Your **Armor Class** (AC) represents how well your character avoids being wounded in battle. Things that contribute to your AC include the armor you wear, the shield you carry, and your Dexterity modifier. Not all characters wear or carry shields, however.

Without armor or a shield, your character's AC equals 10 + their Dexterity modifier. If your character wears armor, carries a shield, or both, calculate your AC using the rules in [Chapter 5](#). Record your AC on your character sheet.

Your character needs to be proficient with armor and shields to wear them and use them effectively, and your armor and shield proficiencies are determined by your class. There are drawbacks to wearing armor or carrying a shield if you lack the required proficiency, as explained in the "Equipment" chapter.

Some Invested Arts and class features give you a different way to calculate your AC. If you have multiple features that give you different ways to calculate your AC, you choose which one to use.

Weapons

For each weapon your character wields, calculate the modifier you use when you attack with the weapon and the damage you deal on a hit.

When you make an attack with a weapon, you roll a d20 and add your proficiency bonus (but only if you are proficient with the weapon) and the appropriate ability modifier.

- For attacks with **melee weapons**, use your Strength modifier for attack and damage rolls. A weapon that has the finesse property, such as a shortsword, can use your Dexterity modifier instead.
- For attacks with **ranged weapons**, use your Dexterity modifier for attack and damage rolls. A weapon that has the thrown property, such as a dagger, can use your Strength modifier instead.

Building Kaladin, Step 5

Brandon chooses the equipment provided by the Windrunner class. He decides to start with chain mail and a spear and a dagger (two simple weapons). He marks these down on his character sheet. His chosen chain mail gives Kaladin an AC of 16, which he writes down on his sheet (he also writes down that, because of his armor, he rolls

Dexterity [Stealth] checks with disadvantage!).

In addition, he writes down the starting equipment and money from his chosen background.

Kaladin's weapons are a spear and a dagger. The spear does not have the finesse property, so Brandon uses Strength for the modifier. The dagger does have the finesse property, but Brandon chooses Strength either way as it's higher. Kaladin's attack bonus for the weapons is his Strength modifier (+3) plus his proficiency bonus (+2) for a total of +5. Spears usually deal 1d6 piercing damage, but Brandon decides that Kaladin is going to wield it with two hands, bringing it to a 1d8. And, because of Kaladin's "Darkeyes Spear Mastery" feat, this increases to 1d10.

In total, Kaladin's spear deals 1d10 + 3 (his Strength modifier) piercing damage. The dagger deals 1d4 + 3 piercing damage. Brandon writes these all down on his character sheet.

6 - Journey Before Destination

Most Cosmere 5e characters don't work alone. Each character plays a role within a **party**, a group of Knights Radiant working together for a common purpose. Teamwork and cooperation greatly improve your party's chances to survive the many perils in the cosmere. Talk to your fellow players and your GM to decide whether your characters know one another, how they met, and what sorts of quests the group might undertake.

Building Kaladin, Step 6

Brandon's character creation is completed. He has a fleshed-out backstory for his character, Kaladin, including a background, hopes and desires, flaws, reasons for joining the Order of the Windrunners, a physical appearance, and a full character sheet full of features and abilities.

Brandon sits down at the table on session 1 with the GM and the other player characters joining them. His Alethi Windrunner is joined by a Reshi Lightweaver, a Thaylen Edgedancer, and a Makabaki Skybreaker. They have completed their session 0 and are all on the same page about their expectations for the campaign. The GM sets the scene and everyone gets their dice ready. Journey before destination!

Beyond 1st Level

As your character goes on adventures and overcomes challenges designed by your GM, they gain experience, represented by experience points, or XP. A character who reaches a specified XP total advances in capability. This advancement is called **gaining a level**.

When your character gains a level, their class often grants additional features, as detailed in the class description. Some of the features allow you to increase your ability scores, either increasing two scores by 1 or one score by 2. You can't increase an ability score above 20. In addition, every character's proficiency bonus increases at certain levels, detailed in each class's table.

Each time you gain a level, you gain 1 additional Hit Die. Roll that Hit Die, add your Constitution modifier to the roll, and add the total (minimum of 1) to your hit point maximum. Alternatively, you can use the fixed value shown in your class description, which is the average result of the die roll (rounded up). Talk to your GM and your table to see what option for Hit Point increase you want to use.

When your Constitution modifier increases by 1, your hit point maximum increases by 1 for each level you have attained. For example, when Kaladin reaches 8th level as a Windrunner, he increases his Constitution score from 15 to 16, thus increasing his Constitution modifier from +2 to +3. His hit point maximum then increases by 8.

The Character Advancement table summarizes the XP you need to advance in levels from level 1 through level 20, the proficiency bonus for a character of that level, how many things your character can have expertise in, and how far away your spren can be from your character (see "[Spren Abilities](#)"). Consult the information in your character's class description to see what other improvements you gain at each level.

Tiers of Play

The shading in the Character Advancement table shows the four tiers of play. The tiers don't have any rules associated with them; they are a general description of how the play experience changes as characters gain levels. Mostly this can help GMs with designing games, based on the levels their characters are at.

In the first tier (levels 1-4), characters are effectively apprentice Knights Radiant. Barely past their Second Ideal, they are learning the features that define them as members of their Order. The threats they face are relatively minor, usually posing a danger to local farmsteads or villages.

In the second tier (levels 5-10), characters are beginning to come into their own within their Order. Many Investiture casters gain access to 3rd-level Invested Arts at the start of this tier, crossing a new threshold of Invested power. At this tier, many weapon-using classes gain the ability to make multiple attacks in one round. These characters have become important, facing dangers that threaten cities or princedoms.

In the third tier (levels 11-16), characters have reached a level of power that sets them high above the ordinary populace and makes them special even among other Knights Radiant. At 11th level, many Investiture casters gain access to 6th-level Invested Arts, some of which create effects previously impossible for player characters to achieve. Other characters gain features that allow them to make more attacks or do more impressive things with those attacks. These mighty Knights often confront threats to whole countries or entire regions of Roshar.

At the fourth tier (levels 17-20), characters achieve the pinnacle of their class features, becoming almost Heraldic in power. The fate of the entire planet and its role among the cosmere hangs in the balance and is decided upon the actions and choices of Knights Radiant of these levels.

Character Advancement

Experience Points	Level	Proficiency Bonus	No. of Expertises	Spren Range
0	1	+2	0	30 ft.
300	2	+2	0	30 ft.
900	3	+2	0	30 ft.
2,700	4	+2	1	30 ft.
6,500	5	+3	1	50 ft.
14,000	6	+3	1	50 ft.
23,000	7	+3	1	50 ft.
34,000	8	+3	2	50 ft.
48,000	9	+4	2	50 ft.
64,000	10	+4	2	50 ft.
85,000	11	+4	2	100 ft.
100,000	12	+4	3	100 ft.
120,000	13	+5	3	100 ft.
140,000	14	+5	3	100 ft.
165,000	15	+5	3	100 ft.
195,000	16	+5	4	100 ft.
225,000	17	+6	4	250 ft.
265,000	18	+6	4	250 ft.
305,000	19	+6	5	250 ft.
355,000	20	+6	5	250 ft.

2. Identities

A visit to one of the great cities of Roshar—Kholinar, Kharbranth, Azimir, Kasitor—overwhelms the senses. Voices chatter in countless different languages. The smells of cooking in dozens of different cuisines mingle with the odors of crowded streets and chulls. Buildings in myriad architectural styles display the diverse origins of their inhabitants.

And the people themselves are of varying size, shapes, and colors, dressed in too many different styles and types of dress to count. There are the powerful Alethi, the lithe Veden, the solemn Makabaki, the loud Thaylen.

Scattered among the members of these more common Identities are the true exotics: a hulking Unkalaki, traveled all the way down from the Horneater Peaks. There are the rare Iriali, visiting from the west, their skin and hair shining brightly like gold. A Shin woman, as small as a child, watches the rest of those towering over her with wide eyes. The Siah Aimian man darts through the crowd, his blue skin peaking out from his hood. And there, recently restored from the form that enslaved them, is the black, white, and red marbled skin of a singer.

Choosing an Identity

In *The Stormlight Archive*, the majority of characters are Alethi and Veden, with the occasional Thaylen or Herdazian or Azish. But there are also Reshi from the north, the Purelakers from the center of the world, the blue-skinned Natan from the east, and so many others. Your character belongs to one of these peoples.

Unlike choosing a race in D&D 5e, the Identity you choose for Cosmere 5e does not affect your character's features that much. Any person of any ethnicity can be a Knights Radiant of any Order. Most of your actual, tangible features and proficiencies come from your class and background. You can be a singer who bonds with a Reacher to become a Willshaper. You can be a large Horneater who becomes a Windrunner. Keep in mind that it is your character's ideals, desires, and flaws that affect which Knights Radiant Order they belong in—not the color of their skin or where they were born. So, while there are a few small features an Identity can provide, the Identity you choose for your character is mostly for narrative flavor.

Most Identities allow you to choose a general feat and gain its benefits, and for those Identities that do offer powerful and unique features (Siah Aimians or singers) you do not also get to choose a general feat.

Your character's Identity provides the cues for building your character's story. Each Identity's description in this chapter includes information to help you roleplay a character of that Identity, including physical appearance, features of society, and other attributes. These details are suggestions to help you think about your character; adventurers can deviate widely from the norm for their Identity. It is worthwhile, in fact, to consider why your character is different from others of their same Identity, as a helpful way to think about your character's background and personality.

In *The Stormlight Archive*, there are many things that affect the usability of certain Identities below. There is only one known Siah Aimian, for example (Axies the Collector). Singers are, often, the enemy of everyone else. Work with your GM to come up with your own story for these things. Singers could live mixed in amongst the humans, for example, and Siah Aimians could be rare but still well known. Or you and your GM can use these restraints placed on these Identities by the books to create an interesting narrative regardless, like how Rlain the singer works with the humans in the books.

Ability score increases are not based on your chosen Identity. You can choose to add a +1 to any three ability scores **or** add one +1 and one +2 to two ability scores of your choice, regardless of the Identity, class, and background you choose (except for singer, seen below). Be sure to look at the classes to see recommended ability score increases for each.

Finally, there are some nationalities that you will not find below, as Identities in Cosmere 5e is based on ethnicity. Rosharan ethnicities have been narrowed down to the following thirteen. If you wanted to play a character from Kharbranth, for example, you could be ethnically Veden, Alethi, or Thaylen. If you wanted your character to be from Babatharnam, you could be ethnically Selay. The Identity of Makabaki consists of people from the dozen or so countries that make up the southwestern desert of Roshar. The ethnicities below mostly came from the groups of people that made up the ancient, ten Silver Kingdoms.

Identity Traits

The description of each Identity includes traits that are common to members of that Identity. The following entries appear among them:

Age

This life span is an average for a member of the Identity.

Creature Type

Every character and enemy in the game has a creature type, though all of the Identities shown here are either human (humanoid) or singer (humanoid).

Size

People on Roshar are taller than their equivalents here on earth, so the sizes of creatures have been slightly adjusted. Characters of most Identities are Medium, a size category including creatures that are roughly 5 ½ to 7 feet tall. Members of some Identities are Small (under 5 ½ feet tall), which means that certain rules of the game affect them differently. The most important of these rules is that Small characters have trouble wielding unwieldy weapons, as described in [Chapter 5](#).

Speed

Your speed determines how far you can move when traveling ([Chapter 8](#)) and fighting ([Chapter 9](#)). But, simply put, the speed listed here is how far members of each Identity can move in one round, or 6 seconds, with a basic movement.

Languages

The languages your character can speak, read, and write. See "[Character Details](#)" in Chapter 4 for additional information on languages.

Knowledge Subjects

Growing up as a certain Identity has given you Knowledge about certain subjects. See [Chapter 7](#) for information on Knowledge and Knowledge subjects.

General Feat or No Feat

Most Identities allow you to choose one general feat from [Chapter 6](#), gaining its benefits. Some of the more rare Identities that offer special features (Siah Aimians and singers) do not get to choose a general feat.

Special Traits

Each Identity provides other special traits: abilities that characters gain from their ancestors or culture. Each has at least one.

Ability Score Increase

Each Identity allows you to increase your starting ability scores.

IDENTITIES FROM OTHER COSMERE WORLDS

If your GM allows it, you can also check out [Hoid's Guide to the Cosmere](#) for dozens of more Identities, all from the many different cosmere planets other than Roshar.

Alethi

Biology and Appearance

The Alethi are a tanned-skin people from the Vorin nation of Alethkar. They typically have dark hair, to the point of believing that Alethi with light hair are “impure,” though others see the mixture of traits a positive reflection of Alethkar’s conquest of others. They are extremely tall, towering above most others on Roshar.

Society and Culture

The Alethi culture is highly militaristic. A soldier is considered to be one of the highest callings and one of the most honorable things one can do for their highprince and for their nation. Alethi are devoutly Vorin, and are highly religious in all aspects of life. Their men normally don’t read Common Script and the women always cover their safehand (left hand) with the most modest of sleeves. They also distinctly respect the separation between darkeyes and lighteyes, with the darkeyes making up the lower caste of society and the lighteyes ruling over them.

Names

Alethi names are quite different, depending on the color of the person’s eyes. Darkeyed Alethi names tend to be short and simple and beginning in consonants, while lighteyes Alethi names can be long and complex, a rhythmic pattern of consonants and vowels in repeating syllables. The most devout lighteyes Alethi will name their children in holy names that are almost fully symmetric, though perfectly symmetrical can be seen as blasphemous. With the Vorin rules on holy symmetry, the letter “h” can be used in place of any other letter while remaining symmetrical (for example, the name “Honor” is symmetrical under these rules).

Darkeyes men names: Barras, Hotem, Mip, Rost, Tem

Darkeyes women names: Gen, Mish, Reni, Rin

Darkeyes nonbinary names: Aln, Dre, Ret, Thast

Lighteyes men names: Amelan, Elhekes, Noromen, Relarem

Lighteyes women names: Ausenen, Laeshen, Lialen, Nillen

Lighteyes nonbinary names: Hithiar, Mishina, Shonel, Tharalash

Alethi Traits

Age

Alethi reach adulthood in their late teens and live to about 80 years old.

Creature Type

Alethi are humans (humanoid).

Size

Alethi are quite tall, on average over 6 feet and sometimes towering over 6 ½ feet tall. Regardless of your position in that range, your size is Medium.

Speed

Your base walking speed is 30 feet.

Languages

You can speak Common and read and write Common Glyphs. You can read and write Common Script only if you are a woman.

Knowledge Subjects

You are Knowledgeable in *Alethi Culture* and *Alethkar History*, and you can choose one additional from *Art*, *Vorinism*, or *War*.

General Feat

Choose one [general feat](#).

Arts and Majesty

Choose one type of simple or martial weapon, artisan's tools, or musical instrument and gain proficiency in it.

Ability Score Increase

Choose one of the following:

- Increase one ability score by +2, and one ability score by +1
- Increase three ability scores by +1 each

Herdazian

Biology and Appearance

People from Herdaz are brown-skinned and typically have light brown hair. Their ancestry actually contains some singer blood, so their fingernails are slate-colored and crystalline, like carapace.

Society and Culture

Herdaz is a small country that borders the north sides of Jah Keved and Alethkar, so they share much of their culture with those two nations, along with the Reshi Isles across the sea to the north. Herdazians are a tight-knit people. They have enormous families, and Herdazians in one place seem to find each other and become close, if they aren't already. They are also a Vorin nation, but they practice the religion differently from the others. For example, men are permitted to write.

Names

Herdazian names often end in a vowel. In Herdaz men's names often have an "o" sound, women's names have an "a," and other names can end in an "e" or "u." Though any combination of these sounds work for any gender, the names typically start with a consonant like "b," "h," "l," or "r" and end in a vowel or two.

Men names: Dario, Deuno, Hulie, Nico, Renio

Women names: Beml, Laia, Palena, Relia

Nonbinary names: Bele, Hile, Tapen, Runu

Herdazian Traits

Age

Herdazians reach adulthood in their late teens and live to about 90 years old.

Creature Type

Herdazians are humans (humanoid).

Size

Herdazians are of below-average height, falling somewhere in between 5 ½ and 6 ½ feet tall. Your size is Medium.

Speed

Your base walking speed is 30 feet.

Languages

You can speak, read, and write Common and its written forms (Common Glyphs and Common Script)

Knowledge Subjects

You are Knowledgeable in *Herdazian Culture* and *Herdaz History*, and you can choose one additional from *Food*, *Geography*, or *Vorinism*.

General Feat

Choose one [general feat](#).

Crystalline Nails

You are proficient with your unarmed strikes, which deal 1d4 + your Strength modifier of slashing damage on a hit. You can use an action to start a small fire with them if you have a sparkflicker.

Ability Score Increase

Choose one of the following:

- Increase one ability score by +2, and one ability score by +1

- Increase three ability scores by +1 each
-

Iriali

Biology and Appearance

People from the western nation of Iri are called Iriali. They are not native to Roshar, traveling to the planet thousands of years prior from an unknown place. They have metallic, golden-blond skin and bright blond hair. Their eyes, too, are often yellow, though they can also be bright brown, orange, or gray. They often wear wrapped clothing and paint their skin with colors and patterns.

Society and Culture

The Iri are quite peaceful and do not fight often, quite opposite from people like Alethi. They follow their own unique religion in which they worship a god they call “The One.” They believe, in short, that they are all part of “Many,” which came from “The One,” and will one day be reunited together again. Their religion involves them attempting to see visions in the future in the waves of the ocean on their west shore, a practice known as Tidereading.

If your character is from the country of Rira, they can be ethnically Iriali or ethnically Reshi, though most of Rira split off from Iri long ago. Riran people have also lost most of the gold shimmer to their skin that is famous of the Iriali people.

Names

Iri names are extremely short and simple, many only having as few as two letters. Many of their names have softer sounds like “r,” “m,” or “w.”

Men names: Asa, Iz, Nu, Pel, Yiv

Women names: Av, Em, Ria, Pim, Zea

Nonbinary names: Alia, Ewa, Oll, Wir

Iriali Traits

Age

Iri reach adulthood in their mid-twenties and live to about 130 years old.

Creature Type

Iri are humans (humanoid).

Size

The average height of an Iri is about 5 feet tall. Your size is Small.

Speed

Your base walking speed is 30 feet.

Languages

You can speak, read, and write Iri and you can speak Common.

Knowledge Subjects

You are Knowledgeable in *Iriali Culture* and *Iri History*, and you can choose one additional from *The One* or *Spren*.

General Feat

Choose one [general feat](#).

Fortuitous

Iri are naturally lucky. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die. You must use the new result, even if it is a 1. After you use this trait, you can't use it again until you finish a long rest.

Ability Score Increase

Choose one of the following:

- Increase one ability score by +2, and one ability score by +1
 - Increase three ability scores by +1 each
-

Makabaki

Biology and Appearance

Makabaki are dark-skinned people from any country of the Makabak region including Azimir, Emul, Tashikk, Tukar, and others. They have dark eyes, though very few can have light eyes, and their hair is a deep black and thick, oftentimes curly. They wear geometric, colorful patterns on their clothing, which are often robes or wraps and large hats.

Society and Culture

Most Makabaki are peaceful people, preferring education to war. Their society is known for its bureaucracy and paperwork—many joke that it would take mountains of paperwork for a Makabaki to even be able to fight back after insulting them. They focus on being respectful, polite, and, above all, calm, even when in times of anger or stress.

They follow their own religion that is similar to Vorinism—they worship the Heralds, though they call them the Kadasixes. However, they don't separate castes by eye color, but rather by education level. The Azish leader, the Prime Aqasix, is considered to be the Herald's emissary to the world. Anyone can apply to become the Prime Aqasix, as it is believed that whoever becomes the Prime Aqasix was *always* already the Prime Aqasix, and their successful application simply revealed them.

Viziers are the highest-ranking members of the government who serve the Aqasix. Additionally, there are government figures called scions who are seen as both government and religious leaders to the people of the Makabaki nations.

Names

Makabaki names are strange when compared to others in Roshar. They utilize a lot of letters other cultures don't, namely "q," "x," and "z." They favor a lot of deep vowel sounds, like "a" and "u."

Men names: Eruk, Qor, Uzil, Xilix, Yunagex

Women names: Axia, Gawi, Loqua, Muruka, Zaraz

Nonbinary names: Ezen, Nax, Trewx, Urili, Vanu

Makabaki Traits

Age

Makabaki reach adulthood in their mid-teens and live to about 70 years old.

Creature Type

Makabaki are humans (humanoid).

Size

Makabaki are about 6 to 6 ½ feet tall on average. Your size is Medium.

Speed

Your base walking speed is 30 feet.

Languages

You can speak, read, and write Azish, Common, and its written forms (Common Glyphs and Common Script).

Knowledge Subjects

You are Knowledgeable in *The Kadasixes*, *Makabaki Culture*, and *Makabak History*, and you can choose one additional of your choice.

General Feat

Choose one [general feat](#).

Makabaki Bureaucracy

Choose one of the following: proficiency in Investigation, proficiency in calligraphy tools, or two additional languages.

Ability Score Increase

Choose one of the following:

- Increase one ability score by +2, and one ability score by +1
- Increase three ability scores by +1 each

Natan

Biology and Appearance

People from the city-state of New Natanan, on the east side of the Frostlands, are called Natan. Natan people have blue skin and white hair that is as thick as wool. They come from a long line of half-humans, half-Siah Aimians, which gives them their blue skin

and other abilities. Many Natan style their thick, white hair in dreadlocks or braids and dye a few locks of it in bright colors like red or purple. Their eyes are almost all light-colored.

Society and Culture

The Natan people are largely Vorin, and New Natanan is considered to be one of the five Vorin nations, but they practice the religion differently. They still worship the Heralds, but also revere, almost worship, the moon, especially Nomon, the largest and brightest and colored pale blue. They do not separate people by the color of their eyes, even if there is the occasional Natan with darker eyes.

Their city-state is small, but important. As they are the first city that experiences each new highstorm, they have studied them extensively and are always the first to know about them. They are proficient tradespeople due to the location of New Natanan, being the only major city on the coast of the Ocean of Origins, and they are also excellent explorers as they are so near the Shattered Plains and the wide, sparse expanse of the Frostlands.

Names

Natan names are made up of two names separated by a hyphen. One is the Natan's actual name, while one is a title, either a prefix or a suffix, denoting familiarity or formality or even an official, professional title. Choose your Natan's name from those below (or use them to inspire your own), then choose what title you typically go by to those close to you. The prefix titles are typically familiar and the suffix titles are typically formal.

So, an example would be Au-nai (familiar) or Nai-dak (formal).

Natan names are not typically associated with gender.

Names: Deenu, Fai, Fian, Huna, Heemi, Kava, Ket, Lali, Luuna, Nai, Nak, Nau, Puula, Tahn, Tai, Tsu, Tulau

Prefix Titles (Familiar): Ai-, Au-, Ao-, Ea-, Fe-, Iu-, La-, Le-, Na-, Ua-

Suffix Titles (Formal): -dai, -den, -la, -lali, -un, -va, -vau

Natan Traits

Age

Natan reach adulthood in their early-twenties and live to about 180 years old.

Creature Type

Natan are humans (humanoid).

Size

Natan grow to between 6 and 7 feet in height. Your size is Medium.

Speed

Your base walking speed is 30 feet.

Languages

You can speak, read, and write Common and its written forms (Common Glyphs and Common Scripts).

Knowledge Subjects

You are Knowledgeable in *Highstorms*, *The Moons*, *Natanan Culture*, *Natanan History*, and *Vorinism*.

General Feat

Choose one [general feat](#).

Darkvision

You have darkvision with a range of 60 feet. You can't discern color in darkness, only shades of gray.

Ability Score Increase

Choose one of the following:

- Increase one ability score by +2, and one ability score by +1
- Increase three ability scores by +1 each

Reshi

Biology and Appearance

Reshi are tiny humans who have dark and rounded features. Their bodies are small, dextrous, and useful for agility-demanding activities like swimming and climbing.

Society and Culture

Reshi live an isolated life. They stay out of the larger conflicts of the mainland and usually only interact with others when visitors come to their islands to trade. They live throughout the dozens of Reshi islands, and some even live on the backs of some of the Tai-na, giant greatshells the size of islands that the Reshi people also worship as their gods.

If your character is from the country of Rira, they can be ethnically Reshi or ethnically Iriali. Riran people have also lost most of the gold shimmer to their skin that is famous of the Iriali people.

Names

Reshi names are not separated by gender. Any Reshi of any sex or gender identity can be found with any of the many names of the Reshi culture. Their names are often short, bright, and light.

Names: Ani, Aiv, Eri, Kali, Kura, Nihf, Ral, Rihf, Suri, Tai, Talis, Triv, Yef

Reshi Traits

Age

Reshi reach adulthood in their mid-teens and live, on average, to about 60 years old.

Creature Type

Reshi are humans (humanoid).

Size

The average height of a Reshi is about 4 ½ to 5 ½ feet. Your size is Small.

Speed

Your base walking speed is 30 feet.

Languages

You can speak, read, and write Reshi and speak Common.

Knowledge Subjects

You are Knowledgeable in *Reshi Culture* and *Reshi History*, and you can choose one additional from *Fishing* or *Greatshells*.

General Feat

Choose one [general feat](#).

Island Born

You have a swimming speed of 30 feet.

Ability Score Increase

Choose one of the following:

- Increase one ability score by +2, and one ability score by +1
- Increase three ability scores by +1 each

Selay

Biology and Appearance

Ethnically Selay people are often from the surrounding countries of the Purelake including Tu Bayla, Yulay, Babatharnam, and Marabethia. They have long, thin limbs and their hair and eyes are typically dark. Some have dark, leathery skin and others can have a distinctive ripple pattern in it. Some Selay, especially Babath woman from the neighboring country of Babatharnam, have patterns of blue veins that are visible beneath their skin.

Society and Culture

Selay often live a relaxed and happy life. They typically care little for the time of day and prioritize relaxation, meditation, and patience. While in the Purelake they typically trade goods back and forth instead of spheres, and they are almost all experienced fishers.

They are notoriously very religious and superstitious, worshiping two brothers named Nu Ralik and Vun Makak. However, they hide their worship of the older brother, Nu Ralik, for fear of jealousy from the other. So, they only voice their praise of Vun Makak and keep the name of their true god, Nu Ralik, hidden. Selay are also quite superstitious about many types of fish, and many believe that it is these strange fish of the Purelake that bestows upon them their strength.

Names

Names for Selay people can vary wildly, seeing as the ethnicity has evolved into peoples of many separate nations. A Selay person can be from the Purelake, Marabethia, Babatharnam, or Yulay. The name ideas below can be for any gender, and can be mixed together to inspire a recognizable Selay name of your own.

Purelaker names: Ashak, Elaib, Naive, Shalla, Thashia

Marabethian names: Bith, Fira, Mera, Thaise, Veth

Babath names: Csian, Eem, Pana, Stai, Vaki

Yulay names: Dia Lan, Laya Um, Ster Ta, Uarr Sta, Yali Na

Selay Traits

Age

Selay reach adulthood in their late teens and live to be about 100 years old on average.

Creature Type

Selay are humans (humanoid).

Size

Selay are shorter than many others, averaging about 6 to 6 ½ feet tall. However, your size is still Medium.

Speed

Your base walking speed is 30 feet.

Languages

You can speak, read, and write Selay and can speak Common.

Knowledge Subjects

You are Knowledgeable about *Selay Culture* and *Selay History*, and you can choose one additional from *Fishing* or *The Ocean*

General Feat

Choose one [general feat](#).

Purelake Fortitude

Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Ability Score Increase

Choose one of the following:

- Increase one ability score by +2, and one ability score by +1
- Increase three ability scores by +1 each

Shin

Biology and Appearance

Shin are small humans with round faces and they are some of the only people on Roshar whose eyes lack epicanthic folds. This gives them a wide-eyed look that, along with their small stature, makes them appear to resemble young children to outsiders. They have light skin and light eyes.

Society and Culture

The Shin culture is quite different from most others on Roshar. Through their religion they believe stone to be sacred and they consider walking upon stones a heresy. The land of Shinovar, far to the west and protected from highstorms from mountains, is the only land in Roshar with fields of grass and soil. Because of their reverence of stone, mining metals is blasphemous, and they will pay high prices for Soulcast metal that was never mined from stone.

Shin believe that those who provide for the rest, like farmers, are the highest members of society. Farmers even have an honorific suffix to their name, “who adds.” The lowest people in Shin society are the soldiers and the Truthless, those who’ve committed a crime so grave that they are slaves to whoever owns their Oathstone. Finally, Shin are quite proficient in horseback riding, as horses come from Shinovar, and they wear bright, long capes to signify their status in society.

Names

Shin names are unique. The names themselves are simple, but their full names are listed with one of their parents as part of their full name. For example, a Shin man named Szeth who is the son of Neturo, can go by Szeth-son-Neturo. If Szeth were to commit a grave crime, to not dishonor his parents, he can skip a generation and instead go by Szeth-son-son-Vallano (“Szeth is the son of the son of Vallano”). Women add “daughter” to their name before a parent, and nonbinary Shin add “child” to theirs. A Shin can choose either parent or guardian of theirs to add to their name.

Men names: Jhen-son-child-Esen, Elen-son-Viama, Szam-son-Wilias

Women names: Aani-daughter-Halisa, Esse-daughter-daughter-Rutha, Nesha-daughter-Shausel

Nonbinary names: Ama-child-Rina, Mel-child-Mashenala, Pala-child-son-Ali

Shin Traits

Age

Shin reach adulthood in their late teens and live until they are about 70 years old.

Creature Type

Shin are humans (humanoid).

Size

The average height of a Shin is around 4 to 5 feet tall. Your size is Small.

Speed

Your base walking speed is 30 feet.

Languages

You can speak, read, and write Shin and speak Common.

Knowledge Subjects

You are Knowledgeable in *Shinovar Culture* and *Shinovar History*, and you can choose one additional from *Farming* or *Wildlife*.

General Feat

Choose one [general feat](#).

Among Horses

Choose to either gain proficiency in Animals or vehicles (land).

Ability Score Increase

Choose one of the following:

- Increase one ability score by +2, and one ability score by +1
- Increase three ability scores by +1 each

Siah Aimian

Biology and Appearance

Siah Aimians have pale blueish-white skin, bright blue eyes, and dark blue nails. Their hair is naturally white. However, Siah Aimians have the ability to modify their body, creating markings, changing their skin, eye, nail, and hair color, and even slightly changing their physical features.

Society and Culture

Siah Aimians are rare, as their home country, Aimia, was destroyed in the Scouring of Aimia many hundreds of years prior to the War of Reckoning. Because of this, Siah Aimians live in other parts of Roshar.

Names

As there are so few examples of Siah Aimians and any that still exist are from Aimia, which was destroyed a long time ago, there are no naming conventions for Siah Aimians that are known. Make up any that you'd like, or use one of the name ideas from another Identity. If you typically shapeshift yourself into a person of another Identity, you can choose a name from that Identity to go by, using the naming examples found in its description.

Siah Aimian Traits

Age

Siah Aimians reach physical maturity at about the same age as most others, around their late teens or early twenties. They are functionally immortal.

Creature Type

Siah Aimians are humans (humanoid).

Size

Siah Aimians, on average, grow to about 6 to 6 ½ feet tall. Your size is Medium.

Speed

Your base walking speed is 30 feet.

Languages

You can speak Common and know two other languages of your choice.

Knowledge Subjects

(Region or country you are from) *Culture* plus one of your choice.

No Feat

Because of this Identity's other traits, you do not get to choose a general feat.

Blood of Aimia

As an action, you can use your Aimian blood to heal one disease or poison in you. You can also, instead, use this feature to heal yourself a number of hit points equal to your level. Once you use this feature, you cannot do so again until you complete a long rest.

Curse of Kind

Siah Aimians are cursed with bad luck. If you roll a 20 on a d20 roll, the next ability check, attack roll, or saving throw you make is made at disadvantage.

Shadesmar Proximity

While in the Physical Realm, your shadow points toward the closest sun instead of away from it.

Shapeshifter

As an action, you can change your appearance. You determine the specifics of the changes, including your skin color and tattoos, eye and nail and hair color, and gender. You can make yourself appear as a person of a different Identity, though none of your game statistics change. You can't adjust your height or weight or your hair length, and you still retain your basic body shape and size. Your clothing and equipment aren't changed by this.

You can stay in your form until you use an action to revert yourself to your true form or until you die.

Ability Score Increase

Choose one of the following:

- Increase one ability score by +2, and one ability score by +1
- Increase three ability scores by +1 each

Singer

LISTENERS

If you want to play as a listener, from the subgroup of singers who lived for thousands of years in the Shattered Plains and Unclaimed Hills, you can choose this Identity with a few small changes.

If you are playing as a listener prior to the War of Reckoning, you have no access to attuning to changing forms. You only have access to dullform, and so you gain no +2 to any ability score. However, if your campaign takes place much earlier than the War of Reckoning (and so your character will never gain access to changing forms), your GM should give you access to a feat like a normal Identity has.

If you are playing as a listener during the War of Reckoning, you have access to warform and, later, nimbleform, depending on your GM and the exact timeframe of your campaign.

A listener after the War of Reckoning and a singer after gaining access to their forms are no different physically from one another; they just may be different culturally, which you can represent by your chosen Knowledge subjects and languages you know.

Biology and Appearance

Singers are humanoid in shape but have skin of marbling red and black or red and white. A singer with all three colors—red, black, and white together—is possible, but rare. Their hair is typically red, orange, black, or white, and their eyes are completely black, with no white and no visible irises. Depending on what form they are in, their body grows carapace, armor that covers their head, arms, chest, and other areas, the same marbling color as their skin.

Dullform singers have very little carapace and are quite short and stocky.

Warform singers have armor-like carapace that covers most of their body and are taller and bulkier than other forms.

Nimbleform singers are lithe and smaller than other forms, and have very little carapace.

Workform singers are sturdy, strong, healthy, and have large ridges of carapace found across the back of their hands and arms and back.

Scholarform, mediationform, and artform singers look similar to one another: very few, small and angular ridges and spikes of carapace, and they grow long hair and/or beards.

Society and Culture

Singers have very little culture in the current world of Roshar. They have been trapped in slaveform, as parshmen, for thousands of years and were enslaved by humans. Because of this, their culture has mostly been lost and, instead, most singers know and understand the culture of whatever city or nation they grew up in before escaping slaveform with the return of the Everstorm.

The subgroup of singers called the listeners, however, do have their own culture, surviving separate from humanity for thousands of years in the Shattered Plains. Their life is difficult and dangerous, learning to hunt and gather food in the Unclaimed Hills, and they are known for their unique pottery and other art, songs and music, and prowess in war and hunting.

Names

Because of their hundreds of years of being in slaveform and not having a culture of their own, singers do not have their own naming conventions but rather are named based on the area they live in. You can use another Identity's names section, based on where your character is from, to help name your singer, or you can make up your own.

Listeners, however, do have their own naming conventions, using many vowel sounds such as "ai," "e," "i," and the consonant sounds "d," "rl," and "v."

Men listener names: Adolai, Mela, Rlev, Vasai

Women listener names: Aidiv, Erli, Falelai, Vilia

Nonbinary listener names: Daida, Hesai, Klad, Verla

Singer Traits

Age

Singers reach adulthood around the age of 10 and live until they are about 60 years old.

Creature Type

Singers are singers (humanoid).

Size

Singers are anywhere from 6 to 7 ½ feet tall, depending on your form. Your size is Medium.

Speed

Your base walking speed is 30 feet.

Languages

You can speak Common, and you can speak one more language of your choice, depending on where you are from. If you are a listener from the Shattered Plains, you also know how to speak, read, and write Parshendi.

Knowledge Subjects

You are Knowledgeable in *Culture* of the country or region you are from. If you are a listener from the Shattered Plains, you are also Knowledgeable in *Listener History*.

No Feat

Because of this Identity's other traits, you do not get to choose a general feat.

Starting Form (Ability Score Increase)

The only ability score increase you get is a +2 to one ability score of your choice, based on the form you start in. Choose your starting form from below. If you are a listener prior to the War of Reckoning, you only have access to dullform, and if you are a listener during the War of Reckoning, you have access to additional forms in warform and nimbleform. Singers prior to the Everstorm only have access to dullform.

- **Dullform**

- No increase to ability scores.

- **Warform**

- +2 to Strength, and your Strength score maximum is increased by 2.

- **Nimbleform**

- +2 to Dexterity, and your Dexterity score maximum is increased by 2.

- **Workform**

- +2 to Constitution, and your Constitution score maximum is increased by 2.

- **Scholarform**

- +2 to Intelligence, and your Intelligence score maximum is increased by 2.

- **Mediationform**

- +2 to Wisdom, and your Wisdom score maximum is increased by 2.

- **Artform**

- +2 to Charisma, and your Charisma score maximum is increased by 2.

Changing Forms

You can enter a highstorm (not the stormwall or the riddens) or an Everstorm and begin to change your form. You immediately enter dullform and immediately lose the +2 ability score increase (and maximum increase) of your current form. If you leave workform, your current hit points and hit point maximum are also decreased by an amount equal to your level due to your Constitution modifier decreasing by -1.

You remain in dullform for 10 minutes, during which period your speed is zero and you are immune to damage and other effects from the highstorm or Everstorm itself. You also must concentrate during these 10 minutes as if you were concentrating on an Invested Art, but you do not need to make concentration checks due to damage or effects from the storm.

After 10 minutes, you enter a new form of your choice and you immediately gain +2 to the ability score of your new form (as well as increasing its maximum by +2). If you enter workform, your hit point maximum increases by an amount equal to your level due to your Constitution modifier increasing by +1, but your current hit points do not increase.

If you stop or are interrupted before the 10 minutes is up, you remain in dullform until you change forms again.

To change into a form you bond with the following type of spren, that enters and lives inside your gemheart until you change forms again:

- **Dullform**
 - No spren bond.
- **Warform**
 - Bond a painspren.
- **Nimbleform**
 - Bond a windspren.
- **Workform**
 - Bond a gravitationspren.
- **Scholarform**
 - Bond a logicspren.
- **Mediationform**
 - Bond a laughterspren.
- **Artform**
 - Bond a creationspren.

Dullform

Singers prior to the Everstorm (who are in slaveform, but functionally the same as dullform) and listeners prior to the War of Reckoning only have one form, dullform, that they can be in. While in dullform, you have disadvantage on Intelligence ability checks and saving throws.

Thaylen

Biology and Appearance

Thaylen people look similar to Vedens, with tan skin and dark or light eyes, but they have unique eyebrows: stark-white, that grow long to the sides. Also, if a Thaylen grows a beard it is typically white, regardless of what color their hair is.

Society and Culture

Thaylenah is known for its merchants and trade. Many Thaylen train to be merchants, and it is a high calling in Thaylen society. A Thaylen's master merchant is called a babsk, and they can be extremely important to an apprentice, even becoming the apprentice's legal parent.

Thaylenah is another one of the Vorin countries, though their interpretation of Vorinism differs from Alethkar, Kharbranth, and Jah Keved. Men are permitted to read, women wear gloves instead of full safehand sleeves, and they don't separate people into castes based on their eye color as strongly as other countries. Darkeyes are often seen as lesser by lighteyes, but there doesn't exist as strict a division. Though seen as strange by more devout Vorins, Thaylens also usually believe in the Passions, a religious view in which they believe that wanting something strongly enough will draw it to them.

Names

The Thaylen language has very few vowels and it can be recognized by clusters of consonants together. Their names follow this pattern as well.

Men names: Llagl, Isorthn, Onm, Tmal, Tvelr, Vstelb

Women names: Hsem, Skithn, Smti, Tvin, Vislm, Zeshm

Nonbinary names: Eshlv, Kstk, Merthk, Tlym, Ykm

Thaylen Traits

Age

Thaylen reach adulthood in their late teens and, on average, live to about 80 years old.

Creature Type

Thaylen are humans (humanoid).

Size

The average height of a Thaylen is usually between 6 and 6 ½ feet tall. Your size is Medium.

Speed

Your base walking speed is 30 feet.

Languages

You can speak, read, and write Thaylen and speak Common.

Knowledge Subjects

You are Knowledgeable in *Thaylen Culture* and *Thaylen History*, and you can choose one additional from *Sailing* or *Vorinism*.

General Feat

Choose one [general feat](#).

Of the Sea

Choose one from vehicles (water), cartography tools, or navigation kit and gain proficiency in it.

Ability Score Increase

Choose one of the following:

- Increase one ability score by +2, and one ability score by +1
- Increase three ability scores by +1 each

Unkalaki

Biology and Appearance

Unkalaki, or Horneaters as they are called by many others, are large humans with singer blood in their ancestry. They have pale skin, are very tall, and usually have freckles and red hair. Their eyes can be any color, and their culture does not separate them by it.

Society and Culture

Unkalaki are from the Horneater Peaks, a high mountain range in Jah Keved that is extremely cold to climb up, but warm at the top due to the thermal hot springs that sit atop the mountains, called the “oceans” or the “Emerald Pools” by the Unkalaki due to their color. Unkalaki live in a clan-like society near these pools, living in a warm and humid environment because of them.

The Unkalaki's occupation is determined by their birth order. The first and second children of a family obtain food, the third is a craftsperson, and any children fourth and younger are warriors. If a child were to die, the one younger than them would advance to their previous position, having to learn and live a new occupation.

Unkalaki worship three gods: the gods of the waters, the gods of the mountains, and the gods of the trees. And, because their Emerald Pools are actually Cultivation's Perpendicularity, a way to transport into the Cognitive Realm, many Unkalaki have a presence in Shadesmar and do a lot of trading with those from it, giving them knowledge of other worlds and access to rare materials like aluminum.

Names

Unkalaki names are extremely long and complex. Their names are long, flowery, and descriptive poems, but they will often go by a shortened version of it. They also sometimes have a nickname, a regular word in *Common*, to make it easier for foreigners. Their names use the consonants “h,” “k,” “l,” “m,” and “n” often, separated by every vowel sound. Unkalaki names are not often separated by gender, though the nickname they go by could be.

When you choose your Unkalaki name, come up with a descriptive poem that your name translates to.

Unkalaki names:

- Hukuluak'kailuna'morakalu (shortened to Huku or Rakalu)
- Umau'aulalau'ikialau (shortened to Umau or Iki)
- Fal'ala'luika'kanilana (shortened to Lui or Lana)
- Kala'kali'alilak (shortened to Kali or Ali)
- Hualinali'tuloak (shortened to Hua or Tuloa)
- Unulukuakiala'iki'taka'laniki (shortened to Luku or Laniki)

Unkalaki nicknames: Bark, Braid, Cloud, Crem, Leaf, Ore, Rain, Star, Stick, Stone, Tide, Weave

Unkalaki Traits

Age

Unkalaki reach adulthood in their mid-teens, and live, on average, to around 100 years old.

Creature Type

Unkalaki are humans (humanoid).

Size

Unkalaki can tower up to 8 feet tall, but are usually around 7 feet tall. Your size is Medium.

Speed

Your base walking speed is 30 feet.

Languages

You can speak, read, and write Unkalaki and speak Common.

Knowledge Subjects

You are Knowledgeable in *Unkalaki Culture* and *Horneater Peaks History*, and you can choose one additional from *Food* or *Spren*.

General Feat

Choose one [general feat](#).

Strong Stomach

You are resistant to poison damage and are able to drink twice as much alcohol as a normal person before feeling its effects.

Ability Score Increase

Choose one of the following:

- Increase one ability score by +2, and one ability score by +1
- Increase three ability scores by +1 each

Veden

Biology and Appearance

The people of Jah Keved are similar to Alethi, though they have lighter skin and hair and are a bit smaller.

Society and Culture

Jah Keved is a devoutly Vorin nation, similar to Alethkar, and they have a strict separation of lighteyes and darkeyes in their country. Their men typically don't read, except Common Glyphs, and their women wear safehand sleeves on their left hands. Vedens are known for their strong influence, scholarly abilities, and mastery of nature and gardens, with Vedenar, the capital of Jah Keved, home to some of the most varied and beautiful gardens in Roshar. And, though not as militaristic as their Alethi neighbors, the Veden people are still known for their prowess and abilities in war.

Names

Veden names are similar to Alethi ones: darkeyes' names are short and simple while lighteyes' names are longer, rhythmic, and usually consisting of a repeating pattern of consonants and vowels. Similar to the Alethi, devout lighteyed families may name their children in almost-symmetrical name, with the letter "h" being able to be substituted for any other letter and still retaining its symmetry (for example, the name "Honor" is symmetrical under these rules).

One difference between Vedens and Alethi is that the men of the family take on a prefix based on their birth order. The first four sons are called Nan, Tet, Asha, and Van, in that order. Should one of the sons die or be disinherited, his younger brothers all move up a level. However, these designations are typically only used in more formal settings and are otherwise dropped.

Darkeyes men names: Nan Adrin, Tet Wilin, Asha Lim, Van Ranas

Darkeyes women names: Atha, Lia, Milu, Shon

Darkeyes nonbinary names: Juyal, Peb, Tarsh, Wava

Lighteyes men names: Nan Eleten, Tet Ladrin, Asha Trenash, Van Willial

Lighteyes women names: Ashalad, Elina, Fiarue, Melia, Telishea

Lighteyes nonbinary names: Hiarin, Shirin, Shivavir, Valela

Veden Traits

Age

Vedens reach adulthood in their late teens and live to about 80 years old.

Creature Type

Vedens are humans (humanoid).

Size

Vedens are typically around 6 feet tall with some of the taller ones reaching past 6 ½ feet. Your size is Medium.

Speed

Your base walking speed is 30 feet.

Languages

You can speak Common and read and write Common Glyphs. You can read and write Common Script only if you are a woman.

Knowledge Subjects

You are Knowledgeable in *Veden Culture* and *Jah Keved History*, and you can choose one additional from *Art*, *Flora* or *Vorinism*.

General Feat

Choose one [general feat](#).

Arts and Majesty

Choose one type of simple or martial weapon, artisan's tools, or musical instrument and gain proficiency in it.

Ability Score Increase

Choose one of the following:

- Increase one ability score by +2, and one ability score by +1
- Increase three ability scores by +1 each

3. Classes

The classes from Roshar in Cosmere 5e are the different Orders of the Knights Radiant. The Knights Radiant are legendary heroes, an organization consisting of ten different orders that protect the common people from the many Desolations throughout Roshar's history. The Knights Radiant worked together to fight the Voidbringers, ending the Desolations and working with the people to rebuild civilization each time. They came to be when spren tried to imitate the power of Heralds that Honor had bestowed to them. The spren formed bonds with mankind, giving them access to Surgebinding, forming ten different Orders, each of which had access to two Surges each.

The Day of Recreance was a day in which the Knights Radiant abandoned their oaths, betrayed their spren, and ended the Knights Radiant as a whole. It was not until recently, as the True Desolation looms, that the spren decided to return to the Physical Realm, to make Nahel bonds once again, recreating the Knights Radiant like it once was.

Your Knights Radiant Order is your class. It is the primary description of what you can do while playing Cosmere 5e. It's more than a profession; it's your character's calling, their bonds, their ideals. Your class shapes the way you think about the world and interact with it and your relationship with other people and powers in the cosmere. A Skybreaker, for example, may be devoted to the law of Nale and the other Skybreakers as they side with the singers during the True Desolation. An Edgedancer is always trying to help and heal, especially commoners and those who need it most. Classes here, as Orders of the Knights Radiant, are similar to classes in D&D 5e, but they affect how your character acts even more so due to their Ideals. Each Order has certain Ideals that they must swear and follow, and it will affect everything your character does and thinks.

Remember to work with your GM to decide at what point in time your campaign will be run. Will it be thousands of years ago, during one of the legendary Desolations of old? Knights Radiant were ubiquitous then, being led by Ishar and the other Heralds. Or does your campaign take place near where the books are, as the True Desolation and the Everstorm finally arrive on Roshar? Here, the Orders of Knights Radiant are a little trickier to understand. The characters in the books are some of the first people in thousands of years to bond a spren... Is your character one of them?

Your class gives you a variety of special features, such as a Windrunner's mastery of fighting, flying, and protecting others, or an Elsecaller's mastery of the Cognitive Realm through teleportation, transportation, and Soulcasting elements. At low levels, your class gives you only a few features, but as you advance in level you gain more and your existing features often improve. Each class entry in this chapter includes a table summarizing the benefits you gain at every level, and a detailed explanation of each one.

Your character has sworn the First Ideal of their Order once they begin, at level 1. At 3rd level, each class swears their Second Ideal and begins to choose feats based on their Order's Ideals. From there, it varies. Some classes swear all five of their Ideals quickly, some don't until they reach 18th level. This is all because most of the classes are based on existing D&D classes for

ease of use (and creation). Keep in mind that this does not follow exactly how the Orders work in the books and in the cosmere, and a lot of what you'll find here is made up by me.

Nine classes—listed in the table in the next section—are found in Roshar as the Knights Radiant are formed once again to protect the people of the land. As there are only ever a few Bondsmiths at a time and they can be quite a bit more powerful than other Radiants, there is an optional class description for them found in *Hoid's Guide to the Cosmere*.

Classes Summary

Class	Description	Hit Die	Primary Abilities	Saving Throw Proficiencies	Surges
runner	A graceful fighter who can fly through the air, proficient in both attacking and protecting others around them.	d10	Strength or Dexterity	Dexterity & Strength	Adhesion & Gravitation
reaver	A flying class, this one focused on the ultimate judgment, then fiery and explosive destruction, of their foes.	d10	Strength or Dexterity, & Intelligence	Constitution & Intelligence	Gravitation & Division
bringer	A quick and lethal class that must learn to control their insane speed, hardy resilience, and Division-fueled power.	d8	Dexterity & Wisdom	Dexterity & Strength	Division & Abrasion
dancer	A fast, healing class that can enter different forms, using their Surges to change their body, ready for anything.	d8	Wisdom	Wisdom & Charisma	Abrasion & Progression
watcher	A healing class, this one with illusory abilities and a resonance between their two Surges that allow them to boon their allies.	d8	Intelligence, Wisdom, or Charisma	Wisdom & Intelligence	Progression & Illumination
weaver	Powerful and precise casters who focus on both Lightweaving and Soulcasting, utilizing the two to create physical Castweavings.	d6	Charisma	Constitution & Charisma	Illumination & Transformation
caller	Explosive and powerful Soulcasters who can also utilize Elsecalling to stay hidden, teleport, and move in and out of Realms.	d8	Intelligence	Wisdom & Intelligence	Transformation & Transportation
raper	A nimble, quick class that uses their Elsecalling to stay in the shadows and their Cohesion to strike true at their enemies.	d8	Dexterity & Charisma	Dexterity & Charisma	Transportation & Cohesion
ward	A class built around both Surges of Axial Interconnection, allowing them to attack and defend with extreme power.	d12	Strength & Constitution	Constitution & Strength	Cohesion & Tension

ADDITIONAL CLASSES

If your GM allows it and you are up for the challenge, you can also check out [Hoid's Guide to the Cosmere](#) for additional, more complex Cosmere 5e classes.

Windrunner

An Alethi man, with dark long hair and lean, battle-hardened musculature leaps over the chasm, Lashing himself ever so slightly to clear it. A shadow looms over him and he looks up, watching as an immense warform singer with gnarled carapace and a massive greataxe jumps from a cliff above. He Lashes himself backward to avoid it. Facing off with her, they both snarl, and the man's skin begins to glow, slightly, before he darts forward.

A singer flies above the surface of the water toward the terrified shouts of one of his companions. He finds her, struggling to swim, as two menacing redwaters dart toward her. The singer dives, pointing his Shardspear and, just as one of the beast's jaws bites down, he covers her with his glittering windspren Shardplate for protection.

A small Reshi woman stands at the forefront of her party who hide behind her as they make their way through the whitespine's den. They hear growling from a tunnel to their left and the Reshi woman Lashes upward, walking on the ceiling, as the beast lunges out. She summons her Shardsword and calls out for them to move—she'll deal with it as they escape. They follow her instructions and she Lashes the beast down, dodging its attacks, keeping it busy long enough for the party to make their way out into the Weeping rain once again. The whitespine restrained, unmoving, she flies to catch up to them.

Windrunners are the fighters and front lines of the Knights Radiant, utilizing their knowledge of fighting, proficiency with weapons, and mastery over the skies to deal with foes and protect their companions both.

Lashings of Jezrien

The Order of Windrunners is an Order of the Knights Radiant on Roshar. They are Surgebinders with access to the Surges of Adhesion and Gravitation. Their associated polestone is the sapphire, their Herald is Jezrien, and they form a Nahel bond with honorspren.

Before the Recreance, Windrunners were often the scouts and frontline fighters of the Knights Radiant. They were extremely militaristic, commanding vast ranks of squires, and they fought in the air and the ground against the most ruthless of enemies. They are masters of weapons and of protection, and they are considered by many (though Stonewards would claim this for their own) as the best fighters of the Knights.

The Wind's Protection

Like Skybreakers, Windrunners have access to the Surge of Gravitation, allowing them to change the direction of gravity through Lashings and fly. They also have access to the Surge of Adhesion, the force that binds things together. Utilizing these two Surges together means Windrunners have access to all three Lashings: the basic Lashing, which changes the gravitational pull using Gravitation; the full Lashing, adhering objects together with Adhesion; and the reverse Lashing, an interesting use of both Surges that pulls objects toward something else.

Utilizing these two Surges and the different types of Lashings makes Windrunners a force to be reckoned with on the battlefield and outside of it. They are excellent soldiers and protectors, and they value charismatic leadership to help them and their allies reach their objectives.

Honorspren

Honorspren, somewhat like the Windrunners to whom they bond, are militaristic as a culture. They tend to behave similar to humans, and tend to not get along with other sapient spren. In the Physical Realm they are humanoid-looking but made of wispy, blue-white Investiture. They can change their shape and size and often appear exactly like windspren, darting around and playing tricks on others.

Creating a Windrunner

Windrunners, though incredible fighters themselves, prioritize protecting others above all else. They especially care for those who are unable to protect themselves, innocent people caught up in the wars and conflicts of the more powerful. Why does your character desire to protect others? Have they failed to do so in the past? Have they, themselves, been that innocent person who was subjected to harm out of their control and out of scope for them to fight against? Your Windrunner should be someone who uses their fighting and their Surges to protect and to watch over others, especially those without the ability to protect themselves.

Quick Build

You can make a Windrunner quickly by following these suggestions. First, make Strength or Dexterity your highest ability score, depending on whether you want to use Strength-based weapons or finesse and ranged weapons. Make Constitution your second-highest ability score. Second, choose the slave or soldier background.

WINDRUNNER

Prof. Bonus	Features	Lashing Dice	Lashing Die Size	Maneuvers Known	Focuses
+2	<i>First Ideal</i> , Adhesion & Gravitation, Honorspren, Windrun, Fighting Style, Stormlight Healing (once)	-	-	-	-
+2	Action Surge (once), Maneuvers	2	d4	1	-

+2	<i>Second Ideal</i> , Ideal of Protection Feat, Windrunner Focus	3	d4	2	1
+2	General Feat, Jezrien's Initiative	3	d4	2	1
+3	Extra Attack (one), Shardblade Stance (one)	4	d6	3	1
+3	Windrun Improvement, Stormlight Healing (twice)	4	d6	3	2
+3	<i>Third Ideal</i> , Ideal of Protection Feat, Shardblade +1	4	d6	4	2
+3	General Feat, Jezrien's Initiative	4	d6	4	2
+4	Indomitable (once)	5	d8	5	3
+4	Action Surge (twice), Shardblade Stance (two)	5	d8	5	3
+4	Extra Attack (two), Invested Potency	5	d8	6	3
+4	General Feat, Jezrien's Initiative	5	d8	6	3
+5	Indomitable (twice)	6	d10	7	4
+5	Windrun Improvement, Stormlight Healing (thrice)	6	d10	7	4
+5	<i>Fourth Ideal</i> , Ideal of Protection Feat, Shardblade +2, Windplate (once)	6	d10	8	4
+5	General Feat, Jezrien's Initiative	6	d10	8	4
+6	Action Surge (thrice), Shardblade Stance (three), Indomitable (thrice)	7	d12	9	5
+6	<i>Fifth Ideal</i> , Ideal of Protection Feat, Windplate (twice)	7	d12	9	5
+6	General Feat, Jezrien's Initiative	7	d12	10	5
+6	Defender of the Skies, Extra Attack (three), Windplate (thrice)	8	d12	10	5

Hit Points:

Hit Dice: 1d10 per Windrunner level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Windrunner level after 1st

Proficiencies:

Armor: Light armor, medium armor, heavy armor, small shields, medium shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Dexterity, Strength

Skills: Choose two from Acrobatics, Athletics, Deception, Insight, Medicine, Performance, and Persuasion

Equipment:

You start with the following equipment, in addition to the equipment granted by your background:

- (a) chain mail, (b) leather, a longbow, and 20 arrows, or (c) leather, a light crossbow, and 20 bolts
- (a) a martial weapon and a shield or (b) two simple weapons

Class Features

Adhesion & Gravitation - 1st Level

You have sworn the First Ideal of the Order of Windrunners of the Knights Radiant with your honorspren. Your spren has provided you with the Surges of Adhesion and Gravitation. These Surges power your Investiture. You must intake a certain amount of Investiture at the end of each long rest in order to recover hit points and regain expended class features. The amount is your level x 5 of sapphire marks' worth of Stormlight or another type of Investiture. See "[Stormlight Replenishment](#)" for more details.

You know two cantrips, *Adhesion* and *Gravitation*. See [The Invested Arts of the Cosmere](#) for detailed information about them.

The Order of Windrunners prioritizes internal strength and quickness to fuel their Surges. Strength or Dexterity, then, is your Investiture ability. Use whichever of the two has the highest modifier. If they are tied, you choose which. You use that Investiture ability modifier when you make an Investiture ability check.

Investiture ability check = your proficiency bonus + your Investiture ability modifier

Honorspren - 1st Level

You have formed a Nahel bond with an honorspren. See "[Radiant Spren](#)" at the end of this chapter for information on spren and how they function as a familiar to your character.

Also see the "[Honorspren](#)" section at the end of the class description for your spren's abilities, features, and actions they can take on their turn. If your spren's stat block refers to a long rest, that means a long rest taken by your character. Certain features are only available to your spren at certain levels; these refer to your character's Windrunner level.

Windrun - 1st Level

As a bonus action, you give yourself a flying speed equal to your normal walking speed + 10 feet, as well as the ability to hover, for 10 minutes. While flying, you cannot carry another creature or anything above your normal equipment.

You can use this feature up to a number equal to your proficiency bonus, and you regain all expended uses after you complete a short or long rest.

At 6th level, your flying speed when using your Windrun feature is your normal walking speed + 20 feet.

In addition, at 6th level, you can use your Windrun to travel with your companions. Expend a number of this feature equal to the number of willing creatures within 5 feet of you, including yourself, with whom you want to fly. It takes 1 minute to begin this process. You and each of them gain a flying speed of three times your normal flying speed for 1 hour, and you must use your action, bonus action, and reaction each turn to keep them flying through the air. See "[Lashing Travel](#)" in Chapter 8 for more details.

At 14th level, you gain a permanent flying speed of your normal walking speed + 20 feet. You still have uses of your Windrun ability, however (equal to your proficiency bonus), to use for rescuing falling creatures and Windrun traveling (though, at 14th level, you no longer need to expend a use of Windrun to travel yourself).

Fighting Style - 1st Level

You adopt a particular style of fighting as your specialty. Choose one of the [fighting style options](#), detailed in Chapter 6. You have the option to change your chosen fighting style at certain levels, if you wish (see "Jezrien's Initiative").

Your chosen fighting style improves once you reach 10th level, as shown in its description.

Stormlight Healing - 1st Level

You have a limited amount of Investiture from which you can draw to heal yourself. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your Windrunner level.

Once you've used this feature, you must finish a short or long rest before you can use it again.

At 6th level, you can use this feature twice between a short or a long rest.

At 14th level, you can use this feature three times between a short or a long rest.

Action Surge - 2nd Level

You can infuse yourself to push your body beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action.

Once you've used this feature, you must finish a short or long rest before you can use it again.

At 10th level, you can use it twice before a rest, but only once on the same turn.

At 17th level, you can use it three times before a rest, but only once on the same turn.

Maneuvers - 2nd Level

You are able to control and master your Surges to give you special benefits and features, both in and out of combat.

Maneuvers Known:

You know one Maneuver of your choice, and you learn more at higher levels, as shown in the Maneuvers Known column of the Windrunner table. Many Maneuvers aid an attack in some way. Some assist your allies, some impact your foes, and even others improve your ability to explore or act in social situations. Some Maneuvers require a prerequisite, which you must have to know and use them.

You have the ability to change the Maneuvers you know at certain levels (see "Jezrien's Initiative").

Using Maneuvers:

Each Maneuver's description details when and how it is used. You can only use one Maneuver per attack, and you may only use each Maneuver once per turn.

Lashing Dice:

You have two Lashing dice to fuel your Maneuvers (even ones that use Adhesion or just the general intake of Investiture, rather than actual Lashings), which are d4s, and you earn more at higher levels, as shown in the Lashing Dice column of the Windrunner table. The dice also increase in size as you gain Windrunner levels, as shown in the Lashing Die Size column of the Windrunner table. A Lashing die is expended when you use it.

You regain all of your expended Lashing dice when you finish a short or long rest.

Investiture Ability:

You use your Investiture ability modifier (Strength or Dexterity, whichever is highest), when setting the saving throw DC for a Maneuver you use.

Invested save DC = 8 + your proficiency bonus + your Investiture ability modifier

Ideal of Protection - 3rd, 7th, 15th, and 18th Level

You are now able to swear the Second Ideal of the Order of Windrunners. Choose one Level 3 Ideal of Protection feat, detailed at the end of the class description. At 7th, 15th, and 18th level, choose an Ideal feat at the respective levels for each.

Then, you must swear an oath to your honorspren about protecting others. If you swear one of these new Ideals during regular gameplay and your words are approved, you glow with Stormlight and are able to use your Windrunner abilities much more easily for 1 minute. For that minute, you gain the following abilities as long as you are not incapacitated:

- At the start of each of your turns, roll a number of d6s equal to your proficiency bonus, and heal yourself that amount.
- You can fly using Windrun, even if you have no uses left, and you have a +10 bonus to your flying speed.
- Your attack rolls are made with advantage.
- Once per turn, you can use one of your known Maneuvers for free, without expending a Lashing die.

Windrunner Focus - 3rd Level

You've adopted a Windrunner Focus, a method your Order focuses on to maintain and improve certain abilities, as detailed at the end of the class description. You adopt more at higher levels, as shown in the Focuses column of the Windrunner table. These cannot be changed as they represent a permanent change to your Order's training.

You can only choose each Focus once.

General Feat - 4th, 8th, 12th, 14th, and 19th Level

You can choose the [Ability Score Increase](#) feat or another general feat from [Chapter 6](#).

Jezrien's Initiative - 4th, 8th, 12th, 16th, and 19th Level

When you reach a level in this class that lets you choose a general feat, you can do *one* of the following, if you'd like:

- Replace a fighting style you know with another fighting style.
- Replace one Maneuver you know with a different Maneuver for which you have the prerequisite.

Extra Attack - 5th Level

You can now attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level and to four when you reach 20th level.

Shardblade Stance - 5th Level

You have learned to use your melee weapons in a specific way, adopting a Shardblade stance. Choose one of the [Shardblade stance options](#), detailed in Chapter 6.

At 10th and 17th level, you can choose one additional Shardblade Stance for each.

Shardblade - 7th Level

Once you swear the 3rd Ideal of the Windrunners, your honorspren is now able to manifest themselves as a Shardweapon +1, any in which you are proficient. You can summon your Blade with a bonus action and dismiss it at any time on your turn. The Blade also disappears if it ever leaves your hand. You can use your bonus action to change your Shardweapon into a weapon of a different type.

You can also summon your honorspren as a small or medium Shardshield with an action.

You can only summon your spren as a Shardweapon or Shardshield when they share a space with you. When they are manifested in this way, they can speak to you telepathically. If your spren chooses to leave your space while you have them manifested as a Shardweapon or Shardshield, it disappears.

At 15th level, your Shardblade becomes a +2 weapon.

You cannot use this feature while in the Cognitive Realm. When you summon your spren as a Blade or shield, your eyes immediately turn to a bright blue color, and remain that color for a number of hours equal to your Windrunner level before returning to normal.

Indomitable - 9th Level

You can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

At 13th level, you can use this feature twice between long rests.

At 17th level, you can use this feature three times between long rests.

Invested Potency - 11th Level

You gain an additional +2 bonus to Dexterity and Strength saving throws and you gain a +2 bonus to any other saving throw in which you do not have proficiency or expertise (not including death saving throws). If you ever gain proficiency or expertise in one of these saving throws, this additional bonus is lost.

When your proficiency bonus equals +5, both of these bonuses equal +3.

When your proficiency bonus equals +6, both of these bonuses equal +4.

Windplate - 15th Level

You can now cover yourself or another creature you can see within 30 feet of you with your Order's living Shardplate, made of blue-white windspren. You can do so when you or another creature is hit with an attack that deals bludgeoning, piercing, or slashing damage, and it takes your reaction. You must choose to use this after the attack hits but must do so before the damage is rolled.

When you use it on yourself, the bludgeoning, piercing, or slashing damage you take is reduced by half. When you use it on a different creature, the bludgeoning, piercing, or slashing damage they take is 0. The attack may still do damage of a different type, however, and it deals it like normal.

If you use Windplate to defend yourself against a critical hit, the attack becomes a normal hit for the bludgeoning, piercing, or slashing damage. If you use Windplate to defend a different creature against a critical hit, the attack becomes a normal hit for the bludgeoning, piercing, or slashing damage, and then the creature only takes half damage. If a critical hit deals damage of a different type, those dice are doubled like normal.

Once you use this feature once, you can't use it again until you complete a long rest.

At 18th level, the creature you protect can be up to 40 feet away and you can use it twice between long rests.

At 20th level, the creature you protect can be up to 60 feet away and you can use it three times between long rests.

You cannot use this feature while in the Cognitive Realm.

Defender of the Skies - 20th Level

You have conquered the art of combat and protecting others in the skies. Your Strength or Dexterity score (your choice) increases by 4. Your maximum for that score increases by 4.

In addition, when you roll for initiative and have fewer than 3 Lashing Dice available, you regain expended Lashing Dice so that you have 3.

Finally, your eyes are now permanently bright blue as long as you maintain your bond with your spren.

Maneuvers

Agile Lashings

Prerequisite: Proficiency in Acrobatics

When you make a Dexterity (Acrobatics) check, you can expend a Lashing die, rolling the die and adding it to the d20 roll. You can wait until after rolling the d20 before using this maneuver but must do so before the GM says whether the roll succeeds or fails.

Alerted Lash

When you or a willing creature you can see within 30 feet rolls initiative and not surprised, you can expend a Lashing die and add the number rolled to your initiative check or the initiative check of the willing creature.

Athletic Lashings

Prerequisite: Proficiency in Athletics

When you make a Strength (Athletics) check, you can expend a Lashing die, rolling the die and adding it to the d20 roll. You can wait until after rolling the d20 before using this maneuver but must do so before the GM says whether the roll succeeds or fails.

Distracting Attack

When you hit a creature with a weapon attack, you can expend one Lashing die to distract the creature, giving your allies an opening. You add the Lashing die to the attack's damage roll. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

Evasive Movement

When you move, you can expend one Lashing die, rolling it and adding the number rolled to your AC until you stop moving.

Feinting Attack

You can expend one Lashing die and use a bonus action on your turn to feint, choosing one creature within 5 feet of you as your target. You have advantage on your next attack roll against that creature this turn. If that attack hits, add the Lashing die to the attack's damage roll.

Flourish

Prerequisite: Proficiency in Sleight of Hand

When you make a Dexterity (Sleight of Hand) check, you can expend a Lashing die, rolling the die and adding it to the d20 roll. You can wait until after rolling the d20 before using this maneuver but must do so before the GM says whether the roll succeeds or fails.

Full Lashing

As an action you can expend a Lashing die and attempt to restrain a creature you can see within 30 feet with a Full Lashing. That creature must make a Strength saving throw. On a failed save, it is restrained until the beginning of your next turn. Additionally, on a failed save, roll the expended Lashing die and the creature takes that amount of bludgeoning damage.

Goaded Attack

When you hit a creature with a weapon attack, you can expend one Lashing die to attempt to goad the target into attacking you. You add the Lashing die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

Invested Focus

When you make a Knowledge check, you can expend a Lashing die, rolling the die and adding it to the d20 roll. You can wait until after rolling the d20 before using this maneuver but must do so before the GM says whether the roll succeeds or fails.

Invested Perception

Prerequisite: Proficiency in Perception

When you make a Dexterity (Perception) check, you can expend a Lashing die, rolling the die and adding it to the d20 roll. You can wait until after rolling the d20 before using this maneuver but must do so before the GM says whether the roll succeeds or fails.

Lash Ally

You can use your bonus action and expend one Lashing die to move one of your allies into a more advantageous position. Choose a willing creature within 60 feet of you that you can see and roll the Lashing die. You can move the creature in one direction up to 30 feet. This movement does not draw opportunity attacks, and the creature gains a bonus to their AC equal to the number rolled until the beginning of their next turn.

Lash Enemy

When you hit a creature with a melee weapon attack, you can expend one Lashing die to attempt to Lash the target back. You add the Lashing die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you Lash the target and move them in a straight line up to 15 feet away. This movement does not draw opportunity attacks..

Lunging Strike

When you make a melee weapon attack on your turn, you can expend one Lashing die to increase your reach for that attack by 5 feet. If you hit, you add the Lashing die to the attack's damage roll.

Parry

When another creature damages you with a melee attack, you can use your reaction and expend one Lashing die to reduce the damage by the number you roll on your Lashing die + your Dexterity modifier.

Precision Attack

When you make a weapon attack roll against a creature, you can expend one Lashing die and add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied and before the GM says whether the attack hits or not.

Quiet Lashing

Prerequisite: Proficiency in Stealth

When you make a Dexterity (Stealth) check, you can expend a Lashing die, rolling the die and adding it to the d20 roll. You can wait until after rolling the d20 before using this maneuver but must do so before the GM says whether the roll succeeds or fails.

Rally

You can use a bonus action and expend one Lashing die to bolster the resolve of one of your companions. When you do so, choose a friendly creature you can see within 60 feet of you that you can see. That creature gains temporary hit points equal to the Lashing die roll + your Charisma modifier.

Rampage

When you reduce a creature to 0 hit points, you can use your bonus action to expend a Lashing die and move up to half your speed. If you end this movement within 5 feet of a creature, you can make a single melee weapon attack against that creature, adding the result of the Lashing die roll to the attack roll.

Rescuing Wind

When you're within 5 feet of a creature on your turn, you can use a bonus action and expend one Lashing die to switch places with that creature, provided you spend at least 5 feet of movement and the creature is willing and isn't incapacitated. This movement doesn't provoke opportunity attacks. Roll the Lashing die. Until the start of your next turn, you or the other creature (your choice) gains a bonus to AC equal to the number rolled.

Reverse Lashing

When a creature you can see within 30 feet of you is hit by a weapon attack, you can use your reaction and expend a Lashing die to attempt to draw away the weapon before the damage is rolled. That creature gains a bonus to their AC equal to the number rolled for the triggering attack.

Riposte

When a creature misses you with a melee weapon attack, you can use your reaction and expend one Lashing die to make a melee weapon attack against the creature. If you hit, you add the Lashing die to the attack's damage roll. You can't use another maneuver on the resulting attack.

Saving Lash

When an ally that you can see within 60 feet makes a Strength or Dexterity saving throw, you can use your reaction and expend a Lashing die to add the number rolled to the result of that saving throw. You can wait until after the d20 roll before using this maneuver but must do so before the GM says whether the roll succeeds or fails.

Slowing Lash

When you hit a creature with a melee weapon attack, you can expend one Lashing die to attempt to slow the creature. Roll the Lashing die and multiply the result by 2, then round up to the nearest 5 feet. The creature loses that much speed until the end of their turn.

Thrown Lashing

As a bonus action, you can expend one Lashing die and make a ranged attack with a weapon that has the thrown property. You can draw the weapon as part of making this attack. If you hit, add the Lashing die to the weapon's damage roll.

Tripping Lash

When you hit a creature with a weapon attack, you can expend one Lashing die to attempt to knock the target down. You add the Lashing die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.

Focuses

Focus on Armor
Prerequisite: 6th Level
Your AC increases by +1.

Focus on Deftness
You can perform the Dash action with your bonus action instead of your action while you are flying.

Focus on Endurance
You only need 3 hours of sleep during a long rest to gain its benefits, instead of 6. Additionally, if your long rest would be interrupted, you only need to complete the long rest instead of restarting it to gain its benefits. Lastly, you have advantage on saving throws against exhaustion.

Focus on Evasion
When flying, opportunity attacks against you have disadvantage.

Focus on Fighting
Prerequisite: 6th Level
You gain an additional [fighting style](#), detailed in Chapter 6.

Focus on Health
Your hit point maximum increases by 2 x your Windrunner level. Each time you gain a level in this class, gain 2 additional hit points.

Focus on Maneuvers
Prerequisite: 6th Level
You learn one additional maneuver that doesn't count against the number of maneuvers you can normally know. When you complete a long rest, you can replace this maneuver with another one.

Focus on Practice
You gain proficiency in a skill and a type of artisan tools, two types of artisan tools, or one type of specialist kit, in which you do not already have proficiency or expertise. You cannot gain expertise with this feature.

Focus on Protection
You can perform the Guard action with your bonus action instead of your action.

Focus on Range
When you make a weapon attack with a one-handed Shardweapon, you can choose to throw the Shardweapon and maintain control to keep it from disappearing. Your Shardweapon has a range of 30/60 feet, and immediately after the attack, hit or miss, it appears once again in your hand.

Focus on Resistance
Prerequisite: 9th Level
Choose one of the following damage types and gain resistance to it: non-Invested bludgeoning, non-Invested piercing, or non-Invested slashing.

Focus on Speed
Prerequisite: 9th Level
Your normal walking speed increases by +5 feet.

Focus on Study
Choose one skill in or tool in which you have proficiency. Gain expertise in that skill or tool. This does not count against the number of things in which you can have expertise for your level.

Focus on the Winds
Prerequisite: 6th Level
You can use your Windrun ability twice as much, so you have a number of uses of the feature equal to your proficiency bonus multiplied by 2.

Honorspren

See "[Radiant Spren](#)" at the end of this chapter for information on spren and how they function as a familiar to your character.

NONORSPREN

Class 17 Ints your Windrunner level + your proficiency bonus Fly 60 ft.	Initiative (immediately after Windrunner) Size Tiny, Small, or Medium Type Splinter
MOD	MOD
SAVE	SAVE

	10	+0	+0	DEX	24	+7	+7	CON	1	-5	-5
	6	-2	-2	WIS	12	+1	+1	CHA	12	+1	+1
Passive Perception 11 Common Bonus +2						Damage Resistances Necrotic, Poison, Psychic Condition Immunities Choking, Grappled, Incapacitated, Invisible, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned, Unstable					

ITS

nt Spren. This is your spren's stat block while in the Physical Realm. They do not need to breathe, drink, eat, or sleep. If they are reduced to 0 its, they do not die but instead spend their turn trying to return to sharing your space. You cannot use any class features until they have 0.

spren. Your honorspren appears as a Tiny, white-blue humanoid, about 6 inches tall. They are always visible, but often change their form to be a normal windspren, or hide in your pocket. They can choose who can hear them when they speak.

of Wind. Your honorspren, while Tiny, can squeeze through incredibly small openings, like keyholes or under doors.

thic Link (7th level). You and your honorspren can speak with each other telepathically.

IONS

sense (1 / long rest) (3rd level). Your honorspren can make a **WISDOM CHECK**: DC 14 to sense the next highstorm. On a success, they know when the next highstorm will reach your current location.

Hand (3rd level). Your honorspren can use the Surge of Adhesion to interact with the world. With an action, your honorspren can grab and manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. Honorspren cannot attack, activate Invested items, carry an item already carried or worn, or carry or affect an object more than 5 pounds. 5th level, your honorspren can use this feature on items up to 10 pounds.

shing (7th level). Your honorspren can infuse a Tiny item not carried or worn that weighs up to 5 pounds with a Full Lashing. The Lashing lasts up to 30 seconds and a creature can use their action to make a **STRENGTH CHECK**: DC 10 to pull it free. 5th level, the Tiny item can weigh up to 10 pounds. Also, it lasts up to 1 minute and the Strength check to pull it free increases to a DC 12.

US ACTIONS

ve. Your honorspren can change its size, anywhere from a Tiny spren (about 6 inches tall) to a Medium spren (about 6 feet tall). In addition, if you use this same action, if your honorspren is Tiny, they can shapeshift into an object of their choice.

Ideal of Protection Feats

Level 3 Ideal Feats

"I will protect those who cannot protect themselves."

Improved Critical: Your critical hit range with weapon attacks increases by 1, up to a maximum of 3.

Unarmored Defense: When you are not wearing armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Strength modifier.

Extra Proficiencies: Choose two skills and gain proficiency in them. You cannot gain expertise with this feature.

Level 7 Ideal Feats

"I will protect even those I hate."

Shard Shielding: Small and medium Shardshields you manifest from your spren grant you an additional +1 bonus to your AC, on top of their normal.

In addition, when you have your spren summoned as a proficient Shardweapon, you can use your bonus action, instead of your action, to shift it into a small or medium Shardshield. At the beginning of your next turn, it automatically shifts back into a proficient Shardweapon of your choice.

You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Stormlight Explosion: As a bonus action on your turn, you can give yourself advantage on all weapon attack rolls until the end of the current turn. When you do so, you also gain temporary hit points equal to your Windrunner level.

Once you use this feature you cannot do so again until after completing a short or long rest. At 15th level, you can use this feature twice between rests.

Inspired Healing: Choose a conscious creature you can see within 30 feet of you and expend a Lashing die, rolling it. That creature can then expend one of their available Hit Dice, healing themselves the amount rolled + the amount you rolled on your Lashing Die.

Once you use this feature you cannot do so again until after completing a short or long rest. At 15th level, you can use this feature twice between rests.

Level 15 Ideal Feats

"I accept that there will be those I cannot protect."

Bonus Surge: When you use your Action Surge feature, you can take an extra bonus action on top of the additional action. In addition, you have an extra reaction you can use before the beginning of your next turn.

Infused Surge: When you use your Action Surge feature, you regain 2 Lashing dice.

Dashing Surge: When you use your Action Surge feature, your movement speed doubles for this turn.

Level 18 Ideal Feats

"???"

Shardstorm: You can use your action to make a single melee weapon attack against each creature within ten feet of you. Make a separate attack roll against each target. Once you've used this feature, you must complete a short or long rest before you can use it again.

Wind's Endurance: If you take damage that reduces you to 0 hit points, you can use your reaction to delay falling unconscious, and you can immediately take an extra turn. While you have 0 hit points during that extra turn, taking damage causes death saving throw failures as normal, and three death saving throw failures can still kill you. When the extra turn ends, you fall unconscious if you still have 0 hit points. Once you've used this feature, you can't use it again until you finish a long rest. After your extra turn, the attacking creature finishes their turn from where they left off.

Jezrien's Survivor: At the start of each of your turns, you regain hit points equal to 5 + your CON modifier if you have no more than half your hit points left. You don't gain this benefit if you have 0 hit points.

Skybreaker

The Selay woman walks the streets of Domistar proudly, her lawkeeper badge gleaming on her chest. The smells of cooked Purelake fish waft around her as the crowd of people separate to let her through. She walks up to a fishmonger near one of the city's larger docks, taking him in. Introducing herself and shaking his hand, she begins to focus on the cadence of his speech. This, she knew now, was the man she was looking for.

Across the Purelake's waters above a Marabethian forest, flying at a blistering pace, is a Makabaki man, horizontal as he streaks through the air. He searches through the branches below him, looking for movement. He spots it—a cloaked figure darting through the woods below—and he plummets, summoning his long Shardhalberd as he does.

Far, far to the south on the plains of Emul, a towering Unkalaki person stands, surrounded by other Skybreakers and singers, facing off against the coalition army of humans. They call out orders to those around them, Lashing themselves up into the air as they do. Shardglaive held in Flamestance, they lead the charge forward, the army of singers rallying after them below.

Often seen as the law keepers of Marabethia and nearby countries, Skybreakers are all about finding and maintaining justice and order.

Administering Nale's Justice

The Order of Skybreakers is an Order of the Knights Radiant on Roshar. Skybreakers are Surgebinders with access to the Surges of Gravitation and Division. Their associated polestone is the smokestone, the Herald of their Order is Nale, and they form a Nahel bond with highspren.

The Skybreakers are unique in that they were the only Radiant Order not to have abandoned their oaths on the Day of Recreance. They have remained on Roshar, operating in secret, under the leadership of their Herald and fellow Skybreaker, Nale.

Nale, over the millennia, has changed the Order more and more and they have now become much more strict to his goals and leadership than they were, pre-Recreance.

Nale and the Skybreaker's main goal over these years has been to stop any more upcoming Desolations. They believe that killing nascent Knights Radiant, preventing those bonds and oaths, is the key to doing so. After the Everstorm arrives, however, Nale realizes that his goals are for nought, that the Desolation is here, and he shifts his goals to working with the true owners of Roshar, the singers.

Graceful Devastation

Skybreakers have access to the Surge of Gravitation, which allows them to Lash and change the direction of gravity. This allows them to fly through the air gracefully, achieving their hard-to-reach goals both in combat and out of it. They also have the ability to utilize the Surge of Division which, like their Dustbringer neighbors, allows them to break down things, to burn them and destroy. They make excellent fighters, though they also prioritize intelligence and knowledge, learning the truth about the Desolations and the war against the Voidbringers.

Highspren

Following true order and law, highspren focus on obedience and the legality of the land. They are often strict and many other sapient spren dislike or distrust them. However, your highspren may be more flexible than most, allowing you to serve whatever law you deem to be the most just. In the Physical Realm they look like slits or cuts, warping the air around them, through which you can see a dark and starry sky.

Creating a Skybreaker

Skybreakers want justice above all things. However, the definition of justice for your Skybreaker does not necessarily need to match the definition of it to other Skybreakers, or even to Nale. Does your Skybreaker desire justice because of an injustice they have seen in their past? Do they believe the law to be true and fair and want to be an example of it, or do they believe it is corrupt and it would be enacting justice to tear it down? Skybreakers are great fighters and examples, but they are also intelligent and must decide for themselves what kind of examples they want to set, whom they want to follow (or whom they want to lead), and how to accomplish their goals while staying true to their own personal definition of justice.

Quick Build

You can make a Skybreaker quickly by following these suggestions. First, make Strength your highest ability score, followed by Constitution. Intelligence should be your third-highest score. Second, choose the constable or scholar background.

SKYBREAKER

Prof. Bonus	Features	Skybreaks	Augm. Known	Skies	Sky Radius
+2	<i>First Ideal</i> , Gravitation, Highspren, Skyward, Stormlight Healing, Fighting Style	-	-	-	-
+2	Skybreaking, Skybreak Augmentations, Brand of Judgement	4	2	-	-
+2	<i>Second Ideal</i> , Ideal of Justice Feat, Skies	6	3	1	5 ft.
+2	General Feat, Nale's Training	8	4	1	5 ft.
+3	Division, Extra Attack, Shardblade Stance (one)	10	5	1	5 ft.
+3	Skyward Improvement, High Vigilance	12	5	1	10 ft.
+3	<i>Third Ideal</i> , Ideal of Justice Feat, Shardblade +1	14	6	1	10 ft.
+3	General Feat, Nale's Training	16	6	1	10 ft.
+4	-	18	7	1	10 ft.
+4	Brand of Judgment Improvement	20	7	2	15 ft.
+4	Ceaseless Lashings, Invested Potency	22	8	2	15 ft.
+4	General Feat, Nale's Training	24	8	2	15 ft.
+5	-	26	9	3	15 ft.
+5	Skyward & Brand of Judgment Improvements, Shardblade Stance (two)	28	9	3	20 ft.

+5	<i>Fourth Ideal</i> , Ideal of Justice Feat, Shardblade +2, Gravityplate	30	10	3	20 ft.
+5	General Feat, Nale's Training	32	10	3	20 ft.
+6	-	34	11	4	20 ft.
+6	<i>Fifth Ideal</i> , Ideal of Justice Feat	36	11	4	25 ft.
+6	General Feat, Nale's Training	38	12	4	25 ft.
+6	Enforcer of Justice	40	12	4	25 ft.

Hit Points:

Hit Dice: 1d10 per Skybreaker level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Skybreaker level after 1st

Proficiencies:

Armor: Light armor, medium armor, heavy armor, small shields, medium shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Choose two from Acrobatics, Arcana, Athletics, Insight, Intimidation, Investigation, Perception, Persuasion

Equipment:

You start with the following equipment, in addition to the equipment granted by your background:

- Chain mail
- (a) a martial weapon and a medium shield or (b) two martial weapons
- (a) five javelins or (b) any simple melee weapon

Class Features

Gravitation - 1st Level

You have sworn the First Ideal of the Order of Skybreakers of the Knights Radiant with your highspren. Your spren has provided you with the Surge of Gravitation. You do not gain access to the Surge of Division until 5th level. Gravitation, and soon Division, powers your Investiture. You must intake a certain amount of Investiture at the end of each long rest in order to recover hit points and regain expended class features. The amount is your level x 5 of sapphire marks' worth of Stormlight or another type of Investiture. See "[Stormlight Replenishment](#)" for more details.

You know one cantrip, *Gravitation*. See [The Invested Arts of the Cosmere](#) for detailed information about it.

Using intellect and logic is paramount for your Order and the Surges it provides you, so Intelligence is your Investiture ability. You use your Intelligence modifier whenever you must make an Investiture ability check.

Investiture ability check = your proficiency bonus + your Intelligence modifier

Highspren - 1st Level

You have formed a Nahel bond with a highspren. See "[Radiant Spren](#)" at the end of this chapter for information on spren and how they function as a familiar to your character.

Also see the "[Highspren](#)" section at the end of the class description for your spren's abilities, features, and actions they can take on their turn. If your spren's stat block refers to a long rest, that means a long rest taken by your character. Certain features are only available to your spren at certain levels; these refer to your character's Skybreaker level.

Skyward - 1st Level

As a bonus action, you give yourself a flying speed equal to your normal walking speed, as well as the ability to hover, for 10 minutes. While flying, you cannot carry another creature or anything above your normal equipment.

You can use this feature up to a number equal to your Intelligence modifier (minimum of once), and you regain all expended uses after you complete a short rest.

At 6th level, your flying speed when using your Skyward feature is your normal walking speed + 10 feet.

In addition, at 6th level, you can use your Skyward to travel with your companions. Expend a number of this feature equal to the number of willing creatures within 5 feet of you, including yourself, with whom you want to fly. It takes 1 minute to begin this process. You and each of them gain a flying speed of three times your normal flying speed for 1 hour, and you must use your action, bonus action, and reaction each turn to keep them flying through the air. See "[Lashing Travel](#)" in Chapter 8 for more details.

At 14th level, you gain a permanent flying speed of your normal walking speed + 10 feet. You still have uses of your Skyward ability, however (equal to your Intelligence modifier, minimum of once), to use for rescuing falling creatures and for Skyward traveling (though, at 14th level, you no longer need to expend a use of Skyward to travel yourself).

Stormlight Healing - 1st Level

You keep a reserve of Investiture in you to be used for healing yourself that replenishes when you take a long rest. The reserve holds a number of hit points equal to your Skybreaker level x 5. As an action, you can use the Investiture to heal yourself, up to the

maximum amount remaining in your reserve. Once you are 5th level, you can also use this feature to instead remove the poisoned or diseased condition from you, expending 25 points of Stormlight Healing to do so.

Fighting Style - 2nd Level

You adopt a particular style of fighting as your specialty. Choose one of the [fighting style options](#), detailed in Chapter 6. You have the option to change your chosen fighting style at certain levels, if you wish (see “Nale’s Training”).

Your chosen fighting style improves once you reach 10th level, as shown in its description.

Skybreaking - 2nd Level

You can use Lashings on your weapon to deal devastating, Invested damage. When you hit a target with a melee weapon attack using your Attack action, you can expend Skybreaks to Lash your weapon, dealing axial damage to the target in addition to the weapon’s damage. Per attack, you can only expend a number of Skybreaks up to your proficiency bonus. The additional damage is 1d8 axial damage for each Skybreak spent in this way.

Attacks made as opportunity attacks using your reaction or through some other method other than the Attack action cannot be impacted by Skybreaking.

The Skybreaker table shows how many Skybreaks you have to use. You regain all expended Skybreaks when you finish a long rest.

In addition, when you Skybreak, you can choose to augment it, shown below in “Augmentations.”

Skybreak Augmentations - 2nd Level

When you Skybreak, you can draw upon the Surges of Gravitation and Division (at 5th level) to augment it, making it more powerful or effective in certain situations.

Augmenting a Skybreak:

When you hit a target with a melee weapon attack using your Attack action and spend one or more Skybreaks to deal extra damage, you can choose to Augment the Skybreak using one of your known Skybreak Augmentations, which gives it additional effects. You can only Augment a Skybreak once per turn, regardless of how many attacks you have or how many times you Skybreak.

You can use your Skybreak Augmentations a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses once you finish a long rest.

Augmentations Known:

Choose two Augmentations you know how to use, detailed at the end of the class description. You know additional Skybreak Augmentations as you gain Skybreaker levels, as shown in the “Augm. Known” column of the Skybreaker table.

You have the option to change Augmentations you know at certain levels, if you wish (see “Nale’s Training”).

Skybreak Points Spent:

Per attack, you can only expend a number of Skybreaks equal to or fewer than your proficiency bonus. You can Augment your Skybreak regardless of how many Skybreaks you spend, but your Augmentations may differ depending on how many Skybreaks expended, as detailed in each Augmentation.

Critical Hits:

Additional axial damage dealt from Skybreaking is doubled on a critical hit, like normal. Additional damage dealt from a Skybreak Augmentation is *not* doubled on a critical hit as the damage comes from an effect of your two Surges after the original attack.

Investiture Ability:

You use your Intelligence modifier when setting the saving throw DC for a Skybreak Augmentation.

Invested save DC = 8 + your proficiency bonus + your Intelligence modifier

Brand of Judgment - 2nd Level

As a bonus action, you can imprint your judgment onto a creature you can touch. You must concentrate on this as if you were concentrating on an Invested Art. When you use this feature, choose one from Insight, Perception, or Survival. For the next 10 minutes, when you make that type of ability check against the creature, you can use your Intelligence bonus instead of your Wisdom bonus. You use your proficiency bonus (or expertise) if you are proficient (or an expert in) the skill like normal.

You can use this feature a number of times equal to your Intelligence modifier, and regain any expended uses when you finish a long rest.

At 10th level, you can use this feature on a creature you can see within 30 feet of you, and it lasts for up to 30 minutes.

At 14th level, you always know the direction, but not the distance, toward the creature onto whom you imprinted your Brand of Judgment, as long as the creature is in the same Realm as you. If they ever transport into a different Realm, you know when and in what direction they did so.

Ideal of Justice - 3rd, 7th, 15th, and 18th Level

You are now able to swear the Second Ideal of the Order of Skybreakers. Choose one Level 3 Ideal of Justice, detailed at the end of the class description. At 7th, 15th, and 18th level, choose an Ideal of Justice feat at the respective levels for each.

Then, you must swear an oath to your highspren about seeking and administering justice. If you swear one of these new Ideals during regular gameplay and your words are approved, you glow with Stormlight and are able to use your Skybreaker

abilities much more easily for 1 minute. For that minute, you gain the following abilities as long as you are not incapacitated:

- At the start of each of your turns, roll a number of d6s equal to your proficiency bonus, and heal yourself that amount.
- You can fly using Skyward, even if you have no uses left, and you have a +10 bonus to your flying speed.
- You automatically Skybreak 1d8 axial damage with each melee weapon attack you hit with, expending no uses of your Skybreak feature. You can expend additional Skybreaks, if you'd like, up to a number equal to your proficiency bonus.
- Once per turn when you hit with a melee weapon attack, you can use one of your known Skybreak Augmentations, without expending a use of the feature.

Skies - 3rd Level

You gain a Sky of your choice, detailed at the end of the class description, and you gain more at higher levels, as shown in the Skies column of the Skybreaker table. Your Sky has a radius of 5 feet, which increases at higher levels, as shown in the Sky Radius column of the Skybreaker table. You must be conscious and not incapacitated to grant any benefits from your Skies. If multiple Skybreakers grant the same Sky, creatures in the radius are only affected once.

You can only choose each Sky once and, when you do so, you cannot ever change it.

General Feat - 4th, 8th, 12th, 14th, and 19th Level

You can choose the [Ability Score Increase](#) feat or another general feat from [Chapter 6](#).

Nale's Training - 4th, 8th, 12th, 16th, and 19th Level

When you reach a level in this class that lets you choose a general feat, you can do *one* of the following, if you'd like:

- Replace a fighting style you know with another fighting style.
- Replace a Skybreak Augmentation you know with another for which you have the prerequisite.

Division - 5th Level

Your highspren has provided you with access to the Surge of Division, which you will now see in your higher-level Skybreak Augmentations.

This also gives you access to the cantrip *Division*. See [The Invested Arts of the Cosmere](#) for detailed information about it.

Extra Attack - 5th Level

You can now attack twice, instead of once, whenever you take the Attack action on your turn.

Shardblade Stance - 5th Level

You have learned to use your melee weapons in a specific way, adopting a Shardblade stance. Choose one of the [Shardblade stance options](#), detailed in Chapter 6.

At 14th level, you can choose one additional Shardblade Stance.

High Vigilance - 6th Level

When you roll for initiative and you aren't surprised, you can choose *one* of the following to do as a free action:

- Begin flying with Skyward.
- Summon your Shardweapon.

Shardblade - 7th Level

Your highspren is now able to manifest themselves as a Shardweapon +1, any in which you are proficient. You can summon your Blade with a bonus action and dismiss it at any time on your turn. The Blade also disappears if it ever leaves your hand. You can use your bonus action to change your Shardweapon into a weapon of a different type.

You can also summon your highspren as a small or medium Shardshield with an action.

You can only summon your spren as a Shardweapon or Shardshield when they share a space with you. When they are manifested in this way, they can speak to you telepathically. If your spren chooses to leave your space while you have them manifested as a Shardweapon or Shardshield, it disappears.

At 15th level, your Shardblade becomes a +2 weapon.

You cannot use this feature while in the Cognitive Realm. When you summon your spren as a Blade or shield, your eyes immediately turn to a bright gray color, and remain that color for a number of hours equal to your Skybreaker level before returning to normal.

Ceaseless Lashings - 11th Level

You are so proficient with Lashing your weapon, your melee weapon attacks are always infused with additional, Invested strength. Whenever you hit a target with a melee weapon attack, it takes an extra 1d8 axial damage.

Invested Potency - 11th Level

You gain an additional +2 bonus to Constitution and Intelligence saving throws and you gain a +2 bonus to any other saving throw in which you do not have proficiency or expertise (not including death saving throws). If you ever gain proficiency or expertise in one of these saving throws, this additional bonus is lost.

When your proficiency bonus equals +5, both of these bonuses equal +3.

When your proficiency bonus equals +6, both of these bonuses equal +4.

Gravityplate - 15th Level

When you are hit with a critical attack from an attack you can see that deals bludgeoning, piercing, or slashing damage, you can use a reaction to envelop yourself in your order's Shardplate made of gray gravitationspren. The critical hit against you becomes a

normal hit, but only for the bludgeoning, piercing, or slashing damage—the attack still may deal double damage of a different type. You must choose to use this feature before the damage is rolled.

You cannot use this feature while in the Cognitive Realm.

Enforcer of Justice - 20th Level

You are an immaculate representation of your Ideals and the law and justice you follow. Your Strength or Dexterity score (your choice) increases by 2, and your Intelligence score increases by 2. Your maximum for those scores increases by 2 each. In addition, you have access to a new feature called *Forced Justice*.

Forced Justice: When you Augment a Skybreak and force a creature or creatures to make a saving throw, you can force one creature to fail the save. You can choose to use this feature after the GM rolls and reveals the result. A creature with Legendary Resistance can still use it to succeed on the save, after you use this feature. Once you use this feature you cannot do so again until you finish a short or long rest.

Finally, your eyes are now permanently bright gray as long as you maintain your bond with your spren.

Skybreak Augmentations

Burdening Augmentation

Prerequisite: 9th Level

Using Lashings and Division, you create a specific burden onto the creature you Skybreak. The creature must make a Wisdom saving throw. On a failed save, they take 1d4 force damage per Skybreak expended, and then suffer an additional effect. On a failed save, choose eyes, mouth, or hands.

For eyes, the creature is blinded until the end of their next turn.

For mouth, the creature cannot speak, eat, or drink anything until the end of their next turn.

For hands, the creature cannot cast Invested Arts with the somatic component until the end of their next turn.

On a successful save, a creature takes half damage and suffers no additional effect.

Calamitous Augmentation

Prerequisite: 13th Level

You Augment your Skybreak with an astonishing surge of Division. The target must make a Wisdom saving throw. On a failed save, the target takes an additional 1d6 force damage per Skybreak expended and is stunned until the end of their next turn. On a successful save, a target takes half damage and isn't stunned.

Crackling Augmentation

Prerequisite: 9th Level

When you hit a target with your Skybreak, you infuse it with Division-fueled lightning. The target takes an additional 1d12 lightning damage. In addition, you can choose a number of different creatures within 15 feet of the original target equal to the number of Skybreaks expended. Each of them must succeed on a Dexterity saving throw or take 1d6 lightning damage as it jumps from the original target to them.

Crippling Augmentation

Prerequisite: 5th Level

You infuse an immense amount of crippling Lashings into the creature you Skybreak. The creature must succeed on a Constitution saving throw or be affected by this Augmentation. On a failed save, a creature makes Dexterity saving throws with a negative equal to your Intelligence modifier until the beginning of their next turn.

Debilitating Augmentation

Prerequisite: 5th Level

The creature you Skybreak becomes infused with debilitating Division. They must make a Constitution saving throw. On a failed save, they take 1d4 necrotic damage per Skybreak expended. In addition, each time they recover hit points they recover a number of hit points fewer equal to your Intelligence modifier. This lasts for a number of the creature's turns equal to the number of Skybreaks expended. On a successful save, a creature takes half as much damage and recovering hit points is not affected.

At the end of each of the creature's turns in which they are affected by this Augmentation, they can make a Constitution saving throw again, ending the Augmentation on a success.

Defensive Augmentation

After Skybreaking, you infuse yourself with Lashings to help you dodge incoming attacks. Until the beginning of your next turn, increase your Armor Class by +1 for each Skybreak expended.

Distracting Augmentation

Prerequisite: 5th Level

You infuse confusing Division into the creature you target with your Skybreak, attempting to distract from their usage of Investiture. The creature must make a Wisdom saving throw, and they do so before making a concentration check from taking damage from you. On a failed save, each time the creature makes a concentration check from taking damage until the beginning of their next turn, including from your Skybreak damage, they do so with a negative equal to -1 per Skybreak expended.

Explosive Augmentation

After you Skybreak your target, you explode outward with Lashings. Each creature within 5 feet of you must make a Constitution saving throw. On a failed save, a creature takes 1d4 thunder damage and is Lashed 5 feet directly away from you. Creatures who succeed on their save take no damage and aren't pushed. Loose objects sized Small or smaller are also Lashed 5 feet away.

If you expend more than 1 Skybreak, the range extends by 5 feet for each you expend, up to a maximum of 30 feet if you expend 6 or more Skybreak points. Regardless of the range of this effect, creatures who fail their saving throw and loose objects are only pushed 5 feet away from you.

Gleaming Augmentation

Prerequisite: 5th Level

You inflict shining, bright Division into the creature you Skybreak. The target must make a Wisdom saving throw. On a failed save, the creature takes 1d4 axial damage per Skybreak expended, and they begin shining for a number of turns equal to how many Skybreaks expended. On a successful save, a creature takes half damage and doesn't shine.

A shining creature sheds dim light in a 5-foot radius and they can't benefit from becoming invisible for the duration. In addition, Dexterity (Stealth) checks made by them to avoid being seen are made with disadvantage. At the end of each of the creature's turns in which they are affected by this Augmentation, they can make a Wisdom saving throw again, ending the Augmentation on a success.

Igniting Augmentation

Prerequisite: 9th Level

You use Division to burn the target you Skybreak. The target must succeed on a Constitution saving throw or begin burning. A burning target takes 1d4 fire damage per Skybreak expended. A target that succeeds on the saving throw takes half damage, then the Augmentation ends for it.

In addition, if you expended more than 1 Skybreak point and so dealt 2d4 or more fire damage, a target who failed the saving throw takes fire damage at the beginning of each of their turns, reducing the damage by 1d4 per turn until it reaches 0d4. If the target or a creature within 5 feet of it uses their action to put out the flames or the flames are doused by some other effect (such as being submerged in water), the burning ends.

Implosive Augmentation

After you Skybreak your target, you generate implosive Lashings toward you. Each creature within 5 feet of you must make a Constitution saving throw. On a failed save, a creature takes 1d4 thunder damage and is Lashed 5 feet directly toward you. Creatures who succeed on their save take no damage and aren't pulled. Loose objects sized Small or smaller are also Lashed 5 feet toward you.

If you expend more than 1 Skybreak point, the range extends by 5 feet for each point expended, up to a maximum of 30 feet if you expend 6 or more Skybreak points. Regardless of the range of this effect, creatures who fail their saving throw and loose objects are only pulled 5 feet toward you.

Launching Augmentation

Prerequisite: 9th Level

The target you Skybreak must succeed on a Dexterity saving throw or be Lashed directly upward. They are Lashed 10 feet directly upward for each Skybreak point expended, and if this would Lash them into a solid object, they take 1d4 bludgeoning damage per 10 feet traveled. The target begins to fall at the beginning of their next turn.

Pernicious Augmentation

Prerequisite: 5th Level

Using Division, you create the potential for harm in the target you Skybreak. It must make a Constitution saving throw. On a failed save, the target takes 1d4 axial damage per Skybreak point expended. In addition, each time the target is hit with a melee or ranged weapon attack, they take an additional 1d6 damage from it. This lasts for a number of attacks equal to the number of Skybreak points expended. On a failed save, the target takes half damage and future attacks toward it aren't affected.

Plunging Augmentation

You can use this Augmentation against a creature currently flying or swimming. The creature must make a Strength saving throw or be Lashed downward. An affected creature begins to descend 10 feet per Skybreak point expended (or 5 feet through water or another liquid they are swimming in). If this would Lash them into a solid object, they take 1d6 bludgeoning damage per 10 feet traveled.

Pushing Augmentation

The target you Skybreak must succeed on a Dexterity saving throw or be Lashed directly away from you (not off the ground) 5 feet per Skybreak point expended.

Revitalizing Augmentation

After Skybreaking your target, you gain temporary hit points equal to 1d4 per Skybreak point expended plus your Intelligence modifier (minimum of +1).

Rotting Augmentation

Prerequisite: 13th Level

The creature you Skybreak must succeed on a Constitution saving throw or take 1d6 necrotic damage per Skybreak point expended. In addition, on a failed save, a creature makes attack rolls with disadvantage until the end of their next turn. On a successful save, a creature takes half damage and their attack rolls are not affected.

Rushing Augmentation

After Skybreaking, you infuse yourself with Lashings to quickly jump to another enemy. You can immediately move a number of feet equal to 5 per Skybreak point expended, drawing no opportunity attacks.

Slowing Augmentation

The creature you Skybreak must succeed on a Strength saving throw or be Lashed by you, slowing them down. On a failed save, the creature takes an additional 1d4 force damage per Skybreak point expended, and their speed is reduced by 5 feet per Skybreak point expended until the end of their next turn. On a successful save, a creature takes half as much damage and their speed isn't reduced.

Stupefying Augmentation

Prerequisite: 9th Level

You attempt to dull the reactions of the creature you Skybreak. The target must succeed on a Constitution saving throw or take an additional 1d6 force damage per Skybreak point expended. In addition, on a failed save, a creature loses the ability to make opportunity attacks until the beginning of their next turn. On a successful save, a creature takes half as much damage and their ability to make opportunity attacks isn't affected.

Terrorizing Augmentation

You attempt to inflict fear into the creature you Skybreak. The target must make a Wisdom saving throw or take an additional 1d4 psychic damage per Skybreak point expended. In addition, on a failed save, a target is frightened of you until the end of their next turn and they must use their movement on their turn to get as far away from you as possible. On a successful save, a target takes no damage and is not frightened, nor do they have to move away from you.

Thunderous Augmentation

You explode with thunderous Lashings into the creature you Skybreak. The creature must make a Constitution saving throw or take an additional 1d4 thunder damage per Skybreak point expended. In addition, on a failed save, a creature is knocked prone. On a successful save, a creature takes half as much damage and they are not knocked prone.

Volatile Augmentation

Prerequisite: 5th Level

After Skybreaking your target, you explode in Division-fueled flames. Each creature within 5 feet of you must succeed on a Dexterity saving throw or take 1d4 fire damage (taking no damage on a success).

If you expend more than 1 Skybreak points, the range extends by 5 feet for each point expended, up to a maximum of 30 feet if you expend 6 or more Skybreak points. This Augmentation also ignites flammable objects in the area that aren't being worn or carried.

Weakening Augmentation

You infuse the creature you Skybreak with Lashings, weakening their muscles. The creature must make a Strength saving throw or be affected by this Augmentation. On a failed save, each time the creature hits with a Strength-based attack until the end of their next turn, the attack's damage roll does not include the creature's Strength modifier like normal.

Skies

Sky of Accuracy

Prerequisite: 17th Level

If you or any creature of your choice within your Sky radius rolls a 1 on an attack roll, they can immediately reroll the d20, using the new roll (even if it is also 1).

Sky of Armor

Prerequisite: 17th Level

Friendly creatures have a bonus to their AC equal to +3 as long as they are inside your Sky radius.

Sky of Confidence

Prerequisite: 10th Level

You and friendly creatures within your Sky radius have advantage on saving throws against being charmed.

Sky of Courage

You and friendly creatures within your Sky radius have advantage on saving throws against being frightened.

Sky of Destruction

Prerequisite: 10th Level

You and friendly creatures within your Sky radius gain a bonus to the first melee weapon damage rolls they make each round equal to your Intelligence modifier (minimum of +1). The extra damage is axial.

Sky of Distraction

Prerequisite: 10th Level

As a reaction when a hostile creature inside your Sky radius rolls a saving throw, you can force the result of their save to be reduced by an amount equal to your Intelligence modifier.

You must choose to do so before knowing the results of the save.

Sky of Division

Prerequisite: 10th Level

As a reaction, you can deal necrotic damage to each hostile creature inside your Sky radius. The necrotic damage is equal to 1d4 + your Intelligence modifier. At 18th level, the necrotic damage increases to 1d6 + your Intelligence modifier.

Sky of Fear

Whenever a creature who is frightened of you and can see you, the spaces inside the range of your Sky radius are difficult terrain for it. In addition, if it starts its turn inside the range of your Sky radius, it takes psychic damage equal to half your Skybreaker level.

Sky of Focus

Prerequisite: 10th Level
Whenever a friendly creature within your Sky radius must roll a Constitution saving throw to maintain concentration because of taking damage, you can use your reaction to give them a bonus to the save equal to your Intelligence modifier (minimum of +1).
You must choose to do so before knowing the results of the save.

Sky of Guarding
When another creature within your Sky radius takes damage dealt by a weapon attack, you can use your reaction to reduce the damage taken by your Intelligence modifier (minimum of 1).

Sky of Haste
Your walking speed increases by 5 feet. In addition, the walking speed of any ally who starts their turn within your Sky radius increases by 5 feet until the end of that turn.

Sky of Liberation
You and creatures of your choice within your Sky radius have advantage on ability checks or saving throws meant to grapple or restrain them, and they ignore penalties on movement and attacks while underwater.

Sky of Protection
Prerequisite: 10th Level
Whenever a friendly creature starts their turn within your Sky radius, that creature may gain temporary hit points equal to your Intelligence modifier (minimum of one). This Sky does not grant its bonus to yourself.

Sky of Saving
Whenever you or a friendly creature within your Sky radius must make a Strength or Dexterity saving throw, the creature gains a bonus to the saving throw equal to your Intelligence modifier (minimum of +1).

Sky of Vigilance
When you and any creatures of your choice within your Sky radius roll initiative, you all gain a bonus to initiative equal to your proficiency bonus. In addition, you and any creatures of your choice within your Sky radius cannot be surprised.

Sky of Warding
Prerequisite: 17th Level
You and friendly creatures within your Sky radius have resistance to damage from attack rolls from Invested Arts.

Highspren

See “[Radiant Spren](#)” at the end of this chapter for information on spren and how they function as a familiar to your character.

GHSPREN

Class 14 Ints your Skybreaker level + your proficiency bonus Fly 40 ft.						Initiative (immediately after Skybreaker) Size Tiny Type Splinter					
	1	MOD -5	SAVE -5	DEX	18	MOD +4	SAVE +4	CON	1	MOD -5	SAVE -5
	18	+4	+4	WIS	14	+2	+2	CHA	8	-1	-1
; Passive Perception 12 ages Common ency Bonus +2						Damage Resistances Necrotic, Poison, Psychic Condition Immunities Choking, Grappled, Incapacitated, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned, Unstable					

ITS

it Spren. This is your spren’s stat block while in the Physical Realm. They do not need to breathe, drink, eat, or sleep. If they are reduced to 0 its, they do not die but instead spend their turn trying to return to sharing your space. You cannot use any class features until they have 0.

oren. Your highspren appears as a Tiny, black slit or hole in the air, the air warping around them, and through them you can see an ing, starry sky. They are about 6 inches tall and half as wide. They can become visible or invisible to any creatures of their choice, including action required. They can choose who can hear them when they speak.

hetic Link (3rd level). You and your highspren can telepathically send each other emotions without speaking. In addition, your highspren knows the surface emotions of you, if they choose to access them.

IONS

Warden (3 / long rest). Your highspren becomes visible to everyone as it merges senses with you. They are unable to become invisible until this feature ends. You become blinded and deafened to your own surroundings and you can now perceive sights and sounds through highspren. While your senses are merged in this way, you have darkvision up to 120 feet and have advantage on Wisdom (Perception) checks relying on hearing and sight. In addition, while this feature is active, you can control the movements of your spren, even though you cannot speak them. This feature can last up to 10 minutes, and they can end it early at any time. At 7th level, this feature lasts up to 30 minutes. At 10th level, this feature can last up to 1 hour.

Dark Sight (1 / long rest) (7th level). Your highspren partially sees Investiture around them. For the next 1 minute, they know if there are creatures within 100 feet of them (and if any of them are Corruptions), as long as they are not completely covered by aluminum or a cloud. They only know if there are any, and how many, within range; they do not know exactly where they are located. At 10th level, this feature can last up to 10 minutes, and the range is reduced to 30 feet.

Ideal of Justice Feats

Level 3 Ideal Feats

"I swear to seek justice."

Furtive Justice: As a bonus action, you can quiet your movements and awareness. For the next 10 minutes, whenever you must make a Dexterity (Stealth) check, you gain a bonus to the check equal to your Intelligence modifier (minimum of +1). In addition, you gain darkvision out to a range of 30 feet (or extend the darkvision you already have by 30 feet).

Once you use this feature you cannot do so again until completing a long rest. At 15th level, this feature lasts for 1 hour.

Inexorable Justice: As a bonus action, you can fuel yourself with Stormlight, giving yourself infused strength to endure. For the next 10 minutes, you gain a +5 bonus to your walking speed and you gain a bonus to saving throws meant to avoid exhaustion equal to your Intelligence modifier (minimum of +1). Finally, if you fall unconscious and must make death saving throws during the duration, you do so with an additional +1 bonus.

Once you use this feature you cannot do so again until completing a long rest. At 15th level, this feature lasts for 1 hour.

Keen Justice: As a bonus action, you can increase your intelligence enormously, granting yourself a +5 bonus to Intelligence checks for the next 10 minutes.

Once you use this feature you cannot do so again until completing a long rest. At 15th level, this feature lasts for 1 hour.

Level 7 Ideal Feats

"I swear to follow (a greater truth, a code, or a person)."

Sky Focus: Choose one additional Sky for which you have the prerequisite. In addition, your Sky Radius increases by 5 feet.

Stormlight Efficiency: The amount of healing you have in your reserve from your Stormlight Healing feature is increased. The reserve now holds a number of hit points equal to your Skybreaker level plus your proficiency bonus, multiplied by 5.

Skybreak Overpower: When you Skybreak a creature, you can choose to expend Skybreak points equal to your proficiency bonus + 1, allowing you to Skybreak more than normal.

Once you use this feature, you cannot do so again until you finish a short rest.

Level 15 Ideal Feats

"I will undertake (a personal quest)."

Mighty Lashings: The additional axial damage you deal for melee attacks from your Ceaseless Lashings feature increases to 1d12.

Perfect Vigilance: Your High Vigilance is improved. Now, when you roll for initiative and you aren't surprised, you can now both begin flying with Skyward and summon your Shardweapon.

In addition, each time you roll for initiative and aren't surprised, you can also take the Dash, Dodge, or Guard action. If you choose the Dodge action, you immediately take it after rolling, before combat begins, though creatures can make opportunity attacks against you like normal.

Stormlight Body: You can now use the reserve of Stormlight from your Stormlight Healing to recover from other conditions. You can use this feature to remove the blinded or deafened condition from you, expending 25 points of Stormlight Healing to do so, and you can expend 50 points of Stormlight Healing to remove 1 level of exhaustion from yourself.

Level 18 Ideal Feats

"I will become the law."

Sky's Conqueror: Using your bonus action, you infuse yourself with an incredible martial prowess. Once you use this feature, you cannot use it again until you finish a long rest. You gain the following benefits for 1 minute:

- You have resistance to all damage.
- When you take the Attack action on your turn, you can make one additional attack as part of that action.
- Creatures have disadvantage on saving throws made because of your Skybreak Augmentations.

Sky's Savior: Using your bonus action, you can become a Skybreaker of vigor and protection. Once you use this feature, you cannot use it again until you finish a long rest. You gain the following benefits for 1 minute:

- Your flying speed increases by +10 feet.
- Your allies have advantage on death saving throws while within 30 feet of you.
- Whenever a creature within your Sky radius takes bludgeoning, piercing, or slashing damage, you can take the damage instead of them. You have resistance to damage taken this way.

Sky's Tempest: Using your bonus action, you can infuse yourself into a Skybreaker full of Heraldic might. Once you use this feature, you cannot use it again until you finish a long rest. You gain the following benefits for 1 minute:

- Once on each of your turns when you make a weapon attack and miss, you can cause that attack to hit instead.
 - If you fail a saving throw, you can use your reaction to reroll it. You must use this new roll.
 - You are lit up by Stormlight and surrounded by a tempest of Lashings, with a radius of 30 feet. You give off bright light in a 30-foot radius, and dim light shines 30 feet beyond that. Whenever an enemy creature starts its turn within 30 feet of you, roll 1d10. The creature takes that much axial damage.
-
-

Dustbringer

Sliding across the rocks is what looks like a blur of fire. Streaking toward it is another blur—this one a shetel-im, a Flowing One, armed with a spike of curved carapace. The two clash in the middle, clawing and punching and burning each other in a wild mess of limbs, until the fight stops. The dust clears and a Herdazian man, flames still flickering in his hands, stands above the corpse and looks across the rocks to find his next victim.

Across the battlefield stands another Releaser, this one a Makabaki woman, surrounded by smoke. The smoke drifts away slowly and she looks around herself, losing count at the number of dead bodies that lay encircled around her. She looks at her hands, still smoking, and drops to her knees, silently weeping at her destruction.

The Veden woman, clad in black, slides through the city streets unseen. She reaches the Azimir palace, an enormous bronze dome, and scales up its walls, reaching a small window sill. Unlatching it and summoning her small Sharddagger in her other hand, she creeps into the dark bedroom, inside which the tyrant vizier sleeps, vulnerable and unaware of the embodiment of destruction that stands above him.

Releasers must learn how to control their destruction above all things. They can set fire to just about all of Roshar if they wanted to, taking down each of their enemies. But to control that flame, to be able to use it wisely and for the right reasons, is what makes someone a Releaser of the Knights Radiant.

A Releaser of Chanarach

The Order of Dustbringers is an Order of the Knights Radiant on Roshar. Due to their name's similarity to "Voidbringer," they usually prefer to be called Releasers. Releasers are Surgebinders with access to the Surges of Division and Abrasion. They are associated with the ruby polestone, their Order's Herald is Chanarach, and they form a Nahel bond with ashspren.

Releasers are extremely powerful. They believe that, with their great power, they must have control and a strong will in order to command it. Their oaths are designed to teach them to control their destruction. And even though their powers could become out of control and vast, they often have the nuance to control it in a precise way. Releasers can often be foolhardy, believing that destruction in war can lead to peace for everyday people.

It is through their Order and Ideals where they learn to control their power to use it for good, to learn how to master their powers and themselves in order to provide a benefit to their Order, the Knights Radiant, and Roshar as a whole.

Destructive Speed

Division, the Surge of breaking things down, and Abrasion, the Surge of friction and speed, can be a dangerous combination. Releasers are able to slide across the battlefield and deal devastating damage to their enemies. However, they also value awareness and self-mastery, lending themselves benefits outside of the battle as well. They learn to utilize their Surges in small "Releases," allowing for a precise way to control their often wild and dangerous abilities.

Ashspren

Ashspren like to break things. They like to take things apart and figure out what’s inside. Similar to the Releasers to whom they bond, they too must maintain control of their breaking and their destruction. Never quite forgiving humanity for the Recreance still, ashspren are often hostile toward humans and even uncertain if they want to be a part of this new Knights Radiant. In the Physical Realm they look like bright, shining cracks that grow on surfaces or branch through the air in a treelike pattern.

Creating a Releaser

Releasers desire power, and your character should as well. However, above that, your character should desire power in a controlled and beneficial way. How does your character want to use the often-unpredictable nature of the Releaser’s Order for good? How does your character plan to practice self-mastery? Releasers are powerful, yes, and often a huge boon on the battlefield to their allies, but they also must know how to reflect, consider, slow down, and be wise about how to use their abilities for the greater good.

Quick Build

You can make a Dustbringer quickly by following these suggestions. Firstly, make Dexterity your highest ability score, followed by Wisdom. Second, choose the ardent or outlander background.

DUSTBRINGER (RELEASER)

Prof. Bonus	Features	Infused Die	Infused Movement	Releases	Abilities Known	Self-Masteries
+2	<i>First Ideal</i> , Abrasion, Ashspren, Infused Skin, Infused Hands	d4	-	-	-	-
+2	Release Abilities, Infused Feet, Stormlight Healing, Self-Masteries	d4	+10 ft.	2	3	1
+2	<i>Second Ideal</i> , Ideal of Discipline Feat	d4	+10 ft.	3	4	1
+2	General Feat, Chanarach’s Self-Control	d4	+10 ft.	4	4	1
+3	Division, Extra Attack	d6	+10 ft.	5	5	2
+3	Invested Strikes, Evasion	d6	+15 ft.	6	5	2
+3	<i>Third Ideal</i> , Ideal of Discipline Feat, Shardblade +1	d6	+15 ft.	7	5	2
+3	General Feat, Chanarach’s Self-Control	d6	+15 ft.	8	5	2
+4	-	d6	+15 ft.	9	6	3
+4	Control of Abrasion	d6	+20 ft.	10	6	3
+4	<i>Fourth Ideal</i> , Ideal of Discipline Feat, Invested Potency, Flameplate	d8	+20 ft.	11	6	3
+4	General Feat, Chanarach’s Self-Control	d8	+20 ft.	12	6	3
+5	-	d8	+20 ft.	13	7	4
+5	Elusive Abrasion	d8	+25 ft.	14	7	4
+5	Divisive Hands	d8	+25 ft.	15	7	4
+5	General Feat, Chanarach’s Self-Control	d8	+25 ft.	17	7	4
+6	-	d10	+25 ft.	19	8	5
+6	<i>Fifth Ideal</i> , Ideal of Discipline Feat	d10	+30 ft.	21	8	5
+6	General Feat, Chanarach’s Self-Control	d10	+30 ft.	23	8	5
+6	Controlled Destroyer	d10	+30 ft.	25	8	5

Hit Points:
Hit Dice: 1d8 per Dustbringer level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Dustbringer level after 1st

Proficiencies:

Armor: None

Weapons: Simple weapons, gtets, scimitars, shortswords

Tools: Choose one type of artisan tools

Saving Throws: Dexterity, Strength

Skills: Choose two from Acrobatics, Animals, Arcana, Insight, Investigation, Perception, Sleight of Hand, and Stealth

Equipment:

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a gtet, (b) a shortsword, or (c) any simple weapon
- 10 darts

Class Features

Abrasion - 1st Level

You have sworn the First Ideal of the Order of Dustbringers of the Knights Radiant with your ashspren. Your spren has provided you with the Surge of Abrasion. You do not gain access to the Surge of Division until 5th level. Abrasion, and soon Division, powers your Investiture. You must intake a certain amount of Investiture at the end of each long rest in order to recover hit points and regain expended class features. The amount is your level x 5 of sapphire marks' worth of Stormlight or another type of Investiture. See "[Stormlight Replenishment](#)" for more details.

You know one cantrip, *Abrasion*. See [The Invested Arts of the Cosmere](#) for detailed information about this cantrip.

Wisdom is your Investiture ability, as Dustbringers value self-control and restraint in the use of their Order's Surges. You use your Wisdom modifier for Investiture ability checks.

Investiture ability check = your proficiency bonus + your Wisdom modifier

Ashspren - 1st Level

You have formed a Nahel bond with an ashspren. See "[Radiant Spren](#)" at the end of this chapter for information on spren and how they function as a familiar to your character.

Also see the "[Ashspren](#)" section at the end of the class description for your spren's abilities, features, and actions they can take on their turn. If your spren's stat block refers to a long rest, that means a long rest taken by your character. Certain features are only available to your spren at certain levels; these refer to your character's Dustbringer level.

Infused Skin - 1st Level

Your Surge of Abrasion makes you extremely elusive. Your AC when you are not wearing armor and have no shield equipped equals 10 + your Dexterity modifier + your Wisdom modifier.

Infused Hands - 1st Level

You coat your hands and arms almost constantly with Abrasion, giving you quickness in combat. You gain the following benefits when unarmed or using a proficient weapon, and you aren't wearing armor or wielding a shield:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and proficient weapons.
- You can roll a d4 in place of the normal damage of your unarmed strike or proficient weapon. This die changes as you gain Dustbringer levels, as shown in the Infused Die column of the Dustbringer table.
- When you use the Attack action with an unarmed strike or a proficient weapon on your turn, you can make one unarmed strike as a bonus action.

Release Abilities - 2nd Level

Your path to mastering your Surgebinding abilities, allowing you to control them better, is represented by Releases and the Abilities you can expend them to use.

Releases:

You have 2 Releases that you can expend to perform Release Abilities, specific Abilities that Dustbringers use to control their Abrasion and, later, Division. You gain additional Releases as you gain Dustbringer levels, as shown in the Releases column of the Dustbringer table.

You regain all expended Releases when you finish a short or long rest.

Release Abilities:

You begin knowing three Release Abilities of your choice, detailed at the end of the class description. You learn more at specific levels, detailed in the Abilities Known column of the Dustbringer table. You have the ability to replace Release Abilities you know with others at certain levels (see "Chanarach's Self-Control").

Investiture Ability:

You use your Investiture ability modifier, which is Wisdom, when setting the saving throw DC for a Release Ability.

Invested save DC = 8 + your proficiency bonus + your Wisdom modifier

Infused Feet - 2nd Level

Your speed increases by 10 feet while you are not wielding a shield or wearing armor (other than your Flameplate provided by Infused Skin). This bonus increases when you reach certain Dustbringer levels, as shown in the Infused Movement column of the Dustbringer table.

Stormlight Healing - 2nd Level

You can use your bonus action and spend 2 Releases to heal yourself. Roll an Infused die. You regain a number of hit points equal to the number rolled plus your Wisdom modifier.

Beginning at 5th level, you can expend additional Releases on top of the original 2 to heal more. Roll one additional Infused die per Release you expend past the first 2. You can only spend a number of Releases for this feature per turn equal to your proficiency bonus.

Self-Masteries - 2nd Level

Your Order has implemented a way for Dustbringers to master their Surges and follow their Order's Ideals more closely, known as Self-Masteries. Choose one Self-Mastery, detailed at the end of the class description, and gain its benefits. You learn additional Self-Masteries when you reach certain Dustbringer levels, as shown in the Self-Masteries column of the Dustbringer table. You cannot change a Self-Mastery for another, as they represent you permanently advancing in your Order and in mastering your Surges.

You can only choose each Self-Mastery once.

Ideal of Discipline - 3rd, 7th, 11th, and 18th Level

You are able to swear the Second Ideal of the Order of Dustbringers with your ashspren about controlling destruction, using your destructive power to protect, and self-mastery. Choose one Level 3 Ideal of Discipline feat, detailed at the end of the class description. At 7th, 11th, and 18th level, choose an Ideal feat at the respective levels for each.

If you swear one of these new Ideals during regular gameplay and your words are approved, you glow with Stormlight and are able to use your Dustbringer abilities much more easily for 1 minute. For that minute, you gain the following abilities as long as you are not incapacitated:

- At the start of each of your turns, roll a number of d6s equal to your proficiency bonus, and heal yourself that amount.
- Your walking speed increases by +10 feet.
- Your attack rolls are made with advantage.
- You can use your Release Abilities for free, without expending Releases.

General Feat - 4th, 8th, 12th, 14th, and 19th Level

You can choose the [Ability Score Increase](#) feat or another general feat from [Chapter 6](#).

Chanarach's Self-Control - 4th, 8th, 12th, 16th, and 19th Level

When you reach a level in this class that lets you choose a general feat, you can replace one Release ability you know with another for which you have the prerequisite.

Division - 5th Level

Your ashspren has provided you with access to the Surge of Division, which you will now see in your higher-level Release Abilities.

This also gives you access to the cantrip *Division*. See [The Invested Arts of the Cosmere](#) for detailed information about it.

Extra Attack - 5th Level

You can now attack twice, instead of once, whenever you take the Attack action on your turn.

Invested Strikes - 6th Level

Your unarmed strikes count as Invested for the purpose of overcoming resistance and immunity to non-Invested attacks and damage.

Evasion - 6th Level

When you are subjected to an effect that allows you to make a Dexterity saving throw to only take half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Shardblade - 7th Level

Your ashspren is now able to manifest themselves as a Shardweapon +1, any in which you are proficient. You can summon your Blade with a bonus action and dismiss it at any time on your turn. The Blade also disappears if it ever leaves your hand. You can use your bonus action to change your Shardweapon into a weapon of a different type.

You can only summon your spren as a Shardweapon when they share a space with you. When they are manifested in this way, they can speak to you telepathically. If your spren chooses to leave your space while you have them manifested as a Shardweapon, it disappears.

You cannot use this feature while in the Cognitive Realm. When you summon your spren as a Blade, your eyes immediately turn to a bright red color, and remain that color for a number of hours equal to your Dustbringer level before returning to normal.

Control of Abrasion - 10th Level

You have the ability to move along vertical surfaces and across liquids on your turn without falling during the move, as long as you don't stop moving.

Invested Potency - 11th Level

You gain an additional +2 bonus to Dexterity and Strength saving throws and you gain a +2 bonus to any other saving throw in which you do not have proficiency or expertise (not including death saving throws). If you ever gain proficiency or expertise in one of these saving throws, this additional bonus is lost.

When your proficiency bonus equals +5, both of these bonuses equal +3.

When your proficiency bonus equals +6, both of these bonuses equal +4.

Flameplate - 11th Level

Your living Shardplate made of flamespren now improves your Infused Skin feature. Now, whenever you roll initiative (or at another point of your choice with a bonus action) and wearing no other armor and have no shield equipped, you summon your Flameplate. When you do so, your AC equals 11 + your Dexterity modifier + your Wisdom modifier.

You cannot use this feature in the Cognitive Realm.

Elusive Abrasion - 14th Level

The Abrasion you use on yourself and in the air around you makes you difficult to target from a distance. Ranged weapon attacks and ranged Invested Art attacks against you are now made with disadvantage as long as you are not incapacitated.

Divisive Hands - 15th Level

Each time you hit a creature with an unarmed strike, they take additional damage equal to one roll of your Infused die. The damage can be fire or necrotic, and you can choose which each time you hit.

Controlled Destroyer - 20th Level

You have mastered your two Surges, conquering friction and your destructive power, while also showing a masterful control and nuance behind them. Your Dexterity and Wisdom ability scores increase by 2. Your maximum for each of those scores also increases by 2.

In addition, when you roll for initiative and have 8 or fewer Releases available, you regain expended Releases so that you have 8.

Finally, your eyes are now permanently bright red as long as you maintain your bond with your spren.

Release Abilities

Abrasive Air

You can use your reaction and 1 Release to attempt to slow a ranged weapon attack or a ranged Invested Art attack. When you do, the damage you take from the attack is reduced by one roll of your Infused die + your Dexterity modifier + your Wisdom modifier.

Abrasive Strikes

Immediately after you take the Attack action on your turn, you can spend 1 Release to make two unarmed strikes as a bonus action.

Courageous Resolve

Prerequisite: 9th Level

You can use your action and spend 1 Release to end an effect on yourself that is causing you to be frightened.

Decaying Strike

Prerequisite: 13th Level

Immediately after you take the Attack action on your turn, you can spend 2 Releases to make an unarmed strike as a bonus action and use Division to try and inflict necrosis into the target. On a hit, the target takes additional necrotic damage equal to two rolls of your Infused die + your Wisdom modifier. In addition, the creature must succeed on a Constitution saving throw or be poisoned until the end of their next turn.

Elusive Defense

You can spend 1 Release to take the Dodge action as a bonus action on your turn.

Infused Blood

Prerequisite: 9th Level

You can use your action and spend 1 Release and heal one disease or the poisoned condition on yourself.

Infused Strength

When you take the Attack action to grapple a creature, you can spend 2 Releases to use a Dexterity (Acrobatics) check instead of a Strength (Athletics) check, and you have advantage on the roll.

During that same grapple, when the creature tries to escape, you can use a Dexterity (Acrobatics) check instead of a Strength (Athletics) check, but you do not have advantage.

Insightful Focus

When you roll a skill check that uses your Wisdom modifier, you can spend 1 Release to roll an Infused die and add the result to the roll. You can use this feature after rolling but must do so before the GM announces the result.

Invested Toughness

Prerequisite: 17th Level

You can use your bonus action and spend 3 Releases to give yourself resistance to all damage types except force and axial until the end of your next turn.

Mindful Resolve

Prerequisite: 5th Level

You can use your action and spend 1 Release to end an effect on yourself that is causing you to be charmed.

Refocus

Prerequisite: 5th Level

When you miss with an attack roll, you can spend 1 to 3 Releases to increase your attack roll by 2 for each of these Releases you spend, potentially turning the miss into a hit.

Ruby Strike

Prerequisite: 5th Level

Immediately after you take the Attack action on your turn, you can spend 2 Releases to make an unarmed strike as a bonus action and use Division to try and burn the target. On a hit, the target takes additional fire damage equal to two rolls of your Infused die + your Wisdom modifier.

Slick Agility

You can spend 1 Release to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Slippery Trip

Prerequisite: 9th Level

When you attempt to trip a creature using your Attack action to knock it prone, you can spend 2 Releases to give the creature disadvantage on their Dexterity (Acrobatics) check.

Slowed Fall

Prerequisite: 5th Level

When you begin to fall, you can use your reaction and spend 1 Release to reduce any falling damage you take by an amount equal to five times your Dustbringer level.

Stillness of Mind

Prerequisite: 13th Level

Whenever you make a saving throw and fail, you can spend 1 Release to reroll it and take the second result.

Stunning Strike

Prerequisite: 9th Level

When you hit another creature with a melee attack, you can spend 1 Release to attempt to stun it with Division. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Surged Accuracy

Prerequisite: 17th Level

You can use your bonus action and spend 3 Releases to fully infuse your arms in Abrasion. Until the end of your next turn, each attack you make is made with advantage.

Surged Protection

As an action, you can spend 1 Release and touch a willing creature, imbuing them with protection. Roll an infused die. The creature gains temporary hit points equal to the result of the die plus your Wisdom modifier.

Self-Masteries

Mastery of Abrasion

You ignore physical difficult terrain, and when you would use your action to break free of an effect that is grappling or restraining you, you can instead use your bonus action.

Mastery of Composure

Prerequisite: 17th Level

Attack rolls you make with proficient weapons or unarmed strikes cannot suffer from disadvantage.

Mastery of a Craft

Prerequisite: 5th Level

You gain proficiency in one specialist kit of your choice. Additionally, you can spend 1 Release and 10 minutes meditating and preparing to use the kit. If you do so, when you make a skill check using the chosen specialist kit, you can use your Wisdom modifier in place of another ability score modifier.

Mastery of Fate

Prerequisite: 5th Level

When you finish a short or long rest, roll a d20 and record the number rolled. Once before your next short or long rest, you can replace any attack roll, saving throw, or ability check made by you or a willing creature within 5 feet of you with this roll. You must choose to do so before the roll.

Mastery of Fire

Prerequisite: 5th Level

Each time a creature hits you with a melee weapon attack, they take fire damage equal to your Wisdom modifier (minimum of 1). In addition, you are immune to fire damage.

Mastery of Focus

Prerequisite: 17th Level
Any time you roll a 1 on your infused die, you can reroll it and must take the second result.

Mastery of Infusion

Prerequisite: 9th level
Your infused die increases in size by one (d6 to d8, d8 to d10, and d10 to d12).

Mastery of Intuition

You gain proficiency in Wisdom (Insight) checks. If you are already proficient in Insight, you gain expertise instead. This does not count against the number of things in which you can have expertise for your level.
In addition, if you make a Wisdom (Insight) check against an unfriendly creature whom you have fought in combat in the last 7 days, you make the check with advantage.

Mastery of Necrosis

You and any creatures you choose within 15 feet of you are resistant to necrotic damage while you are not incapacitated. In addition, you have advantage on the first death saving throw you make after first falling unconscious.

Mastery of Perception

Prerequisite: 5th Level
You gain proficiency in Wisdom (Perception) checks (if you already are proficient, you do not gain expertise). In addition, you now have darkvision out to a range of 60 feet. If you already have darkvision, your darkvision extends by 30 feet.

Mastery of Precision

Prerequisite: 5th Level
Your critical hit range with unarmed strikes increases by 1, up to a maximum of 3.

Mastery of Shardblades

Prerequisite: 9th Level
Choose one of the [Shardblade stance](#) options, detailed in Chapter 6. Because unarmed strikes are *not* considered melee weapon attacks, you only benefit from most things Shardblade stances offer to you after making an attack with a melee weapon, like your Shardweapon.

Mastery of Speed

Your movement speed increases by +5.

Mastery of Study

You gain proficiency in any combination of three skills, artisan tools, gaming sets, musical instruments, or languages.

Ashspren

See [“Radiant Spren”](#) at the end of this chapter for information on spren and how they function as a familiar to your character.

ASHSPREN

Class 18 Stats your Dustbringer level + your proficiency bonus Fly 30 ft., Climb 30 ft.						Initiative (immediately after Dustbringer) Size Tiny Type Splinter					
	8	MOD -1	SAVE -1	DEX 14		MOD +2	SAVE +2	CON 5		MOD -3	SAVE -3
	10	+0	+0	WIS 22		+6	+6	CHA 1		-5	-5
; Passive Perception 16 ages Common ency Bonus +2						Damage Resistances Fire, Necrotic, Poison, Psychic Condition Immunities Choking, Grappled, Incapacitated, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned, Unstable					

ITS

it Spren. This is your spren’s stat block while in the Physical Realm. They do not need to breathe, drink, eat, or sleep. If they are reduced to 0 hp, they do not die but instead spend their turn trying to return to sharing your space. You cannot use any class features until they have 0 hp.

ren. Your ashspren appears as glowing cracks that grow in treelike patterns on surfaces or branch through the air. They are Tiny, and are

about 6 inches tall and wide. They can become visible or invisible to any creatures of their choice, including you, no action required. They can also hear them when they speak.

d Being. Your ashspren's AC equals 10 + their Dexterity modifier + their Wisdom modifier.

Workings. Your ashspren can enter an item as long as there is a crack or some opening through which they can enter, allowing them to pass through closed doors, see the inner workings of a broken item, or peek inside a bag or coat pocket.

Telepathic Link. You and your ashspren can speak with each other telepathically as long as they are within their allowed range from you.

IONS

's Light. Your ashspren, if visible to everyone, can choose to glow brightly with Division. They are unable to become invisible again until this light ends. They can give off any amount of bright light (anywhere from 5 feet to 30 feet) and, while they do so, they give off the same amount of light beyond it. They can use this action again to change the amount of light they give off or to stop glowing.

Ideal of Discipline Feats

Level 3 Ideal Feats

"I will master myself."

Quick Distraction: You can spend 1 Release to take the Help action as a bonus action on your turn.

Quick Guard: You can spend 1 Release to take the Guard action as a bonus action on your turn.

Quick Stealth: You can spend 1 Release to take the Hide action as a bonus action on your turn.

Level 7 Ideal Feats

"???"

Deluge of Abrasion: As an action, you can create a surge of Abrasion in a 10-foot radius circle on the ground around you. Each creature you choose that you can see in that area must make a Dexterity saving throw against your Release save DC. On a failed save, the creature falls prone. In addition, before the beginning of your next turn, each time a creature you choose that you can see moves 5 feet while in the area, they must make the saving throw again, falling prone if they fail.

At 11th level, the radius of the circle increases by 5 feet.

At 18th level, the radius of the circle increases by an additional 5 feet.

You can use this feature once for free per long rest, but you can spend 3 Releases to use it again.

Explosive Division: As an action, you can create an explosion of deathly Division in either a 20-foot cone or a 30-foot line that is 5 feet wide (your choice). Each creature in that area must make a Constitution saving throw against your Release save DC, taking necrotic damage equal to two rolls of your Infused die on a failed save, or half as much on a successful one.

At 11th level, the damage of this feature increases to three rolls of your Infused die.

At 18th level, the damage of this feature increases to four rolls of your Infused die.

You can use this feature once for free per long rest, but you can spend 3 Releases to use it again.

Visage of Ash: As an action, you can manifest a horrific visage through both of your surges, instilling fear into your enemies. Each creature you choose that can see you and that is within 15 feet of you must make a Wisdom saving throw against your Release save DC. On a failed save, the creature takes psychic damage equal to one roll of your Infused die and is frightened of you until the end of your next turn. On a successful save, the creature takes half as much damage and is not frightened of you.

At 11th level, the damage of this feature increases to two rolls of your Infused die.

At 18th level, the damage of this feature increases to three rolls of your Infused die.

You can use this feature once for free per long rest, but you can spend 3 Releases to use it again.

Level 11 Ideal Feats

"???"

Counter Release: Once per turn, if you have already taken your reaction, you may spend 1 Release to take an additional reaction. You can only use one reaction per triggering effect.

Releaser's Blade: As an action, you can spend Releases to grant a bonus to attack and damage rolls to your Shardweapon. The bonus equals +1 for each Release spent, and you can only spend a number of Releases equal to your Wisdom modifier. This additional bonus lasts for up to 1 minute or until your Shardweapon is dismissed, and you must concentrate on this as if you were concentrating on an Invested Art.

You cannot stack multiple uses of this feature on your Blade.

Release of Luck: When you make an ability check, an attack roll, or a saving throw and have disadvantage, you can spend 2 Releases to cancel the disadvantage for that roll.

Level 18 Ideal Feats

“???”

Shield of Light: You become lit with Division. You shed bright light in a 30-foot radius and dim light for an additional 30 feet. You can extinguish or restore the light as a bonus action.

If a creature hits you with a melee attack while this Division shines, you can use your reaction to lash out at the creature with Abrasion, dealing axial damage. The axial damage equals 5 + your Wisdom modifier.

Strike of Weakness: When you hit a creature with an unarmed strike, you can spend 3 Releases to cause the creature to gain vulnerability to one damage type of your choice for 1 minute, or until the end of a turn in which it has taken damage of that type.

If a creature has resistance to the damage type you choose, this resistance is suppressed rather than the creature gaining vulnerability. A creature that is immune to the damage type you choose is unaffected. A creature who is affected by this feature cannot be affected by it again for 24 hours.

Touch of Death: As an action, you can touch one creature within 5 feet of you and expend 1 to 10 Releases. The target must make a Constitution saving throw, and it takes 2d6 necrotic damage per Release spent on a failed save, or half as much damage on a successful one.

Edgedancer

Clutching the high branches of a dalewillow tree, the Natan man scouts the ground below, waiting. There's movement to his left, possibly the person he's looking for. He touches the leaves around him, slowly Growing them thicker and darker, covering and hiding his blue skin as he prepares his next move.

The tall singer walks through the battlefield, green Shardplate covering her carapace body, a short Shardsword in her hand. She touches each of her people as she walks by, infusing Investiture within them, healing their wounds one by one.

The Thaylen, covered in a dark cloak, slides through the darkened estate hallways. He finds the room he's looking for and covers himself in an infusion of Investiture, silencing his footsteps. Cracking the door open, he finds his companion, hurt and helpless, and he moves forward to heal and to help.

Edgedancers are one of the healers of the Knights Radiant, using their vast abilities from their Surges to buff, assist, and attack if they must. A versatile Order, they can use their abilities to change their strengths on a whim to help their party.

Vedeleddev's Dancers

The Order of Edgedancers is an Order of the Knights Radiant on Roshar. They're Surgebinders, and they use the Surges of Abrasion and Progression. They are associated with the diamond polestone, their Herald is Vedel, and they form a Nahel bond with Cultivationspren.

Edgedancers subscribe to a philosophy of remembering and advocating for the ordinary people of the world. They believe that their Order exists to serve and care for others, including and especially the common folk of the world and those that need help. They focus on healing and supporting, and love nature and utilizing it in their goals. Cultivationspren themselves are quite close with the Shard Cultivation, rather than Honor or Odium, so they are able to utilize nature in unique ways.

The Ideals of the Edgedancers focus on the advocacy for ordinary people: serving, protecting, and healing them.

Speed and Growth

Edgedancer's Surges, used together, prove to be unique both on the battlefield and in their day-to-day lives. They have the ability to enshroud themselves in their Surges, gaining speed and other abilities, while simultaneously healing and buffing themselves and their allies. Many of an Edgedancer's Invested Arts relate to healing and buffing, while a fair few still deal damage. Others, too, provide social benefits using the plants and animals of Roshar. Finally, Edgedancers can use their own agility and quickness to achieve their goals in combat and exploration alike.

Cultivationspren

Cultivationspren are close to the Shard Cultivation and know much of the natural world and healing. They seem to trust in humans again, showing excitement that Nahel bonds are once again happening on Roshar. When visible in the Physical Realm, they look like ever-growing vines with faces, fading away into shards of crystal as they move.

Creating an Edgedancer

Why does your character want to advocate for the common people of the wide world of Roshar? Do they come from a humble background? Maybe they feel guilt at their past treatment of those people and want to make amends. The Order of Edgedancers attracts those that will sacrifice their own comfort for the good of others. Those that will put themselves in harm's way for the safety or healing of others.

Edgedancers are often in harm's way, but able to avoid it. They look around for opportunities to heal and buff, but shouldn't be afraid to be in the center of things. Outside of combat, Edgedancers may not be the most intelligent or charismatic of the Radiants, but they know and understand people. They love to find themselves surrounded by plants, animals, and the rest of the natural world.

Quick Build

You can make an Edgedancer quickly by following these suggestions. First, make Wisdom your highest ability score, followed by Constitution or Dexterity. Second, choose the ardent or sailor background.

EDGEDANCER

Prof. Bonus	Features	Cantrips Known	Inv. Points	Max. Level	Form Progressions	Form Inv. Art Level
+2	<i>First Ideal</i> , Abrasion & Progression, Cultivationspren, Invested Arts	3	4	1st	-	-
+2	Edgedance, Form Progressions	3	6	1st	2	Cantrips
+2	<i>Second Ideal</i> , Ideal of Advocation Feat	3	14	2nd	3	Cantrips
+2	General Feat, Vedel's Wisdom	4	17	2nd	4	Cantrips
+3	3rd Progression Forms	4	27	3rd	5	1st
+3	<i>Third Ideal</i> , Ideal of Advocation Feat, Shardblade +1	4	32	3rd	6	1st
+3	-	4	38	4th	7	1st
+3	General Feat, Vedel's Wisdom	4	44	4th	8	1st
+4	-	4	57	5th	9	1st
+4	<i>Fourth Ideal</i> , Ideal of Advocation Feat	5	64	5th	10	1st
+4	4th Progression Forms, Invested Potency, Lifeplate	5	73	6th	11	1st
+4	General Feat, Vedel's Wisdom	5	73	6th	12	1st
+5	-	5	83	7th	13	2nd
+5	<i>Fifth Ideal</i> , Ideal of Advocation Feat	5	83	7th	14	2nd
+5	-	5	94	8th	15	2nd
+5	General Feat, Vedel's Wisdom	5	94	8th	16	2nd
+6	5th Progression Forms	5	107	9th	17	2nd
+6	Resistance of Regrowth	5	114	9th	18	3rd
+6	General Feat, Vedel's Wisdom	5	123	9th	19	3rd
+6	Limitless Dancer	5	133	9th	20	3rd

Hit Points:

Hit Dice: 1d8 per Edgedancer level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Edgedancer level after 1st

Proficiencies:

Armor: Light armor, small shields

Weapons: Simple weapons, gtuets, scimitars, shortswor

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from Acrobatics, Animals, Insight, Medicine, Perception, Stealth, and Survival

Equipment:

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a small shield or (b) any simple weapon
- (a) a scimitar, (b) a shortsword, (c) a gtuet, or (d) any simple melee weapon
- Leather armor

Class Features

Abrasion & Progression - 1st Level

You have sworn the First Ideal of the Order of Edgedancers of the Knights Radiant with your cultivationspren. Your spren has provided you with the Surges of Abrasion and Progression. These Surges power your Investiture. You must intake a certain amount of Investiture at the end of each long rest in order to recover hit points and regain expended class features. The amount is your level x 5 of sapphire marks' worth of Stormlight or another type of Investiture. See "[Stormlight Replenishment](#)" for more details.

You know two cantrips, *Abrasion* and *Progression*, that you always have prepared and that don't count against the number of cantrips that you can know. See [The Invested Arts of the Cosmere](#) for detailed information about these cantrips.

Wisdom is your Investiture ability, since your Order and their utilization of the Surges comes from an innate wisdom to help and support. You use your Wisdom modifier whenever you must make an Investiture ability check.

Investiture ability check = your proficiency bonus + your Wisdom modifier

Cultivationspren - 1st Level

You have formed a Nahel bond with a cultivationspren. See "[Radiant Spren](#)" at the end of this chapter for information on spren and how they function as a familiar to your character.

Also see the "[Cultivationspren](#)" section at the end of the class description for your spren's abilities, features, and actions they can take on their turn. If your spren's stat block refers to a long rest, that means a long rest taken by your character. Certain features are only available to your spren at certain levels; these refer to your character's Edgedancer level.

Invested Arts - 1st Level

You can draw upon the Surges of Abrasion and Progression to cast Edgedancer Invested Arts. See [Chapter 10](#) for the general rules on Investiture casting and [Chapter 11](#) for your class's Invested Art list. See [The Invested Arts of the Cosmere](#) for detailed information about each Invested Art.

Cantrips:

At 1st level, you know two cantrips of your choice from the Edgedancer Invested Arts list. You learn additional Edgedancer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Edgedancer table.

Additionally, at certain levels, you can change the cantrips you know (see "Vedel's Wisdom").

Preparing and Casting Invested Arts:

You can prepare a list of Edgedancer Invested Arts that are available for you to cast, choosing from the Edgedancer Invested Arts list. When you do so, choose a number of Edgedancer Invested Arts equal to your Wisdom modifier + your Edgedancer level (minimum of one). The Invested Arts must be of a level less than or equal to the Max Level, shown in the Edgedancer table, for your Edgedancer level.

Each time you finish a long rest, you can change *some* of the Invested Arts you have prepared for others on the Edgedancer Invested Arts list. The number of Invested Arts you can change equals your Wisdom modifier (minimum of one).

Investiture Points:

The Edgedancer table shows how many Investiture points you have to cast your Edgedancer Invested Arts of 1st level and higher. You regain all expended Investiture points when you finish a long rest. You expend a certain number of Investiture points to cast an Invested Art, based on the level at which you want to cast it:

- | | | |
|-------------|---|----------------|
| • 1st level | - | 2 Inv. points |
| • 2nd level | - | 3 Inv. points |
| • 3rd level | - | 5 Inv. points |
| • 4th level | - | 6 Inv. points |
| • 5th level | - | 7 Inv. points |
| • 6th level | - | 9 Inv. points |
| • 7th level | - | 10 Inv. points |
| • 8th level | - | 11 Inv. points |
| • 9th level | - | 13 Inv. points |

Maximum Level:

The Maximum Level, shown on the Edgedancer table, is the maximum level of an Invested Art you can both prepare and cast. In addition, many Invested Arts can be upcast, consuming more Investiture points to create a greater effect. You can upcast these Invested Arts to the Max Level for your Edgedancer level, expending the appropriate amount of Investiture points for the higher level.

You may only cast Invested Arts at 6th, 7th, 8th, and 9th level once each. You regain the ability to do so after a long rest.

Investiture Ability:

Wisdom is your Investiture casting ability for your Edgedancer Invested Arts, since Wisdom is your Investiture ability modifier. You use your Wisdom whenever an Invested Art refers to your Investiture casting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for an Edgedancer Invested Art you cast and when making an attack roll with one.

Invested save DC = 8 + your proficiency bonus + your Wisdom modifier

Invested attack bonus = your proficiency bonus + your Wisdom modifier

Edgedance - 2nd Level

You can use your action to enter a form of Edgedance, a form in which you completely enshroud yourself in a combination of your Surges to amplify your abilities. You can use this feature a number of times equal to your proficiency bonus. You regain expended uses when you finish a short or long rest. You gain the ability to use this an unlimited number of times at 20th level (see "Limitless Dancer").

You remain in your Edgedance form for up to an hour. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, die, or lose all the hit points provided by your chosen Edgedance form.

When you Edgedance, you can choose one of your available Edgedance forms to turn into. They are detailed at the end of the class description. You have one form for each of the Ten Essences of Roshar. When you do so, you gain new abilities, features, stats, and hit points. If your Edgedance form doesn't have a stat for a particular ability (like, say, it doesn't have an AC) you use your normal stat for that ability.

The hit points gained are a separate pool and they represent your ability to remain in the form. When you take enough damage to lose the hit points provided by the form, you revert to your normal form and, if there is any additional damage, it carries over into your regular hit points. For example, if you take 10 damage in your Edgedance form and it only has 1 hit point left, you lose the remaining hit point, drop out of your Edgedance form, and your normal hit points are reduced by the remainder, 9 damage.

When you regain hit points while in your Edgedance form, you heal the form's hit points, not your normal hit points. You can only heal your normal Edgedancer hit points while not in an Edgedance form. Temporary hit points remain the same regardless of if you are in an Edgedance form or not; if you have temporary hit points, whether you gained them in a form or before entering it, they are depleted first.

Your ability to cast Invested Arts is affected by your focus of remaining in your Edgedance form. While in your Edgedance, you only have the ability to cast cantrips. You gain the ability to cast higher-level Invested Arts as you gain levels, as shown in the Form Inv. Level column of the Edgedancer table. Entering your Edgedance form does not break your concentration from previously-casted Invested Arts, and you still must roll to maintain concentration when taking damage within your Edgedance form like normal.

Form Progressions - 2nd Level

Each of your ten Edgedance forms begin at their starting form. They also each have higher forms, up to 5th, with larger benefits and additional features. You have the ability to level up your Edgedance forms, known as Form Progressions, each time you gain an Edgedancer level. First, choose two Form Progressions, detailed at the end of the class description. As shown in the Form Progressions column of the Edgedancer table, you can choose additional Form Progressions when you level up in your class.

When you choose to level up an Edgedance form, you must already know the one directly under it. For example, you cannot choose Zephyr Form's 3rd Progression unless you already have learned its 2nd Progression.

In addition, you cannot know a 3rd Progression form until you reach 5th level in this class. 4th Progression forms are unavailable to learn until you reach 11th level, and 5th Progression forms are unavailable to learn until you reach 17th level.

When you reach a level in this class that grants the Ability Score Improvement feature, you have the option to change a Form Progression you know with another (see "Vedel's Wisdom"). If you choose to do this, you can only remove a Form Progression of the highest level you have for that form. For example, if your Zephyr Form is leveled up to 3rd level and you reach level 8, you cannot remove the 2nd level Zephyr Form to replace it. You would only be able to remove the 3rd level Zephyr Form and choose another Form Progression in its place.

You can think of Form Progressions like "leveling up" your Forms. They all start at their Starting Form, but can be leveled up to 2nd, 3rd, 4th, and then 5th. By the time you reach the 20th level as an Edgedancer, you have leveled up your choice of the ten forms 20 times in all. Whether you want to focus on two or three forms and level them up all the way, or spread your level ups across all the forms, is up to you.

Ideal of Advocacy - 3rd, 6th, 10th, and 14th Level

You are able to swear the Second Ideal of the Order of Edgedancers with your cultivationspren about remembering and fighting for ordinary people. Choose one Level 3 Ideal of Advocacy feat, detailed at the end of the class description. At 6th, 10th, and 14th level, choose an Ideal feat at the respective levels for each.

If you swear one of these new Ideals during regular gameplay and your words are approved, you glow with Stormlight and are able to use your Edgedancer abilities much more easily for 1 minute. For that minute, you gain the following abilities as long as you are not incapacitated:

- You immediately enter one of your Edgedance forms for free, without expending a use of the feature, even if you are already in an Edgedance form. The form has twice as many hit points as normal. You immediately exit this Edgedance form once the minute is up.
- Your walking speed increases by +10 feet.
- You can cast Invested Arts up to your Max. Level while in your Edgedance form.
- Double the dice of any healing you do.

General Feat - 4th, 8th, 12th, 14th, and 19th Level

You can choose the [Ability Score Increase](#) feat or another general feat from [Chapter 6](#).

Vedel's Wisdom - 4th, 8th, 12th, 16th, and 19th Level

When you reach a level in this class that lets you choose a general feat, you can do *one* of the following, if you'd like:

- You can replace one Form Progression you know with another. You can only replace a Form Progression that is the highest level you know for that particular form. See "Form Progressions" for more information.
- You can replace one cantrip you know with another cantrip from the Edgedancer Invested Arts list.

Shardblade - 6th Level

Your cultivationspren is now able to manifest themselves as a Shardweapon +1, any in which you are proficient. You can summon your Blade with a bonus action and dismiss it at any time on your turn. The Blade also disappears if it ever leaves your hand. You can use your bonus action to change your Shardweapon into a weapon of a different type.

You can also summon your cultivationspren as a small Shardshield with an action.

You can only summon your spren as a Shardweapon or Shardshield when they share a space with you. When they are manifested in this way, they can speak to you telepathically. If your spren chooses to leave your space while you have them manifested as a Shardweapon or Shardshield, it disappears.

You cannot use this feature while in the Cognitive Realm. When you summon your spren as a Blade or a shield, your eyes immediately turn to a light gray, almost white color, and remain that color for a number of hours equal to your Edgedancer level before returning to normal.

Invested Potency - 11th Level

You gain an additional +2 bonus to Wisdom and Charisma saving throws and you gain a +2 bonus to any other saving throw in which you do not have proficiency or expertise (not including death saving throws). If you ever gain proficiency or expertise in one of these saving throws, this additional bonus is lost.

When your proficiency bonus equals +5, both of these bonuses equal +3.

When your proficiency bonus equals +6, both of these bonuses equal +4.

Lifeplate - 11th Level

Whenever you enter one of your Edgedance forms of 4th Progression or higher, you can also choose to summon your Order's living Shardplate, made of glowing, green lifespren. If you do so, the form has increased hit points equal to your Edgedancer level. Your Lifeplate disappears when you leave the Edgedance form.

You cannot use this feature while in the Cognitive Realm.

Resistance of Regrowth - 18th Level

Your body is so intrinsically-infused with Progression you can make yourself resistant to certain types of damage. Each day after you finish a long rest, choose acid, cold, fire, lightning, poison, or thunder damage. You then have resistance to that damage type.

Limitless Dancer - 20th Level

Your use of your two Surges is near perfect. Your Wisdom score increases by 4. Your maximum for that score increases by 4.

Additionally, you can also enter your Edgedance form an unlimited number of times. However, you must do so from your normal form. For example, if you are currently in an Edgedance form and want to change to a new one, you must first use your bonus action to dismiss your current form, then use an action to enter an Edgedance form like normal.

Finally, your eyes are now permanently bright gray, almost white, as long as you maintain your bond with your spren.

Edgedance Forms & Progressions

Blood Form

Like Spark form, Blood form is for Edgedancers who must attack in order to protect. Blood form enhances an Edgedancer's damage and ability to continue fighting when they must, in order to help those who rely on them.

Starting Form

- **Hit points:** your Edgedancer level * 2
- The damage die for your proficient weapon attacks increases to a d8, if lower.
- Your weapon attacks count as Invested for the purpose of overcoming resistances.
- You can use your reaction to make a melee weapon attack against a creature who hits you with a melee weapon attack.

2nd Progression

- **Hit points:** your Edgedancer level * 3
- The damage die for your proficient weapon attacks increases to a d8, if lower.
- Your weapon attacks count as Invested for the purpose of overcoming resistances.

- You can use your reaction to make a melee weapon attack against a creature who hits you with a melee weapon attack.
- As part of the action used to enter this form, you can also make one melee weapon attack.
- Once per turn, while in Blood form, when you hit with a melee weapon attack, you can add an extra 1d4 damage of the same type as the weapon.

3rd Progression (Prerequisite: 5th level)

- **Hit points:** your Edgedancer level * 3
- The damage die for your proficient weapon attacks increases to a d10, if lower.
- Your weapon attacks count as Invested for the purpose of overcoming resistances.
- You can use your reaction to make a melee weapon attack against a creature who hits you with a melee weapon attack.
- As part of the action used to enter this form, you can also make one melee weapon attack.
- Once per turn, while in Blood form, when you hit with a melee weapon attack, you can add an extra 2d4 damage of the same type as the weapon.
- As part of the action used to enter this form, you can also summon your Shardweapon.

4th Progression (Prerequisite: 11th level)

- **Hit points:** your Edgedancer level * 4
- The damage die for your proficient weapon attacks increases to a d10, if lower.
- Your weapon attacks count as Invested for the purpose of overcoming resistances.
- You can use your reaction to make a melee weapon attack against a creature who hits you with a melee weapon attack.
- As part of the action used to enter this form, you can also make two melee weapon attacks.
- Once per turn, while in Blood form, when you hit with a melee weapon attack, you can add an extra 3d4 damage of the same type as the weapon.
- As part of the action used to enter this form, you can also summon your Shardweapon.
- You can now attack twice, instead of once, whenever you take the Attack action on your turn.

5th Progression (Prerequisite: 17th level)

- **Hit points:** (your Edgedancer level * 4) + your Wisdom modifier
- The damage die for your proficient weapon attacks increases to a d12, if lower.
- Your weapon attacks count as Invested for the purpose of overcoming resistances.
- You can use your reaction to make a melee weapon attack against a creature who hits you with a melee weapon attack.
- As part of the action used to enter this form, you can also make two melee weapon attacks.
- Once per turn, while in Blood form, when you hit with a melee weapon attack, you can add an extra 4d4 damage of the same type as the weapon.
- As part of the action used to enter this form, you can also summon your Shardweapon.
- You can now attack twice, instead of once, whenever you take the Attack action on your turn.

Foil Form

An Edgedancer in Foil form enters it for one reason: extended life. Foil form covers the Edgedancer with thick, hearty Progression, giving them a surplus of hit points. It is with this form that an Edgedancer can survive for much longer and take more damage, if they must.

Starting Form

- **Hit points:** your Edgedancer level * 3

2nd Progression

- **Hit points:** your Edgedancer level * 4

3rd Progression (Prerequisite: 5th level)

- **Hit points:** your Edgedancer level * 5

4th Progression (Prerequisite: 11th level)

- **Hit points:** your Edgedancer level * 6

5th Progression (Prerequisite: 17th level)

- **Hit points:** your Edgedancer level * 7

Lucentia Form

The Essence of Lucentia is that of Vedeleddev, the Herald of the Edgedancers. In its form, Edgedancers fuel their healing with all of their Investiture, making sure that the people around them are safe and protected from death.

Starting Form

- **Hit points:** your Edgedancer level * 1
- Once per turn when you heal a creature using an Invested Art, a class feature, or an item, you can use one die's maximum instead of rolling it. You must choose to do this before rolling any dice for the healing.
- You can cast the *Progression* cantrip to stabilize a creature as a bonus action.

2nd Progression

- **Hit points:** your Edgedancer level * 1

- Once per turn when you heal a creature using an Invested Art, a class feature, or an item, you can use one die's maximum instead of rolling it. You must choose to do this before rolling any dice for the healing. You cannot use this for your Lucentia Dice feature.
- You can cast the *Progression* cantrip to stabilize a creature as a bonus action, and its range extends to 10 feet.
- **Lucentia Dice**
 - You have a well of healing in the form of a Lucentia die, which is a d4. As a bonus action, you can spend 1 Investiture point to roll your Lucentia die and heal a creature you can see within 10 feet of you. The healing equals the total of the roll plus your Wisdom modifier. You can spend 1 Investiture point per turn to use this feature while in Lucentia form.

3rd Progression (Prerequisite: 5th level)

- **Hit points:** your Edgedancer level * 2
- Once per turn when you heal a creature using an Invested Art, a class feature, or an item, you can use two dices' maximum instead of rolling them. You must choose to do this before rolling any dice for the healing. You cannot use this for your Lucentia Dice feature.
- You can cast the *Progression* cantrip to stabilize a creature as a bonus action, and its range extends to 20 feet.
- **Lucentia Dice**
 - You have a well of healing in the form of Lucentia dice, which are d6s. As a bonus action, you can spend 1 Investiture point per Lucentia die to heal creatures you can see within 20 feet of you. The healing equals the total of the roll plus your Wisdom modifier, spread amongst the creatures however you'd like. You can spend up to 2 Investiture points per turn to use this feature while in Lucentia form.
- **Vev's Protection**
 - As a reaction, when a creature you can see within 10 feet of you takes damage, you can use Vev's Protection to reduce the damage they take by an amount equal to your Wisdom modifier.

4th Progression (Prerequisite: 11th level)

- **Hit points:** your Edgedancer level * 2
- Once per turn when you heal a creature using an Invested Art, a class feature, or an item, you can use two dices' maximum instead of rolling them. You must choose to do this before rolling any dice for the healing. You cannot use this for your Lucentia Dice feature.
- You can cast the *Progression* cantrip to stabilize a creature as a bonus action, and its range extends to 30 feet.
- **Lucentia Dice**
 - You have a well of healing in the form of Lucentia dice, which are d6s. As a bonus action, you can spend 1 Investiture point per Lucentia die to heal creatures you can see within 30 feet of you. The healing equals the total of the roll plus your Wisdom modifier, spread amongst the creatures however you'd like. You can spend up to 3 Investiture points per turn to use this feature while in Lucentia form.
- **Vev's Protection**
 - As a reaction, when a creature you can see within 20 feet of you takes damage, you can use Vev's Protection to reduce the damage they take by an amount equal to your Wisdom modifier.

5th Progression (Prerequisite: 17th level)

- **Hit points:** your Edgedancer level * 3
- Once per turn when you heal a creature using an Invested Art, a class feature, or an item, you can use three dices' maximum instead of rolling them. You must choose to do this before rolling any dice for the healing. You cannot use this for your Lucentia Dice feature.
- You can cast the *Progression* cantrip to stabilize a creature as a bonus action, and its range extends to 60 feet.
- **Lucentia Dice**
 - You have a well of healing in the form of Lucentia dice, which are d8s. As a bonus action, you can spend 1 Investiture point per Lucentia die to heal creatures you can see within 50 feet of you. The healing equals the total of the roll plus your Wisdom modifier, spread amongst the creatures however you'd like. You can spend up to 4 Investiture points per turn to use this feature while in Lucentia form.
- **Vev's Protection**
 - As a reaction, when a creature you can see within 30 feet of you takes damage, you can use Vev's Protection to reduce the damage they take by an amount equal to twice your Wisdom modifier.

Pulp Form

Edgedancers in Pulp form enter it to be more safe and durable when casting their Invested Arts. A form for Edgedancers who prioritize Investiture casting, it allows them to cast at higher levels and maintain those Invested Arts for a longer period of time.

Starting Form

- **Hit points:** your Edgedancer level * 1
- The level at which you can cast Invested Arts while in your Pulp form increases by 1 (cantrips to 1st, 1st to 2nd, 2nd to 3rd, or 3rd to 4th).
- When you must make a Constitution saving throw to maintain concentration on an Invested Art, you can instead make a Wisdom saving throw.

2nd Progression

- **Hit points:** your Edgedancer level * 1
- The level at which you can cast Invested Arts while in your Pulp form increases by 1 (cantrips to 1st, 1st to 2nd, 2nd to 3rd, or 3rd to 4th).
- When you must make a Constitution saving throw to maintain concentration on an Invested Art, you can instead make a Wisdom saving throw.
- You have a +1 bonus to your Invested attack modifier and your Invested save DC.

3rd Progression (Prerequisite: 5th level)

- **Hit points:** your Edgedancer level * 2
- The level at which you can cast Invested Arts while in your Pulp form increases by 2 (1st to 3rd, 2nd to 4th, or 3rd to 5th).
- When you must make a Constitution saving throw to maintain concentration on an Invested Art, you can instead make a Wisdom saving throw.
- You have a +1 bonus to your Invested attack modifier and your Invested save DC.

4th Progression (Prerequisite: 11th level)

- **Hit points:** your Edgedancer level * 2
- The level at which you can cast Invested Arts while in your Pulp form increases by 2 (1st to 3rd, 2nd to 4th, or 3rd to 5th).
- When you must make a Constitution saving throw to maintain concentration on an Invested Art, you can instead make a Wisdom saving throw.
- You have a +1 bonus to your Invested attack modifier and your Invested save DC.
- You and creatures you choose within 5 feet of you have advantage on saving throws to avoid effects caused by Invested Arts.

5th Progression (Prerequisite: 17th level)

- **Hit points:** your Edgedancer level * 3
- The level at which you can cast Invested Arts while in your Pulp form increases by 2 (2nd to 4th, or 3rd to 5th).
- When you must make a Constitution saving throw to maintain concentration on an Invested Art, you can instead make a Wisdom saving throw.
- You have a +2 bonus to your Invested attack modifier and your Invested save DC.
- You and creatures you choose within 10 feet of you have advantage on saving throws to avoid effects caused by Invested Arts.

Sinew Form

Sinew form amplifies an Edgedancer's physical body in strange and useful ways. An Edgedancer in this form almost seems to grow, to bulk, and they become quick-moving and strong, taking over a much larger space than they normally do. Though an Edgedancer in this form does seem to get a bit larger, they are still a Small or Medium creature; they just control the space of a Large creature, allowing for greater reach and attacking with their weapons and Invested effects.

Starting Form

- **Hit points:** your Edgedancer level * 2
- You control the space of a Large creature. You can only enter this form if there is space for a Large creature where you are.
- For hostile creatures, the area within 5 feet of you is considered difficult terrain as plantlife Grows out from you.

2nd Progression

- **Hit points:** your Edgedancer level * 3
- You control the space of a Large creature. You can only enter this form if there is space for a Large creature where you are.
- For hostile creatures, the area within 5 feet of you is considered difficult terrain as plantlife Grows out from you.
- When you hit a creature with an opportunity attack, the creature's speed is reduced by half for the rest of its turn.

3rd Progression (Prerequisite: 5th level)

- **Hit points:** your Edgedancer level * 4
- You control the space of a Large creature. You can only enter this form if there is space for a Large creature where you are.
- For hostile creatures, the area within 10 feet of you is considered difficult terrain as plantlife Grows out from you.
- When you hit a creature with an opportunity attack, the creature's speed is reduced by half for the rest of its turn.
- You have advantage on Strength saving throws.

4th Progression (Prerequisite: 11th level)

- **Hit points:** (your Edgedancer level * 4) + your Wisdom modifier
- You control the space of a Large creature. You can only enter this form if there is space for a Large creature where you are.
- For hostile creatures, the area within 10 feet of you is considered difficult terrain as plantlife Grows out from you.
- When you hit a creature with an opportunity attack, the creature's speed is reduced by half for the rest of its turn.
- You have advantage on Strength saving throws and Strength (Athletics) checks made to start or escape a grapple.

5th Progression (Prerequisite: 17th level)

- **Hit points:** your Edgedancer level * 5
- You control the space of a Large creature. You can only enter this form if there is space for a Large creature where you are.
- For hostile creatures, the area within 15 feet of you is considered difficult terrain as plantlife Grows out from you.
- When you hit a creature with an opportunity attack, the creature's speed is reduced by half for the rest of its turn.
- You have advantage on Strength saving throws and Strength (Athletics) checks made to start or escape a grapple.

Spark Form

Edgedancers in Spark form crackle with Abrasive energy, fueling it into their attacks. Their attacks are quicker and more accurate, and those in this form tend to be in the middle of the battle, taking down their enemies one by one.

Starting Form

- **Hit points:** your Edgedancer level * 3
- You can use your Wisdom modifier instead of your Strength or Dexterity modifier for the attack and damage rolls of proficient weapons.

- Your weapon attacks count as Invested for the purpose of overcoming resistances.

2nd Progression

- **Hit points:** (your Edgedancer level * 3) + your Wisdom modifier
- You can use your Wisdom modifier instead of your Strength or Dexterity modifier for the attack and damage rolls of proficient weapons.
- Your weapon attacks count as Invested for the purpose of overcoming resistances.
- As part of the action used to enter this form, you can also make one melee weapon attack.
- You have advantage on melee weapon attack rolls against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

3rd Progression (Prerequisite: 5th level)

- **Hit points:** your Edgedancer level * 4
- You can use your Wisdom modifier instead of your Strength or Dexterity modifier for the attack and damage rolls of proficient weapons.
- Your weapon attacks count as Invested for the purpose of overcoming resistances.
- As part of the action used to enter this form, you can also make one melee weapon attack.
- You have advantage on melee weapon attack rolls against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.
- Your critical hit range with melee weapon attacks increases by 1.
- As part of the action used to enter this form, you can also summon your Shardweapon.

4th Progression (Prerequisite: 11th level)

- **Hit points:** (your Edgedancer level * 4) + your Wisdom modifier
- You can use your Wisdom modifier instead of your Strength or Dexterity modifier for the attack and damage rolls of proficient weapons.
- Your weapon attacks count as Invested for the purpose of overcoming resistances.
- As part of the action used to enter this form, you can also make one melee weapon attack.
- You have advantage on melee weapon attack rolls against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.
- Your critical hit range with melee weapon attacks increases by 1.
- As part of the action used to enter this form, you can also summon your Shardweapon.

5th Progression (Prerequisite: 17th level)

- **Hit points:** your Edgedancer level * 5
- You can use your Wisdom modifier instead of your Strength or Dexterity modifier for the attack and damage rolls of proficient weapons.
- Your weapon attacks count as Invested for the purpose of overcoming resistances.
- As part of the action used to enter this form, you can also make two melee weapon attacks.
- You have advantage on melee weapon attack rolls against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.
- Your critical hit range with melee weapon attacks increases by 2.
- As part of the action used to enter this form, you can also summon your Shardweapon.
- You can now attack twice, instead of once, whenever you take the Attack action on your turn.

Tallow Form

The Essence of tallow is that of oil, and it is in Tallow form that Edgedancers can use Abrasion to glide through the water. They also fuel their lungs and blood with so much Progression that they can survive the depths of the water without needing to breathe, allowing for more underwater exploration and combat.

Starting Form

- **Hit points:** your Edgedancer level * 1
- You have a swimming speed equal to your walking speed. If you already have a swimming speed, it is instead increased by 10 feet.
- You have the ability to survive without breathing as long as you remain in Tallow form.

2nd Progression

- **Hit points:** your Edgedancer level * 2
- You have a swimming speed equal to your walking speed. If you already have a swimming speed, it is instead increased by 10 feet.
- You have the ability to survive without breathing as long as you remain in Tallow form.
- You have advantage on Dexterity (Stealth) checks made while underwater.

3rd Progression (Prerequisite: 5th level)

- **Hit points:** your Edgedancer level * 3
- You have a swimming speed equal to your walking speed +10. If you already have a swimming speed, it is instead increased by 20 feet.
- You have the ability to survive without breathing as long as you remain in Tallow form.
- You have advantage on Dexterity (Stealth) checks made while underwater.
- You have advantage on Wisdom (Perception) checks that rely on sight while underwater.

4th Progression (Prerequisite: 11th level)

- **Hit points:** (your Edgedancer level * 3) + your Wisdom modifier

- You have a swimming speed equal to your walking speed +10. If you already have a swimming speed, it is instead increased by 20 feet.
- You have the ability to survive without breathing as long as you remain in Tallow form.
- You have advantage on Dexterity (Stealth) checks made while underwater.
- You have advantage on Wisdom (Perception) checks that rely on sight while underwater.

5th Progression (Prerequisite: 17th level)

- **Hit points:** your Edgedancer level * 4
- You have a swimming speed equal to your walking speed +20. If you already have a swimming speed, it is instead increased by 30 feet.
- You have the ability to survive without breathing as long as you remain in Tallow form.
- You have advantage on Dexterity (Stealth) checks made while underwater.
- You have advantage on Wisdom (Perception) checks that rely on sight while underwater.

Talus Form

A dependable form, Talus form makes an Edgedancer as solid as stone, slow in moving but able to tank hits from any angle. Edgedancers use this form when they must be in the center of the fight, leading and protecting those around them.

Starting Form

- **Hit points:** your Edgedancer level * 1
- Your movement speed is reduced by 15 feet.
- Your AC increases by +1.
- You have resistance to non-Invested bludgeoning, piercing, and slashing damage.

2nd Progression

- **Hit points:** (your Edgedancer level * 1) + your Wisdom modifier
- Your movement speed is reduced by 15 feet.
- Your AC increases by +1.
- You have resistance to non-Invested bludgeoning, piercing, and slashing damage.
- You are immune to the prone condition unless you choose to go prone yourself.

3rd Progression (Prerequisite: 5th level)

- **Hit points:** your Edgedancer level * 2
- Your movement speed is reduced by 10 feet.
- Your AC increases by +2.
- You have resistance to non-Invested bludgeoning, piercing, and slashing damage.
- You are immune to the prone condition unless you choose to go prone yourself.
- You have advantage on any saving throw meant to physically move you.

4th Progression (Prerequisite: 11th level)

- **Hit points:** (your Edgedancer level * 2) + your Wisdom modifier
- Your movement speed is reduced by 10 feet.
- Your AC increases by +2.
- You have resistance to non-Invested bludgeoning, piercing, and slashing damage.
- You are immune to the prone condition unless you choose to go prone yourself.
- You have advantage on any saving throw meant to physically move you.
- Attack rolls against you cannot benefit from advantage.

5th Progression (Prerequisite: 17th level)

- **Hit points:** (your Edgedancer level * 3)
- Your movement speed is no longer reduced.
- Your AC increases by +3.
- You have resistance to non-Invested bludgeoning, piercing, and slashing damage.
- You are immune to the prone condition unless you choose to go prone yourself.
- You have advantage on any saving throw meant to physically move you.
- Attack rolls against you cannot benefit from advantage.

Vapor Form

Vapor form is used by Edgedancers who need to stay quiet. You use both Abrasion and Progression to quiet your movements, and the air around you seems to darken slightly. In the shadows, you are almost unseen. In addition, this form is perfect for scouts as your Abrasion allows you to both climb and fall, or glide, to the ground safely.

Starting Form

- **Hit points:** your Edgedancer level * 1
- You have a climbing speed equal to your walking speed, but you can only climb on vertical surfaces and must use both hands and feet to do so. If you already have a climbing speed, it is instead increased by 10 feet.
- You have advantage on Dexterity (Stealth) checks.

2nd Progression

- **Hit points:** your Edgedancer level * 1
- You have a climbing speed equal to your walking speed, but you can only climb on vertical surfaces and must use both hands and feet to do so. If you already have a climbing speed, it is instead increased by 10 feet.
- You have advantage on Dexterity (Stealth) checks.
- If you fall, you do so at a rate of 60 feet per round, taking no damage when you land as long as you are still in Vapor form.

3rd Progression (Prerequisite: 5th level)

- **Hit points:** your Edgedancer level * 1
- You have a climbing speed equal to your walking speed, but you can only climb on vertical surfaces and must use at least one hand and both feet to do so. If you already have a climbing speed, it is instead increased by 10 feet.
- You have advantage on Dexterity (Stealth) checks.
- If you fall, you do so at a rate of 30 to 60 feet per round (you choose the speed), taking no damage when you land as long as you are still in Vapor form.
- You have advantage on Wisdom (Perception) checks that rely on sight or hearing.

4th Progression (Prerequisite: 11th level)

- **Hit points:** your Edgedancer level * 2
- You have a climbing speed equal to your walking speed, but you can only climb on vertical surfaces and must use at least one hand and both feet to do so. If you already have a climbing speed, it is instead increased by 10 feet.
- You have advantage on Dexterity (Stealth) checks.
- If you fall, you do so at a rate of 30 to 90 feet per round (you choose the speed), taking no damage when you land as long as you are still in Vapor form.
- You have advantage on Wisdom (Perception) checks that rely on sight or hearing.
- When you are falling, you can also glide horizontally, up to 30 feet in any direction per round.

5th Progression (Prerequisite: 17th level)

- **Hit points:** (your Edgedancer level * 2) + your Wisdom modifier
- You have a climbing speed equal to your walking speed, including the ability to climb on ceilings upside down, and must use at least one hand and both feet to do so. If you already have a climbing speed, it is instead increased by 10 feet.
- You have advantage on Dexterity (Stealth) checks.
- If you fall, you do so at a rate of 30 to 90 feet per round (you choose the speed), taking no damage when you land as long as you are still in Vapor form.
- You have advantage on Wisdom (Perception) checks that rely on sight or hearing.
- When you are falling, you can also glide horizontally, up to 40 feet in any direction per round.

Zephyr Form

A form built for speed, while in Zephyr form your body becomes almost blurred as you completely cover yourself and the air around you with Abrasion. This form makes you not only quicker, but harder to grasp by your enemies, making it perfect for when you need speed to outrun or to rescue.

Starting Form

- **Hit points:** your Edgedancer level * 1
- Your walking speed increases by +10 feet.
- You can take the Dash or Disengage action as a bonus action on your turn.

2nd Progression

- **Hit points:** your Edgedancer level * 2
- Your walking speed increases by +15 feet.
- You can take the Dash or Disengage action as a bonus action on your turn.
- As part of the action used to enter this form, you can also make the Dash or Disengage action.
- Your AC increases by +1.

3rd Progression (Prerequisite: 5th level)

- **Hit points:** your Edgedancer level * 3
- Your walking speed increases by +20 feet.
- You can take the Dash or Disengage action as a bonus action on your turn.
- As part of the action used to enter this form, you can also make the Dash or Disengage action.
- Your AC increases by +1.
- The walking speed of allies you choose who start their turn within 10 feet of you increases by +5 feet.
- You have advantage on Dexterity saving throws against effects you can see.

4th Progression (Prerequisite: 11th level)

- **Hit points:** (your Edgedancer level * 3) + your Wisdom modifier
- Your walking speed increases by +25 feet.
- You can take the Dash or Disengage action as a bonus action on your turn.
- As part of the action used to enter this form, you can also make the Dash or Disengage action.
- Your AC increases by +2.

- The walking speed of allies you choose who start their turn within 10 feet of you increases by +10 feet.
- You have advantage on Dexterity saving throws against effects you can see.
- If you engage in two-weapon fighting, you can add your Dexterity modifier to the damage roll of the bonus action attack, as long as that weapon is also a *finesse* weapon.

5th Progression (Prerequisite: 17th level)

- **Hit points:** your Edgedancer level * 4
- Your walking speed increases by +30 feet.
- You can take the Dash or Disengage action as a bonus action on your turn.
- As part of the action used to enter this form, you can also make the Dash or Disengage action.
- Your AC increases by +2.
- The walking speed of allies you choose who start their turn within 15 feet of you increases by +10 feet.
- You, and any ally you choose within 15 feet of you, have advantage on Dexterity saving throws against effects you (or they) can see.
- If you engage in two-weapon fighting, you can add your Dexterity modifier to the damage roll of the bonus action attack, as long as that weapon is also a *finesse* weapon.

Cultivationspren

See “[Radiant Spren](#)” at the end of this chapter for information on spren and how they function as a familiar to your character.

ULTIVATIONSPREN

Class 12
Hit points your Edgedancer level + your proficiency bonus
60 ft., Climb 60 ft.

Initiative (immediately after Edgedancer)
Size Tiny
Type Splinter

		MOD	SAVE			MOD	SAVE			MOD	SAVE
	1	-5	-5	DEX	14	+2	+2	CON	10	+0	+0
	5	-3	-3	WIS	20	+5	+5	CHA	10	+0	+0

Passive Perception 16
Languages Common
Proficiency Bonus +2

Damage Resistances Acid, Necrotic, Poison, Psychic
Condition Immunities Choking, Grappled, Incapacitated, Invisible, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned, Unstable

ITS

It Spren. This is your spren’s stat block while in the Physical Realm. They do not need to breathe, drink, eat, or sleep. If they are reduced to 0 hit points, they do not die but instead spend their turn trying to return to sharing your space. You cannot use any class features until they have 10 hit points.

Cultivationspren. Your cultivationspren appears as a Tiny face made of vines and flowers or other plant matter. Their eyes and teeth are made of crystal and as they move they leave behind a trail of vines that disappear into crystal before crumbling into dust. They can make their form visible without any action required, though you can always see them. While they are not visible and not sharing your space, the crystal dust they leave behind when they move is visible to all. They can choose who can hear them when they speak.

ABILITIES

Advocation’s Bond (1 / long rest) (3rd level). Your cultivationspren can use their action to give a creature within 5 feet of them advantage on the next saving throw they make, up until the beginning of your cultivationspren’s next turn.

Ideal of Advocation Feats

Level 3 Ideal Feats

“I will remember those who have been forgotten.”

Necrotic Attacks: You can Grow necrosis with your weapon attacks, represented by a number of d4s equal to half your Edgedancer level (rounded up).

When you hit a creature with a weapon attack, you can use your bonus action to amplify the damage, spending a number of those dice equal to your proficiency bonus or less. Roll the spent dice and the creature you hit takes additional necrotic damage equal to the total. These dice are doubled on critical hits like normal.

You regain the expended dice when you finish a long rest.

Pool of Progression: You have a pool of Progression, separate from your Investiture used for your Invested Arts, that you can use to heal. This pool is represented by a number of d6s equal to your Edgedancer level.

As a bonus action, you can choose an ally you can see within 120 feet of you and spend a number of those dice equal to half your Edgedancer level or less. Roll the spent dice and add them together. The target regains a number of hit points equal to the total. The target also gains 1 temporary hit point per die spent.

You regain the expended dice when you finish a long rest.

Surged Accuracy: When you make an attack roll you can gain a +10 bonus to the roll. You make this choice after you see the roll, but before the GM says whether the attack hits or misses.

You can use this feature a number of times equal to half your proficiency bonus (rounded down), and regain all expended uses after a long rest.

Level 6 Ideal Feats

"I will listen to those who have been ignored."

Abrasion's Stride: Moving through non-Invested difficult terrain costs you no extra movement and you take no bludgeoning, piercing, or slashing damage if the terrain has non-Invested thorns, spines, or a similar hazard. In addition, your speed cannot be reduced by any Invested effect.

Investiture Breaker: Once per turn, when you restore hit points to a willing creature with an Invested Art of 1st level or higher, you can also end one Invested Art of your choice on that creature. The level of the Invested Art you end must be equal to or lower than the level of the healing Invested Art you cast.

Empowered Healing: Whenever you cast an Invested Art of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the Invested Art's level.

Level 10 Ideal Feats

"???"

Herald's Body: You can't be blinded or deafened. In addition, you gain a special reaction that you can use when you are hit with an attack. When you use it, the damage dealt to you is reduced by an amount equal to your Edgedancer level.

You can use this reaction a number of times equal to your Wisdom modifier (minimum of once), and regain all expended uses after completing a long rest.

Life's Regrowth: When a creature you can see dies within 30 feet of you, you can use your reaction to heal another creature within 10 feet of the space. The healing equals 1d8 + your Wisdom modifier.

You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Precise Surges: You learn one additional cantrip from the Edgedancer Invested Arts list. In addition, you add your Wisdom modifier to the damage you deal with any Edgedancer cantrip.

Level 14 Ideal Feats

"???"

Nature's Ward: When a beast attacks you, that creature must make a Wisdom saving throw against your Invested save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours.

The creature is aware of this effect before it makes its attack against you.

Shardblade +2: Your Shardweapon you manifest from your spren is now a +2 Invested weapon.

Spren's Sacrifice: If your cultivationspren is within 30 feet of you when you are reduced to 0 hit points and thereby fall unconscious, you can cause your cultivationspren to drop to 0 hit points. You then regain half your hit points and immediately rise to your feet.

Once you use this feature, you can't use it again until you finish a long rest.

Truthwatcher

Humming to herself, the Shin woman stands in the midst of battle. She crafts Lightweavings in her hands, watching as her illusions—of swords crashing against armor, of people running and screaming and dying, of Invested Arts being flung back and forth—give her insight into the next moves of her enemies before they make them.

A fight breaks out in the street, and the Veden man immediately looks to his companions, looking for opportunities to heal. He touches one, infuses them with Regrowth, while at the same time reaching out to another of his companions with his Surges to give him insight into his attack, causing it to strike true.

Inside the darkened Palanaeum in the middle of the night floats a strange, glowing orb, lighting up the titles on the spines of each book. Following it, invisible, is an Iriali woman, hurrying to find the answers she and her party need. The sound of the lift startles her and the glowing orb pops out. Invisible, too, is the jagged, curved Shardsword she summons at her side as she turns toward the sound.

Truthwatchers have both illusory and healing magic, a strange mixture of Edgedancers and Lightweavers. They also usually find themselves near the back of parties to buff and heal and watch out for their companions, utilizing their two Surges to try and anticipate what's coming.

The Truth of Pailiah

The Order of Truthwatchers is an Order of the Knights Radiant on Roshar. They are Surgebinders who are granted the Surges of Progression, of Growth and Regrowth, and Illumination, or Lightweaving. They are associated with the emerald polestone, Pailiah is their Herald, and they form a Nahel bond with mistspren.

Truthwatchers' philosophy is that, simply, of truth. Unlike the Lightweavers, who focus on personal honesty, Truthwatchers instead concentrate on the greater truth of the world, the ultimate truth. And they focus on sharing that truth with the larger population. Truthwatchers believe that these ultimate truths belong to everyone, and focus a lot of their Order's energy on making sure the leaders and those in power are not abusing their power, abusing truths or keeping them secret.

The Order of Truthwatchers attracts those of many types, but most of them are wise, cunning, and thinkers of all types. They attract scientists and scholars and journalists—anyone who's willing to go the distance to uncover the truth about the larger secrets of the universe. This is what the Truthwatchers' Ideals are about.

Illuminative Growth

Truthwatchers have access to Illumination and Progression, two Surges that work strangely with one another. With Illumination they have control over illusions, disguises, distractions, and convincing, psychic tricks. Progression, of course, gives them access to healing abilities like their neighbors, the Edgedancers, but it also is the Surge of Growth, of life. The two together form an interesting resonance, where their Lightweavings are Grown or expanded, so that Truthwatchers and their allies are benefited by a slight ability to anticipate what's coming.

Mistspren

Mistspren are normally quite curious, as are the people belonging to their Order. Finding out information about the world around them aligns them with their bonded Radiants, and they are supportive and empathetic of singers and humans both. In the Physical Realm they look like a shimmer in the air, almost as though reflected from glass, and when they stay still light grows upward from them in plantlike patterns.

Creating a Truthwatcher

Why does your character seek the truth? And what do they hope to gain from it? If it is an endeavor of altruism and hope, the Order of Truthwatchers may seek them. Consider what truths your character wants to learn, and how it will help them and others. Your character may be scholarly, creative, strong, agile, or perceptive, but they must have, above all, a desire to learn, uncover, break down barriers, and dismantle the power structures that keep the greater truths from being known.

Quick Build

You can make a Truthwatcher quickly by following these suggestions. Firstly, make Intelligence, Wisdom, or Charisma your highest ability score (depending on the one you choose for your Investiture casting modifier), followed by Dexterity. Second, choose a background that supports your high Intelligence, Wisdom, or Charisma.

TRUTHWATCHER

Prof. Bonus	Features	Cantrips Known	Invested Arts Known	Inv. Points	Max. Level	Truth Die Size	Truth's Favors
+2	<i>First Ideal</i> , Progression & Illumination, Mistspren, Invested Arts, Truth Dice	2	4	4	1st	d4	-
+2	Truth's Favors, Illusory Elusion	2	5	6	1st	d4	2
+2	<i>Second Ideal</i> , Ideal of Verity Feat	2	6	14	2nd	d4	2

+2	General Feat, Pailiah's Study	2	7	17	2nd	d4	2
+3	Truthwatch	3	8	27	3rd	d6	3
+3	<i>Third Ideal</i> , Ideal of Verity Feat, Shardblade +1	3	9	32	3rd	d6	3
+3	-	3	10	38	4th	d6	3
+3	General Feat, Pailiah's Study	3	11	44	4th	d6	3
+4	-	3	12	57	5th	d6	3
+4	Illusory Elusion & Truthwatch Improvements	3	13	64	5th	d8	4
+4	Invested Potency	4	14	73	6th	d8	4
+4	General Feat, Pailiah's Study	4	15	73	6th	d8	4
+5	-	4	16	83	7th	d8	4
+5	<i>Fourth Ideal</i> , Ideal of Verity Feat, Concentrationplate	4	17	83	7th	d8	4
+5	-	4	18	94	8th	d10	5
+5	General Feat, Pailiah's Study	4	19	94	8th	d10	5
+6	-	5	20	107	9th	d10	5
+6	<i>Fifth Ideal</i> , Ideal of Verity Feat, Truthwatch Improvement	5	21	114	9th	d10	6
+6	General Feat, Pailiah's Study	5	22	123	9th	d10	6
+6	Scholar of the Highest Truth	5	24	133	9th	d10	6

Hit Points:

Hit Dice: 1d8 per Truthwatcher level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Truthwatcher level after 1st

Proficiencies:

Armor: Small shields

Weapons: Simple weapons, hand crossbows, gtuets, longswords, rapiers, scimitars, shortwords

Tools: One set of artisan tools, a gaming set, or a musical instrument of your choice

Saving Throws: Wisdom, Intelligence

Skills: Choose any three

Equipment:

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a martial weapon in which you are proficient or (b) any simple weapon
- (a) a dagger or (b) a small shield

Class Features

Progression & Illumination - 1st Level

You have sworn the First Ideal of the Order of Truthwatchers of the Knights Radiant with your mistspren. Your spren has provided you with the Surges of Progression and Illumination. These Surges power your Investiture. You must intake a certain amount of Investiture at the end of each long rest in order to recover hit points and regain expended class features. The amount is your level x 5 of sapphire marks' worth of Stormlight or another type of Investiture. See "[Stormlight Replenishment](#)" for more details.

You know two cantrips, *Progression* and *Illumination*, that you always have prepared and that don't count against the number of cantrips you can know. See [The Invested Arts of the Cosmere](#) for detailed information about these cantrips.

Truthwatchers' abilities are as varied and as eclectic as the members of their Order. So, the ability that you use for your Investiture ability is up to you. Choose Intelligence, Wisdom, or Charisma. This is your Investiture ability. Once you choose which to use as your Investiture ability modifier, you cannot change it. You use your chosen Investiture ability modifier for Investiture ability checks.

Investiture ability check = your proficiency bonus + your Investiture ability modifier

Mistspren - 1st Level

You have formed a Nahel bond with a mistspren. See [“Radiant Spren”](#) at the end of this chapter for information on spren and how they function as a familiar to your character.

Also see the [“Mistspren”](#) section at the end of the class description for your spren’s abilities, features, and actions they can take on their turn. If your spren’s stat block refers to a long rest, that means a long rest taken by your character. Certain features are only available to your spren at certain levels; these refer to your character’s Truthwatcher level.

Invested Arts - 1st Level

You can draw upon the Surges of Progression and Illumination to cast Truthwatcher Invested Arts. See [Chapter 10](#) for the general rules on Investiture casting and [Chapter 11](#) for your class’s Invested Art list. See [The Invested Arts of the Cosmere](#) for detailed information about each Invested Art.

Cantrips:

At 1st level, you know two cantrips of your choice from the Truthwatcher Invested Arts list. You learn additional Truthwatcher cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Truthwatcher table.

Additionally, at certain levels, you can change the cantrips you know (see “Pailiah’s Study”).

Invested Arts Known:

You know four 1st-level Invested Arts of your choice from the Truthwatcher Invested Arts list.

The Invested Arts Known column of the Truthwatcher table shows when you learn more Truthwatcher Invested Arts of your choice. You may not learn an Invested Art of a level higher than your Max. Level.

Additionally, when you gain a level in this class, you can choose Truthwatcher Invested Arts you know and replace them with other Invested Arts from the Truthwatcher Invested Arts list, which also must be of a level no higher than your Max. Level. You can do this, each time you gain a level, a number of times equal to your Investiture ability modifier (minimum of once).

Investiture Points:

The Truthwatcher table shows how many Investiture points you have to cast your Truthwatcher Invested Arts of 1st level and higher. You regain all expended Investiture points when you finish a long rest. You expend a certain number of Investiture points to cast an Invested Art, based on the level at which you want to cast it:

• 1st level	-	2 Inv. points
• 2nd level	-	3 Inv. points
• 3rd level	-	5 Inv. points
• 4th level	-	6 Inv. points
• 5th level	-	7 Inv. points
• 6th level	-	9 Inv. points
• 7th level	-	10 Inv. points
• 8th level	-	11 Inv. points
• 9th level	-	13 Inv. points

Maximum Level:

The Maximum Level, shown on the Truthwatcher table, is the maximum level of an Invested Art you can both know and cast. In addition, many Invested Arts can be upcast, consuming more Investiture points to create a greater effect. You can upcast these Invested Arts to the Max. Level for your Truthwatcher level, expending the appropriate amount of Investiture points for the higher level.

You may only cast Invested Arts at 6th, 7th, 8th, and 9th level once each. You regain the ability to do so after a long rest.

Investiture Ability:

The ability modifier you chose for your Investiture ability modifier when you swore your First Ideal (Intelligence, Wisdom, or Charisma) is your Investiture casting ability for your Truthwatcher Invested Arts. You use this modifier whenever an Invested Art refers to your Investiture casting ability. In addition, you use your Investiture ability modifier when setting the saving throw DC for a Truthwatcher Invested Art you cast and when making an attack roll with one.

Invested save DC = 8 + your proficiency bonus + your Investiture ability modifier

Invested attack bonus = your proficiency bonus + your Investiture ability modifier

Truth Dice - 1st Level

You can utilize your Progression and Illumination to aid your allies Physically and Cognitively. To do so, you use a bonus action on your turn to choose one creature you can see, other than yourself, within 60 feet of you. That creature gains one Truth die, a d4.

The size of your Truth dice change when you reach certain levels in this class, as shown in the Truth Die Size column of the Truthwatcher table.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Truth die, but must decide before the GM says whether the roll has succeeded or not. Once the Truth die is rolled, it is lost. A creature can only have one Truth die at a time, including Truth dice from other Truthwatchers.

If you fall unconscious, a creature cannot use a Truth die of yours. However, they do not lose it, and they can use it again if you become conscious once again.

You can use this feature a number of times equal to your proficiency bonus plus your Investiture ability modifier (INT, WIS, or CHA, a minimum of one). You regain any expended uses when you finish a long rest.

Truth's Favors - 2nd Level

You have learned how to adjust your Surges just so, giving your Truth dice additional abilities and uses. Choose two Favors, detailed at the end of the class description. Some Favors are different ways you, and other creatures, can use your Truth dice. Others simply make your Truth dice stronger or easier to use. You gain additional Favors at higher levels, as shown in the Truth's Favors column of the Truthwatcher table.

At certain levels, you have the ability to change a Favor you know for a different one (see "Pailiah's Study").

Illusory Elusion - 2nd Level

Your constant, subtle Lightweavings, making it difficult to see exactly where your body and limbs are, give you a slight edge in battle when you are attacked. Your normal AC equals 11 + your Dexterity modifier.

At 10th level, your normal AC equals 12 + your Dexterity modifier.

Ideal of Verity - 3rd, 6th, 14th, and 18th Level

You are able to swear the Second Ideal of the Order of Truthwatchers. Your Ideal must be one of discovery, of uncovering truth, that you speak to your mistspren. Choose one Level 3 Ideal of Verity feat, detailed at the end of the class description. At 6th, 14th, and 18th level, choose an Ideal feat at the respective levels for each.

If you swear one of these new Ideals during regular gameplay and your words are approved, you glow with Stormlight and are able to use your Truthwatcher abilities much more easily for 1 minute. For that minute, you gain the following abilities as long as you are not incapacitated:

- At the start of each of your turns, roll a number of d4s equal to your proficiency bonus, and heal yourself that amount.
- Each time you or any creature of your choice within 60 feet makes an ability check, attack roll, or saving throw, they can roll one of your Truth Dice (not expending a use of the feature), adding the result to the roll.

General Feat - 4th, 8th, 12th, 14th, and 19th Level

You can choose the [Ability Score Increase](#) feat or another general feat from [Chapter 6](#).

Pailiah's Study - 4th, 8th, 12th, 16th, and 19th Level

When you reach a level in this class that lets you choose a general feat, you can do *one* of the following, if you'd like:

- Replace one cantrip you know with another cantrip from the Truthwatcher Invested Arts list.
- Replace a Favor you have learned for a different one for which you have the prerequisite.

Truthwatch - 5th Level

As an action, you gain the ability to craft Lightweavings to either help your companions or hinder your enemies. You must concentrate on this ability as if you were concentrating on an Invested Art. When you use this feature, choose one of the following options:

- **Bewildering Truthwatch:** Choose a number of hostile creatures you can see within 30 feet of you equal to your Investiture casting modifier (INT, WIS, or CHA, minimum of one). Until the beginning of your next turn, as long as this feature is active, each chosen creature has disadvantage on attack rolls as long as they make the attack within 30 feet of you.
- **Exacting Truthwatch:** Choose a number of creatures you can see, other than you, within 30 feet of you equal to your Investiture casting modifier (INT, WIS, or CHA, minimum of one). Until the beginning of your next turn, as long as this feature is active, each creature has advantage on attack rolls as long as they make the attack within 30 feet of you.

Once you use this feature, you can't use it again until you finish a long rest.

At 10th level, the range of this feature extends to 60 feet, and you can use it twice between long rests.

At 18th level, you can use this feature three times between long rests, and you gain one more option when you use it as part of your Level 18 Ideal of Verity feat.

Shardblade - 6th Level

Your mistspren is now able to manifest themselves as a Shardweapon +1, any in which you are proficient. You can summon your Blade with a bonus action and dismiss it at any time on your turn. The Blade also disappears if it ever leaves your hand. You can use your bonus action to change your Shardweapon into a weapon of a different type.

You can also summon your mistspren as a small Shardshield with an action.

You can only summon your spren as a Shardweapon or Shardshield when they share a space with you. When they are manifested in this way, they can speak to you telepathically. If your spren chooses to leave your space while you have them manifested as a Shardweapon or Shardshield, it disappears.

You cannot use this feature while in the Cognitive Realm. When you summon your spren as a Blade or a shield, your eyes immediately turn to a bright green color, and remain that color for a number of hours equal to your Truthwatcher level before returning to normal.

Invested Potency - 11th Level

You gain an additional +2 bonus to Wisdom and Intelligence saving throws and you gain a +2 bonus to any other saving throw in which you do not have proficiency or expertise (not including death saving throws). If you ever gain proficiency or expertise in one of these saving throws, this additional bonus is lost.

When your proficiency bonus equals +5, both of these bonuses equal +3.

When your proficiency bonus equals +6, both of these bonuses equal +4.

Concentrationplate - 14th Level

You have the ability now to summon your Order's living Shardplate made of concentrationspren that look like translucent ripples in the air. You can summon your Shardplate with a bonus action. When you do so, for the next minute, your AC equals 14 + your Dexterity modifier. You can use this feature a number of times equal to your Investiture ability modifier (INT, WIS, or CHA, a minimum of once). You regain all expended uses after finishing a long rest.

You cannot use this feature while in the Cognitive Realm.

Scholar of the Highest Truth - 20th Level

Your pursuit of truth is near-perfect. Your Investiture ability modifier (Intelligence, Wisdom, or Charisma) score increases by 4. Your maximum for that score increases by 4.

In addition, if you roll for initiative and have no uses of your Truth Dice left, you regain three uses.

Finally, your eyes are now permanently bright green as long as you maintain your bond with your spren.

Favors

Abundance of Truth

Prerequisite: 5th Level

You gain one additional Truth die. At 10th level, you gain another use, and again at 15th level.

You cannot learn this Favor if you already know *Font of Truth*.

Armor's Favor

Prerequisite: 5th Level

If a creature has a Truth die of yours, they can use a reaction to expend and roll it, increasing their ability to dodge attacks. The creature adds the result of the die roll, halved and rounded up, to their AC until the beginning of their next turn. They can use this reaction the moment they are attacked, but must choose to do so before the GM says if the attack hits or not.

Copious Favor

Prerequisite: 5th Level

With a bonus action, you can now expend up to two uses of your Truth dice, gifting a Truth die each to two creatures you can see within 60 feet of you. A creature can still only have one Truth die at a time from you.

Favor of Instinct

Prerequisite: 10th Level

When you roll for initiative, you can expend your Truth Dice feature once, as a free action, to give one Truth die to an ally you can see within 30 feet of you.

If you have *Copious Favor*, you can expend two uses of your Truth dice feature to gift two dice, but each creature you choose that you can see still must be within 30 feet of you.

Favor of the Beyond

Prerequisite: 10th Level

If a creature has a Truth die of yours and drops to 0 hit points, they can immediately use their reaction to expend and roll the die. They drop to 1 hit point instead, and they gain temporary hit points equal to the number rolled.

Favorable Speed

Prerequisite: 5th Level

If a creature has a Truth die of yours, they can use a bonus action to expend and roll it, increasing their speed. Until the end of their turn their walking speed is increased by the number rolled, multiplied by 3, and rounded up to the nearest 5 feet.

Favorable Tumult

Prerequisite: 10th Level

If a creature has a Truth die of yours and causes a creature to make a saving throw, they can expend and roll it, confusing the creature. That creature's saving throw is reduced by the amount rolled. If multiple creatures must make the save, the creature with your Truth die chooses which one is affected. They must choose to use this before the creature rolls for the saving throw.

Font of Truth

Prerequisite: 5th Level

Once per long rest, you can restore expended uses of your Truth dice when you complete a short rest. The number of dice you can restore equals your Investiture casting modifier (INT, WIS, or CHA, minimum of 1).

You cannot learn this Favor if you already know *Abundance of Truth*.

Truth's Regrowth

If a creature has a Truth die of yours, they can use a bonus action to expend and roll it, healing themselves the amount rolled plus your Investiture casting modifier (INT, WIS, or CHA).

In addition, when you reach 10th level, if a creature has a Truth die of yours, they can use an action to expend and roll it, healing a different creature they can touch the amount rolled plus your Investiture casting modifier (INT, WIS, or CHA).

Infectious Truth

Prerequisite: 10th Level

When a creature within 60 feet of you expends one of your Truth dice, you can immediately use your reaction, expending a use of your Truth dice, to give a Truth die to a *different* creature, other than you, you can see within 60 feet.

Investiture's Favor

If a creature has a Truth die of yours and casts an Invested Art that restores hit points or deals damage, the creature can expend and roll that die to amplify it. They then choose one target affected by the Invested Art and they add the number rolled as a bonus to the hit points regained or the damage dealt.

Reliable Favor

Prerequisite: 10th Level

When a creature with one of your Truth dice expends it to add the result to an ability check, attack roll, or saving throw, the result of their roll can't be less than your Investiture casting modifier (INT, WIS, or CHA).

For example, if your Investiture casting modifier is +3 and a creature rolls one of your Truth dice to amplify an ability check and they roll a 1 or a 2, they add 3 to their ability check instead.

Steel's Favor

If a creature has a Truth die of yours and hits with a weapon attack, the creature can expend and roll that die to amplify it. They add the result of the die roll onto the damage of their weapon, dealing damage of the same type.

Unfailing Truth

Prerequisite: 10th Level

When a creature adds a roll of one of your Truth dice to its attack roll or saving throw and the roll still fails, the creature can keep the Truth die.

Mistspren

See "[Radiant Spren](#)" at the end of this chapter for information on spren and how they function as a familiar to your character.

ISTSPREN

Class 10 Ints your Truthwatcher level + your proficiency bonus Fly 40 ft.						Initiative (immediately after Truthwatcher) Size Tiny Type Splinter					
	1	MOD -5	SAVE -5	DEX	10	MOD +0	SAVE +0	CON	1	MOD -5	SAVE -5
	16	+3	+3	WIS	16	+3	+3	CHA	16	+3	+3
; Darkvision 120 ft., Passive Perception 16 ages Common ency Bonus +2						Damage Resistances Necrotic, Poison, Psychic Condition Immunities Choking, Grappled, Incapacitated, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned, Unstable					

ITS

it Spren. This is your spren's stat block while in the Physical Realm. They do not need to breathe, drink, eat, or sleep. If they are reduced to 0 hit points, they do not die but instead spend their turn trying to return to sharing your space. You cannot use any class features until they have 10 hit points.

iren. Your mistspren is Tiny and it appears like a shimmer of glass. When they stay still, light grows upward from them in the shape of plants. They can become visible or invisible to creatures they choose, no action required, though you can always see them. They can choose who can hear them when they speak.

ithic Link. You and your mistspren can speak with each other telepathically.

ed Perception. Your mistspren has darkvision out to a range of 120 ft. They also have advantage on Wisdom (Perception) checks that rely on sight.

CTIONS

Favor (1 / long rest) (6th level). Your mistspren can use this reaction when they are within 5 feet of a creature who uses one of your Truth dice to amplify an ability check, attack roll, or saving throw. When they do so, the creature can reroll the Truth die, taking the higher roll. Your mistspren must choose to do so before knowing if the roll succeeded or not.
4th level, your mistspren can use this **2** times per long rest.
8th level, your mistspren can use this **3** times per long rest.

Ideal of Verity Feats

Level 3 Ideal Feats

“???”

Study of Abilities: You can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus or expertise.

In addition, at 6th level, you can choose to gain expertise in one of your skill proficiencies. These does not count against the number of things in which you can have expertise for your level.

Finally, at 14th level, choose one more skill or tool in which you have proficiency and gain expertise in it. This also does not count against the number of things in which you can have expertise for your level.

Study of Battle: When you choose this feat, choose a fighting style to learn, detailed in [Chapter 6](#). Your chosen fighting style improves once you reach 10th level, as shown in its description. In addition, you can now use a bonus action to expend a Truth die for yourself to amplify an attack roll you make with a weapon attack. You can choose to do so after you roll the attack roll but must choose before the GM says whether or not the attack hits.

In addition, at 14th level, your Shardblade becomes a +2 weapon.

Study of the Cognitive Realm: You gain darkvision out to a range of 60 feet. If you already have darkvision, this study increases its range by 30 feet.

In addition, at 6th level, you gain resistance to psychic damage.

Finally, at 14th level, your Invested attack modifier and Invested save DC increase by +1.

Level 6 Ideal Feats

“???”

Blade Prowess: You can attack twice, instead of once, whenever you take the Attack action on your turn.

In addition, at 14th level, choose a [Shardblade stance option](#), detailed in Chapter 6.

Cognitive Allure: If you cast an Invested Art of 1st level or higher that uses Illumination, you can change the Invested Art's casting time to 1 bonus action for this casting, provided the Invested Art's normal casting time is 1 action.

You can use this feature a number of times equal to your Investiture casting modifier (INT, WIS, or CHA, minimum of one), and you regain all expended uses of it when you finish a long rest.

Essence Regrowth: When you or a creature within 30 feet of you takes acid, cold, fire, lightning, or poison damage, you can use your reaction to grant resistance to the creature against that instance of damage.

Level 14 Ideal Feats

“???”

Psychic Strike: Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d12 psychic damage to the target.

When you reach 18th level, the extra damage increases to 2d12.

Recoiling Mists: As a bonus action, you can assume an unsettling visage for 1 minute or until you are incapacitated. For the duration, whenever a creature tries to attack you for the first time on a turn, the attacker must make a Charisma saving throw against your Invested save DC. On a failed save, it can't attack you on this turn, and it must choose a new target for its attack or the attack is wasted. On a successful save, it can attack you on this turn, but it has disadvantage on any saving throw it makes against your Invested Arts on your next turn.

Once you use this feature, you can't do so again until you finish a short or long rest.

Truthful Skill: You can now expend uses of Truth dice for yourself to amplify an ability check you make. You can choose to do so after you roll the die for the ability check, but before the GM tells you whether you succeed or fail.

Level 18 Ideal Feats

“???”

Intrepid Truthwatch: You have the following option you can choose when you activate Truthwatch:

- **Intrepid Truthwatch:** Choose a number of friendly creatures you can see within 60 feet of you, other than you, equal to your Investiture casting modifier (INT, WIS, or CHA, minimum of one). Each creature has advantage on saving throws until the beginning of your next turn, as long as they make the saving throw within 60 feet of you and this feature remains

active. In addition, when you choose this option for Truthwatch, each creature you choose immediately gains temporary hit points equal to 2d10.

Ruinous Truthwatch: You have the following option you can choose when you activate Truthwatch.

- *Ruinous Truthwatch:* Choose any number of hostile creatures you can see within 60 feet of you equal to your Investiture casting modifier (INT, WIS, or CHA, minimum of one). Each creature has disadvantage on saving throws until the beginning of your next turn, as long as they make the saving throw within 60 feet of you and this feature remains active. In addition, when you choose this option for Truthwatch, each creature you choose immediately takes psychic damage equal to 1d12 plus your Investiture casting modifier (INT, WIS, or CHA).

Vivid Truthwatch: You have the following option you can choose when you activate Truthwatch:

- *Vivid Truthwatch:* Choose a number of friendly creatures you can see within 60 feet of you, other than you, equal to your Investiture casting modifier (INT, WIS, or CHA, minimum of one). You have 50 hit points worth of healing that you can spread across the creatures, divided however you'd like. In addition, each chosen creature has a bonus to their AC equal to your Investiture casting modifier (INT, WIS, or CHA) until the beginning of your next turn, as long as this feature is active.

Lightweaver

A lithe Selay woman walks through the winehouse, sipping a glass of Veden saph and peaking into the Cognitive Realm to spot any use of Investiture in the room. A subtle pattern of shapes and swirls lifts from the shoulder of her dress, hidden in the cloth's patterns. She finishes her wine, exits, and leaves out the front stairwell, disappearing briefly behind a wall of shalebark in the front garden.

From her place bounds a small Reshi, their tunic and trousers dirty from the streets they ostensibly sleep in. Lifting slightly from the fabric on their knee is the same, swirling pattern of lines. They dodge a guard who calls after them, a small flame beginning to burn inside their palm should they need to defend themselves. They escape around a corner as the guard chases them, disappearing into the shadow.

The guard doesn't find them, however. He finds another guard instead, a tall Alethi darkeyes man with the same uniform and city-issued spear he wields. Asking after the Reshi is only answered with a confused look. The Alethi guard has on his chestplate a slightly lifted pattern, swirling ever so softly, and, in his hand hidden by the shield, flickers elements: ice, fire, and lightning.

Lightweavers are some of the most powerful raw casters of Invested Arts in the Knights Radiant, drawing upon both the terrifying and confusing illusions of Lightweaving and the destructive and wild essences of Soulcasting.

Shalash's Creations

The Order of Lightweavers is an Order of the Knights Radiant on Roshar. They are Surgebinders who use the Surges of Illumination and Transformation, more commonly called Lightweaving and Soulcasting, respectively. Their associated polestone is the garnet, their Herald is Shalash, and they form a Nahel bond with Cryptics (the more common name for liespren).

The ideology of the Order of Lightweavers is unique in that it does not have an overarching philosophy like other Orders. Instead, Lightweavers subscribe to a philosophy of speaking individual truths about themselves that they must admit. Members of the Order find it important to separate truth from lies and they find importance in entertainment, beauty, and art. The Order also attracts those interested in secrets and espionage.

The Ideals of the Lightweavers differ from other Orders in that they are not centered around a specific theme and, instead, are individual truths spoken by its members. The progression of a Lightweaver is tied to them admitting, speaking, and working on accepting their own truths from their past mistakes.

Resonance of Creativity

Due to Lightweavers having access to both Illumination and Transformation, their Invested Arts have a unique sense of raw, powerful Investiture, being both the products of elements, created by Soulcasting, and flexibility and accuracy, because of Lightweaving. Lightweavers have many Invested Arts that can create elements out of thin air and use them for both protection and aggression as well as Invested Arts resulting from Lightweaving that can cause psychic damage, create illusions, and distract and impart conditions onto their enemies. As they progress in their Ideals, Lightweavers are able to combine the two Surges, creating illusions with a tangible physicality to them.

Cryptic

Lightweavers form a Nahel bond with a liespren, more commonly known as a Cryptic. They are extremely curious about lies, patterns, and language, and speak with a buzzing, humming sound. Cryptics are unique spren in that they are always visible in the Physical Realm, but they are good at hiding themselves as they only look like faintly lifted, swirling patterns of whatever material they are on.

Creating a Lightweaver

An important consideration when creating a Lightweaver is what truths, or lies, in your background is your character struggling to make amends with. It doesn't have to be quite as dramatic as killing both of your parents and breaking your oaths with a previous Cryptic, but think of something your character has done in their past that makes it difficult to forgive themselves, something for them to overcome to develop in their Ideals.

Lightweavers are also often scholars, artists, or both. Utilizing the Surge of Illusion well requires an artistic mind. Even the Surge of Transformation requires artistry, a history of study, and a knack for creation.

Quick Build

You can make a Lightweaver quickly by following these suggestions. First, make Charisma your highest ability score, followed by Constitution. Second, choose the artisan or charlatan background. Third, choose the *fire bolt*, *shocking grasp*, and *message* cantrips, along with the 1st-level Invested Arts *radiant missiles* and *shield*.

LIGHTWEAVER

Prof. Bonus	Features	Cantrips Known	Invested Arts Known	Inv. Points	Max. Level
+2	<i>First Ideal</i> , Illumination & Transformation, Cryptic, Invested Arts	3	2	4	1st
+2	Innate Lightweaving, Stormlight Healing, Surgebinding Study (2)	3	3	8	1st
+2	<i>Second Ideal</i> , Ideal of Honesty Feat, Surge Experimentation (1)	3	4	17	2nd
+2	General Feat, Shalash's Creativity	3	5	21	2nd
+3	Surgebinding Study (3)	4	6	32	3rd
+3	<i>Third Ideal</i> , Ideal of Honesty Feat, Shardblade +1	4	7	38	3rd
+3	-	4	8	45	4th
+3	General Feat, Shalash's Creativity	4	9	52	4th
+4	Innate Lightweaving (unlimited), Surge Experimentation (2)	4	10	66	5th
+4	Castweaving, Conjure Castweaving, Surgebinding Study (4)	4	11	74	5th
+4	Invested Potency	5	12	84	6th
+4	General Feat, Shalash's Creativity	5	12	85	6th
+5	-	5	13	96	7th
+5	<i>Fourth Ideal</i> , Ideal of Honesty Feat, Creationplate (once)	5	13	97	7th
+5	-	5	14	109	8th
+5	General Feat, Shalash's Creativity	5	14	110	8th
+6	Surge Experimentation (3), Surgebinding Study (5)	6	15	124	9th
+6	<i>Fifth Ideal</i> , Ideal of Honesty Feat, Creationplate (twice)	6	15	132	9th
+6	General Feat, Shalash's Creativity	6	15	142	9th
+6	Resonant Radiant, Creationplate (thrice)	6	15	153	9th

Hit Points:

Hit Dice: 1d6 per Lightweaver level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Lightweaver level after 1st

Proficiencies:

Armor: None

Weapons: Simple weapons, gtuets, scimitars, shortwords

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from Deception, Intimidation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

Equipment:

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a light crossbow and 20 bolts or (b) any melee weapon in which you are proficient
- A dagger

Class Features

Illumination & Transformation - 1st Level

You have sworn the First Ideal of the Order of Lightweavers of the Knights Radiant with your Cryptic. Your spren has provided you with the Surges of Illumination and Transformation. These Surges power your Investiture. You must intake a certain amount of Investiture at the end of each long rest in order to recover hit points and regain expended class features. The amount is your level x 5 of sapphire marks' worth of Stormlight or another type of Investiture. See "[Stormlight Replenishment](#)" for more details.

You know two cantrips, *Illumination* and *Transformation*, that you always have prepared and that don't count against the number of cantrips you can know. See [The Invested Arts of the Cosmere](#) for detailed information about these cantrips.

Charisma is your Investiture ability modifier for your Order, since your two Surges come from creation, creativity, and persuasion of essences to change. You use your Charisma modifier for Investiture ability checks.

Investiture ability check = your proficiency bonus + your Charisma modifier

Cryptic - 1st Level

You have formed a Nahel bond with a Cryptic. See "[Radiant Spren](#)" at the end of this chapter for information on spren and how they function as a familiar to your character.

Also see the "[Cryptic](#)" section at the end of the class description for your spren's abilities, features, and actions they can take on their turn. If your spren's stat block refers to a long rest, that means a long rest taken by your character. Certain features are only available to your spren at certain levels; these refer to your character's Lightweaver level.

Invested Arts - 1st Level

You can draw upon the Surges of Illumination and Transformation to cast Lightweaver Invested Arts. See [Chapter 10](#) for the general rules on Investiture casting and [Chapter 11](#) for your class's Invested Art list. See [The Invested Arts of the Cosmere](#) for detailed information about each Invested Art.

Cantrips:

At 1st level, you know three cantrips of your choice from the Lightweaver Invested Arts list. You learn additional Lightweaver cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Lightweaver table.

Additionally, at certain levels, you can change the cantrips you know (see "Shalash's Creativity").

Invested Arts Known:

You know two 1st-level Invested Arts of your choice from the Lightweaver Invested Arts list.

The Invested Arts Known column of the Lightweaver table shows when you learn more Lightweaver Invested Arts of your choice. You may not learn an Invested Art of a level higher than your Max. Level.

Additionally, when you gain a level in this class, you can choose one of the Lightweaver Invested Arts you know and replace it with another Invested Art from the Lightweaver Invested Art list, which also must be of a level no higher than your Max Level.

Investiture Points:

The Lightweaver table shows how many Investiture points you have to cast your Lightweaver Invested Arts of 1st level and higher. You use these Investiture points to both cast Invested Arts and to modify them (see "Surgebinding Study"). You regain all expended Investiture points when you finish a long rest. You expend a certain number of Investiture points to cast an Invested Art, based on the level at which you want to cast it:

- | | | |
|-------------|---|----------------|
| • 1st level | - | 2 Inv. points |
| • 2nd level | - | 3 Inv. points |
| • 3rd level | - | 5 Inv. points |
| • 4th level | - | 6 Inv. points |
| • 5th level | - | 7 Inv. points |
| • 6th level | - | 9 Inv. points |
| • 7th level | - | 10 Inv. points |
| • 8th level | - | 11 Inv. points |
| • 9th level | - | 13 Inv. points |

Maximum Level:

The Maximum Level, shown on the Lightweaver table, is the maximum level of an Invested Art you can both know and cast. In addition, many Invested Arts can be upcast, consuming more Investiture points to create a

greater effect. You can upcast these Invested Arts to the Max Level for your Lightweaver level, expending the appropriate amount of Investiture points for the higher level.

You may only cast Invested Arts at 6th, 7th, 8th, and 9th level once each. You regain the ability to do so after a long rest.

Investiture Ability:

Charisma, your Investiture ability modifier, is your Investiture casting ability for your Lightweaver Invested Arts. You use your Charisma whenever an Invested Art refers to your Investiture casting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a Lightweaver Invested Art you cast and when making an attack roll with one.

Invested save DC = 8 + your proficiency bonus + your Charisma modifier

Invested attack bonus = your proficiency bonus + your Charisma modifier

Innate Lightweaving - 2nd Level

You know the *Lightweave self* Invested Art permanently, and it doesn't count against the number of Invested Arts you can know. If you already know the *Lightweave self* Invested Art, you can choose a different Invested Art to replace it when you reach 2nd level.

You can cast *Lightweave self* at will on yourself as an action, without the need to expend Investiture points. This Lightweaving on yourself fails to hold up to physical inspection, as it is just a visual disguise. There is still the normal discernment a creature can make against your disguise by succeeding on an Intelligence (Investigation) check against your Invested save DC.

You can do this a number of times equal to your proficiency bonus and regain all expended uses of it after a long rest.

At 9th level, you can use this feature an unlimited number of times and no longer need to track uses of it.

Stormlight Healing - 2nd Level

As an action, you can expend 3 Investiture points to heal yourself a number of hit points equal to 1d4 + your Charisma modifier. If you'd like to expend additional Investiture points, increase the healing by 1d4 per 3 Investiture points you expend above the first 3.

In addition, you can also, as an action, use this ability to neutralize a poison within yourself, spending 3 Investiture points to do so. You do not get the healing in addition to this if you use the feature in this way.

Surgebinding Study - 2nd Level

You have better learned to precisely control your Illumination and Transformation abilities thanks to your study of the Surges. These Techniques are used by expending additional Investiture points, on top of those already expended to cast the Invested Art. You know two Surgebinding Techniques of your choice. See the available Techniques at the end of the class description. You have the ability to replace Surgebinding Techniques you know with others at certain levels (see "Shalash's Creativity").

You can only use one Surgebinding Technique when you cast an Invested Art, unless otherwise noted.

You learn an additional Surgebinding Technique at 5th, 10th, and 17th level.

Ideal of Honesty - 3rd, 6th, 14th, and 18th Level

You are able to swear the Second Ideal of the Order of Lightweavers, speaking an individual truth about yourself to your Cryptic. Choose one Level 3 Ideal of Honesty feat, detailed at the end of the class description. At 6th, 14th, and 18th level, choose an Ideal feat at the respective levels for each.

If you swear one of these new Ideals during regular gameplay and your words are approved, you glow with Stormlight and are able to use your Lightweaver abilities much more easily for 1 minute. For that minute, you gain the following abilities as long as you are not incapacitated:

- At the start of each of your turns, roll a number of d4s equal to your proficiency bonus, and heal yourself that amount.
- Once per turn, you can cast one of your known Invested Arts at 1st level for free. You can also cast a known Invested Art at 2nd level or higher (up to your Max. Level) for 2 fewer Investiture points.
- You can use your known Surgebinding Techniques for free, without expending Investiture points. In addition, you can use any number of your known Surgebinding Techniques per Invested Art you cast, unlike normal.

Surge Experimentation - 3rd Level

At the end of a long rest, you can choose one Invested Art from the Lightweaver Invested Arts list, a level of which can be no higher than your Invested Art Max. Level and in between 1st and 5th level, to prepare and use. When your Invested Art Max. Level reaches 6th and higher, you can still only use this to prepare Invested Arts 5th level or lower. This Invested Art is separate from your known Invested Arts and doesn't count against the number of Invested Arts you know and can use. At the end of each long rest, you can change this Invested Art to another you don't already know, or keep it the same.

At 9th level, you can prepare two Invested Arts this way.

At 17th level, you can prepare three Invested Arts this way.

General Feat - 4th, 8th, 12th, 14th, and 19th Level

You can choose the [Ability Score Increase](#) feat or another general feat from [Chapter 6](#).

Shalash's Creativity - 4th, 8th, 12th, 16th, and 19th Level

When you reach a level in this class that lets you choose a general feat, you can do one of the following, if you'd like:

- Replace one cantrip you know with another cantrip from the Lightweaver Invested Arts list.
- Replace one of the Techniques you chose for the Surgebinding Study feature with a different Technique.

Shardblade - 6th Level

Your Cryptic is now able to manifest themselves as a Shardweapon +1, any in which you are proficient. You can summon your Blade with a bonus action and dismiss it at any time on your turn. The Blade also disappears if it ever leaves your hand. You can use your

bonus action to change your Shardweapon into a weapon of a different type.

You can only summon your spren as a Shardweapon when they share a space with you. When they are manifested in this way, they can speak to you telepathically. If your spren chooses to leave your space while you have them manifested as a Shardweapon, it disappears.

You cannot use this feature while in the Cognitive Realm. When you summon your spren as a Blade, your eyes immediately turn to a bright crimson color, and remain that color for a number of hours equal to your Lightweaver level before returning to normal.

Castweaving - 10th Level

You can now use Soulcasting when Lightweaving, utilizing the resonance between the two Surges. Your Lightwoven illusions have a believable physicality to them, if someone were to touch them.

Conjure Castweaving - 10th Level

You can cast an Invested Art called *conjure Castweaving*, the details of which are found in [The Invested Arts of the Cosmere](#). You always have this Invested Art known and it doesn't count against the number of Invested Arts you know or can have prepared.

The casting (or maintaining of concentration) of this Invested Art cannot be amplified or changed by any of your Surgebinding Techniques.

When you cast it, you choose at which level you do, up to the Maximum Level of Invested Arts for your level, and can choose to summon different castwoven creatures that you can control, the stat blocks of which are found in their entry of the [Creature Compendium](#).

Invested Potency - 11th Level

You gain an additional +2 bonus to Constitution and Charisma saving throws and you gain a +2 bonus to any other saving throw in which you do not have proficiency or expertise (not including death saving throws). If you ever gain proficiency or expertise in one of these saving throws, this additional bonus is lost.

When your proficiency bonus equals +5, both of these bonuses equal +3.

When your proficiency bonus equals +6, both of these bonuses equal +4.

Creationplate - 14th Level

You now have access to your Order's living Shardplate which you can utilize to cover your body in tiny, tinkering creationspren in short bursts. When you are hit by an attack, you can use your reaction to use your Shardplate. For that attack only, you gain a bonus to your AC equal to your proficiency bonus plus your Charisma modifier (minimum of +1).

You can use this feature once, then must finish a long rest before you can do so again.

At 18th level, you can use this feature twice per long rest.

At 20th level, you can use this feature three times per long rest.

You cannot use this feature while in the Cognitive Realm.

Resonant Radiant - 20th Level

You have mastered the use of the Surges of Illumination and Transformation. Your Charisma score increases by 4, and your maximum for this score increases by 4.

Additionally, you gain the ability to cast Invested Arts at 6th and 7th level twice each per long rest instead of once. Also, for your "Surge Experimentation" feature, you can use one of your three preparation slots to prepare a 6th-level Invested Art from the Lightweaver Invested Arts list, if you'd like.

Finally, your eyes are now permanently bright crimson as long as you maintain your bond with your spren.

Surgebinding Techniques

Deliberate Surge

When you cast an Invested Art that forces other creatures to make a saving throw, you can protect some of those creatures from the Invested Art's full force. To do so, you can spend 1 Investiture point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the Invested Art.

Distant Surge

When you cast an Invested Art that has a range of 5 feet or greater, you can spend 1 Investiture point to double the range of it. If the Invested Art has a range of "touch," you can extend the range to 30 feet.

Empowered Surge

When you roll damage for an Invested Art, you can spend 1 Investiture point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls.

You can use Empowered Surge even if you have already used a different Surgebinding Study technique during the casting of the Invested Art, but only once per turn.

Extended Surge

When you cast an Invested Art that has a duration of 1 minute or longer, you can spend 1 Investiture point to double its duration, to a maximum duration of 24 hours.

Focused Surge

When you are forced to make a Constitution saving throw to maintain concentration on an Invested Art and you fail, you can use your reaction to spend Investiture points, turning the failure into a success. Increase your Constitution saving throw by 2 for each Investiture point spent in this way. You can use Focused Surge even if you have already used a different Surgebinding Study technique during the casting of the Invested Art.

Lingering Surge
When you cast an Invested Art that requires concentration to maintain, you can choose to spend 3 additional Investiture points. If you do, when you lose concentration on the Invested Art, it will not end until the end of your next turn.

Precise Suge
When you cast an Invested Art that allows you to force creatures in an area to make a saving throw, you can instead spend 1 Investiture point and have the Invested Art target only one creature in its area of effect.

Quickened Surge
When you cast an Invested Art that has a time of 1 action, you can spend 2 Investiture points to change the time to 1 bonus action for this use.

Relentless Surge
When you cast an Invested Art that forces a creature to make a saving throw to resist its effects, you can spend 2 Investiture points to give one target of the Invested Art disadvantage on saves made against it.

Secret Surge
When you cast an Invested Art, you can spend 1 Investiture point to cast it without the glowing (G) or somatic (S) components.

Seeking Surge
If you make an attack roll for an Invested Art and miss, you can spend 2 Investiture points to reroll the d20, and you must use the new roll. You can use Seeking Surge even if you have already used a different Surgebinding Study technique during the casting of the Invested Art, but only once per turn.

Soulcasted Surge
When you cast an Invested Art that deals a type of damage from the following list, you can spend 1 Investiture point to change that damage type to one of the other listed types: acid, cold, fire, lightning, or poison.

Twinned Surge
When you cast an Invested Art that targets only one creature and doesn't have a range of "self," you can spend a number of Investiture points equal to the Invested Art's level to target a second creature in range with the same Invested Art (1 Investiture point it is a cantrip).

Widened Surge
When you cast an Invested Art that has an area of effect, you can spend 2 Investiture points to increase each of the area's dimensions by half, rounded down to the nearest 5 feet.

Cryptic

See "Radiant Spren" at the end of this chapter for information on spren and how they function as a familiar to your character.

CYPTIC

Class 8 nts your Lightweaver level + your proficiency bonus 30 ft., Fly 30 ft.						Initiative (immediately after Lightweaver) Size Tiny Type Splinter					
	5	MOD -3	SAVE -3	DEX	6	MOD -2	SAVE -2	CON	1	MOD -5	SAVE -5
	14	+2	+2	WIS	16	+3	+3	CHA	18	+4	+4
; Passive Perception 13 ages Common plus one other (<i>Cryptic Translation</i>) ency Bonus +2						Damage Resistances Necrotic, Poison, Psychic Condition Immunities Choking, Grappled, Incapacitated, Invisible, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned, Unstable					

ITS

- nt **Spren**. This is your spren's stat block while in the Physical Realm. They do not need to breathe, drink, eat, or sleep. If they are reduced to 0 ts, they do not die but instead spend their turn trying to return to sharing your space. You cannot use any class features until they have o.
- c. Your Cryptic appears as a Tiny, swirling pattern that either lifts off of a surface or floats, spherical, in the air. They cannot become invisible, 1 hide within the folds of your clothing. They can choose who can hear them when they speak.

c Translation. Your Cryptic has enough experience of a certain language that, as long as they are sharing your space, you can understand it. Your Cryptic translates into your ear. Choose one language your Cryptic knows.

IONS

Pick (1 / long rest) (3rd level). Your Cryptic can move into a non-Invested lock and use this feature to assist someone with unlocking it. If they use a thieves' kit to attempt to pick it, you can add your Charisma modifier (minimum of 1) to the result of the check.

Mimic (3 / long rest) (6th level). Your Cryptic can choose one humanoid they have heard speak in a language they know, and mimic their voice for up to 1 minute. They must make a Charisma ability check, doing so with advantage if they have spent extensive time listening to the voice (hours). The Charisma check can then be compared against other creatures' passive Insight, or the other creature could make a Wisdom (Insight) check if they are suspicious of the voice.

Lightweaving (1 / long rest) (6th level). You can use the *Lightweave self* Invested Art and infuse it into your Cryptic, who can adhere to it as if it were a willing companion. That companion gains a Lightwoven disguise as if the Invested Art was cast on them directly. You must spend feature points to cast the Invested Art; you can't use the free use of *Lightweave self* provided by your "Innate Lightweaving" feature. If your Cryptic ever leaves the other person, the Lightweaving disappears. If your Cryptic ever becomes outside of your allowed range from them, the Lightweaving disappears.

Ideal of Honesty Feats

Level 3 Ideal Feats

Speak an individual truth about yourself.

Eyes of the Dark: You have darkvision with a range of 120 feet. You can see in normal darkness and, unlike regular darkvision, you can also see through darkness created by Invested Arts.

You also permanently know the *darkness* Invested Art, which doesn't count against the number of Lightweaver Invested Arts you can know. If you already know this Invested Art, it now doesn't count against the number of Lightweaver Invested Arts you can know, and you can choose a new 1st- or 2nd-level Invested Art to learn from the Lightweaver Invested Arts list.

Infused Poise: When you fail a saving throw or miss with an attack roll, you can roll 2d4 and add it to the total, possibly changing the outcome.

Once you use this feature, you can't use it again until you finish a short or long rest.

Soulcasted Resilience: You naturally Soulcast yourself and the air around you to increase your hit points and defensive abilities. Your hit point maximum increases by 3 and you gain an additional 1 hit point whenever you gain a level in the Lightweaver class.

In addition, when you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

Level 6 Ideal Feats

Speak an individual truth about yourself.

Essence Inclination: Choose one of the following damage types: fire, cold, or lightning. When you cast an Invested Art that deals damage of that type, add your Charisma modifier to one damage roll of that Invested Art.

In addition, you gain a permanent resistance to that damage type.

Restorative Cast: As an action you can utilize Soulcasting to touch one creature at 0 hit points and bring them back from being unconscious. The creature gains 1 hit point and can use its reaction to stand up.

Once you use this feature, you can't use it again until you finish a short or long rest.

In addition, whenever you or another creature of your choice within 30 feet of you receives Invested healing from an Invested Art 1st level or higher, the creature regains additional hit points equal to your Charisma modifier.

Strengthened Flesh: When damage reduces you to 0 hit points, you can make a Charisma saving throw. The DC is 5 + the damage taken. On a success, you instantly gain hit points equal to your Lightweaver level.

After the saving throw succeeds, you can't use this feature again until you finish a long rest.

Level 14 Ideal Feats

Speak an individual truth about yourself.

Erratic Essence: Choose one of the following damage types: fire, cold, or lightning.

Whenever you cast an Invested Art that deals damage, choose one creature damaged by that Invested Art on the round you cast it. That creature takes extra damage equal to half your Lightweaver level, the damage type being the type you chose for this feature. This feature can only be used once per turn.

Shadowstep: With your ability to somewhat access the Cognitive Realm, you can quickly move from one location of darkness to another. While you are in dim light or darkness, as a bonus action, you can teleport up to 120 feet away to an unoccupied space you can see that is also in dim light or darkness.

Trance of Focus: You gain the ability to infuse yourself with focus. As a bonus action, you can enter this state for 1 minute. For the duration, attack rolls against you can't benefit from advantage, and whenever you make an attack roll, an ability check, or a saving throw, you can treat a roll of 9 or lower as a 10.

Once you use this feature, you can't use it again until you finish a long rest, unless you expend 5 Investiture points to use it again.

Level 18 Ideal Feats

Speak an individual truth about yourself.

Cognitive Form: You can expend 13 Investiture points as a bonus action to Lightweave yourself into a shadowy form, half inside the Cognitive Realm. In this form, you have a flying speed of 20 feet, including the ability to hover, resistance to all damage except force damage, and you can move through other creatures and objects as if they were difficult terrain. You take 5 force damage if you end your turn inside an object.

You remain in this form for 1 minute. It ends early if you are incapacitated, if you die, or if you dismiss it as a bonus action. If your form ends while you are in an object or while sharing a space with another creature, you take 5 force damage and appear in the nearest unoccupied space.

Essenceplate: Choose one of the following damage types: fire, cold, or lightning.

As an action, you can expend 10 Investiture points to enshroud yourself in flames, frost, or sparks of electricity, depending on the damage type you chose.

For 1 minute or until you lose concentration (as if you were concentrating on an Invested Art), each hostile creature that starts its turn within 30 feet of you must succeed on a Dexterity saving throw or take 1d12 damage of the type you chose for this feature, taking half damage on a success. In addition, for the duration, you are immune to the damage type you chose.

Surge of Triumph: As an action, you can expend 10 Investiture points to explode with Investiture in all directions, affecting a 30-foot-radius sphere centered on you. The following effects happen within range:

- You Soulcast creatures around you, awarding 60 temporary hit points, divided as you choose among any number of creatures of your choice in the sphere.
- Every Invested Art of 6th level or lower ends on creatures and objects of your choice inside the sphere.

Elsecaller

Surrounded on all sides by dark, menacing spren, the Siah Aimian focuses on her Surges and explodes with Investiture, knocking the creatures back, her immense power slicing through the air and destroying any who come near her.

The Unkalaki man sprints through the city toward the large light in the distance that hovers over the Tarat Sea. He finds his party, wounded and tired, unable to continue on. As the light expands toward them, red and menacing, the Unkalaki creates a portal to Shadesmar and ushers his party in, taking one last look at the glow before stepping through himself.

The Thaylen person creeps through the market of Celebrant, covered in darkness as they stay in the shadows. Quietly listening, they trail the Voidspren in front of them, ready to Soulcast into smoke should they need it.

Elsecallers are Soulcasters, like Lightweavers. But without the finesse the other order has, Elsecallers tend to explode with immense power. They also have mastery over Transportation, able to move them and their companions back and forth between the Physical and Cognitive Realms.

The Potential of Battar

The Order of Elsecallers is an Order of the Knights Radiant on Roshar. They are Surgebinders who use the Surges of Transformation and Transportation, often called Soulcasting and Elsecalling, respectively. Their associated polestone is the zircon, the Herald for their Order is Battar, and they form a Nahel bond with inkspren.

Elsecaller's subscribe to a philosophy of people reaching their true potential. The Order is unique in that it is open to any type of person as long as that person has the desire to improve themselves. However, they tend to attract scholars, theologians, and those interested in leadership. They value intelligence, patience, and carefulness.

The Ideals of the Elsecallers are about not only one's personal potential and reaching it, but also about the larger population's potential. The journey to self-discovery is not a selfish one: one's own discovery of their potential must also fit within the greater good, the larger potential of humanity as a whole. Each Ideal of the Elsecallers is a consistent, progressive movement toward this self-discovery.

The Order of Shadesmar

Elsecallers are the only Order that has access to both Surges allowing sight or access into the Cognitive Realm: Transformation and Transportation. Transformation, also controlled by the Lightweavers, allows one to Soulcast, to turn one element into another. This grants Lightweavers and Elsecallers the ability to see or peek into Shadesmar as part of this transformation of elements. Elsecaller's other Surge, Transportation, is the ability to physically move themselves into Shadesmar. The combination of these two Surges means the Order of Elsecallers is the Order in true control of the Cognitive Realm.

They don't quite have the finesse of Soulcasting that Lightweavers do, so their Transformation Surge tends to be more powerful and intense than Shalash's Order. In addition, they can use the Surge of Transportation to move quickly, quietly, or fully visit the realm of the spren.

Inkspren

Inkspren typically dislike humans due to their irrational nature, and most are against the idea of reforming the Knights Radiant. Many inkspren have still not forgiven humans for the Recreance. They admire caution, intelligence, and stoicism. They, like Cryptics, cannot make themselves disappear in the Physical Realm, always appearing as oil-colored, shimmering humanoids. However, they can make themselves small in order to better hide.

Creating an Elsecaller

What does your character want to improve about themselves? What do they believe is their potential, and how do they get there? These are just some of the questions to ask yourself in order to create an Elsecaller who could fit in with the Order's Ideals. Your character should be intelligent, curious, and able to lead, but most importantly they need to have a strong desire to improve themselves and others around them for the greater good.

Quick Build

You can make an Elsecaller quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Constitution. Second, choose the artifabrian or scholar background. Third, choose the *elsecast* and *necrotic touch* cantrips, along with the 1st-level Invested Arts *ink* and *storm's leash*.

ELSECALLER

Prof. Bonus	Features	Cantrips Known	Invested Arts Known	Inv. Points	Invested Art Level	Inksurges Known
+2	<i>First Ideal</i> , Transformation & Transportation, Inkspren, Invested Arts	2	2	2	1st	-
+2	Inksurges, Stormlight Healing	2	3	3	1st	2
+2	<i>Second Ideal</i> , Ideal of Potential Feat	2	4	4	2nd	2
+2	General Feat, Battar's Ingenuity	3	5	5	2nd	2
+3	Elsecall	3	6	5	3rd	3
+3	<i>Third Ideal</i> , Ideal of Potential Feat, Shardblade +1	3	7	6	3rd	3
+3	-	3	8	6	4th	4
+3	General Feat, Battar's Ingenuity	3	9	7	4th	4
+4	Elsecall Improvement, Adept Soulcasting	3	10	7	5th	5
+4	<i>Fourth Ideal</i> , Ideal of Potential Feat, Logicplate	4	10	8	5th	5
+4	Cognitive Discoveries (6th), Invested Potency	4	11	8	5th	5
+4	General Feat, Battar's Ingenuity	4	11	8	5th	6
+5	Cognitive Discoveries (7th)	4	12	8	5th	6
+5	<i>Fifth Ideal</i> , Ideal of Potential Feat	4	12	8	5th	6
+5	Cognitive Discoveries (8th)	4	13	8	5th	7
+5	General Feat, Battar's Ingenuity	4	13	8	5th	7

+6	Cognitive Discoveries (9th)	4	14	8	5th	7
+6	-	4	14	9	5th	8
+6	General Feat, Battar's Ingenuity	4	15	10	5th	8
+6	Realmatic Mastermind	4	15	12	5th	8

Hit Points:

Hit Dice: 1d8 per Elsecaller level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Elsecaller level after 1st

Proficiencies:

Armor: Light armor, small shields

Weapons: Simple weapons, gtets, scimitars, shortswords

Tools: None

Saving Throws: Wisdom, Intelligence

Skills: Choose two from Acrobatics, Arcana, Deception, Investigation, Performance, Persuasion, and Stealth

Equipment:

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a light crossbow and 20 bolts or (b) any simple weapon

Class Features

Transformation & Transportation - 1st Level

You have sworn the First Ideal of the Order of Elsecallers of the Knights Radiant with your inkspren. Your spren has provided you with the Surges of Transformation and Transportation. These Surges power your Investiture. You must intake a certain amount of Investiture at the end of each long rest in order to recover hit points and regain expended class features. The amount is your level x 5 of sapphire marks' worth of Stormlight or another type of Investiture. See "[Stormlight Replenishment](#)" for more details.

You know two cantrips, *Transformation* and *Transportation*, that you always have prepared and that don't count against the number of cantrips you can know. See [The Invested Arts of the Cosmere](#) for detailed information about these cantrips.

Your Order values intellect, curiosity, and reason, so Intelligence is your Investiture ability for your two Surges.

You use your Intelligence modifier for Investiture ability checks.

Investiture ability check = your proficiency bonus + your Intelligence modifier

Inkspren - 1st Level

You have formed a Nahel bond with an inkspren. See "[Radiant Spren](#)" at the end of this chapter for information on spren and how they function as a familiar to your character.

Also see the "[Inkspren](#)" section at the end of the class description for your spren's abilities, features, and actions they can take on their turn. If your spren's stat block refers to a long rest, that means a long rest taken by your character. Certain features are only available to your spren at certain levels; these refer to your character's Elsecaller level.

Invested Arts - 1st Level

You can draw upon the Surges of Transformation and Transportation to cast Elsecaller Invested Arts. See [Chapter 10](#) for the general rules on Investiture casting and [Chapter 11](#) for your class's Invested Art list. See [The Invested Arts of the Cosmere](#) for detailed information about each Invested Art.

Cantrips:

At 1st level, you know two cantrips of your choice from the Elsecaller Invested Arts list. You learn additional Elsecaller cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Elsecaller table.

Additionally, at certain levels, you can change the cantrips you know (see "Ingenuity of Battar").

Invested Arts Known:

You know two 1st-level Invested Arts of your choice from the Elsecaller Invested Arts list.

The Invested Arts Known column of the Elsecaller table shows when you learn more Elsecaller Invested Arts of 1st through 5th level of your choice. You may not learn an Invested Art of a level higher than your Invested Art Level. You gain the ability to learn and cast 6th level and higher Invested Arts using a different feature (see "Cognitive Discoveries").

Additionally, when you gain a level in this class, you can choose one of the Elsecaller Invested Arts you know and replace it with another Invested Art from the Elsecaller Invested Art list, which also must be of a level no higher than your Invested Art Level.

Investiture Points and Invested Art Level:

The Elsecaller table shows how many Investiture points you have to cast your Elsecaller Invested Arts of 1st level through 5th level. The table also shows what the level of your Invested Arts are in the Invested Art Level column. You always cast an Invested Art at the highest level possible (up to 5th), at the Invested Art Level for your Elsecaller class level.

To cast one of your Elsecaller Invested Arts of 1st level through 5th level, you must expend one Investiture point. You regain all expended Investiture Points when you finish a long rest.

Investiture Ability:

You use your Investiture ability, Intelligence, as your Investiture casting ability for your Elsecaller Invested Arts. You use your Intelligence whenever an Invested Art refers to your Investiture casting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an Elsecaller Invested Art you cast and when making an attack roll with one.

Invested save DC = 8 + your proficiency bonus + your Intelligence modifier

Invested attack bonus = your proficiency bonus + your Intelligence modifier

Inksurges - 2nd Level

Your Order's ability to utilize your Surges has provided you with Inksurges, specialized Elsecaller abilities that you can use at will or that give you permanent benefits. At 2nd level, you gain two Inksurges of your choice, detailed at the end of the class description. When you gain certain Elsecaller levels, you gain additional Inksurges of your choice, as shown in the Inksurges Known column of the Elsecaller table.

Stormlight Healing - 2nd Level

As an action, you can expend an Investiture point to heal yourself using Investiture. Roll a number of d6s equal to your current Invested Art level, as shown on the Elsecaller table, and heal yourself the result plus your Intelligence modifier.

Ideal of Potential - 3rd, 6th, 10th, and 14th Level

You are able to swear the Second Ideal of the Order of Elsecallers. You must now swear an Ideal of Potential related to self-discovery and personal improvement to your inkspren. Choose one Level 3 Ideal of Potential feat, detailed at the end of the class description. At 6th, 10th, and 14th level, choose an Ideal feat at the respective levels for each.

If you swear one of these new Ideals during regular gameplay and your words are approved, you glow with Stormlight and are able to use your Elsecaller abilities much more easily for 1 minute. For that minute, you gain the following abilities as long as you are not incapacitated:

- At the start of each of your turns, roll a number of d4s equal to your proficiency bonus, and heal yourself that amount.
- Once per turn, you can cast one of your known Invested Arts (of 1st through 5th level) for free, without expending an Investiture point. However, the Invested Art is cast at a level equal to half of your normal Max. Level, rounded up to the nearest level.
- Once per turn, you can add a 1d4 bonus to an Invested Art attack roll you make, or you can force one creature to take a 1d4 negative to a saving throw they must make in response to an Invested Art you cast.

General Feat - 4th, 8th, 12th, 14th, and 19th Level

You can choose the [Ability Score Increase](#) feat or another general feat from [Chapter 6](#).

Battar's Ingenuity - 4th, 8th, 12th, 16th, and 19th Level

When you reach a level in this class that lets you choose a general feat, you can do *one* of the following, if you'd like:

- Replace one cantrip you know with a different cantrip from the Elsecaller Invested Arts list.
- (At 12th Level) Replace one Invested Art you chose for Cognitive Discoveries with another Elsecaller Invested Art of the same level.

Elsecall - 5th Level

While in the Physical Realm, you can create a perpendicularity into the Cognitive Realm on an adjacent, unoccupied space. It takes a minute to do so. After it is created, the perpendicularity lasts until the end of your next turn and any willing Medium or smaller creatures that can reach the space are Elsecalled into Shadesmar. Creatures in the Cognitive Realm location can see the perpendicularity, but cannot travel through it. Once you move through the perpendicularity, it immediately closes, preventing others from using it.

At 9th level, it only takes an action to create the perpendicularity, and it can remain open for up to 1 minute. In addition, at 9th level, creatures up to Large can enter it and you can also create this perpendicularity in either the Cognitive or Physical Realm to travel into the other. Creatures in other Realm as you when you create it see it open and can use it, in either direction, until it closes.

You can use this feature once and then must finish a long rest before you can do so again.

Shardblade - 6th Level

Your inkspren is now able to manifest themselves as a Shardweapon +1, any in which you are proficient. You can summon your Blade with a bonus action and dismiss it at any time on your turn. The Blade also disappears if it ever leaves your hand. You can use your bonus action to change your Shardweapon into a weapon of a different type.

You can also summon your inkspren as a small Shardshield with an action.

You can only summon your spren as a Shardweapon or Shardshield when they share a space with you. When they are manifested in this way, they can speak to you telepathically. If your spren chooses to leave your space while you have them manifested as a Shardweapon or Shardshield, it disappears.

You cannot use this feature while in the Cognitive Realm. When you summon your spren as a Blade or a shield, your eyes immediately turn to a bright teal color, and remain that color for a number of hours equal to your Elsecaller level before returning to normal.

Adept Soulcasting - 9th Level

You permanently know the *Soulcast* Invested Art, and it doesn't count against your known Invested Arts. In addition, when you cast it, you only need a Medium polestone, instead of a Large one, and the polestone only cracks, worthless, if you fail your Investiture ability check by 10 or more, instead of 5 or more.

See [The Invested Arts of the Cosmere](#) for the full details of the *Soulcast* Invested Art.

Logicplate - 10th Level

You now have access to your Order's living Shardplate which you can utilize to cover your body in purple logicspren in short bursts. When you are hit by an attack, you can use your reaction to use your Shardplate. Until the beginning of your next turn, you have a bonus to your AC equal to your proficiency bonus.

You can use this feature once, then must finish a long rest before you can do so again. If you have no uses of this feature remaining, you can instead spend 1 Investiture point to use it.

You cannot use this feature while in the Cognitive Realm.

Cognitive Discoveries - 11th Level

Your hidden knowledge of the Cognitive Realm, Soulcasting, and Elsecalling provides you with the ability to use your Surges in more powerful ways. Choose one 6th-level Invested Art from the Elsecaller Invested Arts list. You can cast this Invested Art once without using an Investiture point and Invested Arts learned with this feature don't count against the number of Invested Arts 1st through 5th level you can know.

At higher levels, you gain more Invested Arts of your choice that can be cast in this way: one 7th-level Invested Art at 13th level, one 8th-level Invested Art at 15th level, and one 9th-level Invested Art at 17th level. You regain all expended uses of your Cognitive Discoveries when you finish a long rest.

If you'd like, you can change the Invested Arts known for this feature at certain levels (see "Ingenuity of Battar").

Invested Potency - 11th Level

You gain an additional +2 bonus to Wisdom and Intelligence saving throws and you gain a +2 bonus to any other saving throw in which you do not have proficiency or expertise (not including death saving throws). If you ever gain proficiency or expertise in one of these saving throws, this additional bonus is lost.

When your proficiency bonus equals +5, both of these bonuses equal +3.

When your proficiency bonus equals +6, both of these bonuses equal +4.

Realmatic Mastermind - 20th Level

You are a mastermind of the Cognitive Realm. Your Intelligence score increases by 4, and your maximum for this score increases by 4.

The 6th-level Invested Art you know from your Cognitive Discoveries feature is now a prepared Invested Art. You can now change it into a different 6th-level Invested Art at the end of each long rest, if you'd like.

In addition, you can also use your Cognitive Discoveries feature to cast Invested Arts of lower levels that you know. You expend a use of one of your four Cognitive Discoveries and choose to cast an Invested Art that is a lower level that you know or have prepared. The Invested Art can be one you know from your Invested Arts feature or one you know or have prepared from your Cognitive Discoveries feature. The Invested Art is cast at whatever level Cognitive Discoveries slot you expend.

Finally, your eyes are now permanently bright teal as long as you maintain your bond with your spren.

Inksurges

Agonizing Cast

Prerequisite: *elsecast* cantrip

When you cast *elsecast*, add your Intelligence modifier to the damage it deals on a hit.

Bead Sight

You can cast the *locate object* Invested Art once per long rest, without needing to expend an Investiture point.

Blade Prowess

Prerequisite: 5th Level

You can attack twice, instead of once, whenever you take the Attack action on your turn.

Casted Plate

If you are not wearing armor, your default AC becomes 13 + your Dexterity modifier.

Chains of Shade

Prerequisite: 15th level

You can cast *bloodcast creature* at will—targeting only a Surgebinder, Corruption, or entity—without expending an Investiture point. You must finish a long rest before you can use this inksurge on the same creature again.

Cognition's Whisper

Prerequisite: 5th level

As an action, you can choose willing creatures you can see within 10 feet of you and utilize Connection, through the Cognitive Realm, to give you and them the ability to speak to each other telepathically. The number of creatures you can choose equals your Intelligence modifier (minimum of one). For the next 1d4 hours, you and them can speak to each other telepathically. To use this, a creature must be within 1 mile of you in the same Realm as you, or within 1 mile of your equivalent location in the other Realm.

You can use this feature once per long rest.

Cognitive Focus

When you must make a Constitution saving throw to maintain concentration on an Invested Art, you can make a Wisdom saving throw instead.

Elsecast Explosion

Prerequisite: 18th Level, *elsecast* cantrip

When you cast *elsecast*, you create five beams instead of four.

Elsecast Fighter

Prerequisite: 15th Level, *elsecast* cantrip

Each time you hit a creature with a melee weapon attack, you can also attack them with your *elsecast* cantrip. You only attack them with one beam per melee weapon attack and you don't suffer from disadvantage if you are within 5 feet of the target. You must have a free hand to use this.

Elsecast Hinder

Prerequisite: *elsecast* cantrip

Once on each of your turns when you hit a creature with your *elsecast* cantrip, you can reduce that creature's speed by 10 feet until the end of your next turn, utilizing Soulcasting to slow them down.

Elsecast Pull

Prerequisite: *elsecast* cantrip

Once on each of your turns when you hit a creature with your *elsecast* cantrip, you can Soulcast the air around the creature and pull, moving it in a straight line 10 feet closer to you.

Elsecast Push

Prerequisite: *elsecast* cantrip

Once on each of your turns when you hit a creature with your *elsecast* cantrip, you can Soulcast the air around the creature and push, moving it in a straight line 10 feet away from you.

Elsecast Snipe

Prerequisite: *elsecast* cantrip

When you cast *elsecast*, its range is 300 feet.

Fall into Shadow

Prerequisite: 5th level

You can take the Disengage action as a bonus action.

Improved Blade

Prerequisite: 12th level

Your Shardblade becomes a Shardblade +2. In addition, the damage die for the weapon becomes a d8, if lower.

Inksight

Your Cognitive sight gives you the ability to see in the dark. You gain darkvision, able to see through both normal and Invested darkness, to a distance of 120 feet.

Inkspren Insight

You gain proficiency in Wisdom (Insight). If you already have proficiency, you gain expertise. In addition, you now use your Intelligence modifier for Insight checks.

Inkstep

Prerequisite: 7th level, *ink* Invested Art

As a bonus action, you can teleport through Shadesmar up to 30 feet to an unoccupied space you can see within 5 feet of the target under the conditions of your *ink* Invested Art. To teleport this way, you must be able to see the affected target.

Investiture Peek

Prerequisite: 5th level

Once per long rest, you can cast the *identify* Invested Art without expending an Investiture point.

Maddening Ink

Prerequisite: 5th level, *ink* Invested Art

As a bonus action, you can cause a Cognitive disturbance around the target under the conditions of your *ink* Invested Art. When you do so, you deal psychic damage to the target and each target of your choice within 5 feet of it. The psychic damage equals your Intelligence modifier (minimum of 1). To use this inkurge, you must be able to see the target, and it must be within 30 feet of you.

One with Shadow

Prerequisite: 5th level

You can use your action to Elsecall your physical body mostly into Shadesmar, becoming invisible. If you attack, deal damage, or force a creature to make a saving throw, you become visible at the end of your current turn.

Realmatic Knowledge

Prerequisite: 9th level

When you roll a Knowledge check for one of your known Knowledge subjects, you can treat a roll of 9 or lower as a 10.

Rotting Blade

Prerequisite: 12th level

When you hit a creature with a melee weapon attack, you Soulcast their wounds into rot and they take extra necrotic damage equal to your Intelligence modifier (minimum of 1).

Shade Gaze

Prerequisite: 9th level

As an action, you gain the ability to see through solid objects to a range of 30 feet, using the Cognitive Realm. Within that range, you have darkvision if you don't already have it. This special sight lasts for 1 minute or until your concentration ends (as if you were concentrating on an Invested Art). During that time, you can use your bonus action to try and find the Cognitive aspect of a Physical item within that range. Objects whose Cognitive aspect has been intentionally moved in the Cognitive Realm, or objects behind a Coppercloud or any amount of aluminum, are hidden from you.

Once you use this inksurge, you can't use it again until you finish a short or long rest.

Shadesight

Prerequisite: 15th level

You can see the true form of any shapechanger or creature concealed by an illusion or a Lightweaving while the creature is within 30 feet of you and within line of sight.

Shadesmar Peek

You can cast *detect Investiture* at will, without expending an Investiture point. It is cast at the level your normal Invested Arts are currently cast at for your level. You can use this Inksurge a number of times equal to your Intelligence modifier, and regain all expended uses at the end of a long rest.

Shadowtouch

Prerequisite: 15th level

Using partial Elsecalling, you can cast the *invisibility* Invested Art at will, without expending an Investiture point. You cast it at the equivalent of 1st level, and you must concentrate on it like normal.

Shattercast

Prerequisite: 5th level

Once per turn when you hit a creature with a melee weapon attack, you can expend one Investiture point to deal extra force damage to the target. The extra damage is 1d8 force damage, plus another 1d8 per level of your Invested Art level, and you can knock the target prone if it is Huge or smaller.

Soulcasted Protection

You can spend an action to give yourself temporary hit points once. The temporary hit points equal a number of d4s equal to your proficiency bonus. Once you use this Inksurge, you cannot do so again until you complete a long rest.

Soulcasted Regression

Prerequisite: 5th level

You can cast *regress*, using Soulcasting instead of the Invested Art's normal Surge, using an Elsecaller Investiture point.

Soulcasted Vex

You can cast *vex*, using Soulcasting instead of the Invested Art's normal surge, using an Elsecaller Investiture point.

Ultimate Blade

Prerequisite: 18th level, Improved Blade inksurge

Your Shardblade becomes a Shardblade +3. In addition, its damage die increases to a d10, if lower.

Watercasting

Prerequisite: 5th level

You can breathe underwater, and you gain a swimming speed of 30 feet. In addition, you can also cast *water breathing* using an Elsecaller Investiture point.

Inkspren

See "[Radiant Spren](#)" at the end of this chapter for information on spren and how they function as a familiar to your character.

INKSPREN

Class 13 Hit Points your Elsecaller level + your proficiency bonus 10 ft. (Tiny), 20 ft. (Small), 30 ft. (Medium)						Initiative (immediately after Elsecaller) Size Tiny, Small, or Medium Type Splinter					
	1	MOD -5	SAVE -5	DEX	16	MOD +3	SAVE +3	CON	1	MOD -5	SAVE -5
	24	+7	+7	WIS	12	+1	+1	CHA	6	-2	-2
; Passive Perception 11 Languages Common Proficiency Bonus +2						Damage Resistances Necrotic, Poison, Psychic Condition Immunities Choking, Grappled, Incapacitated, Invisible, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned, Unstable					

ITS

It Spren. This is your spren's stat block while in the Physical Realm. They do not need to breathe, drink, eat, or sleep. If they are reduced to 0 hit points, they do not die but instead spend their turn trying to return to sharing your space. You cannot use any class features until they have returned to your space.

Appearance. Your inkspren appears as a humanoid made entirely of a sheeny, oily texture, including their hair and clothes. They cannot become invisible, but can hide in your space while Tiny. They can choose who can hear them when they speak.

Movement Speed. Your inkspren's walking speed is determined by their size. While they are a Tiny spren (about 6 inches tall), their movement speed is 10 feet. While they are a Small spren (at least 3 feet tall), their movement speed is 20 feet. While they are a Medium spren (at least 6 feet tall), their movement speed is 30 feet. They can change their size with a bonus action.

US ACTIONS

Size Change. Your inkspren can change their size, anywhere from a Tiny spren to a Medium spren. When they do so, they gain a different movement speed as shown in the "Size and Speed" trait above.

CTIONS

Invested Art (1 / long rest) (3rd level). When you cast an Invested Art with a range of touch, your inkspren can use their reaction to deliver it as if they cast it. If the Invested Art requires an attack roll, you use your attack modifier for the roll.
0th level, your inkspren can use this 2 times per long rest.
4th level, your inkspren can use this 3 times per long rest.

Ideal of Potential Feats

Level 3 Ideal Feats

“???”

Breath of Shadesmar: When you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Intelligence modifier + your Elsecaller level (minimum of 1).

Cognimessage: You can use an action to speak in the mind of any creature you can see within 30 feet of you, through the Cognitive Realm. You don't need to share a language with the creature for it to understand you as you utilize Connection, but the creature must be able to understand at least one language.

Elsecast Experimentation: Choose acid, cold, fire, lightning, or poison. Your *elsecast* cantrip deals an extra 1d4 of this damage type, once per turn. You can change the type after each long rest.
At 10th level, this damage increases to 1d8.

Level 6 Ideal Feats

“???”

Cognitive Luck: When you make an ability check or a saving throw, you can use this feature to add a d10 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur.
Once you use this feature, you can't use it again until you finish a short or long rest.

Inky Escape: When you take damage, you can use your reaction to seep into the space between Realms and teleport up to 60 feet to an unoccupied space you can see. You remain invisible until the start of your next turn or until you attack or cast an Invested Art.

Once you use this feature, you can't use it again until you finish a short or long rest.

Realmatic Shift: When a creature makes an attack roll against you, you can use your reaction to impose disadvantage on that roll. If the attack misses you, your next attack roll against the creature has advantage if you make it before the end of your next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

Level 10 Ideal Feats

“???”

Essence Protection: You can choose one damage type when you finish a short or long rest. You gain resistance to that damage type until you choose a different one with this feature. If you choose bludgeoning, piercing, or slashing, it is of the non-Invested type.

You can choose to gain resistance to any type of damage *except* axial, force, or psychic.

Force of Cognition: Your thoughts or Intention can't be read by Invested means unless you allow it. You also have resistance to psychic damage, and whenever a creature deals psychic damage to you, that creature takes the same amount of damage that you do.

Soulcasted Blood: You can Soulcast your body back into health. As an action, you can remove the poisoned condition or one poison or disease that you are affected by, or you could reduce your exhaustion level by a number equal to your Intelligence modifier.

Once you use this feature, you can't use it again until you finish a long rest.

Level 14 Ideal Feats

“???”

Body of Stormlight: Your “Stormlight Healing” feature is improved. The die size increases to d8s, and once per long rest, you can use it with your bonus action and without needing to expend an Investiture point.

Inky Vengeance: When you have to make a death saving throw at the start of your turn, you can instead spring back to your feet with a burst of inky-black energy. You regain hit points equal to half your hit point maximum, and then you stand up if you so choose. Each creature of your choice that is within 30 feet of you takes axial damage equal to 2d8 + your Intelligence modifier, and is blinded until the end of the current turn.

Once you use this feature, you can't use it again until you finish a long rest.

Spiraling Mind: When you hit a creature with a melee attack, you can use this feature to instantly Elsecall their mind through the Cognitive Realm in a horrifying plunge. Until the end of your next turn, the target is incapacitated. At the end of your next turn, if the target is not a Corruption, it takes 6d10 psychic damage.

Once you use this feature, you can't use it again until you finish a long rest.

Willshaper

Their gold skin and shining, yellow hair disappear into nothingness. The Iriali person quiets themselves and stays still, pressing against the wall of the cave. When the hulking, enormous cragfiend turns the corner and sniffs, they begin to summon their Shardblade, waiting for the rest of their party to begin the fight.

A Shin man summons his Shardplate, made of blue petal-like joyspren, to stop the Shardblade. It glances off to the side, and the purple-eyed lighteyes turns his body to stay in control of the Blade. In the opening, the Shin man stabs with his own Blade, this one much smaller and thinner, utilizing Cohesion to strike true.

In the singer's hands is a bright ball of light. Footsteps sound in the hallway behind her and she summons the ball of light as a Shardgtet. The singer backs against the wall, her Blade in front of her, and she creates a portal into the Cognitive Realm next to her in case she needs to escape.

Willshapers have prowess in combat using Cohesion, and the ability to use their Transportation to transport into Shadesmar, stay hidden, and have access to complicated Invested effects.

Freedom in Kalak

The Order of Willshapers is an Order of the Knights Radiant on Roshar. They are Surgebinders who use the Surges of Transportation, or Elsecalling, and Cohesion, or the Surge of Strong Axial Interconnection. Their associated polestone is the amethyst, the Herald for their Order is Kalak, and they form a Nahel bond with lightspren, more commonly known as Reachers.

Willshapers believe that all people should be free to make their own choices. This often means that they pursue personal fulfillment for themselves and others, self-expression, and freeing those who do not have the ability to live in these ways. They are quite varied in what type of people are attracted to the Order, and they often recruit those who love adventure or oddity. Because of the Surges given, they do, however, tend to attract builders, craftsmen, and artisans.

The ideals of the Willshapers focus on individual freedom and liberty, and the belief that those with the abilities granted by the Order should protect and give freedom to others who cannot get it for themselves. They champion self-expression and freedom above all else.

Liberating Precision

Willshapers have access to the Surge of Transportation, allowing them, like their Elsecaller neighbors, to transport themselves or others into—and, later, out of—the Cognitive Realm of Shadesmar. They have the Surge of Cohesion, also known as the Surge of Strong Axial Interconnection, which allows them to manipulate objects at a molecular level. Cohesion allows Willshapers to make solid objects less so, allowing them harder and more effective strikes in combat.

Willshapers being able to hit more precisely and directly and their Transportation abilities, keeping them quiet and unseen, makes them effective spies or rogues. They can move unseen, striking hard when they need to, in order to find and liberate those who need it most.

Reacher

Lightspren are sapient spren commonly known as Reachers. Appearing as only a ball of light, they give off a faint glow and can fly, but are small enough to fit in the palm of a hand. They are often quiet, speaking only in pulses of light to their bonded human, though their human knows exactly what they are saying without needing to understand the language of the rhythms and light. They often have a large mistrust of humans because of the Recreance.

Creating a Willshaper

Why does your character value freedom so highly? Were they bereft of it, or had someone close to them who was? Willshapers value that above everything. Not only physical freedom, however, but mental freedom, freedom of expression, and freedom of ideas and beliefs. Your character can be from any background—Willshapers attracted some of the most varied to their order, after all—but should have something in their background that makes them believe in the idea that freedom should be available for all, with a charismatic ability to lead those in chains, both physical ones and otherwise, into liberation.

Quick Build

You can make a Willshaper quickly by following these suggestions. First, make Dexterity your highest ability score, followed by Charisma. Constitution should be your third. Second, choose the con artist, criminal, or urchin background.

WILLSHAPER

Prof. Bonus	Features	Axi Attack	Expressions	Powers Known	Cogni Dice Size
+2	<i>First Ideal</i> , Transportation & Cohesion, Reacher, Axi Attack, Expressions	1d6	1	-	-
+2	Cunning Action, Willshape, Cognitive Powers, Stormlight Healing	1d6	1	1	d4
+2	<i>Second Ideal</i> , Ideal of Liberation Feat	2d6	1	2	d4
+2	General Feat, Kalak's Vision	2d6	1	3	d4
+3	Realmatic Dodge	3d6	1	4	d6
+3	Elsecall	3d6	2	4	d6
+3	<i>Third Ideal</i> , Ideal of Liberation Feat, Shardblade +1	4d6	2	5	d6
+3	General Feat, Kalak's Vision	4d6	2	5	d6
+4	Evasion	5d6	2	5	d6
+4	Willshape & Elsecall Improvements	5d6	2	5	d6
+4	Invested Potency	6d6	3	6	d8

+4	General Feat, Kalak's Vision	6d6	3	6	d8
+5	<i>Fourth Ideal</i> , Ideal of Liberation Feat, Joyplate (once)	7d6	3	6	d8
+5	Shadowsight	7d6	3	6	d8
+5	-	8d6	4	7	d8
+5	General Feat, Kalak's Vision	8d6	4	7	d8
+6	<i>Fifth Ideal</i> , Ideal of Liberation Feat, Joyplate (twice)	9d6	4	7	d10
+6	-	9d6	5	8	d10
+6	General Feat, Kalak's Vision	10d6	5	8	d10
+6	Knight of Shadow, Joyplate (thrice)	10d6	5	8	d10

Hit Points:

Hit Dice: 1d8 per Willshaper level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Willshaper level after 1st

Proficiencies:

Armor: Light armor, small shields

Weapons: Simple weapons, gtuets, hand crossbows, longswords, rapiers, scimitars, shortwords

Tools: None

Saving Throws: Dexterity, Charisma

Skills: Choose two from Acrobatics, Deception, Insight, Intimidation, Investigation, Performance, Persuasion, Sleight of Hand, and Stealth

Equipment:

You start with the following equipment, in addition to the equipment granted by your background:

- A proficient weapon
- (a) a shortbow and quiver of 20 arrows or (b) a light crossbow and a case of 20 crossbow bolts
- Leather armor and two daggers

Class Features

Transportation & Cohesion - 1st Level

You have sworn the First Ideal of the Order of Willshapers of the Knights Radiant with your Reacher. Your spren has provided you with the Surges of Transportation and Cohesion. These Surges power your Investiture. You must intake a certain amount of Investiture at the end of each long rest in order to recover hit points and regain expended class features. The amount is your level x 5 of sapphire marks' worth of Stormlight or another type of Investiture. See "[Stormlight Replenishment](#)" for more details.

You know two cantrips, *Transportation* and *Cohesion*, that you always have prepared. See [The Invested Arts of the Cosmere](#) for detailed information about these cantrips.

Your Order attracts myriad types of people and, among all of their different characteristics, they value intrigue, leading, and teaching, and so Charisma is used to power your Surges. You use your Charisma modifier for Investiture ability checks.

Investiture ability check = your proficiency bonus + your Charisma modifier

Reacher - 1st Level

You have formed a Nahel bond with a Reacher. See "[Radiant Spren](#)" at the end of this chapter for information on spren and how they function as a familiar to your character.

Also see the "[Reacher](#)" section at the end of the class description for your spren's abilities, features, and actions they can take on their turn. If your spren's stat block refers to a long rest, that means a long rest taken by your character. Certain features are only available to your spren at certain levels; these refer to your character's Willshaper level.

Axi Attack - 1st Level

Beginning at 1st level, you know how to covertly use Cohesion in other's armor and defenses to strike more true. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of extra damage increases as you gain Willshaper levels, as shown in the Axi Attack column of the Willshaper table.

Expressions - 1st Level

At 1st level, you know an Expression, which are manifestations of your Order's Ideals and beliefs that give you additional features, traits, or abilities. Choose one Expression, detailed at the end of the class description. You learn additional Expressions as you gain levels, as shown in the Expressions column of the Willshaper table.

Cunning Action - 2nd Level

Your ability to use your Surge of Transportation allows you to remain quick and unseen. You can use the Dash, Disengage, or Hide actions as a bonus action on your turn.

Willshape - 2nd Level

At 2nd level, you can now use your action to Willshape and become invisible, using Transportation to partially Elsecall yourself. You become immediately visible if you take damage, or if you attack, deal damage, or force a creature to make a saving throw. You can remain invisible this way for up to 10 minutes, though you can expend another use of the feature at the end of the duration to extend it.

At 10th level, you can now Willshape with a bonus action. In addition, while invisible because of your Willshape, you become visible *at the end of your current turn* if you take damage, attack, deal damage, or force a creature to make a saving throw. Finally, you can now stay invisible in this way for up to 1 hour, though you can expend another use of the feature at the end of the hour to extend it.

You can use this feature a number of times equal to your Charisma modifier (minimum of 1). You regain all expended uses at the end of a long rest.

Cognitive Powers - 2nd Level

Your Connection to the Cognitive Realm provides a surge of Investiture within you to use for certain abilities, known as Cognitive Powers, that you can manifest by expending Cogni Dice.

Cognitive Powers Known:

You know one Cognitive Power of your choice, and you learn more at higher levels, as shown in the Powers Known column of the Willshaper table. Cognitive Powers are abilities both in and out of combat you can use by expending Cogni dice. The details of each Cognitive Power is found at the end of the class description.

You have the ability to change which Cognitive Powers you know at certain levels (see "Kalak's Vision").

Using Powers:

Each Cognitive Power's description says how you can use it, and if it takes an action, bonus action, or reaction to do so. You can only use one Power per attack, and you may only use each Power once per turn. You also must expend at least one Cogni Die to use a Power, detailed in the Power's description.

Some Powers available to you at higher levels require expending more than one Cogni Dice. The cost of a Power, in Cogni Dice, are detailed in their descriptions at the end of the class description.

Cogni Dice:

You have Cogni dice, which are each a d4. You have a number of Cogni dice equal to your Charisma modifier + your proficiency bonus, and they are expended in order to use your Cognitive Powers. The dice also increase in size as you gain Willshaper levels, as shown in the Cogni Dice Size column of the Willshaper table.

You regain all of your expended Cogni dice when you finish a long rest.

Investiture Ability:

As your Order prioritizes leading and inspiring others to become liberated, you use your Investiture ability, Charisma, for your Cognitive abilities. You use your Charisma ability modifier when setting the saving throw DC for a Cognitive Power.

Invested save DC = 8 + your proficiency bonus + your Charisma modifier

Stormlight Healing - 2nd Level

As a bonus action on your turn you can expend and roll up to two Cogni Dice, healing yourself for the amount rolled plus your Charisma modifier.

At higher levels, you can expend and roll more Cogni Dice for this feature. You can expend and roll a number of dice at a time equal to your proficiency bonus, healing yourself the full amount rolled plus your Charisma modifier.

Ideal of Liberation - 3rd, 7th, 13th, and 17th Level

You are able to swear the Second Ideal of the Order of Willshapers. You must now swear an Ideal of Fulfillment to your Reacher about self-expression, freedom, and liberation. Choose one Level 3 Ideal of Liberation feat, detailed at the end of the class description. At 7th, 13th, and 17th level, choose an Ideal feat at the respective levels for each.

If you swear one of these new Ideals during regular gameplay and your words are approved, you glow with Stormlight and are able to use your Willshaper abilities much more easily for 1 minute. For that minute, you gain the following abilities as long as you are not incapacitated:

- At the start of each of your turns, roll a number of d6s equal to your proficiency bonus, and heal yourself that amount.
- You can roll Axi Attack on any attack roll you hit with that uses a finesse or ranged weapon, and you roll an additional 2d6.
- Once per turn, you can use one of your Cognitive Powers for free, without expending Cogni Dice.

General Feat - 4th, 8th, 12th, 14th, and 19th Level

You can choose the [Ability Score Increase](#) feat or another general feat from [Chapter 6](#).

Kalak's Vision - 4th, 8th, 12th, 16th, and 19th Level

When you reach a level in this class that lets you choose a general feat, you can replace one Cognitive Power you know with a different one for which you have the prerequisite.

Realmatic Dodge - 5th Level

When an attacker that you can see hits you with an attack, you can use your reaction to slightly Elsecall between Realms, avoiding the bulk of the attack. The attack's damage is halved against you.

Elsecall - 6th Level

While in the Physical Realm, you can create a perpendicularity into the Cognitive Realm on an adjacent, unoccupied space. It takes a minute to do so. After it is created, the perpendicularity lasts until the end of your next turn and any willing Medium or smaller creatures that can reach the space are Elsecalled into Shademar. Creatures in the Cognitive Realm location can see the perpendicularity, but cannot travel through it. Once you move through the perpendicularity, it immediately closes, preventing others from using it.

At 10th level, it only takes an action to create the perpendicularity, and it can remain open for up to 1 minute. In addition, at 10th level, creatures up to Large can enter it and you can also create this perpendicularity in either the Cognitive or Physical Realm to travel into the other. Creatures in other Realm as you when you create it see it open and can use it, in either direction, until it closes.

You can use this feature once and then must finish a long rest before you can do so again.

Shardblade - 7th Level

Your Reacher is now able to manifest itself as a Shardweapon +1, any in which you are proficient. You can summon your Blade with a bonus action and dismiss it at any time on your turn. The Blade also disappears if it ever leaves your hand. You can use your bonus action to change your Shardweapon into a weapon of a different type.

You can also summon your Reacher as a small Shardshield with an action.

You can only summon your spren as a Shardweapon or Shardshield when they share a space with you. When they are manifested in this way, they can speak to you telepathically. If your spren chooses to leave your space while you have them manifested as a Shardweapon or Shardshield, it disappears.

You cannot use this feature while in the Cognitive Realm. When you summon your spren as a Blade or a shield, your eyes immediately turn to a bright purple color, and remain that color for a number of hours equal to your Willshaper level before returning to normal.

Evasion - 9th Level

Beginning at 9th level, you can nimbly dodge out of the way of certain area effects. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Invested Potency - 11th Level

You gain an additional +2 bonus to Dexterity and Charisma saving throws and you gain a +2 bonus to any other saving throw in which you do not have proficiency or expertise (not including death saving throws). If you ever gain proficiency or expertise in one of these saving throws, this additional bonus is lost.

When your proficiency bonus equals +5, both of these bonuses equal +3.

When your proficiency bonus equals +6, both of these bonuses equal +4.

Joyplate - 13th Level

When you use your reaction to use your Realmatic Dodge ability to halve an attack's damage against you, you can choose to also summon your Joyplate, your Order's living Shardplate made out of blue, petal-like joyspren. When you do so, you halve the damage you take *again*, so that you only end up taking 1/4th of the original attack's damage. You must be able to see the attacker like normal.

You can use this feature once and can do so again only after finishing a long rest.

At 17th level, you can use this feature twice per long rest.

At 20th level, you can use this feature three times per long rest.

You cannot use this feature while in the Cognitive Realm.

Shadowsight - 14th Level

Starting at 14th level, if you are not incapacitated, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Knight of Shadow - 20th Level

You have perfected your self-expression and your ability to liberate others. Your Dexterity and Charisma ability scores increase by 2. Your maximum for each of those scores also increases by 2.

Additionally, each time you roll Axi Attack damage, you can reroll some of the d6s, taking the second number. You can reroll a number of dice equal to your Charisma modifier.

Also, once per turn, you can reroll one Cogni Die immediately after rolling it, taking the second result.

Finally, your eyes are now permanently bright purple as long as you maintain your bond with your spren.

Expressions

Accurate Expression

Prerequisite: 18th Level

No attack roll of yours can suffer from disadvantage.

Armored Expression

You gain proficiency in medium armor.

Cognitive Expression

Prerequisite: 6th Level

You have one additional Cogni Die. In addition, once per long rest, you can recover Cogni Dice at the end of a short rest. The amount of Cogni Dice you recover is an amount equal to half of your proficiency bonus, rounded up.

Devastating Expression

Prerequisite: 11th Level

Your critical hit range with weapon attacks increases by 1, up to a maximum of 3.

Elusive Expression

Prerequisite: 18th Level

No attack roll can have advantage against you while you aren't incapacitated.

Expert Expression

Choose two of your skill proficiencies and gain expertise in them. These do not count against the number of things in which you can have expertise for your level.

(*Prerequisite:* 6th Level) You can choose this Expression a second time, but you must be at least 6th level to do so.

Fighting Expression

Prerequisite: 6th Level

Choose one [fighting style](#), detailed in Chapter 6. Your chosen fighting style improves once you reach 10th level, as shown in its description.

Fortifying Expression

Prerequisite: 15th Level

You gain expertise in Wisdom saving throws. This does not count against the number of things in which you can have expertise for your level.

Freeing Expression

You ignore non-Invited difficult terrain, and when you would use your action to break free of an effect that is grappling or restraining you, you can instead use your bonus action.

Illicit Expression

You gain proficiency in disguise kits. In addition, choose one of the following kits and gain proficiency in it: counterfeit kit, poisoning kit, or thievery kit.

Stoic Expression

Prerequisite: 15th Level

You gain expertise in one Charisma-based skill of your choice in which you have proficiency. In addition, you have advantage on Charisma saving throws. These do not count against the number of things in which you can have expertise for your level.

Talented Expression

Prerequisite: 11th Level

Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Cognitive Powers

Analyzing Axi

Prerequisite: 7th Level

Cost: 2 Cogni Dice

You can use your bonus action to analyze the Cognitive Aspect of a creature you can see within 30 feet of you. To do so, expend and roll two Cogni Dice. Depending on how many of your Cogni Dice rolls are "successful," you can learn additional things. A successful roll of your Cogni Die means that you rolled above the die's average. So, for example, if your Cogni Die size is a d6, you must roll above a 3.5 (a 4, 5, or 6) for a success.

You can choose one of the following things to learn about the creature, plus one additional for *each successful* Cogni Die roll, up to a maximum of three total. If a Cogni Die's roll is unsuccessful, it is still expended, and if the answer to one of the following questions is "none," it still counts as a use of this Power's ability. This Connection is undetectable by normal means, but if a creature has the ability to detect Investiture they will detect a harmful Connection between you and the creature when you use this Power.

- What, if any, are the creature's damage resistances?
- What, if any, are the creature's damage and condition immunities?
- What, if any, are the creature's damage vulnerabilities?
- What, if any, are the creature's condition immunities?
- What, if any, are the creature's special senses and their ranges?

Cogni Door

Prerequisite: 15th Level

Cost: 3 Cogni Dice

As an action, you can expend and roll three Cogni Dice to cast the *realmatic door* Invested Art. Instead of the normal 500-foot range of the Invested Art, the range of it is the result you rolled on your three dice, multiplied by 20, rounded up to the nearest 5 feet.

Cogni Impalement

Prerequisite: 15th Level

Cost: 2 Cogni Dice

Before you make an attack against a creature, you can expend and roll two Cogni Dice. If you hit the creature, you can roll Axi Attack damage on this attack, even if you don't fit the normal requirements for Axi Attack. In addition, add the result of your Cogni Dice roll to your Axi Attack. The two Cogni Dice are not doubled on a critical hit.

Cogni Jump

Prerequisite: 7th Level

Cost: 1 Cogni Die

As a bonus action, you can teleport through the Cognitive Realm. Expend and roll one Cogni Die. You can teleport to an unoccupied space you can see, up to a number of feet away equal to 10 times the number rolled.

Cogni-Powered Knack

Cost: 1 Cogni Die

If you fail an ability check using a skill or tool with which you have proficiency or expertise, you can use your reaction to expend and roll one Cogni Die and add the number rolled to the check, potentially turning the failure into success.

Cogni Shadows

Prerequisite: 11th Level

Cost: 2 Cogni Dice

With an action, you can expend and roll two Cogni Dice. Choose a willing creature you can touch. That creature becomes invisible for a number of minutes equal to the total amount you rolled multiplied by 10. The creature becomes visible again if they attack or perform an Invested Art.

You must concentrate on this Power as if you were concentrating on an Invested Art.

Cogni Whispers

Cost: 1 Cogni Die

As an action, choose one or more willing creatures you can see, up to a number of creatures equal to your proficiency bonus, then expend and roll one Cogni Die. For a number of hours equal to the number rolled, the chosen creatures can speak telepathically to you, and you can speak telepathically to them, through the Cognitive Realm. To send or receive a message (no action required), you and the other creature must be within 1 mile of each other. A creature must share a language with you, and a creature can end the connection at any time.

If you become incapacitated, this Power immediately ends.

Cognitive Help

Prerequisite: 7th Level

Cost: 1 Cogni Die

As a bonus action in combat, you can expend and roll one Cogni Die and take the Help action, distracting a target within 5 feet of you. If that target is hit with an attack by another creature before the beginning of your next turn and you are still within 5 feet of them, they take additional axial damage equal to the roll of your Cogni Die.

Cognitive Location

Prerequisite: 7th Level

Cost: 1 Cogni Die

As an action, you can expend and roll one Cogni Die to cast the *locate object* Invested Art, at the equivalent of 1st level. Instead of it lasting 10 minutes, like normal, it lasts for a number of minutes equal to the number rolled on your Cogni Die, and you still must concentrate on it like normal.

Counter-Cognition

Prerequisite: 18th Level

Cost: 3 Cogni Dice

When a creature you can see within 60 feet of you casts an Invested Art that targets you or includes you in its area of effect, you can use your reaction and attempt to negate it against you, utilizing the Investiture of the Cognitive Realm. Expend and roll three Cogni Dice, and if the total of all three of them meets or exceeds the casting creature's Invested save DC, you negate the Invested Art's effect against you (but not to other creatures or targets, if applicable).

If the total of your Cogni Dice rolls does not meet or exceed the casting creature's Invested save DC, the Invested Art affects you as normal.

Enervating Axi

Prerequisite: 11th Level

Cost: 1 Cogni Die

When you hit a creature with an attack and roll Axi Attack damage, you can expend one Cogni Die. The creature takes additional psychic damage equal to the number rolled. In addition, if the creature you hit must make a saving throw before the beginning of your next turn, they must reduce their save by an amount equal to your Charisma modifier.

Extracting Axi

Cost: 1 Cogni Die

You can use your bonus action to extract information from the Cognitive Aspect of a creature you can see within 30 feet of you. To do so, expend and roll one Cogni Dice. If the roll is “successful,” you can learn an additional thing. A successful roll of your Cogni Die means that you rolled above the dice’s average. So, for example, if your Cogni Die size is a d6, you must roll above a 3.5 (a 4, 5, or 6) for a success.

You can choose one of the following things to learn about the creature, plus one additional if your Cogni Die roll was successful. If a Cogni Die’s roll is unsuccessful, it is still expended. This Connection is undetectable by normal means, but if a creature has the ability to detect Investiture they will detect a harmful Connection between you and the creature when you use this Power.

- Highest ability score and what the score is
- Lowest ability score and what the score is
- Strongest saving throw and what the modifier is
- Weakest saving throw and what the modifier is

Focused Cognition

Prerequisite: 5th Level

Cost: 1 Cognit Die

When you are forced to make a saving throw with a saving throw in which you are proficient or have expertise, you can use your reaction to expend and roll one Cogni Die, adding the result to the total.

You can choose to use this after rolling the saving throw, but must do so before the GM announces the result.

Homing Attack

Prerequisite: 11th Level

Cost: 1 Cogni Die

If you make an attack roll and miss the target, you can expend and roll one Cogni Die and add the number rolled to the attack roll.

Invested Sight

Prerequisite: 7th Level

Cost: 1 Cogni Die

As an action, you can expend and roll one Cogni die to cast the *detect Investiture* Invested Art. Instead of 10 minutes, it lasts a number of minutes equal to your roll. You cast it at 1st level, and you must concentrate on it like normal.

At 15th level, you cast it at 3rd level.

Stunning Axi

Prerequisite: 18th Level

Cost: 3 Cogni Dice

When you hit a creature with an attack and roll Axi Attack damage, you can expend and roll three Cogni Dice. The creature must make a Wisdom saving throw. If the save fails, the target takes psychic damage equal to the roll and is stunned for 30 seconds. The stunned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

You must concentrate on this Power as if you were concentrating on an Invested Art.

Vulnerable Axi

Prerequisite: 18th Level

Cost: 3 Cogni Dice

When you hit a creature with an attack and roll Axi Attack damage, you can expend three Cogni Dice. The creature must make a Constitution saving throw. If the save fails, pick one of the following damage types and the creature becomes vulnerable to that type of damage until the end of your next turn.

If the creature is immune to the damage type, this has no effect. If the creature is resistant to that damage type, they only lose their immunity and do not become vulnerable to it.

- Acid
- Cold
- Fire
- Lightning
- Poison
- Thunder

Reacher

See “[Radiant Spren](#)” at the end of this chapter for information on spren and how they function as a familiar to your character.

REACHER

Class 16	Initiative (immediately after Willshaper)			
Ints your Willshaper level + your proficiency bonus	Size Tiny			
Fly 30 ft.	Type Splinter			
	MOD	SAVE	MOD	SAVE

	4	-3	-3	DEX	22	+6	+6	CON	1	-5	-5
	8	-1	-1	WIS	8	-1	-1	CHA	17	+3	+3
Passive Perception 9 Can understand Common Bonus +2						Damage Resistances Necrotic, Poison, Psychic Condition Immunities Choking, Grappled, Incapacitated, Invisible, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned, Unstable					

ITS

It Spren. This is your spren’s stat block while in the Physical Realm. They do not need to breathe, drink, eat, or sleep. If they are reduced to 0 hp, they do not die but instead spend their turn trying to return to sharing your space. You cannot use any class features until they have returned to your space.

Reacher. Your Reacher appears as a Tiny orb of light that normally gives off 5 feet of dim light. They cannot become invisible, but they can enter a creature’s space to hide themselves.

Reacher’s Senses. Your Reacher communicates with pulses of light and humming rhythms, but you can inherently understand them. Other creatures, however, except for other Reachers, cannot understand them. They can also read your thoughts and you can feel their pulses telepathically, as long as they are within their maximum range from you.

US ACTIONS

Hand. Your Reacher exists in the Physical Realm more than other spren, and so can interact with the world. With an action, your Reacher can touch an item, manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a container. Your Reacher cannot attack, activate Invested items, carry an item already carried or worn, or carry or affect an object more than 5 pounds.

Light. As a bonus action, your Reacher can change the amount of light they give off, any amount from 5 feet of dim light and no bright light (their maximum) to 30 feet of bright light and 30 feet of dim light. If they give off any amount of bright light, they give off the same amount of dim light.

Ideal of Liberation Feats

Level 3 Ideal Feats

“I will seek freedom for those in bondage.”

- Cognitive Blade:** When you manifest your spren as a Shardblade on your turn, you choose during the summoning if it deals its normal type of damage or psychic damage. To change this would require it being dismissed and being resummoned. If your Blade deals psychic damage, additional damage dealt with Axi Attack does not; the extra Axi Attack damage is of the same type as the weapon’s normal.
- Shadow Assassin:** You have advantage on attack rolls against any creature that hasn’t taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.
- Sidestepper:** You can move up to half your speed as a reaction when an enemy ends its turn within 5 feet of you. This movement doesn’t provoke opportunity attacks.

Level 7 Ideal Feats

“???”

- Healing from the Cognitive Realm:** As an action you can expend and roll Cogni Dice, touch a creature, and give them temporary hit points in an amount equal to what you rolled plus your Charisma modifier. You can only expend and roll a number of Cogni Dice for each use of this feature equal to your proficiency bonus.
- Speed from Shadesmar:** Your walking speed increases by 10 feet. In addition, as an action, you can expend and roll one Cogni Die to give yourself a climbing speed or swimming speed equal to your normal walking speed. This lasts for a number of minutes equal to the number rolled times 10.
- Strength from the Beyond:** When you must roll a death saving throw or a Constitution saving throw, you can expend one Cogni Die to give yourself advantage on the roll. You must choose to do so before rolling.

Level 13 Ideal Feats

“???”

Cognitive Piercing: As an action, you sense the presence of illusions, Lightweavings, shapechangers not in their original form, and other Invested effects designed to deceive the senses within 30 feet of you, provided you aren't blinded or deafened. You sense that an effect is trying to trick you, but you gain no insight into what is hidden or into its true nature.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

Ghostly Willshape: While invisible and in your Willshape, you are now able to Elsecall yourself more fully into the Cognitive Realm. While using Willshape, you now have a flying speed of 10 feet, can hover, and can move through creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside a creature or an object, and you are shunted to the closest unoccupied space.

Imposter: If you can spend at least three hours studying the speech, writing, and/or behavior of another person, you can mimic those things unerringly.

While mimicking the person, your ruse is indiscernible to the casual observer. If a wary creature suspects something is amiss, you have advantage on Charisma (Deception) checks you make to avoid detection.

Level 17 Ideal Feats

“???”

Axi Strike: When you hit and attack a creature that is surprised and deal Axi Attack damage, it must make a Constitution saving throw (the DC of which is your Invested save DC). On a failed save, your Axi Attack damage is increased by 5d6.

Heraldic Reflexes: You can take two turns during the first round of any combat. You take your first turn at normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.

Sudden Strike: If you take the Attack action on your turn, you can make one additional attack as a bonus action. This attack can benefit from Axi Attack even if you have already used it this turn, but you can't use your Axi Attack against the same target more than once in a turn.

Stoneward

The hulking singer hangs onto the wall of the chasm, his hands creating holds in the rock. At the floor below he sees his quarry: an enormous, carapace covered Fused, a nex-im. Gray, living Shardplate is summoned to cover the singer's body at the same time his spren is manifested as a wide, massive Shardhammer. He leaps off the wall.

The blue-skinned Natan woman, holding a chipped piece of obsidian as an improvised weapon, stands tall as the rest of her party escapes up the ladder of the docked ship, bobbing atop Shadesmar's bead sea. Dangerous, menacing spren approach the woman from all sides and she turns, slightly, lowering her shoulder into Bloodstance. The spren attack and the woman fights, unstopable, as her companions prepare the ship for an escape.

The Alethi man jumps into battle, flanking an opposing singer with his hovering companion, and strikes true, dealing a killing blow to the enemy. He twirls around with his Blade, attacking singers around him in the whirling attacks of Windstance, creating an opening in the battlefield.

Stonewards, like Windrunners, are the frontline soldiers of the Knights Radiant. With full control over axi, the microscopic particles that make up all things, they can both stay resolute and strike true when they must.

Talanel's Resolve

The Order of Stonewards is an Order of the Knights Radiant on Roshar. They are Surgebinders who use the Surges of Cohesion and Tension, or the Surges of Strong and Soft Axial Interconnection, respectively. Their associated polestone is the topaz, the Herald for their Order is Talanel, and they form a Nahel bond with peakspren.

The Order of Stoneward's philosophy is about being there for those who need them. About being dependable. They also prioritize team dynamics and working with others, and trying to make a dire situation survivable or better for those in it. They value strength and resolve, both physically and otherwise. They tend to attract warriors and people with prowess in weaponry and athletics.

The Ideals of the Stonewards focus on working as a team and supporting others. They believe that they should put others' interests before their own. Compared to other Radiant Orders, Stonewards are more stringent with their Ideals, refusing to bend or redefine them.

The Dependability of Stone

Cohesion is the Surge of Strong Axial Interconnection and Tension is the Surge of Soft Axial Interconnection. Stonewards have access to both. In short, it means that, through Cohesion, Stonewards can make hard things more pliable, and through Tension can make soft things more stiff. Because of this, they are able to both defend themselves and attack their foes with extreme power at the same time.

These two Surges together make Stonewards some of the leading fighters in the Knights Radiant, often alongside Windrunners. They can take hits more than their companions, and can deal an immense amount of damage at the same time. Using both of their Surges together turns themselves into a rock-solid Radiant of alarming power.

Peakspren

Peakspren look like small humanoids made entirely of stone. They cannot make themselves disappear, but can fully hide themselves in any type of rock, so most Stonewards carry a rock with them inside which their peakspren lives. They are opinionated and come from many different tribes, and have a culture most similar to the Unkalaki. Depending on which tribe they are from in Shadesmar, they all have varying opinions in regard to the Knights Radiant and humans.

Creating a Stoneward

Your Stoneward character should want to work alongside others. They need to be dependable, and they need to be able to *always* be dependable, never straying far from their Ideals. Why does your character want, or need, to be depended on? Have they always been that way? Or has there been a time in their past when another needed them, and they let them down? You can be from anywhere and be a Stoneward, but you should be strong and able to stand in between your companions and those who dare to harm them.

Quick Build

You can make a Stoneward quickly by following these steps. First, put your highest ability score in Strength, followed by Constitution. Second, choose the outlander or soldier background.

STONEWARD

Prof. Bonus	Features	Wards	Ward Damage	Stances	Senses	Stance Masteryes
+2	<i>First Ideal</i> , Cohesion & Tension, Peakspren, Ward, Unarmored Defense, Shardblade Stances	2	d4	2	-	-
+2	Stonewalking, Stormlight Healing, Senses of Resolve, Stance Masteryes	2	d4	3	1	3
+2	<i>Second Ideal</i> , Ideal of Dependability Feat	3	d4	3	1	4
+2	General Feat, Talanel's Instincts	3	d4	3	2	5
+3	Extra Attack	4	d4	4	2	8
+3	<i>Third Ideal</i> , Ideal of Dependability Feat, Shardblade +1, Battle Prowess	4	d4	4	2	9
+3	-	4	d4	4	3	10
+3	General Feat, Talanel's Instincts	4	d4	4	3	11
+4	Stonewalking Improvement	5	d6	5	3	14
+4	<i>Fourth Ideal</i> , Ideal of Dependability Feat, Shardblade +2, Bindplate	5	d6	5	3	15
+4	Relentless Ward, Invested Potency	5	d6	5	4	16
+4	General Feat, Talanel's Instincts	5	d6	5	4	17
+5	-	5	d6	6	4	20
+5	<i>Fifth Ideal</i> , Ideal of Dependability Feat	5	d6	6	4	21
+5	-	6	d8	6	5	22

+5	General Feat, Talenel's Instincts	6	d8	6	5	23
+6	-	6	d8	6	5	26
+6	Shardblade +3	6	d8	6	6	27
+6	General Feat, Talenel's Instincts	6	d8	6	6	28
+6	Champion of Stone	8	d10	6	6	30

Hit Points:

Hit Dice: 1d12 per Stoneward level

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per Stoneward level after 1st

Proficiencies:

Armor: Light armor, medium armor, small shields, medium shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Strength

Skills: Choose two from Animals, Athletics, Intimidation, Medicine, Perception, Persuasion, and Survival

Equipment:

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a greataxe or (b) any martial melee weapon
- (a) two handaxes or (b) any simple weapon

Class Features

Cohesion & Tension - 1st Level

You have sworn the First Ideal of the Order of Stonewards of the Knights Radiant with your peakspren. Your spren has provided you with the Surges of Cohesion and Tension. These Surges power your Investiture. You must intake a certain amount of Investiture at the end of each long rest in order to recover hit points and regain expended class features. The amount is your level x 5 of sapphire marks' worth of Stormlight or another type of Investiture. See "[Stormlight Replenishment](#)" for more details.

You know two cantrips, *Cohesion* and *Tension*, that you always have prepared. See [The Invested Arts of the Cosmere](#) for detailed information about these cantrips.

The Order of Stonewards prioritizes being consistent, stalwart, and unyielding, which is represented by your Constitution. Your Constitution is your Investiture ability modifier. You use your Constitution modifier for Investiture ability checks.

Investiture ability check = your proficiency bonus + your Constitution modifier

Peakspren - 1st Level

You have formed a Nahel bond with a peakspren. See "[Radiant Spren](#)" at the end of this chapter for information on spren and how they function as a familiar to your character.

Also see the "[Peakspren](#)" section at the end of the class description for your spren's abilities, features, and actions they can take on their turn. If your spren's stat block refers to a long rest, that means a long rest taken by your character. Certain features are only available to your spren at certain levels; these refer to your character's Stoneward level.

Ward - 1st Level

In battle, you utilize your two Surges to both strengthen your defense and weaken the defense of your foes. On your turn, you can enter your Ward as a bonus action if you aren't wearing heavy armor. While in your Ward, you gain the following benefits:

- You have advantage on Strength ability checks and Strength saving throws.
- When you hit with a melee weapon attack using Strength, you can roll an extra die for bonus damage. This damage is the same type as your weapon's damage. It is a d4, and it increases as you gain Stoneward levels, as shown in the Ward Damage column of the Stoneward table. This die is doubled on critical hits like normal.
- You have resistance to *non-Invested* bludgeoning, piercing, and slashing damage.

You can't cast or concentrate on Invested Arts while in your Ward.

Your Ward lasts for 1 minute. It ends early if you are knocked unconscious, you don heavy armor, or you end it yourself (no action required).

You can enter your Ward a number of times as shown on the Wards column of the Stoneward table. You regain all expended uses when you complete a long rest.

Unarmored Defense - 1st Level

You utilize the Surge of Tension to increase your defenses. While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier.

You can use a shield and still gain this benefit and, when you reach 10th level, wearing your Shardplate does not count as wearing armor.

Shardblade Stance - 1st Level

You have learned to use your Shardblade in specific ways, adopting Shardblade stances. Choose two of the [Shardblade stance options](#), detailed in Chapter 6. You learn additional Shardblade stances when you increase in Stoneward levels, as shown in the Stances column of the Stoneward table.

Stonewalking - 2nd Level

Using Cohesion, you can mold solid surfaces to your hands and feet, allowing you to climb. You have a climbing speed of 15 feet. The surface on which you climb can be vertical or upside-down, and it must be made out of a hard, durable material like stone or wood. You must use both feet and at least one hand to climb. The hand and foot holds you create disappear after you leave them.

At 9th level, your climbing speed equals your normal walking speed.

Stormlight Healing - 2nd Level

You have Investiture set aside to heal yourself, represented by Stormlight healing dice. You have a number of dice equal to twice your proficiency bonus, and each die is the same size as your current level's Ward damage die, as shown on the Stoneward table. For example, at 2nd level, you have four Stormlight healing dice and they are d4s.

You can use your bonus action and expend any number of Stormlight healing dice, healing yourself the amount rolled. You regain any expended Stormlight healing dice when you finish a long rest.

Senses of Resolve - 2nd Level

Through your prowess on the battlefield and leadership to those around you, you have different Senses of Resolve, additional abilities you have that can help you both in and out of combat. Choose one Sense of Resolve, detailed at the end of the class description. If you are incapacitated, your Senses fail to work, unless described otherwise.

At higher levels, you gain additional Senses of Resolve, shown in the Senses column of the Stoneward table. Once learned, you cannot change them.

Stance Masteries - 2nd Level

As a Stoneward, you practice on using the Investiture of your two Surges to improve the ten Shardblade stances of Rosnar while fighting, giving you benefits and abilities that others can't match.

Stance Masteries Known:

You know three Stance Masteries of your choice for any of the Shardblade stances you know. You learn additional Stance Masteries as you reach higher Stoneward levels, as shown in the Stance Masteries column of the Stoneward table. You can only learn Stance Masteries specific to a Shardblade stance you know.

Each Mastery is detailed at the end of the class description, organized by type of Shardblade stance. You can change a number of Stance Masteries you know at certain levels (see "Talenel's Instincts").

Improved Shardblade Stances:

While Windrunners, Skybreakers, and certain members of other classes can use the standard [Shardblade stances](#) found in Chapter 6, your Shardblade stances are unique and improved based on the Stance Masteries you learn throughout this class, representing your two Radiant Surges manifesting in your fighting.

Particular Masteries:

Stance Masteries are specific to a Shardblade stance and only benefit that stance.

In addition, there are some Stance Masteries that give you an ability to use with your attacks but that can only be used while you wield a weapon that deals a certain type of damage (either bludgeoning, piercing, or slashing). So, while you wield a spear that deals piercing damage, you wouldn't be able to benefit from a Stance Mastery that requires a weapon that deals bludgeoning damage, for example.

Attack Masteries:

Most types of Shardblade stances have certain Masteries, unlocked at 5th level, called Attack Masteries. Unlike passive Masteries, these are instead new types of attacks that you can make while in the Shardblade stance they are for. For example, there are three different types of Blood Attack Masteries that, if you know them, you can make while in Bloodstance.

Each Attack Mastery has a weapon requirement, so you can only use them if you are wielding a weapon that deals a certain type of damage (either bludgeoning, piercing, or slashing).

Once you make an attack using a known Attack Mastery, you cannot use that Attack Mastery again or use a different one you know until the start of your next turn, even if you meet the requirements to do so.

Investiture Ability:

Your Order is resolute, sturdy, and consistent, so Constitution is your Investiture ability you use for Stance Masteries. You use your Constitution modifier when setting the saving throw DC for a Mastery you use.

Invested save DC = 8 + your proficiency bonus + your Constitution modifier

Ideal of Dependability - 3rd, 6th, 10th, and 14th Level

You are able to swear the Second Ideal of the Order of Stonewards. You must now swear an Ideal of Dependability about being reliable and supporting others in need to your peakspren. Choose one Level 3 Ideal of Dependability Feat, detailed at the end of the class description. At 6th, 10th, and 14th level, choose an Ideal Feat at the respective levels for each.

If you swear one of these new Ideals during regular gameplay and your words are approved, you glow with Stormlight and are able to use your Stoneward abilities much more easily for 1 minute. For that minute, you gain the following abilities as long as you

are not incapacitated:

- At the start of each of your turns, roll a number of d6s equal to your proficiency bonus, and heal yourself that amount.
- You enter your Ward, without needing to expend a use of the feature, and stay in it for the duration. If you are already in your Ward, the duration of it resets. In addition, if you are at least 6th level, you can summon your Shardblade if it is not already manifested.
- Your critical hit range for melee weapon attacks increases by 1, up to a maximum of 5.
- When you hit with a melee weapon attack using Strength, you add two rolls of your Ward damage die.
- You automatically enter a known Shardblade stance at the beginning of each of your turns without needing to spend a bonus action to do so. You can still only be in one Shardblade stance at once, however.

General Feat - 4th, 8th, 12th, 14th, and 19th Level

You can choose the [Ability Score Increase](#) feat or another general feat from [Chapter 6](#).

Talanel's Instincts - 4th, 8th, 12th, 16th, and 19th Level

When you reach a level in this class that lets you choose a general feat, you can replace up to two Stance Masteries you know for others for which you have the prerequisite.

At 12th level and above, you can replace up to three Stance Masteries in this way.

Extra Attack - 5th Level

You can now attack twice, instead of once, whenever you take the Attack action on your turn.

Shardblade - 6th Level

Your peakspren is now able to manifest themselves as a Shardweapon +1, any in which you are proficient. You can summon your Blade with a bonus action and dismiss it at any time on your turn. The Blade also disappears if it ever leaves your hand. You can use your bonus action to change your Shardweapon into a weapon of a different type.

You can also summon your peakspren as a small or medium Shardshield with an action.

You can only summon your spren as a Shardweapon or Shardshield when they share a space with you. When they are manifested in this way, they can speak to you telepathically. If your spren chooses to leave your space while you have them manifested as a Shardweapon or Shardshield, it disappears.

At 10th level, your Shardblade becomes a +2 weapon.

At 18th level, your Shardblade becomes a +3 weapon.

You cannot use this feature while in the Cognitive Realm. When you summon your spren as a Blade or a shield, your eyes immediately turn to a bright orange color, and remain that color for a number of hours equal to your Stoneward level before returning to normal.

Battle Prowess - 6th Level

Stonewards require many things to prepare themselves for the most accurate and devastating attacks, many of which require their bonus action. Now, once per turn, you can use your bonus action to accomplish *two* of the following features at once:

- Enter your Ward.
- Enter a known Shardblade stance.
- Manifest your spren as a Shardweapon.
- Change the form of your spren, already manifested, into a different Shardweapon (not a Shardshield).

Bindplate - 10th Level

Now, when you enter your Ward, you also summon your Order's living Shardplate, made of blue, ink-like splashes of bindspren if you are not wearing any other armor, except for wielding a shield. While in your Ward and wearing it, you gain resistance to both non-Invested and *Invested* bludgeoning, piercing, and slashing damage.

Wearing your living Shardplate does *not* negate the effects of your "Unarmored Defense" feature, and it does *not* count as heavy armor for your "Ward" feature.

Your Bindplate is not summoned while you are in the Cognitive Realm.

Relentless Ward - 11th Level

Your Ward can keep you fighting despite grievous wounds. If you drop to 0 hit points while in your Ward and you don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead.

Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Invested Potency - 11th Level

You gain an additional +2 bonus to Constitution and Strength saving throws and you gain a +2 bonus to any other saving throw in which you do not have proficiency or expertise (not including death saving throws). If you ever gain proficiency or expertise in one of these saving throws, this additional bonus is lost.

When your proficiency bonus equals +5, both of these bonuses equal +3.

When your proficiency bonus equals +6, both of these bonuses equal +4.

Champion of Stone - 20th Level

You embody the Order of Stonewards in everything that you do. Your Strength and your Constitution scores increase by 2. Your maximum for those scores increases by 2.

Your normal walking speed increases by 10 feet while in your Ward. In addition, at the end of the minute your Ward lasts, you can expend another use of your Ward ability to stay in your Ward without needing to use your bonus action to do so. If your Ward

ends due to you becoming unconscious or donning heavy armor, it ends like normal and you must use a bonus action to enter it again.

Finally, your eyes are now permanently bright orange as long as you maintain your bond with your spren.

Senses of Resolve

Body Sense

Prerequisite: 11th Level

While exhausted, you are considered to have three fewer exhaustion levels than you do. So, while at an exhaustion level of 1 through 3, you suffer no negative impacts. If you reach exhaustion level 4, you are considered to have an exhaustion level of 1, and so on. You still die, however, if you reach 10 levels of exhaustion. You gain the benefit of this Sense even when you are incapacitated.

Battle Sense

You have advantage on initiative checks, and you cannot be surprised while you are conscious.

Bravery Sense

Prerequisite: 7th Level

You have advantage on saving throws meant to avoid or end the frightened condition.

Cognitive Sense

Prerequisite: 15th Level

You gain a +2 bonus to Intelligence, Wisdom, and Charisma saving throws. You gain the benefit of this Sense even when you are incapacitated.

Danger Sense

You have advantage on Dexterity saving throws against effects you can see.

Darkness Sense

Prerequisite: 7th Level

You have darkvision out to a range of 30 feet. If you already have darkvision, its range is extended by 30 feet.

Defense Sense

Prerequisite: 11th Level

Your "Unarmored Defense" feature is improved. Now, while you are not wearing any armor, your Armor Class equals 11 + your Dexterity modifier + your Constitution modifier. You gain the benefit of this Sense even when you are incapacitated.

Focused Sense

Prerequisite: 15th Level

You have advantage on saving throws meant to avoid or end the charmed condition.

Intimidation Sense

You use your Strength modifier instead of your Charisma modifier for Intimidation skill checks, as long as the target of your Intimidation check can see you.

Light Sense

Prerequisite: 11th Level

You have two additional Stormlight Healing dice (so, a total number of them equal to double your proficiency bonus + 2). You gain the benefit of this Sense even when you are incapacitated.

Nature Sense

While on foot, your travel pace is doubled, as is the travel pace of up to 10 willing companions also on foot when they're within 30 feet of you and not incapacitated.

Predator Sense

You have advantage on Wisdom (Perception) checks made using hearing.

Savagery Sense

Prerequisite: 15th Level

Your Ward damage die increases by one die size (d8 to d10).

Sentry Sense

Prerequisite: 11th Level

You can see up to 1 mile away with no difficulty, able to discern details as though you are looking at something around 100 feet away from you. Additionally, dim light doesn't impose disadvantage on your Wisdom (Perception) checks.

Speed Sense

Prerequisite: 7th Level

Your walking speed increases by 5 feet.

Strength Sense

Prerequisite: 15th Level

If your total for a Strength check is less than your Strength score, you use that score in place of the total.

Surged Sense

Prerequisite: 7th Level

Once per long rest, you can choose to make your Ward last for 5 minutes instead of 1 minute. You must choose to use this at the time you enter your Ward.

Tough Sense

Prerequisite: 7th Level

Your maximum hit points is increased by an amount equal to your Stoneward level, which also increases it by +1 each time you gain a Stoneward level. This increase is maintained even if you are incapacitated.

Tracker Sense

Prerequisite: 7th Level

You can track other creatures while traveling at a fast pace, and you can move stealthily while traveling at a normal pace. Up to 10 willing companions also gain these benefits if they're within 30 feet of you and not incapacitated.

Vitality Sense

Prerequisite: 15th Level

Your "Relentless Ward" feature is improved. Now, the DC for the Constitution saving throw begins at 8 and only increases by 4 each time you use the feature.

Stance Masteries

Bloodstance Masteries

You can learn the following Bloodstance Masteries if you know the [Bloodstance](#) Shardblade stance.

Attack Mastery: Hooking (Bloodstance)

Prerequisite: 5th Level

Weapon requirement: Slashing damage

You can choose to make one of your opportunity attacks with a slashing melee weapon a *hooking attack*. You must choose to before making the attack, and the target must be a Large or smaller creature.

If the attack hits, the creature takes the damage and then must make a Dexterity saving throw. On a failed save, you pull them 5 feet directly toward you.

Once you use this Attack Mastery, you cannot make another until the beginning of your next turn.

Attack Mastery: Shoving (Bloodstance)

Prerequisite: 5th Level

Weapon requirement: Bludgeoning damage

You can choose to make one of your opportunity attacks with a bludgeoning melee weapon a *shoving attack*. You must choose to before making the attack, and the target must be a Large or smaller creature.

If the attack hits, the creature takes the damage and then must make a Strength saving throw. On a failed save, you push them directly away from you so that they end up 5 feet outside of your weapon's reach.

Once you use this Attack Mastery, you cannot make another until the beginning of your next turn.

Attack Mastery: Swiveling (Bloodstance)

Prerequisite: 5th Level

Weapon requirement: Piercing damage

You can choose to make one of your opportunity attacks with a piercing melee weapon a *swiveling attack*. You must choose to before making the attack, and the target must be a Large or smaller creature.

If the attack hits, the creature takes the damage and then must make a Strength saving throw. On a failed save, you can move the creature 5 feet to an unoccupied space the same distance away from you as the creature's original space. For example, if you make the attack when the creature is 10 feet away from you, you must move them 5 feet to an unoccupied space that is also 10 feet away from you.

Once you use this Attack Mastery, you cannot make another until the beginning of your next turn.

Blood Barrier

Prerequisite: 2nd Level

While in Bloodstance, creatures you can see now provoke an opportunity attack if they move while *within* your weapon's reach in addition to when they enter it.

Blood Dancing

Prerequisite: 17th Level

Each time you hit a creature with an opportunity attack while in Bloodstance, you can move 5 feet to an unoccupied space immediately after making the attack as part of the same reaction. Your movement may draw its own opportunity attacks, like normal.

Blood Echo

Prerequisite: 13th Level

While in Bloodstance and while not surprised, creatures hidden from you do not attack you with advantage, and you do not suffer disadvantage for melee weapon attacks against them. However, you still must be able to see a creature to make an opportunity attack against them.

Blood Focus

Prerequisite: 2nd Level

Rolling a critical failure on an opportunity attack no longer makes you exit Bloodstance. In addition, you remain in Bloodstance even after using your additional reactions.

Blood Frenzy

Prerequisite: 9th Level

While in Bloodstance, when a creature you can see provokes an opportunity attack from you, you can use two of your reactions to immediately make two opportunity attacks against them, both using the same trigger. Neither can be a *hooking*, *shoving*, or *swiveling* attack.

Blood Haste

Prerequisite: 13th Level

When you enter Bloodstance, you gain 1 additional reaction you can use to make an opportunity attack, on top of the stance's normal. So, you gain 2 additional reactions you can use to make opportunity attacks, for a total of 3. As normal, these extra reactions cannot be used for anything else that requires your reaction.

Blood Might

Prerequisite: 17th Level

While in Bloodstance and while in your Ward, you can roll your Ward damage die twice for each Strength-based melee weapon attack you make using an opportunity attack.

Blood Recklessness

Prerequisite: 9th Level

When you fall into Bloodstance, you can choose to be reckless when you do so. If you do, attack rolls against you have advantage until the beginning of your next turn, even if you exit Bloodstance. However, if you remain in Bloodstance, your opportunity attacks are made with advantage.

Blood Reflex

Prerequisite: 2nd Level

If you are not surprised and you roll initiative while wielding a melee weapon, you can now fall into Bloodstance immediately when combat starts by using your reaction. Because this costs your normal reaction, you have one fewer reaction you can use to make opportunity attacks.

Crystalstance Masteries

You can learn the following Crystalstance Masteries if you know the [Crystalstance Shardblade stance](#).

Crystal Adaptability

Prerequisite: 2nd Level

While in Crystalstance, creatures you can see now provoke an opportunity attack if they are within your weapon's reach and they hit you with a ranged weapon attack or a melee Invested Art attack.

Crystal Defiance

Prerequisite: 9th Level

While in Crystalstance, each time you are hit with a melee weapon attack, you can reduce the incoming damage by 1d4.

Crystal Focus

Prerequisite: 2nd Level

Rolling a critical failure on an opportunity attack no longer makes you exit Crystalstance. In addition, you remain in Crystalstance even after using your additional reactions.

Crystal Guarding

Prerequisite: 5th Level

While in Crystalstance, creatures within 5 feet of you now provoke an opportunity attack if they hit one of your allies within 5 feet of you with a melee weapon attack.

Crystal Haste

Prerequisite: 13th Level

When you enter Crystalstance, you gain 1 additional reaction you can use to make an opportunity attack, on top of the stance's normal. So, you gain 2 additional reactions you can use to make opportunity attacks, for a total of 3. As normal, these extra reactions cannot be used for anything else that requires your reaction.

Crystal Lure

Prerequisite: 9th Level

While in Crystalstance, melee attacks from hostile creatures that target any creature other than you suffer a -1d4 negative to the attack roll. Both creatures must be within your weapon's reach.

Crystal Might

Prerequisite: 17th Level

While in Crystalstance and while in your Ward, you can roll your Ward damage die twice for each Strength-based melee weapon attack you make using an opportunity attack.

Crystal Parrying

Prerequisite: 5th Level

While in Crystalstance, you can now use near-misses to your advantage. When a creature within your weapon's range misses you with a melee weapon attack by only 1 or 2, they provoke an opportunity attack from you. For example, if your AC is 15, creatures provoke an opportunity attack when they roll a 13 or a 14 on their melee attack rolls against you.

Crystal Pivot

Prerequisite: 13th Level

While in Crystalstance, when you use your reaction to make an opportunity attack when you are hit with an attack, you can now target any creature within your weapon's range instead of only the creature who attacked you.

Crystal Reflex

Prerequisite: 2nd Level

If you are not surprised and you roll initiative while wielding a melee weapon, you can now fall into Crystalstance immediately when combat starts by using your reaction. Because this costs your normal reaction, you have one fewer reaction you can use to make opportunity attacks.

Crystal Retribution

Prerequisite: 17th Level

Once per turn while in Crystalstance, when you make an opportunity attack against a creature, you can reroll your attack roll, unless it's a critical failure.

Crystal Riposte

Prerequisite: 5th Level

Once per turn while in Crystalstance, when you are hit with an attack that would provoke an opportunity attack and it is a critical hit, you can riposte it. Your opportunity attack you make with a melee weapon at the creature immediately afterward has a critical hit range of 4, meaning you score a critical hit on a 17, 18, 19, or 20. This increased critical hit range is only for the single attack immediately after you are hit, and it increases to 4 regardless of your normal critical hit range.

Flamestance Masteries

You can learn the following Flamestance Masteries if you know the [Flamestance](#) Shardblade stance.

Attack Mastery: Bashing (Flamestance)

Prerequisite: 5th Level

Weapon requirement: Bludgeoning damage

On your turn, after you hit a Large or smaller creature with a melee weapon attack using a bludgeoning weapon, you can choose to attack the same creature with a *bashing attack* using your second, free attack. You must choose to before making the attack, and it is still made using your normal rules for second, free attacks from Flamestance.

If the attack hits, the creature takes the damage then must make a Strength saving throw. On a failed save, you push the creature 5 feet directly away from you. If this would push them into another creature or object, they don't move and instead take an additional 1d6 bludgeoning damage.

Once you use this Attack Mastery, you cannot make another until the beginning of your next turn.

Attack Mastery: Frenzied (Flamestance)

Prerequisite: 5th Level

Weapon requirement: Slashing damage

On your turn, after you hit a creature with a melee weapon attack using a slashing weapon, you can choose to attack the same creature with a *frenzied attack* using your second, free attack. You must choose to before making the attack, and it is still made using your normal rules for second, free attacks from Flamestance.

If the attack hits, the creature takes the damage then must make a Wisdom saving throw. On a failed save, the next attack roll you make against the creature before the end of your turn is made with advantage.

Once you use this Attack Mastery, you cannot make another until the beginning of your next turn.

Attack Mastery: Goring (Flamestance)

Prerequisite: 5th Level

Weapon requirement: Piercing damage

On your turn, after you hit a creature with a melee weapon attack using a piercing weapon, you can choose to attack the same creature with a *goring attack* using your second, free attack. You must choose to before making the attack, and it is still made using your normal rules for second, free attacks from Flamestance.

If the attack hits, the creature takes the damage then must make a Dexterity saving throw. On a failed save, the creature takes additional piercing damage equal to one roll of the weapon's damage dice.

Once you use this Attack Mastery, you cannot make another until the beginning of your next turn.

Flame Counter

Prerequisite: 2nd Level

While in Flamestance, once per turn when you make an opportunity attack using a melee weapon and you hit, you can make an additional, free attack against the same creature immediately afterward. This second, free attack follows the same rules as the free attacks you gain from Flamestance, and it cannot be a *bashing*, *frenzied*, or *goring* attack.

Flame Focus

Prerequisite: 9th Level

You no longer exit Flamestance if you score a critical failure on an attack roll (however, the attack still misses).

Flame Impetus

Prerequisite: 2nd Level

Once per turn while in Flamestance, if you score a critical hit with one of your normal attacks when you use the Attack action, the second, free attack you make immediately following does not have disadvantage and is instead made with advantage.

Flame Improvement

Prerequisite: 9th Level

While in Flamestance, the second, free attack rolls you make immediately following an attack no longer have disadvantage. However, they still cannot benefit from full advantage (unless you gain advantage following the rules in *Flame Impetus*).

Flame Might

Prerequisite: 17th Level

While in Flamestance and while in your Ward, you can now add your Ward damage die to your second, free attacks you make immediately following attacks you hit with using the Attack action, as long as the attacks are made with a Strength-based melee weapon.

Flame Power

Prerequisite: 13th Level

While in Flamestance, the damage you deal for your second, free attacks increases. The damage now equals the weapon's damage die + 2. No other bonuses apply, and you still cannot modify or amplify it in any way (unless you also have *Flame Might* at 17th level).

Flame Redemption

Prerequisite: 13th Level

Once per turn while in Flamestance, you can now make a second, free attack roll even if you miss the first attack. You cannot if the miss was due to a critical failure.

Flame Savagery

Prerequisite: 17th Level

Once per turn while in Flamestance, you can make *two* free attacks immediately following a hit with a melee weapon attack. The two extra attacks must be made against the same creature you hit with your normal attack, and they follow any restrictions or benefits you normally gain from free attacks while in Flamestance.

Flame Zeal

Prerequisite: 2nd Level

Entering Flamestance now only increases your critical failure range by 2 instead of by 3 for your free attacks.

Ironstance Masteries

You can learn the following Ironstance Masteries if you know the [Ironstance](#) Shardblade stance.

Attack Mastery: Dazing (Ironstance)

Prerequisite: 5th Level

Weapon requirement: Bludgeoning damage

On your turn, you can choose to make one of your bludgeoning melee weapon attacks against a creature a *dazing* attack. You must choose to before making the attack.

If the attack hits, the creature takes the damage and then must make a Constitution saving throw. The creature automatically fails this if your *dazing* attack was a critical hit. On a failed save, the first attack roll the creature makes before the end of their next turn is made with disadvantage.

Once you use this Attack Mastery, you cannot make another until the beginning of your next turn.

Attack Mastery: Distracting (Ironstance)

Prerequisite: 5th Level

Weapon requirement: Slashing damage

On your turn, you can choose to make one of your slashing melee weapon attacks against a creature a *distracting* attack. You must choose to before making the attack.

If the attack hits, the creature takes the damage and then must make a Wisdom saving throw. The creature automatically fails this if your *distracting* attack was a critical hit. On a failed save, as long as you are still within your weapon's reach from the creature, the first attack against them before the beginning of your next turn made by one of your allies has advantage.

Once you use this Attack Mastery, you cannot make another until the beginning of your next turn.

Attack Mastery: Skewering (Ironstance)

Prerequisite: 5th Level

Weapon requirement: Piercing damage

On your turn, you can choose to make one of your piercing melee weapon attacks against a creature a *skewering* attack. You must choose to before making the attack.

If the attack hits, the creature takes the damage and then must make a Strength saving throw. The creature automatically fails this if your skewering attack was a critical hit. On a failed save, the creature cannot move until their next turn begins, and they begin their next turn with 10 feet less movement speed. A creature can only be affected by this speed reduction once at a time.

Once you use this Attack Mastery, you cannot make another until the beginning of your next turn.

Iron Bloodlust

Prerequisite: 2nd Level

Once per turn while in Ironstance, when you score a critical hit on a melee weapon attack, you can gain temporary hit points equal to your proficiency bonus + your Constitution modifier.

Iron Brutality

Prerequisite: 17th Level

When you roll damage for a critical hit with a weapon attack while in Ironstance and while in your Ward, you can roll two additional Ward damage dice.

Iron Consistency

Prerequisite: 13th Level

While in Ironstance, whenever you hit a target with a critical hit on a melee weapon attack, on top of doubling the damage dice you can also double the damage dealt from the attack's ability modifier.

Iron Defense

Prerequisite: 9th Level

While in Ironstance and when a creature within your weapon's reach scores a critical hit on an attack roll against you, you can use your reaction to negate the critical, changing the attack into a normal one.

Iron Focus

Prerequisite: 2nd Level

You no longer exit Ironstance if you score a critical failure due to your increased critical failure range. You still exit Ironstance if you roll a natural 1 on an attack, however. For example, if your increased critical failure range is 3 because of entering Ironstance, you exit Ironstance if you roll a natural 1 but not if you roll a natural 2 or 3.

Iron Improvement

Prerequisite: 9th Level

When you enter Ironstance, your critical hit range with melee weapon attacks increases by an additional 1, on top of the +2 already gained from the stance. In addition, while in Ironstance, you can have a maximum critical hit range of 4 (scoring a critical hit on a 17-20).

When you enter Ironstance, your critical failure range still only increases by 1.

Iron Maximization

Prerequisite: 17th Level

When you enter Ironstance, your critical hit range with melee weapon attacks increases by an additional 1, on top of the +2 already gained from the stance (and on top of the +1 gained by *Iron Improvement*, if you have it). In addition, while in Ironstance, you can have a maximum critical hit range of 5 (scoring a critical hit on a 16-20).

However, now when you enter Ironstance, your critical failure range increases by 2 instead of 1.

Iron Relentlessness

Prerequisite: 2nd Level

Scoring a critical hit on a melee weapon attack while in Ironstance no longer makes you exit the stance.

Iron Superiority

Prerequisite: 13th Level

While in Ironstance, your melee weapon attacks overcome resistance to bludgeoning, slashing, and piercing damage (creatures with immunity or vulnerability are not affected).

Oilstance Masteries

You can learn the following Oilstance Masteries if you know the [Oilstance](#) Shardblade stance.

Oil Adaptability

Prerequisite: 2nd Level

While in Oilstance, creatures you can see now provoke an opportunity attack if they are within your weapon's reach and they miss you with a ranged weapon attack or a melee Invested Art attack.

Oil Distraction

Prerequisite: 9th Level

Once per turn while in Oilstance, immediately after you make a Dexterity saving throw and a hostile creature is within your weapon's reach, you can use your reaction to make an opportunity attack against the creature. You make the attack after the effects of the Dexterity saving throw are carried out.

Oil Focus

Prerequisite: 2nd Level

Rolling a critical failure on an opportunity attack no longer makes you exit Oilstance. In addition, you remain in Oilstance even after using your additional reactions.

Oil Gamble

Prerequisite: 5th Level

Once per turn while in Oilstance, you can use your reaction during your own turn to give yourself advantage on a melee weapon attack you make using your Attack action. You must choose to do so before rolling the attack.

Oil Haste

Prerequisite: 13th Level

When you enter Oilstance, you gain 1 additional reaction you can use to make an opportunity attack, on top of the stance's normal. So, you gain 2 additional reactions you can use to make opportunity attacks, for a total of 3. As normal, these extra reactions cannot be used for anything else that requires your reaction.

Oil Might

Prerequisite: 17th Level

While in Oilstance and while in your Ward, you can roll your Ward damage die twice for each Strength-based melee weapon attack you make using an opportunity attack.

Oil Overpower

Prerequisite: 5th Level

While in Oilstance, if you hit a creature with an opportunity attack and you roll a critical hit on the attack, the creature makes any attack roll against you with disadvantage until the beginning of your next turn, as long as you remain in Oilstance.

Oil Pivot

Prerequisite: 13th Level

While in Oilstance, when you use your reaction to make an opportunity attack when a creature misses you with an attack, you can now target any creature within your weapon's range instead of only the creature who attacked you.

Oil Reflex

Prerequisite: 2nd Level

If you are not surprised and you roll initiative while wielding a melee weapon, you can now fall into Oilstance immediately when combat starts by using your reaction. Because this costs your normal reaction, you have one fewer reaction you can use to make opportunity attacks.

Oil Revenge

Prerequisite: 5th Level

Once per turn while in Oilstance, when a creature misses you with an attack that would provoke an opportunity attack and it is a critical failure, you have a bonus to your counter against them. Your opportunity attack you make with a melee weapon at the creature immediately afterward has a critical hit range of 4, meaning you score a critical hit on a 17, 18, 19, or 20. This increased critical hit range is only for the single attack immediately after the creature misses you, and it increases to 4 regardless of your normal critical hit range.

Oil Shielding

Prerequisite: 9th Level

While in Oilstance, each time you successfully hit a creature with an opportunity attack, your AC increases by +1 until the beginning of your next turn. You can stack this up to two times with two successful opportunity attacks, increasing your AC by a maximum of +2.

Oil Vengeance

Prerequisite: 17th Level

Once per turn while in Oilstance, when you make an opportunity attack against a creature, you can reroll your attack roll, unless it's a critical failure.

Smokestance Masteries

You can learn the following Smokestance Masteries if you know the [Smokestance Shardblade stance](#).

Attack Mastery: Clobbering (Smokestance)

Prerequisite: 5th Level

Weapon requirement: Bludgeoning damage

On your turn, you can choose to make one of your bludgeoning melee weapon attacks against a creature a *clobbering* attack. You must choose to do so before making the attack.

If the attack hits, the creature takes the damage and then must make a Constitution saving throw. On a failed save, you gain the additional damage bonus of Smokestance for your next attack against the creature, without needing to move 5 or 10 feet, before the end of your current turn.

Once you use this Attack Mastery, you cannot make another until the beginning of your next turn.

Attack Mastery: Propelling (Smokestance)

Prerequisite: 5th Level

Weapon requirement: Piercing damage

On your turn, you can choose to make one of your piercing melee weapon attacks against a Large or smaller creature a *propelling* attack. You must

choose to before making the attack.

If the attack hits, the creature takes the damage and then must make a Strength saving throw. On a failed save, you grapple them and push them directly forward up to 10 feet, after which the grapple ends. You must have walking speed remaining in order to do so, and you may draw opportunity attacks from other creatures (though not from the creature you push). This movement counts as the 5 or 10 feet of movement required to gain the bonuses to attacks as part of Smokestance.

Once you use this Attack Mastery, you cannot make another until the beginning of your next turn.

Attack Mastery: Seizing (Smokestance)

Prerequisite: 5th Level

Weapon requirement: Slashing damage

On your turn, you can choose to make one of your slashing melee weapon attacks against a Large or smaller creature a *seizing* attack. You must choose to before making the attack.

If the attack hits, the creature takes the damage and then must make a Dexterity saving throw. On a failed save, you grapple them and pull them with you as you move up to 10 feet away, after which the grapple ends. You must have walking speed remaining in order to do so, and you may draw opportunity attacks from other creatures (though not from the creature you pull). This movement counts as the 5 or 10 feet of movement required to gain the bonuses to attacks as part of Smokestance.

Once you use this Attack Mastery, you cannot make another until the beginning of your next turn.

Smoke Blessing

Prerequisite: 9th Level

While in Smokestance, if you choose to use your special reaction to increase your AC against a melee weapon attack (which you must do before the attack is rolled) and the melee weapon attack ends up being a critical hit, the hit turns into a normal hit instead.

Smoke Charge

Prerequisite: 13th Level

Once per turn while in Smokestance, if you hit a creature with a melee weapon attack immediately after moving 10 feet or more, the creature takes additional damage equal to two times the ability modifier you used for the attack.

Smoke Defender

Prerequisite: 17th Level

While in Smokestance and while wielding two melee weapons, your AC increases by +2 as if you were wielding a medium shield.

Smoke Encircle

Prerequisite: 2nd Level

While in Smokestance, each time you hit a creature with a melee weapon attack, the next 5 feet of movement you make during this turn does not draw opportunity attacks from any creature other than the creature you just hit.

Smoke Focus

Prerequisite: 2nd Level

Rolling a critical failure on an attack or being hit after using Smokestance's special reaction no longer makes you exit Smokestance.

Smoke Haste

Prerequisite: 13th Level

When you enter Smokestance, you gain 1 additional reaction you can use *only* for the special reaction provided by Smokestance where you can increase your AC for a melee weapon attack that targets you.

Smoke Leap

Prerequisite: 2nd Level

When you use your bonus action to enter Smokestance, you ignore physical difficult terrain for the next 10 feet of movement you take.

Smoke Spryness

Prerequisite: 9th Level

While in Smokestance, you can move through a hostile creature's space directly after hitting them with a melee weapon attack on your turn, no matter the creature's size. Their space still counts as difficult terrain for you, and you must end your movement in an unoccupied space. This movement counts as the 5 or 10 feet of movement required to gain the bonuses to attacks as part of Smokestance.

Smoke Tangle

Prerequisite: 17th Level

While in Smokestance, any creature you hit with a melee weapon attack immediately after moving 10 feet or more makes any attack against you on their next turn with disadvantage as long as you are still within your weapon's reach from them.

Stonestance Masteries

You can learn the following Stonestance Masteries if you know the [Stonestance](#) Shardblade stance.

Attack Mastery: Carving (Stonestance)

Prerequisite: 5th Level

Weapon requirement: Slashing damage

On your turn, you can choose to make one of your slashing melee weapon attacks against a creature a *carving* attack. You must choose to before making the attack.

If the attack hits, the creature takes the damage and then one other creature of your choice must make a Dexterity saving throw. The creature you choose must be within 5 feet of the original creature and within your weapon's reach from you. On a failed save, they take slashing damage equal to 1d6 + your Strength modifier.

Once you use this Attack Mastery, you cannot make another until the beginning of your next turn.

Attack Mastery: Drilling (Stonestance)

Prerequisite: 5th Level

Weapon requirement: Piercing damage

On your turn, you can choose to make one of your piercing melee weapon attacks against a Large or smaller creature a *drilling* attack. You must choose to before making the attack, and the creature must be within 5 feet of you, regardless of the reach of your weapon.

If the attack hits, the creature takes the damage and then must make a Strength saving throw. On a failed save, the creature is restrained as you hold them still with your weapon. The creature is restrained until the beginning of your next turn, you attack with your weapon, your weapon leaves your hand, or you move.

Once you use this Attack Mastery, you cannot make another until the beginning of your next turn.

Attack Mastery: Shattering (Stonestance)

Prerequisite: 5th Level

Weapon requirement: Bludgeoning damage

On your turn, you can choose to make one of your slashing melee weapon attacks against a Large or smaller creature a *seizing* attack. You must choose to before making the attack, and the creature must be in contact with the ground.

If the attack hits, the creature takes the damage and then every other creature within 5 feet of the original creature in contact with the ground, except for you, must make a Constitution saving throw. On a failed save, they are hit with the reverberation of your attack and take 1d6 force damage.

Once you use this Attack Mastery, you cannot make another until the beginning of your next turn.

Stone Body

Prerequisite: 9th Level

While in Stonestance, when you are hit with an attack that deals bludgeoning, piercing, or slashing damage, you can use your reaction to halve that type of damage against you. If the attack deals damage of a different type, it is dealt to you like normal.

Stone Efficiency

Prerequisite: 2nd Level

Melee weapon attack rolls you make while in Stonestance are now only reduced by -1d4. In addition, you now only need to expend 10 feet of movement speed to enter Stonestance, instead of 15.

Stone Ferocity

Prerequisite: 17th Level

Once per turn while in Stonestance when you hit with a melee weapon attack, you now deal additional damage equal to two additional rolls of the weapon's damage die. You can choose to use this after rolling the attack roll.

Stone Focus

Prerequisite: 2nd Level

Rolling a critical failure on an attack no longer makes you exit Stonestance.

Stone Parrying

Prerequisite: 13th Level

While in Stonestance, any creature within your weapon's reach from you has a -1d4 to any melee attack roll made against you.

Stone Perfection

Prerequisite: 17th Level

Melee weapon attack rolls you make while in Stonestance are now only reduced by -1d4 (if you have this mastery and the *Stone Efficiency* mastery, melee weapon attack rolls you make while in Stonestance are not reduced at all). In addition, your critical hit range while in Stonestance for melee weapon attacks increases by 1, up to a maximum of 3.

Stone Rampage

Prerequisite: 13th Level

When you score a critical hit on a melee weapon attack while in Stonestance, after rolling the damage, you can immediately make a second attack roll against the same target for free using the other end of your weapon. On a hit, the target takes 1d4 + your Strength modifier of bludgeoning damage.

Stone Sentinel

Prerequisite: 2nd Level

While in Stonestance, if you hit a creature with an opportunity attack using a melee weapon, after they take the damage, their remaining movement speed for their turn is immediately reduced by 15 feet. A creature can only be affected by this speed reduction once at a time.

Stone Slide

Prerequisite: 9th Level

After entering Stonestance, you can now move up to 10 feet without exiting the stance. If you move 15 feet or more, you exit the stance.

Thewstance Masteries

You can learn the following Thewstance Masteries if you know the [Thewstance](#) Shardblade stance.

Attack Mastery: Cracking (Thewstance)

Prerequisite: 5th Level

Weapon requirement: Bludgeoning damage

On your turn, after you hit a Medium or smaller creature with a melee weapon attack using a bludgeoning weapon, you can choose to make your special unarmed strike immediately afterward a *cracking* attack. You must choose to before making the attack.

If the attack hits, you do not deal damage nor carry out one of your special unarmed strike effects from Thewstance. Instead, you use your offhand to hit the creature along with your weapon attack, and they must make a Constitution saving throw. On a failed save, the next attack roll you make against the creature before the end of your current turn is made with advantage.

Once you use this Attack Mastery, you cannot make another until the beginning of your next turn.

Attack Mastery: Hammering (Thewstance)

Prerequisite: 5th Level

Weapon requirement: Piercing damage

On your turn, after you hit a Medium or smaller creature with a melee weapon attack using a piercing weapon, you can choose to make your special unarmed strike immediately afterward a *hammering* attack. You must choose to before making the attack.

If the attack hits, you do not deal damage immediately nor carry out one of your special unarmed strike effects from Thewstance. Instead, you use your offhand to hammer your weapon into the creature, and they must make a Strength saving throw. On a failed save, the creature takes your weapon's damage instead of your unarmed strike damage (not including your Ward damage die, if you are in your Ward).

Once you use this Attack Mastery, you cannot make another until the beginning of your next turn.

Attack Mastery: Sweeping (Thewstance)

Prerequisite: 5th Level

Weapon requirement: Slashing damage

On your turn, after you hit a Medium or smaller creature with a melee weapon attack using a slashing weapon, you can choose to make your special unarmed strike immediately afterward a *sweeping* attack. You must choose to before making the attack.

If the attack hits, you do not deal damage nor carry out one of your special unarmed strike effects from Thewstance. Instead, you use your offhand or leg to attempt to trip the creature, and they must make a Dexterity saving throw. On a failed save, the creature falls prone.

Once you use this Attack Mastery, you cannot make another until the beginning of your next turn.

Thew Backlash

Prerequisite: 13th Level

Once per turn while in Thewstance, if you hit a creature with an opportunity attack using a melee weapon, you can immediately make a special unarmed strike against them. If you hit, you can choose to either deal damage to them (the normal amount of damage you deal with Thewstance special unarmed strikes), or you can reduce their remaining speed by 15 feet.

Thew Capacity

Prerequisite: 17th Level

While in Thewstance, your special unarmed strikes now deal 1d8 + your Strength modifier if you choose to deal damage. If you also have the *Thew Might* mastery, your damaging, special unarmed strikes deal 1d12 + your Strength modifier instead.

Thew Focus

Prerequisite: 2nd Level

Rolling a critical failure on an attack no longer makes you exit Thewstance.

Thew Grit

Prerequisite: 9th Level

While in Thewstance, any effect from the stance you can deal to creatures Medium or smaller can now be used on creatures Large or smaller. All other requirements and restrictions still apply.

Thew Might

Prerequisite: 2nd Level

While in Thewstance, your special unarmed strikes now deal 1d4 + your Strength modifier if you choose to deal damage.

Thew Precision

Prerequisite: 17th Level

While in Thewstance, each time you make an unarmed strike after hitting a creature with a melee weapon attack, you roll the unarmed strike attack roll with advantage.

Thew Stretch

Prerequisite: 13th Level

While in Thewstance, if you hit a creature with a special unarmed strike and choose to pull the creature, you can now choose to pull them up to 10 feet directly backward. You must have movement remaining to do so, and you still may draw opportunity attacks from creatures other than the creature you pull.

If you choose to push the creature with your special unarmed strike, you can now push them up to 10 feet directly away.

Thew Utility

Prerequisite: 2nd Level

While in Thewstance, you can make your special unarmed strike against a creature, after hitting them with a melee weapon attack, even if you are wielding two weapons, a shield, or a two-handed weapon.

Thew Vaulting

Prerequisite: 9th Level

You have another option to choose with your special unarmed strike while in Thewstance. You can now choose to vault over them or through their space. If you do so, you can move to an unoccupied space adjacent to and within 5 feet of the creature you attacked. You must have remaining movement to reach the space, but your movement doesn't draw any opportunity attacks nor does it count as difficult terrain.

Vinestance Masteries

You can learn the following Vinestance Masteries if you know the [Vinestance](#) Shardblade stance.

Vine Adaptability

Prerequisite: 2nd Level

While in Vinestance, you can now use your reaction to reduce damage you take from ranged weapon attacks or melee Invested Art attacks made by creatures you can see and that are within your weapon's reach.

Vine Consistency

Prerequisite: 17th Level

While in Vinestance, the amount of damage you reduce when you use your reaction to do so equals 1d8 + your proficiency bonus (1d12 + your proficiency bonus if you also have the *Vine Fortitude* mastery). In addition, each time you use your reaction to reduce incoming damage, you can roll the die twice and take the higher result.

Vine Focus

Prerequisite: 2nd Level

If you roll a 1 on the die rolled to reduce damage, you no longer exit Vinestance.

Vine Fortitude

Prerequisite: 9th Level

While in Vinestance, the amount of damage you reduce when you use your reaction to do so equals 1d8 + your proficiency bonus.

Vine Guarding

Prerequisite: 5th Level

While in Vinestance, you can now use your reaction to reduce the damage a different creature within 5 feet of you takes from a melee weapon attack. The attacking creature must be a creature you can see within your weapon's reach, and the damage reduced is the same you normally reduce while in Vinestance.

Vine Haste

Prerequisite: 13th Level

When you enter Vinestance, you gain 1 additional reaction you can use to reduce damage, on top of the stance's normal. So, you gain 2 additional reactions you can use to make opportunity attacks, for a total of 3. As normal, these extra reactions can *only* be used to reduce damage as part of Vinestance and so can't be used to make opportunity attacks or anything else that requires your reaction.

Vine Infusion

Prerequisite: 5th Level

While in Vinestance, if you reduce damage you take from an attack down to 0, you can gain temporary hit points equal to the remainder. For example, if you take 5 damage and reduce the damage taken by 7, you reduce the damage you take to 0 and then gain 2 temporary hit points.

Vine Instinct

Prerequisite: 5th Level

While in Vinestance, you can use one of your additional Vinestance reactions to give yourself a bonus to a Dexterity saving throw you make against an effect you can see. You must choose to use this reaction before rolling the save. The bonus you gain to your saving throw equals one roll of a die, the same size die you normally reduce damage with while in Vinestance.

Vine Interruption

Prerequisite: 17th Level

Once per turn while in Vinestance, you can use one of your additional Vinestance reactions to give disadvantage on a melee attack roll from a creature you can see within your weapon's reach. The attack can be against you or a different creature, and you must choose to use this before the creature rolls the attack.

Vine Momentum

Prerequisite: 13th Level

Once per turn while in Vinestance, if you reduce incoming damage from a melee weapon attack and reduce the damage taken to 0, you can make an opportunity attack against the creature as part of the same reaction.

Vine Parity

Prerequisite: 9th Level

While in Vinestance, if you are wielding a weapon that deals the same type of damage that a melee weapon attack against you does (bludgeoning, piercing, or slashing) and you use your reaction to reduce that incoming damage, you reduce additional damage equal to the ability modifier you use for your weapon.

Vine Reflex

Prerequisite: 2nd Level

If you are not surprised and you roll initiative while wielding a melee weapon, you can now fall into Vinestance immediately when combat starts by using your reaction. This requires you to use your normal reaction, but you still gain the reaction from entering Vinestance that you can use *only* to reduce incoming damage.

Windstance Masteries

You can learn the following Windstance Masteries if you know the [Windstance Shardblade stance](#).

Attack Mastery: Colliding (Windstance)

Prerequisite: 5th Level

Weapon requirement: Bludgeoning damage

On your turn, you can choose to make one of your bludgeoning melee weapon attacks against a Medium or smaller creature a *colliding* attack. You must choose to before making the attack.

If the attack hits, the creature takes the damage, then choose another Medium or smaller creature you can see within 5 feet of the first and within your weapon's reach. Instead of taking the additional Windstance damage, you use your weapon to make the two creatures collide, and both must make a Dexterity saving throw. On a failure, a creature falls prone.

Once you use this Attack Mastery, you cannot make another until the beginning of your next turn.

Attack Mastery: Swiping (Windstance)

Prerequisite: 5th Level

Weapon requirement: Slashing damage

On your turn, you can choose to make one of your slashing melee weapon attacks against a creature a *swiping* attack. You must choose to before making the attack.

If the attack hits, the creature takes the damage, then choose *two* different creatures you can see also within your weapon's reach. Instead of comparing your attack against their AC, each must make a Dexterity saving throw, taking your additional Windstance damage if they fail.

Once you use this Attack Mastery, you cannot make another until the beginning of your next turn.

Attack Mastery: Whirling (Windstance)

Prerequisite: 5th Level

Weapon requirement: Piercing damage

On your turn, you can choose to make one of your piercing melee weapon attacks against a creature a *swiping* attack. You must choose to before making the attack.

If the attack hits, the creature takes the damage, then the creature must make a Dexterity saving throw. On a failed save, you hit the same creature with the haft of your weapon, dealing your additional Windstance damage to them. You do not deal Windstance damage to a different creature using this attack.

Once you use this Attack Mastery, you cannot make another until the beginning of your next turn.

Wind Encircle

Prerequisite: 2nd Level

While in Windstance, if you hit a creature with a melee weapon attack, the next 5 feet of movement you make on this turn does not draw opportunity attacks from any creature other than the creature you just hit.

Wind Focus

Prerequisite: 2nd Level

Rolling a critical failure on an attack no longer makes you exit Windstance.

Wind Follow-through

Prerequisite: 9th Level

Once per turn while in Windstance, if you miss a creature with a melee weapon attack (not including critical failures), you can still choose one different creature you can see within your weapon's reach, and compare your attack roll to their AC. If it would have hit, the creature is dealt damage equal to half the damage you would normally deal to a second creature while in Windstance.

Wind Grazing

Prerequisite: 13th Level

Once per turn while in Windstance, if you miss a melee weapon attack roll against a creature, you can choose to still deal damage to them equal to your weapon's ability modifier. This does not count as a hit for the purposes of other features; it's still considered to be a missed attack.

Wind Power

Prerequisite: 17th Level

While in Windstance, when you hit a creature with a melee weapon attack and you roll a critical hit, you can choose a different creature you can see also within your weapon's reach. That creature then takes damage equal to your weapon's normal damage, including your Ward damage die if you are in your Ward *and* also have the *Wind Surge* mastery.

Wind Speed

Prerequisite: 2nd Level

When you use your bonus action to enter Windstance, you immediately regain 10 feet of your expended movement speed for your turn.

Wind Surge

Prerequisite: 9th Level

While in Windstance and while in your Ward, the damage you can deal to a second creature increases to your weapon's ability modifier plus one roll of your Ward damage die. The Ward damage die is *not* doubled on critical hits.

Wind Tenacity

Prerequisite: 13th Level

While in Windstance and you hit a creature with a melee weapon attack, you can choose to not deal damage to a second creature and instead give yourself temporary hit points. The temporary hit points you gain equal the amount of damage you would normally deal to a second creature while in Windstance.

Wind Thrill

Prerequisite: 17th Level

While in Windstance, if the additional damage you deal to a second creature reduces that creature to 0 hit points, the next attack roll you make before the end of your next turn is made with advantage, and your critical hit range for that attack (and that attack only) increases by 1, to a maximum of 3.

Peakspren

AKSPREN

Class 14 Your Stoneward level + your proficiency bonus 20 ft., Burrow 30 ft.						Initiative (immediately after Stoneward) Size Tiny Type Splinter					
	12	MOD +1	SAVE +1	DEX 6		MOD -2	SAVE -2	CON 16		MOD +3	SAVE +3
	6	-2	-2	WIS 14		+2	+2	CHA 6		-2	-2
Passive Perception 9 Languages Common Proficiency Bonus +2						Damage Resistances Necrotic, Poison, Psychic, Thunder Condition Immunities Choking, Grappled, Incapacitated, Invisible, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned, Unstable					

ITS

It Spren. This is your spren's stat block while in the Physical Realm. They do not need to breathe, drink, eat, or sleep. If they are reduced to 0 hit points, they do not die but instead spend their turn trying to return to sharing your space. You cannot use any class features until they have 0 hit points.

Spren. Your peakspren appears as a Tiny humanoid, about 6 inches tall, that is made completely of stone of any color and texture. They can become invisible, but can embed themselves completely in any type of rock or stone. They can choose who can hear them when they speak.

Armor of Rock. Your peakspren's AC equals 10 + their Strength modifier + their Constitution modifier.

Through Stone (3rd level). While your peakspren is embedded into stone, you can touch the same stone or another stone, dirt, or brick that is contiguous to the stone inside which your peakspren is embedded. When you do so, you and your spren can speak to each other telepathically as long as they are within their maximum range from you.

IONS

Tremors (1 / long rest) (6th level). Your peakspren, while embedded in the ground, can gain tremorsense with a range of 30 feet. This feature can last up to 10 minutes, and they can end it early at any time.
At 9th level, this feature lasts up to 30 minutes, and its range extends to 50 feet.
At 14th level, this feature can last up to 1 hour, and its range extends to 100 feet.

Ideal of Dependability Feats

Level 3 Ideal Feats

"I will be where I am needed."

Companions Stonewalking: When you begin climbing using your stonewalking feature, you can use an action to extend the same benefits to a number of willing creatures equal to your proficiency bonus. The creatures must stay within 10 feet of you to keep their climbing speed. If any of them become farther away from you than 10 feet, they lose their climbing speed.

The other creatures can have this climbing speed for up to 1 hour. Once you use this feature, you can't use it again until you finish a short or long rest.

Extra Proficiencies: Choose two skills and gain proficiency in them. You cannot gain expertise with this feature.

Invested Awareness: As an action, you can open up your Connection to the axi of Investiture. Until the end of your next turn, you know the location of any Invested Art or Invested item within 60 feet of you that isn't behind total cover, covered by aluminum, or covered by a coppercloud. You don't know the details of the Investiture, just that it is present.

Once you use this feature, you can't use it again until you finish a short or long rest.

Level 6 Ideal Feats

“???”

Surge of Axi: Once per short rest, when you enter your Ward, creatures you choose within 30 feet of you must make a Dexterity saving throw as small Invested pressure shoots out from your space. On a failed save, a creature takes axial damage equal to one roll of your Ward damage die. The number of other creatures you can choose to make this saving throw equals your Constitution modifier (minimum of 1).

The amount of axial damage dealt on a failed save increases to two rolls of your Ward damage die at 10th level and three rolls of your Ward damage die at 14th level.

Surge of Health: Once per short rest, when you enter your Ward, creatures you choose within 30 feet of you gain temporary hit points equal to one roll of your Ward damage die. You do not gain this benefit yourself. The number of other creatures you can choose to gain this benefit equals your Constitution modifier (minimum of 1).

The amount of temporary hit points increases to two rolls of your Ward damage die at 10th level and three rolls of your Ward damage die at 14th level.

Surge of Movement: Once per short rest, when you enter your Ward, creatures you choose within 30 feet of you, including you, gain a bonus to their walking speed on their next turn. The bonus equals 5 feet. The number of creatures you can choose to gain this benefit equals your Constitution modifier (minimum of 1). In addition, the first time any chosen creature must make a Dexterity saving throw before the beginning of your next turn, they can add a bonus to the roll equal to one roll of your Ward damage die.

The speed bonus increases to 10 feet at 10th level and 15 feet at 14th level.

Level 10 Ideal Feats

“???”

Determined Stoicism: As a bonus action after rolling an ability check, you can roll one die, the same size as your current Ward damage die, and add the roll to the result. You must do so before the GM narrates the result.

You can use this feature a number of times equal to half of your proficiency bonus, rounded down, and regain expended uses when you finish a long rest.

Inspiring Beacon: As a bonus action, you can become a beacon of inspiration to others. Roll a die, equal to the size of your current Ward damage die. That number of different creatures of your choice within 60 feet of you that can hear you gains advantage on attack rolls and saving throws until the start of your next turn.

You can use this feature a number of times equal to half of your proficiency bonus, rounded down, and regain expended uses when you finish a long rest.

Threatening Visage: With a reaction, you can force a creature of your choice within 30 feet to suffer a negative bonus to a saving throw they make. You must choose to use this before the creature rolls the save. If you do, the creature rolls a die, the same size as your current Ward damage die, and subtract the result from their save.

You can use this feature a number of times equal to half of your proficiency bonus, rounded down, and regain expended uses when you finish a long rest.

Level 14 Ideal Feats

“???”

Unstoppable Ward: While in your Ward, you have a bonus to any saving throw you make to avoid being grappled, paralyzed, restrained, or stunned. This bonus equals one roll of your Ward damage die.

Vital Ward: Once per turn while in your Ward, each time you receive Invested healing from another creature or an Invested item, you gain additional hit points equal to one roll of your Ward damage die plus your Constitution modifier.

Ward Beyond Death: When you are in your Ward, having 0 hit points doesn't knock you unconscious. You still must make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points. However, if you would die due to failing death saving throws, you don't die until your Ward ends, and you die then only if you still have 0 hit points.

Radiant Spren

Each member of an Order of Knights Radiant is bonded to a spren that is (hopefully) with them at all times. Your spren should be close to your character, and become even closer as the campaign progresses. They are who gives your character their abilities through the Nahel bond you share, and it is to them that your oaths must be sworn so that your character can progress in their Ideals.

Ideals

The Ideals of a Knights Radiant, sworn at different levels depending on the class, are sworn to a Radiant's spren. If a player's character goes against the Ideals of their Order, the bond between the spren and them will become weaker, only strengthening once the Radiant acts in a way that follows the Order's Ideals once again. If the bond becomes too weak, it could break, and the character will be left without a class. They still keep their hit points and ability scores, but any features that utilize Investiture in any way (subject to the GM) are no longer usable, until they swear a Nahel bond once again.

This is essentially as drastic as a character's death. A broken bond means their spren becomes a deadeye, a dead Shardblade without sapience. After the bond breaks, the character may not be able to swear an Ideal to a new spren, reforming the Nahel bond, for many months or years. If the character wants to form a Nahel bond with a different type of Radiant spren, changing their class and features completely, this would take even longer.

Work with your GM to decide the mechanics of the Nahel bond if your character's becomes weaker or breaks. If it does break, it may be better off creating a new character.

If your character levels up to a requisite level in which you can now swear a new Ideal, you must do so. As the wording and intention of all the Ideals are not yet known, work with your GM or come up with a satisfactory one on your own, something your spren will accept. If your spren does not accept your swearing, or your character is not yet ready to swear it, you do not level up to that class level yet, until you swear the Ideal and then finish a long rest.

The Ideals of each class are as follows. See the class table to see at which levels you must swear a new Ideal to progress, and see each class's Ideal Feats to see how the known Ideals are worded.

Windrunner

The Ideals of the Windrunners focus on protecting the innocent and defenseless. As a Windrunner, you must protect, even if that means protecting those who are on the "wrong side" or those with different goals than you. If they are defenseless, you are bound to protect them as best as you can.

This will force your character into tough situations: do you attack a weaker person than yourself, in order to further your group's goals? Or will protecting them, though making your mission tougher to complete, be better for your Order? Your honorspren will expect you to understand that protecting others is paramount, as well as knowing when you will fail in it.

Skybreaker

Skybreakers' Ideals are all about seeking and administering justice. Lawkeepers of the Radiants, they have always been there to uphold the laws, protecting civilization through them. However, Skybreakers can choose to follow whatever laws or method of maintaining justice they choose. Differing sides of a battle will both believe that they are in the right—it is your Skybreaker's job to decide which side, which law, it is they will follow.

Your highspren will look for this in your character. If you choose to follow a civilization, a person, a group... it is expected that you will do everything you can to both follow their rules and know when they are straying from them themselves, forcing you to split from them. Skybreakers typically decide a person or code to follow, and your highspren will support you and expect you to do your best to stick with your choice.

Releaser

The Ideals of the Order of Dustbringers focus on power and the responsibility of using it, mastering it, and knowing how to control it safely and for the greater good. Because Releasers are some of the most powerful Radiant Orders their destructive power could easily get out of hand if they do not learn how to control it, learn self-mastery.

Your Releaser should expect your ashspren to be strict with you in your self-mastery, in learning to control your abilities. Not only that, but your ashspren is going to expect even more from you: they should witness you becoming better at using your destructive powers for good, by knowing when and against whom to use them.

Edgedancer

Edgedancers have Ideals to remember and advocate for ordinary people. Though you, as a Radiant, surrounded by your party of other Radiants, are some of the most powerful people in the cosmere, it is the random citizens of the cities and planets to which you travel that you should focus on.

Cultivationspren will insist on this. Yes, your healing of your Stoneward friend is vital, but do you also use your Investiture for the unhoused, for the victims of war and destruction whom you'll find yourself near throughout your adventures? That is what your cultivationspren will look for. Your larger goals you have with your party are important, especially if they are helping ordinary people, but it is the small actions, healing and supporting the masses, that should be important to an Edgedancer.

Truthwatcher

The Ideals of the Truthwatchers insist on those in their Order seeking out and discovering the greatest truths of the cosmere, the large truths of life that affect everyone.

Your Truthwatcher will be expected to always seek these larger truths out by their mistspren. Even more than that, their spren will desire them to use these truths, when uncovered, to help those whom they affect. Large truths, like the nature of Investiture, the reasons people are subjugated by others, the power behind war, are often kept hidden. Your mistspren needs your character to unveil these, break them down, and fight to make sure those in power are using their power for good.

Lightweaver

Lightweavers' Ideals are the most unique of all the Orders. Instead of an overarching philosophy, Lightweavers instead focus on individual truths, personal honesty, that they are confronting and overcoming.

A Lightweaver's Cryptic will expect honesty from them. Honesty about their past, their shortcomings, their desires, and their reasons for acting how they do. As long as the Ideals a Lightweaver swears are honest, their Cryptic will accept them. But even more than that, a Cryptic will expect their Lightweaver to face their shortcomings head on, accepting them and learning to use them and grow from them.

Elsecaller

An Elsecaller must swear Ideals about potential—not only the potential of themselves, but of their entire species, of humanity as a whole.

To start, an Elsecaller must realize their true potential, or at least know the path toward it. This is what their inkspren will expect of them. Past that, Elsecallers should be focused on the larger potential of their actions: what they can accomplish, how to get there, and, most importantly, the consequences of them on the people they will affect. This is one of the reasons Elsecallers utilize Intelligence: researching the potential of humanity as a whole is important to their Order and their inkspren.

Willshaper

Willshapers prioritize freedom. Freedom of expression, freedom of ideas, and physical freedom from enslavement and servitude.

A Willshaper's Reacher will need them to free others. Both physically, like freeing those captive, and with choices, like saving people from false ideas. Your Willshaper is going to be going on large adventures with your companions, saving cities and planets from threats of all type. Your spren will expect you to remember those who cannot free themselves from bondage, and to make sure that freedom of ideas and choices will be the result of your character, wherever they go.

Stoneward

A Stoneward is expected to be dependable. That is what their Order's Ideals are focused on. Working with those around them and being the rock-solid person in a group, regardless of what's going on around them, is exactly what a Stoneward should strive for.

Your peakspren will expect nothing less of this from your Stoneward. Their Order is the least likely to bend their Ideals for their situation. No matter where your character finds themselves, you must be strong, dependable, and resourceful. As long as you do your best with that, your spren will accept your Ideals and your bond will be as solid as stone.

Background

Work with your GM to come up with a background for your spren. There are a few things that you can come up with on your own, like your spren's appearance and name. The real background of your spren, like who they were and what they did for potentially thousands of years before they bonded to you, is up to your GM. Spren forget much of their past once they enter the Physical Realm and create a Nahel bond, and it is only by progressing through your ideals will your spren remember more of it.

It is the GM's job to come up with an interesting story, background, and personality for each of the characters' spren. Just like the most interesting of NPCs, the characters' spren should be unique, important, and their background should tie into the overall story of the campaign. They should have their own voice and personality (acted out and played by the GM, like any other NPC), and the characters should rely on and trust in them throughout the table's adventures.

If you need help designing your spren's appearance and name, work with your GM to do so, and use the following ideas to help inspire you. Keep in mind that the name ideas found below are just my ideas of spren's names; the spren in the *Stormlight Archive* books have names of all types and styles.

Honorspren

Honorspren, in the Physical Realm, look like windspren. They can change their appearance to anything, but prefer to look like their normal, Cognitive Realm, humanoid form. They can look like a human of any type or gender. Regardless of their appearance, they always glow a soft white-blue. They typically are Tiny, but can make themselves grow to the size of a standard human, too.

They are usually named after myths and legends having to do with wind or air.

Honorspren names: Auryphrena, Careana, Enliliana, Moryena, Rudrana, Salyphra, Sidhe, Vayeana, Zephrena

Highspren

In the Physical Realm highspren look like black slits in the air that can open up horizontally to form a diamond-shaped hole. Inside of them is a dark, starry sky. The air to the outside of the slit seems to bend the air and reality itself. The stars inside of their dark starscape can be any type and color; you can describe them as having a certain pattern and colors of stars, twinkling and moving.

Highspren who follow Nale have names that are numbers, like 12124, 6770, or 82882. If a highspren leaves the rest of the Skybreakers, they sometimes will choose or go by a different name.

For alternate names, you can use short names that come from words meaning wind or smoke, like Winnow, or you can use names inspired by words for stars and other celestial objects.

Highspren names: Astra, Comet, Cosmo, Eclipse, Elysia, Fume, Gale, Luna, Mistra, Stella, Typh, Whir

Ashspren

Ashspren appear as slightly glowing cracks in the air or on a surface that branch in treelike patterns. When they move they seem to grow in the direction, and the previous branches disappear as if turning into ash. They can glow slightly in a color of your choice, and they can also prefer to “grow” in certain types of patterns: geometric, curvy, or another appearance of your choice.

Their names can be inspired by words that are similar to fire, explosions, or ash.

Ashspren names: Anni, Char, Cinder, Dyna, Ember, Flara, Glint, Igni, Kilna, Kindle, Pyr, Scori, Sere

Cultivationspren

In the Physical Realm cultivationspren look like humanoid faces made out of green vines. Their teeth and eyes are made of crystal, and when they move they “grow” their vines forward, and behind them their vines harden into crystals and disappear into dust. You can customize your cultivationspren by choosing the color of their crystal or adding floral or other plantlike features, like a flower on their head or certain shaped leaves.

You can use words having to do with plants, flowers, or gardening as inspiration for your cultivationspren's name. Another idea is to find the scientific name for a flower or plant and use that as an inspiration. For example, the scientific name for the genus of sunflowers, *Helianthus*, can inspire the cultivationspren name Heliashra.

Cultivationspren names: Bloss, Clova, Loma, Petia, Posy, Rosid, Seedle, Spora, Vera

Mistspren

Mistspren appear as a shimmer of light, as if reflected through a crystal. When they stay still, their light grows upward into the shape of plants, which quickly retreat when they begin to move. To customize your mistspren's appearance you can choose the tint of their light and what pattern they tend to grow in.

Inspiration for mistspren names can come from words for water, clouds, or mist. If you'd like your mistspren to have a longer, more complicated name, you can come up with a hyphenated name with oxymoronic things (like Dreaming-though-Awake).

Mistspren names: Brume, Cirrus, Delu, Dew, Huma, Irri, Nim, Slee, Torra

Cryptic

Liespren, or Cryptics, manifest in the Physical Realm as a circle of complex, fractal patterns, lifting off the surface of whatever they are on. They can also choose to be a three-dimensional, spherical pattern that floats in the air. You can choose for your Cryptic to have patterns of all types. They can be stiff and geometric, flowy and curvy, or quick and sharp.

Cryptic names are usually names that come from artistic words for shapes, designs, and patterns. They can also be inspired by words that mean promise, truth, or even lies.

Cryptic names: Arabesque, Beguile, Ersatz, Doodle, Helix, Lacery, Lattice, Motif, Mytha, Radial, Silhouette, Tenet, Tessellate, Vignette, Weave

Inkspren

In the Physical Realm inkspren look just like they do in the Cognitive: humanoids made entirely of a sheeny, oily texture, including their clothing and adornments. Your inkspren can look like a humanoid of any shape, Identity, or gender.

Their names can come from words that have to do with the color black or ink, but you can also be inspired by words that mean white or another desaturated color.

Inkspren names: Alabaster, Blot, Dot, Dunny, Jet, Onyx, Pearl, Raven, Sable, Soot, Steel, Sterling

Reacher

Reachers are the more common name for lightspren. In the Physical Realm they look like palm-sized, floating balls of light. When they move behind them streaks a line of this light, making them appear like a comet. You can customize your Reacher by choosing their color (though they are usually close to white or yellow), brilliance, and shine of the light that comes from them.

Their names often come from words for sound, or words inspired by music, as they communicate by rhythms and pulsing rather than speech.

Reacher names: Cadence, Chora, Cinnity, Din, Ditty, Lilt, Lyri, Mellifla, Noi, Resona, Sympha, Tona, Trill, Voi

Peakspren

Peakspren, often hiding in rocks or stone, look like humanoids made of it. They appear in the Physical Realm as humanoids, similar to their shape in the Cognitive Realm, made completely out of rock. You can choose the details of them, including their gender and size and shape, as well as the stone your peakspren appears as, including the color, texture, and patterns of it.

The two peakspren that appear in *The Stormlight Archive* are named Ua'pam and Unativi. You can choose a name similar to those, or you can use words that have to do with rocks and stone and mountains as inspiration for your peakspren's name.

Peakspren names: Alp, Crag, Grava, Ingo, Ora, Sierra, Slate, Terra, Tor

Spren Abilities

Each Order's spren works similar to a familiar, but they are ultimately NPCs voiced and controlled by the GM. If they allow you to, however, you can control them on their turn. Each spren has different abilities, actions, movement speeds, armor classes, and other statistics, and this is all found on your spren's stat block that is found at the end of your respective class's description.

This section describes how your spren moves throughout the world and uses their abilities.

Position

By default, your spren shares your character's space with them. If you'd like them to, they can take actions on their turn, though your spren does not need to have a turn; they can simply share your space, being near you during battle or exploration.

While your spren shares your space, they move with you and they cannot take damage or be targeted, except for specific Invested effects meant to target spren. If they choose to leave your space (to use any of their features, go spy on someone, or any other reason) they are now vulnerable to attacks and being targeted by effects.

For example, if your spren is sharing your space and you are attacked by the *fireball* Invested Art, your spren does not need to roll to see if they take damage; as they are sharing your space, they are protected by you. But if a horrible enemy uses white sand to see where your spren is at and attacks them with an anti-Stormlight raysium dagger, your spren could be attacked in this way (though their AC is probably much higher if they get cover from you). The average enemy knows little about spren and, if they do, usually do not know how to injure them in this way. This sort of damage to your spren should be used sparingly, if ever, by the GM, and only for the purposes of the story of your campaign.

If your spren is in their own space, however, because they are spying or using one of their features, and they are caught in the area of effect of a *fireball* Invested Art, they roll a Dexterity saving throw just like anyone else would, possibly taking damage in the blast.

Even if your spren is injured, they do not die (except for things like anti-Stormlight daggers). See below for what happens if your spren is injured down to 0 hit points.

Initiative

If necessary, your spren's order in the initiative is always directly after you.

Range

Your spren can be no farther than 30 feet away from you. No matter your class, this range increases to 50 feet at 5th level, 100 feet at 11th level, and 250 feet at 17th level. This is easily visualized in [this table](#).

If your spren ever becomes outside this range, they become aware of it, and know the direction toward you. However, while outside of this range, they cannot use any abilities or features (except moving and Dash), and your character cannot use any of your class features until your spren returns to inside the range. Any continuous effects provided by a class feature (like flying with Windrun, or holding onto concentration of an Invested Art) are able to be maintained, however, subject to the GM.

Appearance & Movement

Some spren can be invisible to others; some can't. Some, even if they have the ability to become invisible, can't do so when they are using a specific feature. When they share your space, even if they cannot be invisible, they are assumed to be hidden in your

clothing or on your body somewhere, and won't be seen by the average person. Check your spren's stat block to see how they appear in the world when they are not sharing your space.

Some spren fly, others burrow or climb, and some can only walk. Keep in mind the type of movement your spren uses and how it can help or hinder them as they move around the world. Spren that can only walk typically remain in your character's pocket; when they leave your space, they may have a harder time navigating. Your spren's movement type and speed are located on their stat block.

If a spren shares the space of their bonded Radiant, it is assumed that they attach themselves to them in some way so that their speed does not matter. For example, if you gain a speed that is much faster than your spren's but they are sharing your space, think of them as being in your pocket or hanging onto a piece of jewelry—you don't need to worry about them falling behind because of their lower speed.

Actions & Special Abilities

Your spren's stat block has the actions, bonus actions, and reactions they can take on their turn. If something is not listed, your spren cannot do that action (like, for example, their stat block doesn't list Help under actions, so your spren cannot take the Help action).

In addition, since spren cannot make the Attack action on their own, no matter where they are during combat, they do not count as an ally to you or your companions when it comes to features that enhance combat in any way. For example, if your campaign allows for the optional flanking rule (seen in [Variant Rules](#)), spren do not count as an ally to enable flanking and advantage to an attacker opposite them, even if your spren is visible.

Each Order's spren has special abilities that they can do on their turn. Your spren starts with simple features, but may gain more (and may improve their existing abilities) as you progress in your ideals with them. Some features show at which level your *character* must be in your class for your spren to use it. Your spren's stat block shows their abilities, how many times they can use it (based on when your *character* takes a short or long rest), and its effect.

Taking Damage

When your spren is on their own and not sharing your space, they are vulnerable to damage. If your spren is ever damaged to 0 hit points, they do not die. However, on their turn, they must use all of their movement (using the Dash action if necessary) to return to sharing your space. They know the path and direction to do so. While they are at 0 hit points, they cannot use any abilities or features (except moving and Dash), they cannot lose any more hit points, and they draw no opportunity attacks. You cannot use any of your class features until you and your spren share a space once again.

While your spren is at 0 hit points and once again sharing a space with you, they cannot leave your space until you finish a short rest (after which your spren regains all of their hit points). They are still conscious during this time, but weak and forgetful, and they cannot use any of their features or abilities until after a short rest. During this time they can still be summoned as a Shardweapon or Shardshield, however.

Spren as Shardweapon

You can, at certain levels (see your class's description for more details) summon your spren as a Shardweapon with a bonus action (and, for some classes, a Shardshield as an action). You can only do so while your spren is currently sharing your space.

If your spren chooses to leave your space while they are summoned in this way, your Shardweapon or Shardshield disappears.

In the Cognitive Realm

If your party finds themselves in Shadesmar, they will meet their spren in their full-sized, humanoid forms. The above abilities and statistics are only when the spren are in the Physical Realm. In Shadesmar, they are essentially commoners that the characters must look after. The GM can decide if any ability scores should change or if any spren abilities could be allowed while inside the Cognitive Realm.

4. Personality & Background

Characters are defined by much more than where they are from and their Knights Radiant Order. They're individuals with their own stories, interests, connections, and capabilities beyond those that Identity and class define. This chapter expounds on the details that distinguish characters from one another, including the basics of a name and physical description, the rules of backgrounds and languages, and the finer points of personality. It will also go into alignments, which aren't necessary to have, but can help some players decide how to roleplay their character.

Character Details

Your character's name and physical description might be the first thing that the other players at the table learn about you. Spend some time thinking about how these characteristics reflect the character you have in mind.

LIM AND SHIRIN: CONTRASTING CHARACTERS

The details in this chapter make a big difference in setting your character apart from every other character. Consider the following two Veden Windrunners.

From the small town of Hanar, far to the north of the Horneater Peaks, Tet Lim Dalash was a precocious darkeyed child who was a favorite of his father's. In him his father saw his own fighting spirit, the same urge to protect his homeland that he had when he was young, fighting in the old battles of Jah Keved. When Lim was a young man, his older brother was disowned by their father, and Lim was elevated to Nan Lim, the oldest son of the family. He ended up being conscripted to join the fight in the Veden Civil War, and he protected many men in his company, leading him to meeting an honorspren and subsequently swearing the First Ideal of the Windrunners. After the war ended, he returned home and inherited his aging father's merchant business, becoming more successful than a darkeyes had in those parts in a long time. His Windrunner ideals and bond soon forced him to leave Hanar once again, but he always had wealth and prestige to return to.

Shirin Essarava grew up in the Royal Ward of Vedenar, surrounded by parshmen slaves and lighteyed nobles. Her and her parents had everything they could ever need: money, power, influence. But one day, when Shirin was only eighteen years old, she lost everything. Her mother's business in the city was destroyed when crime after crime of hers came to light, and she and Shirin's father were taken away. Shirin, wanted by the authorities for simply being her parents' daughter, escaped. Now, Shirin found herself on the streets with no spheres, and her particular skills being a rich lighteyes helped her very little. She quickly had to learn to fight to defend herself. Fighting, it turned out, was natural to her, and she began to use it to protect others around her who didn't have the skills to protect themselves. This attracted a certain honorspren, and Shirin became a Windrunner.

Lim and Shirin are both Veden and both Windrunners, possessing similarly high Strength and Dexterity scores. However, their backstory and background greatly affect how they see and interact with the world, and they have very little in common with each other past their Identity, class, and ability scores.

Name

Your character's Identity description includes sample names for people of that ethnicity or from that location. You can also use inspiration from characters you've read about in the books. Put some thought into your name even if you're just picking one from a list.

Sex & Gender

You can play a man, woman, nonbinary, or anywhere in between or outside of those descriptions, without gaining any special benefits or hindrances. Think about how your character does or does not conform to the broader culture's expectations of sex and gender.

Within the world of *The Stormlight Archive*, the religion of Vorinism places harsh differences between those who identify as men or women, and have few on-screen examples of characters outside of those two binaries. In Vorin nations like Alethkar or Jah Keved, women are expected to cover up their left hand (their safehand) and only practice "feminine arts" like music, while men are barred from reading and are expected to practice "masculine arts" like swordplay. Even the foods are separated, with women eating sweeter foods and men preferring spicier ones.

Work with your GM to see what kind of story your campaign will take place in. Maybe safehand sleeves don't exist. Maybe feminine and masculine arts can be practiced by anyone, and anyone can eat whichever food they prefer without fear of ostracization from others. Don't feel like your table must strictly adhere to what *The Stormlight Archive* has set in place about sex and gender. Or, maybe, your table *can* strictly adhere to the sex and gender norms in *The Stormlight Archive* and use them as interesting obstacles in the campaign's narrative.

Height & Weight

You can decide your character's height and weight, using the information provided in your Identity description. Think about what your character's ability scores might say about their height and weight. A weak but dextrous character might be thin. A strong character may be tall or heavy.

Eyes

Your character can have any color of eye. The eye colors of Roshar extend past our normal brown, blue, and green. You can have piercing yellow eyes, wispy gray eyes, dark red eyes, light purple eyes, or anywhere in between. Remember, however, that darkeyes (those with dark eyes like darker colors, brown, or black) are treated differently than lighteyes (those with light eyes like gray, or bright colors like green or pink) in Vorin nations.

Darkeyes are the lower caste of people in Vorin nations like Alethkar and Jah Keved. They are typically workers, lower-class merchants, frontline soldiers, or even slaves. Their eyes will turn lighter when they bond to a Shardblade or further themselves in their Knights Radiant oaths, if they have them.

Lighteyes are the higher caste. From kings down to battalionlords and officers to merchants and high-society craftsmen, lighteyes make up the upper half of Vorin society.

Like sex and gender above, work with your GM to see how eye color will affect the characters in your world. Whether your group wants to change it, disregard it, or utilize it in fun narrative ways is up to you.

Other Physical Characteristics

You choose your character's age and the color of their hair and skin. To add a touch of distinctiveness, you might give your character a scar, a limp, or a tattoo.

Work with your GM and think about how certain blemishes or disabilities your character has could be changed when they begin to swear their Knights Radiant ideals. They could change, heal, stay the same, or anything else to match your character better with their spiritweb.

SPIRITUAL HEALING

Your character, as they further their ideals with their spren, may make their body, their physical version of themselves, closer to the spiritual version of themselves. This is ripe for fun and surprising narrative stories for your entire table. It could be as simple as healing a scar that is from a terrifying moment in your character's backstory, fixing a limp in the gait of your character that has hindered them for their entire life, or disappearing an embarrassing tattoo.

It could also be complex. Your character may grow back an entire limb, or their gender may swap, shift, or change to match their gender identity better.

Remember that just because your character has something that others may see as "wrong," that does not mean that it will change, or "heal," just because they swear their Knights Radiant Ideals. Things will only change to better fit a character's spiritual version, what they believe is their most true version, the version that best fits their spiritweb.

Take Kaladin and Lopen as examples. Kaladin has a large glyph tattoo on his forehead, denoting him as a slave. When he begins to swear his Ideals to Syl, it doesn't change, while the slave brands of those around him vanish. This is because Kaladin still sees himself as a slave in many ways, and so the slave brand is part of who he is, part of his spiritweb.

In contrast, Lopen only has one arm. But, because him not having two arms never negatively affected his life, the lack of it was never part of his spiritweb or his spiritual version of himself. So, when he started to swear his Windrunner ideals, he began to grow an arm out of Investiture.

Work with your GM to decide what part of you, if any, could heal or change during the course of your character's story.

Alignment

Alignment is a D&D 5e characteristic used to assist with roleplaying your character. Your table may not use them and, if not, the game of Cosmere 5e doesn't change much. If you need some help thinking about how your character will act in certain situations, feel free to give them an alignment, a broad description of the moral and personal attitude of your character.

The alignment chart consists of two groups of three which, organized in a table, means there are nine options to choose from. There are the first three, "good," "neutral," and "evil," which can describe your character's personal morality. The next three, "lawful," "neutral," and "chaotic," can describe your character's attitude toward society and order. The "lawful" alignments can be appropriate for the Shard Honor. "Neutral" fits well with Cultivation. And "chaotic" can be assigned, of course, to Odium.

So, our alignment chart looks like this, with the moral and societal descriptions overlapping each other to create nine unique alignments:

Alignment	Honor (lawful)	Cultivation (neutral)	Odium (chaotic)
Good	Lawful good	Neutral good	Chaotic good
Neutral	Lawful neutral	True neutral	Chaotic neutral
Evil	Lawful evil	Neutral evil	Chaotic evil

Languages

Your Identity indicates the languages your character can speak by default, and your background might give you access to one or more additional languages. Note these languages on your character sheet.

To make it easier, your group can consider people from Alethkar, Jah Keved, Herdaz, New Natanan, and Kharbranth to speak "Common." In *The Stormlight Archive*, these five separate languages are extremely similar, so much so that people from each location can speak to and understand each other. They're more like dialects of the same language than separate ones.

In addition, men who live in certain Vorin nations (namely Alethkar, Jah Keved, and Kharbranth) may be barred from reading and writing if your group chooses to use that in your campaign. If so, consider who can read and write their language on top of speaking and understanding it. There are Common written languages in the world of Roshar that some people may be able to read. The Common Script (Women's Script in the books) is a written language of "Common" often only known by women, while Common Glyphs is a much simpler written language of "Common" known by everyone, used for simple things like shop signs.

The languages of Roshar are listed below:

Language	Type	Identity
Common	Spoken	All

<i>Common Script</i>	Written	Alethi, Herdazian, Natan, Veden
<i>Common Glyphs</i>	Written	Alethi, Herdazian, Natan, Veden
Azish	Spoken/written	Makabaki
Dawnchant	Spoken/written	-
Iri	Spoken/written	Iriali
Reshi	Spoken/written	Reshi
Selay	Spoken/written	Selay
Shin	Spoken/written	Shin
Parshendi	Spoken/written	Singer (listener)
Thaylen	Spoken/written	Thaylen
Unkalaki	Spoken/written	Unkalaki

Personal Characteristics

Fleshing out your character's personality—the array of traits, mannerisms, habits, beliefs, and flaws that give a person a unique identity—will help you bring them to life as you play the game. Four categories of characteristics are presented here: personality traits, ideals, bonds, and flaws. Beyond those categories, think about your character's favorite words or phrases, tics and habitual gestures, vices and pet peeves, and whatever else you can imagine.

Personality Traits

Give your character two personality traits. Personality traits are small, simple ways to help you set your character apart from every other character. Your personality traits should tell you something interesting and fun about your character. They should be self-descriptions that are specific about what makes your character smart. "I'm curious" is not a good trait, because it describes a lot of characters. "I have studied everything I can get my hand on about fabrials" tells you something specific about your character's interests and disposition.

Personality traits might describe things your character likes, their past accomplishments, things your character dislikes or fears, your character's self-attitude or mannerisms, or the influence of their ability scores.

A useful place to start thinking about your personality traits is to look at your highest and lowest ability scores and define one trait related to each. Either one can be positive or negative: you might work hard to overcome a low score, for example, or be cocky about your high score.

Ideals

Describe one ideal that drives your character. Your ideals are the things that you believe in most strongly, the fundamental moral and ethical principles that compel you to act as you do. Ideals encompass everything from your life goals to your core belief system.

Ideals may answer any of these questions: What are the principles that you will never betray? What would prompt you to make sacrifices? What drives you to act and guides your goals and ambitions? What is the single most important thing you strive for?

You can choose any ideals you like, but your character's alignment or chosen Knights Radiant Order is a good place to start defining them.

Bonds

Create one bond for your character. Bonds represent a character's connections to people, places, and events in the world. They tie you to things from your background. They might inspire you to heights of heroism, or lead you to act against your own best interests if they are threatened. They can work very much like ideals, driving a character's motivations and goals.

Bonds might answer any of these questions: Whom do you care most about? To what place do you feel a special connection? What is your most treasured possession?

Your bonds might be tied to your class, your background, your Identity, or some other aspect of your character's history or personality. You might also gain new bonds over the course of your adventures.

Flaws

Finally, choose a flaw for your character. Your character's flaw represents some vice, compulsion, fear, or weakness—in particular, anything that someone else could exploit to bring you to ruin or cause you to act against your best interests. More significant than negative personality traits, a flaw might answer any of these questions: What enrages you? What's the one person, concept, or event that you are terrified of? What are your vices?

Inspiration

Inspiration is a rule the GM can use to reward you for playing your character in a way that's true to their personality traits, ideal, bond, and flaw. By using inspiration, you can draw on your personality trait of curiosity to figure out a complex fabrial. It can let you call on your bond to the defense of your home village to push past the effect of an Invested Art that has been cast on you. Or it can let you overcome a flaw to accomplish something difficult and unexpected.

Gaining Inspiration

Your GM can choose to give you inspiration for a variety of reasons. Typically, GMs award it when you play out your personality traits, give in to the drawbacks presented by a flaw or bond, and otherwise portray your character in a compelling way. A fun narrative way for your GM to award inspiration is when your character acts in a way that furthers their Knights Radiant Ideals with their spren, when they act in a way that would make their Knights Radiant Order proud. Your GM will tell you how you can earn inspiration in the game.

You either have inspiration or you don't; you can't stockpile multiple "inspirations" for later use.

Using Inspiration

If you have inspiration, you can expend it when you make an attack roll, saving throw, or ability check. Spending your inspiration gives you advantage on that roll. You can choose to use your inspiration after rolling but before the results of the roll are determined by the GM.

Additionally, if you have inspiration, you can reward another player for good roleplaying, clever thinking, or simply doing something exciting in the game. When another player character does something that really contributes to the story in a fun and interesting way, you can give up your inspiration to give that character inspiration.

Backgrounds

Every story has a beginning. Your character's background reveals where you come from, how you became an adventurer, and your place in the world. Your Windrunner might have been a courageous lighteyes knight or grizzled soldier. Your Truthwatcher could have been an artisan or scholar in the ardentia. Your Willshaper might have gotten by as a thief or made ends meet as a beggar.

Choosing a background provides you with important story cues about your character's identity. The most important question to ask about your background is "what changed?" What happened in your past life to change you from your simple background to a Knights Radiant swearing an oath with a spren? Where did you get the money to purchase your starting gear, or, if you come from a wealthy background, why don't you have more money? How did you learn the skills your Order is known for? What sets you apart from ordinary people who share your background?

You can also choose one of the additional backgrounds found in Chapter 4 of [Hoid's Guide to the Cosmere](#).

Background Benefits

The sample backgrounds in this chapter provide both concrete benefits (perks, proficiencies, and languages) and roleplaying suggestions.

Proficiencies

Each background gives a character proficiency in one or more skills. Skills are described in [Chapter 7](#).

In addition, most backgrounds give a character proficiency with one or more tools. Tools and tool proficiencies are detailed in [Chapter 5: Tools](#).

If a character would gain the same proficiency from two different sources, they can choose a different proficiency of the same kind (skill, artisan's tools, gaming set, musical instrument, or specialist's kit) instead.

Knowledge Subjects

Each background provides one or more subjects in which you are Knowledgeable. If a background provides you a subject in which you are already Knowledgeable, work with your GM to choose a similar, but different, one.

If a background allows you to choose one or more Knowledge subjects of your choice, work with your GM to decide on them. A Rosharan scholar wouldn't normally be Knowledgeable about *Scadrial* or *The Unmade*, for example, unless something in your background specifically gave you that Knowledge. You and your GM should work on choosing Knowledge subjects that are both useful for the campaign *and* believable for your character.

Finally, the Knowledge subjects you choose aren't required to have anything to do with your chosen background. They can come from your character's wider backstory. A Herdazian character with the soldier background, for example, is Knowledgeable in *War* and gets to choose one more. The player works with their GM and chooses *Unkalaki Culture*—not because of their soldier background, but because the character grew up traveling back and forth between the Horneater Peaks and Alethkar (their father was a trader) and learned much of the Unkalaki culture through that.

See [Chapter 7: Knowledge](#) for more information on the Knowledge skill.

Additional Languages

Some backgrounds also allow a character to learn additional languages beyond those given by Identity.

Equipment

Each background provides a package of starting equipment.

Perk

Each background has a perk associated with it. Unlike a feature gained by a class ability or feat, a perk is not something your character uses with an action on your turn. A background perk, instead, is some larger benefit your character has because of their experience and knowledge they gained while living in this background, before they became a Knights Radiant. Your background perk may not work everywhere in the world, and it may be dependent on a lot of variables, subject to the GM.

If your chosen background has a Variant Perk, you choose one or the other to take, which can't be changed later.

Other Characteristics

A background may contain another aspect that can affect your character's personality, gained from their background. You can pick characteristics, roll dice to determine them randomly, or use the suggestions as simply inspiration for characteristics of your own creation.

Customizing a Background

You might want to tweak some of the features of a background so it better fits your character or the campaign setting. Work with your GM to create or modify an existing background, gaining the language, skill, and tool proficiencies that make sense and are equivalent to those gained by already-existing backgrounds found here.

Ardent

You have spent your life in the service of the Vorin ardentia as one of its priests, an ardent. You have spent many years working in one of the Devotaries of Vorinism, a sect devoted to different aspects of the religion. Though ardent's are technically slaves of the religion, they still are highly respected in Vorin nations, and even elsewhere—even by those of a higher social standing than themselves. Whether or not you still remain in the ardentia, your word and opinion is still highly valued by those who devout in Vorinism or another religion.

Your time in the ardentia led to a unique study of a wide array of dedications. You studied with a certain Vorin Devotary, a smaller sect of the religion in which they devote themselves to learning certain subjects, practicing specific crafts or trade, or another focus. Use your chosen (or randomly rolled) Devotary below to aid you in creating your character. Members of Vorinism, ardent's included, are drawn to certain Devotaries because of their ideals and bonds in their life; use your Devotary to develop and further your own.

- Skill Proficiencies:** Choose two from Insight, Investigation, and Medicine
- Knowledge Subjects:** *Rosharan History*, *Vorinism*, plus one more of your choice
- Tool Proficiencies:** None
- Languages:** One of your choice
- Equipment:** An ardent's pack, a set of ardent's robes, a healer's pouch, a set of common clothes, and a pouch containing 15 [sm](#)

Perk: Shelter of the Faithful

You command the respect of those who share your faith, and you can perform the religious ceremonies of Vorinism, like burning glyphwards. You and your adventuring companions can expect to receive free care at a Vorin temple or other established presence of your faith. Those who share your religion will support you (but only you) with a modest lifestyle.

You also have ties to your specific Devotary, chosen below, and you have a residence there. While near your Devotary, you can call upon the ardent's for assistance, providing the assistance you ask for is not hazardous and you remain in good standing with your Devotary.

Devotary

Your chosen Devotary in which you served (or still serve) as an ardent can help with developing your character's personality and backstory. Choose one Devotary below (or roll for one) you were or are a part of:

d8	The Devotary of	Definition
1	Purity	Dedicated to wholesomeness, honesty, and creativity.
2	Sincerity	Dedicated to seeking truth in all things.
3	Talenelat	Dedicated to strength, protection, and training with weapons.
4	the Mind	Dedicated to study, history, and language.
5	Insight	Dedicated to understanding, charity, and kindness.

6	Mercy	Dedicated to healing and care.
7	Kelek	Dedicated to determination and perseverance.
8	Denial	Dedicated to peace and asceticism.

Variant: The Scion

If you'd like, you can reskin the Ardent background to fit in a Makabaki country like Azir. Scions are the religious leaders of the Azish government, assisting the populace with their religious requests and taking care of the spiritual side of the bureaucracy. The Heralds, in Makabaki countries, are called the Kadasixes, and it is your job to understand and teach the will of them to the people. To be a scion is a great honor among Azir and the surrounding countries. You can decide to still be a part of the religion, traveling the world for it, or you could have left for some reason, choosing to live a more adventurous life without the burden of helping lead a religion.

If you choose this variant, you can reskin anything "ardent" to "scion," and you become Knowledgeable in Azish *Doctrine* instead of *Vorinism*.

Artifabrian

You have spent years of your life learning about fabrials: how to design them, create them, and use them. Artifabrians like yourself have spent countless centuries trying to replicate some of the legendary fabrials of Roshar, like Shardblades and Oathgates. They haven't succeeded yet, but in that pursuit your kind has learned how to create immensely useful items such as spanreeds, healrials, half-shards, and many others.

People will respect your knowledge of fabrials and Investiture. You probably are lighteyes or an equivalent, being brought up in a wealthy household to have the knowledge and money necessary to pursue such a specific and expensive trade. Your knowledge of fabrials even extends to other worlds: if you find yourself in possession of an Investiture-fueled device from another planet, you will have a better chance of understanding what it does.

How did you find yourself interested in fabrials? Are you indeed a lighteyes, surrounded by the technological progress seen in Alethkar and the surrounding countries? Maybe you are poor and got your hands on an old spanreed, and you tinkered with it when you were young, figuring out how it works, and used that knowledge to gain access to the study later in life.

Skill Proficiencies: Arcana
Knowledge Subjects: *Metal, Polestones*, plus two more of your choice
Tool Proficiencies: Artifabrian kit
Languages: None
Equipment: A diplomat's pack or scholar's pack, a set of fine clothes, an artifabrian kit, and a small pouch containing 20 [sm](#)

Perk: The Knowledge of Investiture

You are well-acquainted with your field of research, as well as a fair bit of knowledge in other aspects of science. Scientific or technological concepts that are complicated (including those from off-world) can be understood by you, given enough time. You fully understand scientific concepts, can recall key information, and know how to use equipment related to your fabrials, and can become quickly proficient at the aforementioned things even with a new or unknown scientific field to you, given enough time. You recognize well-known figures in your field and may be recognized by them, too.

Fabrial Specialty

As you studied fabrials and polestones and spren, you quickly found a specialty of yours, chosen because of what that type of fabrial meant for the larger world. This specialty represents a characteristic you have. Choose one of the following, or roll for one:

d6	Specialty	Characteristics
1	Combat	Fabrials like healrials, half-shards, suppressors, and Grandbows intrigue you for their use in combat. You are devoted to a specific side in the large battle taking place on Roshar and want to see fabrials tilt the advantage of the war toward it.
2	Common	You love the rise of fabrials replacing common household items, like the heatrial replacing the fireplace and the wristwatch fabrial becoming commonplace. You desire to see technology give rise to an easier and more convenient life for all.
3	Oathgates	Traveling between the Physical and Cognitive Realms through fabrials is possible, though incredibly hard to reproduce. You know the advancements that could be made by opening up Roshar to worldhoppers, and you dream of making that easier.
4	Scholarly	Spanreeds are one example of fabrials advancing the scholarly pursuits of the entire planet. You dream of designing and creating more fabrials to assist with this, connecting all of

		Roshar together and advancing through science together.
5	Soulcasters	Your dream is to recreate a functioning Soulcaster, like the ones used in the country of Aimia long ago. You are incredibly interested in Soulcasting, Transformation, and the Cognitive and Spiritual aspect of objects and essences.
6	Travel	Ships enhanced with stabilizing fabrials for storms and entire flying ships created from fabrials, allow travel from far locations easier and more accessible. You'd love to see a more connected, culturally diverse world, through technology.

Artisan

You have practiced and perfected your style of artistry so much so that you have been able to make a living from commissioning and selling your creations. Either self-taught or taught by a master, you have honed your craft for years. Whether it is art like sculpting or painting or an artisanal trade like cartography or jewelry, you are able to create works that are nice enough to sell, if you can find the right buyer.

How did you develop your skills as an artist or creator? Did you have a mentor? Did you teach yourself? Some styles of artistry, like jewelry, require a lot of money to practice. Others, like drawing, require next to nothing. Think about how your art and your craft developed throughout your character's life and how they use it now to aid, calm, or distract themselves.

Skill Proficiencies: Performance and Sleight of Hand

Knowledge Subjects: *Art*, plus one of your choice

Tool Proficiencies: Three types of artisan tools

Languages: None

Equipment: An explorer's pack or merchant's pack, a set of common clothes, a favorite piece of yours, one artisan tools of your choice, a pouch containing 15 [sm](#)

Perk: Commissioned Artist

You are well known throughout your local area and maybe even across Roshar, by collectors and nobles who value your work. On request, you may be able to gain entry into a Brightlord's court or schedule meetings with rich merchants who want a commissioned piece. You have the ability to negotiate the price you are paid and may even get paid ahead of time for your efforts. With the right buyer, time, and the right materials to pursue your craft, you could make a decent living out of selling your art to fund your adventuring.

Variant Perk: Guild Membership

If the location you're in has one, you can be an established member of a guild devoted to a specific type of artisanal craft in which you are trained. Your guild can provide you with lodging and food if necessary, as well as give you access to their guildhall, a central place to meet others of your profession, which can be a good place to meet potential patrons, allies, or hirelings. Finally, your guild may wield significant political power and, if you are in good graces with them, they may be able to support you through access to important political figures and services in courts.

You can pay guild dues of 10 [sm](#) per month to utilize these services. If you do not pay your guild fees, you must make up back dues to remain in the guild's good graces.

Con Artist

You have always had a way with people. You know what makes them tick, you can tease out their hearts' desires after a few minutes of conversation, and with a few leading questions you can read them like a glyph. It's a useful talent, and one that you're perfectly willing to use for your advantage.

You know what people want and you deliver, or rather, you promise to deliver. Common sense should steer people away from things that sound too good to be true, but common sense seems to be in short supply when you're around. You know not only how to change your own look into that of another—magically turning into a lighteyes noble when the need arises—but also how to create documents from nothing, gaining you access to areas or knowledge you definitely should not be allowed access to.

You probably studied your con artistry from someone, as it is full of advanced techniques. Who was that person? How did you meet them? And what happened to them? All of these can be useful in creating your backstory and developing your character's reason for needing (or simply wanting) to become a con artist.

Skill Proficiencies: Choose two from Deception, Insight, Performance, and Sleight of Hand

Knowledge Subjects: Choose one from *Accents* and *Fashion*, plus one of your choice

Tool Proficiencies: Disguise kit, counterfeit kit, and makeup tools

Languages: None

Equipment: A burglar's pack or entertainer's pack or explorer's pack, a disguise kit, a set of fine clothes, a set of common clothes, and a pouch containing 15 [sm](#)

Perk: False Identity

You have created a second identity that includes documentation, established acquaintances, and a disguise that allows you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

Constable

You have served the community where you grew up, standing as its first line of defense against crime. You aren't a soldier, directing your gaze outward at possible enemies. Instead, your service to your hometown was to help police its populace, protecting the citizenry from lawbreakers and malefactors of every stripe.

You might have been part of the constabulary of Marabethia, the halberd-wielding police force of Tashikk, or the elite city watch force of Kholinar. Perhaps you hail from Rall Elorim and are a part of the Golden Wraps police force, or you wear the burnt orange of the Kharbranth city guards.

Even if you're not city-born or city-bred, this background can describe your early years as a member of law enforcement. Most settlements of any size have their own constables and police forces, and even smaller communities have sheriffs and bailiffs who stand ready to protect their community. Think about how your character joined the constabulary, and what they think of it now. Did they find it just and good? Or did they leave because they found it corrupt? How does your character view law enforcement now, or those who go against it?

Skill Proficiencies: Choose two from Athletics, Insight, Investigation, and Perception

Knowledge Subjects: Law, plus one of your choice

Tool Proficiencies: A gaming set of your choice

Languages: One of your choice

Equipment: An explorer's pack or soldier's pack, a uniform in the style of your unit and indicative of your rank, a gaming set of your choice, a set of manacles, and a pouch containing 10 [sm](#)

Perk: Watcher's Eye

Your experience in enforcing the law and dealing with lawbreakers gives you a feel for local laws and criminals. You can easily find the local outpost of the watch or a similar organization, and just as easily pick out the dens of criminal activity in a community, although you're more likely to be welcome in the former locations rather than the latter.

Criminal

You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You're far closer than most people to the world of murder, theft, and violence that pervades the underbelly of civilization, and you have survived up to this point by flouting the rules and regulations of society.

Your character may have always been in the dark corners of society. Maybe their parents were also criminals, and they were following in their footsteps, having nowhere else to turn. Maybe, though, they delved into the underworld of one of the Rosharan cities because they had to: their merchant business failed, their land was stolen from them, or their family disowned them and left them nothing. Anyone can become a criminal, no matter their start in life; you can be as creative as you can in developing a criminal background for your character, and how they ended up there.

Skill Proficiencies: Choose two from Deception, Intimidation, Sleight of Hand, and Stealth

Knowledge Subjects: Two of your choice

Tool Proficiencies: One type of gaming set, then choose one from disguise kit, counterfeit kit, poisoning kit, and thievery kit

Languages: None

Equipment: A burglar's pack or explorer's pack, a set of dark common clothes with a hood, a gaming set of your choice, and a pouch containing 15 [sm](#)

Perk: Criminal Contact

You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, underground spanreed hubs, and seedy sailors who can deliver messages for you.

Duelist

You are a duelist, someone who made their living fighting for entertainment. You could either be darkeyed and made your living in the seedy fighting pits in the dark corners of your city or a wealthy Alethi lighteyes who fights in the dueling arenas in front of hundreds of people.

How, and why, did your character decide to fight for a living? Was it out of desperation? Perhaps they have fought in some real battles of their own, and now do it for fun? Or maybe they love the art of it, the performance, the money, and other perks.

Skill Proficiencies: Choose two from Acrobatics, Athletics, Performance, and Survival

Knowledge Subjects: *Dueling*, plus one of your choice

Tool Proficiencies: None

Weapon Proficiencies: One simple or martial weapon of your choice

Languages: None

Equipment: An entertainer's pack, a simple or martial weapon of your choice, a lucky trinket, and a pouch containing 10 [sm](#)

Perk: Intuitive Fighter

You naturally can sense the fighting capabilities of those around you. If you have been near (within 100 feet) of a creature for at least an hour, you know if they have advanced fighting capabilities, like extra attack, multiattack, martial weapon proficiency, medium or heavy armor proficiency, or other non-Invested fighting abilities. The GM does not tell you which of these things a creature has, nor do you glean any additional insight into their specific capabilities.

Entertainer

You thrive in front of an audience, knowing how to entrance them, entertain them, and even inspire them. Your poetics can stir the hearts of those who hear you, awakening grief or joy, laughter or anger. Your music raises their spirits or captures their sorrow. Your dance steps captivate, your humor cuts to the quick. Whatever technique you use, your art is your life.

How did you learn your art? And what did you learn it *for*? As an entertainer, you use your art to make a living, or at least are public about it and how intrinsic it is in your life. Think about your character and how they use their art, how they feel about it, and what they hope to accomplish with it.

Skill Proficiencies: Choose two from Acrobatics, Performance, and Sleight of Hand

Knowledge Subjects: *Music*, plus one of your choice

Tool Proficiencies: Disguise kit, one type of musical instrument, one type of artisan tools

Languages: None

Equipment: An entertainer's pack, a musical instrument of your choice, a disguise kit, the favor of an admirer (love letter, lock of hair, or trinket), and a pouch containing 15 [sm](#)

Perk: By Popular Demand

You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a Brightlord's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

Entertainer Routines

A good entertainer is versatile, spicing up every performance with a variety of different routines. Choose one to three routines or roll on the table below to define your expertise as an entertainer.

d8	Entertainer Routine
1	Actor
2	Dancer
3	Magician
4	Jester
5	Juggler
6	Instrumentalist
7	Poet

Hermit

You lived in seclusion—either in a sheltered community, or entirely alone—for a formative part of your life. In your time apart from the clamor of society, you found quiet, solitude, and a knowledge of the natural world. This knowledge of nature helped you to survive, and now you can use it in your adventures. You understand how to utilize the plants and animal products of Roshar to create unique serums, powders, and elixirs to aid you and your allies.

Develop your character and how they ended up on their own, or in a small community. Work with your GM, even, to create that community, and what it means to you and the campaign as a whole. Roshar is a mysterious, vast planet, and we only see a fraction of it in the books. Put yourself anywhere on the map you wish, and come up with a small area that was the entire world for your character before they set out on the adventure in your table's campaign.

Skill Proficiencies: Choose two from Animals, Medicine, and Survival

Knowledge Subjects: *Nature*, plus one of your choice

Tool Proficiencies: Herbalism kit

Languages: One of your choice

Equipment: An adventurer's pack or explorer's pack, a diary of your experience in the wild, a winter blanket, a set of common clothes, an herbalism kit, and a pouch containing 5 [sm](#)

Perk: Discovery

The quiet seclusion of your hermitage gave you access to a unique and powerful discovery. The exact nature of this revelation depends on the nature of your seclusion. You might have discovered a great truth about the history of Roshar, the nature of Investiture, the Shards, other worlds, or something important to Realmatic Theory itself. It might even be information that would be damaging to the people who consigned you to exile, and hence the reason for your return to society. Work with your GM to determine the details of your discovery and its impact on the campaign.

Merchant

You are a merchant and have traveled far and wide to trade your wares. You either belong, or belonged, to a merchant ship or a caravan of wagons and may have a babask who taught you all you know. You know a lot about the raw materials of Roshar and the prices of them, and are able to utilize your connection to the Thaylen network of merchants to find information, travel, or even find people to whom you can buy or sell items.

Most merchants on Roshar are from Thaylenah, but you can be from anywhere. If you are from a place that doesn't have as much information on how trade works as the Thaylen people do, work with your GM to come up with it. In addition, decide if you primarily worked on ships or on land, as the differences of your character will be vast depending on which you choose.

Skill Proficiencies: Choose two from Deception, Insight, Persuasion, and Survival

Knowledge Subjects: *Trade*, plus one of your choice

Tool Proficiencies: One type of artisan tools or vehicles (water)

Languages: Thaylen or one of your choice

Equipment: A merchant's pack or explorer's pack, one artisan tool of your choice, a set of traveler's clothes, a spanreed to the Thaylen Merchant's Guild, and a pouch containing 15 [sm](#)

Perk: Thaylen Merchant's Guild

You are able to send messages to the Thaylen Merchant's Guild, which connects all Thaylen merchants to one another, to get information. You can use this to contact your babask or another merchant with whom you have a relationship, gaining information about things going on elsewhere in the world. You can also use this to try and find a buyer of an item you have found, or a seller of an item that you want. Finally, you may be able to utilize your merchant background to gain access to ships or caravans for a lower fee than usual.

You must pay your guild dues of 10 [sm](#) per month to maintain this relationship, and must pay back dues if you ever fall behind to stay in the guild's good graces.

Variant Perk: Failed Merchant

Your merchanting life ended poorly. Whether it was because of outside influences, bad luck, or simply because your business acumen was weak, you lost most of what you gained from your merchant life.

You still have connections you can contact for information on the world, finding those you can buy or sell from, or to gain access to ships or caravans. However, you are not a part of the Thaylen Merchant's Guild anymore (so you don't have to pay their

dues!), and may have a harder time utilizing their resources. You have a lot of know-how into merchanting, ships, and trading, and so can blend in in many of those places.

Outlander

You grew up in the wilds, far from civilization and the comforts of town and technology. You've witnessed the migration of herds larger than forests, survived weather far more extreme than any city-dweller could comprehend, and enjoyed the solitude of being the only thinking creature for miles in any direction. The wilds are in your blood, whether you were a nomad, an explorer, a recluse, a hunter-gatherer, or a vagabond. Even in places where you don't know the specific features of the terrain, you know the ways of the wild.

Being a nomad, away from people, means your character is close to the wilds of Roshar, the plants and the animals of the wilderness. They know much of the natural land, but how do they fare in the cities? How do they feel about not having a real home, a place they can return to should everything go poorly? Do they feel stuck, now, in an adventure with others that they have to share tavern rooms with, have to follow wherever they go or stay in one location for way longer than they're used to? An outlander can have so much worldly experience, but in a party of adventurers think about how they fit in and how they learn to change their way of life.

Skill Proficiencies: Choose two from Animals, Athletics, and Survival

Knowledge Subjects: *Nature* and *Geography*

Tool Proficiencies: One type of musical instrument, one type of artisan tools

Languages: One of your choice

Equipment: An adventurer's pack or explorer's pack, a staff, a trophy from an animal you killed, a set of traveler's clothes, and a pouch containing 10 [sm](#)

Perk: Wanderer

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Noble

Whether a Brightlord from the land of Alethkar or Jah Keved or a scribe from the high societies of Azir, you understand wealth, power, and privilege. You carry a noble title, and your family owns land and wields significant political influence. You might be a pampered aristocrat unfamiliar with manual labor, a former merchant just elevated to the nobility, or an honest, hard-working landowner who cares deeply about the people who live and work on your land.

Work with your GM to come up with an appropriate title and determine how much authority this title carries, as well as your family and your influence. Is your family old and established, or was your title only recently bestowed? How much influence do they wield and how do people regard them?

What's your position in the family? Are you the heir to the head of the family or the head itself? Are you far down the line of succession? How does the head of your family feel about your adventuring career or your Radiant oaths? Are you in your family's good graces?

If your family has a coat of arms you may wear a crest or glyphpair, a signet ring, or the family's colors. These details can help establish your family and your title as features of the world of the campaign.

Skill Proficiencies: Choose one from Deception, Intimidation, and Persuasion

Knowledge Subjects: *History* (specific to your home region or country), *Nobility*, and *Religion*, plus one of your choice

Tool Proficiencies: One type of artisan tools, gaming set, or musical instrument

Languages: One of your choice

Equipment: A diplomat's pack or a scholar's pack or explorer's pack, a set of fine clothes, a signet ring (or other item that carries your family's crest or glyphpair), a letter of pedigree, and a purse containing 30 [sm](#)

Perk: Position of Privilege

Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high societies, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

Sailor

You sailed on a seagoing vessel for years. In that time, you faced down mighty highstorms, creatures of the deep, and those who wanted to sink your craft to the bottomless depths. Your first love is the distant line of the horizon, but the time has come for you to try your hand at something new.

Discuss the nature of the ship you previously sailed with your GM. Was it a merchant ship, a naval vessel, a ship of discovery, or the personal ship of a wealthy Brightlord? How famous is it? Is it widely traveled? Is it still sailing, or is it missing and presumed lost with all hands?

What were your duties on board—boatswain, captain, navigator, cook, or some other position? Who were the captain and first mate? Did you leave your ship on good terms with your fellows, or on the run?

Skill Proficiencies: Choose two from Acrobatics, Athletics, Perception, and Survival

Knowledge Subjects: *Sailing*, plus one of your choice

Tool Proficiencies: Vehicles (water), plus choose one from cartography tools and navigation kit

Languages: None

Equipment: An adventurer's pack or explorer's pack, 50 feet of silk rope, a lucky charm, a set of common clothes, and a pouch containing 10 [sm](#)

Perk: Ship's Passage

When you need to, you can secure free passage on a sailing ship for yourself and your adventuring companions, depending on the ship. You might sail on the ship you served on, or another ship you have good relations with (perhaps one captained by a former crewmate). Because you're calling in a favor, you can't be certain of a schedule or route that will meet your every need. The GM will determine how long it takes to get where you need to go. In return for your free passage, you and your companions are expected to assist the crew during the voyage.

Scholar

As a child, you were inquisitive and precocious. In your formative years, you found your way to an ardentia, university, or library to study and learn. Maybe you were an apprentice for an existing scholar, or maybe you made your way on your own. You seek knowledge everywhere you go and are always willing and excited to learn more. Consider how your character learned what they learned. You are, of course, very knowledgeable in many things as a scholar—why did you learn what you learned? What interests you? And what do you hope to use your knowledge for?

Skill Proficiencies: Choose one from Arcana and Investigation

Knowledge Subjects: Four of your choice

Tool Proficiencies: One artisan tools of your choice

Languages: Two of your choice

Equipment: An explorer's pack or scholar's pack, a set of common clothes, a notebook and pen, a book on a subject of your current study, and a pouch containing 10 [sm](#)

Perk: Scholarly Access

Though many others find it exhaustive and, sometimes impossible, to access some of the greater learning centers of the world, you can access your own with ease. You have one institution (an ardentia, religious library, university, etc.) in which you have studied for many years that you have free and easy access to. You also have a working knowledge of the higher connections in scholarly circles of said institution, and you know how to navigate those connections with ease.

Additionally, you are likely to gain preferential treatment at other libraries and scholarly institutions across the cosmere, as a professional courtesy shown to a fellow scholar.

Slave

You have spent much of your life owned by another person. You could have been branded with a slave glyph on your forehead and sold to run bridges in the war in the Shattered Plains, or been a field worker from the far west of Shinovar. You could even be a singer, enslaved in almost any country on Roshar, only able to escape when the Everstorm came and set you free.

The slave background is not an easy one. You get very little from it, as you have had very little in life. You are skilled in a few things but have very little knowledge gained from traditional studying. Work with your GM to determine where you came from, to whom you were enslaved, and the nature of your escape or freedom.

Skill Proficiencies: Choose three from Athletics, Acrobatics, Insight, Perception, Sleight of Hand, and Stealth

Knowledge Subjects: One of your choice

Tool Proficiencies: None

Languages: None

Equipment: An explorer's pack, a set of common clothes, a simple memento from your family or fellow slave, and a pouch containing 5 [sm](#)

Perk: A Difficult Life

Whether you are free now or are actively on the run, you know how to remain unseen. Most people will likely ignore you, but some may immediately assume you are a criminal. You can pose as a slave with little difficulty and without raising too much suspicion. You also have a knack for surviving in even the hardest situations: time spent without food or water or in the elements does not affect you as much as it would your companions.

Soldier

War has been your life for as long as you care to remember. Whether it was the Veden Civil War, being deployed in the Azish Royal Army, or fighting in the War of Reckoning in the Shattered Plains, you know war. You trained as a youth, studied the use of weapons and armor, learned basic survival techniques, and mastered how to stay alive on the battlefield. You might have been part of a standing national army or a mercenary company, or perhaps a member of a local militia who rose to prominence during a recent war.

When you choose this background, work with your GM to determine which military organization you were a part of, how far through its ranks you progressed, and what kind of experiences you had during your military career. Was it a standing army, a town guard, or a village militia? Or it might have been a Brightness's or merchant's private army, or a mercenary company.

Skill Proficiencies: Choose two from Acrobatics, Athletics, Intimidation, and Persuasion

Knowledge Subjects: *War*, plus one of your choice

Tool Proficiencies: One type of gaming set, vehicles (land)

Languages: None

Equipment: An adventurer's pack or soldier's pack, an insignia of rank, a trophy taken from a fallen enemy, a set of common clothes, and a pouch containing 15 [sm](#)

Perk: Military Rank

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment for temporary use. You can also usually gain access to friendly military encampments where your rank is recognized.

Urchin

You grew up on the streets alone, orphaned, and poor. You had no one to watch over you or to provide for you, so you learned to provide for yourself. You fought fiercely over food and kept a constant watch out for other desperate souls who might steal from you. You slept on rooftops and in alleyways, exposed to the Weeping rain and learning to take cover from highstorms. You endured sickness without the advantage of medicine or a place to recuperate. You've survived despite all odds, and did so through cunning, strength, speed, or some combination of each.

How did you end up this way? What happened to your parents or guardians who must have had some part of your life, as young as you may have been? Your experience on the streets have been tough, of course, but they have made you stronger and more vigilant than most others.

Skill Proficiencies: Choose two from Acrobatics, Athletics, Deception, Insight, Sleight of Hand, and Stealth

Knowledge Subjects: One of your choice

Tool Proficiencies: Choose one from disguise kit and thievery kit

Languages: One of your choice

Equipment: An explorer's pack, a small knife, a map of the city you grew up in, a pet cremling, a token to remember your parents by, a set of common clothes, and a pouch containing 10 [sm](#)

Perk: City Secrets

You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow.

Veristitalian

You belong to an order of scholars on Roshar, dedicated to seeking the truth of the cosmere. You seek to create unbiased, factual accounts of the past in order to both understand the present and be prepared for the future. Members of the Veristitalians research things they feel are misrepresented or misunderstood by common Roshar historians and scholars, and their methods are considered unconventional by common historians as well. Veristitalians are quite knowledgeable about things that other Rosharans know little about, including other worlds and the nature of Investiture itself.

To become a Veristitalian is no easy feat. You usually have to know someone who knows someone who knows someone... not to mention be useful in certain subjects to others of the group who may need it. Work with your GM to develop the basis for your admission into the group, and what you provide to it.

Skill Proficiencies: Investigation

Knowledge Subjects: Two of your choice

Tool Proficiencies: None

Languages: Three of your choice

Equipment: A scholar's pack, a small knife, a letter from a dead colleague posing a question you have not yet been able to answer, a set of common clothes, a spanreed to the Veristitalian network, and a pouch containing 10 [sm](#)

Perk: Veristitalian Research

When you attempt to learn or recall a piece of information, if you do not know that information, you can reach out to your fellow Veristitalians via spanreed to see if they can obtain it, or know where you can. Often, they will answer that you may be able to find the information yourself from a library, university, or another learned person on Roshar. However, you study for a vocation rather than for a living, so gaining access to some of these places may be difficult.

Sometimes, your GM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it is simply not known. Unearthing the deepest secrets of the cosmere can require an adventure or even a whole campaign. In addition, to stay in the group's good graces, you are recommended to assist your fellow Veristitalians with their own requests for knowledge if they come to you for it. You can assist them by researching their queries or going on adventures for answers to their questions.

Worldsinger

Worldsingers are a group of storytellers on Roshar, founded by Hoid. They travel across the world, learning cultures, peoples, thoughts, and dreams of those who live there for the purpose of spreading those stories to others. They have a vast knowledge of cultures and topics. They believe that the Heralds themselves gave them instructions to spread knowledge, so they see themselves as superior to traditional storytellers.

Worldbringers, whether they use just their voice, music, or their Investiture-fueled abilities, are able to put people at ease through storytelling. It is, however, not an easy group to gain access to. How does your character know Hoid, or whoever assisted them with joining in the group's ranks? Also, where have they traveled, and has their travel been limited to just Roshar, or other worlds by traveling through Shadesmar?

Skill Proficiencies: Choose one from Insight and Performance

Knowledge Subjects: Three of your choice

Tool Proficiencies: One type of musical instrument

Languages: Two of your choice

Equipment: An adventurer's pack or explorer's pack, a musical instrument in which you are proficient, a set of common clothes, three small trinkets from faraway cities, a small pouch containing 10 [sm](#)

Perk: Keeper of Knowledge

Your knowledge of other cultures allows you to give out stories as allegories, teaching others something that they may find interesting. Most people find the faraway cities of Roshar interesting, and you have been to many of them. You know a lot of general things about many cultures around the world and, even if you don't have a specific Knowledge subject about another place, the GM may allow you to roll a Knowledge check about minor things known by travelers to a place. For example, you may have visited Kasitor once, long ago, and even if you don't have *Iri History* or *Iri Culture* as a Knowledge subject, the GM may allow a Knowledge check from you pertaining to how the Iriali monarchy works, with a higher DC than normal.

In addition, you typically know the fastest or easiest way to reach most large cities.

5. Equipment

The marketplace of Urithiru teems with buyers and sellers of many sorts: Herdazian smiths and Selay woodcarvers, Alethi lavis farmers and Makabaki jewelers. People of all types selling items of all types, all from a spectrum of nations and cultures and trades. In the largest cities, almost anything imaginable is offered for sale, from exotic spices and luxurious clothing to Invested fabrials and well-crafted weapons.

For an adventurer, the availability of armor, weapons, backpacks, rope, and similar goods is of paramount importance, since proper equipment can mean the difference between life and death in a battle or in the untamed wilds. This chapter details the mundane and exotic merchandise that adventurers commonly find useful in the face of the threats that the worlds of Cosmere 5e present.

More exotic items like most fabrials, Invested items, and other rare equipment will be found in *Hoid's Guide to the Cosmere*.

Starting Equipment

When you create your character, you receive equipment based on a combination of your class and background. Your class, your Knights Radiant Order, offers you equipment to be used in combat: weapons, ammunition, and armor. Your background offers you equipment of other types: packs, personal belongings, tools, and money.

You decide how your character came by this starting equipment. It might have been an inheritance, or goods that the character purchased during their upbringing. You might have been equipped with a weapon, armor, and a backpack as part of a military service. You might even have stolen your gear. A weapon could be a family heirloom, passed down from generation to generation until your character received it, ready to use it in their Knights Radiant adventuring.

Wealth

Wealth generally appears in the form of money. And, on Roshar, money is spheres. In *The Stormlight Archive*, spheres are small pieces of valuable polestones, encased in glass, that can be infused with Stormlight and are then exchanged as tender. In the books, there are dozens of denominations of sizes (chips, marks, and broams) and gems (diamonds, garnets, zircons, amethysts, etc.). To make it easier, you can use only five denominations of spheres to be the equivalent of D&D's copper, silver, electrum, gold, and platinum.

The four denominations of spheres are:

- **Diamond chips**, which are the equivalent of copper, and can also be called "chips" or "clearchips."
- **Topaz marks**, which are the equivalent of silver, and can also be called "sunmarks."
- **Ruby marks**, which are the equivalent of electrum, and can also be called "firemarks."
- **Sapphire marks**, which are the equivalent of gold, and can also be called "skymarks."
- **Emerald broams**, which are the equivalent of platinum and can be called, simply, "broams."

Spheres are used all across Roshar as legal tender for goods and services. They weigh about a third of an ounce each, so fifty spheres weigh a pound.

Sphere Exchange Rates

Spheres	DC / copper	TM / silver	RM / electrum	SM / gold	EB / platinum
Diamond chip	1	1/10	1/50	1/100	1/1,000
Topaz mark	10	1	1/5	1/10	1/100
Ruby mark	50	5	1	1/2	1/20
Sapphire mark	100	10	2	1	1/10
Emerald broam	1,000	100	50	10	1

Spheres Infusion

Spheres, like any polestone on Roshar, can be infused with Stormlight by highstorms. When the spheres are left outside during a highstorm, the Stormlight infuses the gems inside the spheres (see "[Storms](#)" in Appendix B). There are a few uses for this. Firstly, spheres can be used as a light source (5 feet bright light and 5 feet of dim light), giving off the color of the gem inside (white, orange, red, blue, or green). Secondly, many merchants will only trust infused spheres as good tender because, if a sphere has lost its Stormlight (and become "dun"), they worry that the sphere is a counterfeit.

Lastly, and most importantly, to balance the fact that Knights Radiant hardly ever need to buy components or materials for their Investiture casting and other features, a Knights Radiant having infused spheres is what fuels their abilities, and they lose the ability to use their class features if they don't have enough infused spheres after a long rest. See [Chapter 8: Stormlight Replenishment](#) for more information.

Needless to say, characters need to visit moneychangers during their adventures every so often (or risk leaving their spheres outside in a highstorm themselves!) to exchange their dun spheres for infused ones for a small fee. The typical Rosharan moneychanger will exchange dun spheres for infused ones at a rate of about 2% the total value, rounded up to the nearest diamond chip. During the Weeping, this price increases to about 5%, rounded up to the nearest ruby mark.

Most infused items in Cosmere 5e use a unit of Stormlight equal to one sapphire mark's worth. This is the amount of Stormlight an infused sapphire mark holds. Diamond chips hold 1/100th of a sapphire mark's worth of Stormlight, ruby marks hold 1/10th of a sapphire mark's worth of Stormlight, amethyst marks hold 1/2 of a sapphire mark's worth of Stormlight, and emerald brooms hold 10 sapphire mark's worth of Stormlight (equivalent to their currency values). Polestones, which you'll find information on [later in this chapter](#), hold an amount of Stormlight in units of sapphire mark's worth.

Selling Treasure

Opportunities abound to find treasure, equipment, weapons, armor, and more in the dungeons, battlefields, and cities you'll explore. Normally, you can sell your treasures and trinkets when you return to a town and other settlement, provided that you can find buyers and merchants interested in your loot.

Arms, Armor, & Other Equipment

As a general rule, undamaged weapons, armor, and other equipment fetch half their cost when sold in a market. Used weapons and armor aren't always in a good enough condition to sell.

Invested Items

Selling Invested items, items fueled by Investiture, can be difficult. Finding someone who wants to buy (or can even afford) an extremely powerful fabrial or offworld mystical item would be onerous, if not impossible. Likewise, aside from a few common Invested items like basic fabrals, you won't normally come across Invested items to purchase. The value of this special equipment is far beyond simple spheres and should always be treated as such.

Jewelry and Art

These items retain their full value in the marketplace, and you can either trade them in for spheres or use them as currency for other transactions. For exceptionally valuable treasures, the GM might require you to find a buyer in a large city or even somewhere farther away.

Polestones

Polestones, or the ten gemstones that hold so much importance in the magic of Roshar, are ubiquitous and valuable. They each have different sizes which have different values, and they retain their value unless damaged. If they are dun, they may be harder to sell if the merchant does not have the ability to check their legitimacy. Finally, remember that many polestones are used as fuel for Invested items like fabrals and even, sometimes, Invested Arts themselves! See "[Polestones](#)" later in this chapter for more information on them.

Trade Goods

You may find some faraway nations that conduct transactions through barter, like Shinovar. You may find people unwilling to accept spheres for their wares, and you may need to utilize your finer objects like polestones, jewelry, or even trading raw goods like Soulcasted metal, bags of salt, or livestock.

Armor & Shields

Roshar is a vast tapestry made up of many different cultures, each with its own technology and military history. For this reason, adventurers have access to a variety of armor types, ranging from leather armor to chain mail to costly plate armor, with several other kinds of armor in between. The Armor & Shields table collects the most commonly available types of armor found in the game and separates them into three categories: light armor, medium armor, and heavy armor. In addition, the table shows the different shields available on Roshar.

The Armor & Shields table shows the cost, weight, and other properties of the common types of armor and shields used on Roshar.

VARIANT: EQUIPMENT SIZES

In most campaigns, you can use or wear any equipment that you find on your adventures, within the bounds of common sense. For example, a huge warform singer won't fit in a tiny Shin's leather armor, and a Reshi would be

swallowed up in an Unkalaki's elegant robe.

The GM can impose more realism. For example, a suit of plate armor made for one person might not fit another without significant alterations, and a guard's uniform might be visibly ill-fitting when an adventurer tries to wear it as a disguise.

Using this variant, when adventurers find armor, clothing, and similar items that are made to be worn, they might need to visit an armorsmith, tailor, leatherworker, or similar expert to make the item wearable. The cost for such work varies from 10 to 40 percent of the market price of the item. The GM can either roll 1d4 x 10 or determine the increase in cost based on the extent of the alterations required.

Armor Proficiency

Anyone can put on a suit of armor or strap a shield to an arm. Only those proficient in the armor's use know how to wear it effectively, however. Your class gives you proficiency with certain types of armor. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast Invested Arts.

No class gives you proficiency in Shardplate. If you want proficiency in it, work with your GM to discover a way within your campaign for you to do so, though it could be extremely costly and time-consuming.

Armor Class (AC)

Armor protects its wearer from attacks. The armor (and shield) you wear determines your base Armor Class. If you are not wearing armor, your AC equals 10 plus your Dexterity modifier, though your class may offer a feature that changes this.

Armor Properties

Many armors and shields have special properties related to their use, as shown in the Armor & Shields table. Each property is defined below.

Bulky. While wearing armor with this property, you have disadvantage on Dexterity (Stealth) checks that rely on sound.

Obtrusive. While wielding a shield with this property, you have disadvantage on Dexterity (Stealth) checks that rely on sight.

Spren. A shield with the spren property can only exist if a Knights Radiant's living spren forms it. It appears in the user's hand as an action, immediately. Though summoning a spren into a weapon only takes a bonus action, it always requires a full action to summon a spren into a shield. It disappears if the shield is dropped, and also disappears if the Knights Radiant's spren is used to do anything else. Finally, a Shardshield created by a living spren cannot form or be used in the Cognitive Realm.

Strength. While wearing armor or wielding a shield with this property, your speed is reduced by 10 unless your Strength score meets or exceeds the strength number.

Light Armor

Made from supple and thin materials, light armor favors agile adventurers since it offers some protection without sacrificing mobility. If you wear light armor, you add your Dexterity modifier to the base number from your armor type to determine your Armor Class.

Padded. Padded armor consists of quilted layers of cloth and batting.

Leather. The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.

Studded Leather. Made from tough but flexible leather, studded leather is reinforced with close-set rivets or spikes.

Medium Armor

Medium armor offers more protection than light armor, but it also impairs movement more. If you wear medium armor, you add your Dexterity modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Class.

Hide. This crude armor consists of thick furs and pelts.

Chain Shirt. Made of interlocking metal rings, a chain shirt is worn between layers of clothing or leather. This armor offers modest protection to the wearer's upper body and allows the sound of the rings rubbing against one another to be muffled by outer layers.

Scale Mail. This armor consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. The suit includes gauntlets.

Breastplate. This armor consists of a fitted metal chest piece worn with supple leather. Although it leaves the legs and arms relatively unprotected, this armor provides good protection for the wearer's vital organs while leaving the wearer relatively unencumbered.

Half Plate. Half plate consists of shaped metal plates that cover most of the wearer's body. It does not include leg protection beyond simple greaves that are attached with leather straps.

Heavy Armor

Of all the armor categories, heavy armor offers the best protection. These suits of armor cover the entire body and are designed to stop a wide range of attacks. Only proficient warriors can manage their weight and bulk.

Heavy armor doesn't let you add your Dexterity modifier to your Armor Class, but it also doesn't penalize you if your Dexterity modifier is negative.

Ring Mail. This armor is leather armor with heavy rings sewn into it. The rings help reinforce the armor against blows from swords and axes. Ring mail is inferior to chain mail, and it's usually worn only by those who can't afford better armor.

Chain Mail. Made of interlocking metal rings, chain mail includes a layer of quilted fabric worn underneath the mail to prevent chafing and to cushion the impact of blows. The suit includes gauntlets.

Splint. This armor is made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding. Flexible chain mail protects the joints.

Plate. Plate consists of shaped, interlocking metal plates to cover the entire body. A suit of plate includes gauntlets, heavy leather boots, a visored helmet, and thick layers of padding underneath the armor. Buckles and straps distribute the weight over the body.

Shields

Shields come in varying weights, sizes, and materials. You can only benefit from one shield at a time. If you have the Shardblade feature for your class, you can use an action to turn your spren into a Shardshield (either a small or a medium one, depending on your proficiency), gaining the AC bonus granted by it until you end the feature or you use a bonus action to turn your spren into a weapon.

Small Shields. A light shield is generally affixed to the forearm. While a light shield may not fill the hand, you gain no benefit from it while the hand is full. You gain no benefit from a small shield while wielding a weapon with the *heavy* or *two-handed* property. However, holding a small shield in one hand does not stop an Investiture caster from casting an Invested Art that requires a somatic component.

Medium Shields. A medium shield is the most common. They are used in conjunction with any one-handed weapon and require one hand to hold them.

Shardshield. A Knights Radiant's spren can turn into a shield in addition to being manifested as a weapon. It takes an action on your turn to summon your spren (or change it from a Shardweapon) into a Shardshield. Your spren can manifest itself as a small or medium shield and, while holding them, you gain a +1 or +2 to your AC, respectively. If your spren manifests itself into a medium Shardshield, the "strength 13" property does not apply. You only get the bonus to your AC if you are proficient in small or medium shields, depending on the size of shield your spren is manifested into.

Stormshield. A stormshield is not a typical shield one wears in battle, but a massive shield that can give cover to someone in a highstorm. A Medium creature can carry this shield and, when they do, they move at half of their normal speed. While carrying it they have **three-quarters** cover (+5 to AC and Dexterity saving throws) from one cardinal direction at a time, which they must decide at the end of each of their turns. A Small creature's movement speed is 10 feet when carrying this shield. A creature can also use their action to anchor the stormshield into the ground and crouch behind it, giving them total cover from one sideways direction and from above. It takes an action to readjust the shield or pick it back up.

Armor & Shields Table

Name	Cost	Armor Class (AC)	Weight	Properties
<i>Light Armor</i>				
Padded	5 sm	11 + Dexterity modifier	8 lb.	Bulky
Leather	10 sm	11 + Dexterity modifier	10 lb.	-
Studded leather	45 sm	12 + Dexterity modifier	13 lb.	-
<i>Medium Armor</i>				
Hide	10 sm	12 + Dexterity modifier (max 2)	12 lb.	-
Chain shirt	50 sm	13 + Dexterity modifier (max 2)	20 lb.	-
Scale mail	50 sm	14 + Dexterity modifier (max 2)	45 lb.	Bulky
Breastplate	400 sm	14 + Dexterity modifier (max 2)	20 lb.	-
Half plate	750 sm	15 + Dexterity modifier (max 2)	40 lb.	Bulky
<i>Heavy Armor</i>				
Ring mail	30 sm	14	40 lb.	Bulky
Chain mail	75 sm	16	55 lb.	Bulky, strength 13

	Splint	200 sm	17	60 lb.	Bulky, strength 15
	Plate	1,500 sm	18	65 lb.	Bulky, strength 15
Shields					
	Small shield	10 sm	+1	5 lb.	-
	Medium shield	20 sm	+2	15 lb.	Strength 13
	Stormshield	30 sm	Special (see above)	50 lb.	Obtrusive
	Small <i>Shardshield</i>		+1	-	Spren
	Medium <i>Shardshield</i>		+2	-	Spren

Shardplate

Details of Shardplate are found in the [Invested Items Collection](#).

Getting Into & Out of Armor

The time it takes to don or doff a type of armor or a shield is shown in the Donning and Doffing Armor table.

Don. This is the time it takes to put on the item. You benefit from its AC only if you take the full time to don it.

Doff. This is the time it takes to take off the item. If you have help removing armor, reduce this time by half.

Donning & Doffing Armor

Category	Don	Doff
Light armor	1 minute	1 minute
Medium armor	5 minutes	5 minutes
Heavy armor	10 minutes	10 minutes
Shardplate	15 minutes	15 minutes
Shield	1 action	1 action
Shardshield	1 action	1 action

Weapons

Your class grants proficiency in certain weapons, reflecting both the class's focus and the tools you are most likely to use. Whether you favor a lighteyes' longsword, a crossbow, or an Azish halberd, your weapon and your ability to wield it effectively can mean the difference between life and death while adventuring.

The weapons table shows the most common weapons used on Roshar, their price and weight, the damage they deal when they hit, and any special properties they possess. Every weapon is classified as either **melee** or **ranged**. A **melee weapon** is used to attack a target within 5 feet of you, whereas a **ranged weapon** is used to attack a target at a distance.

Weapon Proficiency

Your background, class, and feats can grant you proficiency with certain weapons or categories of weapons. The two categories are **simple** and **martial**. Most people can use simple weapons with proficiency. These weapons include clubs, maces, and other weapons often found in the hands of commoners. Martial weapons, including swords, axes, and polearms, require more specialized training to use effectively. Most warriors use martial weapons because these weapons put their fighting training to best use.

Proficiency with a weapon allows you to add your proficiency bonus to the attack roll for any attack you make with that weapon. If you make an attack roll using a weapon with which you lack proficiency, you do not add your proficiency bonus to the attack roll.

Weapon Properties

Many weapons have special properties related to their use, as shown in the Weapons table.

Ammunition. You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack (you need a free hand to load a one-handed weapon). At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield.

If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon (see “Improvised Weapons” later in this section). A sling must be loaded to deal any damage when used in this way.

Finesse. When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Hidden. Weapons with the hidden property are completely hidden to everyone (except for those who can sense or see Investiture) until the user decides to summon it.

Light. A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons. See the rules for [two-weapon fighting](#) in Chapter 9. Though Shardweapons are all lighter than their normal counterparts, you can still only use two-weapon fighting with Shardweapons that have the light property, indicating the ease and speed at which you can swing and use them.

Loading. Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

Range. A weapon that can be used to make ranged attacks has a range in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon’s normal range in feet, and the second indicates the weapon’s long range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can’t attack a target beyond the weapon’s long range.

Reach. This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it (see [Chapter 9](#)).

Shard. A weapon with the Shard property is a Shardblade created from a dead spren. It can be summoned by the owner by two consecutive bonus actions; the Shardblade appears in the hand immediately when the second bonus action was used, as long as it was used on the turn directly after the first bonus action. Shardblades disappear if the Blade ever leaves the owner’s hand and must be resummoned. A Shardblade cannot form or be used in the Cognitive Realm. If the owner of the Blade is killed, the Shardblade appears next to their body. A Shardblade is always a +1 Invested weapon.

Shardbearer. A weapon with the Shardbearer property can only be used if the user is wearing Shardplate with at least the chest and both arms still intact.

Special. A weapon with the special property has unusual rules governing its use, explained in the weapon’s description (see “[Special Weapons](#)” later in this section).

Spren. A weapon with the spren property can only exist if a Knights Radiant’s living spren forms it. It appears in the user’s hand as a bonus action, immediately, and can change into a different spren weapon with another bonus action. It can also become a Shardshield with an action. It disappears if the weapon is dropped, and also disappears if the Knights Radiant’s spren leaves their space. A Shardweapon created by a living spren cannot form or be used in the Cognitive Realm. These weapons can activate Oathgates. A spren weapon is always a +1 Invested weapon.

Thrown. If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

Two-Handed. This weapon requires two hands when you attack with it.

Unstrung. An unstrung weapon is a Shardweapon that is manifested as only the metal part of the weapon, and doesn’t naturally have a string to fire its ammunition. A creature that summons a weapon with this property must also be holding a bowstring or crossbow string in their hand, which is pulled taut during the summoning of the weapon, in order to use it after it is manifested. Pulling the string out of your pack or pocket can be part of the bonus action used to summon the weapon. These weapons use normal ammunition like their non-Shard counterparts.

Unwieldy. Creatures that are Small or smaller have disadvantage on attack rolls with unwieldy weapons. An unwieldy weapon’s size and bulk make it too large for these creatures to use effectively.

Versatile. This weapon can be used with one or two hands. A damage value in parenthesis appears with the property—the damage when the weapon is used with two hands to make a melee attack.

Improvised Weapons

Some characters don’t have their weapons and have to attack with whatever is at hand. An improvised weapon includes any object you can wield in one or two hands, such as a broken wine bottle, a fire poker, or the leg of a dead lighteyes.

Often, an improvised weapon is similar to an actual weapon and can be treated as such. For example, a broken wine bottle could be a dagger, a fire poker could be a shortsword, and a leg could be a club. At the GM’s option, a character proficient with a weapon can use a similar object as if it were that weapon and use their proficiency bonus.

An object that bears no resemblance to a weapon deals 1d4 damage (the GM assigns a damage type appropriate to the object). If a character uses a ranged weapon to make a melee attack, or throws a melee weapon that does not have the thrown property, it also deals 1d4 damage. An improvised thrown weapon has a normal range of 20 feet and a long range of 60 feet.

Special Weapons

Weapons with special rules are described here.

Lance. You have disadvantage when you use a lance to attack a target within 5 feet of you. Also, a lance requires two hands to wield when you aren't mounted.

Net. A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.

War Pick. The default damage type for this weapon is piercing. However, when you make an attack with it, you can choose to use the reverse side of the weapon and deal bludgeoning damage instead.

Shardweapons

In Cosmere 5e, Shardweapons are the equivalent of D&D's magic weapons. The minimum bonus of a Shardweapon is +1 (attack rolls and damage rolls with the weapon both get a +1), though there are certain items and features that can upgrade Shardweapons from Radiant's spren to +2 or even +3. Some enemies and creatures have a resistance, or even immunity, to non-Invested weapons; Shardweapons are Invested, and so circumvent these.

There are technically three types of Shardweapons, detailed below in the Shardweapon Table. There are the ones manifested from a Knights Radiant's living spren, and they all have the "spren" property. There are normal Shardblades, which are Blades manifested from dead spren, rare weapons owned by only the most noble and powerful across Roshar (it has the "Shard" property). And, finally, there are the weapons that sort of mimic Shardweapons, like the Shardhammer and Grandbow: heavy weapons designed for use by those in Shardplate. These all have the "Shardbearer" property.

Other Shardblades like Honorblades and Nightblood, some of the rarest and most powerful artifacts in the cosmere, are not detailed here. They are, however, detailed in the [Invested Items Collection](#), along with myriad other Invested weapons.

Shardweapons cannot cut through non-living material easily, nor can they kill the limbs or instantly kill the spiritweb of creatures, like in *The Stormlight Archive*. If your campaign would like to use a more accurate (though difficult to balance) representation of Shardweapons in your game, see the variant rule, ["Shardweapon Accuracy," in Appendix B.](#)

Weapons Table

Simple Weapons

Weapon Name		Cost	Damage	Weight	Properties
Simple Melee Weapons					
	Club	1 tm	1d4 bludgeoning	2 lb.	Light
	Dagger	2 sm	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
	Greatclub	2 tm	1d8 bludgeoning	10 lb.	Two-handed
	Handaxe	5 sm	1d6 slashing	2 lb.	Light, thrown (range 20/60)
	Javelin	5 tm	1d6 piercing	2 lb.	Thrown (range 30/120)
	Light hammer	2 sm	1d4 bludgeoning	2 lb.	Light, thrown (range 20/60)
	Mace	5 sm	1d6 bludgeoning	4 lb.	-
	Quarterstaff	2 tm	1d6 bludgeoning	4 lb.	Versatile (1d8)
	Sickle	1 sm	1d4 slashing	2 lb.	Light
	Spear	1 sm	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8)
Simple Ranged Weapons					
	Crossbow, light	25 sm	1d8 piercing	5 lb.	Ammunition (range 80/320), loading, two-handed
	Dart	5 dc	1d4 piercing	¼ lb.	Finesse, thrown (range 20/60)

	Shortbow	25 sm	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed
	Sling	1 tm	1d4 bludgeoning	-	Ammunition (range 30/120)

Martial Weapons

Weapon Name		Cost	Damage	Weight	Properties
<i>Martial Melee Weapons</i>					
	Battleaxe	10 sm	1d8 slashing	4 lb.	Versatile (1d10)
	Flail	10 sm	1d8 bludgeoning	2 lb.	-
	Glaive	20 sm	1d10 slashing	6 lb.	Reach, two-handed, unwieldy
	Greataxe	30 sm	1d12 slashing	7 lb.	Two-handed, unwieldy
	Greatsword	50 sm	2d6 slashing	6 lb.	Two-handed, unwieldy
	Gtetr	10 sm	1d6 piercing	2 lb.	Finesse, light
	Halberd	20 sm	1d10 slashing	6 lb.	Reach, two-handed, unwieldy
	Knuckles	5 sm	1d6 bludgeoning	1 lb.	Light
	Lance	10 sm	1d12 piercing	6 lb.	Reach, special
	Longsword	15 sm	1d8 slashing	3 lb.	Versatile (1d10)
	Maul	10 sm	2d6 bludgeoning	10 lb.	Two-handed, unwieldy
	Morningstar	15 sm	1d8 piercing	4 lb.	-
	Pike	5 sm	1d10 piercing	18 lb.	Reach, two-handed, unwieldy
	Rapier	25 sm	1d8 piercing	2 lb.	Finesse
	Scimitar	15 sm	1d6 slashing	3 lb.	Finesse, light
	Shortsword	10 sm	1d6 piercing	2 lb.	Finesse, light
	Trident	5 sm	1d6 piercing	4 lb.	Thrown (range 20/60), versatile (1d8)
	War pick	5 sm	1d8 piercing or 1d8 bludgeoning	2 lb.	Special
	Warhammer	15 sm	1d8 bludgeoning	2 lb.	Versatile (1d10)
	Whip	2 sm	1d4 slashing	3 lb.	Finesse, reach
<i>Martial Ranged Weapons</i>					
	Blowgun	10 sm	1 piercing	1 lb.	Ammunition (range 25/100), loading
	Crossbow, hand	75 sm	1d6 piercing	3 lb.	Ammunition (range 30/120), light, loading
	Crossbow, heavy	50 sm	1d10 piercing	18 lb.	Ammunition (range 100/400), loading, two-handed, unwieldy
	Longbow	50 sm	1d8 piercing	2 lb.	Ammunition (range 150/600), two-handed, unwieldy
	Net	1 sm	-	3 lb.	Special, thrown (range 5/15)

Shardweapons

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Weapon Name	Cost	Damage	Weight	Properties
<i>Simple Melee Shardweapons</i>				
<i>Sharddagger</i>	-	1d4 piercing	-	Finesse, hidden, light, spren
<i>Shardspear</i>	-	1d6 piercing	-	Hidden, spren, versatile (1d8)
<i>Martial Melee Shardweapons</i>				
<i>Shardaxe</i>	-	1d12 slashing	-	Hidden, spren, two-handed, unwieldy
<i>Shardblade</i>	-	2d6 slashing	-	Hidden, spren, two-handed, unwieldy
Shardblade	???	2d6 slashing	-	Hidden, Shard, two-handed, unwieldy
<i>Shardgtet</i>	-	1d6 piercing	-	Finesse, hidden, light, spren
<i>Shardhalberd</i>	-	1d10 slashing	-	Hidden, reach, spren, two-handed, unwieldy
Shardhammer	???	2d12 bludgeoning	85 lb.	Shardbearer, two-handed, unwieldy
<i>Shardhammer</i>	-	1d8 bludgeoning	-	Hidden, spren, versatile (1d10)
<i>Shardlongsword</i>	-	1d8 slashing	-	Hidden, spren, versatile (1d10)
<i>Shardsword</i>	-	1d6 slashing	-	Finesse, hidden, light, spren
<i>Simple Ranged Shardweapons</i>				
<i>Shardcrossbow</i>	-	1d8 piercing	-	Ammunition (80/320), hidden, loading, spren, two-handed, unstrung
<i>Shardbow</i>	-	1d6 piercing	-	Ammunition (80/320), hidden, spren, two-handed, unstrung
<i>Martial Ranged Shardweapons</i>				
Grandbow	???	2d12 piercing	60 lb.	Ammunition (200/800), Shardbearer, two-handed, unwieldy
<i>Shardcrossbow, hand</i>	-	1d6 piercing	-	Ammunition (30/120), hidden, light, loading, spren, unstrung
<i>Shardcrossbow, large</i>	-	1d10 piercing	-	Ammunition (100/400), hidden, loading, spren, two-handed, unstrung, unwieldy
<i>Shardlongbow</i>	-	1d8 piercing	-	Ammunition (150/600), hidden, spren, two-handed, unstrung, unwieldy

VERSATILE SHARDWEAPONS

Shardweapons summoned from a Knights Radiant's spren can technically take on any metal form. The ones above are just the most common ones. Your spren can become a Shardtrident, a Shardglaive, a Shardstaff (quarterstaff), or any solid weapon (a Shardwhip wouldn't work) you'd like, subject to your GM. A Shardsword could deal slashing or piercing damage, depending on if you are manifesting a scimitar-like weapon or one like a gtet. The Shardweapon has the same properties and statistics of the regular weapon, except it also has the "hidden" and "spren" properties, and is a +1 Invested weapon. In addition, the Shardweapon you choose to manifest is either *simple* or *martial*, the same type as the weapon it is modeled after.

Your spren could really be manifested as any medium metal object, weapon or not, subject to your GM. It could appear as a Shardkey (to which lock?), a Shardchisel, a Shardpole, a Shardsfork, or anything you could think of.

Adventuring Gear

This section describes all the different gear that adventurers can buy, find, and use. To begin, here is the list of different packs that your character can start with depending on their background. These can also be found in shops for about the price listed below. Next are the prices of common ammunition. There is a list of items you can find in some shops, as well as details on any that have special rules or require further explanation. Finally, there are containers you can find and use, as well as their capacities.

Equipment Packs

Adventurer's Pack - 12 [sm](#)

Includes a backpack, a bedroll, a crowbar, a hammer, 10 pitons, 10 iron spikes, a bag of 20 caltrops, 10 days of rations, and a waterskin.

Ardent's Pack - 20 [sm](#)

Includes a backpack, a blanket, 2 blocks of incense, a tinderbox, a censer, 10 strips of parchment for glyphwards, a small brush and vial of burn ink, 2 days of rations, and a waterskin.

This pack can also be used for religions other than Vorinism, in which case the 10 strips of glyphwards and burn ink are replaced with other small items of religious significance.

Burglar's Pack - 16 [sm](#)

Includes a backpack, 10 feet of string, a bell, a crowbar, a hammer, 10 pitons, 5 days of rations, a waterskin, and 50 feet of hempen rope.

Diplomat's Pack - 35 [sm](#)

Includes a chest, 2 cases for maps or scrolls, a bottle of ink, an ink pen, 5 sheets of paper, a vial of perfume, sealing wax, and soap.

Entertainer's Pack - 40 [sm](#)

Includes a backpack, a bedroll, 2 costumes, 5 candles, a tinderbox, 5 days of rations, a waterskin, and makeup tools.

Explorer's Pack - 10 [sm](#)

Includes a backpack, a bedroll, a blanket, a mess kit, 10 days of rations, a waterskin, and 50 feet of hempen rope.

Merchant's Pack - 35 [sm](#)

Includes a sack, merchant's scales, a bottle of ink, an ink pen, 10 sheets of parchment, and a wristwatch fabrial.

Scholar's Pack - 40 [sm](#)

Includes a backpack, a book of your choice, a bottle of ink, an ink pen, 10 sheets of parchment, and a small penknife.

Soldier's Pack - 20 [sm](#)

Includes a sack, a blanket, a mess kit, 5 days of rations, a waterskin, a flask, a painrial, a set of manacles, and a gaming set of your choice.

Gear

Ammunition

Item	Cost	Weight
Arrows (20)	1 sm	1 lb.
Blowgun needles (50)	1 sm	1 lb.
Crossbow bolts (20)	1 sm	1 ½ lb.
Sling bullets (20)	4 dc	1 ½ lb.

Other Adventuring Gear

Item	Cost	Weight
Acid (vial)	25 sm	1 lb.
Antitoxin (vial)	50 sm	-

Backpack	2 sm	5 lb.
Ball bearings (bag of 1,000)	1 sm	2 lb.
Barrel	2 sm	70 lb.
Basket	5 tm	2 lb.
Bedroll	1 sm	7 lb.
Bell	1 sm	-
Blanket	5 tm	3 lb.
Block and tackle	1 sm	5 lb.
Book	25 sm	5 lb.
Bottle, glass	2 sm	2 lb.
Bucket	5 dc	2 lb.
Caltrops (bag of 20)	1 sm	2 lb.
Candle	1 dc	-
Case, crossbow bolt	1 sm	1 lb.
Case, map or scroll	1 sm	1 lb.
Chain (10 feet)	5 sm	10 lb.
Chalk (1 piece)	1 dc	-
Chest	5 sm	25 lb.
Climber's kit	25 sm	12 lb.
Clothes, common	5 tm	3 lb.
Clothes, costume	5 sm	4 lb.
Clothes, fine	15 sm	6 lb.
Clothes, traveler's	2 sm	4 lb.
Crowbar	2 sm	5 lb.
Fishing tackle	1 sm	4 lb.
Flask or tankard	2 dc	1 lb.
Grappling hook	2 sm	4 lb.
Hammer	1 sm	3 lb.
Hammer, sledge	2 sm	10 lb.
Healer's pouch	5 sm	3 lb.
Hourglass	25 sm	1 lb.
Hunting trap	5 sm	25 lb.
Ink (1 ounce bottle)	10 sm	-
Ink pen	2 dc	-

Jug or pitcher	2 dc	4 lb.
Ladder (10 foot)	1 tm	25 lb.
Lamp	5 tm	1 lb.
Lantern, bullseye	10 sm	2 lb.
Lantern, hooded	5 sm	2 lb.
Lock	10 sm	1 lb.
Magnifying glass	100 sm	-
Manacles	2 sm	6 lb.
Mess kit	2 tm	1 lb.
Mirror, steel	5 tm	½ lb.
Oil (flask)	1 tm	1 lb.
Paper (one sheet)	2 tm	-
Parchment (one sheet)	1 tm	-
Perfume (vial)	5 sm	-
Pick, miner's	2 sm	10 lb.
Piton	5 dc	¼ lb.
Poison, basic (vial)	100 sm	-
Pole (10-foot)	5 dc	7 lb.
Pot, iron	2 sm	10 lb.
Pouch	5 tm	1 lb.
Quiver	1 sm	1 lb.
Ram, portable	5 sm	35 lb.
Rations (1 day)	5 tm	2 lb.
Robes	1 sm	4 lb.
Rope, hempen (50 feet)	1 sm	10 lb.
Rope, silk (50 feet)	10 sm	5 lb.
Sack	1 dc	½ lb.
Scale, merchant's	5 sm	3 lb.
Sealing wax	5 tm	-
Shovel	2 tm	5 lb.
Signal whistle	5 dc	-
Signet ring	5 sm	-
Soap	2 dc	-
Sparkflicker	3 sm	¼ lb.

Sphereceage	10 sm	1 lb.
Spikes, iron (10)	1 sm	5 lb.
Spyglass	1,000 sm	1 lb.
Tent, two-person	2 sm	20 lb.
Tinderbox	5 tm	1 lb.
Torch	1 dc	1 lb.
Vial	1 sm	-
Waterskin	2 tm	5 lb. (full)
Whetstone	1 dc	1 lb.

Acid. As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 2d6 acid damage.

Antitoxin. A creature that drinks this vial of liquid gains advantage on saving throws against poison for 1 hour.

Ball Bearings. As an action, you can spill these tiny metal balls from their pouch to cover a level, square area that is 10 feet on a side. A creature moving across the covered area must succeed on a DC 10 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn't need to make the save.

Block and Tackle. A set of pulleys with a cable threaded through them and a hook to attach to objects, a block and tackle allows you to hoist up to four times the weight you can normally lift.

Book. A book might contain Vorin poetry, the history of Iri, information pertaining to a particular field of lore, diagrams and notes on Veden fabrials, descriptions of the nine Unmade, or just about anything else that can be represented using text or pictures.

Caltrops. As an action, you can spread a bag of caltrops to cover a square area that is 5 feet on a side. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving this turn and take 1 piercing damage. Taking this damage reduces the creature's walking speed by 10 feet until the creature regains at least 1 hit point. A creature moving through the area at half speed doesn't need to make the save.

Candle. For 1 hour, a candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet (the exact same amount of light an infused diamond chip sheds...)

Case, Crossbow Bolt. This wooden case can hold up to twenty crossbow bolts.

Case, Map or Scroll. This cylindrical leather case can hold up to ten rolled-up sheets of paper or five rolled-up sheets of parchment.

Chain. A chain has 10 hit points. It can be burst with a successful DC 20 Strength check.

Climber's Kit. A climber's kit includes special pitons, boot tips, gloves, and a harness. You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.

Crowbar. Using a crowbar grants advantage to Strength checks where the crowbar's leverage can be applied.

Fishing Tackle. This kit includes a wooden rod, silken line, corkwood bobbers, steel hooks, lead sinkers, velvet lures, and narrow netting.

Healer's Pouch. A leather pouch containing bandages, splints, and knobweed salve. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

Hunting Trap. When you use your action to set it, this trap forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet long). A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.

Lamp. A lamp casts bright light in a 15-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil.

Lantern, Bullseye. A bullseye lantern casts bright light in a 60-foot cone and dim light for an additional 60 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil.

Lantern, Hooded. A hooded lantern casts bright light in a 30-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. As an action, you can lower the hood, reducing the light to dim light in a 5-foot radius.

Lock. A key is provided with the lock. Without the key, a creature proficient with thieves' tools can pick this lock with a successful DC 15 Dexterity check. Your GM may decide that better locks are available for higher prices.

Magnifying Glass. This lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and about 5 minutes for the fire to ignite. A magnifying glass grants advantage on any ability check made to appraise or inspect an item that is small or highly detailed.

Manacles. These metal restraints can bind a Small or Medium creature. Escaping the manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of manacles comes with one key. Without the key, a creature proficient with thieves' tools can pick the manacles' lock with a successful DC 15 Dexterity check. Manacles have 15 hit points.

Mess Kit. This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

Oil. Oil usually comes in a clay flask that holds 1 pint. As an action, you can splash the oil in this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object, treating the oil as an improvised weapon. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil. You can also pour a flask of oil on the ground to cover a 5-foot-square area, provided that the surface is level. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.

Poison, Basic. You can use the poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must succeed on a DC 10 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

Pouch. A cloth or leather pouch can hold up to 20 sling bullets or 50 blowgun needles, among other things.

Quiver. A quiver can hold up to 20 arrows.

Ram, Portable. You can use a portable ram to break down doors. When doing so, you gain a +4 bonus on the Strength check. One other character can help you use the ram, giving you advantage on this check.

Rations. Rations consist of dry foods suitable for extended travel, including flangria jerky, dried fruit, and nuts.

Rope. Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.

Scale, Merchant's. A scale includes a small balance, pans, and a suitable assortment of weights up to 2 pounds. With it, you can measure the exact weight of small objects, such as raw precious metals or trade goods, to help determine their worth.

Sparkflicker. A small piece of pointed metal that can be used, with an action, to start a small fire, if one has either Herdazian crystalline nails or a piece of flint.

Spherecage. A metal, foldable cage that has attached a strong hook and small chain. It can hold up to 250 spheres. When attached to something secure and left outside in a highstorm, any dun sphere or polestone left inside is reinfused with Stormlight.

Spyglass. Objects viewed through a spyglass are magnified to twice their size.

Tent. A simple and portable canvas shelter, a tent sleeps two.

Tinderbox. This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch — or anything else with abundant, exposed fuel — takes an action. Lighting any other fire takes 1 minute.

Torch. A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.

Container Capacity

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Container	Capacity
Backpack*	1 cubic foot/30 pounds of gear
Barrel	40 gallons liquid, 4 cubic feet solid
Basket	2 cubic feet/40 pounds of gear
Bottle	1 ½ pints liquid
Bucket	3 gallons liquid, ½ cubic foot solid
Chest	12 cubic feet/300 pounds gear
Flask or tankard	1 pint liquid
Jug or pitcher	1 gallon liquid
Pot, iron	1 gallon liquid
Pouch	0.2 cubic foot/6 pounds of gear
Sack	1 cubic foot/30 pounds of gear
Vial	4 ounces liquid
Waterskin	4 pints liquid
<i>*You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.</i>	

Tools & Kits

A tool or kit helps you to do something you couldn't otherwise do, such as craft or repair an item, forge a document, or pick a lock. Your Identity, class features, background, or feats give you proficiency or expertise with certain tools. Most tool use is not tied to a single ability, since proficiency with a tool represents broader knowledge of its use. For example, to use your woodcarver's tools, the GM might ask you to make a Dexterity check to carve a fine detail into a tree branch, a Strength check to make something out of particularly hard wood, or an Intelligence check to know how to carve something out of a wood that is new or unknown to you.

Below are the four types of tools: artisan's tools, gaming sets, musical instruments, and specialist's kits. Anyone can use artisan's tools, gaming sets, and musical instruments, even if they don't have proficiency or expertise. To use a specialist's kit, you must have proficiency or expertise in the specific type of kit.

Having proficiency or expertise in a type of artisan's tools provides additional uses of it, detailed in each tool below. Creating artwork that could be sold for money also requires proficiency or expertise. In addition, to craft an item using either artisan's tools or a specialist's kit, it requires proficiency or expertise in the tool.

Artisan Tools

The following artisan tools are used to pursue a craft or trade, typically of the artistic or creative variety. Anyone can attempt to use these, but proficiency with a set of artisan tools lets you add your proficiency bonus to any ability checks you make using the tools; expertise lets you double that proficiency bonus. In addition, if you make a specific skill check with the tools and you are proficient or an expert with them, you may be able to add a +1d4 bonus (or +1d6 with expertise) to the skill check.

The tools below detail what they are and a few examples of things you can do with them, though the GM can rule that you can do more.

Calligraphy Tools

Cost: 25 *sm*

An ink vial, quills, a fine ink pen, and a dozen sheets of paper. These tools can be used to write or copy documents.

Proficiency or Expertise

With proficiency or expertise in these tools, you can do the following, in addition to other things subject to your GM:

Knowledge. You become Knowledgeable in *Calligraphy*.

Copy Text. You only need half the time to copy over text from another source, as long as you have paper. With expertise, you only need 1/3rd of the time.

Detect Counterfeit. You can make an Intelligence check to determine if something is counterfeited. The DC is set by the GM, but typically is 15 for normal writing, and 20 for a signature.

Determine State of Mind. You can determine the state of mind of the person who wrote something with a Wisdom check. The DC is set by the GM, but typically around 15.

Forge Signature. You can make a Dexterity check to forge the signature of someone. The DC is set by the GM, but is typically 25.

Carpentry Tools

Cost: 25 *sm*

These tools include a saw, a hammer, nails, a hatchet, a ruler, an adze, and a chisel. These tools can be used to carve wood into furniture, structures, tools, or other small wooden items.

Proficiency or Expertise

With proficiency or expertise in these tools, you can do the following, in addition to other things subject to your GM:

Knowledge. You become Knowledgeable in *Carpentry*.

Faulty Construction. You can make an Intelligence check to determine if a wooden structure has faults that you can make use of. You can also make a Strength or Dexterity check to create some.

Fortify. With 1 minute of work and raw materials, you can make a door or window harder to force open. Increase the DC needed to open it by 5.

History of Wood. You can make an Intelligence check to identify the use and origin of wooden buildings and other large wooden objects. The DC of this is subject to the GM, depending on what you are trying to glean.

Perceive Secrets. When making an Intelligence (Investigation) or Wisdom (Perception) check to try and notice trap doors or other secrets in wooden objects or structures, you can add a +1d4 to the check. Expertise grants you +1d6.

Stealth. While making a Dexterity (Stealth) check across wooden floors, you can identify creaks and weaknesses in it, giving you a +1d4 to your check. Expertise grants you a +1d6.

Cartography Tools

Cost: 30 *sm*

Includes a quill, vial of ink, 5 sheets of parchment, a pair of compasses, a ruler, and a caliper. These tools can be used to create maps, with a high enough Intelligence check. The DC is subject to the GM.

Proficiency or Expertise

With proficiency or expertise in these tools, you can do the following, in addition to other things subject to your GM:

Knowledge. You become Knowledgeable in *Cartography*.

Create a Map. While traveling, you can draw a map as you go in addition to engaging in other activity, without needing to make an ability check. You can also create a false map that could lead someone astray, with a high enough Intelligence check. The DC is set by the GM.

Identify Maps. You can use Intelligence to identify maps and try to glean more information from them: if they are legitimate, where they are from, who made them, if there are secrets hidden within them, the year they were created, and more. The DC of this varies and is set by the GM, depending on what information you want to find.

Exploring the Wilderness. Your understanding of geography makes it easier to find paths to civilization and to avoid becoming lost. If you are able to find high ground while trying to maneuver through a wilderness, you gain a +1d4 bonus on Wisdom (Survival) checks made to find a certain path or avoid getting lost. Expertise grants a +1d6.

Chef Tools

Cost: 25 *sm*

A small metal pot, knives, forks, a stirring spoon, and a ladle. These tools can be used to cook food, if you have a fire or other heating source.

Proficiency or Expertise

With proficiency or expertise in these tools, you can do the following, in addition to other things subject to your GM:

Knowledge. You become Knowledgeable in *Cooking*.

Foraging Knowledge. When making a Wisdom (Survival) to forage for ingredients, you gain a +1d4 bonus. Expertise grants you a +1d6 bonus.

Identify Food. You can make a Wisdom check on food you can see within 5 feet of you to see if it is poisoned or otherwise tampered with, as long as the tampering is mundane and not the result of an Invested effect. The DC is 15, but may be adjusted by the GM.

Poison Food. You can add poison to foods you cook. The DC to notice or detect the poison through non-Invested means is increased by 2 with proficiency, and by 5 if you have expertise.

Prepare Meals. As long as you have food to cook and you spend the entire short rest cooking, when you or any members of your party recover hit points using Hit Dice during a short rest, they recover 1 additional hit point per Hit Dice spent.

Cobbler Tools

Cost: 25 *sm*

Tools used for creating and repairing shoes and boots. These tools include a hammer, an awl, a knife, a shoe stand, a cutter, spare leather, and thread. They can be used to repair shoes and boots.

Proficiency or Expertise

With proficiency or expertise in these tools, you can do the following, in addition to other things subject to your GM:

Knowledge. You become Knowledgeable in *Shoemaking*.

Craft Hidden Compartment. With 8 hours of work, you can add a hidden compartment to a pair of shoes or boots. The compartment can hold an object up to 3 inches long and 1 inch wide on all sides. You make an Intelligence check using your proficiency or expertise at the end of the 8 hours to determine the Intelligence (Investigation) check DC needed to find the compartment.

Identify Footwear. With an Intelligence or Wisdom check, you can identify someone's footwear to try and determine where they have been. Your experience in repairing shoes makes it easier for you to identify damage to them, understanding what caused it. The GM sets the DC for this, and it may be at disadvantage unless you are able to identify the shoes up close.

Maintain Shoes. As part of a long rest, you can repair your party's shoes. For the next 20 hours, you and up to five other creatures of your choice who wear shoes you worked on can travel up to 10 hours a day without needing to make saving throws to avoid exhaustion.

Glassblowing Tools

Cost: 30 *sm*

A set of tools including a blowpipe, a small marver, blocks, and tweezers. You need a source of heat to work glass. If you have one, you can create vials and other small glass objects.

Proficiency or Expertise

With proficiency or expertise in these tools, you can do the following, in addition to other things subject to your GM:

Knowledge. You become Knowledgeable in *Glassblowing*.

History of Glass. You can make an Intelligence check to determine the history of a glass object or artwork. In addition, you may be able to determine what damaged or affected a glass window or other object, if it is damaged by something specific, like a specific type of acid or explosion. The DC of this is set by the GM.

Identify Weakness. With 1 minute of study, you can identify the weak points in a glass object. Any damage dealt to the object by striking a weak spot is doubled.

Investigation with Broken Glass. When you study an area using an Intelligence (Investigation) or Wisdom (Perception) check to determine what happened, you can add a +1d4 bonus if the area includes broken glass, and what you are trying to glean could benefit from knowing what happened with the glass. Expertise increases this bonus to +1d6.

Jeweler Tools

Cost: 30 *sm*

Includes a small saw and hammer, a simple jeweler's loupe, files, pliers, and tweezers. Jeweler's tools are used to identify polestones and other gemstones, as well as noticing basic information about fabrials.

Proficiency or Expertise

With proficiency or expertise in these tools, you can do the following, in addition to other things subject to your GM:

Knowledge. You become Knowledgeable in *Jewelry*.

History of Jewelry. You can use your Intelligence check to try and gain the history of a piece of jewelry. The DC of this is typically 15, but can be higher or lower if the GM chooses. A successful check can tell you when or where the jewelry was made and how much it would be worth.

Use in Investiture. You can make an Intelligence check to try and understand the use of specific polestones with Investiture, if they were used in creating fabrials. You can also make this check to try and determine the use of a fabrial, or to understand what type of polestone powers it. The DC of this is set by the GM. You don't gain the complete information of the fabrial, like the *identify* Invested Art, just some basic information about it.

Leatherworking Tools

Cost: 25 *sm*

Includes a knife, a small mallet, an edger, a hole punch, thread, and leather scraps. You can use these tools to disassemble, repair, or make things out of leather.

Proficiency or Expertise

With proficiency or expertise in these tools, you can do the following, in addition to other things subject to your GM:

Knowledge. You become Knowledgeable in *Leatherworking*.

Animal Hides. When looking at a hide or a leather item, you can determine the source of the leather and any special techniques used to treat it, as well as the type of animal hide used. This could help you determine the origin of the leather item or other things about it.

Investigating Leather. You can use Intelligence or Wisdom to try and spot defects in things made of leather, possibly giving you clues into the type of damage it took or other things that happened to it.

Makeup Tools

Cost: 20 *sm*

These makeup tools are basic cosmetics. You can't create a full visual disguise, but you can slightly change someone's look by applying makeup to them. You can also use them to hide a small injury or blemish on yourself or a willing companion.

Proficiency or Expertise

With proficiency or expertise in these tools, you can do the following, in addition to other things subject to your GM:

Knowledge. You become Knowledgeable in *Makeup*.

Identify Makeup. You can make an Intelligence or Wisdom check to try and determine the nature of someone's makeup, possibly learning where it's from, the style or cultural inspirations for it, or if the person it's on normally wears makeup of that type. The DC of this is set by the GM.

Increase or Decrease Social Status. Using the different types of lifestyles shown later in this chapter in "[Lifestyle Expenses](#)," you can use your makeup tools to make someone look like they belong in 1 "tier" of lifestyle higher or lower. If you have expertise, you can use them to make someone look like they belong up to 2 "tiers" away, up or down. This doesn't disguise the person at all, but only allows them to visually fit in in lower or higher social circles than they normally do. For example, if someone typically lives a comfortable lifestyle, proficiency in these makeup tools can make them look as if they live a modest or wealthy one. Expertise means they could be made to look like they live in a lifestyle anywhere from poor to aristocratic. Their clothes could affect this, as well: to look more wealthy than they are, they made need to change or modify their clothing on top of your makeup.

Masonry Tools

Cost: 30 *sm*

Includes a trowel, a hammer, a chisel, brushes, and a square. You can use these to work with brick and stone to create buildings and structures.

Proficiency or Expertise

With proficiency or expertise in these tools, you can do the following, in addition to other things subject to your GM:

Knowledge. You become Knowledgeable in *Masonry*.

History of Stone. You can make an Intelligence check to try and gain knowledge about a stone or brick structure. You could gain information like who built it, when it was built, the material it's made of, and other things, subject to the GM. You can also gain information about damaged stone and brick to try and figure out what damaged it. The DC of any of this is subject to the GM.

Perceive Secrets. When making an Intelligence (Investigation) or Wisdom (Perception) check to try and notice secrets in stone objects or structures, you can add a +1d4 to the check. Expertise grants you +1d6.

Stone Demolition. You know how to spot weak spots in stone or brick structures. You deal double damage to such structures with your weapon attacks.

Painting Tools

Cost: 20 *sm*

A small easel, brushes, a palette, paints, charcoal, and plysap lacquer. With them, you are able to create drawings or paintings.

Proficiency or Expertise

With proficiency or expertise in these tools, you can do the following, in addition to other things subject to your GM:

Knowledge. You become Knowledgeable in *Painting*.

History of Painting. You can use an Intelligence check to try and gain information on the history of a painting, drawing, mural, or other visual artwork. The DC of this depends on what you are trying to learn, and is set by the GM.

Quick Drawing. You can create a drawing of a creature or environment that is detailed and can be used to accurately show later. It takes 1 minute to create a drawing of a Medium creature or smaller, 3 minutes to draw a Large creature, 5 minutes to draw a Huge creature, and 10 minutes to draw a larger creature or environment.

Sculpting Tools

Cost: 20 *sm*

Includes a wire cutter, a knife, calipers, and potter's needles, ribs, and scrapers. You can use these tools to work clay into pottery or sculptures.

Proficiency or Expertise

With proficiency or expertise in these tools, you can do the following, in addition to other things subject to your GM:

Knowledge. You become Knowledgeable in *Sculpting*.

History of Sculpting. You can use an Intelligence check to try and gain information on the history of a sculpture, piece of pottery, or another piece of artwork made of stone, clay, porcelain, or something similar. The DC of this depends on what you are trying to learn, and is set by the GM.

Quick Sculpture. If you have soft clay, you can make a quick sculpture of a creature or person you can see. It takes at least 5 minutes to do so, and the amount of detail you are able to capture depends on how much time you spend, subject to the GM.

Reconstruction. By examining pottery shards or pieces of a broken sculpture, you can determine an object's original, intact form and its likely purpose. You may even be able to repair the piece, depending on how broken it is and how many pieces you have, subject to the GM.

Smithing Tools

Cost: 30 *sm*

Hammers, tongs, charcoal, rags, and a whetstone make up these tools. You can use these to repair or even improve metal weaponry and items if you have access to the forge and components necessary.

Proficiency or Expertise

With proficiency or expertise in these tools, you can do the following, in addition to other things subject to your GM:

Knowledge. You become Knowledgeable in *Smithing*.

History of Armor and Weapons. You can make an Intelligence check, adding your proficiency or expertise bonus, when examining metal objects, giving you insight into the history of them. The DC is subject to the GM and dependent on what information you're trying to glean.

Investigation. When making an Intelligence (Investigation) or Wisdom (Perception) check to try and gain information about weaponry, armor, or other metal objects, you may be able to gain a +1d4 to the roll, subject to the GM and dependent on what information you're looking for. With expertise, this bonus increases to a +1d6.

Repairing. If you have access to a forge, you can repair weapons or armor. Doing so keeps the piece's value at about 65% of its normal value when selling it, instead of 50%.

Tailoring Tools

Cost: 20 *sm*

These tools include thread, needles, measuring tape, pins, fabric scissors, thimbles, seam rippers, and scraps of cloth. You can use these tools to repair clothing.

Proficiency or Expertise

With proficiency or expertise in these tools, you can do the following, in addition to other things subject to your GM:

Knowledge. You become Knowledgeable in *Tailoring*.

Clues from Cloth. When making an Intelligence (Investigation) or Wisdom (Perception) to gain clues from cloth or other fabric, you can make deductions that others would overlook. While doing so, you may be able to add a +1d4 bonus to the roll (+1d6 with expertise).

History of Fabric. You can use an Intelligence check to gain information on clothing, fabric, sewn artwork, or other objects made of cloth. Depending on what you are looking for, the GM sets the DC.

Woodcarving Tools

Cost: 20 *sm*

These tools include a knife, a set of gouges, and a small saw. You can use them to craft intricate designs into wooden objects. You can also use these to repair small wooden objects.

Proficiency or Expertise

With proficiency or expertise in these tools, you can do the following, in addition to other things subject to your GM:

Knowledge. You become Knowledgeable in *Woodcarving*.

History of Wooden Objects. You can use an Intelligence check to gain information and history on small wooden objects, like figurines or arrows, allowing you insight into damage on it, the origin of it, or other information.

Quick Whittle. You can whittle a small object made of wood if you have an hour or so to spend. The small object can either be something useful, like a spoon or fork, or a reference to something, like a small sculpture of a person. The more time you spend on it, the more details it has.

Gaming Sets

A few common examples of gaming sets appear here, but other kinds of gaming sets exist. Anyone can play with any of the following sets. If you are proficient with a gaming set, you can add your proficiency bonus to ability checks you make to play a game with that set; expertise lets you double that proficiency bonus. Each type of gaming set requires a separate proficiency. (See [Appendix C: Games](#) for examples of Rosharan games to play during your Cosmere 5e campaign.)

Axiwa Dice

Cost: 1 *tm*

A set of two ten-sided dice used in the Azish gambling game, Kadasix Axiwa. The rules for how to play in Cosmere 5e are found in [Appendix C](#).

Proficiency or Expertise

With proficiency or expertise in these tools, you can do the following, in addition to other things subject to your GM:

Dextrous Roll. When rolling your two dice in a round of Axiwa, you can make a Dexterity (Sleight of Hand) check to try and set one of your dice to a lower, better number. Choose one of your dice and reroll it, keeping the lower number. Your check is compared to the passive Perception of your fellow players and the Quix. An alert Quix at a higher-stakes game at a fancier establishment may gain a bonus to their passive Perception, and players who are distracted or drunk may receive a penalty to theirs, subject to the GM.

Insightful Playing. When deciding whether to call, raise, or rattle, you can make a Wisdom (Insight) check against one of your fellow gamblers, adding a +1d4 bonus to the roll (or a +1d6 if you have expertise). The DC of this is equal to 8 + the other gambler's Charisma modifier, and includes their proficiency bonus (or double it) if they are also proficient in (or have expertise with) Axiwa Dice. On a success, the GM gives you additional vague information into the gambler's dice so you have a better idea if they're lying or not.

Perceptive Playing. You can attempt to look at another gambler's dice as everyone rolls, before the dice are covered. To do so, you can make a Wisdom (Perception) check against one gambler, adding a +1d4 (or a +1d6 if you have expertise) to the roll. The DC of this is equal to 8 + the other gambler's Dexterity modifier, and includes their proficiency bonus (or double it) if they are also proficient in (or have expertise with) Axiwa Dice. On a success, you know the result of *one* of the other gambler's dice rolls, chosen randomly. If you exceed the DC by 10 or more, you know the result of *both* of the other gambler's dice rolls. If you fail by 6 or more, the other player catches you trying to look at their dice.

Breakneck Stones

Cost: 1 *sm*

A set of six stones used in the Rosharan game breakneck. The benefits to proficiency and expertise in these, as well as rules for how to play the game in Cosmere 5e, are currently being designed and will soon be found in [Appendix C](#).

Deck of Cards

Cost: 5 *tm*

A standard deck of cards used to play a number of games across Roshar, including kabers, runaround, and towers.

Proficiency or Expertise

With proficiency or expertise in these tools, you can do the following, in addition to other things subject to your GM:

Insightful Playing. When playing a game with a deck of cards, you can make a Wisdom (Insight) check against one of your fellow players, adding a +1d4 bonus to the roll (or a +1d6 if you have expertise). The DC of this is equal to 8 + the other player's Charisma modifier, and includes their proficiency bonus (or double it) if they are also proficient in (or have expertise with) a deck of cards. On a success, you may gain information on the player's intentions, subject to the GM and the game you are playing.

Michim Set

Cost: 1 *sm*

A set of colored stones used in the game Michim. The benefits to proficiency and expertise in these, as well as rules for how to play the game in Cosmere 5e, are currently being designed and will soon be found in [Appendix C](#).

Pawns Set

Cost: 5 *sm*

A board and set of pieces to play pawns, a chess-like game from Roshar. To play pawns in Cosmere 5e, see the rules found in [Appendix C](#).

Proficiency or Expertise

With proficiency or expertise in these tools, you can do the following, in addition to other things subject to your GM:

Intelligent Play. When you make each Intelligence check while playing a game of pawns, you can add your proficiency bonus (or double it) to each check you make if you are proficient with (or have expertise in) this set.

Pieces Set

Cost: 1 *sm*

A set of ten tokens used in the Vorin-approved guessing game, Pieces. Some fancier sets also include 9 decorative markers, used to mark a piece that has been Peeked at. Each player needs their own set to play. The design of the set can vary wildly, from each piece representing one of the Alethi Highprinces, to a heretical set where each piece represents one of the ten Heralds. However, regardless of the design, each piece is always labeled from 1 to 10.

The rules for how to play in Cosmere 5e are found in [Appendix C](#).

Proficiency or Expertise

With proficiency or expertise in these tools, you can do the following, in addition to other things subject to your GM:

Call & Swap. When a player Calls and ends the game, you can attempt to Swap two of your pieces as you turn them face up, after seeing the Mink's pieces. If you choose to do so, you must decide immediately when everyone is turning their pieces face up, and you must immediately choose *one* of the pieces you want to Swap. Make a Dexterity (Sleight of Hand) check against each other player's passive Perception. You can add +1d4 with proficiency in this, or +1d6 with expertise in it. If you succeed, you successfully swap the chosen piece with one other piece of your choice, after seeing the Mink's face-up pieces, without being seen.

Perceptive Shift. When the Mink takes the Shift action to secretly swap an incorrectly-Guessed piece with another of their choice, this is normally secret. However, when they do so, you can attempt to know which two pieces were Swapped (or if none were) using your senses and insight. Make a Wisdom check, utilizing your proficiency or expertise, depending on if you have proficiency or expertise in this gaming set. The DC is 20. On a success, you are secretly told by the player playing the Mink which two pieces they swapped when they took the Shift action (or if none were). This does not reveal to you the identity of either piece or any other information.

Musical Instruments

Several of the most common types of musical instruments are shown below as examples, though many others exist. Anyone can try to play any of the following instruments. If you have proficiency with a given musical instrument, you can add your proficiency bonus to any ability check you make using the instrument; expertise lets you double that proficiency bonus.

Drum

Cost: 6 *sm*

A percussion instrument made of Soulcasted wood and tanned leather from Shinovar. Some cheaper varieties can be found made from clay and canvas.

Enthir

Cost: 30 *sm*

A square-shaped, stringed instrument that is played by placing it on one's lap and plucking the strings from above. Strumming an enthir's strings is considered to be poor technique.

Flute

Cost: 5 *sm*

A woodwind instrument played by blowing air across the top on one side, playing notes by placing fingers over holes across the body. Sometimes it is attached to an adjustable stand (2 *sm*) so that a Vorin woman wearing a safehand sleeve can still play it with her one free hand.

Laki'ona

Cost: 20 *sm*

A small, circular flute made of a polished and carved rockbud shell with a carved mouthpiece and holes to create different notes. It is an Unkalaki instrument, and its name roughly means "speaker to spren."

Lyre

Cost: 30 *sm*

A stringed musical instrument that is made of metal, held on a lap, and played by plucking the strings.

Viol

Cost: 30 *sm*

A stringed instrument held vertically and played with a bow that is drawn across the strings as they are held.

Zither

Cost: 25 *sm*

A stringed instrument with a long, flat body that one plays by plucking or strumming the strings.

Specialist Kits

Specialist kits are, like artisan tools, needed to pursue a craft or trade. They are separate from artisan tools as certain Identities, backgrounds, or feats grant proficiency or expertise in one type and not the other. Additionally, you *must* have proficiency (or expertise) with a specific type of specialist kit to be able to use them at all; each kit here requires enough practice that a layman couldn't pick them up and know how to use them.

If you make a skill check with a specialist kit, you add your proficiency bonus (or expertise) if you are proficient (or an expert in) the skill, like normal. In addition, the kit may allow you to add a +1d4 bonus for proficiency in the kit itself (or +1d6 for expertise) on top of the skill check. General ability checks, like Dexterity or Intelligence checks, using the kit, can add your proficiency bonus (or expertise), depending on your proficiency in the kit itself.

Some GMs may allow you to gain proficiency in a specialist kit through time, money, and hard work. Talk to your GM if you'd like to have your character learn how to use a thievery kit, for example. This may require many, many hours and sphere expenses as your character learns how to use and then practices with it. At the end of your learning, however, you have proficiency and can now use your thievery kit to pick locks.

The kits below detail what they are and a few examples of things you can do with them, though the GM can rule that you can do more. [Hoid's Guide to the Cosmere](#) has other types of specialist kits from other cosmere planets.

SPECIALIST KIT PROFICIENCY (OR EXPERTISE)

You *must* have proficiency (or expertise) in a specialist kit to be able to use it at all.

Alchemy Kit

Cost: 50 *sm*

This kit contains glass beakers, a small lantern and tinderbox used to heat up beakers and vials, a glass stirring rod, a mortar and pestle, and a pouch of common alchemical ingredients. It is used to create explosives, acids, and other alchemical concoctions.

Proficiency or Expertise

You must have proficiency or expertise in this kit to use it, and you can do the following with it:

Knowledge. You become Knowledgeable in *Alchemy*.

Investigative Alchemist. When making an Intelligence (Investigation) check in an area where there were explosives, acids, or other alchemical reactions, the GM may allow a bonus to the roll equal to +1d4 (or +1d6 if you have expertise).

Searching for Ingredients. When searching for natural ingredients to use in an alchemical solution, the GM may allow you to add +1d4 (or +1d6 with expertise) onto your Wisdom (Survival) or Intelligence (Investigation) check.

Identify Substance. You can make an Intelligence check, adding your proficiency or expertise bonus, to attempt to gain an understanding of the alchemical use of an ingredient, explosive, acid, or other substance.

Start Fire. You can start a small fire using your kit with a bonus action on your turn, as long as you have this kit and are touching something flammable. This requires a Dexterity check, which you can add your proficiency or expertise bonus to.

Create Smoke. You can create a puff of black smoke that can distract or hide you until the beginning of your next turn. It takes a bonus action and an Intelligence check, which you can add your proficiency or expertise bonus to.

Artifabrian Kit

Cost: 85 *sm*

A large pouch containing a jeweler's loupe and a variety of tools needed to identify, repair, create, or disassemble fabrials. Creating fabrials is extremely difficult and requires a lot of knowledge, as well as metal and polestones and other expensive materials, to do.

Proficiency or Expertise

You must have proficiency or expertise in this kit to use it, and you can do the following with it:

Knowledge. You become Knowledgeable in *Fabrials*.

Identify Fabrial. You can make an Intelligence (Arcana) check to try and gain information on a fabrial or fabrial cage, and when doing so you can add +1d4 to your roll, or +1d6 if you have expertise. The DC is set by the GM, and it depends on how rare the fabrial is. On a success, you gain certain information on it, similar to casting the *identify* Invested Art. The GM may rule that, even on a success, certain details about the fabrial are hidden until it has been properly identified or bonded with.

Investigate Fabrial. When you make an Intelligence (Investigation) or Intelligence (Arcana) to gain more information about a fabrial, like how or where it was made, how it was damaged, or when it was last used, you can add a +1d4 to the check (or +1d6 with expertise).

Repair Fabrial. You can use this kit to repair small damages to a fabrial you understand. The time this takes and any checks required (like Intelligence or Dexterity) are subject to the GM, though it typically takes a short rest or longer for even minor damage.

Counterfeit Kit

Cost: 25 *sm*

This small box contains a variety of papers and parchments, pens and inks, seals and sealing wax, gold and silver leaf, and other supplies necessary to create convincing counterfeits of physical documents.

Proficiency or Expertise

You must have proficiency or expertise in this kit to use it, and you can do the following with it:

Knowledge. You become Knowledgeable in *Counterfeiting*.

Identify Counterfeit. When you examine a document specifically to try and know the veracity of it, you can make an Intelligence (Investigation) check and add +1d4, or +1d6 if you have expertise.

Other Tools. Proficiency or expertise in counterfeit kits along with other tools may allow other believable counterfeits. For example, if you are proficient in both this kit and cartography tools, you could make a fake map, or if you are proficient in both this kit and an artifabrian kit, you could make a fake fabrial. The typical DC for someone else to spot a fake made in this manner is 8 + your Intelligence modifier + your proficiency (or expertise) bonus.

Quick Fake. As part of short rest, you can produce a counterfeited document no more than one page in length. As part of a long rest, you can produce a document that is up to four pages long. Your Intelligence check using a counterfeit kit determines the DC for someone else's Intelligence (Investigation) check to spot the fake.

Disguise Kit

Cost: 25 *sm*

This pouch of cosmetics, hair dye, molding clay, different colored eye drops, and small props lets you create disguises that change your physical appearance to create a visual disguise.

Proficiency or Expertise

You must have proficiency or expertise in this kit to use it, and you can do the following with it:

Knowledge. You become Knowledgeable in *Disguises*.

Create Disguise. You can spend 10 minutes to disguise minor changes to yourself or another willing creature, or 30 minutes to disguise more extensive changes. To create a full body, elaborate disguise takes 2 hours, and you can only hold one of these normally without drawing undue attention.

Identify Disguise. When making an Intelligence (Investigation) or Wisdom (Perception) check on another person specifically to notice if they are disguised or to glean information about their physical appearance, the GM may allow you to add a +1d4 to the roll; expertise allows you to add +1d6.

Herbalism Kit

Cost: 20 *sm*

This small kit contains a variety of instruments such as clippers and other small tools, mortar and pestle, and pouches and vials, used to create remedies and beneficial elixirs. It also comes with the ability to identify useful plants to create such remedies.

Proficiency or Expertise

You must have proficiency or expertise in this kit to use it, and you can do the following with it:

Knowledge. You become Knowledgeable in *Herbalism*.

Identify Plants. You can identify most plants with a quick inspection of their appearance and smell, if it's a plant you have encountered in the past.

Searching for Ingredients. When searching for natural ingredients to use in an herbalism elixir, the GM may allow you to add +1d4 (or +1d6 with expertise) onto your Wisdom (Survival) or Intelligence (Investigation) check.

Navigation Kit

Cost: 25 *sm*

This set of instruments is used for navigation at sea and includes a sextant, a compass, a ruler, parchment, ink, and a quill. They let you chart a ship's course and follow navigation charts.

Proficiency or Expertise

You must have proficiency or expertise in this kit to use it, and you can do the following with it:

Knowledge. You become Knowledgeable in *Navigating*.

Sailing. You can control a ship or boat using your navigator's kit if you have proficiency in it. If you have expertise in it, the travel time it takes to reach somewhere by ship is reduced by 10%.

Sighting. By taking careful measurements, you can determine your position on a nautical chart and the time of day.

Poisoning Kit

Cost: 50 *sm*

This kit includes the vials, chemicals, and other equipment necessary for the identification and creation of poisons, as long as the user also has the components from plants, animals, or elsewhere needed to create them.

Proficiency or Expertise

You must have proficiency or expertise in this kit to use it, and you can do the following with it:

Knowledge. You become Knowledgeable in *Poisons*.

Handle Poisons. Your proficiency allows you to handle and apply a poison without risk of exposing yourself to its effects.

Investigative Poison. When you make an Intelligence (Investigation) or Wisdom (Perception) on a scene or item affected by poisons, you can add a +1d4 to the roll (or a +1d6 if you have expertise).

Medical Knowledge. When you make a Wisdom (Medicine) check to check on or tend to someone affected by a poison, you can add a +1d4 to the roll (or a +1d6 if you have expertise).

Thievery Kit

Cost: 20 *sm*

A small leather pouch with a small file, a wide array of different-sized lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of needle nose pliers. This kit can be used to open locked doors and locks and disarm traps.

Proficiency or Expertise

You must have proficiency or expertise in this kit to use it, and you can do the following with it:

Knowledge. You become Knowledgeable in *Thievery*.

Disarm Trap. You can use your thievery kit to disarm a non-Invested trap. This means you make a Dexterity check, adding your proficiency or expertise bonus. The DC is set by the GM.

Pick Lock. You can use your thievery kit to pick a non-Invested lock. This means you make a Dexterity check, adding your proficiency or expertise bonus. The DC is set by the GM.

Set a Trap. You can also set a trap using your kit. During a short rest, if you have materials on hand, you can create a trap. The DC for someone to recognize it with an Intelligence (Investigation) check is decided by the GM, but it is typically an Intelligence check made by you, adding your proficiency or expertise bonus. The trap deals damage or has an effect decided by the GM, based on the materials you have on hand (for example, poisons deal poison damage, metal weapons or spikes deal piercing damage, or ropes cause a creature to be restrained).

Polestones

On Roshar, there are ten different types of gemstones, called polestones, that can naturally hold Stormlight. They are used to make spheres and can be the fuel for different types of fabrials. On Roshar they are used to Soulcast, and the costs of them are based on what type of material they can Soulcast, with diamonds (able to Soulcast glass) being the cheapest and emeralds (able to Soulcast food) the most useful and, therefore, the most expensive.

They can be found as gemhearts in certain creatures on the planet and are a common treasure for your characters to find. Listed below, in the Polestone tables, are the wide array of sizes of polestones you may find, as well as the cost to buy one of them. Your GM or table may use different prices, depending on the location and time period of your campaign.

In addition, as polestones hold Stormlight, they can be breathed in by a Knights Radiant after a long rest to recover their features (see [Chapter 8: Stormlight Replenishment](#)). Regardless of the type of polestone, each holds Stormlight based on their size, measured in sapphire marks' worth. For example, a Large polestone (of any variety) holds the equivalent of 100 *sm* of Stormlight.

Finally, fully-infused polestones give off light. If a polestone has lost any of its Stormlight, it gives off the amount of light as the size below it. If a tiny polestone has lost some of its Stormlight but is still partially-infused, it gives off 5 feet of bright light and 5 feet of dim light (the same amount as any sphere).

You can find the full item details of polestones and perfect polestones in the [Invested Items Collection](#).

Polestone Sizes

To make it easier to imagine while playing Cosmere 5e, here are the *approximate* sizes of each size of polestone, measured and compared to earthly items you may be familiar with.

Polestone Size	Diameter (Imperial)	Diameter (Metric)	Comparative Size
Tiny	3/8 inch	10 mm	Chickpea
Small	5/8 inch	16 mm	Standard marble
Medium	1 inch	25 mm	Grape
Large	1 1/2 inches	40 mm	Ping pong ball
Huge	3 inches	76 mm	Orange
Enormous	6 inches	152 mm	Baby's head

Polestone Tables

Stormlight Capacity & Light

Polestone Size	Stormlight Capacity	Light Radius
Sphere (diamond chip)	1/100th sm 's worth	5 ft. (bright), 5 ft. (dim)
Sphere (topaz mark)	1/10th sm 's worth	5 ft. (bright), 5 ft. (dim)
Sphere (ruby mark)	1/5th sm 's worth	5 ft. (bright), 5 ft. (dim)
Sphere (sapphire mark)	1 sm 's worth	5 ft. (bright), 5 ft. (dim)
Sphere (emerald broam)	10 sm 's worth	5 ft. (bright), 5 ft. (dim)
Tiny	2 sm 's worth	10 ft. (bright), 10 ft. (dim)
Small	10 sm 's worth	15 ft. (bright), 15 ft. (dim)
Medium	20 sm's worth	20 ft. (bright), 20 ft. (dim)
Large	100 sm 's worth	25 ft. (bright), 25 ft. (dim)
Huge	300 sm 's worth	30 ft. (bright), 30 ft. (dim)
Enormous	600 sm 's worth	35 ft. (bright), 35 ft. (dim)

Diamond

Diamonds are **clear** and used to Soulcast crystal and glass. As they give off white light and are cheap, they are often used as light sources. Diamonds are associated with the Order of Edgedancers and the Essence of Lucentia.

Size	Cost
Tiny	2 sm
Small	10 sm
Medium	20 sm
Large	100 sm
Huge	300 sm

Enormous	600 sm
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Topaz

Topazes are [orange](#) and used to Soulcast rock and stone. They are associated with the Order of Stonewards and the Essence of Talus.

Size	Cost
Tiny	10 sm
Small	50 sm
Medium	100 sm
Large	500 sm
Huge	1,500 sm
Enormous	3,000 sm

Garnet

Garnets are [dark red](#) and used to Soulcast blood and other non-oil liquids, including water. They are associated with the Order of Lightweavers and the Essence of Blood.

Size	Cost
Tiny	10 sm
Small	50 sm
Medium	100 sm
Large	500 sm
Huge	1,500 sm
Enormous	3,000 sm

Heliodor

Heliodors are [yellow](#) and used to Soulcast animal materials, like meat and flesh. They are associated with the Order of Bondsmiths and the Essence of Sinew. Heliodors are one of the most useful types of polestones in a game of Cosmere 5e, as they are used as fuel in healrials, Invested fabrials that can heal the hit points of creatures with just a touch. Refer to the "[Healrials](#)" section below for more information.

Size	Cost
Tiny	10 sm
Small	50 sm
Medium	100 sm
Large	500 sm
Huge	1,500 sm
Enormous	3,000 sm

Smokestone

Smokestones are [dark gray](#) and used to Soulcast opaque gasses like smoke and fog. They are associated with the Order of Skybreakers and the Essence of Vapor.

Size	Cost
Tiny	20 <i>sm</i>
Small	100 <i>sm</i>
Medium	200 <i>sm</i>
Large	1,000 <i>sm</i>
Huge	3,000 <i>sm</i>
Enormous	6,000 <i>sm</i>

Zircon

Zircons are *teal* and used to Soulcast oils. They are associated with the Order of Elsecallers and the Essence of Tallow.

Size	Cost
Tiny	20 <i>sm</i>
Small	100 <i>sm</i>
Medium	200 <i>sm</i>
Large	1,000 <i>sm</i>
Huge	3,000 <i>sm</i>
Enormous	6,000 <i>sm</i>

Ruby

Rubies are *red* and used to Soulcast fire. They are associated with the Order of Dustbringers and the Essence of Spark.

Size	Cost
Tiny	20 <i>sm</i>
Small	100 <i>sm</i>
Medium	200 <i>sm</i>
Large	1,000 <i>sm</i>
Huge	3,000 <i>sm</i>
Enormous	6,000 <i>sm</i>

Sapphire

Sapphires are *blue* and used to Soulcast translucent gasses like air. They are associated with the Order of Windrunners and the Essence of Zephyr.

Size	Cost
Tiny	50 <i>sm</i>
Small	250 <i>sm</i>
Medium	500 <i>sm</i>
Large	2,500 <i>sm</i>
Huge	7,500 <i>sm</i>

Enormous	15,000 <i>sm</i>
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Amethyst

Amethysts are *purple* and used to Soulcast metals. They are associated with the Order of Willshapers and the Essence of Foil.

Size	Cost
Tiny	50 <i>sm</i>
Small	250 <i>sm</i>
Medium	500 <i>sm</i>
Large	2,500 <i>sm</i>
Huge	7,500 <i>sm</i>
Enormous	15,000 <i>sm</i>

Emerald

Emeralds are *green* and used to Soulcast plant material like wood, moss, and grain. They are associated with the Order of Truthwatchers and the Essence of Pulp. The most expensive polestone due to its ability to Soulcast large amounts of grain to be used as food, it can be found in dangerous creatures such as chasmfiends.

Size	Cost
Tiny	100 <i>sm</i>
Small	500 <i>sm</i>
Medium	1,000 <i>sm</i>
Large	5,000 <i>sm</i>
Huge	15,000 <i>sm</i>
Enormous	30,000 <i>sm</i>

Perfect Gemstones

On Roshar there exist, rarely, perfect gemstones, polestones formed so perfectly that they do not leak Stormlight naturally. They are used for specific things, namely bringing Stormlight offworld or trapping dangerous spren like Unmade inside of them.

Perfect gemstones should be rare in your campaign, and should mostly be used for narrative purposes like powering a mystical fabrial or in a battle against a menacing spren. They can be found in any variety and size, and their price will typically be about 100 times the cost listed above for each respective variety and size. For example, a perfect enormous ruby, like the King's Drop used to entrap Nergaoul the Unmade, would be worth about 60,000 sapphire marks.

In addition, perfect gemstones, regardless of the variety, hold more Stormlight and give off more light than their imperfect counterparts, seen in the table below.

Perfect Gemstone Size	Stormlight Capacity	Light Radius
Tiny	20 <i>sm</i> 's worth	25 ft. (bright), 25 ft. (dim)
Small	100 <i>sm</i> 's worth	30 ft. (bright), 30 ft. (dim)
Medium	200 <i>sm</i>'s worth	35 ft. (bright), 35 ft. (dim)
Large	1,000 <i>sm</i> 's worth	40 ft. (bright), 40 ft. (dim)
Huge	3,000 <i>sm</i> 's worth	45 ft. (bright), 45 ft. (dim)
Enormous	6,000 <i>sm</i> 's worth	50 ft. (bright), 50 ft. (dim)

Fabrials & Invested Items

Roshar is the world of fabrials, rare items created from metal and gemstones, powered by Investiture of the Stormlight or spren captured inside. They can be used to accomplish all sorts of tasks, and each is powered by a polestones. Some are renewable, meaning that, once purchased, they can be used an endless number of times. Others can only be used a number of times per rest. And the more useful ones may only be used once, as after using, the infused polestone that powers it cracks and becomes worthless.

See below for the information on healrials and some other fabrials your campaign players may find on Roshar. The [Invested Items Collection](#) has other fabrials for your campaign, along with other powerful and Invested items from other worlds of the cosmere.

Rarity & Bonding

Item Rarity

The rarity of an item gives a GM an idea of how rare they could be in their campaign, as well as if their player characters (depending on their levels) should be able to find or buy one. The rarity of items can be one of the following, going from most common to least. In parenthesis is the level of players that may be able to find items of that type.

- Common (1st or higher)
- Uncommon (1st or higher)
- Rare (5th or higher)
- Very rare (11th or higher)
- Legendary (17th or higher)
- Artifacts

Items you will find in this handbook have rarities, but most of this will apply to items found in the [Invested Items Collection](#).

Bonding

Another characteristic of Invested items that is better defined in the [Invested Items Collection](#), it is detailed here just so players and GMs know that it exists in Cosmere 5e.

Certain Invested items require a creature to form a bond with them before their Invested properties can be used. A bond with an item is essentially a creature using their own innate Investiture to help power and use the item. Certain items have a prerequisite for it. If the prerequisite is a class, a creature must be a member of that class to bond to the item.

Without becoming bonded to an item that requires it, a creature gains only the non-Invested benefits, unless the description says otherwise. For example, an Invested shield that requires bonding provides the benefits of a normal shield to a creature not bonded to it, but none of its Invested properties.

Bonding to an item requires a creature to spend a short rest focused on only that item while being in contact with it. An item can be bonded to only one creature at a time, and a creature can be bonded to no more than three Invested items at a time. Any attempt to bond to a fourth item fails; the creature must end its bonding to an item first.

Healrials

Healrials are Cosmere 5e's equivalent of healing potions. Advanced fabrials from times long ago, your GM and table may not use them to be more accurate to the True Desolation era of Roshar, or you may incorporate them to further the feeling of your campaign closer to a cosmere version of D&D 5e.

Healrial Cage & Heliodors

A healrial has two parts: the healrial cage and an infused **heliodor**. The healrial cage is a common *fabrial cage* and can be found for around 10 **sm** in most large cities. It is a cage of metal that has an "output" side, a small spout that can be pressed against a creature's skin to heal them. The other side has a slot with various metal claws that can hold a **fully-infused heliodor**. The default healrial cage can only fit *small* heliodors. Throughout your campaign, though, your healrial cage may be improved by an artifabrian, allowing them to fit larger sizes of heliodors.

On the healrial's activation as an action (or bonus action if you are healing yourself), the Stormlight in the heliodor is used, the creature the spout is pressed into is healed, and the heliodor is cracked, becoming worthless.

See below in the Healrial Healing table the amount of healing for each size of heliodor used in the healrial cage.

Healrial Healing

Heliodor Size	Hit Points Regained
Small heliodor (common)	2d4 + 2
Medium heliodor (uncommon)	4d4 + 4
Large heliodor (rare)	8d4 + 8

Other Fabrials

Other than healrials, your players on Roshar will run into many different types of fabrials to help them. Listed here are some of the most common ones you can find. Some of the following have an item type of “fabrial,” which means that them and the polestones that power them are fully embedded together. Others, like the healrial above, are “fabrial cages.” These work slightly differently in that the polestones, once used, must be replaced by other infused polestones of a certain type and size.

Each item’s description details how they are used and what effects they have. Know that these are just a few examples of the many, many Invested items that Cosmere 5e has. In addition, these are just fabrial-type Invested items with a rarity of common or uncommon.

Hundreds of other Invested items, including Rosharan fabrials of higher rarities and Invested items from other cosmere planets are found in the [Invested Items Collection](#). Be wary of spoilers for every other cosmere book besides just *The Stormlight Archive*.

ACID GRENADERIAL

Fabrial, common

A tiny metal-wrought fabrial with a button and a tiny, infused garnet. As an action, you can activate the fabrial and throw it to a space you can see up to 60 feet away. The fabrial explodes into Soulcasted acid when it reaches that space. Each creature within 5 feet of that point must succeed on a DC 12 Dexterity saving throw or take 1d6 acid damage.

ACIDIC AMMUNITION

Fabrial / weapon (any ammunition), uncommon

Arrows or bolts with tiny, garnet-powered fabrials that can Soulcast acid. When you hit a creature with it, the ammunition deals its normal damage, then explodes into acid. The creature must make a DC 12 Dexterity saving throw. On a successful save, they avoid the acid. On a failed save, they take 1d8 additional acid damage. In addition, on a failed save, they take 1d6 acid damage at the start of their next turn, then 1d4 acid damage at the start of the turn after that.

ALARMRIAL

Fabrials, uncommon

This fabrial consists of four individual parts. First is a small controller, which is a bronze box that has a heliodor on top. Then there are three smaller corner pieces, which are also made of bronze and smaller heliodors. When the four pieces are placed in corners of a room or a rectangular area, you can activate the controller with an action. The four pieces, in a rectangle, create a border. When a Tiny or larger creature enters the 10-foot-high box created by the four pieces, the person who activated the fabrial hears a ping in their mind, loud enough to wake them. When they activate the controller they can designate up to 10 creatures they have a Connection to that will not cause the alarm to go off. Each side of the rectangular border can be no longer than 30 feet.

The alarmrial can stay on after activation for up to 8 hours. When the 8 hours is up, or if the alarmrial is turned off before then, each piece loses its Stormlight. The controller must be charged with **100** sapphire marks’ worth of Stormlight and each of the three corner pieces must be charged with **20** sapphire marks’ worth of Stormlight each before the fabrial can work again.

AMMUNITION OF POISON

Fabrial / weapon (any ammunition), common

An arrow or bolt with a tiny, fabrial-powered tip of poison. When this hits a creature (not a splinter or entity), it deals its normal damage, then the creature must succeed on a DC 12 Constitution saving throw. They take 1d6 poison damage on a failed save, or half as much on a successful one.

Once an arrow or bolt of poison deals extra damage to a creature, it loses its Investiture.

AMMUNITION OF STORMS

Fabrial / weapon (any ammunition), uncommon

A fabrial tip on the end of an arrow or bolt made of multiple, small gemstones, including amethysts and sapphires, charged with Soulcasted electricity. When you hit a target with it, the target takes an extra 1d6 lightning damage, and any creature within 5 feet of the target must make a DC 12 Dexterity saving throw. On a failed save, they also take 1d6 lightning damage, as lightning jumps from your target to them.

Once an arrow or bolt of storms hits a creature, it explodes and loses its fabrial technology.

ARMOR OF LUCKSPREN

Armor (medium or heavy, but not hide) / fabrial, uncommon

This armor has fabrial technology using tiny diamonds and sapphires along the inside ridges, making it lighter than its normal counterpart. The armor is inspired by greatshells and their spren bond with luckspren that makes them lighter. If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the Armor of Luckspren version doesn't.

ARMOR OF WAVESPREN

Armor (light, medium, or heavy) / fabrial, uncommon

This armor has fabrial technology with a mechanism involving embedded garnets and zircons. While wearing this armor, you have a swimming speed equal to your walking speed. In addition, whenever you start your turn underwater with 0 hit points, the armor causes you to rise 60 feet toward the surface until you are safely floating.

ARTIFABRIAN EYEWEAR

Fabrial, uncommon

These high quality eyeglasses have embedded gemstones along their rims to amplify the vision when looking through them. While wearing them, you can see much better than normal out to a range of 1 foot. You have advantage on Intelligence (Investigation) checks that rely on sight while searching an area or studying an object within that range.

ARTIFABRIAN'S KEY

Fabrial, common

A hefty key with many small, moving teeth, powered by tiny fabrials strewn throughout the metal. The key has a 5 percent chance of unlocking any lock into which it's inserted. If the roll fails, the key will automatically fail to unlock that particular lock if attempted again. Once the key unlocks something, the teeth are locked into place and it becomes the permanent key for that lock, losing its Invested property.

ARTIFABRIAN'S LOCK

Fabrial, common

This lock appears to be an ordinary lock (of the type described in Chapter 5 of the *Radiant's Handbook*) and comes with a single key. However, inside the lock are small fabrial-powered tumblers that activate to thwart lockpicks. Dexterity checks made to pick this lock have disadvantage. In addition, an *artifabrian's key* only has a 1 percent chance (instead of 5 percent) to unlock this lock.

AUTOCREMLING

Fabrial, common

This tiny metal cremling is made with miniscule fabrials that can make it move, which it does so by wiggling its body and crawling forward with its six, clawed legs. Every action used to wind up the fabrial allows the cremling to operate for 30

seconds, up to a maximum of 5 minutes (using 10 actions, or 1 minute). When released, the cremling begins to move directly forward at a speed of 10 feet, and it can walk vertically on walls and upside down on ceilings. It will continue to move directly forward until stopped, its duration ends, or until it is reduced to 0 hit points.

The autocremling has an AC of 14, 7 hit points, and is immune to poison and psychic damage.

BAG OF BEADS

Fabrial, uncommon

Created with hardy leather and embedded zircon and amethyst gemstones in a band along the rim of its opening, this bag is able to utilize the Surge of Transportation in a small way. It is able to manufacture a small perpendicularity into a pocket of the Cognitive Realm, storing the items inside of it as Cognitive Realm beads rather than the items themselves.

This means that the bag can hold a considerably larger amount of items in its small space. It can hold up to 500 pounds (and up to 64 cubic feet of volume) of Physical Realm items. The bag weighs 15 pounds, regardless of its contents. It can only hold non-living things inside of it. Any attempt to store a living creature (including sentient items, like something Awakened) is resisted by the opening of the bag. If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered throughout the Cognitive Realm (though the same subastral as the planet the bag is on in the Physical Realm). When this happens, the Physical version of each item appears in the Physical equivalent where its bead landed in the Cognitive Realm.

Placing a *bag of beads* inside an item that also manufactures a perpendicularity (like another *bag of beads*) instantly destroys both items and opens a perpendicularity to a random location in the Cognitive Realm (though the same subastral as the planet the items are on in the Physical Realm). The perpendicularity originates where the one item was placed inside the other. Any creature within 10 feet of the perpendicularity is sucked through, then the gate closes.

You cannot store a Physical Realm item that is actually not an object in the Cognitive Realm (like a Shardblade that is actually a dead splinter) in the bag.

The items inside the bag are not accessible while inside the Cognitive Realm. The threshold of the bag's opening is solid and impenetrable, and the items are only accessible again once the holder is back in the Physical Realm.

BLOOD-DRAINING AMMUNITION

Fabrial / weapon (any ammunition), uncommon

An arrow or bolt with a small, fabrial-powered attachment that latches onto a creature it hits and drains them of blood slowly. If you hit a creature (not a splinter or entity) using this ammunition, it deals its normal damage, then attaches itself to the target and deals 1d4 piercing damage at the start of each of the target's turns. Once it deals a total of 10 extra damage, it falls off. A creature, including the target, can also use their action to detach the ammunition.

Once the ammunition is no longer attached to its target, its Investiture is drained and is worthless.

BOOTS OF JUMPING ☉

Fabrials, uncommon (requires bonding)

Boots made with fabrials that slightly mimic the Surge of Gravitation. While you wear these boots, your walking speed is increased by 5 feet. In addition, you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.

BOOTS OF STEALTH ☉

Fabrials, uncommon (requires bonding)

Boots made with fabrials at the soles that grant, slightly, the Edgedancer Surges of Abrasion and Progression, silencing the wearer's movements. When you wear these boots, you make no sound, regardless of the surface you are moving across. You also have advantage on Dexterity (Stealth) checks made to move silently.

BRACERS OF ARCHERY ☉

Fabrials, uncommon (requires bonding)

Two bracers, imbued with fabrial technology to steady your movements when using a bow or crossbow. While wearing them

and you attack with a bow or crossbow with which you have proficiency, you gain a +2 bonus to the attack roll and damage roll.

CLEANRIAL

Fabrial, common

A small, complex fabrial made with metal wires and a topaz and garnet. While touching it, you can use an action to activate it. The fabrial then uses the Surge of Transformation to Soulcast away any dirt, mud, and blood that is on your garments and your person.

CLIMBRIAL

Fabrial cages, common

A set of two fabrals made of a complex web of many different types of metal. They can attach to one's hands, and both must be worn to work. Each metal cage has a slot for a **Medium topaz**. When each is worn and each has a fully-infused Medium topaz, they can be activated with an action. The wearer then gains a climbing speed equal to their walking speed for 1 hour, as long as they are climbing stone or dirt. As one climbs with these fabrals, the surface on which they climb molds into handholds which allow the wearer to climb easily. The handholds disappear back into the surface after you use them.

During this time, the wearer also has advantage on Strength (Athletics) checks they make to climb.

After the hour (or if the fabrals are turned off earlier), the two topazes crack and become worthless, and the climbrial can only be used again with two fully-infused Medium topazes.

CLOAK OF STEALTH ☉

Fabrial, uncommon (requires bonding)

A dark cloak, with a fabrial along the collar made with smokestones, sapphires, and a garnet. When you turn on the cloak with a bonus action, for the next hour the fabrals activate, creating subtle Lightweavings to help hide you in the light or the shadows. While the cloak is activated, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide. A creature can also make a DC 14 Intelligence (Investigation) check if they suspect something is different about you. On a success, they can tell your visage is being affected by Lightweavings.

After the hour is up (or the cloak is turned off early), the gemstones in the cloak become dun. The cloak must then be recharged with **100** sapphire marks' worth of Stormlight before it can be used again.

COMPASSRIAL

Fabrial, common

A small, metal fabrial with a turning metal arrow. The metal arrow points toward the Origin (to the east).

As the fabrial utilizes the Origin on Roshar for direction, this fabrial only works on Roshar and does not work while in a highstorm. This fabrial also does not work in the Cognitive Realm.

CONCENTRATION PAINRIAL ☉

Fabrial, uncommon (requires bonding)

A vambrace painrial that is made specifically for long-term use, helping those mitigate pain while they concentrate on Invested Arts. When bonded to this and wearing it, you can add 1d4 to any Constitution saving throw made to maintain concentration, when the concentration check is made specifically because you took damage.

Concentration checks made for reasons other than taking damage and other Constitution saving throws do not gain this benefit.

CONJOINER ROD

Fabrals, uncommon

A small metal rod with two conjoined rubies with buttons, one at each end. You can separate the two halves and use an action to press the button that sits on either end, activating the fabrials. They activate and begin to follow each other's movements exactly. This means that one cannot move without the other moving in the same direction and speed. They can be used to stop things from moving, barricade doors, or stop someone from falling, among other things.

The rod can withstand up to 1,000 lbs of force before they break. A creature can use an Action to make a DC 30 Strength (Athletics) check, deactivating the rods. If a creature uses their action to press one of the buttons again, the two halves turn off and stop mimicking each other's movements.

The rods can only work if they are in the same frame of reference. If one is on a sailing ship and one is on land, if they are activated, the rod on land will immediately begin to travel in the same direction and speed as the one on the ship. In addition, they do not work across realms. If one half is in the Physical Realm and the other half is in the Cognitive Realm, activating either does not work.

Once the conjoined halves are activated, they last for up to 1 hour, then turn off, losing its Stormlight. If either end is manually turned off before the hour is up, it also loses all of its Stormlight. The rod must then be recharged with **100** sapphire marks' worth of Stormlight before it can be used again.

DETECTRIAL

Fabrial, uncommon

The detectrial looks like a lantern made of bronze. Inside is a mechanism with an embedded heliodor and diamond. When turned on with an action, the lantern opens up, and the heliodor lights up around the holder in a 30-foot circle, giving off light orange light, though the light does not pierce objects or walls. Invisible creatures and objects within the light can be seen by a slight, fuzzy outline.

The detectrial can stay on after activation for up to 1 hour. When the hour is up, or if the detectrial is turned off before then, it loses its Stormlight, and must be charged with **100** sapphire marks' worth of Stormlight before it can work again.

DRAINMUG

Fabrial, common

A small metal mug that looks like those commonly found in taverns. While holding it, you can activate it with an action by pressing on a tiny, near-invisible button on its handle. When you do so, any non-Invested liquid inside the mug is Soulcasted into air.

EMOTION FABRIAL

Fabrial, uncommon

An *emotion fabrial* is a curved piece of metal that has ten different fabrials embedded into it, each with a polestone in the shape of the Double Eye of the Almighty. Each polestone, each small fabrial, represents one of the following emotions: anticipation, anger, disgust, sadness, love, hate, joy, trust, fear, and surprise. The *emotion fabrial* is often attached to a leather strap that can be worn around the wrist.

With your action, you can activate the fabrial, and the polestones will light up depending on the emotions of the creature it is touching. Any of the polestones that light up means the creature is feeling that emotion in some capacity. If a creature wants to hide their emotions from the device, they must make a DC 14 Wisdom saving throw. The GM (or other player) makes this roll in secret from the player attempting to gather the information. On a successful save, random polestones light up instead of those corresponding to the actual emotions. If a creature succeeds on this saving throw, any attempts to read their emotions by this fabrial again over the next hour results in them automatically succeeding on the save (still "rolled" in secret from the player attempting to gather the information).

ESSENCE ENHANCER ☉

Fabrial, common (requires bonding)

A small fabrial imbued into a ring with a tiny gemstone fabrial in it. When you cast a damage-dealing Invested Art while wearing and bonded to this item, you gain a +1 bonus to one damage roll of the Invested Art, provided the damage is of the type associated with the gemstone, seen below.

Gemstone Type	Damage Type
Amethyst	Lightning

Emerald	Acid or poison
Heliodor	Necrotic
Ruby	Fire
Sapphire	Cold
Smokestone	Thunder

EVERSMOKING FABRIAL

Fabrial, uncommon

This fabrial is a small cylinder made of brass with an embedded smokestone. When you use an action to press the button to turn it on, a cloud of thick smoke pours out in a 10-foot radius from the fabrial. The cloud's area is heavily obscured. Each minute the fabrial remains on and within the cloud, the radius increases by 10 feet until it reaches its maximum radius of 120 feet.

The cloud of smoke persists as long as the fabrial is activated, up to an hour. Turning off the fabrial requires another action. Once it is turned off, the cloud of smoke disperses after 10 minutes. A moderate wind (11 to 20 mph) can disperse the cloud after 1 minute, and a strong wind (21+ mph) can do so after 1 round.

Once the fabrial is on for an hour or is manually turned off, it runs out of Stormlight, and must be recharged with **100** sapphire marks' worth of Stormlight before it can be used again.

EXTENDER ROD

Fabrial, common

This small fabrial is a 1-foot-long rod, made of a simple metal with a small ring of gemstones around one edge. With an action, you can activate the fabrial technology in the rod. The rod then extends to be up to 10 feet long, but will only extend as far as it has space to do so. With another action, the rod collapses back into its 1-foot-long form.

EYEDIM GLASSES

Fabrial, common

A set of glasses that look like any other, non-Invested spectacles. However, their glass has a very small amount of fabrial technology that can affect how eyes look through it. While you are wearing these, anyone who looks at your eyes through them sees your eyes as darkeyes, if you are lighteyed. Your eyes appear as the same color, but many shades darker (so, for example, if you have pink eyes they appear as dark red or brown, and blue eyes appear as dark gray).

Someone can still notice your normal eye color through the sides of the glasses, however, and may do so with a DC 16 Wisdom (Perception) check. These glasses worn by a darkeyed person have no effect.

EYELIT GLASSES

Fabrial, common

A set of glasses that look like any other, non-Invested spectacles. However, their glass has a very small amount of fabrial technology that can affect how eyes look through it. While you are wearing these, anyone who looks at your eyes through them sees your eyes as lighteyes, if you are darkeyed. Your eyes appear as the same color, but many shades lighter (so, for example, if you have brown eyes they appear as bright orange, red, or yellow, and dark gray eyes appear as light gray or white).

Someone can still notice your normal eye color through the sides of the glasses, however, and may do so with a DC 16 Wisdom (Perception) check. These glasses worn by a lighteyed person have no effect.

FIRE GRENADERIAL

Fabrial, common

A tiny ruby fabrial, entwined with metal and a small button. As an action, you can activate the grenade and make a ranged attack roll against a creature or object you can see within 60 feet of you. On a hit, the fabrial explodes and the creature or object takes 1d8 fire damage. On a miss, the GM chooses a random space within 10 feet of your intended target, and any creature or object in it takes the damage instead.

FLAMECASTER

Fabrial cage, uncommon

A small Soulcaster made of pewter, worn on the hand and has a slot for an infused **ruby**. Using an action, the wearer of this can cast the *scorching darts* Invested Art. You make this attack with an attack bonus of +5. The level at which the wearer casts *scorching darts* depends on the size of the fully-infused ruby inserted into the fabrial, as shown below.

The ruby, after it is used, cracks and becomes worthless, and the flamecaster must be refilled with a new, fully-infused ruby to be used again. Injecting a ruby can be done with the same action used to cast *scorching darts*.

Ruby Size	Level of <i>Scorching Darts</i>
Medium ruby	2nd Level
Large ruby	3rd Level
Huge ruby	4th Level

GILLRIAL

Fabrial cage, uncommon

This fabrial is a strangely-shaped leather mask that covers the nose and mouth, entwined with metal, with two slots for polestones: a **Small sapphire** on one side and a **Medium garnet** on the other. When someone wearing the fabrial, with both fully-infused polestones inserted into it, uses an action to activate it the creature can breathe underwater for one hour as the two polestones Soulcast the water into air.

Once the hour is up (or the fabrial is turned off before the hour is up), the polestones lose all their Stormlight and crack, becoming worthless. It can be used again with another set of fully-infused polestones.

GLOVES OF ARCHERY DEFENSE ☉

Fabrial, uncommon (requires bonding)

A single glove created by artifabrians with pewter wire and tiny sapphires along the knuckles. While wearing this glove and a ranged weapon attack hits you, provided the hand isn't carrying or holding something, you can use your reaction to activate the fabrial, slowing the air down near you. You can then reduce the attack's damage by **1d10** + your Dexterity modifier. If you reduce the damage to 0, you can catch the ammunition if it is small enough to hold.

GLOVES OF THE TAI-NA DWELLERS ☉

Fabrials, uncommon (requires bonding)

These gloves are each a fabrial made of flexible metal, zircons, and garnets. While wearing these gloves, swimming doesn't cost you extra movement, and you gain advantage on Strength (Athletics) checks made to swim.

GLOVES OF LARCENY ☉

Fabrials, uncommon (requires bonding)

Illicit fabrial gloves made with diamonds, the polestone of the Order of Edgedancers. The Investiture inside them uses

Abrasion and Progression to both quiet the wearer's movements and amplify their hand dexterity. While wearing these gloves you gain a +5 bonus to Dexterity (Sleight of Hand) checks and Dexterity checks made to pick locks.

GOGGLES OF NIGHT

Fabrial, uncommon

A pair of strange goggles made with heliodors and smokestones around the lenses. While wearing these you have *darkvision* out to a range of 60 feet. If you already have *darkvision*, these *goggles* increase its range to 60 feet.

HEATRIAL

Fabrial, common

A fabrial made of pewter and a small ruby that can attach itself to walls with adjustable, claw-like feet. When turned on with an action, it can warm up an average-sized room (up to 250 sq. ft.) to a comfortable room temperature. It can heat a room this way for 5 days (100 Rosharan hours), then it loses its Stormlight.

After, it must be recharged with **100** sapphire marks' worth of Stormlight.

INVESTICASTER ☉

Fabrial, uncommon (requires bonding)

This fabrial looks like a Soulcaster, worn on the back of the hand, with many glittering gemstones strewn throughout its chains. It has up to 5 charges, which you can expend to cast the following Invested Arts: *detect Investiture* at 1st level (**1** charge), *detect Investiture* at 3rd level (**3** charges), and *identify* (**5** charges).

The fabrial regains 1d4 + 1 expended charges daily at dawn. If you expend the fabrial's last charge, roll a d20. On a 1, the fabrial's gemstones crack and it becomes worthless.

LIGHTCAGE

Wondrous item, uncommon

A small metal cage, inside which is affixed multiple miniscule, perfect diamonds shining with Stormlight and mirrors to enhance the light they give off. The cage has a hook on top which can be attached to belts and clothing, and comes with an opaque, fitted black cloth so one can completely smother the light when needed. Fitting or removing the cloth on the *lightcage* requires a bonus action. Because the diamonds are perfect, they never lose Stormlight naturally. The cage gives off bright light in a 30-foot-radius and dim light for an additional 30 feet.

If the lightcage's light is ever drained, it requires **20** sapphire mark's worth of Stormlight to reinfuse.

PAINRIAL

Fabrial, common

A vambrace made of tin that holds a small ruby. With an action, you can use it on another creature or yourself. If it is used on a creature that has 0 hit points, it stabilizes the creature immediately. If the creature it is used on has at least 1 hit point, it heals them for 1d4 + 2 hit points after 10 minutes, as long as they remain touching the painrial and at 1 hit point or more for the duration. After one use of the painrial, the embedded gem cracks and the fabrial is useless.

PERPENDICULARITY COMPASS

Fabrial, uncommon

A small, intricate fabrial that looks like a compass and has embedded many tiny gemstones. The turning, metal arrow on its top always points toward the last perpendicularity it passed through. If the perpendicularity no longer exists (like, for example, it last went through a temporary perpendicularity created by an Elsecaller), the metal arrow spins around in endless

circles.

POISONRIAL

Fabrial cage, uncommon

A small, round fabrial cage made of pewter with a spot to hold a fully-infused, **Tiny emerald**. While the fabrial holds the polestone, the holder can activate it with a bonus action. The fabrial utilizes the emerald to immediately Soulcast the air around it in a 10-foot-radius sphere into poisonous gas. Each creature in that area, including the creature who activated the fabrial, must succeed on a DC 15 Constitution saving throw or have the poisoned condition for 30 seconds. An affected creature can repeat the saving throw at the end of each of their turns, ending the condition early on a success.

Once used, the emerald cracks and becomes worthless, and the fabrial cage must be inserted with another Tiny emerald to be used again.

RESTORIAL

Fabrial cage, uncommon

A small, handheld fabrial with one clawed end and an open side, able to fit both a medium, fully-infused **garnet** and a large, fully-infused **heliodor**. With both polestones inserted, you can use your action to press the fabrial against a creature and cast *lesser restoration* on them. Afterward, both polestones crack, worthless.

RUBIED AMMUNITION

Fabrial / weapon (any ammunition), uncommon

An arrow or bolt with a small, ruby-powered fabrial on the tip that explodes on impact. When this ammunition hits a target, it explodes in flames, and the target must make a DC 12 Dexterity saving throw. The target takes 2d4 fire damage on a failed save, or half as much on a successful one.

If you miss your target, the GM determines where the arrow or bolt lands, where it still explodes. Any creature in the space must make the same save as above, and any flammable object not worn or carried in the space is lit on fire.

SMOKE GRENADERIAL

Fabrial, common

A tiny spherical fabrial grenade with multiple, miniscule smokestones and a large button on one end. You can activate the grenaderial with an action and throw it to a space within 60 feet of you. You can, instead, activate it with a bonus action and drop it at your feet. Wherever the grenaderial lands, it explodes into a cloud of dark, Soulcasted smoke in a 15-foot radius. The area is completely obscured until the beginning of your next turn, then it begins to dissipate. The area remains partially obscured (dim light) for two more full turns, until it is completely gone.

SPANREED PAIR

Fabrials, uncommon

A set of two spanreeds connected together. They are each a small metal pen with an embedded ruby. When a creature activates one paired spanreed with a bonus action, the other spanreed's ruby flashes. This can be used to send signals through pulsing light. If the holder of one spanreed uses an action to fully activate it, the other spanreed's ruby begins flashing constantly. If the holder of the second paired spanreed uses an action to fully activate it as well, the spanreeds begin to follow each other exactly. This can be used to write back and forth to one another, as long as they are set on paper.

Each spanreed can be twisted open to reveal the inkwell and be filled up with any type of writing ink.

The movements of each match each other exactly. If something were to get in the way of one of the paired spanreeds (like, say, one was stuck against a wall and the other tried to continue in that direction), they both deactivate immediately.

Spanreeds will only activate if their pair is in the same realm as them. If one is in the Cognitive Realm and one is in the Physical Realm, activating one does not send a pulse to the other when activated. In addition, they can only work if they are in the same frame of reference. For example, if the spanreeds are activated when one is on land and one is on a sailing ship, the spanreed on land will fly off in the same direction the ship's spanreed is going, unless it is being held or stopped, in which case they will both deactivate. If a set of spanreeds on different planets are activated, whichever one is unsecured will fly off

in a random direction (subject to the GM) as the planets are in different frames of reference.

SPANSTONE PAIR

Fabrial, common

A set of two spanstones, two tiny rubies entwined with metal, each with a button on one side. When activated with a bonus action, a spanstone flashes with light and makes a small vibration, and the spanstone's pair lights up and makes a small vibration at the exact same moment. A set of paired spanstones will only work if they are in the same Realm, but they do not need to share a frame of reference.

SPHERE OF DELVING

Fabrial, common

A single diamond chip enclosed in a tiny metal contraption that functions as a fabrial. It gives off 5 feet of bright light and 5 feet of dim light like a normal diamond chip. In addition, when dropped, the metal gives off a loud whistle for each 5 feet it falls, allowing the dropper to tell the distance of the fall. The whistles can be heard from up to 250 feet away.

STORMRIAL

Fabrial, uncommon

A large sphere inside which is a tiny smokestone, cut so that it slightly becomes infused when a Rosharan highstorm is still quite far away. It will become infused and vibrate slightly when a highstorm stormwall will hit your location in exactly 5 hours. It stays infused until after the highstorm riddens passes, after which it loses Stormlight.

This fabrial has no use in the Cognitive Realm or on another planet other than Roshar. It cannot detect Everstorms.

STOVERIAL

Fabrial, common

This fabrial is a small metal plate, inlaid with multiple tiny rubies. With an action, you can activate it, and it becomes a stovetop big enough for one pot to cook on. The stoverial can last for up to 1 hour, and then it must be recharged with **25** sapphire marks' worth of Stormlight to be able to be used again.

TRANSLIGHTOCATOR

Fabrial, uncommon

A translighlocator is a small metal rod that has a small prong on each end. One side is the "input" side, denoted with a glyph, while the other is the "output" side. It can be used to transfer Stormlight from one polestone to another. Placing an infused polestone or sphere on the input side and activating it with an action will transfer the Stormlight out of it into whatever polestone or sphere is pressed against the output side, as long as the output side's polestone has room to store it. Activating it while nothing is in the output side will simply remove the Stormlight from the input side, releasing it into the open air.

Translighlocators cannot be used to pull Stormlight or Investiture out of anything except for polestones or spheres. They can be used to pull Voidlight or another type of Light. They do not affect anything in the polestones except for the amount of Stormlight stored. They transfer at a rate of 10 sapphire marks' worth per second.

UMBRELLRIAL

Fabrial, uncommon

This small fabrial, made of a garnet and twisted wires, can be activated with an action while in the area of rainfall. When you do so, the fabrial creates a dry bubble, taking away the moisture of the rain, in a 10-foot-radius sphere centered on the fabrial. This fabrial can last for up to 1 hour. Any negatives for being in the rain or water are suspended for the duration.

It can also, instead, be used while completely underwater, and a smaller sphere, just big enough for the single creature's

head who holds the fabrial, of breathable air is Soulcast for 10 minutes, always centered on the fabrial.

After the duration ends, or whenever the fabrial is turned off with an action, it must be recharged with **100** sapphire marks' worth of Stormlight before it can be used again.

VEXING AMMUNITION

Fabrial / weapon (any ammunition), uncommon

A *vexing arrow* or *bolt* is a piece of ammunition enhanced with fabrial technology to use Progression, distracting a creature. If you hit a creature with this ammunition, they are affected by the *vex* Invested Art, and they must make a DC 12 Charisma saving throw or subtract a d4 to each attack roll and saving throw they make. There is no concentration for the Invested Art, but the creature can remake the save at the end of each of their turns, ending the effect on a success. The effect also ends after 1 minute.

WATERRIAL

Fabrial, uncommon

A metal cylinder with a fabrial inlaid into the frame, complete with an embedded garnet at the bottom. With an action, the holder can turn it on, and clean water pours out of a spout at the bottom. The waterrial makes up to 10 gallons of pure, clean water.

Once it has made that much water, the gemstone becomes dun, and must be recharged with **100** sapphire marks' worth of Stormlight before being used again.

WINERIAL

Fabrial, uncommon

This fabrial looks like a wine bottle, entwined with metal and an embedded garnet. With an action, one can turn it on, and it Soulcasts the air inside the bottle immediately into 1 liter of good-quality auburn wine.

Once it is used, it must be reinfused with **250** sapphire marks' worth of Stormlight before being used again.

WRISTWATCH FABRIAL

Fabrial, common

A small fabrial worn on the wrist with an infused smokestone and a captured logicspren. It has metal hands that can tell the time. Its default is Rosharan time, telling the wearer which of the 20 Rosharan hours of the day it currently is, but could be adjusted to match another planet's time by an artifabrian.

ZEPHYR AMMUNITION

Fabrial / weapon (any ammunition), uncommon

An arrow or bolt infused with a small fabrial made of sapphires, holding Soulcasted frost. When you hit a creature with it, the creature must make a DC 12 Constitution saving throw. On a failed save, they take an additional 2d4 cold damage, or half as much damage on a successful save. In addition, they must subtract 1d4 from the first attack roll they make before the beginning of your next turn.

Once the arrow or bolt is shot, hit or miss, the fabrials in it are destroyed on impact.

ZEPHYR CLOAK

Fabrial, common

A cloak that has a few sapphires in its collar. With a bonus action, you can activate the sapphires to create wind around you, causing the cloak to billow dramatically for a turn.

ZEPHYRCASTER

Fabrial, uncommon

This Soulcaster is made of metal chains that wrap around the fingers and the back of the hand. It uses its embedded sapphire to create pressurized darts of Investiture. It has 7 charges. While it is equipped, you can use an action to expend 1 or more of its charges to cast the *radiant missiles* Invested Art. For 1 charge, you cast the Invested Art at 1st level. You can increase the Invested Art's level by one for each additional charge you expend.

The Soulcaster regains 1d6 + 1 expended charges daily at dawn, up to its maximum of 7. If you expend the Soulcaster's last charge, roll a d20. On a 2 - 4, the Soulcaster's maximum number of charges is permanently decreased by 1, down to a minimum of 1. On a 1, the Soulcaster's gemstone breaks and it becomes worthless.

Mounts & Vehicles

A good mount can help you move more quickly through the wilderness, but its primary purpose is to carry the gear that would otherwise slow you down. The Mounts & Other Animals table shows each animal's speed and base carrying capacity.

An animal pulling a carriage, cart, chariot, sled, or wagon can move weight up to five times its base carrying capacity, including the weight of the vehicle. If multiple animals pull the same vehicle, they can add their carrying capacity together.

Barding. Barding is armor designed to protect an animal's head, neck, chest, and body. Any type of armor shown on the Armor & Shields table in this chapter can be purchased as barding. The cost is four times the equivalent armor made for humanoids, and it weighs twice as much.

Saddles. A military saddle braces the rider, helping you keep your seat on an active mount in battle. It gives you advantage on any check you make to remain mounted.

Vehicle Proficiency. If you have proficiency with a certain kind of vehicle (land or water), you can add your proficiency bonus to any check you make to control that kind of vehicle in difficult circumstances.

Rowed Vessels. Keelboats and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shore. A rowboat typically weighs 100 pounds, in case adventurers carry it over land.

Mounts & Other Animals

Animal	Cost	Speed	Carrying Capacity
Chull	50 sm	20 ft.	540 lb.
Gumfrem	50 sm	30 ft.	420 lb.
Riding horse	75 sm	60 ft.	480 lb.
Ryshadium	???	70 ft.	660 lb.

Tack, Harness, & Drawn Vehicles

Item	Cost	Weight
Barding	x4	x2
Bit and bridle	2 sm	1 lb.
Carriage	100 sm	600 lb.
Cart	15 sm	200 lb.
Chariot	250 sm	100 lb.
Feed (per day)	5 dc	10 lb.
Saddle		
Military - an advanced saddle for a riding mount; it gives you advantage	20 sm	30 lb.

	on any check you make to remain mounted.		
	Pack - a standard saddle for a pack mount.	5 sm	15 lb.
	Riding - a standard saddle for a riding mount.	10 sm	25 lb.
	Ryshadium - a saddle large enough to fit a Ryshadium	60 sm	40 lb.
Saddlebags		4 sm	8 lb.
Sled		20 sm	300 lb.
Stabling (per day)		5 tm	-
Wagon		35 sm	400 lb.

Other Vehicles

Item	Cost	Speed
Barge	5,000 sm	1 mph
Fabrial air barge	???	6 mph
Galley	30,000 sm	8.5 mph
Keelboat	3,000 sm	1.5 mph
Longship	10,000 sm	11.5 mph
Rowboat	50 sm	3 mph
Sailing ship (carrack or merchant ship)	10,000 sm	5 mph
Warship (galleon)	25,000 sm	7 mph

Trade Goods

Most wealth is not in spheres. It is measured in livestock, grain, land, materials, and rights to collect taxes or to collect resources.

Guilds, Brightlords, and governments regulate trade. Chartered companies are granted rights to conduct trade along certain routes, to send merchant ships to various ports, or to buy or sell specific goods. Guilds set prices for the goods or services that they control, and determine who may or may not offer those goods and services. The largest guild of merchants is the Thaylen Merchants Guild, centralized in Thaylen City. Merchants commonly exchange trade goods without using currency, especially in faraway places like Shinovar. The Trade Goods table shows the value of commonly exchanged goods.

Trade Goods

Cost	Goods
1 dc	1 lb. of lavis grain
2 dc	1 lb. of tallew grain or 1 lb. of clema flour
5 dc	1 lb. of salt or one chicken
1 tm	1 lb. of iron or 1 sq. yd. of narbin cloth
5 tm	1 lb. of copper or 1 sq. yd. of breachtree cloth
1 sm	1 lb. of ginger or one goat

2 sm	1 oz. of limm seasoning, or one sheep
3 sm	1 oz. of lazbo spice
5 sm	1 lb. of silver or 1 sq. yd. of shum silk
10 sm	1 sq. yd. of silk or one hog
50 sm	1 lb. of gold
500 sm	1 lb. of Ralkalest (aluminum)

Expenses

Even in a fantastical world, people require basic necessities such as shelter, sustenance, and clothing. These things cost money, although some lifestyles cost more than others.

Lifestyle Expenses

Lifestyle expenses provide you with a simple way to account for the cost of living on Roshar. They cover your accommodations, food and drink, and all your other necessities. Furthermore, expenses cover the cost of maintaining your equipment so you can be ready when adventure next calls.

At the start of each week or month (your choice), choose a lifestyle from the Expenses table and pay the price to sustain that lifestyle. The prices listed are per day, so if you wish to calculate the cost of your chosen lifestyle over a fifty-day period, multiply the listed price by 50. Your lifestyle might change from one period to the next, based on the funds you have at your disposal, or you might maintain the same lifestyle throughout your character's career.

Your lifestyle can have consequences. Maintaining a wealthy lifestyle might help you make contacts with the rich and powerful, though you run the risk of attracting thieves. Likewise, living frugally might help you avoid criminals, but you are unlikely to make powerful connections.

Lifestyle Expenses

Lifestyle	Price/Day
Wretched	-
Squalid	1 tm
Poor	2 tm
Modest	1 sm
Comfortable	2 sm
Wealthy	4 sm
Aristocratic	10 sm minimum

Wretched. You live in inhumane conditions. With no place to call home, you shelter wherever you can, sneaking into barns, huddling in old crates, and relying on the good graces of people better than you. A wretched lifestyle presents abundant dangers. Violence, disease, and hunger follow you wherever you go. Other wretched people covet your armor, weapons, and adventuring gear, and you struggle to find shelter even during highstorms. You are beneath the notice of most people.

Squalid. You live in a leaky stable, a mud-floored hut just outside town, or a cremling-infested boarding house in the worst part of town. You have shelter from the elements, but you live in a desperate and often violent environment, in places rife with disease, hunger, and misfortune. You are beneath the notice of most people, and you have few legal protections. Most people experiencing this lifestyle have suffered some terrible setbacks. They might be disturbed, marked as exiles or slaves, or suffer from disease.

Poor. A poor lifestyle means going without the comforts available in a stable community. Simple food and lodgings, threadbare clothing, and unpredictable conditions result in a sufficient, though probably unpleasant, experience. Your accommodations might be a room in a flophouse or in the common room above a tavern. You benefit from some legal protections, but you still have to

contend with violence, crime, and disease. People at this lifestyle tend to be unskilled laborers, costermongers, peddlers, thieves, mercenaries, and other disreputable types.

Modest. A modest lifestyle keeps you out of the slums and ensures that you can maintain your equipment. You live in an older part of town, renting a room in a boarding house or inn. You don't go hungry or thirsty, and your living conditions are clean, if simple. Ordinary people living modest lifestyles include soldiers with families, laborers, students, ardents, and the like.

Comfortable. Choosing a comfortable lifestyle means that you can afford nicer clothing and can easily maintain your equipment. You live in a small cottage in a middle-class neighborhood or in a private room at a fine inn. You associate with merchants, skilled tradespeople, and military officers.

Wealthy. Choosing a wealthy lifestyle means living a life of luxury, though you might not have achieved the social status associated with the old money of nobility or royalty. You live a lifestyle comparable to that of a highly successful merchant, a favored servant of the royalty, or the owner of a few small businesses. You have respectable lodgings, usually a spacious home in a good part of town or a comfortable suite at a fine inn. You may even have a small staff of servants.

Aristocratic. You live a life of plenty and comfort. You move in circles populated by the most powerful people in the community. You have excellent lodgings, perhaps a townhouse in the nicest part of town or rooms in the finest inn. You dine at the best restaurants and winehouses, retain the most skilled and fashionable tailor, and have servants attending to your every need. You receive invitations to the social gatherings of the rich and powerful, and spend evenings in the company of politicians, guild leaders, and Brightlords. You must also contend with the highest levels of deceit and treachery. The wealthier you are, the greater the chance you will be drawn into political intrigue as a pawn or participant.

SELF SUFFICIENCY

The expenses and lifestyles described in this chapter assume that you are spending your time between adventures in town, availing yourself of whatever services you can afford—paying for food and shelter, paying townspeople to sharpen your sword and repair your armor, and so on. Some characters, though, might prefer to spend their time away from civilization, sustaining themselves in the wild by hunting, foraging, and repairing their own gear. Maintaining this kind of lifestyle doesn't require you to spend any spheres, but it is time-consuming. If you spend your time between adventures practicing a profession as described in chapter 8, you can eke out the equivalent of a poor lifestyle. Proficiency in the Survival skill lets you live at the equivalent of a comfortable lifestyle.

Food, Drink, & Lodging

The Food, Drink, & Lodging table gives prices for individual food items and a single night's lodging. These prices are included in your total lifestyle expenses.

Food, Drink, & Lodging

Item		Cost
Ale		
	Gallon	2 tm
	Mug	4 dc
Banquet (per person)		10 sm
Inn stay (per day)		
	Squalid	7 dc
	Poor	1 tm
	Modest	5 tm
	Comfortable	8 tm
	Wealthy	2 sm
	Aristocratic	4 sm
Meals (per day)		

	Squalid	3 <i>dc</i>
	Poor	6 <i>dc</i>
	Modest	3 <i>tm</i>
	Comfortable	5 <i>tm</i>
	Wealthy	8 <i>tm</i>
	Aristocratic	2 <i>sm</i>
<i>Food</i>		
	Chouta (flangria)	1 <i>tm</i>
	Chouta (fish or chicken)	2 <i>tm</i>
	Cussweed	2 <i>dc</i>
	Stew (bowl)	1 <i>tm</i>
<i>Wine</i>		
	Wine, common (pitcher)	2 <i>tm</i>
	Wine, fine (bottle)	10 <i>sm</i>

Services

Adventurers can pay nonplayer characters to assist them or act on their behalf in a variety of circumstances. Most such hirelings have fairly ordinary skills, while others are masters of a craft or art, and a few are experts with specialized adventuring skills.

Some of the most basic types of hirelings appear on the Services table. Other common hirelings include any of the wide variety of people who inhabit a typical city or town, when the adventurers pay them to perform a specific task. For example, a Windrunner might commission a weaponsmith to forge a special sword. An Edgedancer may pay a hunter to research a rare type of gemheart. An Elsecaller might pay a tailor to make exquisite clothing for a presentation to the local Highprince.

Other hirelings provide more expert or dangerous services. Mercenary soldiers paid to help the adventurers take on a whitespine den are hirelings, as are Veristitalians hired to research ancient or esoteric lore. If a high-level adventurer establishes a stronghold of some kind, they might hire a whole staff of servants and agents to run the place, from a castellan or steward to menial laborers to keep the stables clean. These hirelings often enjoy a long-term contract that includes a place to live within the stronghold as part of the offered compensation.

Services

<i>Service</i>		<i>Pay</i>
Carriage (between towns)		3 <i>dc</i> per mile
<i>Hireling</i>		
	Skilled	2 <i>sm</i> per day
	Untrained	2 <i>tm</i> per day
Messenger		2 <i>dc</i> per mile
Palanquin		1 <i>tm</i>
Porter		1 <i>dc</i>
Road or gate toll		1 <i>dc</i>
Ship's passage		1 <i>tm</i> per mile
Spanreed hub message		1 <i>sm</i> per page

Skilled hirelings include anyone hired to perform a service that involves a proficiency (including weapon, tool, or skill): a mercenary, artisan, scribe, and so on. The pay shown is a minimum; some expert hirelings require more pay. Untrained hirelings are hired for menial work that requires no particular skill and can include laborers, porters, maids, and similar workers.

Investiture Services

Depending on your campaign and its setting within Roshar or the greater cosmere, you may be able to search out Knights Radiant or other Surgebinders attuned to a specific type of Investiture for services. It may be possible to find someone willing to cast an Invested Art in exchange for spheres or favors, but it is rarely easy and no established pay rates exist. As a rule, the higher the level of the desired Invested Art, the harder it is to find someone who can cast it and the more it costs.

Finding other Knights Radiant who offer their services for a fee may be relatively easy or near impossible, depending on your campaign. Make sure to talk to your GM about the Roshar in your campaign and how ubiquitous other Surgebinders are. Maybe your campaign is set far in the future of the cosmere, where Feruchemists, Elantrians, Knights Radiant, and Awakeners all live and work together, and finding and hiring a Surgebinder of any type is quite simple. Perhaps your characters are in the time of the True Desolation, and Urithiru teems with Knights Radiant, so finding someone who can cast a 1st-level *Regrowth* for you is easy and relatively cheap. Or maybe your campaign is set in a different time period, and your characters are the only Knights Radiant around for thousands of miles.

If your campaign allows you to find other Surgebinders who can offer their Investiture features for a fee, typically the lower the level of Invested Art, the cheaper and easier it is to find someone willing to do it. A higher-level Invested Art or feature would not only be harder to find, but the caster may not even do it for any spheres at all, instead offering it if you do a service for them as payment—the kind of service only an adventurer would be willing to provide, such as retrieving a rare item from a dangerous locale or visiting a different world through Shadesmar.

Trinkets

When you make your character, you can roll once on the Trinkets table to gain a trinket, a simple item lightly touched by mystery. The GM might also use this table. It can help stock a room in a dungeon or fill a creature's pockets.

Each of these trinkets is designed to come from Roshar or the Rosharan subastral in Shadesmar. If you would like trinkets that could come from other planets in the Cosmere like Scadrial, Nalthis, Sel, and others, you can instead use the Trinkets table found in *Hoid's Guide to the Cosmere*.

Trinkets

d100	Trinket
1	A petrified greatshell eye.
2	A piece of crystal that faintly glows in the moonlight.
3	A diary written in a language you don't know.
4	A brass ring that never tarnishes.
5	A small idol of a mandra, carved from a black, shiny stone.
6	A rope necklace from which dangles four chasmfendi teeth.
7	The deed for a parcel of land in a place unknown to you.
8	A small metal arrowhead, chipped and scratched.
9	A small cloth doll skewered with needles.
10	A claw from an unknown beast.
11	A piece of purple greatshell carapace, carved into a toy horse.
12	A faded, old divination card with a drawing of a voluptuous woman and a naked safehand.
13	A glass sphere filled with moving smoke.
14	A short piece of rope tied in an intricate knot that is impossible to untie.

15	A simple gold headband.
16	A tiny music box, crafted in Emul, that plays a song you dimly remember from childhood.
17	A small wooden statuette of a godlike man.
18	An ornate paintbrush, the bristles of which seem to be made of hundreds of delicate, human hairs.
19	A wooden figurine of a Shadbearer holding a Shadbade, missing its left arm.
20	A metal ladle with a handle carved with elaborate Unkalaki patterns.
21	A rolled-up map of an unknown sea.
22	A silver amulet in the shape of a five-pointed star.
23	An old, simple knife.
24	A glass vial filled with reddish sand.
25	A fork with a handle designed like a Shadbade's, including a crossguard and pommel.
26	A white, sequined glove.
27	A vest with dozens of tiny pockets.
28	A small, near-weightless stone dotted with holes.
29	An empty glass vial that smells of perfume when opened.
30	A rainbow-colored, nearly worthless gemstone of an unknown variety.
31	A scrap of cloth from an old banner.
32	A tiny silver bell without a clapper.
33	A windup, mechanical skyeel toy from Emul.
34	A tiny chest carved to look like it has numerous feet on the bottom.
35	A dead, unknown cremling inside a clear glass bottle that never decays, unless the bottle is opened.
36	A necklace with a glass sphere, inside which is a flower petal that glows in the dark.
37	An enclosed glass sphere filled with black sand.
38	A silver spoon with an unknown letter engraved on the handle.
39	A whistle made from gold-colored wood.
40	A simple silver-plated bronze stud earring.
41	A metal can filled with the Herdazian spice lazbo.
42	A small box filled with differently-sized buttons.
43	A small knife made of silver with a leather handle.
44	A carving of a tai-na greatshell made from the stone bark of the i-nah tree.
45	A leather loop with an old key and a charm—a flat, blue stone—hanging from it.
46	An indecipherable treasure map.
47	A hilt from a broken sword.
48	A silver skull the size of a sphere.

49	A small bronze inkpot filled with a thick, black ink.
50	A small metal charm with a hole for threading through a piece of string, in the shape of a Shardplate helmet.
51	A gold monocle frame without the lens.
52	A 1-inch wooden cube, each side painted a different color: green, red, blue, yellow, black, and white.
53	An old metal lock that can't be open nor picked.
54	A leather necklace holding a simple iron medallion.
55	A sharp tine of an unknown animal's antler.
56	A turquoise figurine of a chull.
57	A fan that, when unfolded, shows a sleeping cat.
58	A flute made of bone.
59	A chipped piece of a clay pot from Shinovar.
60	An ornate scabbard that fits no blade you have found so far.
61	A faded invitation to an Alethkar party from 100 years ago.
62	A bronze talisman with a scratched drawing of a chasmfiend.
63	A purple handkerchief embroidered with a word in an unknown script.
64	A very old wooden card of a king from an ancient, blasphemous Rosharan card game.
65	A receipt of a deposit at an Iriali bank.
66	An empty, intricately-carved silver snuffbox.
67	An iron holy symbol devoted to an unknown god.
68	A book with a title in an unknown language, filled with blank pages.
69	A vial of purple blood.
70	An ancient arrow of a strange design.
71	A bronze crocheting needle.
72	An ornate brooch of Shin design.
73	A bracelet made with tiny beads of different gemstones.
74	A metal pin with two glyphs (in common), printed into the front: one for "silver" and one for "light."
75	A miniature black pirate flag adorned with a santhid's skull and crossbones.
76	A tiny mechanical cremling toy made in Emul, the wings of which flutter for a minute after winding.
77	A ceramic mug with a painted glyph for "wine" on the side.
78	A wooden box filled with ash.
79	A simple earring that is metal wire in the shape of the Reshi Isle of Sumi.
80	A belt buckle that displays an ancient glyphpair of an old ruling family.
81	A flower carved from red coral.
82	A wooden coin carved with a pattern of three overlapping diamonds.

83	A spearhead tinted with the color of orange blood.
84	A glass sphere, the same used for currency, inside which is captured a droplet of blood.
85	A small chunk of stone on which is fossilized a pattern in the shape of a larkin's wing bones.
86	A metal ring that looks like an unknown fabrial, with a spot in it missing a tiny gemstone.
87	An old and twisted string of an enthir, curled into a ring.
88	A basic map of Roshar on old canvas, with lines across it designating historic highstorms.
89	A tiny figurine made from crem in the shape of a skyeel.
90	A hand mirror which is so old and faded, it only reflects bright light like spherelight up close or highstorm lightning.
91	A heavy iron king bearing the name of an old ship, lost long ago to the sea.
92	An empty sphere pouch, embroidered in thread the Alethi glyph that means "Wealth."
93	A simple map of the Rosharan planetary system.
94	A spool of 100 yards of thread, colored black, that lights up gold for 10 minutes after being outside in a highstorm.
95	A hefty metal tuning fork.
96	A black rock with red, lightning-shaped cracks through it.
97	A patch from a crew of bridgemen from the War of Reckoning.
98	An emerald broam, worthless, the glass shaved down into a small cube.
99	A locket with a faded sketch of a person inside it.
100	A faded tile from the game pieces, depicting a blasphemous image of one of the Vorin Heralds (roll a d10).

6. Customization

The combination of ability scores, Identity, class, and background defines your character's capabilities in the game, and the personal details you create set your character apart from every other. Even within your class and Identity, you have options to fine-tune what your character can do. This chapter has additional options to customize your character, in the form of general feats, fighting styles, and Shardblade stances.

You can choose one of the following options to add to your character's abilities only when an Identity, class, or background allows you to.

General Feats

A general feat represents a talent or an area of prowess that gives a character special capabilities. It embodies training, experience, and abilities beyond what an Identity, class, and background provide. Most Identities choose a general feat at character creation. In addition, at certain levels, your class gives you the ability to choose an additional general feat. At these levels, you can choose to gain the benefits of general feats in this chapter or general feats in Chapter 5 of [Hoid's Guide to the Cosmere](#), if your GM allows it.

You must meet any prerequisite specified in a feat to take it. If you ever lose a feat's prerequisite, you can't use the abilities it provides you until you regain the prerequisite. You can take each general feat only once, unless the feat's description says otherwise. Many feats offer expertise in a skill or tool; remember that your character can only have a certain number of things in which they have expertise. See "[Expertise](#)" in Chapter 7 for more details.

Many general feats provide a subject (or subjects) in which your character is now Knowledgeable. If you are already Knowledgeable in that subject, work with your GM to choose a different (but related) subject. See "[Knowledge](#)" in Chapter 7 for more details.

Ability Score Increase

Prerequisite: 4th Level

You have increased your natural ability in one or two areas:

- You can increase one ability score by 2, or you can increase two ability scores by 1 each. You can't increase an ability score above 20 with this feat.

You can take this feat multiple times.

Acrobat

You become more nimble, gaining the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency in the Acrobatics skill. If you are already proficient in it, you instead gain expertise in it.
- As a bonus action, you can make a DC 15 Dexterity (Acrobatics) check. If you succeed, difficult terrain doesn't cost you extra movement until the end of your current turn.

Actor

Skilled at mimicry and dramatics, you gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You have advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass yourself off as a different person.
- You can mimic the speech of another person or the sounds made by other creatures. You must have heard the person speaking, or heard the creature make the sound, for at least 1 minute. A successful Wisdom (Insight) check contested by your Charisma (Deception) check allows a listener to determine that the effect is faked.

Alert

Always on the lookout for danger, you gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You can't be surprised while you are conscious.
- When you roll initiative, you can add your proficiency bonus to the roll.
- Other creatures don't gain advantage on attack rolls against you as a result of being unseen by you.

Articulate Wit

You've mastered a quick tongue to aid your allies. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- Once per short or long rest, when an ally who you can see and who can hear you makes an attack roll, an ability check, or a saving throw, you can spend your reaction to give them advantage on the roll.

Artist

You have honed your artistic and creative abilities. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- Choose one Knowledge subject about a type of artwork (like *Painting* or *Sculpting*).
- You gain proficiency in one type of artisan tools. If you are already proficient in it, you instead gain expertise in it.

Athlete

You have undergone extensive physical training to gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- When you are prone, standing up uses only 5 feet of your movement.
- Climbing doesn't cost you extra movement.
- You can make a running long jump or a running high jump after moving only 5 feet on foot, rather than 10 feet.

Battle Hardened

You've spent a lifetime fighting and have become hardier because of it. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- When you roll a 19 or a 20 on the d20 for a death saving throw, you regain 1 hit point.

Brawny

You are extremely strong, giving you the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- You gain proficiency in the Athletics skill. If you are already proficient in it, you instead gain expertise in it.
- Your carrying capacity and the weight you can push, drag, or lift doubles. If it would already double, it instead triples.

Charmer

You have mastered the arts of diplomacy and charming others, giving you the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Persuasion skill. If you are already proficient in it, you instead gain expertise in it.
- If you spend 1 minute talking to someone who can understand what you say, you can make a Charisma (Persuasion) check contested by the creature's Wisdom (Insight) check. If you or your companions are fighting the creature, your check automatically fails. If your check succeeds, the target is charmed by you as long as it remains within 60 feet of you and for 1 minute thereafter.

Chef

Time and effort spent mastering the culinary arts has paid off. You gain the following benefits:

- Increase your Constitution or Wisdom score by 1, to a maximum of 20.
- You gain proficiency with chef tools. If you are already proficient in them, you instead gain expertise in them.
- You become Knowledgeable in *Food*.
- As part of a short rest, you can cook special food, provided you have ingredients and chef tools on hand. You can prepare enough of this food for a number of creatures equal to 4 + your proficiency bonus. At the end of the short rest, any creature who eats the food and spends one or more Hit Dice to regain hit points regains an extra 1d8 hit points.
- With one hour of work or when you finish a long rest, you can cook a number of treats equal to your proficiency bonus, provided you have ingredients and chef tools on hand. These special treats last 8 hours after being made. A creature can use a bonus action to eat one of those treats to gain temporary hit points equal to your proficiency bonus.

Cognikinetik

Prerequisite: Elsecaller or Lightweaver class

- Increase your Intelligence or Charisma by 1, to a maximum of 20.
- You learn the *Soulcast hand* cantrip, and can make it invisible if you'd like. If you already know *Soulcast hand*, its range increases by 30 feet when you cast it.
- As a bonus action, you can try to shove one creature using Soulcasting you can see within 30 feet of you. When you do so, the target must succeed on a Strength saving throw (the DC of which is your Invested save DC) or be moved 5 feet toward or away from you. A creature can willingly fail this save.

Crossbow Expert

Thanks to extensive practice with the crossbow, you gain the following benefits:

- You ignore the loading property of crossbows with which you are proficient.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a hand crossbow you are holding.

Crusher

Your brawn has helped you with certain weapons in combat, granting you the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- Once per turn, when you hit a creature with an attack that deals bludgeoning damage, you can re-roll one of the attack's damage dice, and you must use the new roll.
- When you score a critical hit that deals bludgeoning damage to a creature, you can roll one additional damage die when determining the extra bludgeoning damage the target takes.

Darkeyes Spear Mastery

Your training with the spear has given you valuable skills with the weapon. You gain the following benefits:

- You gain a +1 bonus to attack rolls you make with a spear.
- When you use a spear, its damage die changes from a d6 to a d8, and from a d8 to a d10 when wielded with two hands. (This benefit has no effect if another feature has already improved the weapon's die.)
- You can set your spear to receive a charge. As a bonus action, choose a creature you can see that is at least 20 feet away from you. If that creature moves within your spear's reach on its next turn, you can make a melee attack against it with your spear as a reaction. If the attack hits, the target takes an extra 1d8 piercing damage, or an extra 1d10 piercing damage if you wield the spear with two hands. You can't use this ability if the creature used the Disengage action before moving.
- As a bonus action on your turn, you can increase your reach with a spear by 5 feet for the rest of your turn.

Devout

You are devout to your religion, granting you the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency with the Insight skill. If you are already proficient in it, you instead gain expertise in it.
- You become Knowledgeable in a subject related to your religion (work with your GM if necessary).
- You can Supplicate your god as an action on your turn. You either burn a glyphward, pray to the One, meditate to the Prime Aqasix, or do some other quick religious act to add 1d6 on the next attack roll or saving throw you make within the next minute. After you use this feature, you cannot do so again until after completing a long rest.

Dungeoneer

Alert to the hidden traps and secret doors found in many dungeons and compounds, you gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect the presence of secret doors.
- You have advantage on saving throws made to avoid or resist traps.
- You have resistance to the damage dealt by traps.
- Traveling at a fast pace no longer imposes a -5 penalty to your passive Wisdom (Perception) score.

Empathetic

You possess keen insight into how other people think and feel. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Insight skill. If you are already proficient in it, you instead gain expertise in it.
- You can use your action to try to get uncanny insight about one humanoid you can see within 30 feet of you. Make a Wisdom (Insight) check contested by the target's Charisma (Deception) check. If your check succeeds, you have advantage on attack rolls and ability checks against the target until the end of your next turn.

Expert

Prerequisite: 4th Level

You have honed your proficiency with particular skills, granting you the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain proficiency in one skill of your choice.
- Choose one *different* skill in which you already had proficiency and gain expertise in it.

Fighting Adept

Prerequisite: 4th Level

You have practiced dueling or have fighting experience on the battlefield and can adopt a particular fighting style as your specialty, gaining the following benefits:

- Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- Choose one [fighting style](#), detailed later in this chapter.
- Whenever you reach a level that grants the Ability Score Improvement feature, you can replace this feat's fighting style with another one you don't already have.

You can take this feat a second time, but must be 12th Level to do so.

Historian

Your study of history rewards you with the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You become Knowledgeable in the subject of *Rosharan History*.
- When you take the Help action to aid another creature's ability check, you can make a DC 15 Intelligence check. On a success, that creature's check gains a bonus equal to your proficiency bonus, as you share pertinent advice and historical examples. To receive this bonus, the creature must be able to understand what you're saying.

Hunter

You have spent time hunting creatures and honed your skills, giving you the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You have advantage on Wisdom (Survival) checks to track creatures.
- You become Knowledgeable in the subject of *Wildlife*.
- As a bonus action, you can mark a beast as your quarry for 1 minute. You deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) checks you make to find it. This effect lasts for 1 minute, and you can dismiss it at any time without using an action. The effect also ends if your marked creature drops to 0 hit points. You can use this feature only once and can't do so again until you finish a long rest.

Infused Vigor

You utilize your strength in unique ways through your use of Investiture. You gain the following benefits:

- Increase your Strength by 1, to a maximum of 20.
- You can use your Strength modifier instead of your Constitution modifier when making Constitution checks.
- When you would make a Constitution saving throw, you can instead make a Strength saving throw. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses of this feature when you complete a long rest.

Investigator

You have an eye for detail. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the Investigation skill. If you are already proficient in it, you instead gain expertise in it.
- You can take the Search action as a bonus action.

Jack of All Trades

Choose three skills or tools (not including specialist kits) in which you do not already have proficiency or expertise, and gain proficiency in them. You cannot gain expertise with this feat.

Keen Mind

You have a mind that can track time, direction, and detail with uncanny precision. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You become Knowledgeable in a subject of your choice.
- You can accurately recall anything you have seen or heard within the past month.

Lighteyes Sword Mastery

You have mastered the shortsword, longsword, scimitar, rapier, and/or greatsword. You gain the following benefits when using any of them:

- You gain a +1 bonus to attack rolls you make with the weapon.
- On your turn, you can use your reaction to assume a parrying stance, provided you have the weapon in hand. Doing so grants a +1 bonus to your AC (including to an attack that caused you to use this reaction) until the start of your next turn or until you're not holding the weapon.
- When you make an opportunity attack with the weapon, you have advantage on the attack roll.

Linguist

You have studied languages, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You learn three languages of your choice.
- You become Knowledgeable in the subject of *Linguistics*.
- You can ably create written ciphers. Others can't decipher a code you create unless you teach them, they succeed on an Intelligence check (DC = 8 + your proficiency bonus + your Intelligence modifier), or they use an Invested ability to decipher it.

Medic

You utilize your surgical knowledge quickly, even in the midst of combat. You gain the following benefits:

- Increase your Intelligence, Charisma, or Wisdom score by 1, to a maximum of 20.
- When you use a healer's pouch to stabilize a dying creature, that creature also regains 1 hit point.
- As an action, you can spend one use of a healer's pouch to tend to a creature and restore 1d6 + 4 hit points to it, plus additional hit points equal to the creature's maximum number of Hit Dice. The creature can't regain hit points again in this way until it finishes a short or long rest.

Mobile

You are exceptionally speedy and agile. You gain the following benefits:

- Your speed increases by 10 feet.
- When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.
- When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

Musician

You are a practiced musician. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You become Knowledgeable in the subject of *Music*.
- You gain proficiency in one musician instrument of your choice. If you are already proficient in it, you instead gain expertise in it.
- You have advantage on Charisma (Performance) checks made to perform a musical instrument in which you are proficient or an expert. Additionally, during your performance and for up to one minute after finishing, you have advantage on Wisdom (Insight) checks to read the emotions of those you performed for.

Naturalist

Your extensive study of nature rewards you with the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You become Knowledgeable in the subject of *Nature*.
- As an action, you can smell and detect the presence and locations of poisons and diseases within 30 feet of you. You also identify the kind of poison or disease in each case. Once you use this feature, you cannot do so again until you finish a long rest.

Parshendi Arms Mastery

You have mastered the handaxe, battleaxe, greataxe, warhammer, and maul. You gain the following benefits when using any of them:

- You gain a +1 bonus to attack rolls you make with the weapon.

- Whenever you have advantage on a melee attack roll you make with the weapon and hit, you can also knock the target prone if the lower of the two d20 rolls would also hit the target.
- Whenever you have disadvantage on a melee attack roll you make with the weapon, the target takes bludgeoning damage equal to your Strength modifier (minimum of 0) if the attack misses but the higher of the two d20 rolls would have hit.

Perceptive

You hone your senses until they become razor sharp. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Perception skill. If you are already proficient in it, you instead gain expertise in it.
- Being in a lightly obscured area doesn't impose disadvantage on your Wisdom (Perception) checks if you can both see and hear.

Performer

You master performance so that you can command any stage. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Performance skill. If you are already proficient in it, you instead gain expertise in it.
- While performing, you can try to distract one humanoid you can see who can see and hear you. Make a Charisma (Performance) check contested by the humanoid's Wisdom (Insight) check. If your check succeeds, you grab the humanoid's attention enough that it makes Wisdom (Perception) and Intelligence (Investigation) checks with disadvantage until you stop performing.

Personable

The strength of your personality makes others lose focus on their own social game. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You can use your Charisma modifier instead of your Wisdom modifier when making Insight checks. In addition, gain proficiency in the Insight skill. If you are already proficient in it, you can instead gain proficiency in a different Charisma-based skill of your choice. You cannot gain expertise with this feat.
- When you would make a Wisdom saving throw, you can instead make a Charisma saving throw. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses of this feature when you complete a long rest.

Piercer

You have achieved a penetrating precision in combat, granting you the following benefits:

- Increase your Strength or Dexterity by 1, to a maximum of 20.
- Once per turn, when you hit a creature with an attack that deals piercing damage, you can re-roll one of the attack's damage dice, and you must use the new roll.
- When you score a critical hit that deals piercing damage to a creature, you can roll one additional damage die when determining the extra piercing damage the target takes.

Poisoner

You can prepare and deliver deadly poisons, gaining the following benefits:

- When you make a damage roll, you ignore resistance to poison damage.
- You can coat a weapon in poison as a bonus action, instead of an action.
- You gain proficiency with the poisoning kit. If you are already proficient in it, you instead gain expertise in it.
- With one hour of work using a poisoning kit and expending 50 [sm](#) worth of materials, you can create a number of doses of potent poison equal to your proficiency bonus. Once applied to a weapon or piece of ammunition, the poison retains its potency for 1 minute or until you hit with the weapon or ammunition. When a creature takes damage from the coated weapon or ammunition, that creature must succeed on a DC 14 Constitution saving throw or take 2d8 poison damage and become poisoned until the end of your next turn.

Practiced

You have acquired a wide variety of skills over your life, gaining the following benefits:

- Increase an ability score of your choice by 1, to a maximum of 20.
- You gain proficiency in any combination of two skills or artisan tools of your choice. You cannot gain expertise with this feat.

Quick Fingered

Your nimble fingers and agility let you perform sleight of hand. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency in the Sleight of Hand skill. If you are already proficient in it, you instead gain expertise in it.
- As a bonus action, you can make a Dexterity (Sleight of Hand) check to plant something on someone else, conceal an object on a creature, lift a purse, or take something from a pocket.

Rancher

You have mastered the techniques needed to train and handle animals. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Animals skill. If you are already proficient in it, you instead gain expertise in it.
- You can use a bonus action on your turn to command one friendly beast within 60 feet of you that can hear you and that isn't currently following the command of someone else. You decide now what action the beast will take and where it will move during its next turn, or you issue a general command that lasts for 1 minute, such as to guard a particular area.

Resilient

Choose one ability score. You gain the following benefits:

- Increase the chosen ability score by 1, to a maximum of 20.
- You gain proficiency in saving throws using the chosen ability. You cannot gain expertise with this feat. If you ever gain proficiency in that type of saving throw in the future, you then gain expertise instead.

Savage

Gain the following feature:

- Once per turn when you roll damage for a melee weapon attack, you can reroll the weapon's damage dice and use either total.

Shardblade Adept

Prerequisite: 4th Level

You have experience and practice with Shardblades, giving you the ability to fall into one of the known Rosharan Shardblade stances. You can choose one [Shardblade stance](#), detailed later in this chapter.

Shielder

Prerequisite: Proficiency in small or medium shields.

You have learned to use shields in fighting to great effect. You gain the following benefit:

- When you are wielding a proficient small or medium shield, you have a special reaction called Shield Parry you can use when you are hit with a melee or ranged weapon attack from a source you can see. If you do so, you roll a parry check and, if your check *exceeds* the attack roll of the weapon attack that just hit you, you deflect the attack and the attack misses. On a tie, the attack still hits you.
 - With a small shield, a parry check is one roll of a d20 + your proficiency bonus.
 - With a medium shield, a parry check is one roll of your d20 + *half* your proficiency bonus (rounded down).

Sighted

Prerequisite: Herdazian, singer, or Unkalaki Identity.

You are one of the few with singer ancestry who has the ability to view spren in their true Cognitive forms. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain the ability to cast the *detect Investiture* Invested Art (at the equivalent of 1st level) as an action without the need to spend Investiture points, even if you do not normally cast Invested Arts. You can do this once and can only do so again after you finish a long rest.
 - At 10th level, when you cast *detect Investiture* from this feat's ability, you do so at the equivalent of 3rd level.

Silver-Tongued

You develop your conversational skill to better deceive others. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Deception skill. If you are already proficient in it, you instead gain expertise in it.
- When you take the Attack action, you can replace one attack with an attempt to deceive one humanoid you can see within 30 feet of you that can see and hear you. Make a Charisma (Deception) check contested by the target's Wisdom (Insight) check. If your check succeeds, your movement doesn't provoke opportunity attacks from the target and your attack rolls against it have advantage; both benefits last until the end of your next turn or until you use this ability on a different target. If your check fails, the target can't be deceived by you in this way for 1 hour.

Slasher

You are adept at slicing foes in combat, granting you the following benefits:

- Increase your Strength or Dexterity by 1, to a maximum of 20.
- Once per turn, when you hit a creature with an attack that deals slashing damage, you can re-roll one of the attack's damage dice, and you must use the new roll.
- When you score a critical hit that deals slashing damage to a creature, you can roll one additional damage die when determining the extra slashing damage the target takes.

Specialist

Prerequisite: Proficiency in a specialist kit.

You have focused training with a specific kit. Select one type of specialist kit in which you are proficient. You gain the following benefits:

- You gain expertise with the chosen kit.
- You can attempt certain ability checks, subject to the GM, with the chosen kit without the kit present, but you have disadvantage on the check when you do so.
- Whenever you make an ability check with the chosen kit and you don't have disadvantage on the check, you can treat a d20 roll of 9 or lower as a 10, as long as you spend at least 1 minute on the check.

You can take this feat multiple times. Each time you do so, you must choose a different kit.

Stealthy

You know how best to hide, gaining the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency in the Stealth skill. If you are already proficient in it, you instead gain expertise in it.
- If you are hidden, you can move up to 10 feet in the open without revealing yourself if you end the move in a position where you're not clearly visible.

Stormwarden

You have trained as a Stormwarden. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You become Knowledgeable in the subject of *Highstorms*.
- You always know which way is north.
- You always know what time it is.
- You know what the weather will be like for the next full day if you can see outside.

Surgeon

You have mastered the physician's arts, gaining the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You become Knowledgeable in the subject of *Medicine*.
- You gain proficiency in the Medicine skill. If you are already proficient in it, you instead gain expertise in it.
- During a short rest, you can clean and bind the wounds of up to six willing creatures. You must expend a use of a healer's pouch for each. Make a DC 15 Wisdom (Medicine) check for each creature. On a success, if a creature spends a Hit Die during this rest, that creature can forgo the roll and instead regain the maximum number of hit points the die can restore. A creature can do so only for one Hit Die per short rest, regardless of how many Hit Dice it spends.

Survivalist

You master surviving in the wilderness, gaining the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Survival skill. If you are already proficient with it, you instead gain expertise in it.
- When sleeping, you are immediately alerted whenever a Tiny or larger creature you were previously unaware of enters the area in a 10-foot-radius circle around you.

Tavern Brawler

Accustomed to rough-and-tumble fighting using whatever weapons happen to be at hand, you gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You are proficient with improvised weapons.
- Your unarmed strike uses a d4 for damage.
- When you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to attempt to grapple the target.

Thievery

You have experience in thievery, giving you the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency with thievery kits. If you are already proficient with them, you instead gain expertise in them.

The Thrill

You utilize the Thrill to become fearsome to others, gaining the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Intimidation skill. If you are already proficient in it, you instead gain expertise in it.
- When you take the Attack action on your turn, you can replace one attack with an attempt to demoralize one humanoid you can see within 30 feet of you that can see and hear you. Make a Charisma (Intimidation) check contested by the target's Wisdom (Insight) check. If your check succeeds, the target is frightened until the end of your next turn. If your check fails, the target can't be frightened by you in this way for 1 hour.

Tidereader

You have studied the Iriali practice of tidereading, the art of predicting the future based on the tides. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.

- Whenever a creature within 20 feet of you is about to roll an attack roll, ability check, or saving throw with advantage or disadvantage, you can use your reaction to cancel the advantage/disadvantage, so they roll normally. Once you use this ability you cannot do so again until after completing a long rest.

Tough

You gain the following benefit:

- Your hit point maximum increases by an amount equal to twice your level when you gain this feat. Whenever you gain a level thereafter, your hit point maximum increases by an additional 2 hit points.

War Surgebinder

Prerequisite: The ability to cast at least one Invested Art of 1st level or higher.

You are skilled in utilizing your Surgebinding Invested Arts in the midst of combat, learning techniques that grant you the following benefits:

- You have advantage on Constitution saving throws that you make to maintain your concentration on an Invested Art when you take damage.
- You can perform the somatic components of Invested Arts even when you have weapons or a medium shield in one or both hands.
- When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast an Invested Art at the creature, rather than making an opportunity attack. The Invested Art must have a casting time of 1 action and must target only that creature.

Weapon Master

Prerequisite: 4th Level

You have practiced extensively with a variety of weapons, gaining the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain proficiency with four weapons of your choice. Each one must be a simple or a martial weapon.

Fighting Styles

Certain class features, or the Fighting Adept feat, offer your choice of a fighting style. You can't choose the same fighting style more than once, even if you later get to choose one again.

Each fighting style gives a benefit to some aspect of fighting, and that benefit improves once you reach 10th level. If you have multiple classes (described in [Hoid's Guide to the Cosmere](#)), the fighting style improves when you reach 10th level in total.

Archery

You gain a +2 bonus to attack rolls you make with ranged weapons that do not have the *loading* property.

Improved Archery

When you reach 10th level, this bonus increases to +3.

Defensive

While you are wearing armor, you gain a +1 bonus to your AC.

Improved Defensive

When you reach 10th level, you also gain a +2 bonus to Dexterity saving throws.

Dual Wielding

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Improved Dual Wielding

When you reach 10th level, you can now utilize two-weapon fighting with more weapons. The first weapon you attack with no longer needs the *light* property, but it must not be an *unwieldy* weapon and you must only be wielding it with one hand. The weapon you attack with second still must have the *light* property.

Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with the weapon.

Improved Dueling

When you reach 10th level, this bonus increases to +4.

Sharpshooter

When you attack a creature behind three-quarters or less cover with a ranged weapon attack, you treat their cover as one level less: three-quarters to half, half to one-quarter, and creatures behind one-quarters cover gain no benefit.

Improved Sharpshooter

When you reach 10th level, you also gain a +2 bonus to damage rolls using ranged weapons.

Speedy

While wielding only weapons that are ranged or have the *finesse* property, you gain 5 feet to your movement speed.

Improved Speedy

When you reach 10th level, this bonus increases to 10 feet.

Thrown Weapon

You can draw a weapon that has the thrown property as part of the ranged attack you make with the weapon. In addition, when you hit with a ranged attack using a thrown weapon, you gain +2 bonus to the damage roll.

Improved Thrown Weapon

When you reach 10th level, this bonus increases to +4.

Two-handed

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the *two-handed* or *versatile* property for you to gain this benefit.

Improved Two-handed

When you reach 10th level, this improves. Instead, each time you roll damage for a weapon using the same restrictions as above, each die has a minimum threshold of 3; so, 1s and 2s are automatically counted as 3s.

Quick Load

When you attack using a weapon with the *loading* property, you gain a +1 bonus to the attack roll.

Improved Quick Load

When you reach 10th level, this bonus increases to +2. In addition, if you have multiple attacks you can make for your Attack action, you can attack with each using a weapon with the *loading* property, unlike normal.

Vigilant

You gain a +2 bonus to attack rolls made on opportunity attacks.

Improved Vigilant

When you reach 10th level, whenever you hit a creature with an opportunity attack, they immediately lose 10 feet of their remaining speed.

Shardblade Stances

Certain class features offer your choice of a Shardblade stance. Shardblade stances are traditional methods of using a Shardweapon that your character has learned, though you can use them with any melee weapon. There are ten, each based on the Ten Essences of Roshar. You can enter a Shardblade stance on your turn as a bonus action, and you must be wielding a proficient melee weapon to do so.

You exit a Shardblade stance whenever you choose to (no action needed), you become incapacitated, you drop or otherwise cease carrying your weapon, or you exit the stance based on a limitation detailed in the stances' descriptions below.

You can't choose the same Shardblade stance more than once, even if you later get to choose one again. If you can use two bonus actions in the same turn, you cannot be in more than one Shardblade stance at a time. If you are currency in a Shardblade stance and enter a new one, you exit the first.

EXTRA REACTION

A few Shardblade Stances allow you to make an extra reaction in between turns, but only to make a weapon attack. You always use this "extra" reaction first if you are able, before your regular reaction, so you can save your regular reaction for things other than weapon attacks.

For example, if you are in Bloodstance and a creature enters your weapon's reach, you can use your reaction to make a melee weapon attack against them. This uses your extra reaction provided by Bloodstance. That way, if something else happens in between turns and you want to use your regular reaction for something else, like using an Invested item or casting *counter-Invest*, you can. You don't needlessly expend your regular reaction on the weapon attack first, because that could be accomplished through Bloodstance's extra reaction.

Bloodstance

Bloodstance is a Shardblade stance used when you are the only thing standing in the way of your party and a group of rushing enemies. If you are wielding a proficient melee weapon, you can use a bonus action to enter Bloodstance until the beginning of your next turn.

Extra Reaction

While in it, you have one extra reaction that you can use *only* to make an opportunity attack with a melee weapon.

Opportunity Attack Trigger

In Bloodstance, creatures you can see provoke an opportunity attack when they move to within your weapon's reach.

Exiting Bloodstance

After using both reactions, you exit Bloodstance. In addition, if you roll a critical failure on an opportunity attack while in Bloodstance, you immediately exit Bloodstance.

Crystalstance

Crystalstance is a desperate Shardblade stance that shifts the momentum of getting hit into your own attacks. If you are wielding a proficient melee weapon, you can use a bonus action to enter Crystalstance until the beginning of your next turn.

Extra Reaction

While in it, you have one extra reaction that you can use *only* to make an opportunity attack with a melee weapon.

Opportunity Attack Trigger

In addition, creatures you can see provoke an opportunity attack when they hit you with a melee weapon attack and they are within your weapon's reach.

Exiting Crystalstance

After using both reactions, you exit Crystalstance. In addition, if you roll a critical failure on an opportunity attack while in Crystalstance, you immediately exit Crystalstance.

Flamestance

Flamestance is aggressive, used by Shardbearers that wish to attack as much as possible with constant, furious attacks. If you are wielding a proficient melee weapon, you can use a bonus action to enter Flamestance until the beginning of your next turn.

Second Attacks

While in it, each time you hit a target with a melee weapon attack on your turn (not including opportunity attacks), you can make another attack against the same target immediately afterward, using the same weapon. The second, free attack roll is made with disadvantage. If you have advantage on the attack for any reason, it cancels the disadvantage and becomes a straight roll. The attack otherwise cannot be modified or amplified in any way.

You can only make a number of these free attacks equal to the number of attacks you can make when you take the Attack action. For example, if you can normally make two attacks with your Attack action, you can only make two free attacks on your turn, even if you have the ability to somehow attack more than twice.

Damage

If you hit with the second, free attack, the damage dealt is only the damage dice, without any additional bonuses or ability modifiers, unless the ability modifier is negative. The damage roll of each second, free attack cannot be modified or amplified in any way.

For example, if you are a Stoneward, the damage for free attacks made while in Flamestance do not gain your additional damage from your Ward damage die, or if you are Skybreaker, you cannot Skybreak to add additional damage to these free attacks.

Critical Failure Range

When you enter Flamestance, your critical *failure* range increases by 3 for the free attacks from Flamestance. Your critical failure range typically is 1, meaning you score a critical failure on a d20 roll of 1. With a critical failure range of 4, you now score a critical failure on a d20 roll of a 1, 2, 3, or 4, regardless of any other bonuses to the attack roll.

Your critical failure range for your normal attacks does not increase.

Exiting Flamestance

If you roll a critical failure on any of your attacks, including both your normal ones and your free ones, you immediately exit Flamestance after the attack misses.

Ironstance

Ironstance is a strong Shardblade stance with a firm grip, focused on imparting as much damage as possible into each attack. If you are wielding a proficient melee weapon, you can use a bonus action to enter Ironstance until the beginning of your next turn.

Critical Hit Range

While in it, your critical hit range with melee weapon attacks increases by 2, to a maximum of 3. If you already have a critical hit range of 3, entering this stance does not increase it further. Refer to [“Critical Hit Range”](#) in Chapter 9 for more information.

Critical Failure Range

When you enter Ironstance, your critical *failure* range also increases by 1, meaning that you score a critical failure on more d20 rolls than just natural 1s. Your critical failure range, by default, is 1 (scoring a critical failure on a roll of 1) but this increases by 1, so that you now automatically miss an attack on a d20 roll of 1 or 2, regardless of any other bonuses to the attack roll.

Exiting Ironstance

If you roll a critical failure on any of your attacks, you immediately exit Ironstance after the attack misses. In addition, if you score a critical hit on a melee weapon attack while in your stance, after the damage is rolled, you immediately exit Ironstance.

Oilstance

Oilstance is a quick and slippery Shardblade stance, used to dodge enemies and use those openings for your own quick attacks. If you are wielding a proficient melee weapon, you can use a bonus action to enter Oilstance until the beginning of your next turn.

Extra Reaction

While in it, you have one extra reaction that you can use *only* to make an opportunity attack with a melee weapon.

Opportunity Attack Trigger

In addition, creatures you can see provoke an opportunity attack when they miss you with a melee weapon attack and they are within your weapon's reach.

Exiting Oilstance

After using both reactions, you exit Oilstance. In addition, if you roll a critical failure on an opportunity attack while in Oilstance, you miss and then immediately exit Oilstance.

Smokestance

Smokestance is used to stay in motion, always moving gracefully around your enemies. If you are wielding a proficient melee weapon, you can use a bonus action to enter Smokestance until the beginning of your next turn.

Damage

While in it, each time you hit a creature with a melee weapon attack immediately after moving 5 feet or more, the creature takes additional damage (of the same type as the weapon) equal to the ability modifier you used for the attack. If you attack multiple times, even against the same creature, you must move at least 5 feet in between each attack to gain this bonus.

Parrying Reaction

In addition, while in Smokestance, when you are targeted with a melee weapon attack from a creature you can see, you can use your reaction to increase your AC by an amount equal to *half* of your proficiency bonus (rounded down); you must choose to use this before you know the result of the attack roll. The increase to your AC only lasts for that single attack.

Exiting Smokestance

If you roll a critical failure on an attack roll while in Smokestance or are still hit after using this special reaction, you immediately exit Smokestance.

Stonestance

Stonestance is a sturdy, immovable stance used by Shardbearers with solid footing to provide raw power to their attacks. If you are wielding a proficient melee weapon and have at least 15 feet of movement left on your turn, you can use a bonus action to enter Stonestance until the beginning of your next turn. 15 feet of your movement speed is immediately expended upon entering the stance.

Immovable

While in Stonestance, you cannot be forcibly moved through physical, non-Invested means. In addition, you have advantage on any ability check or saving throw meant to force you prone.

Reduced Attack & Increased Damage

Each time you make a melee weapon attack, your attack roll is reduced by 1d6. Critical hits are not affected. In addition, each time you hit with a melee weapon attack, you deal additional damage equal to one additional roll of the weapon's damage die.

Exiting Stonestance

If you roll a critical failure on any of your attacks, you immediately exit Stonestance. In addition, if you move while in your stance, you immediately exit Stonestance.

Thewstance

Thewstance is an odd Shardblade stance that uses hand-to-hand fighting techniques like punching, pushing, and pulling alongside Shardblade attacks. If you are wielding a one-handed, proficient melee weapon with no weapon or shield in your other hand, you can use a bonus action to enter Thewstance until the beginning of your next turn.

Special Unarmed Strike

While in it, each time you hit a creature within 5 feet of you with a melee weapon attack on your turn, you can immediately make a special unarmed strike against the same creature. On a hit, you can choose one of the following to occur:

- The creature takes bludgeoning damage equal to your normal damage dealt with unarmed strikes.
- You can push the creature 5 feet directly away from you. They must be Medium or smaller and have space directly behind them to move. The creature does not take additional damage if you choose this option.
- You move 5 feet directly backward, as long as you still have enough movement to do so, and then you pull the creature 5 feet directly toward you so that they end up in your previous space. They must be Medium or smaller and you must have space directly behind you to move. The creature does not take additional damage if you choose this option. You can trigger opportunity attacks from creatures other than the creature you attack, if you move out of their reach.

Exiting Thewstance

If you roll a critical failure on any attack roll (either with your weapon or with your unarmed strike), you immediately exit Thewstance.

Vinestance

Vinestance is a Shardblade stance that uses footwork and quick movements to improve the Shadbearer's defense. If you are wielding a proficient melee weapon, you can use a bonus action to enter Vinestance until the beginning of your next turn.

Extra Reaction

While in it, you have one extra reaction that you can use *only* to reduce damage you take from a melee weapon attack. It cannot be used for an opportunity attack or anything else that requires your reaction.

Reaction to Reduce Damage

You can use a reaction to reduce damage you take from a melee weapon attack. You must be able to see the attacker, and the attacker must be within your weapon's reach. The amount of damage you reduce equals 1d6 + your proficiency bonus.

Exiting Vinestance

If you roll a 1 on the die rolled to reduce damage, you reduce the damage you take then immediately exit Vinestance.

Windstance

Windstance is a stance used by those who are surrounded, using fluid movement to try and attack multiple enemies at once. If you are wielding a proficient melee weapon, you can use a bonus action to enter Windstance until the beginning of your next turn.

Damage to Additional Creature

While in it, each time you hit a creature with a melee weapon attack on your turn (not including opportunity attacks), you can choose a different creature you can see also within your weapon's reach. If your attack roll would have hit that creature (comparing it to the second creature's AC), you can deal damage to it equal to your weapon's ability modifier.

The damage dealt to an additional creature cannot be amplified or modified in any way, and this additional damage does not count as a weapon attack against the creature.

Exiting Windstance

If you roll a critical failure on any attack you make, you immediately exit Windstance.

7. Using Ability Scores

Six abilities provide a quick description of every creature's physical and mental characteristics:

- **Strength**, measuring strength and fitness
- **Dexterity**, measuring agility and quickness

- **Constitution**, measuring endurance and health
- **Intelligence**, measuring reasoning and memory
- **Wisdom**, measuring perception and insight
- **Charisma**, measuring personality and ability to convince or deceive

Is a character fast and a terrific liar? Insightful and healthy, but extremely slow? Maybe they're a brilliant ardent who loves to study old books, but are also strong and physically powerful. Ability scores define these qualities, and define a creature's advantages as well as weaknesses.

The three main rolls of the game—the ability check, the saving throw, and the attack roll—rely on the six ability scores. The basic rules behind these rolls are simple: roll a d20, add an ability modifier derived from one of the six ability scores, and compare the total to a target number (like a DC or AC).

This chapter focuses on how to use ability checks and saving throws, covering the fundamental activities that creatures attempt in the game. Rules for attack rolls appear in Chapter 9, "[Combat](#)."

Ability Scores & Modifiers

Each of a creature's abilities has a score, a number that defines the magnitude of that ability. An ability score is not just a measure of innate capabilities, but also encompasses a creature's training and competence in activities related to that ability.

A score of 10 or 11 is the normal human average, but adventurers and many enemies are a cut above average in most abilities. A score of 18 is the highest that a person usually reaches. Adventurers can have scores as high as 20, and enemies and highly-Invested beings can have scores as high as 30.

Each ability also has a modifier, derived from the score and ranging from -5 (for an ability score of 1) to +10 (for a score of 30). The Ability Score and Modifiers table notes the ability score modifiers for the range of possible ability scores, from 1 to 30.

Ability Scores and Modifiers Table

Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30	+10

To determine an ability modifier without consulting the table, subtract 10 from the ability score then divide the total by 2 (round down).

Because ability modifiers affect almost every attack roll, ability check, and saving throw, ability modifiers come up in play more often than their associated scores.

Advantage & Disadvantage

Sometimes a special ability or Invested Art tells you that you have advantage or disadvantage on an ability check, a saving throw, or an attack roll. When that happens, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage. For example, if you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17.

If multiple situations affect a roll and each one grants advantage or imposes disadvantage on it, you don't roll more than one additional d20. If two favorable situations grant advantage, for example, you still roll only one additional d20.

If circumstances cause a roll to have both advantage and disadvantage, you are considered to have neither of them, and you roll one d20. This is true even if multiple circumstances impose disadvantage and only one grants advantage or vice versa. In such a situation, you have neither advantage nor disadvantage.

When you have advantage or disadvantage and something in the game, such as Iriali's Fortuitous trait, lets you reroll or replace the d20, you can reroll or replace only one of the dice. For example, if an Iriali has advantage or disadvantage on an ability check and rolls a 1 and a 13, the Iriali could use the Fortuitous trait to reroll the 1.

You usually gain advantage or disadvantage through the use of special abilities, actions, or Invested Arts. Inspiration can also give a character advantage (as explained in Chapter 4, "[Personality & Background](#)"). The GM can also decide that circumstances influence a roll in one direction or the other and grant advantage or impose disadvantage as a result.

Proficiency Bonus

Characters have a proficiency bonus determined by level. See the Proficiency Bonus table for the proficiency bonus a character has at each level. It is also detailed in the table for each class in their description. Enemies also have this bonus, which is incorporated into their stat block. The bonus is used in the rules on ability checks, saving throws, and attack rolls.

Your proficiency bonus can't be added to a single die roll or other bonus more than once if they are coming from disparate, independent sources. For example, if two different rules say you can add your proficiency bonus to a Wisdom saving throw, you nevertheless add the bonus only once when you make the save. However, if you gain proficiency in something twice, and you are not prevented from gaining something called expertise, you do double your proficiency bonus onto the roll. See "[Expertise](#)" in the next section for more information.

Proficiency Bonus

Character Level	Proficiency Bonus	Character Level	Proficiency Bonus
1	+2	11	+4
2	+2	12	+4
3	+2	13	+5
4	+2	14	+5
5	+3	15	+5
6	+3	16	+5
7	+3	17	+6
8	+3	18	+6
9	+4	19	+6
10	+4	20	+6

Expertise

Certain features, such as those found in feats, can grant expertise in a skill or tool, letting you double your proficiency bonus with that skill or tool. As usual, you can only gain expertise in a skill or tool once. Far less common, though still possible, is gaining expertise in a saving throw. However, you cannot gain expertise in weapons, nor can you gain expertise in a Knowledge subject or the Knowledge skill as a whole or in the Investiture skill. As always, certain rare features could be exceptions to these rules.

Characters can, by default, not have expertise in anything until they reach level 4. At 4th level, characters can only have expertise in one thing (skill, tool, or saving throw). If you have expertise in a skill and then learn a feat that allows you to gain expertise in a tool, you do not gain expertise in the tool. Choose a different feat, or work with your GM to tweak the feat to allow you to take it and its benefits (like gaining proficiency in a different tool of the same type, for example).

At 8th level, you can have expertise in *two* things. At 12th level, you can have expertise in *three* things. At 16th level, *four* things, and finally at 19th level, *five* things (these levels line up with classes' Ability Score Increase feature, where many characters choose feats). You still only gain expertise in something if you gain an ability or feat that gives it; you don't get expertise in another proficient skill simply because you reached 12th level, for example.

Class features that give you expertise do not count against this limitation, and will specify in their description. For example, a 4th-level Windrunner who has chosen the *Focus on Study* Focus can have two things with expertise: one from the normal amount of expertise a 4th-level character can have, and one from the chosen Focus.

Ability Checks

An ability check tests a character or monster's innate talent and training in an effort to overcome a challenge. The GM calls for an ability check when a character or enemy attempts an action (other than an attack) that has a chance of failure. When the outcome is uncertain, the dice determine the results.

For every ability check, the GM decides which of the six abilities is relevant to the task at hand and the difficulty of the task, represented by a Difficulty Class (DC). The more difficult a task, the higher its DC. The Typical Difficulty Classes table shows the most common DCs.

Typical Difficulty Classes

Task Difficulty	DC
Very easy	5
Easy	10
Medium	15
Hard	20
Very hard	25
Nearly impossible	30

To make an ability check, roll a d20 and add the relevant ability modifier. As with other d20 rolls, apply bonuses and penalties, and compare the total to the DC. If the total equals or exceeds the DC, the ability check is a success—the creature overcomes the challenge at hand. Otherwise, it's a failure, which means the character or monster makes no progress toward the objective or makes progress combined with a setback determined by the GM.

The GM may also count certain rolls as partial or minor successes. For example, if you are attempting a very hard task with a DC of 25 and, after adding all relevant modifiers to your d20 roll, you achieve a 23, the GM may allow you to complete your task partially, or get closer to your goal regardless. The results and outcomes of ability checks are determined by the GM.

Contests

Sometimes one character's or enemy's efforts are directly opposed to another's. This can occur when both of them are trying to do the same thing and only one can succeed, such as attempting to snatch up an infused gemstone that has fallen on the floor. This situation also applies when one of them is trying to prevent the other one from accomplishing a goal—for example, when an enemy tries to force open a door that a Stoneward is holding closed. In situations like these, the outcome is determined by a special form of ability check, called a contest.

Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to the DC, they compare the totals of their two checks. The participant with the higher check total wins the contest. The character or enemy either succeeds at the action or prevents the other one from succeeding.

If the contest results in a tie, the situation remains the same as it was before the contest. Thus, one contestant might win the contest by default. If two characters tie in a contest to snatch a gemstone off the floor, neither character grabs it. In a contest between an enemy trying to open a door and a Stoneward trying to keep the door closed, a tie means that the door remains shut.

Skills

Each ability covers a broad range of capabilities, including skills that a character, NPC, or an enemy can be proficient in. A skill represents a specific ability of an ability score, and an individual's proficiency in a skill demonstrates a focus on that aspect. (A character's starting skill proficiencies are determined at character creation, and an NPC's or enemy's skill proficiencies appear in their stat block.)

For example, a Dexterity check might reflect a character's attempt to pull off an acrobatic stunt, to palm an object, or to stay hidden. Each of these aspects of Dexterity has an associated skill: Acrobatics, Sleight of Hand, and Stealth, respectively. So a character who has proficiency in the Stealth skill is particularly good at Dexterity checks related to sneaking and hiding. A character who has expertise in it is even better.

The skills related to each ability score are shown in the following list. (No skills are related to Constitution.) See an ability's description in the later sections of this chapter for examples of how to use a skill associated with an ability.

Strength

- [Athletics](#)

Dexterity

- [Acrobatics](#)
- [Sleight of Hand](#)
- [Stealth](#)

Intelligence

- [Arcana](#)
- [Investigation](#)
- [Knowledge*](#)

Wisdom

- [Animals](#)
- [Insight](#)
- [Medicine](#)
- [Perception](#)
- [Survival](#)

Charisma

- [Deception](#)
- [Intimidation](#)
- [Performance](#)
- [Persuasion](#)

(Varies)

- [Investiture](#)

*THE KNOWLEDGE SKILL

The Knowledge skill works differently from other skills. Characters always have proficiency in Knowledge, but only in their Knowledgeable subjects, specific things like *Religion* or *Cooking* or *Azish Government*. Characters gain subjects in which they're Knowledgeable through multiple sources, including their Identity, background, feats, and more. See the [Knowledge section](#) later in this chapter.

Sometimes, a GM might ask for an ability check using a specific skill—for example, “Make a Wisdom (Perception) check.” At other times, a player might ask the GM if proficiency in a particular skill applies to a check. In either case, proficiency in a skill means an individual can add their proficiency bonus to ability checks that involve that skill. Without proficiency in the skill, the individual makes a normal ability check.

For example, if a character attempts to climb up a dangerous cliff, the GM might ask for a Strength (Athletics) check. If the character is proficient in Athletics, the character's proficiency bonus is added to the Strength check. If the character lacks that proficiency, they just make a Strength check.

Variant: Skills with Different Abilities

Normally, your proficiency in a skill applies only to a specific kind of ability check. Proficiency in Athletics, for example, usually applies to Strength checks. In some situations, though, your proficiency might reasonably apply to a different kind of check. In such cases, the GM might ask for a check using an unusual combination of ability and skill, or you might ask your GM if you can apply a proficiency to a different check.

For example, if you have to swim from an offshore island to the mainland, your GM might call for a Constitution check to see if you have the stamina to make it that far. In this case, your GM might allow you to apply your proficiency in Athletics and ask for a Constitution (Athletics) check. So if you're proficient in Athletics, you apply your proficiency to a Constitution check just as you would normally do for a Strength (Athletics) check. Similarly, when your singer Skybreaker uses a display of raw strength to

intimidate an enemy, your GM might ask for a Strength (Intimidation) check, even though Intimidation is normally associated with Charisma.

Passive Checks

A passive check is a special kind of ability check that doesn't involve any die rolls. Such a check can represent the average result for a task done repeatedly, such as searching for secret doors over and over again, or can be used when the GM wants to secretly determine whether the characters succeed at something without rolling dice, such as noticing a hidden enemy.

Here's how to determine a character's total for a passive check:

10 + all modifiers that normally apply to the check. If the character has advantage on the check, add 5. For disadvantage, subtract 5. The game refers to a passive check total as a score.

For example, if a 1st-level character has a Wisdom score of 15 (modifier of +2) and proficiency (at 1st level, this equals +2) in Perception, they have a passive Wisdom (Perception) score of 14 (10 + 2 + 2).

The rules on hiding in the Dexterity section below rely on passive checks, as do the exploration rules in Chapter 8, "[Adventuring](#)."

Working Together

Sometimes two or more characters team up to attempt a task. The character who's leading the effort—or the one with the highest ability modifier—can make an ability check with advantage, reflecting the help provided by the other character. In combat, this requires the [Help action](#), detailed in Chapter 9.

A character can only provide help if the task is one that they could attempt alone. For example, trying to open a lock requires proficiency with a thieves' kit, so a character who lacks the proficiency can't help another character in that task. Moreover, a character can help only when two or more individuals working together would actually be productive. Some tasks, such as threading a needle, are no easier with help.

Group Checks

When a number of individuals are trying to accomplish something as a group, the GM might ask for a group ability check. In such a situation, the characters who are skilled at a particular task help cover those who aren't.

To make a group ability check, everyone in the group makes the ability check. If at least half the group succeeds, the whole group succeeds. Otherwise, the group fails.

Group checks don't come up very often, and they're most useful when all the characters succeed or fail as a group. For example, when adventurers are navigating a swamp, the GM might call for a group Wisdom (Survival) check to see if the characters can avoid the quicksand, sinkholes, and other natural hazards of the environment. If at least half the group succeeds, the successful characters are able to guide their companions out of danger. Otherwise, the group stumbles into one of these hazards.

Using Each Ability

Every task that a character or enemy might attempt in the game is covered by one of the six abilities. This section explains in more detail what those abilities mean and the ways they are used in the game.

Strength

Strength measures bodily power, athletic training, and the extent to which you can exert raw physical force.

Strength Skill Checks

A Strength check can model any attempt to lift, push, pull, or break something, to force your body through a space, or to otherwise apply brute force to a situation. The Athletics skill reflects aptitude in certain kinds of Strength checks.

Athletics. Your Strength (Athletics) check covers difficult situations you encounter while climbing, jumping, or swimming.

Examples include the following activities:

- You attempt to climb a sheer or slippery cliff, avoid hazards while scaling a wall, or cling to a surface while something is trying to knock you off.
- You try to jump an unusually long distance or pull of a stunt midjump.
- You struggle to swim or stay afloat in treacherous currents, highstorm-tossed waves, or areas of thick seaweed. Or another creature tries to push or pull you underwater or otherwise interfere with your swimming.

Other Strength Checks

The GM might also call for a Strength check with you try to accomplish tasks like the following:

- Force open a stuck, locked, or barred door

- Break free of bonds
- Push through a tunnel that is too small
- Hang on to a wagon while being dragged behind it
- Tip over a statue
- Keep a boulder from rolling

Attack Rolls and Damage

You add your Strength modifier to your attack roll and your damage roll when attacking with a melee weapon such as a mace, a battleaxe, or a javelin.

Lifting and Carrying

Your Strength score determines the amount of weight you can bear. The following terms define what you can lift or carry.

Carrying Capacity. Your carrying capacity is your Strength score multiplied by 15. This is the weight (in pounds) that you can carry, which is high enough that most characters don't usually have to worry about it

Push, Drag, or Lift. You can push, drag, or lift a weight in pounds up to twice your carrying capacity (or 30 times your Strength score). While pushing or dragging weight in excess of your carrying capacity, your speed drops to 5 feet.

Size and Strength. Larger creatures can bear more weight, whereas Tiny creatures can carry less. For each size category above Medium, double the creature's carrying capacity and the amount that it can push, drag, or lift. For a Tiny creature, halve these weights.

Investiture Ability

Windrunners use Strength (or Dexterity) as their Investiture ability modifier.

Dexterity

Dexterity measures agility, reflexes, and balance.

Dexterity Skill Checks

A Dexterity check can model any attempt to move nimbly, quickly, or quietly, or to keep from falling on tricky footing. The Acrobatics, Sleight of Hand, and Stealth skills reflect aptitude in certain kinds of Dexterity checks.

Acrobatics. Your Dexterity (Acrobatics) check covers your attempt to stay on your feet in a tricky situation, such as when you're trying to run across a sheet of ice, balance on a tightrope, or stay upright on a ship's deck in a highstorm. The GM might also call for a Dexterity (Acrobatics) check to see if you can perform acrobatic stunts, including dives, rolls, somersaults, and flips.

Sleight of Hand. Whenever you attempt an act of thievery or manual trickery, such as planting something on someone else or concealing an object on your person, make a Dexterity (Sleight of Hand) check. The GM might also call for a Dexterity (Sleight of Hand) check to determine whether you can lift a sphere purse off another person or slip something out of (or into) another person's pocket.

Stealth. Make a Dexterity (Stealth) check when you attempt to conceal yourself from enemies, slink past guards, slip away without being noticed, or sneak up on someone without being seen or heard.

Other Dexterity Checks

The GM might call for a Dexterity check when you try to accomplish tasks like the following:

- Control a heavily laden cart on a steep descent
- Steer a chariot around a tight turn
- Pick a lock
- Disable a trap
- Securely tie up a prisoner
- Wriggle free of bonds
- Craft a small or detailed object

Attack Rolls and Damage

You add your Dexterity modifier to your attack roll and your damage roll when attacking with a ranged weapon, such as a sling or a longbow. You can also add your Dexterity modifier to your attack roll and your damage roll when attacking with a melee weapon that has the finesse property, such as a Shardsdagger or a gnet.

Armor Class

Depending on the armor you wear, you might add some or all of your Dexterity modifier to your Armor Class, as described in Chapter 5, "[Equipment](#)."

Initiative

At the beginning of every combat, you roll initiative by making a Dexterity check. Initiative determines the order of creatures' turns in combat, as described in "[Initiative](#)" in Chapter 9.

Investiture Ability

Windrunners use Dexterity (or Strength) as their Investiture ability modifier.

HIDING

The GM decides what circumstances are appropriate for hiding. When you try to hide, make a Dexterity (Stealth) check. Until you are discovered or until you stop hiding, that check's total is contested by the Wisdom (Perception) check of any creature that actively searches for signs of your presence.

You can't hide from a creature that can see you clearly, and you give away your position if you make noise, such as shouting a warning or knocking over a vase. An invisible creature can always try to hide. Signs of its passage might still be noticed, and it does have to stay quiet.

In combat, most creatures stay alert for signs of danger all around, so if you come out of hiding and approach a creature, it usually sees you. However, under certain circumstances, the GM might allow you to stay hidden as you approach a creature that is distracted, allowing you to gain advantage on an attack roll before you are seen.

Passive Perception. When you hide, there's a chance someone will notice you even if they aren't searching. To determine whether such a creature notices you, the GM compares your Dexterity (Stealth) check with that creature's passive Wisdom (Perception) score, which equals 10 + the creature's Wisdom modifier, as well as any other bonuses or penalties. If the creature has advantage, add 5. For disadvantage, subtract 5.

For example, if a 1st-level character (with a proficiency bonus of +2) has a Wisdom of 15 (+2) and proficiency in Perception, their passive Wisdom (Perception) is 14.

What Can You See? One of the main factors in determining whether you can find a hidden creature or object is how well you can see an area, which might be lightly or heavily obscured as explained in Chapter 8, "Adventuring."

Constitution

Constitution measures health, stamina, and vital force.

Constitution Checks

Constitution checks are uncommon, and no skills apply to Constitution checks, because the endurance this ability represents is largely passive rather than involving a specific effort on the part of a character or enemy. A Constitution check can model your attempt to push beyond normal limits, however. The GM might call for a Constitution check when you try to accomplish tasks like the following (though they may opt for a Constitution saving throw instead):

- Hold your breath
- March or labor for hours without rest
- Go without sleep
- Survive without food or water
- Drink an entire glass of Horneater white in one go and hold it in

Hit Points

Your Constitution modifier contributes to your hit points. Typically, you add your Constitution modifier to each Hit Die you roll for your hit points.

If your Constitution modifier changes, your hit points maximum changes as well, as though you had the new modifier from 1st level. For example, if you raise your Constitution score when you reach 4th level and your Constitution modifier increases from +1 to +2, you adjust your hit point maximum as though the modifier had always been +2. So you add 3 hit points for your first three levels, and then roll your hit points for 4th level using your new modifier. Or if you're 7th level and some effect lowers your Constitution score so as to reduce your Constitution modifier by 1, your hit point maximum is reduced by 7.

Invested Art Concentration

Certain Invested Arts require concentration, and to maintain concentration your character may have to make a concentration check, which is a Constitution saving throw. See "[Concentration](#)" in Chapter 10 for more information.

Investiture Ability

Stonewards use Constitution as their Investiture ability modifier.

Intelligence

Intelligence measures mental acuity, accuracy of recall, and the ability to reason.

Intelligence Skill Checks

An Intelligence check comes into play when you need to draw on logic, education, memory, or deductive reasoning. The Investigation, Investiture, and Knowledge skills reflect aptitude in certain kinds of Intelligence checks.

Arcana. Your Intelligence (Arcana) check measures your ability to recall lore about Invested Arts, Invested items like fabrials, the different Realms, and other manifestations of Investiture. Though, because it is its own skill and not simply another Knowledge subject, it can be much more than that. The Arcana skill can also measure your character's ability to use logic to understand a new type of Investiture, splinter, Shard, or Invested item. It represents both your character's knowledge about Investiture and how it works, but also their ability to use that knowledge to find out more about it. Your GM may ask for an Intelligence (Arcana) check to understand a fabrial from another planet, use logic to try and identify an unknown Aon, or understand the Allomantic properties of a type of metal.

ARCANA vs. INVESTITURE

While Intelligence (Arcana) checks are always based on a character's Intelligence score, each character class also has the ability to make an Investiture ability check, which is based on a different ability score depending on the class. See the section on Investiture Checks below.

The difference between these two can be remembered in the following way:

- Intelligence (Arcana) is used to logically understand how Investiture works.
 - Investiture checks are how a character uses their *innate* Investiture to accomplish something.
-

Investigation. When you look around for clues and make deductions based on those clues, you make an Intelligence (Investigation) check. You might deduce the location of a hidden object, discern from the appearance of a wound what kind of weapon dealt it, or determine the weakest point in a tunnel that could cause it to collapse. Poring through ancient scrolls in search of a hidden fragment of knowledge might also call for an Intelligence (Investigation) check.

Knowledge. Intelligence (Knowledge) checks work differently than other Cosmere 5e skills, seen below.

Knowledge

Knowledge works differently from other skills in Cosmere 5e. There is no straight "Knowledge" check (that would instead be a general Intelligence check, subject to the GM), but rather Knowledge checks are about specific subjects, subjects that the characters have become knowledgeable in through their background or adventuring career. A character can have a maximum number of Knowledge subjects equal to their Intelligence modifier (minimum of 0).

In addition to the Knowledge subjects a character has due to their Intelligence modifier, they can be Knowledgeable about subjects gained specifically through their Identity, background, or feats.

Every character is proficient in the Knowledge skill, because they can only roll it when the check has to do with something related to one of their subjects.

For example, a character with an Intelligence score of 16 (modifier of +3) can be proficient in three different Knowledge subjects of their choice (other than those provided by other sources). If this character had three Knowledge subjects from their Identity and two from feats, they could have a total of eight Knowledge subjects. Each time they gain an additional +1 in their Intelligence modifier, they should work with their GM to decide what subject they have learned in that time.

You cannot gain expertise in a Knowledge subject or the Knowledge skill as a whole. If you already are Knowledgeable in a subject and you gain that Knowledge subject again from a different source, work with your GM to decide on a different, but similar, subject to become Knowledgeable in.

Subjects of Knowledge checks can be as specific or vague as the GM allows. If the subject is extremely broad, the GM could rule that it counts as two "slots" of your available Knowledge subjects. The following are some examples of Knowledge subjects, somewhat organized from most broad to most specific, though you and your GM can pick anything that would fit for your character:

- *Rosharan History*
- *Worldhopping*
- *Cognitive Realm*
- *Nature*
- *Religion*
- *Vorinism*
- *Alethkar History*
- *Linguistics*
- *True Spren Societies*
- *Geography*
- *Metallurgy*
- *Allomancy*
- *Poisons*
- *Gemhearts*
- *Makeup*
- *Rosharan Accents*
- *Whitespine Behavior*
- *Sesemalex Dar Liquors*

As you play, you and your party may run across something mysterious that you wonder if any of your characters have knowledge of. Your GM may ask for a Knowledge check if one of the characters has a subject related to the check, or the players could ask the GM if their specific Knowledge subject could count for that particular check.

KNOWLEDGE SUBJECT EXAMPLE

You play a Thaylen who has a Knowledge subject of *Maritime Trade*, learned from your background. A fairly specific subject, it can be useful when it comes up, as infrequent as that is. Your character and the rest of the party are at a gala, a large party hosted by the local lighteyes noble, and you all are approached by someone unknown. They speak to you, asking for a mysterious favor. The GM mentions that they have a strange accent.

One player asks the GM, "Do I recognize their accent?"

Your GM thinks for a moment and decides that none of the characters would know the accent right away. So, she

says, “Are you or anyone else Knowledgeable about *Linguistics* or *Accents*?”

Each party member looks over their sheet and shakes their heads. No one is. But you notice your Knowledge subjects and wonder if something could work. You ask the GM. “I am not, but I am Knowledgeable about *Maritime Trade*—would that suffice? I feel like my character has traveled extensively and may have picked up some knowledge on accents from that.”

Your GM nods in agreement. “Sure!” she says. “That works great, though the DC is slightly higher. It’s 15 instead of 10. Go ahead and roll a Knowledge check for me.”

You roll your d20. It’s a 14. You add your Intelligence modifier (+1) and your proficiency bonus (+3). “18.”

“18 is enough,” the GM says. “This accent sounds a lot like one you’ve heard in the far northwest when you were on a trading ship passing through, near Rall Elorim in Iri.” It just so happens that a villainous NPC in your campaign, whom you and the other characters are trying to investigate, is said to work with people from Iri.

Other Intelligence Checks

The GM might call for an Intelligence check when you try to accomplish tasks like the following:

- Recall lore about something the layman may have knowledge about (essentially a general Knowledge check, without a specific subject, so without the player’s proficiency bonus)
- See if you can recall specific knowledge about something you recently saw (like the headlines of a broadsheet you saw on the street)
- Communicate with a creature without using words
- Estimate the value of a precious item
- Pull together a disguise to pass as a city guard
- Forge a document
- Win a game of skill

Investiture Ability

Elsecallers and Skybreakers use Intelligence as their Investiture ability modifier, and Truthwatchers can choose to use it as theirs.

Wisdom

Wisdom reflects how attuned you are to the world around you and represents perceptiveness and intuition.

Wisdom Skill Checks

A Wisdom check might reflect an effort to read body language, understand someone’s feelings, notice things about the environment, or care for an injured person. The Animals, Insight, Medicine, Perception, and Survival skills reflect aptitude in certain kinds of Wisdom checks.

Animals. When there is any question whether you can calm down a domesticated animal, keep a mount from getting spooked, or intuit an animal’s intentions, the GM might call for a Wisdom (Animals) check. You also make a Wisdom (Animals) check to control your mount when you attempt a risky maneuver. Finally, the GM might ask for a Wisdom (Animals) check when you need to know the anatomy of an animal, like cutting open a corpse quickly to retrieve a valuable gemheart, or conjecture information about a creature, like what a whitespine den looks like or where santhids are found.

Insight. Your Wisdom (Insight) check decides whether you can determine the true intentions of a humanoid creature, such as when searching out a lie or predicting someone’s next move. Doing so involves gleaning clues from body language, speech habits, and changes in mannerisms.

Medicine. A Wisdom (Medicine) check lets you try to stabilize a dying companion or diagnose an illness.

Perception. Your Wisdom (Perception) check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses. For example, you might try to hear a conversation through a closed door, eavesdrop under an open window, or hear a whitespine move stealthily in the wilderness. Or you might try to spot things that are obscured or easy to miss, whether they are nimbleform singers lying in ambush on a road, thugs hiding in the shadows of an alley, or spherelight under a closed secret door.

Survival. The GM might ask you to make a Wisdom (Survival) check to follow tracks, hunt wild game, guide your group through frozen wastelands, identify signs that wild axehounds live nearby, predict the next highstorm, or avoid natural hazards.

FINDING A HIDDEN OBJECT

When your character searches for a hidden object such as a secret door or a trap, the GM typically asks you to make a Wisdom (Perception) check. Such a check can be used to find hidden details or other information and clues that you might otherwise overlook.

In most cases, you need to describe where you are looking in order for the GM to determine your chance of success. For example, a key is hidden beneath a set of folded clothes in the top drawer of a bureau. If you tell the GM that you pace around the room, looking at the walls and furniture for clues, you have no chance of finding the key, regardless of your Wisdom (Perception) check result. You would have to specify that you were opening the drawers or searching the bureau in order to have any chance of success.

Other Wisdom Checks

The GM might call for a Wisdom check when you try to accomplish tasks like the following:

- Get a gut feeling about what course of action to follow

- Discern whether a seemingly dead creature is still alive

Investiture Ability

Edgedancers and Dustbringers use Wisdom as their Investiture ability modifier, and Truthwatchers can choose to use it as theirs.

Charisma

Charisma measures your ability to interact effectively with others. It includes such factors as confidence and eloquence, and it can represent a charming or commanding personality.

Charisma Skill Checks

A Charisma check might arise when you try to influence or entertain others, when you try to make an impression or tell a convincing lie, or when you are navigating a tricky social situation. The Deception, Intimidation, Performance, and Persuasion skills reflect aptitude in certain kinds of Charisma checks.

Deception. Your Charisma (Deception) check determines whether you can convincingly hide the truth, either verbally or through your actions. This deception can encompass everything from misleading others through ambiguity or telling outright lies. Typical situations include trying to fast-talk a guard, con a merchant, earn spheres through gambling, pass yourself off in a disguise or Lightweaving, dull someone's suspicions with false assurances, or maintain a straight face while telling a blatant lie.

Intimidation. When you try to influence someone through overt threats, hostile actions, and physical violence, the GM might ask you to make a Charisma (Intimidation) check. Examples include trying to pry information out of a prisoner, convincing street thugs to back down from a confrontation, or using the edge of a broken bottle to convince a sneering lighteyes to reconsider a decision.

Performance. Your Charisma (Performance) check determines how well you can delight an audience with music, dance, acting, storytelling, or some other form of entertainment. The GM may also require a Charisma (Performance) check when using a set of artisan's tools to create something artistic.

Persuasion. When you attempt to influence someone or a group of people with tact, social graces, or good nature, the GM might ask you to make a Charisma (Persuasion) check. Typically, you use persuasion when acting in good faith, to foster friendships, make cordial requests, or exhibit proper etiquette. Examples of persuading others include convincing a scribe to let your party see a royal vizier, negotiating peace between warring Highprince armies, or inspiring a crowd of townsfolk.

Other Charisma Checks

The GM might call for a Charisma check when you try to accomplish tasks like the following:

- Find the best person to talk to for news, rumors, and gossip
- Blend into a crowd to get the sense of key topics of conversation

Investiture Ability

Lightweavers and Willshapers use Charisma as their Investiture ability modifier, and Truthwatchers can choose to use it as theirs.

Investiture Ability Check

Each class's description defines a modifier that is the class's "Investiture ability modifier." This is the ability modifier that most of a class's abilities and features are sourced from. Each class's Investiture ability modifier is listed below. The classes in [Hoid's Guide to the Cosmere](#) have their own as well, seen in their class descriptions.

Class	Investiture Ability Modifier
Windrunner	Strength or Dexterity (highest)
Skybreaker	Intelligence
Dustbringer	Wisdom
Edgedancer	Wisdom
Truthwatcher	Intelligence, Wisdom, or Charisma (choice)
Lightweaver	Charisma
Elsecaller	Intelligence
Willshaper	Charisma
Stoneward	Constitution

Investiture Ability Checks

Investiture ability checks are ability checks the GM may ask of you when you are using your innate Investiture to try and accomplish something. This usually happens in a skill challenge or when you want a Surge of yours to accomplish something that is outside the bounds of an Invested Art's description.

For example, if a Lightweaver in a skill challenge wanted to use their *Transformation* cantrip, they could ask if they could try and continuously use that Surge to Soulcast away dirt and grime off of something to increase its speed. Because, to them, Transformation is a natural part of their class's Investiture, the GM could ask for an Investiture ability check, which would be their proficiency bonus + their Charisma modifier.

To logically understand the nature of Investiture, Realmatic Theory, or some other Invested effect, you would instead make an [Intelligence \(Arcana\) check](#).

Saving Throws

A saving throw—also called a save—represents an attempt to resist an Invested Art, a trap, a poison, a disease, or a similar threat. You don't normally decide to make a saving throw; you are forced to make one.

To make a saving throw, roll a d20 and add the appropriate ability modifier. For example, you use your Dexterity modifier for a Dexterity saving throw. If your result equals or exceeds the saving throw's Difficulty Class, described below, you succeed on the save. Anything less and you fail it. A saving throw can be modified by a situational bonus or penalty and can be affected by advantage or disadvantage, as determined by the GM.

Each class gives proficiency in two saving throws. The Lightweaver, for example, is proficient in Constitution and Charisma saves. As with skill proficiencies, proficiency in a saving throw lets a character add their proficiency bonus to saving throws made using a particular ability score. Some enemies have saving throw proficiencies as well. It is rare, though possible, to gain expertise in a saving throw, which allows you to double your proficiency bonus for a particular saving throw.

The Difficulty Class for a saving throw is determined by the effect that causes it. For example, the DC for a saving throw by an Invested Art is determined by the caster's Investiture casting ability and proficiency bonus.

The result of a successful or failed saving throw is also detailed in the effect that allows the save. Usually, a successful save means that a creature suffers no harm, or reduced harm, from an effect.

8. Adventuring

Sailing a Thaylen merchant ship through a destructive highstorm, slipping through the back alleys of Vedenar in a Lightwoven disguise, tracking a dangerous coracot on an uninhabited Reshi island—these are the things that Cosmere 5e adventures are made of. Your character in the game might explore forgotten ruins on Aimia or uncharted mountains near the Shattered Plains, uncover dark secrets and sinister plots from other worlds, and slay giant chasmfiends. And if all goes well, your character will survive to claim fortunes of spheres before embarking on a new adventure.

This chapter covers the basics of adventuring life, from the mechanics of movement to the complexities of social interaction. The rules for resting are also in this chapter, along with a discussion of the activities your character might pursue between adventures.

Whether adventurers are exploring a dusty dungeon or the complex relationships of a royal court, the game follows a natural rhythm, as outlined in the book's introduction:

1. **The GM describes the environment.**
2. **The players describe what they want to do.**
3. **The GM narrates the results of their actions.**

Typically, the GM uses a map as an outline of the adventure, tracking the characters' progress as they explore dungeon corridors or wilderness regions. The GM's notes, including a key to the map, describe what the adventurers find as they enter each new area. Sometimes, the passage of time and the adventurers' actions determine what happens, so the GM might use a timeline or a flowchart to track their progress instead of a map.

Time

In situations where keeping track of the passage of time is important, the GM determines the time a task requires. The GM might use a different time scale depending on the context of the situation at hand. In a dungeon environment, the adventurers' movement happens on a scale of **minutes**. It takes them about a minute to creep down a long hallway, another minute to check for traps on the door at the end of the hall, and a good ten minutes to search the chamber beyond for anything interesting or valuable.

In a city or wilderness, a scale of **hours** is often more appropriate. Adventurers eager to reach the entrance to the Nightwatcher's Valley from a small town in Greater Hexi hurry across those miles in a timeframe of hours.

For long journeys, a scale of **days** works best. Following the road from Vedenar to Valath at the bottom of the Horneater Peaks, the adventurers spend four uneventful days before a Fused ambush interrupts their journey.

In combat and other fast-paced situations like skill challenges, the game relies on **rounds**, a 6-second span of time described in Chapter 9, "[Combat](#)."

Movement

Swimming across a rushing river, sneaking down a dungeon corridor, scaling a treacherous mountain slope—all sorts of movement play a key role in Rosharan adventures.

The GM can summarize the adventurers' movements without calculating the exact distance or travel times: "You travel through the plains and find the small town of Hanar late in the evening of the third day." Even in a dungeon, particularly a large dungeon or cave network, the GM can summarize movement between encounters: "After killing the khornak at the entrance to the cave, you consult your map, which leads you through miles of echoing tunnels to a large chamber full of stalactites, stalagmites, and the sound of chittering from an enormous beast."

Sometimes it's important, though, to know how long it takes to get from one spot to another, whether the answer is in days, hours, or minutes. The rules for determining travel time depend on two factors: the speed and travel pace of the creatures moving and the terrain they're moving over.

Speed

Every character and enemy has a speed, which is the distance in feet that the character or enemy can walk in 1 round. This number assumes short bursts of energetic movement in the midst of a life-threatening situation.

The following rules determine how far a character or enemy can move in a minute, an hour, or a day.

Travel Pace

While traveling, a group of adventurers can move at a normal, fast, or slow pace, as shown on the Travel Pace table. The table states how far the party can move in a period of time and whether the pace has any effect. A fast pace makes characters less perceptive, while a slow pace makes it possible to sneak around and to search an area more carefully (see the "[Activity While Traveling](#)" section later in this chapter for more information).

Forced March. The Travel pace table assumes that characters travel for 8 hours in a day. They can push on beyond that limit, at the risk of exhaustion.

For each additional hour of travel beyond 8 hours, the characters cover the distances shown in the Hour column of their pace, and each character must make a Constitution saving throw at the end of the hour. The DC is 10 + 1 for each hour past 8 hours. On a failed save, a character suffers one level of exhaustion (see [Appendix A](#)).

Mounts and Vehicles. For short spans of time (up to an hour), many animals move much faster than humanoids. A mounted character can ride at a gallop for about an hour, covering twice the usual distance for a fast pace. If fresh mounts are available every 8 to 10 miles, characters can cover larger distances at this pace, but this is very rare except in densely populated areas.

Characters in wagons, carriages, or other land vehicles choose a pace as normal. Characters in a waterborne vessel are limited to the speed of the vessel (see Chapter 5, "[Equipment](#)"), and they don't suffer penalties for a fast pace or gain benefits from a slow pace. Depending on the vessel and size of the crew, ships might be able to travel for up to 20 hours per day (a full Rosharan day is 20 standard hours instead of 24).

	Distance Traveled Per...			
Pace	Minute	Hour	Day	Effect
Fast	400 feet	4 miles	32 miles	-5 penalty to passive Wisdom (Perception) scores
Normal	300 feet	3 miles	24 miles	-
Slow	200 feet	2 miles	16 miles	Able to use Stealth

Difficult Terrain

The travel speeds given in the Travel Pace table assume relatively simple terrain: roads, open plans, or clear cave tunnels. But adventurers often face dense forests, deep swamps, rubble-filled ruins, steep mountains, plains cracked with chasms, and ice-

covered ground—all considered difficult terrain.

You move at half speed in difficult terrain—moving 1 foot in difficult terrain costs 2 feet of speed—so you can cover only half the normal distance in a minute, hour, or a day.

Special Types of Movement

Movement through dangerous dungeons or wilderness areas often involves more than simply walking. Adventurers might have to climb, crawl, swim, or jump to get where they need to go.

Climbing, Swimming, & Crawling

Each foot of movement costs 1 extra foot (2 extra feet in difficult terrain) when you're climbing, swimming, or crawling. You ignore this extra cost if you have a climbing speed and use it to climb, or a swimming speed and use it to swim. At the GM's option, climbing a slippery vertical surface or one with few handholds requires a successful Strength (Athletics) check. Similarly, gaining any distance in rough water might require a successful Strength (Athletics) check.

Jumping

Your Strength determines how far you can jump.

Long Jump. When you make a long jump, you cover a number of feet up to your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump costs a foot of movement.

This rule assumes that the height of your jump doesn't matter, such as a jump across a stream or chasm. At the GM's option, you must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a small hedge of shalebark or low wall. Otherwise, you hit it.

When you land in difficult terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check to land on your feet. Otherwise, you land prone.

High Jump. When you make a high jump, you leap into the air a number of feet equal to 3 + your Strength modifier (minimum of 0 feet) if you move at least 10 feet on foot immediately before the jump. When you make a standing high jump, you can jump only half that distance. Either way, each foot you clear on the jump costs a foot of movement. In some circumstances, your GM might allow you to make a Strength (Athletics) check to jump higher than you normally can.

You can extend your arms half your height above yourself during the jump. Thus, you can reach above you a distance equal to the height of the jump plus 1 ½ times your height.

Lashing Travel

If you have a [Windrunner](#) or a [Skybreaker](#) in your party (or manage to make a new NPC friend!), lucky you! You can travel using Lashings with their Windrun or Skyward ability once they are at least 6th level.

Windrun or Skyward

The Windrunner or Skybreaker expends a number of uses of their feature (Windrun or Skyward, respectively) equal to the number of willing creatures within 10 feet of them they want to travel with (including expending one for themselves). They and the chosen creatures gain a flying speed of *three times* their normal flying speed (their flying speed when using Windrun or Skyward) for 1 hour. It takes 1 minute to get everyone ready and begin flying. They can expend additional uses of their feature (again, equal to the number of flying creatures, including themselves) at the hour mark to continue flying.

For example, if the Windrunner or Skybreaker's normal flying speed is 50 feet, they and the other creatures can travel for an hour using a flying speed of 150 feet, traveling 90,000 feet or about 17 miles in the hour. If their normal flying speed is 60 feet, they travel for an hour using a flying speed of 180 feet, traveling 108,000 feet or about 20 miles in the hour.

Proximity

Though each creature has their own flying speed, technically their bodies are controlled by the Windrunner or Skybreaker. Each flying creature must remain within 10 feet of the Windrunner or Skybreaker while flying, and if, for any reason, the Windrunner or Skybreaker becomes farther away than 10 feet, that creature loses their flying speed immediately.

Actions, Bonus Actions, & Reactions

The Windrunner or Skybreaker must "use" their action, bonus action, and reaction each "turn" during travel to keep everyone afloat and safe. In other words, they cannot use any other actions or features while using this ability. If the Windrunner or Skybreaker must use their action, bonus action, or reaction to do something else, they and everyone else lose their flying speed and begin falling to the ground.

Similarly, flying can be distracting as you move at an immense speed through the air, so other creatures, while controlled by the Windrunner or Skybreaker's flying, can use their action to make neutral skill checks (like Perception checks, subject to the GM's rule) but can do no other actions.

Combat

This sort of traveling is not meant to be used during combat. If you are traveling using Lashings and combat begins, any creature that attempts an attack on the Windrunner or Skybreaker or the creatures flying with them gets advantage on the attack. If the attack hits, the attacked creature loses their flying speed. In addition, creatures flying using Lashings automatically fail Strength and Dexterity saving throws, and they lose their flying speed.

Activity While Traveling

As adventurers travel through a dungeon or the wilderness, they need to remain alert for danger, and some characters might perform other tasks to help the group's journey.

Marching Order

The adventurers should establish a marching order. A marching order makes it easier to determine which characters are affected by traps, which ones can spot hidden enemies, and which ones are closest to those enemies when a fight breaks out or ambush from behind happens.

A character might occupy the front rank, one or more middle ranks, or the back rank. Characters in the front and bank ranks need enough room to travel side by side with others in their rank. When space is too tight, the marching order must change, usually by moving characters to a middle rank.

Fewer Than Three Ranks. If an adventuring party arranges its marching order with only two ranks, they are a front rank and a bank rank. If there's only rank, it's considered a front rank.

Stealth

While traveling at a slow pace, the characters can move stealthily. As long as they're not in the open, they can try to surprise or sneak by other creatures they encounter. See the rules for hiding in Chapter 7, "[Using Ability Scores](#)."

SPLITTING UP THE PARTY

Sometimes, it makes sense to split an adventuring party, especially if you want one or more characters to scout ahead. You can form multiple parties, each moving at a different speed. Each group has its own front, middle, and bank ranks.

The drawback to this approach is that the party will be split into several smaller groups in the event of an attack. The advantage is that a small group of stealthy characters moving slowly might be able to sneak past enemies that clumsier characters would alert. A Willshaper and a Dustbringer moving at a slow pace could be much harder to detect when they leave their slow Skybreaker friend behind.

Noticing Threats

Use the passive Wisdom (Perception) scores of the characters to determine whether anyone in the group notices a hidden threat. The GM might decide that a threat can be noticed only by characters in a particular rank. For example, as the characters are exploring a maze of tunnels, the GM might decide that only those characters in the bank rank have a chance to hear or spot a stealthy creature following the group, while characters in the front and middle ranks cannot.

While traveling at a fast pace, characters take a -5 penalty to their passive Wisdom (Perception) scores to notice hidden threats.

Encountering Creatures. If the GM determines that the adventurers encounter other creatures while they're traveling, it's up to both groups to decide what happens next. Either group might decide to attack, initiate a conversation, run away, or wait to see what the other group does.

Surprising Foes. If the adventurers encounter a hostile creature or group, the GM determines whether the adventurers or their foes might be surprised when combat erupts. See Chapter 9 for more about [surprise](#).

Other Activities

Characters who turn their attention to other tasks as the group travels are not focused on watching for danger. These characters don't contribute their passive Wisdom (Perception) scores to the group's chance of noticing hidden threats. However, a character not watching for danger can do one of the following activities instead, or some other activity with the GM's permission.

Navigate. The character can try to prevent the group from becoming lost, making a Wisdom (Survival) check when the GM calls for it. (The *D&D Dungeon Master's Guide* has rules to determine whether the group gets lost.)

Draw a Map. The character can draw a map that records the group's progress and helps the characters get back on course if they get lost. The GM can require an Intelligence check for this, and if the character doesn't have cartographer's tools (or has them but does not have proficiency in them), the DC could be higher, the GM can impose disadvantage, and the resulting map could be erroneous or confusing, subject to the GM.

Track. A character can follow the tracks of another creature, making a Wisdom (Survival) check when the GM calls for it. (The *D&D Dungeon Master's Guide* has rules for tracking.)

Forage. The character can keep an eye out for ready sources of food and water, making a Wisdom (Survival) or Intelligence (Knowledge: *Foraging*, or something similar) check when the GM calls for it. (The *D&D Dungeon Master's Guide* has rules for foraging.)

The Environment

By its nature, adventuring involves delving into places that are dark, dangerous, and full of mysteries to be explored. The rules in this section cover some of the most important ways in which adventurers interact with the environment in such places. The *D&D Dungeon Master's Guide* has rules covering more unusual situations.

Falling

A fall from a great height is one of the most common hazards facing an adventurer.

At the end of a fall, a creature takes 1d6 bludgeoning damage for every 10 feet it fell, to a maximum of 20d6. The creature lands prone, unless it avoids taking damage from the fall.

Suffocating

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

For example, a creature with a Constitution of 14 (modifier of +2) can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

Vision & Light

The most fundamental tasks of adventuring—noticing danger, finding hidden objects, hitting an enemy in combat, and targeting an Invested Art, to name just a few—rely heavily on a character's ability to see. Darkness and other effects that obscure vision can prove a significant hindrance.

A given area might be lightly or heavily obscured. In a **lightly obscured** area, such as dim light, patchy fog, or moderate foliage, creatures have disadvantage on Wisdom (Perception) checks that rely on sight.

A **heavily obscured** area—such as darkness, opaque fog, or dense foliage—blocks vision entirely. A creature effectively suffers from the blinded condition (see [Appendix A](#)) when trying to see something in that area.

The presence or absence of light in an environment creates three categories of illumination: bright light, dim light, and darkness.

Bright light lets most creatures see normally. Even days in the Weeping provide bright light, as do torches, spheres, and other sources of illumination within a specific radius.

Dim light, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a sphere, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A particularly brilliant full moon might bathe the land in dim light.

Darkness creates a heavily obscured area. Characters face darkness outdoors at night (even most moonlit nights), within the confines of an unlit basement or subterranean cave, or in an area of darkness created by Investiture.

Blindsight

A creature with blindsight can perceive its surroundings without relying on sight, within a specific radius. Creatures without eyes and creatures with echolocation or heightened senses have this sense.

Darkvision

Many creatures in fantasy gaming worlds have darkvision. Within a specified range, a creature with darkvision can see in dim light as if it were bright light and in darkness as if it were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in that darkness, only shades of gray.

Truesight

A creature with truesight can, out to a specific range, see in normal and Invested darkness, see invisible creatures and objects, automatically detect Lightwoven illusions and succeed on saving throws against them, and perceives the original form of a shapechanger or a creature that is disguised by a Lightweaving.

Tremorsense

A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground, if they are also within contact with the ground.

Food and Water

Characters who don't eat or drink suffer the effects of exhaustion. Exhaustion caused by lack of food or water can't be removed until the character eats and drinks the full required amount.

Food

A character needs one pound of food per day and can make food last longer by subsisting on half rations. Eating half a pound of food in a day counts as half a day without food.

A character can go without food for a number of days equal to 3 + their Constitution modifier (minimum of 1). At the end of each day beyond that limit, a character automatically suffers one level of exhaustion.

A normal day of eating resets the count of days without food to zero.

Water

A character needs one gallon of water per day, or two gallons per day if the weather is hot. A character who drinks only half that much water must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion at the end of the day. A character with access to even less water automatically suffers one level of exhaustion at the end of the day.

If the character already has one or more levels of exhaustion, the character takes two levels in either case.

Interacting with Objects

A character's interaction with objects in an environment is often simple to resolve in the game. The player tells the GM that their character is doing something, such as moving a lever, and the GM describes what, if anything, happens.

For example, a character might decide to pull a lever, which might, in turn, raise a portcullis, cause a room to flood with water, or open a secret door in a nearby wall. If the lever is rusted in position, though, a character might need to force it. In such a situation, the GM might call for a Strength check to see whether the character can wrench the lever into place. The GM sets the DC for any such check based on the difficulty of the task.

Characters can also damage objects with their weapons and Invested Arts. Objects are immune to necrotic, poison, and psychic damage, but otherwise can be affected by physical and Invested attacks much like creatures can. The GM determines an object's Armor Class and hit points, and might decide that certain objects have resistance or immunity to certain kinds of attacks (it's hard to cut a rope with a Shardhammer, for example). Objects always fail Strength and Dexterity saving throws, and they are immune to effects that require other saves. When an object drops to 0 hit points, it breaks.

A character can also attempt a Strength check to break an object. The GM sets the DC for any such check.

Social Interaction

Exploring dungeons, overcoming obstacles, and slaying enemies are key parts of Cosmere 5e adventures. No less important, though, are the social interactions that adventurers have with other inhabitants of the world.

Interaction takes on many forms. You might need to convince an unscrupulous thief to confess to some malfeasance, or you might try to flatter a Brightlord so that she will spare your life. The GM assumes the roles of any characters who are participating in the interaction that don't belong to another player at the table. Any such character is called a nonplayer character (NPC).

In general terms, an NPC's attitude toward you is described as friendly, indifferent, or hostile. Friendly NPCs are predisposed to help you, and hostile ones are inclined to get in your way. It's easier to get what you want from a friendly NPC, of course.

Social interactions have two primary aspects: roleplaying and ability checks.

Roleplaying

Roleplaying is, literally, the act of playing out a role. In this case, it's you as a player determining how your character thinks, acts, and talks.

Roleplaying is a part of every aspect of the game, and it comes to the fore during social interactions. Your character's quirks, mannerisms, and personality influence how interactions resolve.

There are two styles you can use when roleplaying your character: the descriptive approach and the active approach. Most players use a combination of the two styles. Use whichever mix of the two works best for you.

Descriptive Approach to Roleplaying

With this approach, you describe your character's words and actions to the GM and the other players. Drawing on your mental image of your character, you tell everyone what your character does and how they do it.

For instance, Chris plays Asa the Iriali. Asa has a quick temper and blames the Shin's trading across the Misted Mountains for his family's misfortune. At a tavern in southwestern Iri, an obnoxious Shin merchant sits at Asa's table and tries to strike up a conversation with the Iriali.

Chris says, "Asa spits on the floor, growls an insult at the Shin, and stomps over to the bar. He sits on a stool and glares at the merchant before ordering another drink."

In this example, Chris has conveyed Asa's mood and given the GM a clear idea of his character's attitude and actions.

When using descriptive roleplaying, keep the following things in mind:

- Describe your character's emotions and attitude.
- Focus on your character's intent and how others might perceive it.
- Provide as much embellishment as you feel comfortable with.

Don't worry about getting things exactly right. Just focus on thinking about what your character would do and describing what you see in your mind.

Active Approach to Roleplaying

If descriptive roleplaying tells your GM and your fellow players what your character thinks and does, active roleplaying *shows* them.

When you use active roleplaying, you speak with your character's voice, like an actor taking on a role. You might even echo your character's movements and body language. This approach is more immersive than descriptive roleplaying, though you still need to describe things that can't be reasonably acted out.

Going back to the example of Chris roleplaying Asa above, here's how the scene might play out if Chris used active roleplaying:

Speaking as Asa, Chris says in a high-pitched voice, "I am not buying any of your wares, Shin. Next time, stay on your side of the mountains if you want to keep all of your fingers." In his normal voice, Chris then adds, "I get up, glare at the Shin, and head to the bar." Finally, back in Asa's high-pitched voice, Chris says, "Excuse me, barkeep? Can I get another shot of the cheapest auburn wine you've got?"

Results of Roleplaying

The GM uses your character's actions and attitudes to determine how an NPC reacts. A cowardly NPC buckles under threats of violence. A stubborn singer refuses to let anyone badger her. A vain Alethi laps up flattery.

When interacting with an NPC, pay close attention to the GM's portrayal of the NPC's mood, dialogue, and personality. You might be able to determine an NPC's personality traits, ideals, flaws, and bonds, then play on them to influence the NPC's attitude.

Interactions in Cosmere 5e are much like interactions in real life. If you can offer NPCs something they want, threaten them with something they fear, or play on their sympathies and goals, you can use words or spheres to get almost anything you want. On the other hand, if you insult a proud warrior or speak ill of a Brightlord's allies, your efforts to convince or deceive will fall short.

Ability Checks

In addition to roleplaying, ability checks are key in determining the outcome of an interaction.

Your roleplaying efforts can alter an NPC's attitude, but there might still be an element of chance in the situation. For example, your GM can call for a Charisma check at any point during an interaction if they want the dice to play a role in determining an NPC's reactions. Other checks might be appropriate in certain situations, at your GM's discretion.

Pay attention to your skill proficiencies when thinking of how you want to interact with an NPC, and stack the deck in your favor by using an approach that relies on your best bonuses and skills. If the group needs to trick a guard into letting them into a castle, the Lightweaver who is proficient in Deception is the best bet to lead the discussion. When searching through a book for clues, an Elsecaller proficient in Investigation should be the one helming the search.

Resting

Heroic though they might be, adventurers can't spend every hour of the day in the thick of exploration, social interaction, and combat. They need rest—time to sleep and eat, tend their wounds, refresh their minds for utilizing Investiture, and brace themselves for further adventure.

Adventurers, as well as other creatures, can take short rests in the midst of a day and a long rest to end it.

Short Rest

A short rest is a period of downtime, at least 1 hour long, during which a character does nothing more strenuous than eating, drinking, reading, and healing themselves with Stormlight.

A character can spend one or more Hit Dice at the end of a short rest, up to the character's maximum number of Hit Dice, which is equal to a character's level. For each Hit Dice spent in this way, the player rolls the die and adds the character's Constitution modifier to it. The character regains hit points equal to the total (minimum of 0). The player can decide to spend an additional Hit Die after each roll. A character regains some spent Hit Dice upon finishing a long rest, as explained below.

Long Rest

A long rest is a period of extended downtime, at least 8 hours long, during which a character sleeps for at least 6 hours and performs no more than 2 hours of light activity, such as reading, talking, eating, or standing watch. If the rest is interrupted by a period of strenuous activity—at least 1 hour of walking, fighting, casting Invested Arts, or similar adventuring activity—the characters must begin the rest again to gain any benefit from it.

At the end of a long rest, a character heals themselves with Investiture, regaining all lost hit points. The character also regains spent Hit Dice, up to a number of dice equal to half of the character's total number of them (minimum of one die). For example, if a 7th-level character who has seven Hit Dice, five of which are expended, they can regain three spent Hit Dice upon finishing a long rest.

A character can only recover these things at the end of a long rest if they have enough Stormlight, a amount of sapphire marks' worth equal to their total level * 5. See below in "[Stormlight Replenishment](#)" for more details.

A character can't benefit from more than one long rest in a 20-hour period (a Rosharan day), and a character must have at least 1 hit point at the start to gain its benefits.

Stormlight Replenishment

Knights Radiant utilize Stormlight to fuel their different abilities, features, and Invested Arts. In *The Stormlight Archive* books, Radiants are able to suck in Stormlight from nearby sources, giving them a near-infinite supply of Stormlight to use for their Surges. In Cosmere 5e, it works a little bit differently.

As each character adventures throughout a typical adventuring day, they use their features and abilities from a "stored" amount of Investiture each starts the day with. As they use more and more, their Investiture depletes, at which point they must complete a long rest. The character rests, and when they wake up, they must take in Investiture (from spheres or another source) to recover any abilities, hit points, Investiture points, and anything else they expended the previous day.

This is tracked by each player "dunning" a certain number of their infused spheres.

Dunning Spheres

When a player character wakes up after a full long rest, they must dun a certain number of sapphire marks' worth of Stormlight to recover. The number of infused sapphire marks that a player character must *dun* equals their character level * 5. They only have to dun this number of spheres if they have anything to replenish during their long rest: hit points, Hit Dice, class features, Investiture points, or anything else that uses Investiture (subject to the GM). If the character didn't expend any features or lose any hit points the previous day, they wake up after a long rest not needing to dun any spheres.

Players dun spheres at the end of a long rest to represent two things: healing the previous day's injuries and preparing fuel for their abilities that day.

Spheres & Dun Spheres

A player's character sheet keeps track of the total value of sapphire marks a player character has on their person, utilizing all of their spheres. The values are found in Chapter 5, "[Wealth](#)," but know that 100 diamond chips equals 1 sapphire mark, 10 ruby marks equals 1 sapphire mark, and 1 emerald broom equals 10 sapphire marks.

This is also the amount of Stormlight each sphere can hold. 100 diamond chips, then, equals 1 sapphire marks' worth of Stormlight.

So, the total *value* of the spheres, in sapphire marks, a player character has on their person is also the total *amount of Stormlight* they have, in infused spheres.

Additionally, players track on their sheets how many of those spheres are *dun*. If, in total, a player has 500 sapphire marks across all of their spheres, and 100 dun sapphire marks, that means the following: out of the 500 total sapphire marks the player has, 100 of those are dun and 400 of those are infused. If, at the end of their next long rest, they must dun 100 additional sapphire marks, they now have 200 dun sapphire marks and 300 infused.

When a player character decides to buy something from another person, they can attempt to use their dun spheres, if they want. Costs are normally higher, and many people won't even accept them. If they are able to use their dun spheres, they reduce their total spheres by the cost of the item and also lower their dun spheres by the same amount. If they must use infused spheres, they reduce their total spheres by the cost and leave their dun spheres the same. If the number of dun spheres ever equals the total amount of spheres, all of their spheres are dun.

Insufficient Stormlight

If a character wakes up from a long rest and doesn't have enough infused spheres equal to their character level * 5, they don't replenish their Investiture-fueled abilities. They do not get to regain hit points or other features, nor do they dun any spheres (a character can't partially replenish their abilities). The character must find the appropriate value of infused sapphire marks (or equivalent) they can see, breathe in the Stormlight from them with an action when they are within 5 feet of them, then spend a short rest, replenishing hit points and any abilities like a long rest would, at the end of it.

Infusing Spheres

Characters can infuse their spheres by keeping them outside in a highstorm or by exchanging them at a moneychanger. See "[Wealth](#)" in Chapter 5 and "[Storms](#)" in Appendix B for more information.

Utilizing Polestones

Finally, a character can use infused polestones, partially or fully dunning them, to replenish their abilities instead of dunning their own spheres. Regardless of the type of polestone, the size of it determines how much Stormlight (in units of sapphire marks) it can hold, as seen in "[Polestones](#)" in Chapter 5.

For example, an infused large heliodor can hold up to 100 sapphire marks' worth of Stormlight. If the 4th-level Skybreaker decided to dun a fully-infused large heliodor instead of their own spheres, they can keep track on their character sheet that the heliodor is now 80/100 [sm](#) infused (because they had to dun the equivalent of 20 sapphire marks and a large polestone holds 100

sm worth of Stormlight). However, now the partially-infused heliodor cannot be used to fuel a fabrial or something else that requires it to be fully infused.

Stormlight Average

On one day, a 11th-level Willshaper may expend every single feature they have. They may lose all of their hit points, being healed by an Edgedancer companion, expend every single use of their Cogni Dice, and use all of their Ideal feat and other features, being completely spent at the end of the day.

That same 11th-level Willshaper will also have days where they use very few things. Maybe they have a day where the only feature they use is expending one Cogni Die to teleport. On another day, the only Investiture-fueled ability they use is to Elsecall back into the Physical Realm. One day the Willshaper spends it at a Lightday festival, playing games and gambling, and only losing 3 hit points because on their drunk walk home they fall off of a balcony.

Finally, the same 11th-level Willshaper will have many days using no features and losing no hit points. Days of light social interaction, days of traveling, and days of shopping are examples of this.

Regardless of how many or how few Investiture-fueled features and abilities a character uses in a day, they still dun the same amount of sapphire mark's worth of Stormlight at their next long rest (or, they dun none if they didn't use any features that required Investiture). In the above examples of our 11th-level Willshaper when they lost hit points or used features, each long rest after those days they must dun 55 sapphire mark's worth of spheres (11×5). This represents the average amount of Stormlight they typically use to use their features.

This is much easier than dunning a different amount of Stormlight depending on how many features they expended. A character's level $\times 5$ is the per-day average amount of Stormlight a Knights Radiant must breathe in to use their abilities.

GM's Rule

A GM could rule that the table's players do not need to dun any spheres at the end of a long rest if they did something the previous day that fueled their bodies with Stormlight, like being out in a highstorm, passing through Cultivation's Perpendicularity, or being surrounded by Stormlight from thousands of infused diamond chips that lit up the hallways of a Brightlord's castle.

A GM could also rule that another form of Investiture could allow player characters to recover their hit points and abilities each time they wake up, like if they spent the day on another cosmere planet with a different type of Investiture.

In addition, a GM should use their discretion in ruling how many spheres their players need to dun after a long session made up of multiple days. For example, if three 5th-level characters spend 21 days traveling via ship across the Reshi Sea to Kurth without entering combat, a GM could rule that they need to dun 0 spheres, a number of spheres equal to $1d4 \times$ the number of days, or a number of spheres equal to $1d12 \times$ the number of days. The GM should decide this based on the activities that the characters participated in during their journey, and how many of those required Investiture, taking into account the natural leaking of light that polestones and spheres have.

Leaking Light

In *The Stormlight Archive*, polestones, unless they are perfect gemstones, leak Stormlight naturally. To make things easier for a game of Cosmere 5e, you can consider the sapphire marks (or infused polestones) that players dun after each long rest to also represent the polestones and spheres they have naturally becoming more dun over time.

Keeping Track of Stormlight

To keep track of Stormlight the easiest, players should use the following rule to keep track.

On each player's character sheet, they should keep track of how many total spheres they have, using the conversion rates found in "[Wealth](#)." In addition, they should keep track of the total sapphire mark's capacity of all of their polestones, found in "[Polestones](#)." The player should then add these two figures together to get a total capacity of Stormlight, in sapphire mark's worth. Finally, the player should have a single number of dun sapphire marks, representing the total amount of dun sapphire marks' worth of both spheres and polestones.

For example, a 7th-level Stoneward safely left all of their spheres and polestones outside in a highstorm and they are all fully-infused. They have the following infused spheres:

- 174 diamond chips (1.74 sapphire marks' worth, rounded down to 1)
- 213 ruby marks (21.3 sapphire marks' worth, rounded down to 21)
- 87 sapphire marks (87 sapphire marks' worth)
- 4 emerald brooms (40 sapphire marks' worth)

And the following infused polestones:

- 3 small heliodors (10 sapphire marks' worth each, so 30)
- 1 medium heliodor (20 sapphire marks' worth)
- 2 large rubies (100 sapphire marks' worth each, so 200)

So, the player has a total Stormlight capacity of 399 sapphire marks. They keep track of this on their character sheet (or use an [automated character sheet](#) in Google Sheets or something similar). In addition, they keep track of their dun Stormlight, representing the amount of their *total spheres and polestones* that are dun.

The 7th-level Stoneward doesn't spend any spheres or use any polestones during the next day, but they do use some of their class features and lose some hit points. At the end of their next long rest, they add 35 to their dun Stormlight (7×5), representing that, of the total 399 sapphire marks of Stormlight capacity they hold, 35 of it is currently dun.

Between Adventures

Between trips across chasms and battles against armies of Fused, lighteyes, and thunderclasts, adventurers need time to rest, recuperate, and prepare for their next adventure. Many adventurers also use this time to perform other tasks, such as crafting arms and armor, performing research, or spending their hard-earned spheres.

In some cases, the passage of time is something that occurs with little fanfare or description. When starting a new adventure, the GM might simply declare that a certain amount of time has passed and allow you to describe in general terms what your character has been doing. At other times, the GM might want to keep track of just how much time is passing as events beyond your perception stay in motion.

Lifestyle Expenses

Between adventures, you choose a particular quality of life and pay the cost of maintaining that lifestyle, as described in [Chapter 5](#).

Living a particular lifestyle doesn't have a huge effect on your character, but your lifestyle can affect the way other individuals and groups react to you. For example, when you lead an aristocratic lifestyle, it might be easier for you to influence the lighteyed nobility of the city than if you live in poverty.

Downtime Activities

Between adventures, the GM might ask you what your character is doing during their downtime. Periods of downtime can vary in duration, but each downtime activity requires a certain number of days to complete before you gain any benefit, and at least 8 hours of each day must be spent on the downtime activity for the day to count. The days do not need to be consecutive. If you have more than the minimum amount of days to spend, you can keep doing the same thing for a longer period of time, or switch to a new downtime activity.

Downtime activities other than the ones presented below are possible. If you want your character to spend their downtime performing an activity not covered here, discuss it with your GM.

Crafting

You can craft non-Invested objects, including adventuring equipment and works of art. You must be proficient with tools related to the object you are trying to create (typically artisan's tools). You might also need access to special materials or locations necessary to create it. For example, someone proficient with smith's tools needs a forge in order to craft a sword or suit of armor.

For every day of downtime you spend crafting, you can craft one or more items with a total market value not exceeding 5 sm, and you must expend raw materials worth half the market value. If something you want to craft has a market value greater than 5 sm, you make progress every day in 5-sm increments until you reach the market value of the item. For example, a suit of plate armor (market value 1,500 sm) takes 300 days to craft by yourself.

Multiple characters can combine their efforts toward the crafting of a single item, provided that the characters all have proficiency with the requisite tools and are working together in the same place. Each character contributes 5 sm worth of effort for every day spent helping to craft the item. For example, three characters with the requisite tool proficiency and the proper facilities can craft a suit of plate armor in 100 days, at a total cost of 750 sm.

While crafting, you can maintain a modest lifestyle without having to pay 1 sm per day, or a comfortable lifestyle at half the normal cost (see Chapter 5 for more information on [lifestyle expenses](#)).

Practicing a Profession

You can work between adventures, allowing you to maintain a modest lifestyle without having to pay 1 sm per day (see Chapter 5 for more information on [lifestyle expenses](#)). This benefit lasts as long as you continue to practice your profession.

If you are a member of an organization that can provide gainful employment, such as a Vorin Devotary or a guild, you earn enough to support a comfortable lifestyle instead.

If you have proficiency in the Performance skill and put your performance skill to use during downtime, you earn enough to support a wealthy lifestyle instead.

Recuperating

You can use downtime between adventures to recover from a debilitating injury, disease, or poison.

After three days of downtime spent recuperating, you can make a DC 15 Constitution saving throw. On a successful save, you can choose one of the following results:

- End one effect on you that prevents you from regaining hit points.
- For the next 24 hours, gain advantage on saving throws against one disease or poison currently affecting you.

Researching

The time between adventures is a great chance to perform research, gaining insight into mysteries that have unfurled over the course of the campaign. Research can include poring over dusty tomes and crumbling scrolls in a library or buying drinks for the locals to pry rumors and gossip from their lips.

When you begin your research, the GM determines whether the information is available, how many days of downtime it will take to find it, and whether there are any restrictions on your research (such as needing to seek out a specific individual, tome, or location). The GM might also require you to make one or more ability checks, such as an Intelligence (Investigation) check to find

clues pointing toward the information you seek, or a Charisma (Persuasion) check to secure someone’s aid. Once those conditions are met, you learn the information if it is available.

For each day of research, you must spend 1 sm to cover your expenses. This cost is in addition to your normal [lifestyle expenses](#) (as discussed in Chapter 5).

Training

You can spend time between adventures learning a new language or training with a set of tools. Your GM might allow additional training options too, like becoming proficient with a certain type of weapon (as Shallan does with her Shardblade).

The training lasts for a number of days and costs a number of spheres subject to the GM. The GM also determines if you need someone to teach you or if you could learn it on your own.

If you already speak Common, for example, and just want to learn how to read and write Common Script, that will take a lot shorter of a time than learning how to speak Azish from nothing. Learning how to become proficient in something like a thieves’ kit, opening up a world of possibilities in being able to get through locked doors, may take a lot longer to learn than learning how to become proficient in chef’s tools. This is all subject to the GM, but the typical rule is that becoming proficient in a new tool can take up to 250 days, costing up to 1 sm per day.

After you spend the requisite amount of time and money, subject to the GM, you learn the new language or gain proficiency with the new tool.

Becoming an expert in a tool could take even longer and cost even more. Being able to double your proficiency bonus on a tool is the difference between adding up to 11 on a check and up to 17 on a check—an enormous difference. Work with your GM if you want to become an expert in a tool in which you already have proficiency. Some GMs may not allow it at all. Remember that you can only be an expert in a certain number of things at a time, depending on your level (see [“Expertise”](#) in Chapter 7 for more information).

9. Combat

The clatter of a Shardsword against a shany-im’s aluminum-covered lance. The terrible rending sound as chasmsfiend claws tear through armor. A brilliant flash of light as a ball of flame blossoms in the hand of an Elsecaller. The sharp tang of blood in the air, cutting through the stench of death. Roars of fury, shouts of triumph, cries of pain. Combat in Cosmere 5e can be chaotic, deadly, and thrilling.

This chapter provides the rules you need for your characters and enemies to engage in combat, whether it is a brief skirmish or an extended conflict in a city or on a field of battle. Throughout this chapter, the rules address you, the player or Game Master. The Game Master controls all the enemies and nonplayer characters involved in combat, and each other player controls an adventurer. “You” can also mean the character or monster that you control.

The Order of Combat

A typical combat encounter is a clash between two sides, a flurry of weapon swings, feints, parries, footwork, and Investiture casting. The game organizes the chaos of combat into a cycle of rounds and turns. A **round** represents about 6 seconds in the game world. During a round, each participant in battle takes a **turn**. The order of turns is determined at the beginning of a combat encounter, when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

COMBAT STEP-BY-STEP

- 1. **Determine surprise.** The GM determines whether anyone involved in the combat encounter is surprised.
- 2. **Establish positions.** The GM decides where all the characters and enemies are located. Given the adventurers’ marching order or their stated positions in the room or other location, the GM figures out where the adversaries are—how far away and in what direction.
- 3. **Roll initiative.** Everyone involved in the combat encounter rolls initiative, determining the order of combatants’ turns.
- 4. **Take turns.** Each participant in the battle takes a turn in initiative order.
- 5. **Begin the next round.** When everyone involved in the combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

Surprise

A party of Knights Radiant sneaks up on a singers camp, springing from the trees to attack them. An axehound patrols down a hallway, unnoticed by the adventurers until it springs at one of them. In these situations, one side of the battle gains surprise over the other.

The GM determines who might be surprised. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the GM compares the Dexterity (Stealth) checks of anyone hiding with the passive Wisdom (Perception) score of each creature on the opposing side. Any character or monster that doesn't notice a threat is surprised at the start of the encounter.

If you're surprised, you can't move or take an action on your first turn of the combat, and you can't take a reaction until that turn ends. A member of a group can be surprised even if the other members aren't.

Initiative

Initiative determines the order of turns during combat. When combat starts, every participant makes a Dexterity check to determine their place in the initiative order. The GM makes initiative rolls for each NPC or enemy in the combat.

The GM ranks the combatants in order from the one with the highest Dexterity check total to the one with the lowest. This is the order (called the initiative order) in which they act during each round. The initiative order remains the same from round to round.

If a tie occurs, the GM decides the order among tied GM-controlled creatures, and the players decide the order among their tied characters. The GM can decide the order if the tie is between a monster and a player character. Optionally, the GM can have the tied characters and monsters each roll a d20 to determine the order, highest roll going first.

Critical Failure Initiative Rolls

If a creature rolls a critical failure (natural 1) on their initiative roll, they go *last* in the initiative, even if their Dexterity check would put them higher than another creature.

For example, a Willshaper with a Dexterity modifier of +5 rolls a natural 1 on their initiative roll. Their companion, a Skybreaker with a Dexterity modifier of +1 rolls a natural 2, for a total of 3. Even though the Willshaper technically rolled a higher Dexterity check (1 + 5 = 6), they would be after the Skybreaker in the initiative order.

Critical Success Initiative Rolls

If a creature rolls a critical success (natural 20) on their initiative roll, they can *choose* which initiative number they would like. They can choose any number between 1 and 20 plus their Dexterity modifier. Whichever number they choose remains their initiative for the entirety of the combat, and they must choose it before combat starts.

Your Turn

On your turn, you can **move** a distance up to your speed and **take one action**. You decide whether to move first, take your action first, or partially move before and after your action. Your speed—sometimes called your walking speed—is noted on your character sheet.

The most common actions you can take are described in the [“Actions in Combat”](#) section later in this chapter. Many class features and other abilities provide additional options for your action.

The [“Movement and Position”](#) section later in this chapter gives the rules for your move.

You can forgo moving, taking an action, or doing anything at all on your turn. If you can't decide what to do on your turn, consider taking the **Dodge** or **Ready** action, as described in “Actions in Combat.”

Bonus Actions

Various class features, Invested Arts, and other abilities let you take an additional action on your turn called a bonus action. Each class allows you to summon your spren as a Shardweapon, for example, as a bonus action, at certain levels. You can take a bonus action when a special ability, Invested Art, or other feature of the game states that you can do something as a bonus action. You otherwise don't have a bonus action to take.

You can only take one bonus action on your turn, so you must choose which bonus action to use when you have more than one available.

You choose when to take a bonus action during your turn, unless the bonus action's timing is specified, and anything that deprives you of your ability to take actions also prevents you from taking a bonus action.

Other Activity on Your Turn

Your turn can include a variety of flourishes that require neither your action nor your move.

You can communicate however you are able, through brief utterances and gestures, as you take your turn.

You can also interact with one object or feature of the environment for free, during either your move or your action. For example, you could open a door during your move as you stride toward your foe, or you could draw your weapon (but not summon your Shardweapon) as part of the same action you use to attack.

If you want to interact with a second object, you need to use your action or bonus action (your choice, but also subject to the GM). Some Invested items and other special objects always require an action to use, as stated in their descriptions.

The GM might require you to use an action for any of these activities when it needs special care or when it presents an unusual obstacle. For instance, the GM could reasonably expect you to use an action to open a stuck door or turn a crank to lower

a drawbridge.

INTERACTING WITH OBJECTS AROUND YOU

Here are a few examples of the sorts of things you can do in tandem with your movement and action:

- draw or sheathe a sword
 - open or close a door
 - withdraw a fabrial from your backpack
 - pick up a dropped weapon
 - take a bauble from a table
 - remove a ring from your finger
 - stuff some food into your mouth
 - plant a banner in the ground
 - fish a few spheres from your belt pouch
 - drink all the wine in a flagon
 - throw a lever or a switch
 - pull a torch from a sconce
 - take a book from a shelf you can reach
 - extinguish a small flame
 - don a mask
 - pull the hood of your cloak up and over your head
 - put your ear to a door
 - kick a small stone
 - turn a key in a lock
 - tap the floor with a 10-foot pole
 - hand an item to another character
-

Reactions

Certain special abilities, Invested Arts, and situations allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's. The [opportunity attack](#), described later in this chapter, is the most common type of reaction.

When you take a reaction, you can't take another one until the start of your next turn. If the reaction interrupts another creature's turn, that creature can continue its turn right after the reaction.

If you have an ability that gives you multiple reactions, you can only use one reaction per trigger. For example, if you can make two opportunity attacks when a creature moves outside of your weapon's reach, you can only use one of them when a creature does so, not both.

Movement & Position

In combat, characters and enemies are in constant motion, often using movement and positions to gain the upper hand.

On your turn, you can move a distance up to your speed. You can use as much or as little of your speed as you like on your turn, following the rules here.

Your movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can constitute your entire move. However you're moving, you deduct the distance of each part of your move from your speed until it is used up or you are done moving.

The "[Special Types of Movement](#)" section in Chapter 8 gives the particulars for jumping, climbing, and swimming.

Breaking Up Your Move

You can break up your movement on your turn, using some of your speed before and after your action. For example, if you have a speed of 30 feet, you can move 10 feet, take your action, move 10 feet, take your bonus action, and then move 10 feet.

Moving Between Attacks

If you take an action that includes more than one weapon attack, you can break up your movement even further by moving between those attacks. For example, a Dustbringer who can make two attacks with the Extra Attack feature and who has a speed of 45 feet could move 5 feet, make an attack, move 15 feet, take a bonus action, move 5 feet, make an attack, and then move 20 feet.

Using Different Speeds

If you have more than one speed, such as your walking speed and a flying speed, you can switch back and forth between your speeds during your move. Whenever you switch, subtract the distance you've already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the move.

For example, if you have a walking speed of 30 and a flying speed of 40 when using your Windrun ability, you could walk 20 feet, begin to Windrun, and then leap into the air to fly 20 feet more.

Difficult Terrain

Combat rarely takes place in bare rooms or on featureless, non-Shattered plains. Boulder-strewn caverns, briar-choked forests, treacherous staircases—the setting of a typical fight contains difficult terrain.

Every foot of movement in difficult terrain costs 1 extra foot. This rule is true even if multiple things in a space count as difficult terrain.

Low furniture, rubble, undergrowth, steep stairs, snow, and shallow bogs are examples of difficult terrain. The space of another creature, whether hostile or not, counts as difficult terrain.

Being Prone

Combatants often find themselves lying on the ground, either because they are knocked down or because they throw themselves down. In the game, they are now **prone**.

You can **drop prone** without using any of your speed. **Standing up** takes more effort; doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to stand up. You can't stand up if you don't have enough movement left or if your speed is 0.

To move while prone, you must **crawl** or use some Invested Art such as teleportation. Every foot of movement while crawling costs 1 extra foot. Crawling 1 foot in difficult terrain, therefore, costs 3 feet of movement.

Moving Around Other Creatures

You can move through a non-hostile creature's space. In contrast, you can move through a hostile creature's space only if the creature is at least two sizes larger or smaller than you. Remember that another creature's space is difficult terrain for you.

Whether a creature is a friend or an enemy, you can't willingly end your move in its space.

If you leave a hostile creature's reach during your move, you provoke an opportunity attack, as explained later in this chapter.

Flying Movement

Flying creatures enjoy many benefits of mobility, but they must also deal with the danger of falling. If a flying creature is knocked **prone** (called unstable when flying), has its speed reduced to 0, or is otherwise deprived of the ability to move, the creature falls, unless it has the ability to hover.

Creature Size

Each creature takes up a different amount of space. The Size Categories table shows how much space a creature of a particular size controls in combat. Objects sometimes use the same size categories.

Size Categories

Size	Space
Tiny	2 ½ by 2 ½ ft.
Small	5 by 5 ft.
Medium	5 by 5 ft.
Large	10 by 10 ft.
Huge	15 by 15 ft.
Gargantuan	20 by 20 ft. to 45 ft. by 45 ft.
Colossal	50 ft. by 50 ft. or larger

Space

A creature's space is the area in feet that it effectively controls in combat, not an expression of its physical dimensions. A typical Medium creature isn't 5 feet wide, for example, but it does control a space that wide. If a Medium Makabaki stands in a 5-foot-wide doorway, other creatures can't get through unless the Makabaki lets them.

A creature's space also reflects the area it needs to fight effectively. For that reason, there's a limit to the number of creatures that can surround another creature in combat. Assuming Medium combatants, eight creatures can fit in a 5-foot radius around another one.

Because larger creatures can take up more space, fewer of them can surround a creature. If four Large creatures crowd around a Medium or smaller one, there's little room for anyone else. In contrast, as many as twenty Medium creatures can surround a Gargantuan one.

Squeezing into a Smaller Space

A creature can squeeze through a space that is large enough for a creature one size smaller than it. Thus, a Large creature can squeeze through a passage that's only 5 feet wide. While squeezing through a space, a creature must spend 1 extra foot for every foot it moves there, and it has disadvantage on attack rolls and Dexterity saving throws. Attack rolls against the creature have advantage while it's in the smaller space.

VARIANT: PLAYING ON A GRID

If you play out a combat using a square grid and miniatures or other tokens, follow these rules.

Squares. Each square on the grid represents 5 feet.

Speed. Rather than moving foot by foot, move square by square on the grid. This means you use your speed in 5-foot segments. This is particularly easy if you translate your speed into squares by dividing the speed by 5. For example, a speed of 30 feet translates into a speed of 6 squares.

Entering a Square. To enter a square, you must have at least 1 square of movement left, even if the square is diagonally adjacent to the square you're in. If a square costs extra movement, as a square of difficult terrain does, you must have enough movement left to pay for entering it. For example, you must have at least 2 squares of movement left to enter a space of difficult terrain.

Corners. Diagonal movement can't cross the corner of a wall, large tree, or other terrain feature that fills its space.

Ranges. To determine the range on a grid between two things—whether creatures or objects—start counting squares from a square adjacent to one of them and stop counting in the space of the other one. Count by the shortest route.

Variant: More Realistic Diagonals. When measuring or moving diagonally on a grid, the first diagonal square counts as 5 feet, but the second diagonal square counts as 10 feet. This pattern of 5 feet and 10 feet continues whenever you're counting diagonally, even if you move horizontally or vertically between different bits of diagonal movement.

Actions in Combat

When you take your action on your turn, you can take one of the actions presented here, an action you gained from your class or a special feature, or an action that you improvise. Many enemies have action options of their own in their stat blocks.

When you describe an action not detailed elsewhere in the rules, the GM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

Attack

The most common action to take in combat is the Attack action, whether you are swinging a sword, firing an arrow from a bow, or brawling with your fists.

With this action, you make one melee or ranged attack. See the "[Making an Attack](#)" section for the rules that govern attacks.

Certain features, such as the Extra Attack feature of the Stoneward, allow you to make more than one attack with your Attack action.

Cast an Invested Art

Investiture casters such as Elsecallers and Edgedancers, as well as many enemies, have access to Invested Arts and can use them to great effect in combat. Each Invested Art has a casting time, which specifies whether the caster must use an action, a bonus action, a reaction, minutes, or even hours to cast the Invested Art. Casting an Invested Art is, therefore, not necessarily an action. Most Invested Arts do have a casting time of 1 action, so an Investiture caster often uses their action in combat to cast such an Invested Art. See [Chapter 10](#) for the rules on Investiture casting.

Dash

When you take the Dash action, you gain extra movement for the current turn. The increase equals your speed, after applying any modifiers. With a speed of 30 feet, for example, you can move up to 60 feet on your turn if you dash.

Any increase or decrease to your speed changes this additional movement by the same amount. If your speed of 30 feet is reduced to 10 feet, for instance, you can move up to 20 feet this turn if you dash.

Disengage

If you take the Disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn.

Dodge

When you take the Dodge action, you focus entirely on avoiding attacks. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated or if your speed drops to 0.

Guard

You can defend an ally within 5 feet of you. When you take the Guard action, you focus entirely on preventing attacks from reaching your ally. Until the start of your next turn, any attack roll made against the guarded ally has disadvantage if you can see the attacker, as long as the ally is within 5 feet of you. Additionally, if an attack would hit the guarded ally anyway, you can use your reaction to instead have it hit you.

You can only use the Guard action to protect one ally, even if you are somehow able to use the Guard action twice in one turn. If you use the Guard action to protect an ally and then, on the same turn, use the Guard action to protect a different ally, the first ally loses your protection.

Help

You can lend your aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.

Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

Hide

When you take the Hide action, you make a Dexterity (Stealth) check in an attempt to hide, following the rules for hiding. If you succeed, you gain certain benefits, as described in the "[Unseen Attackers & Targets](#)" section later in this chapter.

Ready

Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you can take the Ready action on your turn, which lets you act using your reaction before the start of your next turn.

First, you decide what perceivable circumstance will trigger your reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your speed in response to it. Examples include "If the singer steps on the trapdoor, I'll pull the lever that opens it," and "If the axehound steps next to me, I move away."

When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger.

When you ready an Invested Art, you cast it as normal but hold its energy, which you release with your reaction when the trigger occurs. To be readied, an Invested Art must have a casting time of 1 action, and holding onto the Invested Art requires concentration (explained in [Chapter 10](#)). If your concentration is broken, the Invested Art dissipates without taking effect. For example, if you are concentrating on the *cognitive spike* Invested Art and ready *radiant missiles*, your *cognitive spike* Invested Art ends, and if you take damage before you release *radiant missiles* with your reaction, your concentration might be broken.

Search

When you take the Search action, you devote your attention to finding something. Depending on the nature of your search, the GM might have you make a Wisdom (Perception) check or an Intelligence (Investigation) check.

Use an Object

You normally interact with an object while doing something else, such as when you draw a sword as part of an attack. When an object requires your action for its use, you take the Use an Object action. This action is also useful when you want to interact with more than one object on your turn.

IMPROVISING AN ACTION

Your character can do things not covered by the actions in this chapter, such as breaking down doors, intimidating enemies, trying to understand the nature of the Invested Arts being cast around them, or calling for a parley with a foe. The only limits to the actions you can attempt are your imagination and your character's ability scores. See the descriptions of the ability scores in [Chapter 7](#) for inspiration as you improvise.

When you describe an action not detailed elsewhere in the rules, the GM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

Making an Attack

Whether you're slashing with your Shardblade, firing a crossbow at range, or making an attack roll as part of an Invested Art, an attack has a simple structure.

1. **Choose a target.** Pick a target within your attack's range: a creature, an object, or a location.
2. **Determine modifiers.** The GM determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition, Invested Arts, special abilities, and other effects can apply penalties or bonuses to your attack roll.
3. **Resolve the attack.** You make the attack roll. On a hit, you roll damage, unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

If there's ever any question whether something you're doing counts as an attack, the rule is simple: if you're making an attack roll, you're making an attack.

Attack Rolls

When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's Armor Class (AC), the attack hits. The AC of a character is determined at character creation (or at armor donning), whereas the AC of an enemy is in its stat block.

Modifiers to the Roll

When a character makes an attack roll, the two most common modifiers to the roll are an ability modifier and the character's proficiency bonus. When a monster makes an attack roll, it uses whatever modifier is provided in its stat block.

Ability Modifier. The ability modifier used for a melee weapon attack is Strength, and the ability modifier used for a ranged weapon attack is Dexterity. Weapons that have the finesse or thrown property break this rule. Some Invested Arts also require an attack roll. The ability modifier used for an Invested Art attack depends on the Investiture casting ability of the Investiture caster, as explained in [Chapter 10](#).

Proficiency Bonus. You add your proficiency bonus to your attack roll when you attack using a weapon with which you have proficiency, as well as when you attack with an Invested Art.

Rolling 1 or 20

Sometimes fate blesses or curses a combatant, causing the novice to hit and the veteran to miss.

If the d20 roll for an attack is 20, the attack hits regardless of any modifiers or the target's AC. This is called a critical hit, which is [explained later in this chapter](#). If a creature's attack has a critical hit range larger than 1, they score a critical hit on lower d20 rolls than just a 20.

If the d20 roll for an attack is 1, the attack misses regardless of any modifiers or the target's AC.

Critical Hit Range

The critical hit range of an attack determines on what d20 roll that attack scores a critical hit. Typically, an attack has a critical hit range of 1, meaning it scores a critical hit on a 20. A critical hit range of 2, however, would mean the attack scores a critical hit on a 19 or a 20. Some features increase your "critical hit range," meaning you add one lower number (19, then 18) to the range in which you score a critical hit on an attack roll. These are cumulative, and you can have an increased critical hit range from multiple sources.

A critical hit range **cannot** exceed 3, scoring a critical hit on an 18, 19, or 20.

There are very few exceptions to this, where a critical hit range can be increased to 4 or higher. These exceptions will explicitly say that they can increase a critical hit range higher than 3.

Unseen Attackers & Targets

Combatants often try to escape their foes' notice by hiding, casting the *invisibility* Invested Art, or lurking in darkness.

When you attack a target that you can't see, you have disadvantage on the attack roll. This is true whether you're guessing the target's location or you're targeting a creature you can hear but not see. If the target isn't in the location you targeted, you automatically miss, but the GM typically just says that the attack missed, not whether you guessed the target's location correctly.

When a creature can't see you, you have advantage on attack rolls against it.

If you are hidden—both unseen and unheard—when you make an attack, you give away your location when the attack hits or misses.

Ranged Attacks

When you make a ranged attack, you fire a bow or a crossbow, hurl a handaxe, or otherwise send projectiles to strike a foe at a distance. Many Invested Arts also involve making a ranged attack.

Range

You can make ranged attacks only against targets within a specified range.

If a ranged attack, such as one made with an Invested Art, has a single range, you can't attack a target beyond this range.

Some ranged attacks, such as those made with a longbow or shortbow, have two ranges. The smaller number is the normal range, and the larger number is the long range. Your attack roll has disadvantage when your target is beyond normal range, and you can't attack a target beyond the long range.

Ranged Attacks in Close Combat

Aiming a ranged attack is more difficult when a foe is right next to you. When you make a ranged attack with a weapon, an Invested Art, or some other means, you have disadvantage on the attack roll if you are within 5 feet of a hostile creature who can see you and who isn't incapacitated.

Melee Attacks

Used in hand-to-hand combat, a melee attack allows you to attack a foe within your reach. A melee attack typically uses a handheld weapon such as a sword, a warhammer, or a halberd. An enemy can make a melee attack with the same types of weapons, or it can with its claws, horns, teeth, tentacles, or other body parts. A few Invested Arts also involve making a melee attack.

Most creatures have a 5-foot **reach** and can thus attack targets within 5 feet of them when making a melee attack. Certain creatures (typically those larger than Medium) have melee attacks with a greater reach than 5 feet, as noted in their descriptions. And certain weapons have a larger reach, allowing the wielder to attack a target within 10 feet of them instead of 5.

Unarmed Strikes

Instead of using a weapon to make a melee weapon attack, you can use an **unarmed strike**: a punch, kick, head-butt, or similar forceful blow (none of which count as weapons). On a hit, an unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier. You are proficient with your unarmed strikes.

Opportunity Attacks

In a fight, everyone is constantly watching for a chance to strike an enemy who is fleeing or passing by. Such a strike is called an opportunity attack.

You can make an opportunity attack when a hostile creature that you can see moves out of your reach. To make the opportunity attack, you use your reaction to make one melee attack against the provoking creature. The attack occurs right before the creature leaves your reach.

You can avoid provoking an opportunity attack by taking the Disengage action. You also don't provoke an opportunity attack when you teleport or when someone or something moves you without using your movement, action, or reaction. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy.

Two-Weapon Fighting

When you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can use a bonus action to attack with a different light melee weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

If either weapon has the thrown property, you can throw the weapon, instead of making a melee attack with it.

CONTESTS IN COMBAT

Battle often involves pitting your prowess against that of your foe. Such a challenge is represented by a contest. This section below includes the most common contests that require an action in combat. The GM can use these contests as models for improvising others.

Grappling

When you want to grab a creature or wrestle with it, you can use the Attack action to make a special melee attack, a grapple. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target of your grapple must be no more than one size larger than you and must be within your reach. Using at least one free hand, you try to seize the target by making a grapple check instead of an attack roll: a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). You succeed automatically if the target is incapacitated. If you succeed, you subject the target to the grappled condition. The condition specifies the things that end it, and you can release the target whenever you'd like (no action required). See the details of the grappled condition in [Appendix A](#).

Escaping a Grapple. A grappled creature can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check.

Moving a Grappled Creature. When you move, you can drag or carry the grappled creature with you, but your speed is halved, unless the creature is two or more sizes smaller than you.

Strangling

You must already be grappling a creature to attempt to begin strangling them. See the rules above for grappling. Once you have the target creature grappled, you can use your Attack action to attempt to move your grapple to their neck, beginning to strangle them. If you're able to make multiple attacks with the Attack action, this attack replaces one of them. You must use both hands to do so.

Beginning the Strangle. You attempt to maneuver your grapple to the creature's neck. To do so, you must make a Strength (Athletics) check at disadvantage, due to the smaller target, contested by the target's Strength (Athletics) or Dexterity (Acrobatics)

check (the target chooses the ability to use). If you succeed, the target is strangled and you can use your Attack action to begin choking them. If you fail, the target is not yet strangled but they are still grappled.

Choking. Once you are strangling your grappled target, you can use your Attack action to begin choking the creature. If you're able to make multiple attacks with the Attack action, this attack replaces one of them. You must make a Strength check (not Athletics) contested by the target's Constitution check. On a success, the target is subject to the choking condition, the details of which are found in [Appendix A](#). You must use your full action each turn to continue choking the target, even if you have multiple attacks. If you ever stop grappling the creature (no action required), remove one of your hands, or the target uses their action to escape the grapple, the target stops choking and the entire grapple ends.

Shoving and Tripping

Using the Attack action, you can make a special melee attack to **shove** a creature to push it away from you, or to **trip** a creature to knock it prone. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target of your shove or trip must be no more than one size larger than you, and it must be within your reach. For a shove, you make a Strength (Athletics) check contested by their Strength (Athletics) check. For a trip, you each make a Dexterity (Acrobatics) check. If you win the contest, you either shove the target 5 feet away from you (shove) or knock it prone (trip).

Cover

Walls, trees, creatures, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover.

There are four degrees of cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if a target is behind a creature that gives half cover and a tree trunk that gives three-quarters cover, the target has three-quarters cover.

Targets gain no benefit from cover from things that specifically spread around corners (like the *fireball* Invested Art).

To add a bit of realism to creatures providing cover to other creatures (and thereby putting themselves at risk of getting hit instead!) see the [Variant Rule: Creatures Providing Cover](#) in Appendix B.

One-Quarter Cover

A target with **one-quarter cover** has a +2 bonus to AC and Dexterity saving throws. A target has one-quarter cover if an obstacle blocks at least one-fourth of its body, such as a thin pillar or a creature of one size category smaller.

Half Cover

A target with **half cover** has a +3 bonus to AC and Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall or a creature of the same size category.

Three-Quarters Cover

A target with **three-quarters** cover has a +5 bonus to AC and Dexterity saving throws. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a portcullis or a creature of one size category larger.

Total Cover

A target with **total cover** can't be targeted directly by an attack or an Invested Art, although some Invested Arts can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

Damage & Healing

Injury and risk of death are constant companions of those who explore the cosmere. The thrust of a sword, a well-placed arrow, or a blast of flame from a *fireball* Invested Art all have the potential to damage, or even kill, the hardiest of creatures.

Hit Points

Hit points represent a combination of physical and mental durability, the will to live, and luck. Creatures with more hit points are more difficult to kill. Those with fewer hit points are more fragile.

A creature's current hit points (usually just called hit points) can be any number from the creature's hit point maximum down to 0. This number changes frequently as a creature takes damage or receives healing.

Whenever a creature takes damage, that damage is subtracted from its hit points. The loss of hit points has no effect on a creature's capabilities until the creature drops to 0 hit points.

Damage Rolls

Each weapon, Invested Art, and harmful enemy ability specifies the damage it deals. You roll the damage die or dice, add any modifiers, and apply the damage to your target. Invested weapons, special abilities, and other factors can grant a bonus to damage.

With a penalty, it is possible to deal 0 damage, but never negative damage.

When attacking with a **weapon**, you add your ability modifier—the same modifier used for the attack roll—to the damage. An Invested Art tells you which dice to roll for damage and whether to add any modifiers.

If an Invested Art or other effect deals damage to **more than one target** at the same time, roll the damage once for all of them. For example, when a Lightweaver casts *fireball*, the Invested Art's damage is rolled once for all creatures caught in the blast.

Critical Hits

Critical hits are scored when you roll a 20 on the d20 for an attack roll (or, if you have a larger critical hit range, a 19 or 18—see "[Critical Hit Range](#)" earlier in this chapter).

When you score a critical hit, you get to roll extra dice for the attack's damage against the target. Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers as normal. To speed up play, you can roll all the damage dice at once.

For example, if you score a critical hit with a dagger, roll 2d4 for the damage, rather than 1d4, and then add your relevant ability modifier. If the attack involves other damage dice, such as from the Skybreaker's Skybreak feature or the Willshaper's Axi Attack feature, you roll those dice twice as well.

Damage Types

Different attacks, damaging Invested Arts, and other harmful effects deal different types of damage. Damage types of no rules of their own, but other rules, such as damage resistances, rely on the types.

The damage types follow, with examples to help a GM assign a damage type to a new effect.

Acid. The corrosive liquid injected into the target of an acid legger's tail.

Axial. The deep-cutting Invested damage of a Skybreaker using their Skybreak feature to deal additional damage on top of their weapon damage, as well as other Invested attacks involving precise damage that seems to split axi apart.

Bludgeoning. Blunt force attacks—Shardhammers, falling, constriction, and the like—deal bludgeoning damage.

Cold. The freezing elements found in the highest Horneater Peaks and the frigid blast of an Elsecaller casting *frostbite*.

Fire. The fiery swipe of a Dustbringer and many Invested Arts create heat and flames to deal fire damage.

Force. Force is, similar to axial, damage dealt by Investiture itself. While axial is precise and cutting, force damage is blunt and explosive. Many Elsecaller Invested Arts deal force damage, representing the Radiant tearing apart its target through the Investiture of their two surges.

Lightning. A *lightning bolt* Invested Art and the crackling, red energy of the Everstorm deal lightning damage.

Necrotic. Necrotic damage, dealt by the most dangerous of monsters and some Invested Arts controlled by Elsecallers and Edgedancers, withers flesh.

Piercing. Puncturing and impaling attacks, including spears and whitespine bites, deal piercing damage.

Poison. Edgedancers and Truthwatchers can Grow poison from the air, and other venomous creatures and poisonous plants deal poison damage.

Psychic. Mental abilities such as certain Lightweaver and Truthwatcher Invested Arts, as well as the most dangerous of the Unmade who can pierce into your mind, deal psychic damage.

Slashing. Swords, axes, and creatures' claws deal slashing damage.

Thunder. A concussive burst of sound or pressure, such as the effect of the thunderous Skybreak augmentation, deals thunder damage.

Invested and Non-Invested Damage

Bludgeoning, piercing, and slashing damage can be either *Invested* or *non-Invested*. Invested piercing damage is like that which comes from a Shardspear, while non-Invested piercing damage could come from a mundane spear or other pointed weapon.

The main reason for this difference is resistance—a creature could be resistant to non-Invested bludgeoning damage but not Invested bludgeoning damage, for example.

If a resistance, immunity, vulnerability, or threshold lists bludgeoning, piercing, or slashing damage *without* defining if it's Invested or non-Invested, it includes both.

Damage Resistance and Vulnerability

Some creatures and objects are exceedingly difficult or unusually easy to hurt with certain types of damage.

If a creature or an object has **resistance** to a damage type, damage of that type is halved against it. If a creature or an object has **vulnerability** to a damage type, damage of that type is doubled against it.

Resistance and vulnerability are applied after all other modifiers to damage. For example, a creature has resistance to bludgeoning damage and is hit by an attack that deals 25 bludgeoning damage. The creature is also protected by a Windrunner who reduces the amount of damage taken by 10. The 25 damage is first reduced by 10 (15) and then halved (7.5), so the creature takes 7 damage.

Multiple instances of resistance or vulnerability that affect the same damage type count as only one instance. For example, if a creature has resistance to fire damage as well as resistance to all non-Invested damage, the damage of non-Invested fire is reduced by half against the creature, not reduced by three-quarters.

Rarely, some creatures (usually enemies) can be completely **immune** to a specific type of damage; this means that they cannot take damage of that type at all.

Finally, you may hear the GM mention a creature has a damage **threshold**, like a damage threshold of 10 for bludgeoning damage. This means you must deal 10 or more bludgeoning damage, after applying all modifiers, resistances, or other changes, to deal any damage to the creature. Dealing 9 or less bludgeoning damage to the creature doesn't damage them at all. This is expanded further in the [Creature Compendium](#).

Healing

Unless it results in death, damage isn't permanent. Even death is reversible through powerful Investiture. Rest can restore a creature's hit points (as explained in [Chapter 8](#)), and Invested methods such as a *Regrowth* Invested Art or a healrial can remove damage in an instant.

When a creature receives healing of any kind, hit points regained are added to its current hit points. A creature's hit points can't exceed its hit point maximum, so any hit points regained in excess of this number are lost. For example, a Truthwatcher grants a Stoneward 8 hit points of healing. If the Stoneward has 14 current hit points and has a hit point maximum of 20, the Stoneward regains 6 hit points from the Truthwatcher, not 8.

A creature that has died can't regain hit points until powerful Investiture such as the *revivify* Invested Art has restored it to life.

Knocking a Creature Out

Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces a creature to 0 hit points with a melee attack, the attacker can knock the creature out, choosing instead to deal "nonlethal damage." The attacker can make this choice the instant the damage is dealt. The creature falls unconscious and is stable.

The GM may rule that certain types of damage or attacks are too difficult to make nonlethal, like the explosion of a *fireball* Invested Art or a Skybreaker dealing a high amount of axial damage from their Skybreak feature.

Temporary Hit Points

Some Invested Arts and special abilities confer temporary hit points to a creature. Temporary hit points aren't actual hit points; they are a buffer against damage, a pool of hit points that protect you from injury.

When you have temporary hit points and take damage, the temporary hit points are lost first, and any leftover damage carries over to your normal hit points. For example, if you have 5 temporary hit points and take 7 damage, you lose the temporary hit points and then take 2 damage.

Because temporary hit points are separate from your actual hit points, they can exceed your hit point maximum. A character can, therefore, be at full hit points and receive temporary hit points.

Healing can't restore temporary hit points, and they can't be added together. If you have temporary hit points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if an Invested Art grants you 12 temporary hit points when you already have 10, you can have 12 or 10, not 22.

If you have 0 hit points, receiving temporary hit points doesn't restore you to consciousness or stabilize you. They can still absorb damage directed at you while you're in that state, but only true healing can save you.

Unless a feature that grants you temporary hit points has a duration, they last until they're depleted or you finish a long rest.

Dropping to 0 Hit Points

When you drop to 0 hit points, you either die outright or fall unconscious, as explained in the following sections.

Instant Death

Massive damage can kill you instantly. When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit points maximum.

For example, a Willshaper with a maximum of 12 hit points currently has 6 hit points. If she takes 18 damage from an attack, she is reduced to 0 hit points, but 12 damage remains. Because the remaining hit points equals her hit point maximum, the Willshaper dies.

Falling Unconscious

If damage reduces you to 0 hit points and fails to kill you, you fall unconscious. This unconsciousness ends if you regain any hit points.

Death Saving Throws

Whenever you start your turn with 0 hit points, you must make a special saving throw, called a death saving throw, to determine whether you creep closer to death or hang onto life. Unlike other saving throws, this one isn't tied to any ability score. You are in the hands of fate now, aided only by Invested Arts and features that improve your chances of succeeding on a saving throw.

Roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable (see below). On your third failure, you die. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any hit points, become stable, or die.

If your table wants to roll death saving throws in a way that doesn't allow meta-gaming, see [Variant Rule: Secret Death Saves](#) in Appendix B.

Rolling 1 or 20. When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you regain 1 hit point.

Damage at 0 Hit Points. If you take any damage while you have 0 hit points, you suffer a death saving throw failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.

Stabilizing a Creature

The best way to save a creature with 0 hit points is to heal it. If healing is unavailable, the creature can at least be stabilized so that it isn't killed by a failed death saving throw.

You can use your action to administer first aid to an unconscious creature and attempt to stabilize it, which requires a successful DC 10 Wisdom (Medicine) check.

A **stable** creature doesn't make death saving throws, even though it has 0 hit points, but it does remain unconscious. The creature stops being stable, and must start making death saving throws again, if it takes any damage. A stable creature that isn't healed regains 1 hit point after 1d4 hours.

Enemies and Death

Most GMs have an enemy die the instant it drops to 0 hit points, rather than having it fall unconscious and make death saving throws.

Mighty villains and special nonplayer characters are common exceptions; the GM might have them fall unconscious and follow the same rules as player characters.

Death & Revival

When a player suffers three death saving throws or dies in another way, their Cognitive aspect leaves their physical body, appearing in the Cognitive Realm. They immediately begin to head toward the Beyond. A player's character will either die or, if they are lucky, be revived through the healing Investiture of an ally or item.

Death

If a player character dies, they may experience strong Connections toward people they knew in life, speak with a powerful entity, or something else entirely, subject to the GM. The character then moves toward the Beyond and, once they reach it, that player character is no longer a playable character in the campaign. However, before the character's Cognitive aspect reaches the Beyond, they may be able to be revived, seen below.

Death of a character often means that the player will create a brand new character in order to rejoin the campaign. Work with your GM to create your new character and way for them to join in to the established group. The new character often begins at the same level your previous character died at or a level comparable with the other player characters at the table.

Revival

Another option for your dead player character is to be revived. Revival in Cosmere 5e can happen through powerful Invested Arts from healers or rare items that can manifest the Surges. Know that, even if an Invested Art or other effect is cast or used on a dead creature, the creature's Cognitive aspect can choose to not be brought back.

Revivify Invested Art

The most common method of revival is the *revivify* Invested Art, which can be learned by Edgedancers and Truthwatchers and may be cast through fabrials or other sources. It costs fully-infused polestones (which crack and then become worthless), and can only be cast on a creature who has died in the last minute. In that minute, the Cognitive aspect of the dead creature has not yet begun to move into the Beyond. It takes an action to cast.

The first time a creature dies and this Invested Art is cast on them, they are revived without issue, as long as their Cognitive aspect is willing. Any attempt to revive a dead creature with this Invested Art after the first requires a skill check by the creature casting the Invested Art. The casting creature makes an Investiture ability check using their Investiture casting modifier and their proficiency bonus. The DC of the check is 10 plus 1 for each successful revival of the dead creature in the past (using *revivify*, *resurrection*, or any similar effects).

For example, a Stoneward dies in battle and her ally, a Truthwatcher, uses *revivify* on her dead body. Since the Stoneward has died and has been successfully revived twice before in her life, the Truthwatcher must make an Investiture ability check. The DC equals 12 (10 + 2 for the previous 2 times the Stoneward has been successfully revived). Regardless of if the Invested Art works or not, the polestones used in the casting crack and become worthless. As long as a minute has not passed since the Stoneward died and the Truthwatcher has more polestones to use, he can try *revivify* again, with the same DC.

Resurrection Invested Art

Another option for resurrecting a dead creature is the *resurrection* Invested Art, which also can be learned by Edgedancers and Truthwatchers and may be cast through fabrials or other sources. It costs fully-infused diamonds (which crack and then become worthless), and can only be cast on a creature before their Cognitive aspect has moved into the Beyond. It takes a minute to cast.

A creature's Cognitive aspect remains in their Physical body after death for 1 minute (the amount of time a creature can have the *revivify* Invested Art cast on them). After that, it enters the Cognitive Realm and begins to head toward the Beyond. The more Invested an individual, the more it can resist the pull toward the Beyond. The amount of time, in days, it takes for a Cognitive aspect to move into the Beyond is equal to the total level of the creature when it died.

For example, a 13th-level Windrunner who dies takes 13 Rosharan days for their Cognitive aspect to fully travel to the Beyond. A creature can cast the *resurrection* Invested Art for 13 days before it is too late. For NPCs, the GM determines how many days they can resist the pull, based on how Invested they are (for non-Invested individuals, the time is typically one Rosharan day; for Invested individuals, it is usually a number of days equal to their Challenge Rating).

Each time a creature casts the *resurrection* Invested Art (or any other effect that revives a dead creature that has a casting time of more than 1 action) on a dead creature, a Resurrection Challenge is initiated.

Resurrection Challenge

The GM will officiate a Resurrection Challenge each time a dead creature is attempted to be revived through the *resurrection* Invested Art or another form of revival with a casting time longer than 1 action. The Resurrection Challenge starts with a DC of 10 plus 1 for each successful revival of the dead creature in the past (using *revivify*, *resurrection*, or any similar effects). The GM will soon roll a single d20 and, if it equals or exceeds the DC, the creature is revived. If it is lower, the creature remains dead. Regardless of the outcome, the infused polestones used in the casting crack and become worthless.

However, up to three other members of the dead creature's party can attempt to lower the challenge's DC through a small skill challenge. The full rules for a skill challenge are found in Chapter 6 of [Hoid's Guide to the Cosmere](#). The GM will set up the challenge and set the DC, and each player can have one attempt to lower the overall challenge DC through a skill.

The players could offer a Charisma (Persuasion) check to persuade the creature's Cognitive aspect to return, a Wisdom (Insight) check to assist with the careful casting of the Invested Art, an Intelligence (Arcana) check to give knowledge into Cognitive and Spiritual aspects, or anything they'd like. The GM decides if the check can be made, based on how useful it could be. On a successful skill check, the overall challenge DC is lowered by 3; on a failed skill check, the challenge DC increases by 1.

After all contributions are made, the GM has a final DC. The GM rolls a d20, and the results of the Resurrection Challenge are narrated by them.

Soul Afterimage

When a creature has been successfully revived for the first time, they leave a slight, ghostly afterimage when they move. With one successful revival this ghostly afterimage is very pale and moves very quickly, only appearing for about 1/5th of a second when the creature moves.

It can only be seen by someone who is Invested, like those with levels in an Investiture class found in this book or *Hoid's Guide to the Cosmere*. Those creatures can make an Investiture check, using their class-specific Investiture ability modifier, to see the afterimage. The DC is 23 minus the number of times the creature has been revived. So, for someone who has died and been revived once, the DC to see their afterimage is 22.

In addition, any creature can see this afterimage if they cast *detect Investiture*.

For subsequent, successful revivals, the creature's afterimage becomes slightly more opaque and is easier to see (the Investiture check DC is reduced by 1 for each revival). This represents the creature's soul's Connection to their Physical body growing further apart with each death.

Mounted Combat

A Shardbearer charging across the bridge into battle on a Ryshadium, a Truthwatcher casting Invested Arts from the back of a horse, or a Stoneward approaching a den of wild axehounds on horseback all enjoy the benefits of speed and mobility that a mount can provide.

A willing creature that is at least one size larger than you and that has an appropriate anatomy can serve as a mount, using the following rules.

Mounting and Dismounting

Once during your move, you can mount a creature that is within 5 feet of you or dismount. Doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to mount a horse. Therefore, you can't mount it if you don't have 15 feet of movement left or if your speed is 0.

If an effect moves your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off the mount, landing prone in a space within 5 feet of it. If you're knocked prone while mounted, you must make the same saving throw.

If your mount is knocked prone, you can use your reaction to dismount it as it falls and land on your feet. Otherwise, you are dismounted and fall prone in a space within 5 feet of it.

Controlling a Mount

While you're mounted, you have two options. You can either control the mount or allow it to act independently. Intelligent creatures, such as Ryshadiums, act independently.

You can control a mount only if it has been trained to accept a rider. Domesticated horses, donkeys, and similar creatures are assumed to have such training. The initiative of a controlled mount changes to match yours when you mount it. It moves as you direct it, and it has only three action options: Dash, Disengage, and Dodge. A controlled mount can move and act even on the turn that you mount it.

An independent mount retains its place in the initiative order. Bearing a rider puts no restrictions on the actions the mount can take, and it moves and acts as it wishes. It might flee from combat, rush to attack and trample a badly injured foe, or otherwise act against your wishes.

In either case, if the mount provokes an opportunity attack while you're on it, the attacker can target you or the mount.

Underwater Combat

When adventurers wearing gillrials search through guarded underwater treasure, fight off redwaters near the coast, or find themselves in a flooded room, they must fight in a challenging environment. While underwater the following rules apply.

When making a **melee weapon attack**, a creature that doesn't have a swimming speed (either natural or provided by Investiture) has disadvantage on the attack roll unless the weapon deals piercing damage.

A **ranged weapon attack** automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart).

Creatures and objects that are fully immersed in water have resistance to fire damage.

10. Investiture Casting

Investiture permeates the cosmere and most often appears in the form of an Invested Art.

This chapter provides the rules for casting Invested Arts. Different character classes have distinctive ways of learning and preparing their Invested Arts, and enemies use Invested Arts in unique ways. Regardless of its source, an Invested Art follows the rules here.

What is an Invested Art?

An Invested Art is a discrete Invested effect, a single shaping of the magical Investiture that is imbued into the cosmere. In casting an Invested Art, a character carefully manipulates one or both of the two Surges provided to them by their Nahel bond, crafts them in a particular way, and releases the Invested energy to unleash the desired effect—in most cases, all in the span of seconds.

Invested Arts can be versatile tools, weapons, or protective wards. They can deal damage or undo it, impose or remove conditions, drain life energy away, and restore life to the dead.

Investiture can be used in limitless ways, and only some of those are listed in the Invested Arts produced by the ten Surges of Roshar. Other planets' manifestations of Investiture have their own types of Invested Arts, and others may be discovered or reinvented by a character who has amassed enough power and wisdom to do so.

Invested Art Level

Every Invested Art has a level from 0 (cantrips) to 9. An Invested Art's level is a general indicator of how powerful it is. Cantrips—simple but effective Invested Arts that characters can cast almost by rote—are effectively level 0. The higher an Invested Art's level, the higher level an Investiture caster must be to use it.

Invested Art level and character level doesn't correspond directly. If possible for their Order, a character has to be at least 17th level, not 9th level, to cast a 9th-level Invested Art.

Known and Prepared Invested Arts

Before an Investiture caster can cast an Invested Art, they must have the Invested Art firmly fixed in mind, or must have access to it in an Invested item. Members of some classes, like Elsecallers, have a limited list of Invested Arts they know that are always fixed in mind. Other classes, like Edgedancers, undergo a process of preparing Invested Arts. This process can vary for different classes, as detailed in their descriptions.

In any case, the number of Invested Arts a caster can have fixed in mind at any given time depends on the character's level, also detailed in their class description.

Investiture Points

Regardless of how many Invested Arts a caster knows or prepares, they can only cast a limited number of Invested Arts before resting. Harnessing and converting raw Investiture into abilities is physically and mentally taxing, and higher-level Invested Arts are even more so. Thus, each Investiture casting class's description includes a table showing how many Investiture points they have at each level.

Investiture points represent the pool of available Investiture a caster has to cast their Invested Arts. They can expend these Investiture points to cast Invested Arts. You regain all expended Investiture points when you finish a long rest.

The number of Investiture points you have to spend is based on your class and your level, as shown in the table for your particular class. Some classes, like Lightweavers, have more Investiture points than others even at the same level. Your level also determines the maximum-level Invested Art you can cast. Even though you might have enough points to cast a higher level Invested Art, you can't do so.

Just like needing to have access to Stormlight to refuel your hit points and other expended features during a long rest, it is the same for Investiture Points. See "[Stormlight Replenishment](#)" in Chapter 8 for more information.

Expending Investiture Points

To cast an Invested Art of level 1 or higher, you must expend a certain number of Investiture points. Cantrips don't cost any Investiture point to cast. The number of Investiture points you expend is based on the level at which you are casting the Invested Art, seen in the following table. This table is applicable to Edgedancers, Truthwatchers, and Lightweavers.

Elsecallers always spend only 1 Investiture Point to cast an Invested Art; see their [class description](#) for more details.

Invested Art Level	Investiture Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7
6th	8

7th	10
8th	11
9th	13

Casting 6th-Level and Higher Invested Arts

At higher levels, even though you have enough Investiture points to cast higher-level Invested Arts multiple times, you can only cast an Invested Art at 6th, 7th, 8th, and 9th level one time each. You regain the ability to cast them again after a long rest.

Upcasting Invested Arts

When an Investiture caster casts an Invested Art using a higher level than the Invested Art's normal level, the Invested Art assumes the higher level for that casting. For instance, if a Lightweaver casts *ice shard*, a 1st-level Invested Art, at 2nd level, they expend 3 Investiture points and that *ice shard* is cast at 2nd level.

Many Invested Arts have more powerful effects when cast at a higher level, as indicated in the Invested Art's description. In contrast, other Invested Arts can't be upcast or can only be upcast to a certain level, so casting them at a higher level is simply a waste of Investiture points.

Elsecallers *always* cast their Invested Arts at the highest level possible for their Elsecaller level, up to 5th. For example, when a 7th-level Elsecaller casts *neurotic tendrils*, a 1st-level Invested Art, it is cast at 4th level. Refer to the [Elsecaller](#) class description for additional details.

Cantrips

A cantrip is an Invested Art that can be cast at-will, without needing to expend Investiture points. A cantrip's level is 0. Every class, even those who don't normally cast Invested Arts, have access to two cantrips in the form of their basic Surges. Investiture-casting classes have access to even more cantrips, detailed in their class description.

CASTING IN ARMOR

Because of the mental focus and precise body movements required for Investiture casting, you must be proficient with the armor (including shields) you are wearing to cast an Invested Art. You are otherwise too distracted and physically hampered by your armor for Investiture casting.

Casting an Invested Art

When a character casts an Invested Art, the same basic rules are followed, regardless of the character's class or the Invested Art's effects.

Each Invested Art description in [The Invested Arts of the Cosmere](#) begins with a block of information, including the Invested Art's name, level, Surge utilized, which classes have access to it, casting time, range, components, and duration. The rest of an Invested Art entry describes the Invested Art's effect.

Casting Time

Most Invested Arts require a single action to cast, but some Invested Arts require a bonus action, a reaction, or much more time to cast.

Bonus Action

An Invested Art with a bonus action is especially swift. You must use a bonus action on your turn to cast the Invested Art, provided that you haven't already taken a bonus action this turn. You can't cast another Invested Art during the same turn, except for a cantrip with a casting time of 1 action.

Reactions

Some Invested Arts can be cast as reactions. These Invested Arts take a fraction of a second to bring about and are cast in response to some event. If an Invested Art can be cast as a reaction, the Invested Art description tells you exactly when you can do so.

Longer Casting Times

Certain Invested Arts require more time to cast. When you cast an Invested Art with a casting time longer than a single action, bonus action, or reaction, you must spend your action each turn casting the Invested Art, and you must maintain your

concentration while you do so. If your concentration is broken, the Invested Art fails, but you don't expend the Investiture points. If you want to try casting the Invested Art again, you must start over.

Range

The target of an Invested Art must be within the Invested Art's range. For an Invested Art like *radiant missiles*, the target is a creature. For an Invested Art like *fireball*, the target is the point in space where the ball of fire erupts.

Most Invested Arts have ranges expressed in feet. Some Invested Arts can target only a creature that you touch, which includes yourself. Other Invested Arts, such as the *hidden stride* Invested Art, affect only you. These Invested Arts have a range of self.

Invested arts that create cones or lines of effect that originate from you also have a range of self, indicating that the origin point of the Invested Art's effect must be you (see "[Areas of Effect](#)" later in this chapter).

Once an Invested Art is cast, its effects aren't limited by its range, unless the Invested Art's description says otherwise.

Components

An Invested Art's components are the physical requirements you must meet in order to cast it. Each Invested Art's description indicates whether it causes the caster to glow (G), and whether it requires somatic (S) or material (M) components. If you can't provide (or are unwilling to provide) one or more of an Invested Art's components, you are unable to cast it.

Glow (G)

Many Invested Arts cause the caster to glow with Stormlight from their skin, when they cast it. Any revealed skin of the caster glows slightly during the casting, and Stormlight leaks out of their nose, mouth, and eyes. The Stormlight is very obvious in dim or darker light, and in bright light it can still be seen but may go unnoticed by the average onlooker. Regardless, an Invested Art with the (G) component will alert others around you that you are casting something or performing some type of Invested magic.

The light given off by this is 5 feet of dim light for only the time it takes to cast the Invested Art. In bright light, another person can make a Wisdom (Perception) check at disadvantage (DC of 10) to notice the glow.

Somatic (S)

Investiture casting often requires gestures or other hand motions. If an Invested Art requires a somatic component, the caster must have free use of at least one hand to perform these gestures.

Holding a small shield (not a medium shield) in one hand does not stop an Investiture caster from casting an Invested Art with a somatic component.

Material (M)

A few Invested Arts have a component requirement to them in the form of infused polestones of a particular type. The polestone must be the correct size and it must be fully infused with Stormlight to use them for these Invested Arts. Some Invested Arts will allow for multiple polestones, as long as they equal or exceed the required sapphire mark value, while others require a single infused polestone of a certain size and type.

(If your table is using different costs for polestones in your campaign, the costs referred to in the Invested Art's required components are referring to the costs listed in the "[Polestones](#)" section of Chapter 5.)

If an Invested Art requires a sapphire mark value of a certain type of infused polestones (like *revivify*, which requires "infused diamonds worth 300 sm"), each diamond used in the casting cracks and becomes useless, even if it's worth more. For example, if an Edgedancer casts *revivify* and only has one infused enormous diamond (worth 500 sm), the entire diamond cracks and becomes useless, losing any excess Stormlight in it, in the casting.

Some Invested Arts that require infused polestones do not crack the polestone, but just empty it of its Stormlight. Each Invested Art that has a material component cost will describe what happens to the materials after casting it. The consequence of the polestone in the casting happens *after* the casting, and it happens whether the Invested Art is successful or not (like, for example, if the *resurrection* Invested Art fails to resurrect the target, the polestones used in the casting still crack and become worthless). If an Invested Art that requires infused polestones is not fully cast (like, say, a Truthwatcher begins to cast *ritual of the Truthwatchers* but cannot finish the Invested Art before being interrupted), the polestones are not used and remain fully infused.

An Investiture caster must have a free hand to access an Invested Art's material components, but it can be the same hand that they use to perform somatic components.

Duration

An Invested Art's duration is the length of time the Invested Art persists. A duration can be expressed in rounds, minutes, hours, or even days. Some Invested Arts specify that their effects last until the Invested Arts are dispelled or destroyed.

Instantaneous

Many Invested Arts are instantaneous. The Invested Art harms, heals, creates, or alters a creature or an object in a way that can't be dispelled, because its Investiture only exists for an instant.

Concentration

Some Invested Arts require you to maintain concentration in order to keep the Investiture active. If you lose concentration, such an Invested Art ends. Whenever you must make a concentration check to maintain concentration, you make a **Constitution saving throw**.

If an Invested Art must be maintained with concentration, that fact appears in its Duration entry, and the Invested Art specifies how long you can concentrate on it. You can end concentration at any time (no action required).

Normal activity, such as moving or attacking, doesn't interfere with concentration. The following factors can break concentration:

- **Casting another Invested Art that requires concentration.** You lose concentration on an Invested Art if you cast another Invested Art that requires concentration. You can't concentrate on two Invested Arts at once.
- **Taking damage.** Whenever you take damage while you are concentrating on an Invested Art, you must make a Constitution saving throw to maintain your concentration. The DC equals 10 or half the damage you take, whichever number is higher. If you take damage from multiple sources, such as an arrow and an anguishspren's breath, you must make a separate saving throw for each source of damage.
- **Being incapacitated or killed.** You lose concentration on an Invested Art if you are incapacitated or you die.

Your GM might also decide that certain environmental phenomena, such as a wave crashing over you while you're on a ship in a highstorm, require you to succeed on a DC 10 Constitution saving throw to maintain concentration on an Invested Art.

Targets

A typical Invested Art requires you to pick one or more targets to be affected by the Invested Art's effect. An Invested Art's description tells you whether the Invested Art targets creatures, objects, or a point of origin for an area of effect (described below).

Unless an Invested Art has a perceptible effect, a creature might not know it was targeted by an Invested Art at all. An effect like crackling lightning is obvious, but a more subtle effect, such as an attempt into a creature's mind, typically goes unnoticed, unless an Invested Art says otherwise.

A Clear Path to the Target

To target something, you must have a clear path to it, so it can't be behind total cover.

If you place an area of effect at a point that you can't see and an obstruction, such as a wall, is between you and that point, the point of origin comes into being on the near side of that obstruction.

Targeting Yourself

If an Invested Art targets a creature of your choice, you can choose yourself, unless the creature must be hostile or specifically a creature other than you. If you are in the area of effect of an Invested Art you cast, you can target yourself.

Areas of Effect

Invested Arts such as *oil and flame* or *cone of cold* cover an area, allowing them to affect multiple creatures at once.

An Invested Art's description specifies its area of effect, which typically has one of five different shapes: cone, cube, cylinder, line, or sphere. Every area of effect has a **point of origin**, a location from which the Invested Art's energy erupts. The rules for each shape specify how you position its point of origin. Typically, a point of origin is a point in space, but some Invested Arts have an area whose origin is a creature or an object.

An Invested Art's effect extends in straight lines from the point of origin. If no unblocked straight line extends from the point of origin to a location within the area of effect, that location isn't included in the Invested Art's area. To block one of these imaginary lines, an obstruction must provide total cover, as explained in [Chapter 9](#).

Cone

A cone extends in a direction you choose from its point of origin. A cone's width at a given point along its length is equal to that point's distance from the point of origin. A cone's area of effect specifies its maximum length.

A cone's point of origin is not included in the cone's area of effect, unless you decide otherwise.

Cube

You select a cube's point of origin, which lies anywhere on a face of the cubic effect. The cube's size is expressed as the length of each side.

A cube's point of origin is not included in the cube's area of effect, unless you decide otherwise.

Cylinder

A cylinder's point of origin is the center of a circle of a particular radius, as given in the Invested Art's description. The circle must either be on the ground or at the height of the Invested Art effect. The energy in a cylinder expands in straight lines from the point of origin to the perimeter of the circle, forming the base of the cylinder. The Invested Art's effect then shoots up from the base or down from the top, to a distance equal to the height of the cylinder.

A cylinder's point of origin is included in the cylinder's area of effect.

Line

A line extends from its point of origin in a straight path up to its length and covers an area defined by its width.

A line's point of origin is not included in the line's area of effect, unless you decide otherwise.

Sphere

You select a sphere's point of origin, and the sphere extends outward from that point. The sphere's size is expressed as a radius in feet that extends from the point.

A sphere's point of origin is included in the sphere's area of effect.

Saving Throws

Many Invested Arts specify that the target can make a saving throw to avoid some or all of an Invested Art's effects. The Invested Art specifies the ability that the target uses for the save and what happens on a success or failure.

The DC to resist one of your Invested Art's equals 8 + your Investiture casting ability modifier + your proficiency bonus + any special modifiers.

Attack Rolls

Some Invested Arts require the caster to make an attack roll to determine whether the Invested Art effect hits the intended target. Your attack bonus with an Invested Art attack equals your Investiture casting ability modifier + your proficiency bonus + any special modifiers.

Most Invested Arts that require attack rolls involve ranged attacks. Remember that you have disadvantage on a ranged attack roll if you are within 5 feet of a hostile creature that you can see you and that isn't incapacitated (see [Chapter 9](#)).

Combining Invested Effects

The effects of different Invested Arts add together while the durations of those Invested Arts overlap. The effects of the same Invested Art cast multiple times don't combine, however. Instead, the most potent effect—such as the highest bonus—from those castings applies while their durations overlap, or the most recent effect applies if the casting are equally potent and their durations overlap.

For example, if two Edgedancers cast *cultivate* on the same target, that character gains the Invested Art's benefit only once; they don't get to roll two bonus dice.

Invested Art Lists

Every class detailed in this book has access to Invested Arts. Even martial classes, like Windrunners or Stonewards, have access to at least two in their basic Surge cantrips.

For a list of your class's Invested Arts, including the full details of each, refer to [The Invested Arts of the Cosmere](#). Note that this book also has Invested Arts for other classes, found in [Hoid's Guide to the Cosmere](#), including those from other, non-Stormlight books. To avoid them, stay in Chapter 1, "Surgebinding Invested Arts."

Appendix A: Conditions

Conditions alter a creature's capabilities in a variety of ways and can arise as a result of an Invested art, a class feature, an enemy's attack, or other effect. Most conditions, such as blinded, are impairments, but a few, such as invisible, can be advantageous.

A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't get worse. A creature either has a condition or doesn't.

The following definitions specify what happens to a creature while it is subjected to a condition.

Blinded

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

Charmed

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or Invested effects.
- The charmer has advantage on any ability check to interact socially with the creature.

Choking

- A creature who doesn't need to breathe air is immune to the choking condition.
- A choking creature can survive a number of rounds equal to *twice* its Constitution modifier (minimum of 2 rounds). At the end of the creature's turn while they are choking, the number of remaining rounds they can survive is reduced by one. This is reset to its maximum if the creature ever stops choking.
- At the end of the last turn while they are choking, the creature becomes unconscious.
- While unconscious, if the creature continues to be choked (whether by another creature or due to lack of ability to breathe), the creature takes 1 failed death saving throw at the end of each of their turns, dying if they reach 3. They don't make their own death saving throws on top of this. If a creature ever stops choking, they immediately become stable.
- Finally, the choking creature loses the ability to speak.

Deafened

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

Exhausted

There are a total of 10 levels of exhaustion, with the default being level 0. Exhaustion is cumulative, meaning each time you receive a level of exhaustion, you increase your exhaustion level by that amount. While under the exhaustion condition, you experience the following effects:

D20 Rolls Affected. Whenever you make a d20 roll for an ability check, attack roll, or saving throw, subtract your exhaustion level from the d20 roll. This also affects your passive Perception, Investigation, and Wisdom scores (you subtract your exhaustion level from each), as they are based on the modifier for those respective ability checks.

Invested Save DCs Affected. Subtract your exhaustion level from your Invested save DC.

Ending the Condition. Finishing a long rest removes 1 of your levels of exhaustion. When your exhaustion level reaches 0, you are no longer exhausted.

Dying. If your exhaustion level reaches 10, you die.

Flanked

A creature is flanked if two enemies that it can see are adjacent to it and positioned on opposite sides of it. An incapacitated creature or a creature that has no combative threat cannot be a flanking creature. When a creature is flanked:

- When a flanking creature makes their first attack roll, per turn, against the Flanked creature, they gain a +1d4 bonus.

Frightened

- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

Grappled

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappler is incapacitated.
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by the *disrupture* Invested Art.

Incapacitated

- An incapacitated creature can't take actions, bonus actions, or reactions.

Invisible

An invisible creature is impossible to see within the aid of an Invested effect or a special sense. For the purpose of hiding, the creature is heavily obscured, and can hide without anything obscuring it. The creature's location can be detected by any noise it makes or any tracks it leaves.

- Dexterity (Stealth) checks made to hide while invisible are made with advantage. Wisdom (Perception) checks made to detect a hidden creature that is invisible are made with disadvantage. Even while invisible, a creature can still be detected by the sound it makes, objects it moves, air disturbances, and other things detectable by highly perceptive creatures.
- An invisible creature is not subjected to attacks of opportunity, unless a creature can see them or detect them through other means. Normal attack rolls against an invisible creature have disadvantage, and the invisible creature's attack rolls have advantage.
- Creatures with blindsight or truesight ignore the effects of invisibility when within the range of their senses. Creatures with tremorsense ignore the effects of invisibility if the invisible creature is within the range of their tremorsense and touching the same contiguous surface as them.
- Creatures with metalsight can detect an invisible creature if the invisible creature has non-aluminum metal.

Paralyzed

- A paralyzed creature is incapacitated (can't take actions, bonus actions, or reactions) and can't move or speak.
- If the creature is flying, it begins to fall.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Petrified

- A petrified creature is transformed, along with any non-Invited objects it is wearing or carrying, into a solid inanimate substance (usually stone or crem). Its weight increases by a factor of ten, and it ceases aging.
- The creature is incapacitated (can't take actions, bonus actions, or reactions), can't move or speak, and is unaware of its surroundings.
- If the creature is flying, it begins to fall.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- The creature has resistance to all damage.
- The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

Poisoned

- A poisoned creature has disadvantage on attack rolls and ability checks.

Prone

- A prone creature's only movement option is to crawl, unless it stands up, costing half of their movement, and thereby ends the condition.
- The creature has disadvantage on attack rolls.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.
- If a flying creature is subjected to the prone condition, they instead are unstable (see the [condition](#)).

Restrained

- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

Stunned

- A stunned creature is incapacitated (can't take actions, bonus actions, or reactions), can't move, and can speak only falteringly.
- If the creature is flying, it begins to fall.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

Unconscious

- An unconscious creature is incapacitated (can't take actions, bonus actions, or reactions), can't move or speak, and is unaware of its surroundings.
- The creature drops whatever it's holding and falls prone (if flying, it begins to fall).
- The creature automatically fails Strength and Dexterity saving throws.

- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Unstable

- A flying creature subjected to the prone condition (see the [condition](#)) is unstable instead.
- If an unstable creature does not have the ability to hover, the creature begins to fall. If you regain the ability to fly, the condition ends.
- If an unstable creature has the ability to hover, they remain in place, and must spend half their movement to end the condition on their turn. They cannot move until they have ended the unstable condition.
- The creature has disadvantage on attack rolls.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.
- If the unstable creature becomes grappled or restrained, the unstable condition ends.

Appendix B: Life on Roshar

Roshar is quite different from the normal fantasy worlds you may find yourself in during a game of, say, D&D 5e. This Appendix has a few things to help you players and, mostly, you GMs, in describing and detailing your Cosmere 5e adventure and giving it life. There are the common foods and drinks of Roshar, some games your players may run into, the myriad spren your players will see all the time, and how storms work on the planet. You can also find certain stat blocks of creatures and humanoids your players will run into in Appendix E.

Additional information about Roshar, like more creature stat blocks and the plants your players may find (and use) will be found in *Hoid's Guide to the Cosmere*.

Calendar & Numbers

Calendar

The calendar of Roshar is different to that of ours here on Earth. A Rosharan year is 500 days long, and each day is only 20 hours. This means that players can accomplish things for 12 hours a day before they need to take a long rest (though players can typically still only travel for 8 hours a day before threatening exhaustion). This brings a Rosharan year to an even 10,000 hours, compared to 8,760 hours for an Earth year.

Numbers

The numbers of Roshar are, like most things on the planet, in base ten and named after the Ten Heralds.

Number	Rosharan Name	Herald
1	Jes	Jezrien
2	Nan	Nale
3	Chach	Chanarach
4	Vev	Vedel
5	Palah	Pailiah
6	Shash	Shalash
7	Beteb	Battar
8	Kak	Kalak

9	Tanat	Tanel
10	Ishi	Ishar

Food & Drink

Foods

Listed below is some of the most common foodstuffs you'll find as adventurers on Roshar. They are all described, or at least mentioned, in the books, though I have taken some creative liberties with some, describing them a bit more for your Cosmere 5e campaign.

- Avramelon
 - A sweet fruit. They have a dark brown rind like a rockbud and a green, juicy interior.
- Bluebar fruit
 - A dark blue, long, berry-like fruit with a sweet light-blue interior. Used to make jams.
- Chicken
 - "Chicken" refers to any type of bird, so consider chicken to be any type of food like chicken or turkey. Often chickens for food are an export of Shinovar but can be found anywhere.
- Chouta
 - Street food from Herdaz that has become not only popular across Roshar but on other planets as well. It is a grain flatbread wrapped around meat (usually flangria mixed with lavis, but can have other meat inside as well) and a dark sauce. It is commonly eaten with one hand.
- Chutney
 - A spicy or sweet paste served with many things like flatbread or grain.
- Clemabread
 - Large bread rolls made from the clema grain. Common in Tashikk and other Makabaki countries. The bread is granular and breaks apart quite easily. It is cheap and not very good, but can become better if stuffed with chutney in the center.
- Cremling
 - Fried or boiled cremling is a common food, similar to shrimp or crab. While common, it is not considered to be of high quality.
- Crispmelon
 - A melon that grows from a crispmelon rockbud with a dark green rind and a pink, sweet interior with brown seeds.
- Curnip
 - A type of rockbud eaten as a root vegetable.
- Curry
 - An extremely common food. It can be made spicy or sweet and it is served with any type of grain, like boiled tallew, kuma, or flatbread.
- Flangria
 - Meat created from Soulcasting. It is quite cheap because of its origin and often used to feed large groups of people like soldiers or bridgemen. It is often mixed with lavis grain and fried into meatballs.
- Flatbread
 - A common type of bread made from different types of grains. It is commonly served with curry, chutney, or stew, and it can also be stuffed with sweet or savory pastes inside.
- Haspers
 - Haspers are similar to snails: a fancy food steamed inside their own shell, broken apart and eaten.
- Jam
 - Jam is exactly what you'd expect: a gelatinous spread made from fruit and served with bread.
- Kolgril
 - A type of fish from the Purelake.
- Kuma
 - A mush made of lavis grain and spices. Often served with flatbread.
- Lanka claws
 - Boiled claws from a larger type of cremling, the lanka cremling. They are similar to a nice lobster or crab.
- Lazbo spice
 - A spice mix from Herdaz used in many types of Herdazian foods, including their drinks.
- Limafruit
 - A small fruit with a green rind that can be eaten whole, right off the tree.
- Limm seasoning
 - A savory seasoning, often used in stews.
- Longroots
 - A cheap tuber vegetable, commonly found cooked in stews.

- Lurnip
 - A green root vegetable.
- Methi fruit
 - A yellow kiwi-like fruit.
- Palafruit
 - A red peach-like fruit with a large pit.
- Pancakes
 - Very common in Yeddaw. There are allegedly ten famous varieties, though the tenth may be dedicated to Tashi (Ishar) and never actually made. The known varieties are as follows:
 - A salty pancake with chopped vegetables
 - A sweet pancake
 - A bland pancake with a savory dipping sauce
 - A dense pancake with a salty paste in the middle
 - A pancake covered in crunchy seeds
- Pilevine fruit
 - A red crunchy fruit that grows on pilevines.
- Pork
 - An expensive meat that comes from a mammal from Shinovar, often served at fancy parties and banquets.
- Sellafruit
 - Thin and long red fruits that are typically dried into a fruit jerky.
- Skrip
 - A large-clawed cremling that is served steamed.
- Spikemane
 - A fish that is spiky and lives on the bottom of the Purelake. It is hard to catch and farm them which makes them quite the expensive delicacy.
- Stagm
 - A boiled tuber, similar to a brown potato. It is often used in stews or served boiled with tallew rice.
- Stew
 - Stew is very common on Roshar and made with all sorts of ingredients, spices, and flavors.
- Stumpy cort
 - A Purelake fish that can be served steamed or fried.
- Tallew rice
 - A steamed or boiled rice-like grain dish. Served with spicy gravy or sweet fruit, it can also be used as an ingredient in stew. Fruity, sweet tallew rice is normally only served to children.
- Tenem
 - A light-orange, soft, squash-like vegetable served in round slices.
- Treb grain
 - An extremely hardy and cheap grain that can be grown even in the floods of highstorms. It is not very good, but can make some really cheap breads.
- Truthberry
 - A berry from Azir, said to cause people to only speak the truth until the next sunset.
- Yamma root (cussweed)
 - A dark brown and chewy root that people chew as a snack when boiled. It can also be fried and added to other dishes.
- Yu-nerig meat
 - Expensive meat from the large Yu-nerig greatshells found off the coast of Marabethia.

Wines

“Wines” is a term on Roshar to refer to most hard liquors. They are organized by color, because they are often dyed that color based on how strong they are. However, this is not always the case; you could still find a sapphire wine, for example, that is a normal, clear liquor. The following list are the eight different colors of wines, organized from weakest to strongest.

- **Pink wine**
 - Pink wine is basically a fruit juice. No alcohol content.
- **Orange wine**
 - Fruity with notes of ginger. Very little alcohol content.
- **Yellow wine**
 - Deep and bold flavor with little enough alcohol to drink casually.
- **Auburn wine**
 - Basically red wine. Made of fermented fruit. Decent alcohol content.
- **Red wine**
 - Flavorful and has a pleasant burn. Quite a bit of alcohol.
- **Sapphire wine**
 - Made of lavis grain and has different tastes like nuts or honey. Close to whiskey.
- **Blue wine**
 - Tastes like berries and lemon. A lot of alcohol.
- **Violet wine**
 - Strongest wine, tastes spicy and is extremely strong.

Other Drinks

Other than wines, Roshar has a few other drinks that your adventurers could find in taverns or winehouses all across the continent.

- Ales & Beers
 - Similar to the ale and beer you are familiar with, Rosharan ales and beers are brewed from lavis or another grain.
 - Brandy
 - A strong, dark liquor made from distilling tallew grain.
 - Honu
 - A clear liquor made from lavis grain.
 - Horneater lager
 - A lager much stronger than the typical beers of Roshar.
 - Horneater white
 - A clear, distilled moonshine that is incredibly strong and difficult to drink. One of the strongest alcoholic beverages on the planet.
 - Mudbeer
 - Mudbeer is a warmed alcoholic drink that is ubiquitous across Roshar.
 - Shiki
 - A non-alcoholic, chilled drink favored by the Unkalaki.
-

Games

Breakneck

Currently being designed.

Kadasix Axiwa

Description

Kadasix Axiwa (often shortened to just “Axiwa”) is a gambling and betting game from Azir, similar to Texas hold ‘em in your world. In Vorin nations, where predicting or guessing the future is blasphemous, Axiwa is not well known by the layman, but can still be found in dingy back rooms of taverns, soldiers’ barracks, or even in closed-off sections of lighteyes parties where heretical nobles want to gamble, Vorinism be damned. In Makabaki countries it is more commonplace, but still frowned upon by many, as the heretical view of predicting the future has made its way into even the least Vorin of places on Roshar.

Axiwa is played at a table with others. There is, in established places, a Quix (or a dealer), who works for the establishment and does not play. If Axiwa is played just between friends, players will take turns being Quix. If playing for spheres, there will often be an ante, which is an amount of spheres each player has to put into the pot even before the round starts. Antes can be as low as a couple chips for the most squalid of taverns or as high as an emerald broam (10 sm) for the most wealthy of lighteyes parties. After each person has put in their ante, the game begins, following the rules below:

1. Each player around the table rolls two 10-sided dice (either offered by the establishment or brought by each player), sees the two numbers, then covers them up with a provided bowl so the other players cannot see.
2. The player who is beginning the betting for this round (chosen by the Quix, rotating each round) can choose to Raise, adding additional spheres to the pot, or can choose to Check, moving the decision to the player to their left.
 - If they do decide to Raise, they add a number of spheres to the pot and the betting moves clockwise around the table. Each player then must:
 - Call, adding the same number of spheres to the pot as the highest bet.
 - Raise, adding the original bet amount of spheres, plus additional spheres, raising the total bet.
 - Rattle (called this because of the way that players will shake their bowl on the table, rattling their two dice and getting rid of the numbers they had), meaning that they lose any spheres previously bet and are out of the round.
 - If they decide to Check, they do not add any more spheres to the pot, but stay in the round for now.
3. After the first round of betting, when everyone has either Rattled (left the round) or Called (everyone had now bet the same number of spheres as the highest bet), the Quix rolls one 10-sided die in the center of the table for everyone to see.
4. Another betting round takes place as players try to make the best group of 3 dice, including the center, shared die.
5. A second 10-sided, shared die is rolled by the Quix.
6. A third round of betting takes place.
7. A third and final 10-sided, shared die is rolled by the Quix.
8. A final round of betting takes place.
9. At any point, if every player except for one Rattles (leaves the round), the remaining player takes the pot, not requiring to reveal their dice. If the round ends and there are two or more players remaining, all having bet the same number of spheres, the winner of the round is chosen based on who has the best group of three dice. The group of three dice must

include *at least one* of the player's own dice under their bowl, plus one or two from the center. The winner takes the entire pot.

10. If each final player in the round has the exact same three dice, ending in a tie, the winner is chosen with the following:

- Using *both* of your rolled dice and only *one* of the Quix's center dice is better than only using *one* of your rolled dice and *two* of the Quix's center dice.
 - For example, let's look at two players' dice who are all the final players of a round of Axiwa. In it, the Quix's three center dice are a 3, 4, and a 9.
 - Player One rolled a 2 and a 3. The player's best three dice are the 2, 3, and 4. Since it is better to use *both* of their dice, they use their own 2 and 3 and the Quix's 4.
 - Player Two rolled a 2 and a 7. Their best three dice are also 2, 3, and 4, using *one* of their dice and *two* of the Quix's.
 - Even though each player has the same three of a kind, Player One wins because they used both of their own dice and Player Two only used one of their own.
- If each final player uses *only one* of their dice and *two* of the Quix's center dice, the tie is broken with each player's *unused* rolled dice. This is the only time four dice are used in Axiwa.
 - For example, let's look at three players' dice who are all final players of a round of Axiwa. In it, the Quix's three center dice are a 3, 5, and a 10.
 - Player One rolled a 1 and a 7. The player's best three dice are the 1, 3, and 5, using *one* of their dice and *two* of the Quix's center dice.
 - Player Two rolled a 1 and an 8. The player's best three dice are also 1, 3, and 5, using *one* of their dice and *two* of the Quix's center dice.
 - Player Three rolled a 1 and a 4. The player's best three dice are the 1, 3, and 5, using *one* of their dice and *two* of the Quix's center dice.
 - All three players ended up with a 1, 3, and 5. Since all three only used *one* of their own dice, this round ends with each player comparing their *unused* dice. Player One rolled a 7, Player Two rolled an 8, and Player Three rolled a 4. In this round, Player Three wins (4 is the highest of the unused dice).
- If, after all this, there is still a tie of two or more players, the players split the pot as evenly as possible, with the Quix (or house) taking any odd spheres left over.

The best group of three dice are listed below, in order from best to worst. Though different from other games, in Axiwa a 1 is considered the "highest" result and a 10 the "lowest." This is because, in Makabaki culture, Yaezir (Jezrien) is believed to be the highest Kadasix, or the Kadasix of Kings.

- Three of a kind.
 - The "higher" the better, so three 1s is the best group of Axiwa, called a "Yaezixaxiwa").
- Straight.
 - Three, numerically, in a row; 1 does not link up with 10 or vice versa).
- Pair.
 - A pair of 1s is the best pair, called "Yaezir's eyes")
- Three odd numbers.
 - The overall "higher" the better, so a 1, 7, and 9 is better than a 3, 5, and 7).
- Three even numbers.
 - The overall "higher" the better, so a 2, 8, and 10 is better than a 4, 6, and 8).
- High die.
 - Again, 1 is the "highest," so a single die of 10, if it were possible, is the lowest of the game).

Michim

Currently being designed.

Pawns

Pawns is a war board game found on Roshar, similar to chess. It requires a board of 10 x 10 squares, each alternating in color from white and black. In addition, each player has 20 pawns that begin on the first two rows of each player's side of the board. The pawns are colored and decorated, with some of the fancier pieces even having embedded gemstones that can be infused with Stormlight.

The pawns have different abilities, depending on how powerful they are: there are numerable soldiers which are the weakest pawn, a couple cavalry that can move quickly across the board, a few ardents that can heal other pieces in addition to taking them, a king that must be protected, and each side has a couple Highprinces that are the most powerful pieces on the board.

To play in Cosmere 5e, a player must have a set of pawns, another player with their own, and a pawns board. Each player will make a series of contested Intelligence checks, in multiple rounds, until one player has won. When a player loses a contested Intelligence check, they gain a penalty to future checks, representing them losing pieces and having a harder time winning. The checks work like this:

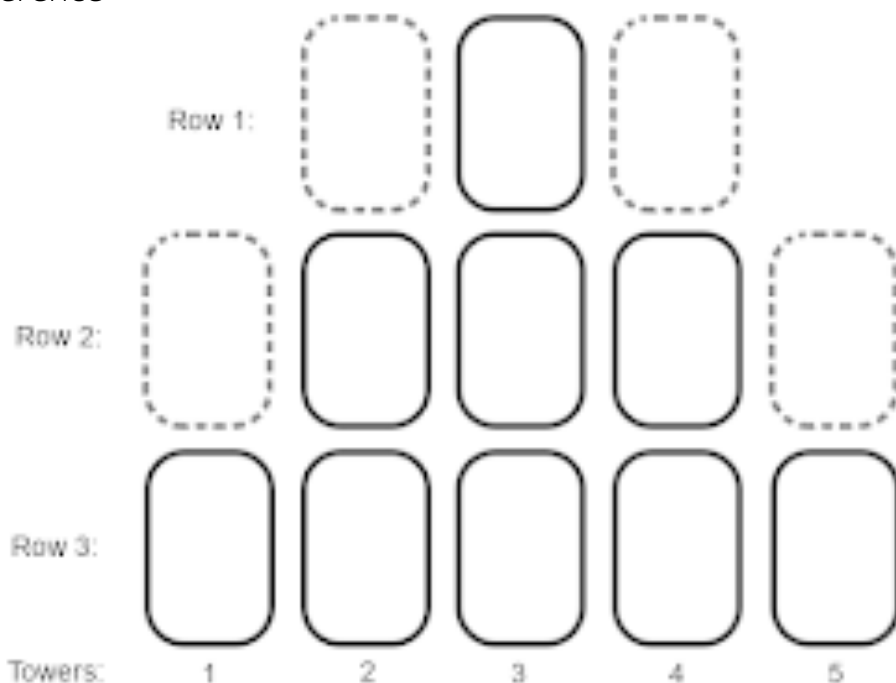
- Each player will begin the game with a contested Intelligence check. If either player has proficiency in pawns sets, they add their proficiency bonus to the check. If either player has expertise in it, they add twice their proficiency bonus to the

check. This check represents a “round” of the game, which equates to about 1 minute of playing.

- On a tie, the check is made again.
- Whoever wins the check wins the “round,” taking a number of their opponent’s pieces. Depending on how much higher their check is, their opponent takes a penalty to each future check. Each player keeps track of their current penalty.
 - If a player loses the Intelligence check by 1-5, they take a **-1** penalty to future checks.
 - If a player loses the Intelligence check by 6-10, they take a **-2** penalty to future checks.
 - If a player loses the Intelligence check by 11-19, they take a **-3** penalty to future checks.
 - If a player loses the Intelligence check by 20 or more, they take a **-5** penalty to future checks.
- After the round is over, the loser marks down their penalty, and another round begins.
- Each player makes another contested Intelligence check (including proficiency or expertise), subtracting their penalty from the check, and the check is compared again.
- The penalty is cumulative, so each time a player loses an Intelligence check and gains a new penalty, they add it to their total penalty from the entire game, subtracting each future Intelligence check by their total penalty amount.
- When one player’s cumulative penalty equals **-15** or higher, they lose the game.

Pieces

Reference



Description

Pieces is a guessing game on Roshar, and one of the few wagering games that is allowed by the Vorin church. Vorinism believes guessing the future is blasphemous but because, in Pieces, one player plays the Mink and chooses how their pieces are set up, the other players are not guessing random chance and, therefore, the game is not blasphemous.

The game is played by any number of players, but there must be at least three, with one person playing as the Mink. Each player has ten pieces, numbered 1 through 10 (and can also be ornamented in different ways, like representing each of the ten Alethi Highprinces). To easily play in a Cosmere 5e game, you can use playing cards, dealing each player cards from Ace (representing 1) through 10.

The Mink also needs 9 beads, spheres, or other small markers to denote a Peeked piece (see the Peek action below in “Gameplay”). You can use coins, dice, or anything you have on hand.

Setup

Whoever is playing the Mink sets up nine of their pieces, face down, however they want, in the pattern seen in the reference above: one on top in the first row, three on the second row, and five on the third row. The final, tenth piece, called the “seed,” is any piece of their choice, and it is placed face *up* in one of the four dotted areas shown in the diagram.

The seed remains where it is for the entirety of the game, and it is included in the tower (column) and row that it is on. For example, if the Mink sets their seed in the first, top-left seed place, it is included in Row 1 and in Tower 2.

The other players set up their own pieces in the same way as the Mink (one in row 1, three in row 2, and five in row 5), placing the same seed piece in the place chosen by the Mink. Everyone’s pieces are visible to everyone else, so it is recommended that players keep their pieces face down so as to not be seen by another player. Players can look at their own face-down pieces whenever they want.

The player playing the role of the Mink is either determined randomly, determined by a group choice, or rotates with each new game.

Tip: For whoever is playing the Mink, it may help to have an extra set of pieces, always face-up to you, hidden behind a GM screen or other board. That way, you don't have to constantly flip over your pieces each time another player asks you a question about them; you always have the "public" set of your pieces for everyone to see (most of which are face-down), then your own, equivalent, "private" set, hidden from all eyes except for your own.

Goal

The goal of the game is to be, out of the other players, the one who recreates the Mink's pieces most accurately. The players do so by making different actions on their turn to try and gain information about the Mink's pieces, while trying to do so in a way that doesn't give information to the other players. The goal of the Mink is to try and confuse players, elongating the game as long as possible.

Gameplay

Play begins with the player to the left of the Mink and, on their turn, they can do one of four things: Peek, Ask, Guess, or Call. Players can also choose to reorganize their pieces at any time with any new information gained, even on other players' turns. If a player Calls, each player can reorganize any number of their pieces *one final time* before the game ends. The Swap and Shift actions are only taken by the Mink.

The different actions are detailed below.

Peek

A player can choose to look at one of the Mink's face-down pieces, lifting it up and looking at it so only they can see it, replacing it upside down in the same place it came from.

Once a piece has been Peeked at, the Mink places a sphere or other small object on it, marking it as a Peeked piece. A piece marked as a Peeked piece (no matter who Peeked at it) cannot be Guessed at (see the Guess action below), even if the Mink moves it.

A player who Peeks at a piece *cannot* look at it again to remind themselves of what it is (unless they gain a free Peek and wish to use it in this way; see the Guess action below). However, if a piece is marked as a Peeked piece by one player, a different player can use their own Peek action to also look at it.

Important: Each player can only use the Peek action **once** in each game of Pieces.

Ask

A player can ask the Mink one "yes" or "no" question, publicly. The questions can refer to pieces either face down or face up, including the seed. The goal is to use these questions to try and gain information about the Mink's pieces. Asking questions about pieces you know about but other players do not, like a piece only you have Peeked at, is advantageous. Asking questions that involve the seed can be easy, as players always know where and what piece the seed is, but they should know that every other player will also get the same information they get.

The questions must have one of the terms defined below, and below each term are examples of questions a player can ask.

- **Touching:** a piece touching another means that it sits orthogonally (directly above, below, or to the left or right) to another piece; it does not include diagonal.
 - Examples:
 - "Is your 1 piece touching your 3 piece?"
 - "Is your 10 piece touching a Peeked piece?"
 - "Is the seed, the 9 piece, touching an even-numbered piece?"
- **Diagonal:** a piece diagonal from another means that it lays directly diagonal (up and over, or down and over) from another piece.
 - Examples:
 - "Is your 2 piece diagonal from your 4 piece?"
 - "Is your 1 piece diagonal from your seed, the 9 piece?"
- **On the same row:** a piece on the same row means it sits on the same row, either Row 1, Row 2, or Row 3, as another piece.
 - Examples:
 - "Is your 7 piece on the same row as your 3 piece?"
 - "Is your 8 piece on the same row as two Peeked pieces?"
- **In the same tower:** a piece in the same tower means it sits in the same tower (column), either Tower 1, Tower 2, Tower 3, Tower 4, or Tower 5, as another piece.
 - Examples:
 - "Is your 5 piece in the same tower as your 8 piece?"
 - "Is your 2 piece in the same tower as another piece?"
 - Another interesting question, this could determine if the 2 piece is in a tower by itself, like Tower 1 or Tower 5, or a tower that has other pieces in it. You can also use this for *on the same row*, as Row 1 may be a row with only one piece, depending on the placement of the seed.
- **Flanked:** a piece flanked by other pieces means that two other pieces sit directly opposite each other, with the piece in the middle. The pieces can be touching (orthogonal) of the piece or diagonal of it.
 - Examples:
 - A *flanking* question can define the exact pieces, like "Is your 3 piece flanked by your 4 piece and your 2 piece?"

- Or a *flanking* question can use odds or evens, like “Is your 3 piece flanked by two even-numbered pieces?”
- *Entire row*: You can ask if an entire row is odds or evens. You must specify the row, either Row 1, Row 2, or Row 3.
- *Entire tower*: You can ask if an entire tower (column) is odds or evens. You must specify the tower, either Tower 1, Tower 2, Tower 3, Tower 4, or Tower 5.
- *Math*: You can ask if up to **three** cards you indicate publicly fit within a certain mathematical equation. Only basic arithmetic (adding, subtracting, multiplication, and division) is allowed. If your equation involves multiple functions, you must be *extremely* clear to all players what you are asking.
 - Examples:
 - “Does the answer of [this] card plus [this] card, minus [this] card, equal 2?”
 - “Is the answer of [this] card divided by [this] card a whole number?”
 - “If you multiply [this] card by [this] card, is the answer greater than or equal to the seed, the 9 piece?”
- *Other*: As long as the question you are asking isn’t overly complicated (like using logarithms or other atypical mathematics) and the answer is a “yes” or a “no,” the Mink may allow other questions that you come up with that aren’t seen here.

Guess

A player can Guess one face-down piece of the Mink’s that has not been Peeked at by any player. The player points to one of the Mink’s face-down pieces, guessing that it is a piece of a certain number, and the Mink answers “yes” or “no” publicly.

- “Yes”: if the piece is guessed correctly, the Mink flips over that piece permanently for everyone to see, and that piece cannot be Swapped or Shifted by the Mink, Peeked at, or Guessed by another player for the remainder of the game. The player who guessed correctly then gets to immediately Peek at one other face-down piece for their turn. This does *not* use up the player’s one allowed Peek per game, but it is still considered a Peeked piece.
 - Each player should keep track of how many successful Guesses they have for the end of the game, in case they’re needed for a tie breaker (see below in “Scoring”).
- “No”: if the piece is guessed incorrectly, the Mink immediately gets to use the Shift action, seen below.

Call

A player can choose to end the game as their action on their turn. Each player (not including the Mink) can reorganize their pieces one final time, then each player flips over all of their pieces.

Swap

Swapping is the only action that the Mink can take when it gets to their turn. The Mink takes their turn around the circle just like any player.

When the Mink swaps, they can choose two face-down pieces and swap them. The pieces can be ones with markers on them (denoting that they’ve been Peeked) and the markers remain on the piece in its new location. Each player knows which two cards the Mink swaps (but not what they are, of course).

It is up to each player to keep track of which cards the Mink swaps and how it affects the cards they’ve Peeked at and the questions they’ve Asked, keeping notes or adjusting their knowledge with each Swap.

Shift

The Mink can use the Shift action immediately after a player attempts to Guess a piece, seen above, and guesses it incorrectly. When this happens, the Mink can swap the incorrectly-Guessed piece with one other face-down piece, kept secret from the players. The other face-down piece cannot be one that has been Peeked at. This is the only time the Mink can do something to their pieces without the players seeing.

The Mink can also choose to *not* swap the Guessed piece. Regardless, the players do not know (if playing in-person, the players must close their eyes while the Mink Shifts their two pieces, or decides not to).

Variant Rule: No Peek Action

To make the game more difficult, you can remove the Peek action completely. Players must gain information solely from the seed piece and asking questions.

If a player successfully Guesses a piece correctly, they can still Peek at one other card, giving the Guess action a high reward.

Scoring

After a player has Called and each player has reorganized their pieces one last time if they choose to, the game ends and the Mink and each player flips over all of their face-down pieces.

Going one at a time, the Mink goes over each piece and players who have the same piece in the same spot gain a point. Each player should get at least 1 point (as each will have the seed in the same spot) and the maximum number of points a player can get is 10, which means they have every single piece in the same spot as the Mink’s. The player who ends up with the most points wins.

If multiple players tie, a tied player wins if they did not use their Peek action throughout the entire game. If players are still tied, the next tiebreaker is who correctly Guessed the most pieces. If it is still tied, one of the tied players wins if they are the one that took the Call action to end the game. If none of the tied players took the Call action, the tied players share the win.

Gambling

Pieces is often a gambling game, especially in the Vorin countries of Roshar. If the players and Mink want to gamble, each player, including the Mink, puts an equal number of spheres, determined by the entire group, into the pot. At the end of the game, after the

game is scored, the winner(s) and the Mink share the pot.

As the Mink is trying to confuse the players and elongate the game, they want the game to last as long as possible. The Mink's share of the pot begins at 0%. After the first round, when the Mink finishes their turn, their share of the pot increases to 4%, and it increases by 4% at the end of each of their turns. The Mink's share maxes out at 80% of the pot, or after 20 turns. Any odd-numbered spheres goes to the Mink.

For example, three players and a Mink play a game of Pieces. Each of the four players put 5 **eb** into the pot, for a total of 20 broams, or 200 sapphire marks. The game lasts long enough for the Mink to complete 12 turns before one of the players Calls the game. They score the game, and Player Two wins with 7 points. The Mink's share of the pot is 48% (12 x 4%), so they win 96 sapphire marks. Player Two wins the remaining, 104 sapphire marks.

Spren

Spren are ubiquitous while on Roshar. They live, usually, in the Cognitive Realm, but can poke through into the Physical Realm during certain phenomena, emotions, events, or something else that draws them in. The spren listed here are usually for GMs, so they can utilize them in detailing the world around the players in a game of Cosmere 5e on Roshar. The spren listed here are emotion spren or environmental spren, showing up in different ways. Radiant spren, or sapient or true spren, are in a different category entirely, and are detailed at the end of each class's description and in the "[Radiant Spren](#)" section of Chapter 3. Unique spren, like the Stormfather, Nightwatcher, and the Sibling, are detailed in *Hoid's Guide to the Cosmere*.

Some spren here are homebrewed, made up, by me, as I have needed them to better fill up the world of my campaign (or needed them for specific things like an Order's Shardplate). Others are named in the *Stormlight* books, but not described or detailed, so I have added a homebrew description to them. Any creation of my own is denoted with *, so you can feel free to not use them if you'd like.

While most spren are attracted to the emotions of Rosharan denizens, some spren appear around certain environmental phenomena. Some, too, like coldspren, appear both around an environmental phenomenon (coldness) and around people who exhibit a certain characteristic (being cold).

The following list of spren are spren your players will run into while on Roshar.

- **Agonyspren**
 - They are rare but can appear around people who are going through an extreme amount of agony or suffering.
 - They appear in the air like upside-down faces carved into stone.
- **Alespren**
 - Alespren are rare, appearing only to extremely intoxicated people.
 - They look like small brown bubbles.
- **Angerspren**
 - They appear around people who are angry.
 - They look like pools of boiling blood bubbling up from the ground.
- - A rare spren that appears when someone is feeling an extreme loss.
 - They look like teeth growing from walls or the floor.
- **Anticipationspren**
 - These appear when someone is nervous or looking forward to something, waiting.
 - They look like red streamers that grow out of the ground.
- **Anxietyspren**
 - A spren attracted to feelings of anxiety or worry.
 - They look like twisting, black crosses.
- **Awespren**
 - An extremely rare spren that appears when someone is awestruck.
 - They look like a ripple of blue smoke spreading outwards from the awestruck person's head.
- **Betrayspren**
 - Spren that can, rarely, appear expanding from someone feeling an immense feeling of betrayal.
 - They look like gray lines, expanding from the person before snapping.
- **Bindspren**
 - Bindspren appear around objects bound with a Full Lashing.
 - They appear as splashes of dark blue ink.
 - Stoneward's living Shardplate is made of bindspren.
- **Captivityspren**
 - They appear around people who have the hopeless feeling of being trapped or imprisoned.
 - Captivityspren look like taut wires, crossing in the air before someone.
- **Coldspren**
 - Coldspren, of course, appear in cold environments.
 - They look like icy spikes growing upward around peoples' feet.
- **Concentrationspren**
 - They appear around people who are deeply focused on a task or their work.
 - They look like ripples moving outward from the person, similar to a wave after dropping a pebble in water.

- Concentrationspren make up the living Shardplate of Truthwatchers.
- Confusionspren
 - Spren that can appear around the highly confused or perplexed.
 - They look like streaks of violet that expand outward from a central point near the person.
- Creationspren
 - These appear around people who are doing something creative like drawing or painting.
 - They are about finger-sized and glow silver. They look like random household objects that bob and spin in random ways.
 - Creationspren also make up a Lightweaver's living Shardplate.
 - Singers can bond a creationspren to enter artform.
- Deathspren
 - An extremely rare spren, so rare that most people do not believe they are real. In reality, it is because the only people who see them are those so close to death. When people are about to die, they see them in their true, Cognitive form, as those close to death can see between Realms.
 - They look like large spiders with a random assortment of legs and red eyes that trail red light when they move.
- Decayspren
 - Decayspren can appear around items that have been abandoned or neglected or food that is rotting.
 - They look like small, gray, rotting sores huddled close together.
- Disguistspren
 - Spren that appear around disgusted people.
 - They look like orange, twisted shapes that screw downward toward the ground.
- Exhaustionspren
 - Appear around exhausted people.
 - They look like brown-colored jets of dust that shoot up around the tired person.
- Fearspren
 - A common spren that appear around fearful people.
 - They look like violet globs that come out of the ground around the feet of the scared person.
- Flamespren
 - Flamespren appear around and in fires.
 - They look like small humanoid figures made of fire. They often dance around and change shape and luminosity.
 - Dustbringers' living Shardplate is made up of flamespren.
- Gloomspren
 - A rare spren that appears around sad people.
 - It looks like a gray streamer that winds around the sad person.
- Gloryspren
 - A very rare spren that appears around people who accomplish something magnificent and they are extremely proud.
 - They look like golden orbs of light that surround the person.
- - Gravitationspren, sometimes called gravityspren, appear around heavy things momentarily, especially when they fall to the ground.
 - They look like small, white cubes that stick to the bottom of objects and stretch, as if they are extremely heavy and pulling the object down. *
 - Gravitationspren make up Skybreakers' living Shardplate.
 - Singers who bond a gravitationspren enter workform.
- Hungerspren
 - Appear around an extremely hungry person.
 - They look like tiny brown flies that fly around the person.
- Irritationspren
 - Spren that appear around people that are constantly annoyed by something.
 - They look like pink motes of light.
- Joyspren
 - A fairly rare type of spren that appears around extremely happy people.
 - It looks like blue leaves or petals that rise around a person and circle around them or trail behind them.
 - Joyspren make up the living Shardplate of the Order of Willshapers.
- Keenspren
 - Keenspren are rare and can appear around someone who thinks of something extremely crafty, cunning, or wise.
 - They look like a three-dimensional prism of a gradient of rainbow colors.
- - Appear around joyful laughter.
 - They look like small, silver, sharp objects that dart around laughing people.
 - A singer bonding a laugherspren enters mediationform. *
- Lifespren
 - These spren appear around lush plantlife, especially after highstorms.
 - Lifespren look like motes of glowing green dust.
 - Lifespren make up the living Shardplate of the Edgedancers.

- **Logicspren**
 - A rare type of spren that appears around those who give a good and well thought out argument.
 - They look like small storm clouds.
 - An Elsecaller's living Shardplate is made from logicspren.
 - Singers can bond to a logicspren to enter scholarform. *
- **Luckspren**
 - These appear around flying and large creatures like skyheels or greatshells.
 - They look like tiny, blue arrows that dart around the creature.
- **Musicspren**
 - Musicspren appear around areas where music is playing and focus on the source of it, the person or the instrument. They also appear around Ryshadiums.
 - They look like spinning, translucent ribbons.
 - In Shadesmar, musicspren look like translucent, graceful horse-like creatures and are used as mounts by people there, especially honorspren.
- **Painspren**
 - These are very common spren that appear around those in pain.
 - They look like orange, sinewy hands reaching out of the ground around the pained person.
 - Bonding a painspren allows a singer to enter warform.
- - These appear around those experiencing passionate feelings, like love or even violent passions like those taken over by the Thrill.
 - They look like small flakes of snow.
- **Plaguespren**
 - A more recently-discovered spren, they appear around people suffering from a disease or plague.
 - They look like teal fuzz that appears to grow from the ground near the diseased person *.
- **Rainspren**
 - Rainspren appear on the ground when it's raining, usually only during light rain from the Weeping.
 - They look like small, blue candles with an "eye" where the flame should be. They're about ankle height.
- **Riverspren**
 - A spren that appears in large bodies of water.
 - They look like light-blue, long, sinuous eels, and have the ability to change the front of their "body" into faces, mimicking someone looking at them. They also have the ability to mimic speech.
- **Rotspren**
 - Rotspren appear around the infected wound of a person.
 - They look like tiny, red insects that scurry over the wound.
- **Shamespren**
 - A spren attracted to people feeling shame or embarrassment.
 - They look like red and white flower petals floating to the ground.
- **Shockspre**n
 - A very rare spren that appears around those in fearful shock (not pleasant shock like with awespren).
 - These look like pale triangles breaking and reforming around the person.
- **Sincerityspren**
 - Sincerityspren can appear around those showing extreme honesty or genuineness.
 - They look like blue fronds, slowly opening up.
- - Snowspren appear in deep snow.
 - They look like stalagmites growing out of the snow, made of ice.
- **Solemnityspren**
 - These spren are extremely rare and can appear, solitary, next to someone feeling a deep sadness or melancholy.
 - They look like an almost-invisible, gray-blue serpent.
- - They appear in the sky at nighttime, among the stars above.
 - They look like small points of light that move slightly in the foreground of the night sky.
- **Stormspre**n
 - Stormspren, a variety of Voidspren, appear during highstorms when lightning strikes.
 - They look like small bolts of red lightning that give off small sparks.
- **Stormstrider**
 - These spren are unique in that they follow the highstorm, crawling across the land and rarely seen by people.
 - They look like massive, huge insect-like creatures with long, bent limbs.
- **Wavespre**n
 - They appear at the tops of waves and in the foamy ocean water near the beach.
 - Wavespren look like small frog creatures with four legs and large eyes.
- **Windspre**n
 - Windspren appear all over the air when it's windy, following the trails of the wind patterns.
 - They look like pale ribbons of light.
 - Windrunners' living Shardplate is made of windspren.
 - Singers can bond a windspren to enter nimbleform. *

Storms

Roshar is a planet of storms. The Weeping drenches the planet with rain once a year, highstorms move from the east to the west every few days and, during the era of the True Desolation, Odium's Everstorm razes across the continent in the opposite direction.

The Weeping

In addition to the regular highstorms of Roshar, the two weeks at the end of the year and the two weeks at the beginning of a new year is called the Weeping, a period of four weeks without regular highstorms and with, instead, constant pouring rain. The day in between the two Weeping periods is called Lightday, and is the first day of the first week of the first month of the year (essentially New Year's Day).

On Lightday, one of two things can happen. If the new year is an even-numbered year, like the year 1172, the day will be calm and sunny. If the new year is instead an odd-numbered year, Lightday will have a highstorm.

Lack of Stormlight Infusion

Because these four weeks is a period without a highstorm (or with only one highstorm in the center), your players will struggle for Stormlight during this time. Instead of being able to simply store their spheres and polestone safely outside to recharge them, they will have to visit moneychangers more often. See the "[Wealth](#)" section in Chapter 5 for more information.

Weeping Effects

Being outside in the Weeping has the following effect to players outside during it.

Heavy rain. Lightly obscures everything in the area. Creatures have disadvantage on Wisdom (Perception) checks that rely on sight. Any open fires or flames are extinguished.

Highstorms

Highstorms ravage the land on Roshar every few days, sweeping across the continent from the Ocean of Origins in the east, all the way into the Endless Ocean far to the west. On the eastern side of Roshar, like where cities such as New Natanan and Dawn's Shadow sit, the highstorms are their strongest. To the west, like in Shinovar and Aimia, the highstorms weaken. They travel across the continent at about *370 mph*. As they rage across the land, they deposit crem, a mud-like material that dries over the next day or so and cakes everything in a thick layer.

Unlike storms we are familiar with, highstorms push outward, toward the west, in a massive stormwall, a hundred-foot high wall of wind, dust, and debris. It lasts for about ten minutes, and then the stormwall dissipates somewhat into the full body of the highstorm. While it is weaker than the stormwall, the highstorm proper is still powerful, and it is here that frequent flashes of lightning add to the already-existing devastating.

At some point during this part of the highstorm, one may find themselves in the centerbeat, a completely still opening in the middle of the storm where there is no wind, no rain, no lightning, no anything. It is in here that the Stormfather, if he chooses to, can speak to a person.

When the body of the highstorm ends it gives way to the highstorm riddens, the final tail of the highstorm where the wind is much less dangerous.

Stormlight Infusion

If a partially- or fully-dun sphere or polestone is left outside in a highstorm stormwall or highstorm, it will become infused at a rate of **1,000 sapphire mark's worth per hour** (or about 17 sapphire marks' worth per minute).

A fully-dun, Enormous polestone that can hold 600 sapphire mark's worth of Stormlight, then, will take about 35 minutes to become infused. A large amount of spheres and polestones in a group or bundle act as one entity for this, meaning that 600 dun sapphire marks do not all immediately become infused immediately—they are treated as *one* dun thing, so they all become infused after about 35 minutes.

Stormlight infusion can only happen during the highstorm stormwall or the main highstorm; spheres and polestones do not become infused while outside during the highstorm riddens.

Frequency & Duration

GMs can calculate when the next highstorm is by rolling 1d4 and adding 3 to the roll. From the day of a highstorm, the next one will hit in that many days. This gives a minimum 3 days in between highstorms and a maximum of 6 days in between.

A highstorm consists of the stormwall, which lasts for ten minutes, the main body of the highstorm, which lasts for 1d2 hours, then an hour of the riddens.

Singer Forms

A player character with an Identity of singer can enter a highstorm (not the stormwall, and not the riddens) to bond to a different type of spren, changing their form. See "[Singer](#)" in Identities for more information. This process takes 10 minutes and the singer must maintain concentration as if they were concentrating on an Invested Art. When they begin the process, they lose their bonded

spren and enter dullform. It is only when a full 10 minutes of this is finished, without concentration being broken, that it is successful.

Additionally, while they are changing forms, they are immune to damage dealt by the highstorm, and they do not need to roll concentration checks due to damage or effects dealt by the storm.

Weakening Across Roshar

If the highstorm or highstorm stormwall during initiative happens while your players are in the areas of Roshar that include the Unclaimed Hills and any areas directly north or south of them (subject to the GM), each effect that deals damage is increased by one damage die. If the highstorm or highstorm stormwall during initiative happens while your players are in the areas of western Roshar including Aimia, Shinovar, Iri, western Yezier, western Tashikk, Liafor, Steen, or the western islands of Tukar (or any close areas, subject to the GM), each effect that deals damage is decreased by one damage die.

Highstorm Stormwall Effects

The highstorm stormwall is a period of the highstorm before the main highstorm begins. It lasts for 10 minutes. If players are ever outside during the stormwall of the highstorm, they suffer the following effects.

Torrential rain. Lightly obscures everything in the area. Creatures have disadvantage on Wisdom (Perception) checks that rely on sight. Any open fires or flames are extinguished.

Roaring winds. For the purposes of certain Invested Arts and other effects, the wind speed is about 75 mph. Creatures have disadvantage on Wisdom (Perception) checks that rely on hearing.

Ranged weapon attacks. All ranged weapon attacks are made at disadvantage.

Difficult terrain. The ground during a highstorm stormwall is considered difficult terrain. In addition, the air in a highstorm stormwall is considered difficult terrain for creatures that can fly.

Stormlight healing. A Surgebinder inside a highstorm stormwall can use an action or a bonus action to breathe in the Stormlight, healing themselves for **2d6**.

Stormwall slam. If the stormwall itself moves into a player's space, they must make a **DC 18** Constitution saving throw. On a failed save, they take **10d6** bludgeoning damage, or half as much damage on a successful one. Regardless of succeeding or failing the save, a creature in the blast also falls prone unless they can succeed on a **DC 19** Dexterity (Acrobatics) check immediately after.

After the stormwall. Once 10 minutes is up, the highstorm stormwall shifts into a highstorm. The effects and initiative abilities of a highstorm are detailed later in this section.

Highstorm Stormwall Initiative

In addition to the effects listed above, highstorms are in the initiative order during combat and have effects. Out of combat, a GM can decide if and how often these effects happen. A highstorm has an initiative of **49** (effectively first in the initiative, unless an Everstorm is also present) and, each round, the GM rolls a d20 to see what effect it has:

- **1-3:** nothing
- **4-11:** Gust of Wind
 - A line of strong wind blasts all creatures in the area from the east toward the west, unless they are within 5 feet of cover toward their east side. Each creature must succeed on a **DC 16** Strength saving throw or be pushed 15 feet toward the west. If a creature is unable to move any amount of the 15 feet because of an object, that creature takes **3d10** bludgeoning damage.
- **12-17:** Shrapnel Wind
 - Choose a 10-foot radius circle that will affect the most creatures that aren't under total cover. Each creature within the circle must make a **DC 16** Dexterity saving throw. A creature takes **3d8** piercing damage on a failed save, or half as much damage on a successful one.
- **18-20:** Devastating Boulder
 - Choose a 5-foot radius circle that will affect the most creatures that aren't under total cover. Each creature within the circle must make a **DC 16** Dexterity saving throw. A creature takes **6d6** bludgeoning damage as debris falls from the sky, or half as much damage on a successful one. Regardless of succeeding or failing the save, a creature in the blast also falls prone unless they can succeed on a **DC 14** Dexterity (Acrobatics) check immediately after.

Highstorm Effects

After the stormwall passes, the main body of the highstorm lasts for 1d2 hours. If players are every outside during this period of the highstorm, they suffer the following effects.

Torrential rain. Lightly obscures everything in area. Creatures have disadvantage on Wisdom (Perception) checks that rely on sight. Any open fires or flames are extinguished.

Strong winds. For the purposes of certain Invested Arts and other effects, the wind speed is about 50 mph. Creatures have disadvantage on Wisdom (Perception) checks that rely on hearing.

Ranged weapon attacks. All ranged weapon attacks are made at disadvantage.

Difficult terrain. The ground in a highstorm is considered difficult terrain. In addition, the air in a highstorm is considered difficult terrain for creatures that can fly.

Stormlight healing. A Surgebinder inside a highstorm can use an action or a bonus action to breathe in the Stormlight, healing themselves for **4d6**.

Highstorm weakening. After the 1d2 hours the body of the highstorm lasts, it turns into highstorm riddens, the final part of the storm. The effects of highstorm riddens are detailed later in this section.

Highstorm Initiative

In addition to the effects listed above, highstorms are in the initiative order during combat and have effects. Out of combat, a GM can decide if and how often these effects happen. A highstorm has an initiative of **49** (effectively first in the initiative, unless an Everstorm is also present) and, each round, the GM rolls a d20 to see what effect it has:

- **1-6:** nothing
- **7-13:** Gust of Wind
 - A line of strong wind blasts all creatures in the area from the east toward the west, unless they are within 5 feet of cover toward their east side. Each creature must succeed on a **DC 12** Strength saving throw or be pushed 15 feet toward the west. If a creature is unable to move any amount of the 15 feet because of a sturdy object, that creature takes **2d8** bludgeoning damage.
- **14-18:** Shrapnel Wind
 - Choose a 10-foot radius circle that will affect the most creatures that aren't under total cover. Each creature within the circle must make a **DC 12** Dexterity saving throw. A creature takes **2d6** piercing damage on a failed save, or half as much damage on a successful one.
- **19:** Lightning Explosion
 - Each creature not under total cover must make a **DC 14** Dexterity saving throw. A creature takes **2d12** lightning damage on a failed save, or half as much damage on a successful one.
- **20:** Devastating Boulder
 - Choose a 5-foot radius circle that will affect the most creatures that aren't under total cover. Each creature within the circle must make a **DC 14** Dexterity saving throw. A creature takes **4d6** bludgeoning damage as debris falls from the sky, or half as much damage on a successful one. Regardless of succeeding or failing the save, a creature in the blast also falls prone unless they can succeed on a **DC 12** Dexterity (Acrobatics) check immediately after.

Centerbeat

The GM can choose (or roll a percentage die, with a **93** or higher being a success) that the players arrive, briefly, in the centerbeat of the highstorm, at any point during the main body of the highstorm. It is in the centerbeat that there is no lightning, wind, or rain, and it is here where the Stormfather can talk to people who are not his bonded Bondsmith.

Highstorm Riddens Effects

After the main body of the highstorm passes, the final, weaker part of the storm follows it. It lasts for an hour. The effects of being outside during the riddens are listed below.

Light rain. Any open fires or flames are extinguished.

Mild winds. For the purposes of certain Invested Arts and other effects, the wind speed is about 10 mph.

The Everstorm

During the time on Roshar of the True Desolation (which started right around Lightday in the year 1174), the Everstorm was summoned and began its path around Roshar. It travels in the opposite direction of a highstorm, so it travels from west to east. They also travel much more slowly, around *120 mph*.

Stormlight Infusion

Everstorms do not recharge spheres or polestones with Stormlight (nor with Voidlight!).

Frequency & Duration

GMs can calculate when the next Everstorm is by rolling 4d4. The minimum allowed roll for this is 6, and the maximum is 14. From the day of an Everstorm, the next one will hit in that many days. This means there can be as few as 5 days in between Everstorms but also up to 13 days in between Everstorms.

An Everstorm lasts 2d4 hours. It does not have different stages like a highstorm does. An Everstorm is either present or it is not.

Fused Resurrection

Everstorms can resurrect Fused who were killed, their Cognitive Shadow waiting to come back into the Physical Realm. The killed Fused's Cognitive Shadow can choose a willing singer inside the area of the storm and kill them, taking over their body for themselves immediately. The Fused is resurrected with full hit points.

Singer Forms

A player character with an Identity of singer can enter an Everstorm to bond to a different type of spren, changing their form. See "[Singer](#)" in Identities for more information. This process takes 10 minutes and the singer must maintain concentration as if they were concentrating on an Invested Art. When they begin the process, they lose their bonded spren and enter dullform. It is only when a full 10 minutes of this is finished, without concentration being broken, that it is successful.

Additionally, while they are changing forms, they are immune to damage dealt by the Everstorm, and they do not need to roll concentration checks due to damage or effects dealt by the storm.

A non-player singer, if chosen by Odium, can enter an Everstorm and bond to a voidspren, changing their form into a Regal form, using the same process.

Everstorm Types

There are three types of Everstorms, and an Everstorm can change into one of a different type at any time. A GM can roll 1d8 to determine the type as it reaches the players' area. On a **1-4**, the Everstorm is a rainy Everstorm. On a **5-7**, the Everstorm is a lightning Everstorm. And on an **8**, the Everstorm is a fiery Everstorm.

Rainy Everstorm Effects

A rainy Everstorm is most similar to a highstorm: strong winds, heavy rains, but with also the occasional strike of red, corrupted lightning. While in a rainy Everstorm a player suffers the following effects.

Torrential rain. Lightly obscures everything in area. Creatures have disadvantage on Wisdom (Perception) checks that rely on sight. Any open fires or flames are extinguished.

Strong winds. For the purposes of certain Invested Arts and other effects, the wind speed is about 50 mph. Creatures have disadvantage on Wisdom (Perception) checks that rely on hearing.

Ranged weapon attacks. All ranged weapon attacks are made at disadvantage.

Difficult terrain. The ground in an Everstorm is considered difficult terrain. In addition, the air in an Everstorm is considered difficult terrain for creatures, other than corruptions, that can fly.

Voidlight healing. A corruption inside an Everstorm can use an action *or* a bonus action to breathe in the Stormlight, healing themselves for **3d6**.

Rainy Everstorm Initiative

In addition to the effects listed above, rainy Everstorms are in the initiative order during combat and have effects. Out of combat, a GM can decide if and how often these effects happen. An Everstorm has an initiative of **50** (effectively first in the initiative) and, each round, the GM rolls a d20 to see what effect it has:

- **1-2:** Everstorm Shift
 - The Everstorm may shift into a different type. Roll 1d8 and change into a different type of Everstorm immediately based on the result. On a **1-4** the rainy Everstorm remains. On a **5-7**, the Everstorm shifts into a lightning Everstorm. On an **8**, the Everstorm shifts into a fiery Everstorm.
 - Immediately after, regardless if the Everstorm changes or not, roll 1d20 (rerolling 1s and 2s), and do the effect for the new Everstorm type.
- **3-10:** nothing
- **11-14:** Gust of Wind
 - A line of strong wind blasts all creatures in the area from the west toward the east, unless they are within 5 feet of cover toward their west side. Each creature must succeed on a **DC 10** Strength saving throw or be pushed 10 feet toward the east. If a creature is unable to move any amount of the 10 feet because of a sturdy object, that creature takes **1d10** bludgeoning damage.
- **15-17:** Shrapnel Wind
 - Choose a 20-foot radius circle that will affect the most creatures that aren't under total cover. Each creature within the circle must make a **DC 13** Dexterity saving throw. A creature takes **3d8** piercing damage on a failed save, or half as much damage on a successful one.
- **18-19:** Devastating Boulder
 - Choose a 5-foot radius circle that will affect the most creatures that aren't under total cover. Each creature within the circle must make a **DC 14** Dexterity saving throw. A creature takes **5d6** bludgeoning damage as debris falls from the sky, or half as much damage on a successful one. Regardless of succeeding or failing the save, a creature in the blast also falls prone unless they can succeed on a **DC 12** Dexterity (Acrobatics) check immediately after.
- **20:** Void Lightning Explosion
 - Each creature not under total cover must make a **DC 14** Dexterity saving throw. A creature takes **4d8** lightning on a failed save, or half as much damage on a successful one.

Lightning Everstorm Effects

A lightning Everstorm has no rain, and very little wind. It only has void lightning, bright red and crackling bolts that streak through the air in all directions. When inside, a player suffers the following effects.

Dark clouds. The cloud cover still blocks out most light, though the crackling red energy that surrounds the players lights it up somewhat. Everything is lightly obscured, and a creature has disadvantage on Wisdom (Perception) checks that rely on sight.

Calm winds. There are only light winds in a lightning Everstorm.

Voidlight healing. A corruption inside an Everstorm can use an action *or* a bonus action to breathe in the Stormlight, healing themselves for **2d6**.

Lightning Everstorm Initiative

In addition to the effects listed above, lightning Everstorms are in the initiative order during combat and have effects. Out of combat, a GM can decide if and how often these effects happen. An Everstorm has an initiative of **50** (effectively first in the initiative) and, each round, the GM rolls a d20 to see what effect it has:

- **1-2:** Everstorm Shift
 - The Everstorm may shift into a different type. Roll 1d8 and change into a different type of Everstorm immediately based on the result. On a **1-4** the Everstorm shifts into a rainy Everstorm. On a **5-7**, the lightning Everstorm remains. On an **8**, the Everstorm shifts into a fiery Everstorm.

- Immediately after, regardless if the Everstorm changes or not, roll 1d20 (rerolling 1s and 2s), and do the effect for the new Everstorm type.
- **3-11:** nothing
- **12-15:** Void Lighting Bolts
 - The GM rolls an attack roll against every creature not under total cover. The GM has advantage on this roll if the target is wearing metal armor (not including Shardplate). The modifier for the attack is **+5**. On a hit, the target is hit with a bolt of red lightning, taking **1d8** lightning damage.
- **16-18:** Void Lightning Strike
 - Choose a point that would affect the most creatures in a 10-foot radius. Any creature in that space must make a **DC 14** Dexterity saving throw. A creature takes **2d6** bludgeoning damage as the ground explodes, and they fall prone. A creature takes half as much damage on a successful save and doesn't fall prone.
- **19-20:** Void Lightning Explosion
 - Each creature not under total cover must make a **DC 16** Dexterity saving throw. A creature takes **4d10** lightning damage on a failed save, or half as much damage on a successful one.

Fiery Everstorm Effects

A fiery Everstorm is the most rare and the strangest type of Everstorm. Black ash fills the air and fire rains from the sky. While in a fiery Everstorm a player suffers the following effects.

Dark ash. Lightly obscures everything in area. Creatures have disadvantage on Wisdom (Perception) checks that rely on sight.

Mild winds. For the purposes of certain Invested Arts and other effects, the wind speed is about 10 mph.

Voidlight healing. A corruption inside an Everstorm can use an action or a bonus action to breathe in the Stormlight, healing themselves for **2d6**.

Fiery Everstorm Initiative

In addition to the effects listed above, fiery Everstorms are in the initiative order during combat and have effects. Out of combat, a GM can decide if and how often these effects happen. An Everstorm has an initiative of **50** (effectively first in the initiative) and, each round, the GM rolls a d20 to see what effect it has:

- **1-2:** Everstorm Shift
 - The Everstorm may shift into a different type. Roll 1d8 and change into a different type of Everstorm immediately based on the result. On a **1-4** the Everstorm shifts into a rainy Everstorm. On a **5-7**, the Everstorm shifts into a lightning Everstorm. On an **8**, the fiery Everstorm remains.
 - Immediately after, regardless if the Everstorm changes or not, roll 1d20 (rerolling 1s and 2s), and do the effect for the new Everstorm type.
- **3-7:** nothing
- **8-17:** Rain of Embers
 - Each creature not under total cover must make a **DC 15** Dexterity saving throw. A creature takes **1d8** fire damage on a failed save
- **18-20:** Meteoric Explosion
 - Choose a point that would affect the most creatures in a 20-foot radius. Any creature in that space must make a **DC 17** Dexterity saving throw. A creature takes **2d10** bludgeoning damage and **4d6** fire damage on a failed save, and they fall prone. A creature takes half as much damage on a successful save and doesn't fall prone.

Appendix C: The Realms of the Cosmere

In the cosmere, every single thing exists in three Realms. There is the Physical Realm, which is the actual item or person. The Cognitive Realm is how an object or person is viewed (and how they view themselves). And, finally, the Spiritual Realm, which is where the perfect representation of an object or person—its soul—exists, as well as that thing or person's connections to everything around it.

While most of a game of Cosmere 5e happens in, obviously, the Physical Realm, it is still possible for players to enter the Cognitive Realm, also known as Shadesmar, using it to travel to strange places and, even, other planets.

The Physical Realm

The Physical Realm is where the majority of a game of Cosmere 5e is played. It is the actual, physical location in which physical objects exist. While most games in Cosmere 5e take place, or at least begin, on Roshar, your GM could take you to any of the

other dozens or hundreds of planets that exist in the cosmere. See *Hoid's Guide to the Cosmere* for the details of the other canonical planets that your party could visit. On top of that, a GM could even come up with their own cosmere planet for you to visit with its own people, culture, wars, problems, plantlife, fauna, and even its own magic system.

The Physical Realm obeys the laws of physics similarly to our own, and each rule found in this book applies to when your character is in the Physical Realm.

Transporting Between Realms

There exists a few ways that people can transport themselves between the Physical and Cognitive Realms (not the Spiritual Realm), utilizing the Surge of Transportation.

Perpendicularities

Where there is a large concentration of Investiture, the three Realms can form a junction which can manifest itself as a portal between Realms. Entering the portal from the Physical Realm will transport you into the area of the portal in the Cognitive Realm, and vice versa.

The main perpendicularity of Roshar is Cultivation's perpendicularity, which is a pool of water found on one of the Horneater Peaks, controlled by the Unkalaki. Swimming under it to about 10 feet under the surface, you will find a thicker, more viscous liquid that glows with green Investiture. Entering this liquid will transport you into the other Realm.

There is also a second perpendicularity on Roshar, Honor's perpendicularity. It is not as stable as Cultivation's, and it moves across Roshar in an ostensibly random pattern. Your character may be able to research it more and possibly enter it, gaining access to the Cognitive Realm (or back to the Physical Realm). It looks like a large beam of golden light. Honor's perpendicularity can also be temporarily summoned by a Bondsmith.

Other planets may have their own perpendicularities you can use to visit or leave them. Passing through a perpendicularity will renew any dun spheres, polestones, or fabrials on your person.

Oathgates

High in the mountains of Ur in Makabak sits Urithiru, the legendary city of the Knights Radiant. Outside, creating a "u" shape in front of the towering city, sit ten massive circular platforms. Each of these is an Oathgate, an ancient and massive fabrial that harnesses the power of the Surge of Transportation, and each of them corresponds and connects to another Oathgate in one of the ten major cities of Roshar.

An Oathgate is 300 feet across, and in the very center it has a 15-foot-radius circular control building. A control building can fit up to 28 Medium or Small creatures. A Knights Radiant with a living Shardblade (or anyone with an Honorblade) can put their Shardblade into the mechanism in the control building to activate it. They can either choose to only transport the control building itself, or the entire Oathgate. They can also choose to lock the Oathgate, which locks the connection from both sides.

The pairs of connected Oathgates are either *locked* or *unlocked*. If a pair of Oathgates are locked, they cannot be used until unlocked from both sides. A Radiant (or someone with an Honorblade) can enter the Oathgate control building on *either side* and lock the pair, preventing that Oathgate from being used.

To unlock a locked Oathgate, a Knights Radiant (or someone with an Honorblade) must insert their Blade into the mechanism and activate it, while at the same time another person uses a living Blade (or Honorblade) and unlock the control building on the other side. Once an Oathgate is unlocked, one can travel from one side to the other at will, provided they have enough Stormlight. If an Oathgate is locked again, the entire unlocking process must happen before it can be used. Unlocking an Oathgate always requires a person activating each side of the Oathgate at the same time.

Using an Oathgate requires Stormlight (in sapphire marks' worth), and the amount depends on the Ideal sworn of the controlling Knights Radiant. Anyone using an Honorblade uses the amounts detailed for a Fifth Ideal Radiant. Your Ideal is based on the level of your class, detailed in your class description, and it is different for each class. Knights Radiant do not gain their living Shardblades until they reach the Third Ideal, so there is no cost for Radiants of the First or Second Ideal to use an Oathgate.

When activating the Oathgate, the controller must dun that number of sapphire marks from their infused spheres or polestones for it to work (seen in the below table). If they do not have enough, others being transported can offer their own sapphire marks to supplement it. If there is not enough, the Oathgate duns as many sapphire marks' worth of spheres or polestones as it can, but the transportation does not work.

Ideal Sworn	Transport Control Building	Transport Entire Platform
Third Ideal	500 sm	5,000 sm
Fourth Ideal	250 sm	2,500 sm
Fifth Ideal (or Honorblade)	100 sm	1,000 sm

In addition to using Oathgates to transport between each other, you can also use an Oathgate to transport from the Physical Realm into the Cognitive Realm. You can only transport the confines of the control building in this way, rather than transporting the entire platform.

The Oathgate pair must still be unlocked to do so, even though you are not transporting to the other platform. In the Cognitive Realm location of Oathgates, they appear as a large, circular platform, guarded on either side by two enormous Oathgate spren. When controlling the Oathgate in the Physical Realm, you can choose to travel into Shadesmar, paying the appropriate cost listed above under the “Transport Control Building” column.

To use the Oathgate control building in the Cognitive Realm to transport back into the Physical Realm, it may require something else. As it is guarded by two sentient spren, the GM could require something much more than Stormlight. The spren could be precluded by the Sibling to allow you to move into the Physical Realm, they could need a quest from you, or they may require a high Charisma (Persuasion) check.

There are ten cities with Oathgates in them, each of which connect to one corresponding Oathgate in Urithiru. If your campaign is playing at the time in or around the True Desolation, the only Oathgate that is unlocked is the one in Narak. The ten Oathgate cities are the following:

- Kurth in Rira
- Vedenar in Jah Keved
- Kholinar in Alethkar
- Narak in the Shattered Plains
- Thaylen City in Thaylenah
- Azimir in Azir
- Akinah in Aimia
- ??? in Shinovar
- Rall Elorim in Iri
- Panatham in Babatharnam

Elsecalling

An Elsecaller or Willshaper can use their Elsecall feature to create a miniature perpendicularity, allowing them and other creatures to move between the Physical and Cognitive Realms. Moving into the Cognitive Realm from the Physical is easier, and an Elsecaller or Willshaper cannot move back into the Physical Realm from the Cognitive until a higher level. See the [Elsecaller](#) and [Willshaper](#) class features for more information.

The Cognitive Realm

Also known as Shadesmar, the Cognitive Realm is the world of thought and perception. It is where peoples’ views of objects and other people exist, and each object and person in the Physical Realm has a representation in the Cognitive one. Each planet in the cosmere has its own “version” of the Cognitive Realm, called its subastral, and they can vary wildly from one another, as the people on each planet think about objects and things in wildly different ways. Each of these subastrals is a reflection of its planet’s Physical Realm, though the liquid in the planet’s Physical Realm, like its ponds and oceans and rivers, manifests as land in the Cognitive Realm. Conversely, any land found in the Physical Realm exists as a “liquid” in the Cognitive Realm, though this liquid can vary a lot between subastrals.

As it is a reflection of the Physical Realm, the Cognitive Realm has reflections of every thing in the Physical Realm, represented as people think about it in that Physical location. People and sentient beings are represented by small flames that produce light. A person’s flame in the Cognitive Realm can give information about that person. If they are corrupted (like by an Unmade or by Odium), their flame is red. You can also touch a flame in the Cognitive Realm and make a Wisdom (Insight) check (the DC of which is set by the GM). On a success, you effectively cast the *detect Intention* Invested Art (though you only detect their surface emotion and can’t probe any deeper) on the person who the flame represents.

Because the Cognitive Realm exists due to the cognition of people and other sentient creatures all across the Physical Realm, even across massive distances like in between planets, the Cognitive Realm connects all the Physical Realm locations together.

Because of this, your campaign, even if it only takes place on Roshar and its subastral, could involve people from other planets and magic systems, due to them traveling in the Cognitive Realm. You could, too, as players, choose to investigate how to visit another planet this way, to track down an enemy, research an esoteric Invested Art, or hunt down a dangerous but lucrative creature.

Compressed Space

The Cognitive Realm is a reflection of the Physical Realm, but as it is only people’s perception and cognition that create it, it is not a one for one reflection. Space is compressed, and this allows for moving between Rosharan places (and other planets) much faster than normal.

The Cognitive Realm exists on a 1/5th scale of the Physical Realm.

Therefore, if an Elsecaller with the ability to move back and forth between the two Realms travels into the Cognitive Realm and goes west for 100 miles, then comes back into the Physical Realm, they will have traveled 500 miles in Physical Realm miles.

There is not much empty space in the Cognitive Realm between different planets’ subastrals. It is up to the GM to design the exact specifications, but when one planet’s subastral ends, another immediately begins.

Limitations

Many things do not work while inside the Cognitive Realm, as they use things manifested from the Cognitive Realm to work. For example, manifesting Shardblades and your Order’s living Shardplate does not work while inside the Cognitive Realm, making it more difficult in combat and other situations. Certain items and Invested Arts do not work, or work differently, while you are in the Cognitive Realm. Be sure to read the complete details of your class features, items, and Invested Arts, to see if they work differently while in different Realms.

The Rosharan Subastral

As this book is only about Roshar, the Rosharan subastral is where players in a game of Cosmere 5e are most likely to visit, should they get lucky (or unlucky) enough to visit it. The Rosharan Subastral is more commonly known as Shadesmar. It is a reflection of the continent of Roshar, though the water on Roshar in its rivers and seas is Shadesmar’s land and the land of Roshar manifests as Shadesmar’s “liquid,” which are enormous seas of beads.

Each of these tiny beads is about the size of a small marble or bean, and each is a Cognitive representation of a Physical Realm item.

Climate & Environment

Shadesmar does not have a night/day cycle. It has a sun that sits far to the east, no matter where you are, that is enough to light up the area. Shadows of people and things fall toward this sun. Long, straight clouds run directly toward this sun, but other than that, there are no other weather patterns inside Shadesmar.

Highstorms and Everstorms manifest in Shadesmar as ripples of vibrant color in the sky. Spheres do not become reinfused while in Shadesmar.

Beads

The oceans in Roshar’s Shadesmar are made up of glass beads that represent the souls of non-living items. As you travel through Shadesmar, you may experience sailing on these oceans (on sailless ships pulled by mandra, or luckspren). If you fall into one of these bead oceans, they provide no buoyancy, and your character will drown if not saved.

Any Knights Radiant or other Invested being can touch a Shadesmar bead and make a DC 14 check (using either Intelligence [Investiture] or a check using their Investiture casting modifier) to feel what object the bead represents. A Lightweaver or Elsecaller, as they have access to the *Transformation* cantrip, intuitively knows what object the bead represents when they touch it, and can even use that cantrip to fuel it with Stormlight, transforming it into a Physical item, in the Cognitive Realm, that looks and acts like its Physical Realm object. See the *Transformation* cantrip in [The Invested Arts of the Cosmere](#) for more information.

An object manifested in this way lasts only a certain amount of time: 10 minutes times the number of sapphire marks’ worth of Stormlight it was fed to manifest it. Afterward, it reverts back into its bead form.

A Shadesmar bead can be picked up and moved to anywhere in the Cognitive Realm, without affecting the object in the Physical Realm. However, if not held on to or contained, it will naturally move toward the location in the Cognitive Realm in which its Physical object exists at a speed of 5 feet. If a person attempts to move a bead itself into the Physical Realm, it will resist and stay in the Cognitive Realm, damaging any items or clothing that tries to hold it back (dealing 1d6 force damage per bead if it moves through objects or a creature).

Commanding Beads

Any Invested creature holding Stormlight or another type of Investiture can command the beads into shapes like platforms, bridges, or walkways. Elsecallers, Lightweavers, and Willshapers can do so even more efficiently, spending half as much Investiture as others.

It takes your action to begin the process, and you must be touching the beads to begin. Depending on the size of the object you want the beads to create, it takes time and a certain amount of Investiture, which drains from polestones or other Investiture containers you must have on your person. During the time it takes to command the beads, they vibrate and slowly move, and once the time is over, the beads form the shape you want. The shape must be contiguous to the ground or to the rest of the beads in the ocean.

You must concentrate, as if you were concentrating on an Invested Art, both during the time it takes to command the beads and once they form a shape. The beads can last in the shape for up to 1 minute, or until you lose concentration. If, at the end of the minute, you want them to maintain their shape, you can use your reaction to command them to, which costs the same amount of Investiture it took to originally form the shape.

You can’t command the beads to form a shape larger than 15 ft. in any dimension.

Command Beads Table

Size of Shape	Maximum Dimensions	Command Time	Investiture Cost*
Tiny	2 ½ by 2 ½ ft.	1 action	10 sm’s worth
Small	5 by 5 ft.	1 action	50 sm’s worth
Medium	5 by 5 ft.	12 seconds	100 sm’s worth
Large	10 by 10 ft.	30 seconds	250 sm’s worth

Huge	15 by 15 ft.	1 minute	1,000 sm's worth
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halved for anyone with at least 1 level in Eisecaller, Lightweaver, or Whilshaper

Flora & Fauna

Shadesmar has its own plant life that is much different from Roshar's. It is typically crystal and glasslike, and completely inedible by humans.

It also has its own fauna in spren, which are more like actual creatures here than they are in the Physical Realm. The stat blocks for common types of spren you may run into while in Shadesmar are found in Appendix E.

Beings & Places

Other than emotional and environmental spren, the creatures of Shadesmar, it is also home to settlements of both people from all over the cosmere and true spren, like inkspren and peakspren, the spren that make up the Nahel bonds of the different classes of Knights Radiants. You could stay in Celebrant, a huge city in the Cognitive representation of Alethkar, home to spren of all types, visit a small farmstead home to gardens tended by cultivationspren, or make your way to a city or town created by your GM.

Stormlight

Stormlight is the currency while inside Shadesmar. Spren and humans inside it typically do not care about the spheres themselves, only the Light they hold. Because of this, and because of the fact that spheres do not become reinfused naturally by storms while within the Cognitive Realm, Stormlight is extremely important while here.

Most things in the Cognitive Realm cost about 2-4x their normal cost in the Physical Realm, though it is only the Light that is spent, while the spheres are kept. [Translightocators](#) are common inside Shadesmar, used by merchants and shopkeepers to take Stormlight out of things for payment. Solely paying with Stormlight may not always be how things are, however; the GM could determine that a rare item may require actual spheres (or even some offworld money) to be spent to purchase it.

The Spiritual Realm

Unlike the other two Realms, the Spiritual Realm is not an actual place. It is only where every item and person's soul (or spiritweb) exists, and where that soul's Connections to other things manifest. As it is not accessible by a normal person, it does not have any defined characteristics or properties in a game of Cosmere 5e.

The only thing necessary to know about the Spiritual Realm is that it is where a person's true being exists, the most true representation of themselves. Therefore, as a character (or NPC) becomes more Invested, their body will stretch more and more to be exactly like their Spiritual representation. For example, if a transgender person were to become a Knights Radiant, their Physical Realm body could, if they wanted it to, physically change to match their Spiritual Realm version of themselves (their spiritweb). See "[Other Physical Characteristics](#)" in Chapter 4 for more information.

Credit

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