

World Overview

Roshar is a world forged from **storms** and **war**.

Long ago, ten mythic figures known as the **Heralds** wielded powers of the Almighty to defend humanity against the **Voidbringers**, terrifying beings from the beyond. No matter how hard the Heralds fought the Voidbringers kept returning, each cycle marking another **Desolation** for humanity and sending them back years in shared knowledge & history from those who died.

But even with their might the Voidbringers were too much. So the Heralds decided to gift humanity the powers they possess. Flying, regenerating limbs, creating mighty illusions, changing the very shape of the earth to any desired shape, and more incredible feats were no longer dreams, but reality. Those gifted with the Almighty's power became known as the **Knights Radiant** and became humanity's protectors. But after millenia the war did not end. And eventually, the Knights Radiant decided to stop fighting, dooming humanity. Given no other choice, the Heralds banded together on the ninety-ninth Desolation and banished the Voidbringers to fight in the Tranquilline Halls, with themselves acting as guards to their prison.

Because of the Heralds' sacrifice, humankind has been able to thrive for millenia. Neither Heralds nor Voidbringers have appeared to guide people toward virtue or vice and the modern age, the **Era of Solitude**, has been defined by humankind forging its own path. However, the winds are shifting. Dying people whisper words of prophecy: a new age is on the horizon.

On the night of a banquet honoring Parshendi envoys visiting the Alethi capital city, King Gavilar Kholin was assassinated by an **Assassin in White** and wielding a **Shardblade**. This man possessed uncanny abilities like those described in folktales of the Lost Radiants.

Change is coming. Monarchs are dying. Kingdoms are falling. It seems for this moment in Rosharian History, the world balances on a knife's edge. And for an instant, it seems anybody could change the course of history. No matter how small they may seem.

Campaign Gameplay Elements

The Stonewalkers campaign has the following gameplay breakdown in what's to be expected:

Exploration: High. This adventure will take the Heroes on a journey spanning across the Rosharian continent to many new sights and locations merely hinted at in the books.

Combat: Medium. Given the war torn history of Roshar, it is not unlikely to run into factions & groups that use violence to twist fate to their favor. *Character death is a possibility!*

Interpersonal: Medium. Interacting with NPCs will be vital to track down leads and discover mysteries long ago forgotten!

Intrigue: Low. Heroes will mainly be exploring the different cultures & locations of Roshar, and will likely not have time to get caught in political machinations & schemes.

Magic: Low (at first). The knowledge of ancient magical powers wielded by the Knights Radiants has been lost to time. The only "magic" in the world are remnants of the ancient artifacts they left: **Shardblades**, **Shardplate** and **Soulcasters**. If magic were to ever reappear in the world, the Heroes must discover it for themselves!

PC Character Creation

Personal growth, redemption, and mental health, as well as the exploration of morality, honor, and responsibility are all prevalent themes in the Stormlight Archives. But given how rich & vast Roshar is, it can really be a backdrop to explore any theme/question that interests you. When thinking about **what you want your character to be about**, ask yourself this:

What do you want this story & experience to mean to you?

Ancestry Options

You are four, 1st-level heroes travelling with a Caravan to the **Shattered Plains**. You may or may not know each other, but it's recommended you have a **reason to explore Roshar**. You could be...

An **Alethi** from Alethkar. The militaristic kingdom of Alethkar glorifies conquest, hierarchy, and competition. Other cultures are often wary of the Alethi due to their reputation.

An **Azish** from the Azish Empire. Known for bureaucracy, logistics, and intricate codes of law.

A **Herdazian** from Herdaz, a coastal nation of prolific agriculturalists who value family and community. They have crystalline fingernails!

A **Natan** from New Natanan, a once mighty nation, is now a bleak hinterland shaped by highstorms. The Natan people are known for having pale blue skin and white hair.

A **Reshi**, islander from the Reshi Isles. Each island has its own independent culture, ranging from warlike to relaxed. Some tribes even settling on the backs of massive moving Greatshells!

A **Shin** from the isolationist nation of Shinovar. Due to their secluded nature, the Shin are a mystery to the people of Eastern Roshar.

An **Iriali** from Iri, these golden-skinned people believe their ancestors were travelers from other worlds.

A **Kharbranthian** from the small, sheltered city-state of Kharbranth, home to the world's greatest library and hospitals.

A **Thaylen** from Thaylenah, a maritime kingdom known for merchants, sailors, and wondrous **Fabrials** that are today's newest technological marvels. Thaylens have tan skin and long white eyebrows that can be creatively styled (like tucked behind the ears)

An **Unkalaki** hailing from the Horneater Peaks, clans of people live near hot springs nestled within alpine craters.

A **Veden** from Jah Keved, a kingdom where tradition and religion shape modern political intrigue.

Or a **Listener**, the only non-human species on Roshar. Typically having skin marbled with streaks of black, white or red and maybe even covered in carapace. Called Parshendi by their enemies, these tribal families live in the Shattered Plains and speak in tune with the tones of the world itself, and even change their form. Humans will not trust you.