

Shardcast Ep 2 - Un-Forgotten Realms

NEWS:

Josh: Steelheart (YA, not published by Tor)

Eric: Shadows for Silence - COSMERE???

Kerry: Games

Crafty: Alloy Supplement!

Mistborn: Birthright gameplay sample

Josh: Writing Excuses: Way of Kings.

Emperor's soul:

Kerry:

-Comes out November 2012

-Blurb: http://www.tachyonpublications.com/book/Emperors_Soul.html

-Tachyon, not Tor

Important parts of blurb:

Will: Shai is a Forger, a foreigner who can flawlessly copy and re-create any item by rewriting its history with skillful magic. Though condemned to death after trying to steal the emperor's scepter, she is given one opportunity to save herself. Despite the fact that her skill as a Forger is considered an abomination by her captors, Shai will attempt to create a new soul for the emperor, who is almost dead from the attack of assassins.

Delving deeply into his life, she discovers Emperor Ashrahan's truest nature—and the opportunity to exploit it. Her only possible ally is one who is truly loyal to the emperor, but councilor Gaotona must overcome his prejudices to understand that her forgery is as much artistry as it is deception.

Skillfully deducing the machinations of her captors, Shai needs a perfect plan to escape. The fate of the kingdom lies in one impossible task. Is it possible to create a forgery of a soul so convincing that it is better than the soul itself?

Eric: -Emperor's Soul is on Sel.

Quick discussion for what it means for it to be on Sel. Could be other ways to access the Dor. There is probably not another Shard on Sel powering this magic

-There are seals that you need to carve to make Forgery work.

(http://www.17thshard.com/forum/topic/1659-the-emperors-soul-elantris-spoilers/page_view_fi
[ndpost_p_32925](#))

Segue: Speaking of souls, that kind of is a little Realmatic! (REWRITE THIS)

REALMATICS:

Kerry:

1. What are the realms?

Physical - no explanation necessary

Cognitive -

Spiritual -

Each of the 'Shardworlds' I've written in (Mistborn, Elantris, Warbreaker, Way of Kings) exists with the same cosmology. All things exist on three realms—the spiritual, the cognitive, and the physical. What's going on here is an interaction between the three realms. I don't want to bore you with my made up philosophy, but I do have a cohesive metaphysical reasoning for how my worlds and magic works. **And there is a single plane of existence—called Shadesmar, the Cognitive Realm—which connects them all.**

You will never need to know any of this to read and enjoy my books, but there is an overarching story behind all of them, going on in the background. Adonalsium, Hoid, the origin of Ati, Leras, the Dor, and the Voice (from Warbreaker) are all tied up in this.

MELHAY: Of the people that were sick for the 16 days in comparison to just the one day, it is mentioned that they would be able to burn more precious metals (atium). Could it also be possible they are/were Mistborn—with the ability to burn all 16 metals?

BRANDON SANDERSON: Well, what was going on here was a clue established and set by Leras before he died. He wanted something to indicate—should he be unable to inform mankind—that what was happening wasn't natural, but instead something intentional. He worried that men wouldn't be able to realize they were being made into Allomancers.

And so, the mist was set to do something very specific, as has to do with the interaction between the human soul, Allomancy, and the sixteen metals.

2. Realmatics in Action!

Shadesmar = cognitive realm. Scroll up ^

QUESTION: You've said that Shadesmar is the cognitive realm connecting all the worlds in the cosmere, and that Hoid is very good at using Shadesmar. Should we take this to mean Shadesmar is how he travels between the worlds? Do the other worlds have different ways of accessing Shadesmar than the way(s) the people of Roshar use?

BRANDON SANDERSON: Yes.

THORONDIR:How could a person from Scadrial access Shadesmar? An alloy of a god metal?

BRANDON SANDERSON:He RAFOd me on this one and said it was a plot point for future novels.

YETISTOMPER: The Way of Kings serves mostly as an introduction to the world of The Stormlight Archives but only hints at the larger story arc. With the long wait before Book 2, can you provide hungry fans with any teasers?

BRANDON SANDERSON: What Jasnah is trying to do in this book becomes very important to the next two books. That's a very big teaser. The second book will delve much more deeply into the magic; **particularly, Shadesmar will be much more of an important aspect.** I don't want to give spoilers.

A lot more magic. I'm telling the story about the awakening of an Age of Legends-style world of mechanical magic, and you can look forward to seeing a lot more of that. We only hint at it here. A very important discovery was made by some characters in a random interlude that will have long-lasting ramifications.

Shardpools! Cognitive!

A Shard's power can sometimes be divided Realmatically as well. They actually go by states of matter: solid, liquid, and gas. Mistborn is the best example. We have atium and lerasium, which are solid manifestations of the power. ***The physical realm restricts the way magic works***, so atium and lerasium only do a specific thing. In the liquid form, it is most potent. Examples include the Well of Ascension, and Ruin's pool below the Pits of Hathsin. It turns out that these pools are the manifestation of Cognitive power. After all, the Well of Ascension was the power of Preservation's mind.

In the gaseous form, it's pretty much the main part of Preservation and Ruin's power. That's why it was so much vaster than the pool (like the black smoke in the chamber before the Well)--there's much more power there. Presumably, this is the Spiritual Realm.

VEGASDEV (16 OCTOBER 2008): The other lake in Alendi's ~~bumps~~ epigraphs?

BRANDON SANDERSON (17 OCTOBER 2008): A manifestation of Ruin's gathered consciousness, much like the dark mists in book two. The lake was still around in Vin's era, but had been moved under ground. (Note that the Well is a very similar manifestation. You've also seen one other manifestation like this....)

PETER AHLSTROM: Such as...this?

The "lake" was barely ten feet deep—more like a pool. Its water was a crystalline blue, and Raoden could see no inlets or outlets.

If that's what you're hinting at...I never thought of the connection before! I just kept thinking of Aether of Night, and never thought of this pool at all.

BRANDON SANDERSON: Both are accurate, but the first is what I meant, as most people here don't have access to Aether.

KAIMIPONO (16 OCTOBER 2008): Allomancy is fueled by Preservation's body? How exactly does that work? And how does that interact with Atium—it's fueled by both gods' bodies?

BRANDON SANDERSON (17 OCTOBER 2008): The powers of Ruin and Preservation are Shards of Adonalsium, pieces of the power of creation itself. Allomancy, Hemalurgy, Feruchemy are manifestations of this power in mortal form, the ability to touch the powers of creation and use them. These metallic powers are how people's physical forms interpret the use of the Shard, though it's not the only possible way they could be interpreted or used. It's what the genetics and Realmatic interactions of Scadrial allow for, and has to do with the Spiritual, the Cognitive, and the Physical Realms.

Condensed 'essence' of these godly powers can act as super-fuel for Allomancy, Feruchemy, or really any of the powers. The form of that super fuel is important. In liquid form it's most potent, in gas form it's able to fuel Allomancy as if working as a metal. In physical form it is rigid and does one specific thing. In the case of atium, it allows sight into the future. In the case of concentrated Preservation, it gives one a permanent connection to the mists and the powers of creation. (I.e., it makes them an Allomancer.)

AonDor = ties to all three

QUESTION: Is AonDor Physical, Spiritual, or Cognitive?

BRANDON SANDERSON: Wow, I wasn't expecting that. (laughter) Are you a Sharder?

SAME MEMBER OF AUDIENCE: A little bit. (laughter)

BRANDON SANDERSON: AonDor is mixed up in all three. So I would say more Cognitive and Spiritual than it is Physical, but it is mixed up in all three.

The Metallic Arts

ZAS678: These are things that I overheard.

Are the usual quadrants (Physical, Mental, Temporal, Enhancement) preserved in Feruchemy and Hemalurgy?

BRANDON SANDERSON: No. In Ferchemy, it is based Realmatically. There is a quadrant of Spiritual, a quadrant of Cognitive and two quadrants of Physical.

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So when a person is burning metals, they aren't using Preservation's body as a fuel so to speak—though they are tapping into the powers of creation just slightly. When Vin burns the mists, however, she's doing just that—using the essence of Preservation, the Shard of Adonalsium itself—to fuel Allomancy. Doing this, however, rips 'troughs' through her body. It's like forcing far too much pressure through a very small, fragile hose. That much power eventually vaporizes the corporeal host, which is acting as the block and forcing the power into a single type of conduit (Allomancy) and frees it to be more expansive.

CHAOS: Would the Three Metallic Arts operate in other worlds, or are they direct results of Ruin and Preservation and thus only operate in Scadrial?

BRANDON SANDERSON: To use Feruchemy or Allomancy in almost every case, one must have the right spiritual and genetic codes, imprinted upon people during the creation of Scadrial by Ati and Leras. To use Hemalurgy, one must first have someone with these right spiritual and genetic codes, then take the power from them. Other people on other worlds are not going to simply discover the Three Metallic Arts by accident.

Spiritwebs, Hemalurgy

Quotes:

<http://www.theoryland.com/intvmain.php?i=675#9>

Cool Stuff

ZAS678: Can a Drab Return?

BRANDON SANDERSON: A Drab can not Return as the Returned are known, and there are things about the Drab that are not completely understood. But a Drab without a Breath, it's going to be very hard. Drabs do not Return. Good question, by the way. No one has ever asked me that before.

BRANDON SANDERSON: Entities exist on all three realms that are only vaguely shadowed on the other realms. You have seen entities who exist primarily on the Cognitive Realm + are shadowed on the Physical.

TORTELLINI: My next question was a random idea I had based on the answer about entities living primarily in the cognitive realm given here. I asked (stupidly, you'll see why in a second): "Could it be that spren and seons are basically very similar things?"

BRANDON SANDERSON: He smiled, thought about how to answer that for a second and then said... "Yes, it could be."

TORTELLINI: I very much got the impression that I was correct though, but I gave him the perfect opening to appreciate the question without answering it at all. Stupid me. I explained that I had the idea that seons exist primarily as cognitive entities with smaller presences in the physical world, while spren are primarily spiritual, also with smaller presences in the physical world. He just smiled for a second, and I said I'd take that as a possible yes and let him get back to signing books for the awesome Waterstone's in Manchester. I'm writing up my thoughts on that in this post.

ZAS678: Why do Seons become broken when their person is taken by the Shad?

BRANDON SANDERSON: A Seon has a Spiritual Connection with their user. When the Shad takes the user, it messes up the spiritual nature of the user, and it really messes up the nature of the Seon.

CHAOS: Let's say hypothetically we get Ruin, Preservation, and Endowment to create a planet. Would there be *more* magic systems due to Endowment's involvement (think permutations), or would this specifically not work at all?

BRANDON SANDERSON: It could work. There is the potential for more magic systems.

ASHLEY COWLES: I do remember some things, but the majority of the questions were about WoT.

BRANDON SANDERSON: He said that all of his own books take place in the same universe, but not on the same world per se. **The overall magic system was based on the principle of investing, i.e. people and things are invested by magic.** So for example in Mistborn, the metals themselves aren't magical, but they become a vessel for the magic.

Also he said that the ways of magic are different. In Mistborn it's genetic (or through ingesting ~~atium~~, lerasium, but he didn't talk about that). In Warbreaker it has to do with gathering other people's Breath, etc.

ACE_OF_FACE (REDDIT.COM): Hey Brandon! As much as I want to fan-gush, I'll keep it short so you can get back to your A Memory of Light drafting.

How was Sazed/Harmony able to communicate with Waxillium near the end of the book? During the original trilogy, Ruin could occasionally implant thoughts into people's minds, but he couldn't just listen in whenever he felt like it. Is Harmony just way more powerful?

BRANDON SANDERSON (REDDIT.COM) There is interesting discussion about this one below, which I like to see. I thought this might spark some discussion. Remember that human beings were given more of preservation than Ruin during their creation, which led to Preservation eventually being overwhelmed by Ruin. That was the bargain; people would be of preservation at their core, but in turn Ruin got to claim the world once Preservation wound down.

Another factor to consider here is that Wax was given a special earring designed for communication with a being that he actually worships.

QARLIN: Why did Ruin give off Allomantic Pulses? Because Preservation did and they're two sides of the same coin? Allomancy is of Preservation, so I figured that's why he did...

BRANDON SANDERSON: Manifestation of the awesome power he held, mixed with Vin's increased ability to sense these things. Allomantic pulses are like a ripple of sound in the fabric of creation itself—the power of creation being used, creating a drum beat to those attuned to it. Ruin created a similar beat when his consciousness was near.

Theories:

Shardic Sentience

Three Parts of Magic