



THE FIRST STEP:TM SOLO EDITION

A LEVEL ZERO STORMLIGHTTM ADVENTURE
FOR THE COSMERE[®] ROLEPLAYING GAME



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FOR THE COSMERE® ROLEPLAYING GAME



COSMERE[®]

ROLEPLAYING GAME

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DRAGONSTEEL

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ISBN: 978-1-966528-05-0

First Printing (v1.01)

Printed in China





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THE FIRST STEP: SOLO EDITION



WELCOME TO ROSHAR, THE WORLD OF THE Stormlight Archive novels and the first campaign setting for the COSMERE RPG. This is an epic fantasy world on the brink of incredible upheaval and change. In the Stormlight setting, you create a character entwined with this world's destiny. Your character can start from a humble or mundane beginning as a soldier, crafter, or ardent. You might be among the privileged, coming from the nobility or prestigious scholarly placements.

Your character is at the center of an exciting and continuing story, and may swear an oath to ancient powers, gaining dramatic supernatural abilities and becoming a new Knight Radiant. Hateful powers are rising, and heroes are needed on Roshar.

INTRODUCTION

The First Step is an introductory adventure for the COSMERE RPG that allows you to build a character while learning the rules of the game. As the narrative unfolds, the decisions you make shape your character. If you're a fan of Brandon Sanderson's Stormlight Archive novels or a fan of epic fantasy in general, this adventure was designed with you in mind.

This adventure takes approximately two to three hours to complete, on average, and is meant for playing by yourself without needing a **game master** (GM) to run the game for you. If you want to experience the story with other **player characters** (PCs) and a GM, there is a version of this adventure that fully supports group play.

RUNNING SOLO

From here on, the mechanics and content of the adventure begin. As you are facilitating the game for yourself, avoid reading ahead so you and your character have the same information, and you can make character choices based on that information only.

BEFORE YOU BEGIN

You don't need to be familiar with the Stormlight Archive series to enjoy this adventure, but it assumes you have a basic familiarity with concepts such as Shardplate and highstorms. If you're looking for a primer on the Stormlight Archive, see *Welcome to Roshar*, a short booklet that introduces the setting, or the *Stormlight World Guide* for a more in-depth introduction to Roshar.

The First Step: Solo Edition contains all of the information you need to run the adventure. After the adventure, you will need the *Stormlight Handbook* to fully create your character.

Finally, you can visit CosmereRPG.com/the-first-step for supplemental online content, including the group version of this adventure.

ADVENTURE CONVENTIONS

The following conventions are used to make playing this adventure easier for you:



Text in a box like this describes the scene you are in, sometimes detailing the narrative results of your decisions.

Equipment and items are described in the *Stormlight Handbook* and in appendix A of this book.

When new game terms are introduced, they are formatted as **bold and blue**.

SIDEBARS

Helpful lore information or notes are presented in sidebars like this one.

The adventure is divided into three parts, and each part starts with a mechanics checkpoint where you can find instructions for filling out your character sheet. The mechanics checkpoints look like this:

MECHANICS CHECKPOINT

Start every attribute (Strength, Speed, Intellect, Willpower, Awareness, and Presence) at 1.

Basic information for resolving skill tests, running endeavors, using the plot die, and other features of the COSMERE RPG are introduced as they become relevant. Detailed information regarding these mechanics can be found in the *Stormlight Handbook*.

Instructions for navigating the adventure are given in *italics*. These instructions will either prompt you to journal about a specific event or direct you to the next page based on your story choice.

GETTING STARTED

Before playing, do the following:

1. Print a character sheet for yourself. You can copy a character sheet from the last page of the *Stormlight Handbook*, or you can download one from [CosmereRPG.com/character-sheets](https://cosmereRPG.com/character-sheets).
2. Print the tracking sheet at the end of this book. You'll use it to record information.
3. Optionally, print the other appendices for easy reference.
4. Gather a full set of polyhedral dice (a d4, a d6, a d8, a d10, a d12, and a d20) plus a plot die (or an additional d6 if you don't have a plot die available)
5. Get some paper to journal on, and a writing utensil for yourself.
6. Have fun! Remember—journey before destination.

TRACKING DECISIONS

As you make decisions for your character, the text prompts you to record details about those decisions. The two types of prompts look like this:

- ♦ Tracking sheet prompt: **Path Agent**
- ♦ Character sheet prompt: **Attribute +1 Speed**

The tracking sheet prompt is meant for you to record on your tracking sheet. The printable tracking sheet can be found at the end of this book or at [CosmereRPG.com/the-first-step](https://cosmereRPG.com/the-first-step).

The character sheet prompt is for you to record on your character sheet.

In the case of those examples, you record the character's Agent-related decision on your tracking sheet, and then increase the Speed attribute on your character sheet by 1.

ATTRIBUTES, SKILLS, AND MORE

You start the adventure with a blank character sheet. You do not need to make any decisions about your character prior to playing. In fact, you won't fill out a single field until this adventure prompts you to do so—not even your character's name!

As you make decisions in the adventure (and whenever prompted with a character sheet prompt), add the information to your character sheet. Your decisions directly add attributes, skills, equipment, expertises, and goals to your character sheet. These character elements are all described as they become relevant.

Sometimes you might have two options, which look like this:

- ♦ **Attribute +1 Willpower or Presence**

When different options are offered, you choose which option to record.

- ♦ When you are prompted to adjust an attribute, you add or subtract from the number on the character sheet.
- ♦ When you are prompted to adjust a skill, you fill in one of the circles next to the skill's name.

You won't fill out all the fields on your character sheet at once. This is okay! The mechanics checkpoints are there to help you round out your character sheet.

PATHS

Paths in the COSMERE RPG are similar to "classes" in other roleplaying games. They represent what a hero has trained in and what special abilities they have.

The Roshar setting has **heroic paths** and **Radiant paths**, which you can learn more about in appendix B. Radiant paths align with the nine available Radiant orders. (The Order of Bondsmiths is not available to PCs.) Your character cannot become Radiant at level 1, but by finishing *The First Step: Solo Edition*, you are given a suggested Radiant path to pursue. It is important to note that, from a roleplaying perspective, most PCs don't know they are becoming Radiants. For example, it often takes characters in the books a long time to discover how their bond with a highspren changes them.

As you make decisions, use the tracking sheet to record possible paths your character takes. Decisions that mark multiple paths can mark up to three paths simultaneously. A path can be marked an unlimited number of times.

You don't need to remember how many times you've marked a path as you play. You'll calculate your results at the end of the game, revealing which heroic and Radiant paths your character is likely to follow.

The Radiant Values and Philosophies table in appendix B shows each Radiant order's key Ideal, which *The First Step: Solo Edition* uses to reference when you should mark a Radiant path on the tracking sheet. The table also lists each Radiant order's associated spren.

RESOURCES AND EQUIPMENT

You'll also be tracking **Resources**, an abstract representation of things your character might find or lose during the adventure—for example, a small tool, a cache of food, an inspired comrade, or a few spheres.

When your character is successful, the adventure may reward you with a Resources increase; when your character fails, you might need to decrease their Resources. You always have a minimum of 1 Resource, even if a prompt would cause you to reduce your Resources to 0. Like other aspects of the tracking sheet, there is no limit to the number of Resources you can mark.

Resource prompts look like this:

- ◆ **Resources** +1
- ◆ **Resources** -1

Toward the end of the adventure, this Resources score will help determine the equipment your character receives.

You start this adventure with 1 Resource.

GAME AND CHARACTER BALANCE

Different story branches offer different prompts, and you might interact more often with attributes and skills than with paths or equipment, for example. Even if you feel like you are lacking some statistics, rest assured that by the end of the adventure, you will have a complete character.

The mechanics checkpoints are there to help catch up, balance, and redistribute points among the various aspects of your character. You can use these opportunities to shape your character to your liking.

THE STORMLIGHT ARCHIVE TIMELINE

The First Step: Solo Edition is set at the end of a period in Roshar known as the Era of Solitude, coinciding with events that take place during the novel Words of Radiance. The Alethi are fulfilling the Vengeance Pact on the Shattered Plains, waging a years-long war against the Parshendi. The infamous Assassin in White has reappeared to slaughter more world leaders. The majority of singers are enslaved and locked in forms without songs, and the few remaining Knights Radiant are untrained and isolated.

A more complete timeline can be found in chapter 4 of the *Stormlight World Guide*.

PLAYING WITH SINGERS

This adventure was written with human characters in mind. However, you could play as a singer character with a little adjustment. Listener spies might be included among the parshman workers in the caravan, or you could depart from canon and include an enslaved

singer character before the Everstorm restores their spiritual health.

The Era of Solitude was a deeply traumatic time for singers. The handling of singer characters, both PCs and NPCs, is something that takes consideration. The “Including Marginalization Responsibly” section in chapter 13 of the *Stormlight Handbook* gives broad advice on how to address marginalization dynamics while roleplaying.

SAFETY TOOLS

Solo gaming provides you with complete control of the narrative. As such, if you encounter events or generate a random prompt that proves uncomfortable, you always have the option to avoid, move past, or retroactively change those events. It’s your story. Also, remember to take breaks and stay hydrated—the Shattered Plains can be harsh!

ADVENTURE SUMMARY

The First Step: Solo Edition is designed to teach new players how to play a roleplaying game, as well as to gradually introduce experienced roleplayers to the COSMERE RPG’s mechanics:

Part 1: Alethi Ambush focuses on providing scenes to get you rolling dice and make clearly defined choices. These scenes are quick and set the stage. Treat this section as a warm-up to the meatier decisions in parts 2 and 3.

Part 2: A Night in the Ravine encourages you to take more narrative license with how scenes play out. You’ll be instructed to journal how your character engages with or resolves a scene. Additionally, this section introduces the endeavor scene type. Endeavors flexibly combine roleplay and skill tests to determine the outcome and consequences of your character’s efforts.

Part 3: The Stranger brings all the rules together and introduces you to a combat scene where you can take specific combat actions on your turn to overcome a threat.



JOURNALING

To get the most out of *The First Step: Solo Edition*, use the journaling prompts to add to the scene. How does your character perform the chosen action? What unique features do they notice about the item they pick up? What does the world look like through their eyes? How does your character feel about the situation they find themselves in? Add flavor to the results without changing the outcomes. This will make for a much more engaging solo gaming session.

The amount you write is up to you. You decide how much detail to bring to journaling. When the adventure prompts you to journal about an outcome, you can choose to compose full paragraphs with vivid imagery and full dialogue, write a few bullet points, or jot down a quick note. The goal is to create a memorable experience for yourself and have a written record that defines the character you're creating.

Specifically framing your journal entries as diegetic elements may help you write them. Are these entries part of a letter your character will send home to loved ones? Is this part of an epic tale that chronicles the humble beginnings of one of Roshar's folk heroes? Are they fragments of memories that one lone soldier remembers from the chaotic day that forever changed their life, for better or for worse? These different points of view illustrate just a few directions you could take your journaling in.

Finally, play up the drama! This adventure represents a defining moment in your character's history. Choose options based on how your character would feel, then write about the outcomes. Consider how your decision relates to your character's backstory or foreshadows their future. You're here to play and find out who your character is.

If, however, journaling during the adventure does not appeal to you, you are under no obligation to write anything. There are no mechanics tied to journaling, and you can always compose your backstory after you're finished with the adventure.

PRONUNCIATION GUIDE

The Pronunciations table lists the pronunciations of names and terms in this adventure.

As with all worlds in the Cosmere, the Rosharan pronunciation of words varies by region and dialect. If a pronunciation here doesn't match how you say it, that doesn't mean you're wrong! It's far more likely that you simply hail from a different land than the writer of this guide.

PRONUNCIATIONS

| Word | Pronunciation |
|------------------|-------------------------|
| Adolin | AY-doh-lin |
| Alethi | uh-LETH-ee |
| Alethkar | AL-eth-kar |
| Bettani | Beh-TAHN-ee |
| chull | CHUL |
| cosmere | KOZ-meer |
| crem | KREM |
| Dalinar | DAL-in-ar |
| fabrial | FAB-ree-uhl |
| havah | HAH-vah |
| Herdazian | hayr-DAZ-ee-uhn |
| Kharbranthian | kar-BRANTH-ee-uhn |
| khokh | COKE |
| Kholin | koh-LIN |
| linil | LIN-eel |
| Parshendi | par-SHEN-dee |
| Ralanat | RAHL-uh-naht |
| Reshi | RESH-ee |
| Resi | REH-zee |
| Roshar | ro-SHAR |
| Shinovar | SHIN-oh-var |
| spreen | SPREN |
| Taln | TALN |
| Tashikki | ta-SHI-kee |
| Taszo-son-Clutio | TAH-zo-suhn-KLOO-tee-oh |
| Thanadal | THAH-nuh-dahl |
| Thaylen | THAY-len |
| Unkalaki | OON-kah-lah-kee |
| Veden | VAY-din |
| Velin | VEH-lin |
| Vorin | VOR-in |
| Zinden | ZIN-dehn |

ALETHI AMBUSH

Your character is part of a caravan owned by Brightlord Adolin Kholin and led by Brightlady Ralanat. The caravan is headed to a frontier called the Shattered Plains, a war-torn region where the Alethi clash with their enemies, the listeners. The listeners, whom the Alethi call Parshendi, are a non-human people who are native to the Shattered Plains.

RUNNING PART 1

The adventure begins with a narrative scene that introduces the setting, the caravan, and the situation you find yourself in. After that, you will be offered four choices. Each choice leads to a different scene, branching into stories that help you define how your character reacts to situations, thereby creating a personality and history for your character.

This section of the adventure is procedural and defined. It introduces how to roll dice for skill tests, and some light descriptive roleplay. If you feel constrained by part 1, rest assured that you'll have much more freedom in parts 2 and 3.

THE CHARACTER SHEET

Get your blank character sheet. Before moving to the first mechanics checkpoint, take some time to explore the character sheet.

Attributes. The six **attributes** are Strength, Speed, Intellect, Willpower, Awareness, and Presence. Attributes are your character's innate characteristics and form the foundation for their physical and mental limits, skills, and more. Your character starts with an attribute score of 1 and will increase and decrease attribute scores to a maximum of 3 and a minimum of 0 throughout this adventure. The higher the score, the more exceptional your character is in that area. When you need to increase or decrease an attribute score, replace the number in your attribute score box with the modified value.

Skills. As you play the game, your character will use **skills** to attempt various tasks. They might make a Stealth test to sneak past an enemy, or they might forage in the wilderness with a Survival test. There are 18 skills, and the more ranks your character has in a skill, the better they are at tests and abilities that use that skill. Your character starts with 0 **ranks** in all skills and can gain ranks up to a maximum of 2 in various skills throughout this adventure. When you

need to increase the number of ranks your character has in a skill, fill in one of the rank boxes to the right of the skill name.

Skill Modifier. The box to the left of each skill name is for the **skill modifier**, which is the sum of the skill's ranks plus its linked attribute (indicated by the three letters in parentheses to the right of the skill name). For example, the Agility skill modifier is the character's Speed attribute score plus their ranks in Agility.

The other sections on the character sheet—from character name and level to equipment, expertises, and goals—will be explained as they become relevant.

When you're ready, begin with the first mechanics checkpoint:

MECHANICS CHECKPOINT

Start every attribute score (Strength, Speed, Intellect, Willpower, Awareness, and Presence) at 1.

MAKING A SKILL TEST

When the outcome of your character's actions is uncertain, they make a **skill test** by rolling a twenty-sided die (called a d20) to determine whether they succeed or fail. Tests are the core mechanic of this game, so you will make them frequently! The "Skills" section of chapter 3 of the *Stormlight Handbook* further details how skill tests work, but at their most basic, tests follow these steps:

- 1. A skill is listed, then you roll the dice.** The specific skill that best applies to the situation is noted in *The First Step: Solo Edition* adventure. This is followed by a **difficulty class** (DC), which is the number you must reach or exceed to succeed on the test; the higher the DC, the harder it is to succeed. You then roll one d20.
- 2. Add the skill modifier.** On your character sheet, find the number in the box to the left of the applicable skill, and add it to the d20 roll.
- 3. Add any bonuses or penalties.** Some tests gain bonuses or penalties in certain circumstances. Add any of these to your d20 roll.
- 4. Compare the test's total to the test's DC.** Add up the d20 roll plus skill modifiers, bonuses, and penalties; if that result equals or exceeds the DC

set in the adventure, your character succeeds at their task.

- 5. Resolve the results.** Resolve the results of the success or failure.

In *The First Step: Solo Edition*, the appropriate skills, the skill DCs, and the results of success and failure are provided for you. When an attribute or skill is increased, your character gains that benefit immediately. You should increase the appropriate ability or skill ranks on the character sheet, then recalculate skill modifiers if needed before continuing.

EXPERTISES

Beyond attributes and skills, your character has several areas of **expertise**—specialized knowledge from personal experience. An expertise could represent intricate knowledge of one kind of weapon, years of learning about an academic subject, or deep familiarity with a given culture. Some expertises are assigned by choices, while others will be defined by the player. For a list of example cultural, weapon, armor, and utility expertises, see appendix C.

TAKING THE FIRST STEP

When you are ready to begin, read the following:

It's been weeks since you last saw the windblades of Kholinar when you joined this caravan and began your travels to the Shattered Plains. Your journey has taken you south through Kholinar and along the Thanadal border, before continuing east toward the warcamps.

At the end of another long day, Brightlady Ralanat, the caravan's noblewoman leader, decides to set up camp in a nearby ravine. Its steep walls promise protection from both bandits and highstorms—the tempests that rage across Roshar every few days. The chulls, horse-sized crustaceans, make their slow descent into the ravine.

As you settle in, the only sounds you hear are the Kholin soldiers' quiet conversation and the soft clicks of dozing chulls. You, too, are nodding off when a panicked sentry cries, "Bandits!"

Startled, you hurry to the center of camp to find spear infantry streaming down the east side of the ravine. These aren't undisciplined bandits. They move with military precision. To the west, arrows whistle toward civilians who clutch their belongings as they run. Many fall, arrow shafts protruding from their backs. Fearspren seep from the ground, forming purple pools around the boots of the minuscule Kholin military contingent guarding the caravan.

PART 1 CHOICE

Do you...

1. Search your gear for something useful? Go to **A** (below).
2. Check on the people who were ambushed by the archers? Go to **B** (page 15).
3. Grab a weapon and engage the spear infantry? Go to **C** (page 18).
4. Run toward the center of camp to find Brightlady Ralanat? Go to **D** (page 20).

A: SEARCH GEAR

You quickly rummage through your gear and grab the first thing you find.

What is it?

1. A weapon. Go to **A1** (page 10).
2. A long-distance communication tool called a spanreed. Go to **A2** (page 11).
3. A roll of tools. Go to **A3** (page 12).
4. A small technological device called a fabrial. Go to **A4** (page 12).
5. A document. Go to **A5** (page 13).
6. A medical kit. Go to **A6** (page 14).

A1

Attribute +1 Strength or Speed

You pick up your weapon, its leather-wrapped grip fitting comfortably in your hands.

Do you have a...

1. Dagger? **Path** Agent **Attribute** +1 Intellect
2. Shortbow? **Path** Hunter **Attribute** +1 Awareness
3. Shortspear? **Path** Warrior **Attribute** +1 Willpower In Alethkar, a spear is a weapon commonly used by men from the non-noble darkeyes class. Are you...
 - ♦ Alethi? **Expertise** Alethi
 - ♦ Foreign? **Expertise** Another culture (See appendix C)
4. Sidesword? **Path** Leader **Attribute** +1 Presence In Alethkar, a sidesword is a weapon commonly used by nobles of the lighteyes class. Are you...
 - ♦ Alethi? **Expertise** Alethi
 - ♦ Foreign? **Expertise** Another culture (See appendix C)

How familiar are you with the weapon?

1. You've trained for hours with this weapon. **Expertise** The weapon you chose There's no better time than the present to put that training to good use.
2. You need to put more time in. **Goal** "I will find an instructor who can teach me how to use my [weapon]." This sudden, dangerous situation has convinced you to seek out further training.

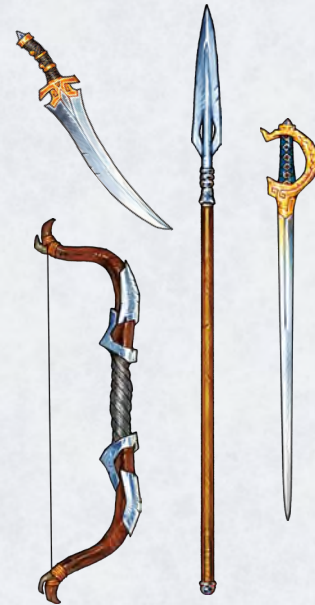
Gain: Equipment The weapon you chose

Now that you're armed and ready, where are you headed?

1. To repel the spear infantry who swarmed in from the east. **Ideal** Self-Mastery **Skill** +2 Light Weaponry or Heavy Weaponry Make a DC 10 Light Weaponry or Heavy Weaponry test.
 - ✓ **Success:** Journal about how you use your past training to thin the enemy ranks. **Resources** +1
 - ✗ **Failure:** Despite your effort, your lines falter and break. Journal about how you have used this tactic

successfully in the past and what prevents you from being successful now.

2. To confront the archers firing down into the ravine from the west. **Ideal** Protection **Skill** +2 Light Weaponry or Heavy Weaponry Make a DC 10 Light Weaponry or Heavy Weaponry test.
 - ✓ **Success:** The arrows fall around you. Journal about how you draw the archers' attention away from the civilians. **Resources** +1
 - ✗ **Failure:** The arrows fall around you with increased fury. Journal about how you save yourself.
3. To rally the troops around you. **Ideal** Tenacity **Skill** +2 Leadership Make a DC 10 Leadership test.
 - ✓ **Success:** You call out to the stunned Kholin caravan soldiers. Journal about your past experience with enlisted soldiers. **Resources** +1
 - ✗ **Failure:** You fail to gain the attention of the stunned Kholin soldiers. Journal about the expressions you see on their faces.



Go to **part 2** (page 24).

GOALS

As your character adventures across Roshar, they grow not only by gaining levels but by completing personal goals. Each goal includes three milestone boxes, representing progress toward completing the goal. Generally, only one milestone box can be marked per session. After completing a goal, a character earns rewards that grant them powerful items, relationships, or abilities. See chapter 8 of the Stormlight Handbook for more information.

A2

Attribute +1 Willpower or Presence

Grabbing your pack, you pull out the spanreed you were charged with carrying. You remove the thin cloth from the device and place the split ruby, filled with Stormlight, in its receptacle. The spanreed blinks to life and the stylus begins to move, controlled by distant, unseen hands.

Do you read Alethi women's script, or is the message sent in glyphs?

1. Women's script. **Expertise Literature** You strain to read the sharp lines in the chaos around you. "Make haste. We have need of your expertise in the warcamps."
2. Glyphs. **Expertise Stormwardens** Quick motions carve out several glyphs including a ship with sails unfurled, an empty book, and crossed spears behind a low wall. You decipher the message as meaning "Travel quickly. Great need. Warcamps."

Which faction sent this message?

1. The Kholins, an honorable Alethi noble family including the king and his advisors.
2. The Thanadals, a scheming Alethi noble family.
3. The Ghostbloods, a secret organization with very resourceful and diverse members.
4. The Sons of Honor, a secret organization seeking to return the Vorin church to power.

What do they want from you?

1. Enforcement and intimidation.
Path Warrior Attribute +1 Strength
2. Discipline and diplomacy.
Path Envoy Attribute +1 Willpower
3. Recruitment and training.
Path Leader Attribute +1 Presence
4. Research and study.
Path Scholar Attribute +1 Intellect
5. Scouting and reports.
Path Hunter Attribute +1 Awareness
6. Spying and subterfuge.
Path Agent Attribute +1 Speed

Journal about one mission you completed for this faction before.

Do you plan to work with them or try to get out of it?

1. I will follow through on my obligation.
Ideal Justice
Goal "I will ingratiate myself with [Faction]."
2. I will avoid this obligation. **Ideal Freedom**
Goal "I will find another way to repay my debt to [Faction]."

Gain: Equipment Spanreed You only have one of the pair.



Go to **part 2** (page 24).



A3

Attribute +1 Intellect or Awareness

You reach into your pack and find the reassuring weight of a well-oiled leather pouch containing your most prized possessions—your tools. With them, you can create. Without them, you'd be lost.

What kind of tools are these?

1. Art supplies. **Expertise** Visual Arts
2. Blacksmithing tools. **Expertise** Weapon Crafting
3. Cooking knives. **Expertise** Culinary Arts
4. Leatherworking tools. **Expertise** Armor Crafting

What is your preferred way to use these tools?

1. You like to work on big projects or large-scale endeavors that call for heavy lifting.
Ideal Potential **Attribute** +1 Strength
2. You multitask; working on many projects at once calls for split-second timing.
Ideal Self-Mastery **Attribute** +1 Speed
3. You approach every project with analytical precision.
Ideal Potential **Attribute** +1 Intellect
4. You let your passions guide you to the finished product.
Ideal Freedom **Attribute** +1 Presence
5. You focus on precision work, making every choice and action count.
Ideal Self-Mastery **Attribute** +1 Willpower
6. Your project depends more on the raw materials than the tools.
Ideal Truth **Attribute** +1 Awareness

Why are these tools precious to you?

1. They were passed down by your mentor. They remind you of the legacy that you carry.
Ideal Remembrance
2. They help you create things that enrich people's lives, revealing the glory of the cosmere. **Ideal** Truth
3. You have worked hard and studied long, but you know there are still many techniques you have yet to add to your repertoire. **Ideal** Secrecy
4. Through practice and toil, you use these tools to become a fuller, more confident version of yourself.
Ideal Potential

What is your level of training with these tools?

1. Apprentice. **Skill** +2 Crafting

2. Adept. **Skill** +2 Crafting or Discipline
3. Artisan. **Skill** +2 Crafting, Discipline, or Lore

Gain: **Equipment** The tools you chose

Resources +1

Journal about something memorable you created with these tools.

Go to **part 2** (page 24).



A4

Attribute +1 Intellect or Willpower

You search frantically, sighing in relief when you come upon the small fabrial. It may be simple, but it has great meaning to you. The gemstone caged within the wire frame glows, charged with Stormlight.

Where did you get this fabrial?

1. You helped your mentor build it.
Ideal Potential **Skill** +2 Crafting
2. You scavenged it from a caravan that had been destroyed in a highstorm.
Ideal Remembrance **Skill** +2 Stealth
3. Someone you respect awarded it to you for a job well done.
Ideal Justice **Skill** +2 Leadership
4. You stole it.
Ideal Secrecy **Skill** +2 Thievery
5. You won it in a game of breakneck.
Ideal Freedom **Skill** +2 Insight
6. You got it for an incredibly good price.
Ideal Truth **Skill** +2 Persuasion

What does this fabrial do?

1. It is a round fabrial that warms your hands when held. **Path** Hunter **Attribute** +1 Willpower
2. It is a pair of sturdy boots that fasten without any need for laces. **Path** Warrior **Attribute** +1 Strength
3. It is a disk that glows like a candle when pressure is applied. **Path** Envoy **Attribute** +1 Awareness
4. It is a lock that shows if it has been tampered with.
Path Agent **Attribute** +1 Speed
5. It is an arrow-shaped fabrial that points toward the Thaylen City docks.
Path Leader **Attribute** +1 Presence
6. It is a small stormclock which can be set to count down to a specific time.
Path Scholar **Attribute** +1 Intellect

You are inspecting your fabrial for damage when a spear-wielding enemy soldier in a red and brown tabard comes upon you. His eyes go wide when he sees the fabrial glowing in your hands, and he reaches for it!

Do you...

1. Run away and try to lose the soldier in the fray?

Path Agent **Skill** +2 Agility

Make a DC 10 Agility test.

✓ **Success:** *Journal about how your past experience helps you utilize your agility to deal with your current situation.*

2. Glare at or threaten the soldier, so he knows to leave you alone? **Path** Leader **Skill** +2 Intimidation
- Make a DC 10 Intimidation test.

✓ **Success:** *Journal about how you intimidate this soldier.*

3. Grapple with the soldier? **Path** Warrior **Skill** +2 Athletics
- Make a DC 10 Athletics test.

✓ **Success:** *Journal about how you fight the soldier off. What technique gives you the edge in unarmed combat?*

4. Beg and plead to be left alone?

Path Envoy **Skill** +2 Persuasion

Make a DC 10 Persuasion test.

✓ **Success:** *Journal about how the soldier takes pity on you.*

✗ **Failure:** *Journal about how you feel when the soldier attempts to take your precious fabrial, then read the following:*

The soldier rips the fabrial from your hands but curses in disgust when he realizes that it's not a pouch of spheres. He tears at the gem, damaging the frame, before throwing the fabrial in frustration and running off.

Gain: **Equipment** Minor fabrial

This unique fabrial produces the simple effect described earlier in this section. If in good condition, the fabrial is worth 30 marks to an artifabrian. If you failed the last test, the fabrial is broken; when you have access to a workshop, it can be repaired with a successful DC 15 Crafting test.

Go to **part 2** (page 24).

A5

Attribute +1 Intellect or Awareness

You take the small hogshide cylinder and look for a place to keep it safe.

Do you...

1. Ward off the crowd with raised fists?

Attribute +1 Strength **Skill** +2 Athletics

Make a DC 10 Athletics test.

✓ **Success:** *Journal about how you force your way through the press.* **Resources** +1

2. Slip it into a boot and sprint through the tumult?

Attribute +1 Speed **Skill** +2 Agility

Make a DC 10 Agility test.

✓ **Success:** *Journal about how you stay ahead of enemies.* **Resources** +1

3. Find a place to stash the cylinder in the chaos?

Attribute +1 Awareness **Skill** +2 Perception

Make a DC 10 Perception test.

✓ **Success:** *Journal about the hiding place you find.* **Resources** +1

✗ **Failure:** *Journal about how your enemies spot you, then read the following:*

Some enemy soldiers break away from the fight to chase you. You eventually lose them, but they regroup to flank the Kholin caravan soldiers.

What does this document contain?

1. The locations of informants in one of the warcamps.

Ideal Truth **Path** Agent

2. Trade secrets that must be delivered to a merchant at one of the warcamps.

Ideal Secrecy **Path** Envoy

3. Scout reports about bandit activity in the Unclaimed Hills that must be delivered to the Kholin patrols in the warcamps.

Ideal Protection **Path** Hunter

4. Training and conflict reports from your citylord to a highprince in one of the warcamps.

Ideal Tenacity **Path** Leader

5. The last letter of an ailing parent addressed to a soldier you trained with. You can find them in one of the warcamps.

Ideal Remembrance **Path** Warrior

6. Schematics for a new type of war engine that must be delivered to an engineer in one of the warcamps.

Ideal Self-Mastery **Path** Scholar

Do you plan to honor your agreement or take advantage of your knowledge?

1. I will follow through on my obligation.

Ideal Justice

Goal "I will deliver the document I carry as required of me."

2. I will take advantage of this opportunity.

Ideal Potential

Goal "I will get the best price I can for the document I carry."

Gain:

Equipment Hogshide cylinder with document

Go to **part 2** (page 24).

A6

Attribute +1 Intellect or Presence

You open the medical kit and give it a once-over, taking stock of your supplies.

What kind of things comprise your kit?

1. Anatomical drawings and medical texts.

Path Scholar **Skill** +1 Medicine

2. Herbs and poultices.

Path Scholar and Hunter **Skill** +1 Survival

3. Scalpels, forceps, and sewing needles.

Path Scholar and Leader **Skill** +1 Discipline

4. Tinctures for sedating and disinfecting.

Path Scholar and Agent **Skill** +1 Thievery

As a surgeon, doctor, or apothecary, what are you best known for?

1. An extensive knowledge of medical procedures.

Attribute +1 Intellect

2. Professionalism and level-headedness.

Attribute +1 Willpower

3. An uncanny ability to diagnose with incomplete information.

Attribute +1 Awareness

4. An incredible bedside manner.

Attribute +1 Presence

Now that you have your kit, where are you headed?

1. To tend to fallen Kholin caravan soldiers to the east.

Ideal Tenacity **Skill** +1 Athletics

Make a DC 10 Athletics test.

✓ **Success:** Journal about how you lend your strength to those who need it. **Resources** +2

✗ **Failure:** Journal about how a physical shortcoming stops you from helping.

2. To tend to fallen civilians struck by arrows from the west. **Ideal** Protection **Skill** +1 Agility
Make a DC 10 Agility test.

✓ **Success:** Journal about how you avoid arrows and pull casualties to safety. **Resources** +2

✗ **Failure:** Journal about how the press of battle stops you from saving everyone.

3. To gather more medical supplies from the caravan.

Ideal Self-Mastery **Skill** +1 Deduction

Make a DC 10 Deduction test.

✓ **Success:** You sprint to the wagons, hiding behind the chulls who retreated into their protective shells. Rooting around in the sacks, you find weak antiseptic. Journal about how you feel when you find this small boon.

Gain: **Equipment** Antiseptic (weak, 5 doses)

✗ **Failure:** Journal about how you feel when your search is futile.

4. To organize those around you to bring the wounded into the cover of the wagons.

Ideal Freedom **Skill** +1 Leadership

Make a DC 10 Leadership test.

✓ **Success:** Journal about how you organize the noncombatants around you. **Resources** +2

✗ **Failure:** The fighting is too furious to stay in any one place. Journal about how you feel in the midst of this violence and chaos. Have you experienced violence like this before?

Gain: **Equipment** Surgical supplies



Go to **part 2** (page 24).

B: CHECK ON COMPANIONS

Some merchants who joined the caravan for protection only yesterday, now lie pinned to the ground, their bodies riddled with arrows—arrows fletched with brown and red.

Do you recognize the colors on the arrows?

1. Yes. **Expertise Alethi** Those are the colors of Highprince Thanadal. Thanadal is a rival to Brightlord Adolin, your caravan's owner.
2. No. **Expertise Another culture** (See appendix C)

Packages once held so dear lie scattered, their contents spilled across the dirt. One of the merchants, a Thaylen woman, lies on her side, coughing blood onto her bright orange dress. "Help me..." she says desperately, blood trickling from the corner of her mouth. Violet fearspren globules wriggle around her and the arrow lodged in her back. Before you can act, a voice yells from the ridgetop, "Archers, ready!"

Do you...

1. Help the woman? Go to **B1** (below).
2. Grab whatever spilled onto the ground and run before you're the next target? Go to **B2** (page 16).
3. Attempt to ascend the ravine wall to outflank the archers? Go to **B3** (page 17).

B1

Attribute +1 Awareness or Intellect

You rush to the woman's side and try to help her.

Journal about your motivations for trying to save this woman. Why risk your safety for her?

Do you...

1. Tend to her wounds?
Ideal Protection Skill +2 Medicine
Make a DC 10 Medicine test.
 - ✓ **Success:** You drag the woman into cover before treating her wound, working as quickly and efficiently as possible, given the hail of enemy fire you're under. She looks as if she'll survive, but she's quickly losing consciousness. *Journal about how you ease her pain.*
 - ✗ **Failure:** The wound is dire. You call on every ounce of skill you have, but it isn't enough. The woman will pass soon. *Journal about what you say to her, given the dire nature of her injury.*

2. Sit close and spend her last moments with her?

Ideal Remembrance Skill +2 Leadership

Make a DC 10 Leadership test.

- ✓ **Success:** The woman calms, looking up at you and smiling. You see appreciation in her eyes. *Journal about how her gratitude makes you feel.*
- ✗ **Failure:** The woman thrashes, trying to get up, before falling back, exhausted. She will pass soon. *Journal about what goes through your mind, knowing that she's fighting in vain.*

She moves her lips as if to speak, but her exhaustion overcomes her. She presses something into your hand before her eyes close.

What is it?

1. A whetstone. **Path Warrior Resources +2**
2. A small notebook. **Path Scholar Resources +2**
What are the notes about?
 - ♦ Alethi noble families
 - ♦ Azish law
 - ♦ Herdazian recipes
 - ♦ Natural history
 - ♦ Vorinism



3. A medal of valor marked with rank and insignia.
Path Leader Resources +1 Which highprince's army is this medal from?

- ♦ Kholin, an army known for its discipline and effectiveness.
- ♦ Thanadal, an army known for its strength and tactics.
- ♦ Roion, a small army with well-trained archers.
- ♦ Sadeas, a brutal army full of scheming and inequality.
- ♦ Sebarial, a well-supplied army with unparalleled logistics.

4. A glass vial with a single dose of weak poison inside. Wrapped around the vial is a strip of paper with writing on it. **Path Hunter** Do you read Alethi women's script, or does the paper have a glyphpair?

- ♦ Women's script. **Expertise Literature**
A single name is written on the paper, "Bettani."
- ♦ Glyphs. **Expertise Stormwardens**
The glyphpair reads "khokh" and "linil" and is shaped like a set of books. It either means "Kholin library," or "Kholin librarian."

5. A finely crafted spanreed. **Path Envoy**
What sort of organization do you think has the other paired spanreed?

- ♦ Criminals
- ♦ Merchants
- ♦ Nobility
- ♦ Soldiers

6. A fully infused topaz broom worth 20 marks.

Path Agent

BETTANI

Bettani is a scribe in the Kholin warcamp on the Shattered Plains, and she features in chapter 2 of the *Stonewalkers* adventure.

Gain: **Equipment** The item you chose

Go to **B4** (page 18).



B2

Attribute +1 Speed or Willpower

You scramble toward the scattered packages, deftly snatching one up. Ducking and dodging, you make your way back to cover with your prize. As arrows fly overhead, you quickly look at the package.

What does it contain?

1. An ornate pewter cup, engraved with a strange sigil.

Path Agent

2. A leather-bound tome, clasped shut. **Path Scholar**

3. A stringed instrument made of fine wood.

Path Envoy

4. An axehound's collar and training lead made of fine hogshide. **Path Hunter**

Do you...

1. Conceal the package among your belongings?

Skill +1 Thievery Make a DC 10 Thievery test.

✓ **Success:** You hide the package just as two civilians from the caravan take cover next to you. They look terrified. **Resources +1**

✗ **Failure:** Two civilians from the caravan take cover with you, and one of them looks at you with disgust, eyeing your stolen goods.

2. Leave cover and try to get a second package?

Skill +1 Agility Make a DC 10 Agility test.

✓ **Success:** Describe how you recover another package quickly or carefully. What does it contain?

♦ A large lump of light, shiny metal carefully wrapped in cloth. **Path Scholar**

♦ An ardent's staff head, Soulcast into crystal. **Path Envoy**

♦ A sack full of ridgebark, a medicine. **Path Scholar**

♦ A bottle of mudbeer. **Path Envoy**

✗ **Failure:** The arrows are falling with fury, and you have to turn back and seek cover before you can get close to the scattered packages. **Resources -1**

You take cover from the onslaught of arrows, and several civilians jostle their way behind you—putting everyone in danger—as black crosses of anxietyspren twist in the air around you.

Do you...

1. Calm them down and lighten their mood with some gallows humor? **Skill +1 Persuasion**
Ideal Secrecy Make a DC 10 Persuasion test.
✓ **Success:** *Journal about how the civilians chuckle at your words.* **Resources +1**
✗ **Failure:** *Journal about how your joke falls flat and one of them suggests that everyone should just keep their heads down.* **Resources -1**
2. Bark some orders and get them in line?
Ideal Self-Mastery Skill +1 Intimidation
Make a DC 10 Intimidation test.
✓ **Success:** *Journal about how you feel when the civilians listen to you and stay out of danger.* **Resources +1**
✗ **Failure:** *Journal about how you feel when the civilians do not heed your warning and bolt into the night.* **Resources -1**
3. Surrender the best cover to them, leaving yourself more vulnerable? **Ideal Protection**
Skill +1 Discipline Make a DC 10 Discipline test.
✓ **Success:** *Journal about why you are sacrificing your own safety to protect the civilians.* **Resources +1**
✗ **Failure:** *Journal about how you feel as you're forced to retreat to cover.* **Resources -1**

Gain: **Equipment** The item(s) you found

Go to **B4** (page 18).

B3

Attribute +1 Strength or Speed

Clinging to the near-vertical walls of the ravine, you avoid the keen eyes of the archers above you. You crest the ridge and slide over to a rocky outcrop. From your vantage point, you can see archers aiming into the ravine, arrows nocked.

"Wait for stragglers, men," the soldier in command mutters to his troops in a low voice. "Pick them off, one by one."

Do you...

1. Improvise a melee weapon, then leap at the archers and attempt to take them down in close-quarters combat? **Ideal Justice**
Skill +2 Light Weaponry or Heavy Weaponry

Make a DC 10 Light Weaponry or Heavy Weaponry test.

✓ **Success:** *Journal about how your past experience with improvised weapons serves you now.*
Resources +2

2. Buy the caravan guards some time by picking up a rock and throwing it far away from you, in hopes the archers fire at the sound? **Ideal Secrecy**
Skill +2 Deception Make a DC 10 Deception test.
✓ **Success:** *Journal about how you've used this trick to your benefit in the past.* **Resources +2**
3. Stay hidden until a better opportunity presents itself?
Ideal Potential Skill +2 Stealth
Make a DC 10 Stealth test.
✓ **Success:** A pair of Kholin caravan soldiers see you in your hiding spot and signal that they want to attack simultaneously. *Journal about how stealth has kept you alive thus far.* **Ideal Tenacity**
Resources +2

✗ **Failure:** Two archers see you and turn in your direction. *Journal about how you're forced to retreat as arrows fly toward you.*

In between volleys of arrows, do you...

1. Search for valuables to pocket?
Path Agent Attribute +1 Awareness
Gain: **Marks** 1d6 marks
2. Carve a glyphward to the Almighty in the dirt, invoke the Passions, or make some other religious gesture?
Path Envoy Expertise Chosen religion
Attribute +1 Willpower
3. Search for more enemies to remove from the fighting?
Path Hunter Attribute +1 Speed
Goal "Avenge the fallen from our caravan."
4. Look for a group of soldiers to join? **Path Warrior**
Goal "Serve the Kholin military."
Attribute +1 Strength
5. Look for a group of soldiers to lead? **Path Leader**
Goal "Lead survivors safely to the warcamps."
Attribute +1 Presence
6. Take stock of the ambush and try to reason out the tactics? **Path Scholar Attribute +1 Intellect**
Goal "Reveal who masterminded this ambush."

Gain: **Resources +1**

Go to **part 2** (page 24).



B4

As you make your way to the center of the camp, do you...

1. Salvage a piece of a wagon or crate to use as a makeshift shield?
Path Scholar **Attribute** +1 **Strength**
2. Move carefully and quietly from cover to cover, avoiding attention as much as you can?
Path Hunter **Attribute** +1 **Speed**
3. Listen to the battle calls of the attackers and deduce the safest route?
Path Agent **Attribute** +1 **Intellect**
4. Gather a group of survivors around you and shepherd them to safety?
Path Leader **Attribute** +1 **Presence**
5. Put a storming righteous fear into anyone foolish enough to cross your path?
Path Warrior **Attribute** +1 **Willpower**
6. Watch the Kholin caravan soldiers and civilian movements, finding the right opportunities to slip through the lines and engagements?
Path Envoy **Attribute** +1 **Awareness**

Go to **part 2** (page 24).

C: ENGAGE IN BATTLE



You pick up whatever looks like it could be useful in a fight and rush to aid the caravan's beleaguered Kholin soldiers, only to find most skewered on the business end of a spear. The enemy soldiers advance toward your position in lockstep, shields and spears at the ready. You stand there with your makeshift weapon in hand, one person defying an entire troop. Red anticipations stream all around you, blowing in the wind.

Do you...

1. Hold your ground against the oncoming soldiers?
Ideal Tenacity **Ideal Protection** Go to **C1** (page 19).
2. Go back into the shadows, hoping the spear infantry don't spot you in the melee? Go to **C2** (page 19).
3. Drop your weapon and retreat to the center of the camp? Go to **C3** (page 20).

C1

Attribute +1 Strength or Speed

Wielding one of the long sticks the chull drivers use to prod the docile beasts of burden along, you stand fast.

Do you...

1. Urge the Kholin caravan soldiers to fight?
Ideal Tenacity Skill +1 Leadership
 Make a DC 10 Leadership test.
 ✓ **Success:** *Journal about how you rally the defenders.*
Resources +2 Attribute +1 Presence
 ✗ **Failure:** *Journal about how your defensive line cracks, and attackers pour in.*
Resources -1 Attribute -1 Strength
2. Move behind your compatriots to lash out with the whiplike stick and knock the enemy spears off target?
Ideal Potential Skill +1 Intimidation
 Make a DC 10 Intimidation test.
 ✓ **Success:** *Journal about how you inspire fear or awe in the attackers.*
Resources +2 Attribute +1 Willpower
 ✗ **Failure:** *Journal about how your actions are ignored.*
Resources -1 Attribute -1 Willpower

Despite your brave efforts, the enemy soldiers gain ground, rarely giving any. You're able to grab a weapon from one of your fallen allies.

Do you have a...

1. Dagger? **Path Agent Attribute +1 Intellect**
2. Shortbow?
Path Hunter Attribute +1 Awareness
3. Shortsword?
Path Warrior Attribute +1 Willpower
 - ♦ In Alethkar, a sword is usually a weapon used by men from the non-noble darkeyes class. Are you
 - ◇ Alethi? **Expertise Alethi**
 - ◇ Foreign? **Expertise Another culture** (See appendix C)
4. Sidesword?
Path Leader Attribute +1 Presence
 - ♦ In Alethkar, a sidesword is a weapon commonly used by nobles of the lighteyes class. Are you...
 - ◇ Alethi? **Expertise Alethi**

- ◇ Foreign? **Expertise Another culture** (See appendix C)

Gain: Equipment The weapon you chose



Do you...

1. Hold the line as long as you can, letting the slower and less trained retreat first? **Path Warrior**
Ideal Tenacity Skill +1 Discipline
2. Organize a measured withdrawal, leaping to the defense of others who stumble?
Path Leader Ideal Protection
Skill +1 Light Weaponry or Heavy Weaponry
3. Break from the lines and run as soon as you see an opportunity? **Path Agent Path Hunter**
Skill +1 Insight

You disengage from the fighting and move toward the center of the encampment.

Journal about war. Why do you fight?

Go to **part 2** (page 24).

C2

Attribute +1 Speed or Awareness

Deciding to risk less to gain more, you blend into the shadows and wait for your moment to strike from the darkness.

Ideal Secrecy Ideal Potential Path Agent
Resources +1 Skill +1 Stealth

The enemy soldiers drive the Kholin caravan soldiers back further, and now that they've pushed past your hiding spot, their backs are to you.

Do you...

1. Strike at the unaware attackers with your improvised weapon? **Path Warrior**

Skill +1 **Light Weaponry or Heavy Weaponry**

Make a DC 10 Heavy Weaponry or Light Weaponry test.

✓ **Success:** *Journal about how you've pulled off successful surprise attacks in the past.*

Resources +2 **Attribute** +1 **Speed**

✗ **Failure:** *Journal about how the attackers react with surprising swiftness, forcing you to retreat before you can do any damage.*

2. Draw their attention to yourself, letting the Kholin caravan soldiers rally? **Path Envoy**

Ideal Protection Skill +1 **Intimidation**

Make a DC 10 Intimidation test.

✓ **Success:** *Journal about how you stand up to an overwhelming horde and how your impressive display motivates your forces.*

Resources +2 **Attribute** +1 **Willpower**

✗ **Failure:** *Journal about how your actions are ignored.* **Attribute** -1 **Willpower**

3. Find a way to roll a nearby wagon into the back lines of the attackers?

Path Scholar Ideal Potential

Skill +1 **Crafting** Make a DC 10 Crafting test.

✓ **Success:** *Journal about how you use the wagon to attack the soldiers and how that helps the Kholin caravan soldiers rally.*

Resources +2 **Attribute** +1 **Intellect**

✗ **Failure:** *Journal about how the wagon fails to work as planned and the attackers send a small group to chase you off.*

Attribute -1 **Willpower**

The fight isn't going well for the Kholin caravan soldiers, and you find yourself driven toward the center of the camp where a last stand is forming.

Journal about how you feel in these desperate circumstances.

Go to **part 2** (page 24).

C3

Though it pains you to see people fall to enemy spears, your instinct for self-preservation overrides any foolhardy

notion of going out in a blaze of glory. Instead, you turn tail and flee toward the command pavilion in the center of camp. Red and white shamespren float to the ground like petals in your wake.

Go to **D** (below).

D: FIND BRIGHTLADY RALANAT

The center of the camp is in chaos. Soldiers in Kholin blue uniforms run to the east, where the enemies first breached the caravan's defenses. Other noncombatants scramble haphazardly between tents, trying to escape. In the commotion, no one questions your presence near Brightlady Ralanat's command pavilion.

Two people—a woman and a man—stand out as they move opposite to the mass exodus. The woman's long, white hair marks her as Brightlady Ralanat, her safehand covered by the left sleeve of her lavender havah dress. The man is her assistant, another Alethi named Zinden.

They enter the command pavilion, rummaging around and moving conspiratorially. They're discussing escape.

Do you...

1. Approach quickly and quietly to hear them more clearly? **Path Hunter Ideal Truth**

Go to **D1** (page 21).

2. Enter the tent and accuse Brightlady Ralanat of treason against the Kholins? **Ideal Truth**

Go to **D2** (page 21).

3. Enter the tent and offer your assistance to Brightlady Ralanat? **Path Agent** Go to **D3** (page 22).

4. Wait and follow Brightlady Ralanat at a distance to try to escape this ambush? **Path Hunter**

Go to **D4** (page 23).

CHARACTER INFO: BRIGHTLADY RALANAT

Characteristics: Haughty, obstinate, cunning.

Appearance: Ralanat (RAHL-uh-naht; she/her) is a tall, stately Alethi human with yellow eyes and intricately braided white hair.



Ralanat is a third dahn Alethi, making her a person of some importance among the nobility. She inherited nothing from her second dahn parents, so Ralanat has resolved to make her own luck. She is quick to command anyone beneath her as if they were her personal servants. She never uses her safehand and would never use her freehand either, if she had anything to say about it.

CHARACTER INFO: ZINDEN

Characteristics: Dutiful, stoic, rigid.

Appearance: Zinden (ZIN-dehn; he/him) is an older Alethi human with characteristic tan skin and black hair pulled back in a ponytail. Zinden wears plain, well-made clothing. Being of only the tenth dahn, Zinden eschews wearing anything too ostentatious. His light purple eyes are the only indication that he is a lighteyes.

Zinden is Brightlady Ralanat's personal aide, though she treats him more like an indentured servant. While he may not agree with Ralanat's actions, he never contradicts her aloud and carries out her orders to the best of his abilities.

D1

"Zinden, collect all the broams," Brightlady Ralanat hisses. "I will destroy anything that could be used as evidence against me."

"Yes, brightlady," comes the reply. The spheres clink as they are dropped into a bag while something else crackles in a fire. The smell of burning and ash wafts toward you from inside the tent.

Make a DC 10 Stealth test. **Skill** +1 Stealth

✓ **Success:** You overhear the following:

"That pompous fool, Adolin, has really stepped in the crem this time," Ralanat laughs scornfully. "Brightlord Resi is about to pay Adolin back for the humiliation he suffered at that fop's hands during their last duel! It'll cost Adolin and his self-righteous father this whole storming caravan! Ash's eyes, but I wish I could be there when Adolin learns that his precious caravan was destroyed!"

"But we were so careful, brightlady," Zinden replies with faux seriousness. "We didn't know this ravine was within Thanadal's borders."

They laugh grimly at their betrayal before leaving the pavilion, laden with bags, and heading northwards.

✗ **Failure:** You overhear the following:

In your haste, you make a small noise and stop dead in your tracks.

"What was that, brightlady?" Zinden asks from inside the tent.

"I'm sure it's nothing," she replies, her tone haughty but cautious, now that her suspicion has been raised.

"Our troops are going to suffer," Zinden says, his voice trailing off quietly.

"Not my concern. Each soldier that buffoon kills today is like a cut to Kholin himself," Ralanat replies under

her breath. "It's what he paid for. We need to get to the northern edge, quickly!"

The two exit the pavilion quietly, each carrying several bags with them. You couldn't hear everything they said, but you've heard enough to know that something is amiss.

Brightlady Ralanat has betrayed the Kholins! Journal about your thoughts on traitors.

Do you plan to...

1. Expose her oathbreaking to the Kholins when you arrive at a warcamp? **Path** **Leader** **Ideal** **Truth**
Goal "Report Ralanat to the Kholins."
2. Sell this information to further your own goals?
Path **Agent** **Ideal** **Secrecy**
Goal "Find a buyer for Ralanat's secret."

Do you...

1. Approach and offer your assistance to Brightlady Ralanat? **Path** **Agent** Go to **D3** (page 22).
2. Wait and follow Brightlady Ralanat at a distance?
Path **Hunter** Go to **D4** (page 23).

D2

Attribute +1 Willpower or Presence

You burst into the pavilion, accusing Brightlady Ralanat of treason against the Kholins. Both she and Zinden stop what they're doing and turn toward you.

"Whatever do you mean?" Ralanat asks, her safehand covering her mouth in shock. When her hand drops, she is smiling warmly. Her eyes, however, remain cold. "I don't know what you think you heard," she muses, "but treason is a very serious accusation. No one will believe that I could do anything of the sort. Why, I am the very model of a loyal noble," she says, fluttering her light eyes mockingly. "Isn't that right, Zinden?"

"Yes, brightlady," Zinden replies as he resumes his task—packing more broams than you've ever seen into a bag.

Do you...

1. Order Brightlady Ralanat to surrender herself to your custody? **Path** **Leader** **Ideal** **Justice**
Attribute +1 Presence
2. Attack Brightlady Ralanat and her assistant?
Path **Warrior** **Ideal** **Protection**
Attribute +1 Strength or Speed
3. Grab Brightlady Ralanat and bring her to the Kholin soldiers? **Path** **Envoy** **Ideal** **Self-Mastery**
Attribute +1 Strength

Before you can act, Zinden activates a strange fabrial with wires that run to the rug beneath you. Pain fills your body, causing your muscles to lock in place. By the time you recover, Brightlady Ralanat and Zinden have escaped, a tear in the pavilion's wall being their most likely exit.

Do you...

1. Search for incriminating evidence they left behind?

Path Agent **Ideal** Secrecy

Skill +1 Perception Make a DC 10 Perception test.

✓ **Success:** You find a hogshide map case that was dropped during Ralanat's escape. It contains maps of the Thanadal-Kholin border that show each of the highprinces' territories, proving this ravine is clearly within Thanadal's sphere of influence. **Resources** +1 **Gain:**

Equipment Hogshide map case and maps

✗ **Failure:** Brightlady Ralanat and Zinden seem to have taken or destroyed anything of interest.

2. Chase after Ralanat and Zinden?

Path Hunter **Ideal** Justice

Skill +1 Athletics Make a DC 10 Athletics test.

✓ **Success:** You trail Brightlady Ralanat and Zinden to the edge of camp and watch her signal a group of soldiers clad in red and brown. They escort the two out of the fighting area, beyond your reach. Do you recognize the soldiers' colors?

- ♦ Yes. **Expertise** Alethi **Resources** +2 Those are the colors of Highprince Thanadal. Thanadal is a rival to Brightlord Adolin, your caravan's owner.
- ♦ No. **Expertise** Another culture (See appendix C) **Resources** +2

✗ **Failure:** In the chaos of the night, you lose Brightlady Ralanat and Zinden.

Journal about your thoughts on both Brightlady Ralanat and Zinden. What do you think they're trying to do?

Go to **part 2** (page 24).

D3

Attribute +1 Presence or Strength

"Well, now... I could use some strong backs," Brightlady Ralanat says, tapping her lip with her finger. "Ten marks in advance for your service," she announces, handing you a sphere along with some heavy bags, "and another one when we reach our destination. Now hurry! There's not much time!"

Gain: **Marks** 10 marks

Do you...

1. Follow Brightlady Ralanat into the chaos of battle?

Path Hunter **Ideal** Potential

Attribute +1 Speed **Skill** +1 Agility

Make a DC 10 Agility test.

✓ **Success:** Carrying your load, you follow Ralanat and Zinden through the shifting lines. As two attackers move to intercept, you call out for help. Ralanat looks back at you with cold, cruel eyes and turns away, using your predicament to cover her escape. Do you...

- ♦ Attack the soldiers?

Path Warrior **Ideal** Tenacity

Resources +1

Skill +1 Light Weaponry or Heavy Weaponry

Journal about how you fight a quick, furious battle with the two soldiers.

- ♦ Retreat from the soldiers?

Path Agent **Ideal** Self-Mastery

Resources +1 **Skill** +1 Athletics

Journal about how you avoid the soldiers.

- ♦ Surrender your heavily laden bag to them?

Path Envoy **Ideal** Freedom

Skill +1 Discipline **Skill** +1 Insight

You drop the heavy bag and run back into the furious battle. The two soldiers do not pursue you—but you do not gain Brightlady Ralanat's heavily laden bag.

Go to **part 2** (page 24).

✗ **Failure:** You do your best to follow behind, but you are gradually separated from Brightlady Ralanat and Zinden. *Journal about how you feel, trying to follow them amid the chaos of battle.*

2. Suggest that you'll fare better if you split up and meet later?

Path Envoy **Ideal** Potential

Attribute +1 Presence **Skill** +1 Persuasion

Make a DC 10 Persuasion test.

✓ **Success:** Brightlady Ralanat nods in agreement, eyes wide at the carnage around her. She shouts instructions to you over the din, but all you catch are the words, "Find me in the warcamps!" *Journal about how you feel toward Ralanat now—do you trust her?*

Resources +1

Goal "Deliver Brightlady Ralanat's bag."

✗ **Failure:** Brightlady Ralanat starts to disagree with your assessment when an arrow slams into her chest. She collapses as a flurry of arrows forces you to take cover. When the barrage lets up, Ralanat and Zinden are nowhere to be found.

Journal about how you feel, seeing a lighteyed Alethi getting attacked in such brutal fashion. Does it shock or scare you? Are you indifferent?

Gain:

Equipment Brightlady Ralanat's heavily laden bag

This bag contains a selection of books including a heavy, well-worn tome with many blank pages bound between hogshide leather covers.



Go to **part 2** (page 24).

D4

Attribute +1 Speed or Intellect

You wait until Brightlady Ralanat and Zinden are focused on escaping before you tail them from a distance.

The pair weaves between the tents, following a circuitous path to the northern edge of the ravine. While a more direct path would be quicker, they avoid the most congested areas of the camp. Even when they come across skirmishes, the attacking soldiers avoid engaging with the brightlady and her retainer, letting them pass unaccosted.

Something about this whole situation stinks.

Journal about why you think something is not right. What gives you that feeling?

Do you...

1. Follow as carefully as you can, darting from cover to cover and avoiding confrontation? **Path** Agent **Ideal** Truth **Ideal** Secrecy **Skill** +1 Stealth
Make a DC 10 Stealth test.
 - ✓ **Success:** You follow Brightlady Ralanat and Zinden to the edge of the camp, where Ralanat gives a signal to a group of enemy soldiers. They gather around her and then move her out of the fighting area, beyond your reach. **Resources** +1
 - ✗ **Failure:** In the chaos of the night, you lose Brightlady Ralanat and Zinden.
2. Try to figure out where they plan to leave the ravine and then find your own way there?
Path Hunter **Ideal** Potential **Ideal** Self-Mastery **Skill** +1 Deduction
Make a DC 10 Deduction test.
 - ✓ **Success:** You search the ridges of the ravine and spy a likely escape point. As you arrive, you see Brightlady Ralanat and Zinden rendezvous with a group of enemy soldiers. They escort the two beyond your reach. **Resources** +1
 - ✗ **Failure:** The clamor of battle presses around you, and you lose your quarry.

3. Decide to abandon the hunt and aid the injured civilians? **Path** Scholar **Ideal** Remembrance **Ideal** Freedom **Attribute** +1 Intellect **Skill** +1 Medicine

Make a DC 10 Medicine test.

- ✓ **Success:** You leave the machinations of the lighteyes behind and go to help the wounded. **Resources** +2
- ✗ **Failure:** You find yourself among the civilians, tending to arrow and spear wounds. It is long, hard, exhausting work.

Brightlady Ralanat was acting suspiciously. Do you plan to...

1. Investigate her actions for the Kholins when you arrive at the Shattered Plains? **Path** Leader **Ideal** Truth **Skill** +1 Leadership **Goal** "Investigate Ralanat's Actions."
2. Sell this information to further your own goals? **Path** Agent **Ideal** Secrecy **Skill** +1 Insight **Goal** "Find a buyer for Ralanat's secret."

Gain: **Resources** +1

Go to **part 2** (page 24).

A NIGHT IN THE RAVINE

Once you have resolved your scenes in part 1, start part 2.

RUNNING PART 2

This scene introduces more narrative roleplaying aspects to the game.

MECHANICS CHECKPOINT

- ◆ No attribute can be raised above 3 at character creation. If any are above 3, you should reduce them to 3.
- ◆ You should add points to attributes until they have a total of 9. (Your character will have a total of 12 points spread among attributes at the end of the adventure.)

THE CARAVAN RALLIES

When you are ready to begin, read the following:

Despite the initial shock of the ambush, the soldiers of House Kholin are well trained. The remaining troops form a tight line, re-collecting themselves and surging forward like a stormwall crashing into the ambushers. Reorganized and reinvigorated, the tide of battle shifts in favor of the blue-clad Kholin troops, and their enemies waver. Cheers go up among the Kholin caravan soldiers, their spirits buoyed as they mount a defense.

Journal about your response as the tide of battle turns.

Choose two of the following options and roll their tests. *Journal about your successes or failures. Describe how your decisions and your actions impact the caravan and the people around you.* For every success, record **Resources +1**.

1. Say inspiring words to the troops. **Path Envoy**
Ideal Secrecy Make a DC 12 Persuasion test.
2. Take the injured to cover for safety. **Path Scholar**
Ideal Remembrance Make a DC 12 Medicine test.
3. Loot the fallen attackers for valuables. **Path Agent**
Ideal Potential Make a DC 12 Thievery test.
4. Rally troops and push forward to break the spirit of the attackers. **Path Leader** **Ideal Tenacity**
Make a DC 12 Leadership test.
5. Step in the way of an attacker trying to skewer a Kholin caravan soldier. **Path Warrior**
Ideal Protection Make a DC 12 Heavy Weaponry or Light Weaponry test.
6. Check fallen enemies to make sure they aren't preparing a trap. **Path Hunter**
Ideal Self-Mastery Make a DC 12 Insight test.

Once you've had an opportunity to make a test and journal your character's actions, read the following:

Above the din, a wordless battlecry rings across the chasm. All eyes turn to see an imposing figure, clad in black armor, standing at the ravine's southern end. A wicked blade coalesces from thin air in their hand, and the ground around their feet bubbles with angerspren. They bellow once more, launching themselves through the air.

Their hulking form blots out what remains of the daylight as they land amid the remaining Kholin caravan soldiers, scattering them like cremlings before a chasmfiend. The warrior stalks forward with supreme confidence, their Blade passing effortlessly through bodies. Corpses with smoking eyes litter the ground. The Kholin caravan soldiers stand no chance against a full Shardbearer in all their stormborn glory.

CHARACTER INFO: THE SHARDBEARER

Characteristics: Violent, rage-filled, imposing.

Appearance: A physically imposing figure due to his full set of Shards. This man is wearing black Shardplate.

Most Shadbearers are battle-tested lighteyed warriors of rank with all of the privileges that rank affords. Some use their own Shards while others borrow plate and blade from their highprince. This particular Shadbearer seems to let his emotions rule his actions and violence guide his hand.

Journal about how seeing this giant warrior for the first time makes you feel.

Do you...

1. Run for cover, given the shift in battle?
Path Agent **Path** Scholar
2. Nock an arrow to launch an attack, despite the odds?
Path Hunter **Path** Leader **Ideal** Justice
3. Try to identify who this new opponent might be?
Path Agent **Path** Scholar **Ideal** Truth
Make a DC 15 Lore test.

✓ **Success:** The attacker stands in Stonestance. The armor looks like it's been painted over—you can see yellow peeking through where the armor has been scratched.
Expertise Dueling Conventions or High Society

✗ **Failure:** Though Shadbearers are rare and storied, you're not certain who this is.
4. Tend to the wounded, despite the danger?
Path Scholar **Ideal** Remembrance
5. Call out for the remaining Kholin caravan soldiers to form on you?
Path Leader **Path** Warrior
Ideal Tenacity **Ideal** Protection

Journal about why you take these actions, given the dire situation you are in. Then, read the following:

Before you can do anything else, the armored warrior leaps once again, Shardblade pointed skyward, their Shardplate propelling them toward their destination—a rough-hewn wall built atop the cliff at the northern edge of the canyon. They slash downward in a vicious arc, cutting through the wooden wall with a single stroke. A low rumble quickly becomes a cacophony as huge stones crash into the gorge.

"Run!" someone yells. Without mercy, rocks pulverize the caravan's last defenders. Painspren erupt from the ground, latching onto any Kholin caravan soldiers who didn't perish in the brutal trap.

Do you...

1. Drag a fallen merchant out of harm's way?
Ideal Remembrance
2. Focus on escaping, despite the many injured people around you? **Attribute** +1 Willpower
3. Sacrifice your own safety to cover a wounded soldier who is about to get trampled in the chaos?
Ideal Protection
4. Call out to the panicked survivors and lead them to safety? **Ideal** Freedom

Journal about how you feel, watching others suffer, then read the following:

With the trap sprung to deadly effect and the caravan boxed in, neither the enemy Shadbearer nor their troops stay to witness the attack's aftermath, callously abandoning any survivors to their fate. Only faint moans and fretful clicks are heard now—a stark contrast to the recent tumult of combat.

Most of the small Kholin soldier contingent guarding the caravan are dead, as are many of the civilian travelers.



SURVIVE THE NIGHT

After your character reacts to the mysterious Shadbearer's exit, read the following:

Left for dead, you must last through the night. The few survivors eye each other warily, and there is open talk about everyone going their separate ways. You must rally the survivors, tend to the wounded, and reestablish the camp if you don't want what remains of this caravan to fall apart.

This next scene is an **endeavor**, a scene type described in chapter 12 of the *Stormlight Handbook*. An endeavor allows your character to work toward a defined objective while combining roleplay and skill tests to determine the outcome. Here, you have the opportunity to test the abilities your character has gained so far to come up with solutions in line with their strengths and interests.

In an endeavor, your character makes a series of skill tests and must accumulate successes faster than failures. For this scene, they must achieve 4 successes before 3 failures. If they do, they succeed on the endeavor; otherwise, they fail. The results are described in the "Resolving the Endeavor" section.

RUNNING THE ENDEAVOR

For *The First Step: Solo Edition*, you will complete the endeavor by choosing several approaches from those listed (or take a unique approach).

If you want to do something similar to the approaches described in "Fighting for Survival," but not exactly the same, you can do so. You can use the suggested skill and make a DC 12 test and mark the suggested Ideal and path. If you want to take an approach that's not on the list, see "Other Approaches" for what skill to test and what to mark.

For each success, journal how your actions contribute toward accomplishing the goal and mark a success on the tracking sheet in the "Survive the Night Endeavor Tracking" section.

For each failure, journal how you falter or make the situation worse and mark a failure on the tracking sheet.

E: FIGHTING FOR SURVIVAL

How do you contribute to rallying the survivors and preparing for a night in the ravine?

Do you...

1. Rally the survivors? The surviving Kholin caravan soldiers, merchants, and chull herders are shocked and leaderless. You try to take control of the situation. Go to **E1** (page 26).
2. Lend aid? There are many wounded among the survivors. Go to **E2** (page 26).

3. Scavenge supplies? Scattered among the dead are supplies for arming civilians, securing the camp, or simply surviving until dawn. You try to gather much-needed resources to increase their odds of survival. Go to **E3** (page 26).
4. Scout for enemies? Scouting the surrounding area could help to ensure everyone's safety. You act as a sentinel for the beleaguered caravan. Go to **E4** (page 26).

E1

Do you...

1. Organize and order the survivors to help? (DC 12 Leadership **Path** **Leader** **Ideal** **Potential**)
2. Convince the survivors to help with promises (DC12 Persuasion **Path** **Envoy** **Ideal** **Freedom**)
3. Force the survivors to help under a veiled threat (DC 12 Intimidation **Path** **Warrior** **Ideal** **Justice**)

E2

Do you...

1. Determine what armor and weaponry are still usable? (DC 12 Light Weaponry or Heavy Weaponry **Path** **Warrior** **Ideal** **Protection**)
2. Find food and water in the barren chasm? (DC 12 Survival **Path** **Hunter** **Ideal** **Self-Mastery**)
3. Build shelter for the survivors? (DC 12 Crafting **Path** **Leader** **Ideal** **Tenacity**)

E3

Do you...

1. Use medical training to provide assistance? (DC 12 Medicine **Path** **Scholar** **Ideal** **Remembrance**)
2. Use a firm hand to apply field remedies? (DC 12 Discipline **Path** **Warrior** **Ideal** **Truth**)
3. Carefully assess those whose wounds aren't merely physical? (DC 12 Insight **Path** **Envoy** **Ideal** **Secrecy**)

E4

Do you...

1. Climb the ravine walls to act as a sentry? (DC 12 Athletics **Path** **Warrior** **Ideal** **Freedom**)
2. Sneak carefully to avoid being detected while scouting? (DC 12 Stealth **Path** **Agent** **Ideal** **Secrecy**)
3. Use your keen vision to spy approaching enemies? (DC 12 Perception **Path** **Hunter** **Ideal** **Justice**)

You may also want to raise the stakes, as described in the “Raising the Stakes” section on some of these approaches.

OTHER APPROACHES

If you want to approach the endeavor in a way that is not easily mapped to one of the approaches listed in “Fighting for Survival,” determine the appropriate skill for your roll. The DC for the test is 12.

As shown in the example approaches, every test gives both a path and Ideal. Use appendix B to choose a path and Ideal for the character’s unique approach and record the path and Ideal in the tracking sheet.

For example, if you want your character to rig their warming fabrial to remain active all night long, roll a DC 12 Crafting test. To determine the Ideal and path, ask yourself why your character chose this approach instead of another, or how your character will accomplish this approach. Following the example, if you think your character wants to avoid physical risk to themselves while ensuring the comfort of the survivors, you might note Scholar and Protection on the tracking sheet.




RAISING THE STAKES

During this endeavor, you must **raise the stakes** if you ever have 3 successes or 2 failures. Raising the stakes reflects the risk, tension, and plot significance of a test and involves Opportunities, Complications, and the plot die (described in the introduction of the *Stormlight Handbook*).

When you make your test, roll the special die called the **plot die** in addition to the d20. The plot die has six sides with the following symbols:



Note that you can use a regular six-sided die, matching the number with the symbol in the image. The symbols mean the following:

- ◆ No symbol: The plot die has no effect.
- ◆ : The character gains an Opportunity.
- ◆ : The character gains a Complication and adds +2 to their test.
- ◆ : The character gains a Complication and adds +4 to their test.

Your character can gain an Opportunity or Complication regardless of whether they succeed or fail on the test, as these represent side effects.

OPPORTUNITIES AND COMPLICATIONS

Gaining an **Opportunity** means you apply a beneficial side effect to the test, and gaining a **Complication** means a negative side effect now applies to the test.

When you roll the d20 for a test, you gain an Opportunity if you roll a 20 and a Complication if you roll a 1.

SURVIVE THE NIGHT

| Result | Example |
|--------------|--|
| Opportunity | One of the NPCs feels indebted toward you. |
| Opportunity | A mysterious spren seems to be following you. |
| Complication | You feel overwhelmed by attempting to bring order to this chaos. You begin part 3 with 1 less Focus than your maximum. |
| Complication | You are drained by your struggle against the elements. You begin part 3 with 1 less Health than your maximum. |

RESOLVING THE ENDEAVOR

After each part of the endeavor is resolved and recorded on the tracking sheet, return to E and pick your next approach. You will attempt several approaches in order to complete the endeavor. You can attempt a failed approach multiple times, but you can’t choose the same successful approach more than once.

You must reach 4 successes before 3 failures to succeed on the endeavor.

- ✓ **Success.** Your character survives the night and awakes with renewed hope. You begin part 3 with the **Determined** condition and can choose one expertise from the list in appendix C.

Expertise Chosen expertise

You gain **Resources** +1.

DETERMINED CONDITION

When you fail a test while Determined, you can add an Opportunity to the result. After you choose to do so, remove the Determined condition.

- ✗ **Failure.** You survive the night, but several survivors succumb to their wounds, and others desert the group, taking valuable supplies. You lose **Resources** -1 for each PC. In addition, the poor sleeping conditions mean your character begins part 3 with the **Exhausted** [-1] condition.

EXHAUSTED CONDITION

While Exhausted, characters subtract the number in the brackets from every test they make. The next full night of sleep, the character reduces their Exhaustion penalty by 1.

AROUND THE BREAKFAST CAMPFIRE

As the caravan gathers in the morning, you ready yourself to face a new day on the Shattered Plains.

CULTURES

In the COSMERE RPG, you can choose up to two **cultures** that represent the society (or societies) in which your character was raised or spent time. If you are familiar with Roshar, you can choose one of your character's cultures now, which they gain as an expertise. **Expertise Chosen culture**

Otherwise, pick an item from the Cultural Items table, gaining the associated culture as an expertise. **Expertise Chosen culture** For more information about these cultures, see appendix C.

Your character will then find an item from their culture among their belongings. If your character gained a culture from a previous event, choose an associated item from either culture.

Gain: **Equipment Cultural item**

CULTURAL ITEMS

| Culture | Item |
|---------------|--------------------------------|
| Alethi | Training medal |
| Azish | Book on law |
| Herdazian | Sparkflicker |
| Iriali | Crafting tools or art gear |
| Kharbranthian | Reference book |
| Natan | Nautical maps |
| Reshi | Keepsake from an island trip |
| Shin | Simple clothing in muted brown |
| Thaylen | A seashell lucky charm |
| Unkalaki | Chicken (goose) feather |
| Veden | A Vorin glyphward |
| Wayfarer | Bedroll |

APPEARANCE AND ANCESTRY

Give your character a name and describe their general appearance. **Name Character's name**

Appearance Character's description

Next, pick an **ancestry**, which represents which species—humans or singers—your character descended from. **Ancestry Human or singer**

If you're having difficulty coming up with a name or description for your character, take a look at the lists in the "Culture" section in chapter 2 of the *Stormlight Handbook*.

PLAYING A SINGER

This adventure takes place roughly around the events of *Words of Radiance* and before the Everstorm. If you want to play a singer, you should choose the Listener cultural expertise. **Expertise Listener**

If you do, your cultural item is a piece of chitin from a chasmfiend, a monstrosity large crustacean predator native to the Shattered Plains.

Gain: **Equipment Piece of chasmfiend chitin**

JOURNALING YOUR BACKSTORY

Your character had a life before they joined this caravan. Roll a d10 at least twice (rerolling any duplicates) to generate prompts for you to journal about. These will help you flesh out your character's backstory. You may answer as many of these prompts as you wish.

JOURNALING PROMPTS

| d10 | Backstory Prompt |
|-----|---|
| 1 | What memories does your cultural item bring back to you? Are they positive or negative memories? Why? |
| 2 | What are your thoughts on the ongoing war between the singers and humans? |
| 3 | What fascinates you, in general? What holds your curiosity more than anything else? What pastimes do you participate in? |
| 4 | What are your memories of your family like? What is your relationship like with your parents and siblings? |
| 5 | For you, what is the most difficult thing about interacting with other people? How do you usually overcome problems in your relationships with others? |
| 6 | If your best friends were to describe your personality, what would they identify as your best quality? What aspect would they say could use some improvement? |
| 7 | What controversial opinion do you hold, and does it impact your life? Do others know you have this opinion, or do you keep it to yourself? |
| 8 | What part of Roshar do you hope to see someday? What part of Roshar do you never want to see again? |
| 9 | Which cultural practices or family traditions do you hold dear? Which ones do you despise? |
| 10 | If you could change one thing about your physical appearance, what would it be and why? |

Go to **part 3** (page 30).



ALETHI



AZISH



HERDAZIAN



THAYLEN



VEDEN



UNKALAKI

THE STRANGER

When you are ready to break camp, begin part 3.

RUNNING PART 3

This scene focuses on combat. You'll engage in a combat encounter from start to finish without pausing to journal between actions (you'll be prompted to journal after combat concludes).

There are two mechanics checkpoints in this chapter. The first one follows next and prepares your character for combat. The second mechanics checkpoint is at the end of the adventure and finalizes your character.

CHARACTER STATISTICS

Based on your final choice of attribute points, you will have different derived character statistics. The following statistics are important for the upcoming battle:

Defenses represent your character's resilience against attacks, coercion, and other unwanted effects. The higher the defense, the harder it is for opponents to succeed on skill tests against your character. There are three types of defenses: Physical, Cognitive, and Spiritual.

Health is a resource that represents your character's stamina and resistance to minor injuries. When your character is reduced to 0 health, they sustain injuries or die.

Focus is a resource representing your character's mental resolve and ability to perform complex maneuvers. Focus is spent to fuel character abilities and resist influence.

Movement rate determines how fast your character can move in tense situations such as combat.

See chapter 3 of the *Stormlight Handbook* for detailed descriptions of these statistics.

MECHANICS CHECKPOINT

- ◆ No attribute can be raised above 3 at character creation. If any are above 3, you should reduce them to 3.
- ◆ You should add or remove attribute points until they have an exact total of 12, the total number of points for a level 1 character.
- ◆ Record several character statistics:
 - ◇ **Physical Defense** 10 + Strength + Speed
 - ◇ **Cognitive Defense** 10 + Intellect + Willpower
 - ◇ **Spiritual Defense** 10 + Awareness + Presence
 - ◇ **Health** 10 + Strength
 - ◇ **Movement Rate** 20 feet (Speed 0), 25 feet (Speed 1–2), 30 feet (Speed 3)
 - ◇ **Focus** 2 + Willpower
- ◆ No skill can have ranks above 2 at character creation. If any skill has more than 2 ranks, you should reduce that skill to 2 ranks.
- ◆ You should add or remove ranks to skills until they have a total of 4 skill ranks.

If your character succeeded on the Survive the Night endeavor, remember to apply the Determined condition to your character. If they failed, apply the Exhausted [–1] condition. Also remember that complications your character may have encountered during the endeavor can result in reduced Health and Focus.

A NEW DAY BEGINS

When you are ready to begin, read the following:

At dawn, Velin, the de facto captain of the remaining Kholin caravan soldiers, approaches you and takes stock of the tattered remnants of the caravan. Plumes of dusty brown exhaustionspren spiral around him.

"Most are in bad shape," he growls, gesturing at the survivors. "And it'll take a week to shift those boulders. We'll need help." He looks at you appraisingly.

"There are other Kholin forces headed to the Shattered Plains. Would you be up to finding them and sending help back our way?"

If your character accepts this mission from Velin, gain **Goal** “Send help to the caravan.”
Read the following:

“Heralds be praised for you. A larger caravan left not long after ours, headed to Covenant Stone Crossroads to the east. You might find help there. But first, let’s look at what sort of gear survived the rockslide and get you armed.”

COVENANT STONE CROSSROADS

The Covenant Stone Crossroads is a large stone formation in the Unclaimed Hills that protects caravans from highstorms. This location is detailed in chapter 1 of *Stonewalkers*.

If your character does not accept Velin’s mission, read the following:

“Storms, this is a mess. I can’t fault you. This isn’t your responsibility. Before you go, let’s make sure you’re armed and there’s enough for those of us staying behind.”

CHARACTER INFO: VELIN

Characteristics: Wise, no-nonsense, generous.

Goal: Get the caravan survivors to safety and report what happened.

Appearance: Velin (VEH-lin; he/him) is an Alethi human with weather-beaten skin, graying hair, and piercing green eyes. A grizzled veteran of many trips across the Shattered Plains, he wears the knee-length coat he was issued when he was a soldier in the Kholin army.

Velin is a lighteyes of the eighth dahn, retired from military service. He is a committed defender of the chulls, wagons, and travelers he serves. Despite his gruff exterior, he is well-loved by those in the caravan.

MANAGING RESOURCES

Your character can leave equipment for the survivors, but doing so reduces your Resources before you equip yourself. Decide if your character leaves food, weapons, water, blankets, tools, or nothing.

1. They’re going to need some food if they hope to survive until someone comes across them.
Ideal Remembrance **Path** Envoy
Path Hunter **Resources** –1
2. Weapons at least give them a fighting chance if those enemy soldiers return. **Ideal** Self-Mastery
Path Envoy **Path** Scholar **Resources** –1

3. Water is the least you can leave, but it’s something.
Ideal Potential **Path** Leader **Path** Warrior
Resources –1
4. Blankets will keep them warm and comfortable until you can return with help. **Ideal** Secrecy
Path Agent **Path** Warrior **Resources** –1
5. A few choice tools so they can repair the wagons.
Ideal Tenacity **Path** Leader **Path** Scholar
Resources –1
6. Nothing—you’re going to need everything you have to make it to safety. **Ideal** Justice **Path** Agent
Path Hunter

EQUIPPING YOUR CHARACTER

Once your character has decided what, if anything, they leave for the other survivors, they can equip themselves. Use the Available Resources table in appendix A to determine how many common, uncommon, and rare items are available. Generate scavenged items using the item tables in appendix A.

For example, if your character has accrued 4 Resources at this point in the adventure, roll twice on the Common Items table, once on the Uncommon Items table, and once on the Rare Items table.

Once you have generated the list of scavenged items, you should pick the pieces of equipment that you wish to take with you. (Your character does not have to take everything with them.) Use the item entries in appendix A to record the statistics for any items your character gained here or earlier in the adventure. (Chapters 3 and 7 of the *Stormlight Handbook* have rules for weapon and armor expertises, but you should ignore these expertises until you finish *The First Step: Solo Edition*.)

Journal about these items, and how your character feels about the equipment available to them.

Gain: **Equipment** Scavenged equipment

WEARING ARMOR

Your character puts on armor, they might gain a deflect value (see “Making an Attack” later in this section). For now, find the armor’s deflect value in appendix A and record that value. **Deflect** The armor’s deflect value



MARKS

To round out your character's inventory, roll on the Marks table to determine the number of marks you scavenge from the wreckage.

MARKS

| 2d6 | Number of Marks |
|------|-----------------|
| 2 | 0 |
| 3–5 | 2d6 |
| 6–8 | 4d8 |
| 9–11 | 3d12 |
| 12 | 4d20 |

Gain: **Marks** Scavenged marks

CURRENCY ON ROSHAR

Most nations on Roshar use spheres as their primary currency. Each sphere is a gemstone encased in a glass bead, slightly flattened on one side to keep it from rolling away. The glass beads are always the same size, but the size and type of gemstone inside determines the sphere's value. The three sizes of gem are chips, marks, and brooms. For simplicity, the *COSMERE* RPG uses diamond marks as its standard currency when adventuring on Roshar. See chapter 7 of the *Stormlight Handbook* for more information on spheres.

STRANGER ON THE ROAD

When you leave the caravan, read or paraphrase the following:

You shoulder your pack and clamber over boulders, the pink and purple tendrils of fingermoss retracting into their shells as you search for handholds. Velin waves goodbye from the ravine. By midday, you have left the caravan far behind you.

The day stretches long as you travel through the barren landscape. Small rockbuds—hard-shelled plants—dot the side of the wagon track, and playful, translucent windspren dart between waving grasses.

As night falls on your first day of travel, you hear a cry of alarm followed quickly by an ominous trumping.

A curly-haired man wearing grey robes lurches into view. Orange painspren like long-fingered hands claw their way up his body toward his arm, which he cradles across his chest. Seeing you, hope alights his face. "Help!" he cries, stumbling.

Behind him, two feral axehounds—six-limbed creatures—lope forward with frightening speed.



F: THE AXEHOUNDS

How do you react to the oncoming axehounds?

Do you...

1. Rely on your knowledge of the flora and fauna of Roshar to gain some tactical advantage over the chittering beasts? Go to **F1**.
2. Brandish your weapons and leap to the man's defense? Go to **F2**.
3. Stand your ground, hoping to learn more before engaging in combat? Go to **F3**.
4. Back away slowly, not wishing to enrage the creatures? Go to **F4**.

F1

Skill +1 Insight, Lore, or Survival

Make a DC 8 test against the skill you just gained.

- ✓ **Success:** you learn that the axehounds are agitated and are considered **Skittish Predators**.

AMIRUL HHH

When startled by loud sounds or intimidated by competent prey, the axehounds reconsider their attack. Go to **F5**.

⊗ **Failure:** Go to **F6**.

F2

Path Hunter **Path** Warrior

Ideal Protection **Ideal** Remembrance

Skill +1 Light Weaponry or Heavy Weaponry

You rush into battle, hoping to reach the man before the axehounds run him down.

You must take a fast turn for your first combat round. Go to **Running Combat** (page 33).

F3

Path Envoy **Path** Leader

Ideal Potential **Ideal** Tenacity

Skill +1 Discipline or Perception

You hold steady, taking in everything around you before you commit to any singular action.

You can choose between a fast or a slow turn for your first round of combat.

Go to **Running Combat** (page 33).

F4

Path Agent **Path** Scholar

Ideal Freedom **Ideal** Secrecy

Skill +1 Stealth or Survival

You take several steps backward, looking for a way out, but the axehounds lock eyes on you and begin to close the distance.

You must take a slow combat turn for your first round of combat. Go to **Running Combat** (page 33).

F5

Do you...

1. Attempt to startle the axehounds with a loud noise?

(DC 10 Intimidation **Path** Scholar

Ideal Truth)

✓ **Success:** The axehounds are both slowed for the first round of combat.

SLOWED CONDITION

While **Slowed**, the axehounds movement rate is halved.

2. Attempt to mimic the sound of a larger predator to scare off the axehounds? (DC 13 Deception

Path Hunter **Ideal** Self-Mastery)

✓ **Success:** One axehound leaves the battlefield, scared off by your ploy! You face only the single remaining axehound in combat.

⊗ **Failure:** The axehounds are unaffected by your attempt to startle them.

You must take a slow combat turn for your first round of combat. Go to **Running Combat** (page 33).

F6

You must take a slow combat turn for your first round of combat. Go to **Running Combat** (below).

RUNNING COMBAT

This scene is designed to be a simple introduction to combat in the COSMERE RPG. The following is a summary of how to run combat. For a full description of combat, see chapter 10 of the *Stormlight Handbook*. The upcoming “Fighting the Axehounds” section describes the specific setup of this combat.

COMBAT STRUCTURE

The COSMERE RPG divides combat time into a series of **rounds**. During each round, your character, enemies, and other participants each take one **turn**.

Each round, your character gains a reaction and chooses to take either a fast or a slow turn. This choice grants a certain number of **actions**, which represent the many things your character can do on their turn.

Fast Turn. By choosing a **fast turn**, your character acts quickly, but they only get two actions (▶▶) to use on their turn.

Slow Turn. By choosing a **slow turn**, your character instead acts after any fast characters, but they get three actions (▶▶▶) instead of two.

Reactions. Each round, your character can use one **reaction** (marked by ◀). Each reaction describes its specific trigger. Typically, a character uses their reaction on another character's turn.

Your character can change their choice of a fast or slow turn from round to round. Typically, each round of combat follows this sequence:

1. Fast PC turns
2. Fast NPC turns
3. Slow PC turns
4. Slow NPC turns

Since there is only one PC in a solo game, you must decide at the start of the round if you are taking a fast turn (before fast NPCs) or slow turn (after fast NPCs).

Once your character has taken one turn, and any NPCs have taken their turns, the round ends and the next one begins. Repeat these steps until the combat is resolved.

ACTIONS

Each action can only be used once per turn unless stated otherwise. For this first combat, you are encouraged to use the Disengage, Gain Advantage, Move, Strike, and Use a Skill actions, described as follows:

Disengage (►). You carefully step away from an enemy, defending yourself so they can't seize the opportunity to attack. Move 5 feet without triggering Reactive Strikes.

Gain Advantage (►). You use one of your skills to seek the upper hand over your opponent, such as through clever tactics, unexpected feints, or superior strength. Explain how you are doing so, then make a test using a relevant skill against the enemy's corresponding defense (Physical, Cognitive, or Spiritual). On a success, you gain an advantage (see "Advantage and Disadvantage") on your next test against that enemy that uses a different skill.

Move (►). You move a distance up to your movement rate. You can use the Move action more than once per turn.

Strike (►). You attack using an unarmed attack or a weapon you're wielding against the Physical defense of a target. You can use the Strike action more than once per turn, but each attack must use a different hand. If you attack using your offhand, you must spend 2 focus.

Use a Skill (►). You use one of your skills to perform challenging tasks around the battlefield—for example, you could make a Perception test to search the environment, a Stealth test to hide, or an Intimidation test to scare an enemy. This action covers many creative tasks you might attempt.

REACTIONS

You can also use reactions. You're encouraged to use the following reactions:

Dodge (☞). Before an enemy targets you with an attack, you can use this reaction and spend 1 focus to add a disadvantage (see "Advantage and Disadvantage") to their attack test.

Reactive Strike (☞). When an enemy voluntarily leaves your reach, you can use this reaction and spend 1 focus to make a melee weapon attack against the enemy's Physical defense.

FREE ACTIONS

Free actions (marked by ►) follow the same rules as other actions, except they don't use one of your available actions. Unless a condition or other effect currently prevents you from taking actions, you can use an unlimited number of different free actions on your turn.

The full list of common actions and reactions also includes Aid, Avoid Danger, Banter, Brace, Drop, Grapple, Interact, Ready, Recover, and Shove. For more advanced play, see the "Actions and Reactions" section of chapter 10 of the *Stormlight Handbook*.

ADVANTAGE AND DISADVANTAGE

Sometimes tests are modified by positive or negative circumstances, such as with the Gain Advantage action.

Advantage. For each **advantage** affecting the test, choose one die you're about to roll for your test; you can pick the d20, the plot die, a damage die, or any other die. Roll two of each chosen die, then choose one of the two results to keep, discarding the other with no effect. This is the same advantage rule used when playing with multiple players.

Disadvantage. For each **disadvantage** affecting the test, the Complication range expands by 1. For example, if your test is affected by two disadvantages, your Complication range becomes 1 through 3—so you now add a Complication on a natural 1, 2, or 3. This disadvantage rule is specific to *The First Step: Solo Edition*.

You can choose each die only once during a test. If you have two advantages or disadvantages, you'll have to roll copies of two different dice, instead of rolling three of the same die. When a test is affected by both advantages and disadvantages, they cancel each other out on a one-to-one basis.

MAKING AN ATTACK

In this combat, you will most likely make attacks with the Strike (►) action. All attacks follow these steps unless otherwise specified:


1. Choose your target.
2. Roll the attack test and damage dice.
3. Resolve damage.

Choose Your Target. Each weapon has a defined **reach**. If you're making a melee attack, your target must be within your reach. If you're making a ranged attack, your target can be anywhere within the specified range.

Roll the Attack Test and Damage Dice. Make a skill test against the target's specified defense. For the Strike action, you target Physical defense, and depending on your weapon, you usually use either the Light Weaponry or Heavy Weaponry skill (see appendix A). When you make the skill test, also roll the number of **damage dice** specified in the attack at the same time.

Resolve Damage. The result of your skill test determines how much damage you deal to the target.

If the target has a **deflect value**, reduce the total damage by that number, then deal the remaining damage to their health.

- ♦ **Miss.** If your test fails, you **miss** the target, dealing no damage. (However, when this happens, you can decide to graze them instead.)
- ♦ **Graze.** When you miss one or more targets, you can spend 1 focus per target of your choice to instead **graze** them. When you do, deal damage equal to the total rolled on the damage dice.
- ♦ **Hit.** If your test succeeds, you **hit** the target. Deal damage equal to the total rolled on the damage dice + your modifier for the skill you used for the test.
- ♦ **Critical Hit.** When you hit with an attack, you can find a weakness by spending an Opportunity , changing the hit into a **critical hit**. This maximizes the result of your damage dice against all targets of that attack: treat all damage dice as if they rolled their highest number.

DEFLECT VALUE

Note that deflect only applies to the energy, impact, and keen damage types (see “Deflect” in chapter 3 of the *Stormlight Handbook*).

For the purposes of *The First Step: Solo Edition*, your character and any NPCs are rendered Unconscious if they are ever reduced to 0 health.

OPPORTUNITIES AND COMPLICATIONS

Remember that Opportunities and Complications occur when they show up on the plot die and when characters roll a natural 20 or a natural 1 on a d20. See the “Opportunities and Complications” section in the axehound stat block for examples.

ADVERSARIES

Adversary **stat blocks** include abilities and statistics for adversaries. For a full description of each part of a stat block, see the “Using Adversaries” section in chapter 13 of the *Stormlight Handbook*.

AXEHOUND

Axehounds are a motley species of six-legged predators native to Roshar. The largest of them reach the height of an average human waist. Axehounds have a smooth hide made of interlocking segments, fish-like tails, and feathery antennae. Their jaw and mandibles allow them to vocalize by “trumping,” which sounds like two overlapping voices.

AXEHOUND

Tier 1 Minion – Small Animal

| PHYSICAL | | | COGNITIVE | | | SPIRITUAL | | |
|----------|-----|-----|-----------|-----|-----|-----------|-----|-----|
| STR | DEF | SPD | INT | DEF | WIL | AWA | DEF | PRE |
| 2 | 14 | 2 | 0 | 10 | 0 | 3 | 13 | 0 |

Health: 12 (9–15)

Focus: 2

Investiture: 0

Movement: 40 ft.

Senses: 40 ft. (smell)

Physical Skills: Agility +4, Athletics +4, Stealth +3

Spiritual Skills: Perception +5, Survival +4

Languages: none

FEATURES

Enhanced Senses. The axehound gains an advantage on non-attack tests that rely on smell.

Minion. The axehound’s attacks can’t critically hit, and they’re immediately defeated when they suffer an injury.

ACTIONS


► **Strike: Bite.** Attack +4, reach 5 ft., one target. *Graze:* 2 (1d4) keen damage. *Hit:* 6 (1d4 + 4) keen damage, and if the target is Medium or smaller, the axehound can spend 1 focus to knock the target Prone, then move up to 10 feet while dragging the target behind them.


► **Pack Instincts.** While within 5 feet of an ally, the axehound can use the Gain Advantage action as ►.


↻ **On the Hunt.** After an enemy within 30 feet of the axehound falls Prone, the axehound moves up to 15 feet toward them.


OPPORTUNITIES AND COMPLICATIONS

The following options are available when an enemy gains an Opportunity or Complication during a scene with the axehound:

Opportunity. An enemy can spend  to prevent the axehound from spending focus until the end of the axehound’s next turn.

Opportunity. An enemy can spend  to force the axehound’s next turn to be a slow turn.

Complication. The axehound can spend  from an enemy’s test to Gain Advantage as ►, even when they are not within 5 feet of an ally.

Complication. The axehound can spend  from an enemy’s test to graze the enemy as ↻.

CHARACTER INFO: TASZO-SON-CLUTIO

Characteristics: Duty-bound, empathetic, inquisitive.

Appearance: Taszo (“TAH-zo”; he/him) is a Shin human in his early thirties. He is short—even by Shin standards—with pale pink skin, round dark-blue eyes, and a crop of curly dust-blond hair. He currently has a broken arm.



Taszo is compassionate, sometimes to his own detriment. He wants to be useful to the PC—and to anyone else he can be—though he’s hindered by his broken arm. Taszo is also curious, especially about people and their lives.

SETTING THE SCENE

For simplicity, Taszo does not have a stat block: he takes fast turns only and attempts to run toward you, moving at a rate of 20 feet per action.

If you are playing with a grid map and miniatures, set them up now; you can find a full-page copy of the map at the end of this adventure. Place Taszo and the axehounds in the northeast corner of the map. Then choose your location in the southwest portion of the map.

AXEHOUND BEHAVIOR

There are two **axehounds** (unless you managed to scare one off in section F5). The axehounds attack only your character, sensing you as the more dangerous foe.

- ♦ The axehounds ignore Taszo and rush toward you.
- ♦ The axehounds always take fast turns unless otherwise stated.
- ♦ If an axehound strikes your character successfully, they spend 1 focus to knock your character Prone per their stat block.

SLOWED AND PRONE CONDITIONS

While **Slowed**, your movement rate is halved.

While **Prone**, you are lying flat on the ground. While Prone, you are also Slowed, and melee attacks against you gain an advantage. You can stand and end this condition as ►. After you do, your movement rate is reduced by 5 until the start of your next turn.



RAISING THE STAKES

As this is a solo adventure, you choose when to raise the stakes on a skill test. When you do so, you signal that the test is important to the story. This doesn’t reflect how hard a test is—that’s what advantages and disadvantages are for. Raising the stakes is a tool for you to use to create dynamic, exciting, and unpredictable moments in your games.

AFTERMATH

The battle ends in success at the end of the second round or if one of the axehounds is reduced to 0 health. On a success, any surviving axehounds see they are overmatched and flee into the darkness.

Otherwise, the battle ends in a loss if your character is reduced to 0 health. Read the following to explain how Taszo scares the axehounds away:

Despite your best efforts, you are beaten back by the axehounds. The creatures turn to their original prey, closing in on the Shin man. With a burst of panicked energy, the man leaps to his feet, screaming and waving his uninjured arm wildly. The axehounds pause, and then—wary of their prey’s newfound energy—they retreat into the darkness, looking for an easier meal. After a beat, the man, breathing heavily, collapses to his knees.

After either outcome, continue reading:

After a few moments, the curly-haired man looks to you, holding his arm gingerly.

“I am grateful for your intervention,” he says in heavily accented Alethi. “You have my thanks. Please call me Taszo.”

Journal about the combat, focusing on the most dramatic moments. Did an axehound manage to land a hit? Were things looking dire, but you triumphed at a pivotal moment? Or did you fall in the midst of battle and awake to a concerned Taszo kneeling over you?

If you’d like to bring your character into the *Stonewalkers* adventure, continue with the “Stonewalkers Adventure” section. Otherwise, see the “Adventure Hooks” section.

STONEWALKERS ADVENTURE

If you plan to use your character as a member of a group completing the *Stonewalkers* adventure, Taszo tells your character that he and his companions, a group of Stone Shamans from Shinovar, were attacked by assassins on the road a few days ago. Now, he is alone. He concludes by saying the following:

“I recognize that this is a great, great imposition,” he says earnestly, “but these lands hold such danger.” His eyes meet yours and his voice lowers. “My fallen brothers and I were on a journey of utmost importance to the Shattered Plains. I am duty bound to complete this task, which I cannot do if I am eaten by axehounds. I have marks. I would like to hire you as a bodyguard.”

SHIN STONE SHAMANS

In Shinovar, a far-western isolationist nation, a group called the Stone Shamans (or the Shamanate) oversees laws, culture, and religion.

If your character accepts Taszo’s offer, they travel with Taszo. The character must have one goal related to traveling with or helping Taszo that represents their connection to his storyline. See “Adventure Goals” in the introduction to *Stonewalkers*. Modify goals as needed to align with your story in *The First Step: Solo Edition*.

Journal about how being hired as Taszo’s bodyguard makes you feel. What are your first impressions of this mysterious Shin man? Do you think you are worthy of his confidence in you? When finished, proceed to the “Conclusion” section.

ADVENTURE HOOKS

If you do not wish to play the *Stonewalkers* adventure, and your character succeeded in the battle, Taszo thanks them for their help and gives your character all the marks he can spare. **Gain: Marks 10 marks**

Even though you and Taszo live to fight another day, there are some unanswered questions. *Journal about why you want to learn more about the murderous Shadbearer who attacked the caravan. Why do you think he attacked the caravan? Do you want to bring him to justice?*

You can choose a relevant goal for your character, possibly inspired by your journaling. Once done, proceed.

CONCLUSION

The adventure is complete! Having survived the ambush, rallied survivors, and made contact with Taszon-Clutio, your character has finished *The First Step: Solo Edition*.

Tally up the results from your choices and then calculate which heroic path and Radiant path your character’s actions align with. Your recommended paths are the ones with the most checks on your tracking sheet. You can read through appendix B to learn the basics of your character’s path.

PATHS AND TALENTS

To complete this step, use chapter 4 in the *Stormlight Handbook*, which includes a full description of all heroic paths. Each path consists of a tree of talents and a starting skill. **Talents** grant a benefit or new ability.

You should choose one heroic path as your **starting path** (whether the recommended one or something else). Your character’s chosen path has a **key talent**, which you should add to your character sheet. **Path Starting path Talent Key talent** Your character also gets 1 rank in the path’s **starting skill**. **Skill +1 Starting skill** See appendix B for more details about paths and key talents.

ANCESTRY TALENTS

Once you've chosen your character's starting path, the next step depends on the character's chosen ancestry. If you are playing a character with a human ancestry, you must choose one more talent. This talent can be from the same heroic path, or you can start a second heroic path from chapter 4 of the *Stormlight Handbook*. (Starting a second path doesn't give you an additional starting skill from that second path.) **Talent** **Second talent**

If you are playing a singer character, your character instead gains the Change Form (Singer Key) talent along with one bonus talent connected to it. See chapter 2 of the *Stormlight Handbook*. **Talent** **Change Form**
Talent **Singer bonus talent**

RADIANT PATHS

Radiant paths are unlocked at level 2. Knowing which Radiant order your character identifies with can aid you when roleplaying so your character forms a bond with an appropriate spren. See "Attracting a Spren" in chapter 5 of the *Stormlight Handbook*. Your character isn't yet aware of the Knights Radiant, but this order and its corresponding Ideal may have a role to play in future stories you'll tell.



MECHANICS CHECKPOINT

- ♦ No attribute can be raised above 3 at character creation. If any are above 3, you should reduce them to 3.
- ♦ You should have exactly 12 points in attributes.
- ♦ You should have two cultural expertises plus one additional expertise per point of Intellect (see appendix C for some examples).
- ♦ You should have 5 skill ranks, no skill should have ranks above 2, and one rank must be in your heroic path's starting skill.
- ♦ Record several character statistics (see chapter 3 of the *Stormlight Handbook*):
 - ♦ **Recovery die** 1d4 (Willpower 0), 1d6 (Willpower 1–2), 1d8 (Willpower 3)
 - ♦ **Senses range** 5 ft. (Awareness 0), 10 ft. (Awareness 1–2), 20 ft. (Awareness 3)
 - ♦ **Lifting capacity** 100 lb. (Strength 0), 200 lb. (Strength 1–2), 500 lb. (Strength 3)

For full explanations about the recovery die, senses, and lifting capacity, see chapter 3 of the *Stormlight Handbook*.

PURPOSE AND OBSTACLE

Finally, reflecting on the events of *The First Step: Solo Edition*, you should define your character's purpose and obstacle. A character's **purpose** is what drives them, what defines them, and what inspires them to the lofty goals of the adventures ahead.

Their **obstacle**, on the other hand, is a flaw that stands in the way of their purpose. This could be pride, impulsiveness, greed, or anything else that keeps them from their full potential. See chapter 8 of the *Stormlight Handbook* for more guidance on defining both. Write a journal entry about each of these items.

Purpose **Chosen purpose** *Journal about why this purpose is so meaningful to you. How does it link to your past?*

Obstacle **Chosen obstacle** *Journal about how this obstacle has manifested in your life. How do you think it will affect you in the future?*

NEXT STEPS

You should now have a complete level 1 COSMERE RPG character. If you are unhappy with the character you built, you can change it. Alternatively, you can go through the regular character creation process with a fuller understanding of the game.

However it shakes out, we hope you enjoyed *The First Step: Solo Edition* and are ready to embark on epic adventures in the world of Roshar.

Remember—journey before destination.



EQUIPMENT

AVAILABLE RESOURCES

| Resources | Common | Uncommon | Rare |
|-----------|--------|----------|------|
| 0 | 1 | 1 | 0 |
| 1–2 | 2 | 1 | 0 |
| 3–4 | 2 | 1 | 1 |
| 5–6 | 3 | 1 | 1 |
| 7+ | 3 | 2 | 1 |

COMMON ITEMS

| d20 | Item |
|-----|--|
| 1 | 10 sheets of paper and 1 bottle of ink |
| 2 | Blanket |
| 3 | Bottle (glass) |
| 4 | Flint and steel |
| 5 | Food (ration) |
| 6 | Glyphward |
| 7 | Hammer |
| 8 | Javelin |
| 9 | Knife |
| 10 | Leather armor |
| 11 | Lockpick |
| 12 | Longspear |
| 13 | Manacles |
| 14 | Oil |
| 15 | Rope |
| 16 | Shortspear |
| 17 | Sling |
| 18 | Uniform |
| 19 | Staff |
| 20 | Wax and 5 candles |

UNCOMMON ITEMS

| d12 | Item |
|-----|----------------------------|
| 1 | Axe |
| 2 | Book (reference) |
| 3 | Clothing (fine) |
| 4 | Longsword |
| 5 | Mace |
| 6 | Musical Instrument |
| 7 | Poison (effectual, 1 dose) |
| 8 | Poleaxe |
| 9 | Shortbow |
| 10 | Sidesword |
| 11 | Surgery kit |
| 12 | Tuning fork |



RARE ITEMS

| d8 | Item |
|----|---------------|
| 1 | Breastplate |
| 2 | Crossbow |
| 3 | Greatsword |
| 4 | Heatrial |
| 5 | Longbow |
| 6 | Pulley system |
| 7 | Rapier |
| 8 | Violet wine |

ARMOR

| Type | Deflect Value |
|-------------|---------------|
| Uniform | 0 |
| Leather | 1 |
| Breastplate | 2 |

LIGHT WEAPONS (LIGHT WEAPONRY SKILL)

| Type | Damage | Range |
|------------|------------|-----------------|
| Javelin | 1d6 keen | Melee |
| Knife | 1d4 keen | Melee |
| Mace | 1d6 impact | Melee |
| Rapier | 1d6 keen | Melee |
| Shortspear | 1d8 keen | Melee |
| Sidesword | 1d6 keen | Melee |
| Staff | 1d6 impact | Melee |
| Shortbow | 1d6 keen | Ranged [80/320] |
| Sling | 1d4 impact | Ranged [30/120] |

HEAVY WEAPONS (HEAVY WEAPONRY SKILL)

| Type | Damage | Range |
|------------|-------------|------------------|
| Axe | 1d6 keen | Melee |
| Greatsword | 1d10 keen | Melee |
| Hammer | 1d10 impact | Melee |
| Longspear | 1d8 keen | Melee [+5] |
| Longsword | 1d8 keen | Melee |
| Poleaxe | 1d10 keen | Melee |
| Crossbow | 1d8 keen | Ranged [100/400] |
| Longbow | 1d6 keen | Ranged [150/600] |

OTHER WEAPONS

| Type | Skill | Damage | Range |
|-------------------|------------------------|------------------------|-------|
| Improvised Weapon | Same as similar weapon | Same as similar weapon | Melee |
| Unarmed Attack | Athletics | Unique | Melee |



IMPROVISED WEAPONS

When you attack with an improvised weapon, you decide which non-special light or heavy weapon it is most similar to. Make the attack as though with that weapon, adding the following trait:

Fragile. When you attack with this weapon and you have an available Complication, the weapon breaks after the attack is resolved.

UNARMED ATTACKS

Unarmed attacks add the following unique traits:

Always Available. Unarmed attacks don't count as weapon attacks, but they are melee attacks intrinsic to your character. You don't have to be holding a weapon to make an unarmed attack, and you can't be disarmed of your unarmed attacks. You can make an unarmed attack even if each of your hands is holding something, but if your second Strike on a turn is an unarmed attack, it follows the rules for an offhand attack.

Strength Training. When you make an unarmed attack, its damage die is based on your Strength score, as shown on the Unarmed Damage table.

UNARMED DAMAGE

| Strength | Unarmed Damage |
|----------|------------------------|
| 0–2 | 1 impact (no die roll) |
| 3–4 | 1d4 impact |

PATHS AND IDEALS

HEROIC PATHS AT A GLANCE

| Path | Theme | Specialties | Starting Skill | Summary of Key Talent |
|---------|--|----------------------------------|----------------|--|
| Agent | A talented operative who solves problems with a keen mind or deft hand. | Investigator, Spy, Thief | Insight | Opportunist: Reroll the plot die once per round. |
| Envoy | An insightful negotiator who adeptly influences others. | Diplomat, Faithful, Mentor | Discipline | Rousing Presence: Make an ally Determined. |
| Hunter | A skilled sharpshooter and outdoorsperson who seeks and eliminates problems. | Archer, Assassin, Tracker | Perception | Seek Quarry: Choose one character to pursue and gain an advantage against. |
| Leader | A poised commander who directs and guides others to be their best. | Champion, Officer, Politico | Leadership | Decisive Command: Add a d4 "command die" to an ally's tests. |
| Scholar | An adroit thinker who excels at planning and building. | Artifabrian, Strategist, Surgeon | Lore | Erudition: Gain bonus skill ranks you can reallocate. |
| Warrior | A fighter who relies on their skill, brute strength, or indomitable will. | Duelist, Shاربearer, Soldier | Athletics | Vigilant Stance: Gain a fighting stance that makes you more responsive and flexible in combat. |

RADIANT VALUES AND PHILOSOPHIES

| Ideal | Order | Surges | Spren | Philosophy |
|--------------|---------------|-----------------------------------|------------------|---|
| Freedom | Willshapers | Cohesion and Transportation | Lightspren | Seek freedom and choice for all peoples. |
| Justice | Skybreakers | Division and Gravitation | Highspren | Enforce the law and strive for justice. |
| Potential | Elsecallers | Transformation and Transportation | Inkspren | Strive to reach your true potential. |
| Protection | Windrunners | Adhesion and Gravitation | Honorspren | Protect the innocent and the defenseless. |
| Remembrance | Edgedancers | Abrasion and Progression | Cultivationspren | Remember and serve those who others forget. |
| Secrecy | Lightweavers | Illumination and Transformation | Liespren | Separate truth from lies. |
| Self-Mastery | Dustbringers | Abrasion and Division | Ashspren | Great power requires strong discipline. |
| Tenacity | Stonewards | Cohesion and Tension | Peakspre | Be the support on which others can depend. |
| Truth | Truthwatchers | Illumination and Progression | Mistspren | Search for fundamental truth and share it. |
| Unity* | Bondsmith* | Adhesion and Tension | Unique Spren* | Unite before you divide, and strive for peace before engaging in war. |

*Not available for PCs.



EXPERTISES

CULTURAL EXPERTISES

| Culture | Description |
|---------------|---|
| Alethi | A militaristic kingdom that glorifies conquest, hierarchy, and competition. |
| Azish | A sprawling empire known for bureaucracy, logistics, and intricate codes of law. |
| Herdazian | A coastal nation of prolific agriculturalists who value family and community. |
| Iriali | A nation of people who believe their ancestors were travelers from other worlds. |
| Kharbranthian | A sheltered city-state home to the world's greatest library and hospitals. |
| Listener | Tribal families of singers whose ancestors rejected the war between Honor and Odium. |
| Natan | The remnants of a once-mighty civilization whose lives are shaped by highstorms. |
| Reshi | An archipelago of island nations with a diverse array of cultures. |
| Shin | An isolated enclave of people who have forsaken a legacy of violence and follow a shamanistic religion. |
| Thaylen | A maritime kingdom known for merchants, sailors, and technological innovation. |
| Unkalaki | Clans of people who live near remote alpine hot springs and revere spren. |
| Veden | A kingdom where tradition and religion shape modern political intrigue. |
| Wayfarer | A perpetual traveler familiar with the risks and modes of long-distance transportation. |

OTHER EXPERTISE EXAMPLES

| Expertise |
|------------------------------|
| Animal Care (utility) |
| Armor Crafting (utility) |
| Breastplate (armor) |
| Culinary Arts (utility) |
| Engineering (utility) |
| Equipment Crafting (utility) |
| High Society (cultural) |
| History (utility) |
| Improvised Weapons (weapon) |
| Knife (weapon) |
| Leather Armor (armor) |
| Military Strategy (utility) |
| Religion (utility) |
| Riding Horses (utility) |
| Shortbow (weapon) |
| Shortspear (weapon) |
| Sidesword (weapon) |
| Unarmed Attacks (weapon) |
| Underworld (cultural) |
| Weapon Crafting (utility) |
| Visual Arts (utility) |



SOLO TRACKING SHEET

THE FIRST STEP: SOLO EDITION CHARACTER TRACKING

| NAME | | | | |
|--------------|--------|--------|--------|-------|
| HEROIC PATHS | PART 1 | PART 2 | PART 3 | TOTAL |
| Agent | | | | |
| Envoy | | | | |
| Hunter | | | | |
| Leader | | | | |
| Scholar | | | | |
| Warrior | | | | |

| IDEALS | PART 1 | PART 2 | PART 3 | TOTAL |
|-------------------------------|--------|--------|--------|-------|
| Freedom (Willshaper) | | | | |
| Justice (Skybreaker) | | | | |
| Potential (Elsecaller) | | | | |
| Protection (Windrunner) | | | | |
| Remembrance (Edgedancer) | | | | |
| Secrecy (Lightweaver) | | | | |
| Self-Mastery (Dustbringer) | | | | |
| Tenacity (Stoneward) | | | | |
| Truth (Truthwatcher) | | | | |

RESOURCES TRACKING

Start with 1. Resources never go below 0.

SURVIVE THE NIGHT ENDEAVOR TRACKING

SUCCESSES

○○○○

FAILURES

○○○



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