

BRANDON SANDERSON

WIND  
AND  
TRUTH

*Book Five of*  
THE STORMLIGHT ARCHIVE



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WIND AND TRUTH

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ENDLESS OCEAN

OCEAN OF ORIGINS

Roshar

SOUTHERN DEPTHS



It seemed to strike a very distinct pose as I drew.  
Was that for me? How could it tell I was observing?



A perfect moment to hold forever

Notum says that not all spren are imagined by men...



Like the true spren,  
no two of these  
appear to be  
exactly the same.



Adolin seemed to have a special  
connection with this one...



*The traditional Alethi takama is depicted above. To the right is the modern style, currently popular for formal settings like weddings.*

Finally found some time to think about this.

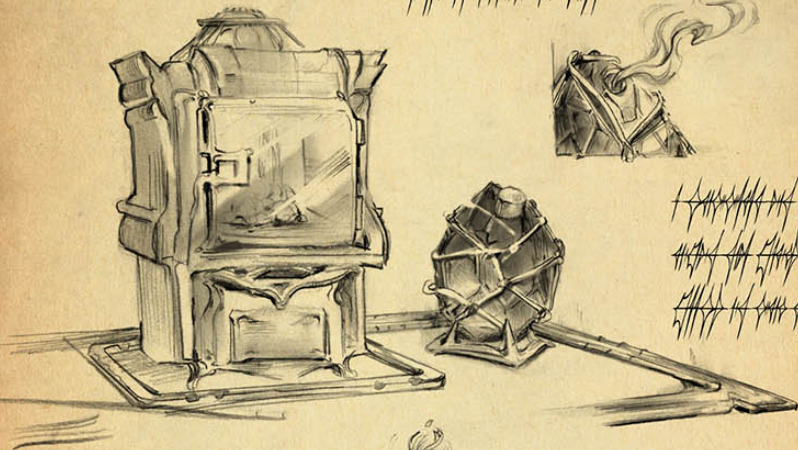


How might I  
add a cape?  
Adolin would  
love that...

Put on the cape  
first, and form the  
armor beneath it!

There are more beads than Plate sections,  
but fewer than the number of plate segments.  
How do they correlate?

Handwritten musical notation consisting of two staves of rhythmic patterns.



Handwritten musical notation consisting of three staves of rhythmic patterns.

Handwritten musical notation consisting of three staves of rhythmic patterns.



Handwritten musical notation consisting of three staves of rhythmic patterns.



A single line of handwritten musical notation with a complex rhythmic pattern.



Handwritten musical notation consisting of four staves of rhythmic patterns.

Handwritten musical notation consisting of three staves of rhythmic patterns, with question marks interspersed.

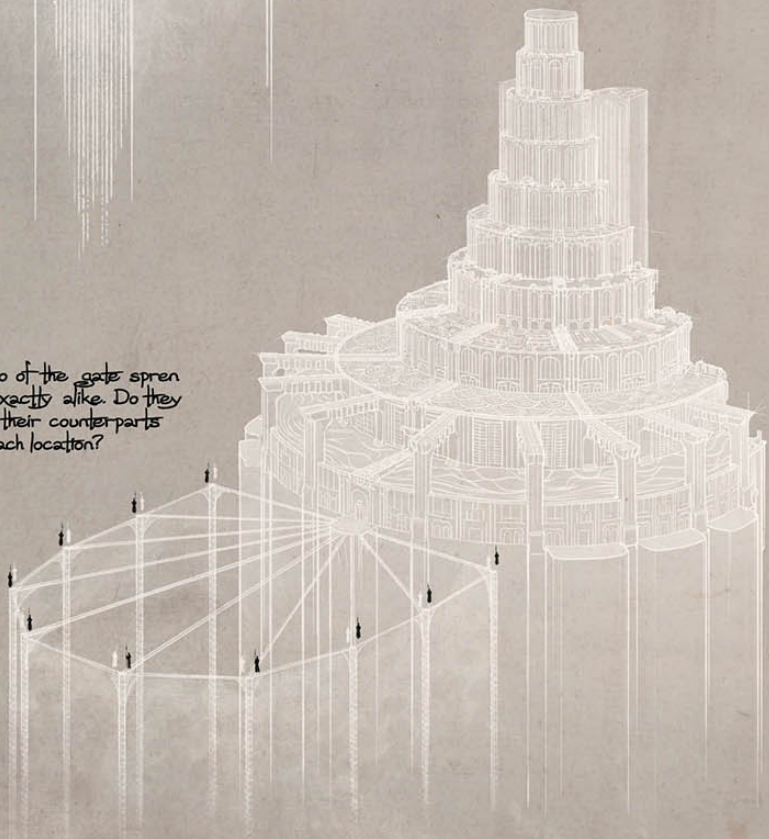
The living tower appears structurally identical in Shadesmar, but made of infused crystal and glass, glowing with light.

Despite its ethereal aspect, the surfaces feel entirely solid to the touch.

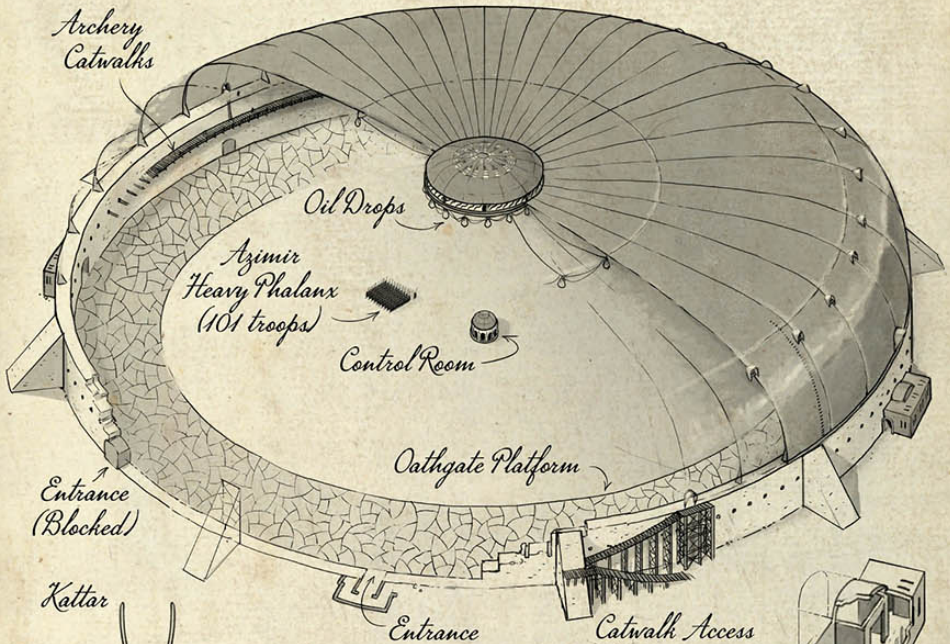


The presence of so many soul flames and emotions has attracted a variety of wild spren.

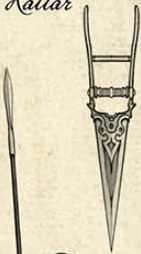
No two of the gate spren are exactly alike. Do they match their counterparts at each location?



# A Study of the Oathgate Dome of Azimir



Kattar



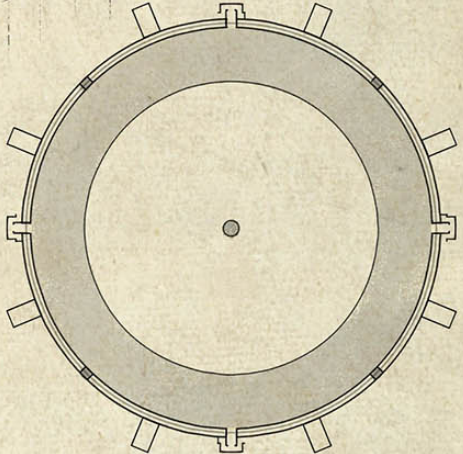
Light Infantry



Archers



Heavy Infantry





You wouldn't believe what I had to do to fetch this one-of-a-kind map of the monasteries. I hope news of the debacle doesn't reach you before I can relate my side of the story. —Nash

# BEWARE the FUSED!



HEAVENLY  
ONES

FLOWING  
ONES



DO NOT ENGAGE! FIND A RADIANT!

# BEWARE the REGALS!



STORMFORM

DIREFORM



ENGAGE WITH EXTREME CAUTION!

In general, I've left off the new structures on this repurposed map. The coalition added their own buildings and stored supplies mostly on Narak Three and Four, even though there's more space on Narak Prime, leaving it as a monument to the ancient humans who once lived here.

Some plateaus have been decimated or have sustained significant damage due to the Everstorm

Barracks and Marketplace

NARAK FOUR

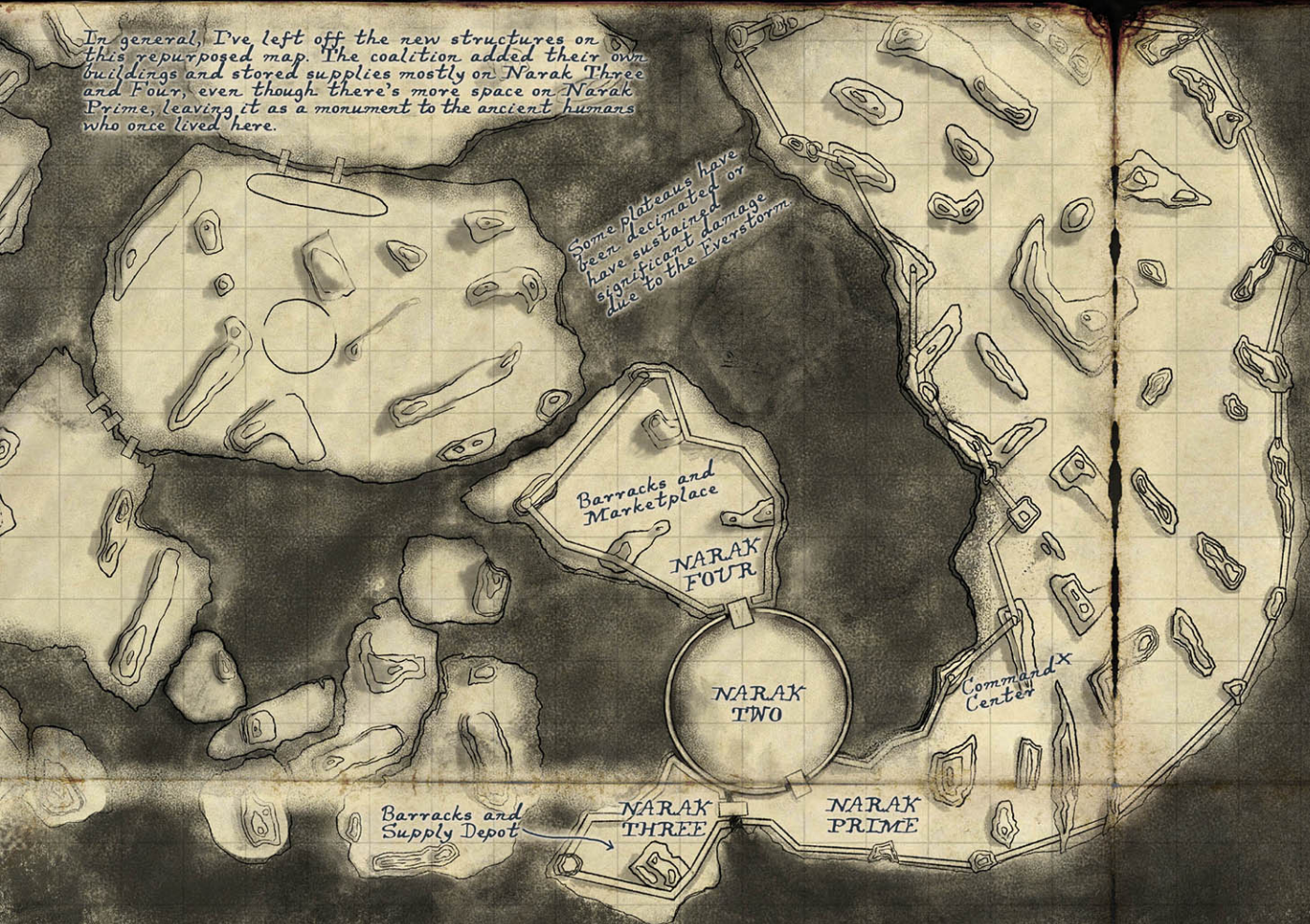
NARAK TWO

Command Center

Barracks and Supply Depot

NARAK THREE

NARAK PRIME



# BEWARE the FUSED!



FOCUSED  
ONES



# DO NOT ENGAGE! FIND A RADIANT!

# BEWARE the FUSED!



DEEPEST ONES



ALTERED ONES



DO NOT ENGAGE! FIND A RADIANT!



*There's a lot of discussion in fashion circles about how military dress might influence civilian styles. Shown above is a modern ko-takama with a military jacket. Flanking it are suggestions on implementing the style.*

DDS

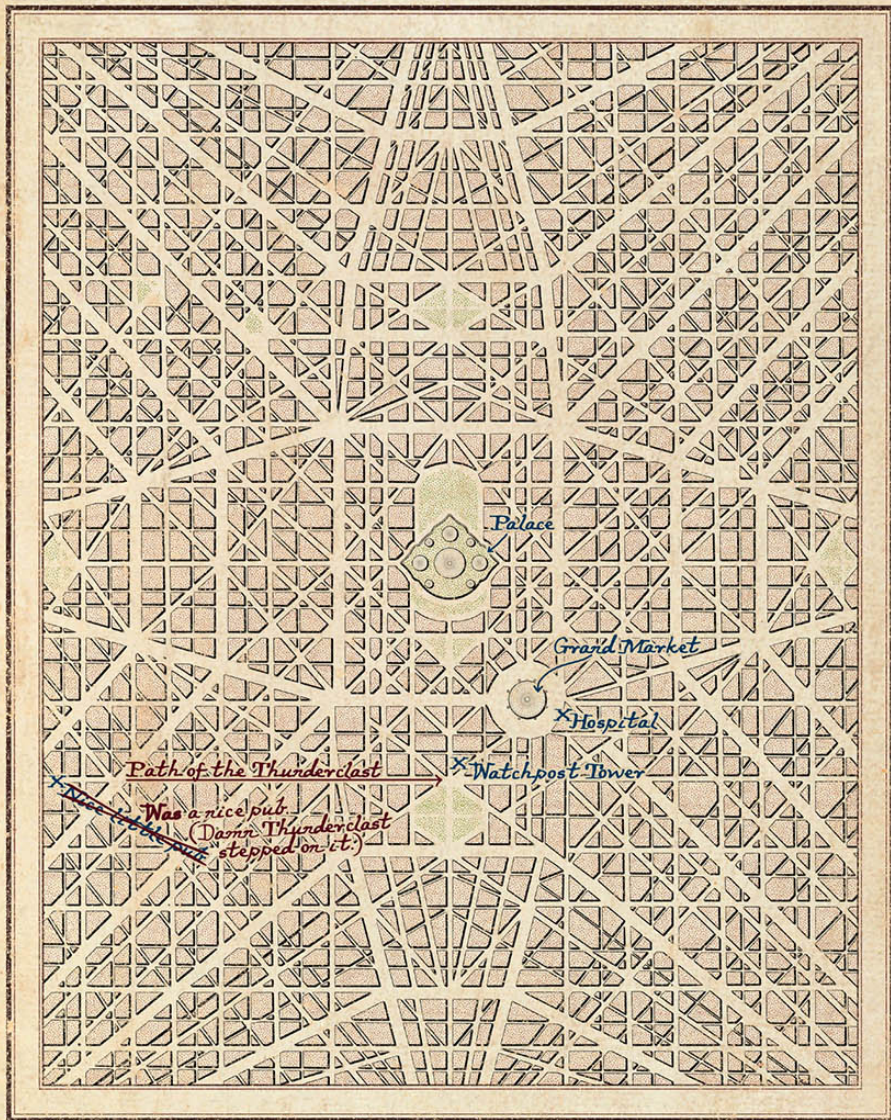
An elusive figure among  
the Unmade.

The reason for her absence in the modern  
world is unknown.



Ba-Ado-Mishram

# PLAN OF THE CITY OF AZIMIR



Kept free of labels by request of the Prime Aqasix, our Grand Minister and Emissary of Yaezir, the Emperor of Makabak, the King of Azir, the Lord of the Bronze Palace to better illuminate the Divinely-inspired layout of our Great and Ancient City of Azimir

*Got stopped on my way out of the city. Evidently I hadn't filled out the proper forms for stealing a map. After four hours of mind-numbing paperwork—and an exorbitant fee—they let me go, map in hand. No wonder there's so little crime here.*



*Managed to barter my way into this piece, which the artist says is based on eye-witness accounts of the three thunderclasts, Kai-garnis, Yushah, and Terushal.*



BEWARE the FUSED!



MAGNIFIED ONES

DO NOT ENGAGE! FIND A RADIANT!

BEWARE the FUSED!

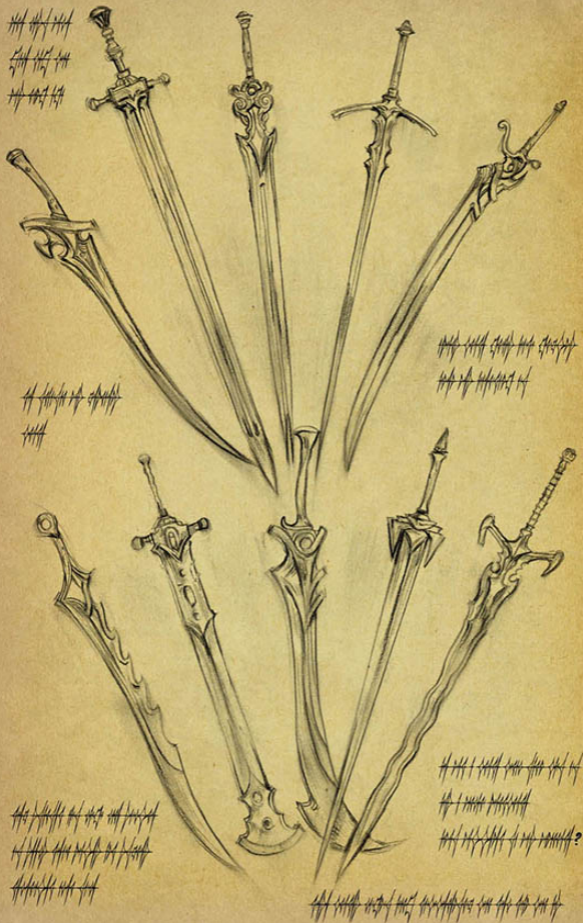


HUSKED ONES

DEVASTATING  
ONES



DO NOT ENGAGE! FIND A RADIANT!



Handwritten scribbles in the top left corner.

Handwritten scribbles in the top right corner.



# The History of Man



**T**HE EXPULSION  
The loss of the Tranquiline Halls

**T**HE DESOLATIONS  
WAR AGAINST THE VOIDBRINGERS

**A**BARIAOTIA  
The Last Desolation,  
Defeat of the Voidbringers

**T**HE REARENANCE  
The fall of the Knights Radiant

**T**HE HIEROARCHY  
The failure of Vorinism

**R**ESTITUTION  
The Refounding of the  
Knights Radiant

