

Knight Radiant

Eyes leaking light, an armored figure duels a stone titan with an enormous, beautifully formed sword. The red-eyed beast swings a heavy arm, but the figure hardly blinks as it rends the arm from its shoulder, then cuts the monster in two.

A thin man glides through a collapsed building with inhuman grace, dodging skirmishes in a constant search for wounded. Finding someone hurt, he kneels down and touches the gash. The glow surrounding him dims as light floods the wound, and it knits itself shut.

A young soldier closes his eyes as the sword descends on him, but the expected pain never arrives. Peering past squinting eyelids, he finds the blow blocked by a woman wielding a glowing shield. The shield then transforms into a mace, which she uses to lay into the enemy. Mere seconds later, with the situation secure, she launches into the sky like an arrow.

The ancient order of the Knights Radiant protected humanity from repetitive attempts to exterminate them. Drawing power from their oaths, they bind the Surges—the ten fundamental forces of nature—to their will and perform spectacular feats of magic. Many Radiants are soldiers, but their ranks include artists, scholars, generals, healers, visionaries, and explorers. Regardless, all are warriors; for when circumstances demand it, they will always do what is right.

Bound by Honor

All Knights Radiant begin their journey by swearing the same foundational oath: “Life before death, strength before weakness, journey before destination.” Each knight then gains power as he or she grows as a person, swearing additional oaths specific to one of the ten orders. Radiants draw their power from their bonds with spren, the spirits of all things. Each order bonds a different type of spren, and controls two of the ten surges. They fuel their powers with stormlight, a mysterious energy stored in gemstones and drawn ultimately from the mighty highstorms that sweep across the world of Roshar every few days.

Level	Proficiency Bonus	Stormlight Pool	Spell Level	Features
1st	+2	5	-	Spren Bond, Infuse Stormlight
2nd	+2	10	-	Stormlight Healing
3rd	+2	15	1	Surgebinding, Radiant Order
4th	+2	20	1	Ability Score Improvement
5th	+3	25	1	Extra Attack
6th	+3	30	2	Order Feature
7th	+3	35	2	Shardblade
8th	+3	40	2	Ability Score Improvement
9th	+4	45	3	Efficient Surgebinding
10th	+4	50	3	Order Feature
11th	+4	55	3	Shardplate
12th	+4	60	4	Ability Score Improvement
13th	+5	65	4	
14th	+5	70	4	Improved Shardblade
15th	+5	75	5	Order Feature
16th	+5	80	5	Ability Score Improvement
17th	+6	85	5	Improved Shardplate
18th	+6	90	6	
19th	+6	95	6	Ability Score Improvement
20th	+6	100	6	Sliver of the Shards

Creating a Knight Radiant

The most important part of building a Knight Radiant is determining how he or she formed a bond with a spren. Power cannot suffuse the soul unless there are cracks for it to fill, so nearly every knight is broken in some way. Consider what might have drawn a spren to your character. Did you live through some terrible event, like the slaughter of your entire army in a battle? Maybe you were not the victim of an atrocity, but the perpetrator. How have you learned to cope with what you did? Was your character born with a mental illness or neurodivergent in some way? Or perhaps did you come into your knighthood by association, serving as a squire to a full Radiant until you earned your own spren?

In addition, think ahead to which order your character will join. The spren associated with each order are attracted to different personality traits—Honorspren seek natural protectors, while Cryptics find those who labor under self-deception, and Inkspren prefer humans who act consistently and think logically.

Your choice of a primary weapon should reflect your character's culture, particularly when playing

in campaigns set on Roshar. In some places, the sword is strictly a weapon of the nobility, while the lower classes use spears. In others, swords and similar melee weapons are seen as base, while the ability to strike a foe from a distance with a bow or spear is considered refined.

Oaths

Each order has five oaths, or Ideals, which are not included in this manual. They can be found in the Stormlight Archive series by Brandon Sanderson, or on the Coppermind Wiki. Not all of the Ideals are known, so work with your DM where necessary to set appropriate oaths for your character to grow into. You should begin with the First Ideal at 1st level, then swear the Second Ideal at 3rd level when you chose an order. Take the Third Ideal at 7th level, the Fourth at 11th level, and the Fifth at 15th level.

Quick Build

You can make a Knight Radiant quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Constitution. Second, choose the soldier or noble background.

Class Features

As a Knight Radiant, you gain the following class features.

Hit Points

Hit Dice: 1d8 per Knight Radiant level

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

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

Proficiencies

Armor: Shields, your choice of medium armor or heavy armor

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from Athletics, Intimidation, Perception, Medicine, Persuasion, Religion, and Stealth

Equipment

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

- a martial weapon and a shield
- any simple melee weapon
- (a) a priest's pack or (b) an explorer's pack
- (a) scale mail or (b) chain mail

Spren Bond

At 1st level, you bond a spren. This spirit follows you around, invisible to anyone else unless it chooses to become visible. Your spren is sentient and has its own personality, which is up to the DM to determine. The spren starts out childlike and ignorant but grows in maturity and intelligence as your bond progresses.

Infuse Stormlight

You carry with you a large, well-cut gemstone that stores stormlight. The maximum amount it can hold is equal to five times your Knight Radiant level. The gem is replenished each time you complete a long rest. As a bonus action, you can breathe in sharply to draw any amount of stormlight

from the gem into your body, where it grants you the following benefits:

- Your walking speed is increased by 5 feet
- You do not need to breathe
- You shed dim light in a 5ft radius
- You may use the stormlight infused in your body to fuel other features of this class.

Stormlight still held in your body after half an hour fades away and is lost.

Stormlight Healing

Starting at 2nd level, you learn to heal yourself with stormlight. On your turn, you can use a bonus action to spend 2 stormlight. When you do, you regain hit points equal to 1d6 + your Knight Radiant level.

You can even use this power without conscious thought. If you have been reduced to 0 hit points and would make a death saving throw, you can spend 10 stormlight to stabilize yourself instead. Stormlight for this purpose can be drawn from your body or from your gemstone reserve.

Surgebinding

At 3rd level, you begin to learn to manipulate the surges. See the Player's Handbook for the general rules of spellcasting. Your spell list depends on your chosen order and can be found in that order's description. Spells on that list are always prepared, and count as Knight Radiant spells for you.

The maximum level spell you can cast at each level is shown on the Knight Radiant table. To cast one of your spells of 1st level or higher, you must spend stormlight equal to three times the spell's level instead of a spell slot. Casting time and other rules still apply as normal.

Charisma is your spellcasting ability for your Knight Radiant spells, since your power flows from the strength of your character and your oaths. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a Knight Radiant spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Radiant Order

When you reach 3rd level, you swear the Second Ideal and join one of the ten orders of the Knights Radiant. These orders are detailed at the end of the class description.

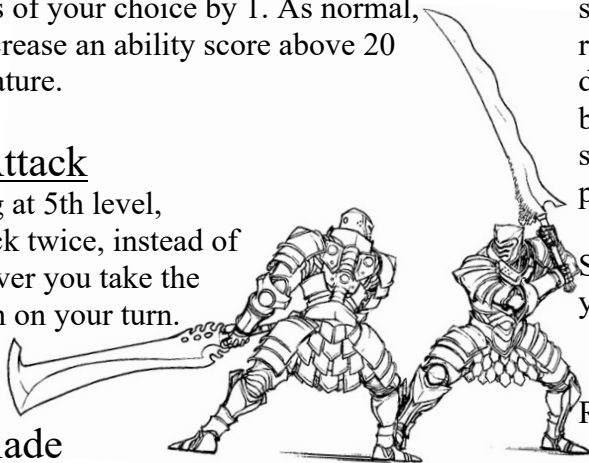
Your choice grants you features at the 3rd level and again at the 6th, 10th and 15th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.



Shardblade

By 7th level, your bond with your spren is powerful enough to pull it into the physical plane as an ornate, shining weapon. You can use your action to summon your spren as a weapon in your empty hand. You choose the form that this melee weapon takes each time you create it (see the Player's Handbook for weapon options). You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Attacks made with your Shardblade get an additional bonus to attack and damage rolls equal to half your Charisma modifier, rounded down (minimum +1). Beginning at 14th level, this bonus is equal to your Charisma modifier instead.

While you are holding your Shardblade, you may use it as a spellcasting focus for your Knight Radiant spells, and you may ignore any somatic components of those spells.

Your Shardblade disappears if you drop it, if it is taken from you, or if you choose to dismiss it as a free action. You may throw it, however, without it vanishing.

Efficient Surgebinding

Beginning at 9th level, your body contains Investiture much better than before. You can cast spells by spending stormlight equal to twice the spell's level rather than three times, and stormlight held in your body lasts one hour before fading away.

Shardplate

At 11th level, you gain the ability to manifest the Radiants' signature armor. As long as you are holding stormlight and not wearing armor, you may summon your Shardplate as an action or as a reaction. It then stays on your body until you dismiss it as a free action, run out of stormlight, or become incapacitated. Your Shardplate consumes 3 stormlight per round of combat, or 30 stormlight per minute while not in combat.

If you are proficient with medium armor, your Shardplate grants you the following benefits while you wear it:

- Your Dexterity increases by 2
- Your Armor Class is equal to your Knight Radiant level + your Dexterity modifier + 2
- You have resistance to slashing and piercing damage.
- If you are 17th level or higher, any critical hit against you becomes a normal hit.

If you are proficient with heavy armor, your Shardplate grants you the following benefits while you wear it:

- Your Strength increases by 2
- Your Armor Class is equal to your Knight Radiant level + 5
- You have resistance to slashing, piercing, bludgeoning, and force damage.
- If you are 17th level or higher, any critical hit against you becomes a normal hit.

If you are proficient with both medium and heavy armor, you choose which set of properties your Shardplate has each time you summon it.

Sliver of the Shards

When you reach 20th level, your connection with the Shards Honor and Cultivation is unbreakable. You replenish your stormlight pool each time you complete a short rest.

Orders of the Knights Radiant

This section of the manual is concerned primarily with the mechanics of the orders. Descriptions of each order and its oaths can be found at <https://www.brandonsanderson.com/the-ten-orders-of-knights-radiant>

Windrunner

I will protect those who cannot protect themselves.

Windrunner spells

You gain Windrunner spells at the level listed.

Level	Spells
3rd	<i>Catapult, Feather Fall, Jump, Magnify Gravity</i>
6th	<i>Gust of Wind, Immovable Object, Levitate, Warding Wind</i>
9th	<i>Fly, Haste, Pulse Wave, Wind Wall</i>
12th	<i>Compulsion, Gravity Sinkhole, Storm Sphere</i>
15th	<i>Control Winds, Steel Wind Strike, Telekinesis</i>
18th	<i>Gravity Fissure, Investiture of Wind, Wind Walk</i>

Strength of Squires

When you choose this order at 3rd level, you gain the ability to designate others as your squires and share a fraction of your power with them. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Squire die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Squire die, but must decide before the DM says whether the roll succeeds or fails. Once the Squire die is rolled, it is lost. A creature can have only one Squire die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Your Squire die changes when you reach certain levels in this class. The die becomes a d8 at 6th level, a d10 at 10th level, and a d12 at 15th level.

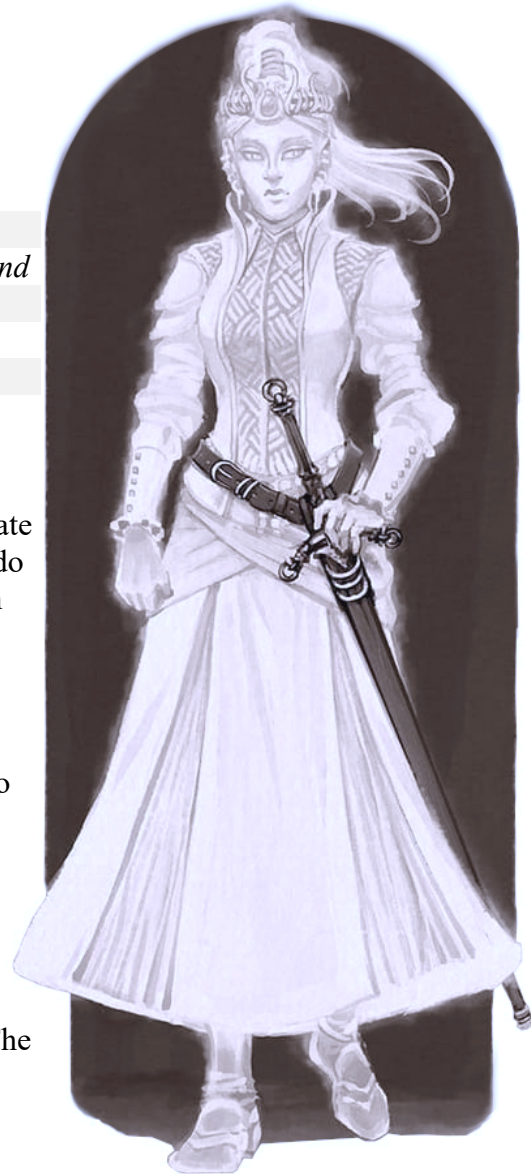
Protector's Reflexes

By 10th level, your instincts are honed enough to sense danger to yourself and others before it even arrives. You may use your reaction to an enemy attack on you or an ally within 5 feet of you to summon your Shardblade as a shield and attempt to block the blow. If you do, the defending creature gets +2 AC for that attack roll.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Gravity Master

At 15th level, your control over the surge of Gravitation is complete. You can cast *Reverse Gravity* by spending 30 stormlight, and you may exempt yourself and any number of creatures you can see from the effects of the spell when you do. In addition, you may modify the spell by choosing to make gravity turn in any one direction, rather than straight up.



Skybreaker

I will seek justice.

Skybreaker spells

You gain Skybreaker spells at the level listed.

Level	Spells
3rd	<i>Compelled Duel, Feather Fall, Hellish Rebuke, Jump</i>
6th	<i>Levitate, Hold Person, Scorching Ray, Shatter</i>
9th	<i>Blinding Smite, Call Lightning, Crusader's Mantle, Fly</i>
12th	<i>Grasping Vine, Gravity Sinkhole, Wall of Fire</i>
15th	<i>Flame Strike, Hold Monster, Holy Weapon</i>
18th	<i>Disintegrate, Sunbeam, Tenser's Transformation</i>

Ideal of Justice

You know your way around legal systems and the people who administer them. Constables and judges are comfortable with you and will accommodate your requests if they can. You are driven to follow local law, so you always find out what is allowed and what is prohibited.

Divide the Guilty

You have an uncanny ability to separate guilty parties from innocent ones. When you choose this order at 3rd level, you gain proficiency in Investigation and Insight. Starting at 6th level, you have advantage on Wisdom (Insight) rolls to determine whether someone is attempting to deceive you. By 10th level, your knack is honed to perfection. Any check you make to tell if you are being lied to automatically succeeds.

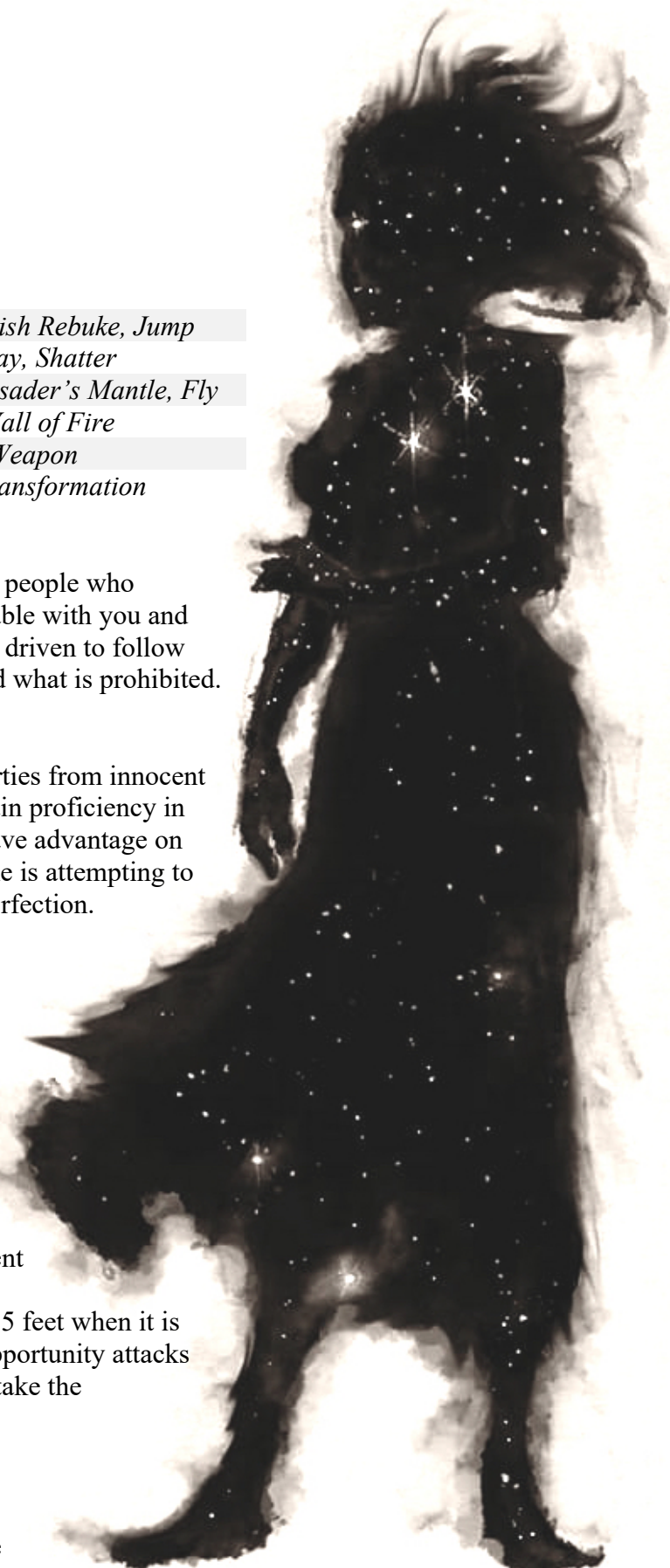
Ideal of Crusade

Beginning at 10th level, your zeal to punish wrongdoers grants you power over anyone trying to flee your wrath. You have advantage on attack rolls when making opportunity attacks. When you hit a creature with an opportunity attack, you can move up to half your speed immediately after the attack and as part of the same reaction. This movement doesn't provoke opportunity attacks.

Beginning at 15th level, your reach is extended by 5 feet when it is not your turn. Creatures within this range provoke opportunity attacks from you when they attempt to leave it, even if they take the Disengage action before doing so.

Ideal of Law

By 15th level, you embody the law itself. You and creatures you can see within 30 feet of you cannot be charmed or magically compelled, as with *Dominate Person* or *Command*, except by you. Whenever a creature casts a spell or uses an ability that would cause one of those effects, you can use your reaction to cause the spell to rebound, dealing 2d6 + your Charisma modifier force damage to that creature.



Dustbringer

I will master myself.

Dustbringer spells

You gain Dustbringer spells at the level listed.

Level	Spells
3rd	<i>Divine Favor, Grease, Burning Hands, Inflict Wounds</i>
6th	<i>Heat Metal, Scorching Ray, Shatter, Spider Climb</i>
9th	<i>Fireball, Haste, Lightning Bolt, Vampiric Touch</i>
12th	<i>Blight, Sickening Radiance, Vitriolic Sphere</i>
15th	<i>Destruction Wave, Enervation, Immolation</i>
18th	<i>Disintegrate, Harm, Investiture of Flame</i>

Essence of control

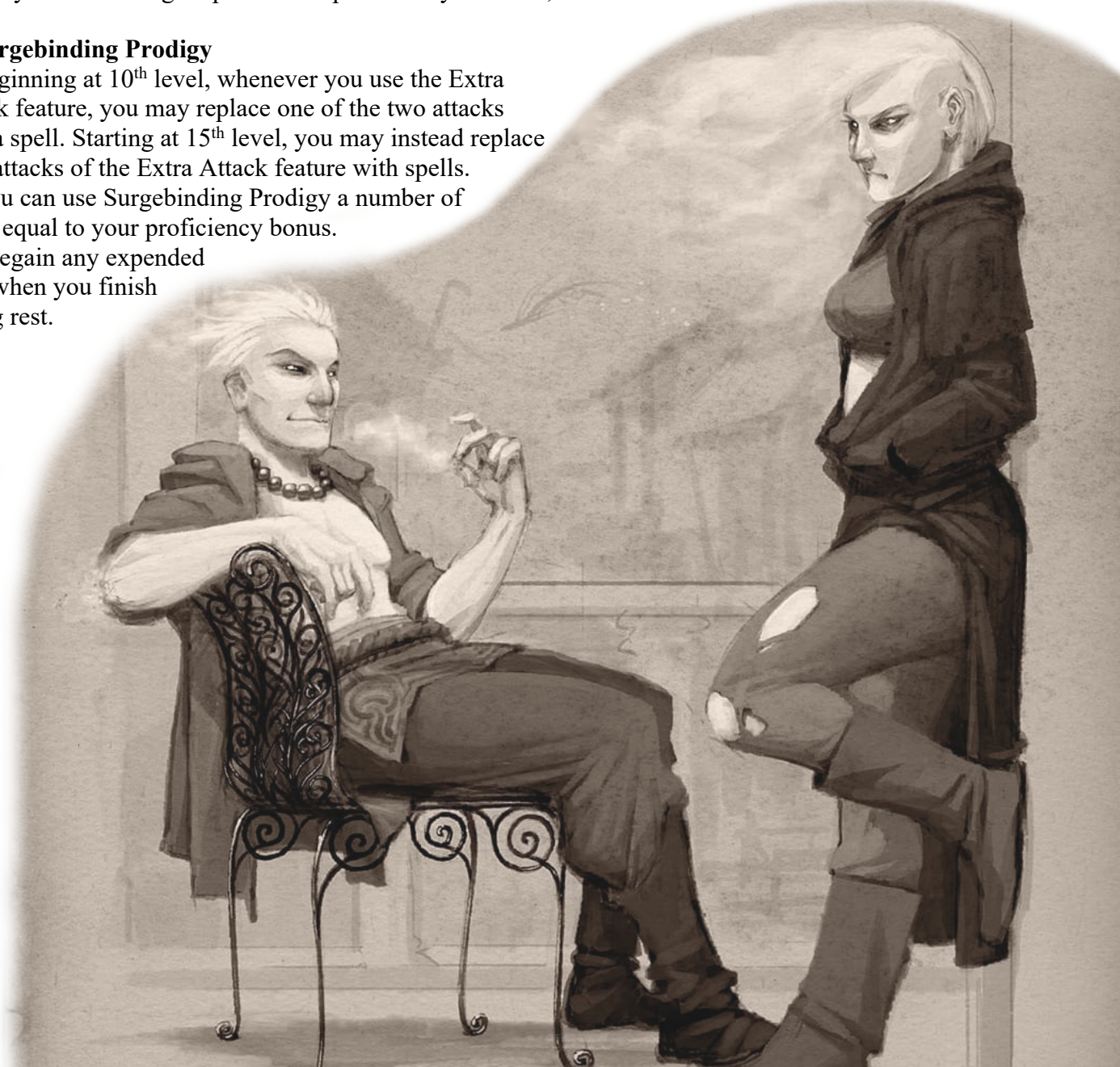
When you choose this order at the 3rd level, you gain the Careful Spell metamagic from the Sorcerer class. You can use metamagic options you know by spending 3 stormlight in place of a sorcery point. You gain another metamagic option of your choice at 6th, 10th and 15th level. You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

Surgebinding Prodigy

Beginning at 10th level, whenever you use the Extra Attack feature, you may replace one of the two attacks with a spell. Starting at 15th level, you may instead replace both attacks of the Extra Attack feature with spells.

You can use Surgebinding Prodigy a number of times equal to your proficiency bonus.

You regain any expended uses when you finish a long rest.



Edgedancer

I will remember those who have been forgotten.

Edgedancer spells

You gain Edgedancer spells at the level listed.

Level	Spells
3rd	<i>Cure Wounds, Ensnaring Strike, Expeditious Retreat, Grease</i>
6th	<i>Aid, Prayer of Healing, Spider Climb, Spike Growth</i>
9th	<i>Beacon of Hope, Mass Healing Word, Plant Growth, Revivify</i>
12th	<i>Freedom of Movement, Grasping Vine, Locate Creature</i>
15th	<i>Commune with Nature, Mass Cure Wounds, Wrath of Nature</i>
18th	<i>Heal, Investiture of Ice, Wall of Thorns</i>

Awesomeness

When you choose this order at 3rd level, you learn to “slick” parts of your body by reducing friction. As long as you are holding stormlight, you can move normally on difficult terrain and through water. You can also spend 5 stormlight to escape a grapple or non-magical restraints. You can spend 10 stormlight and half your movement to launch yourself in a straight line until you reach an obstacle, or spend 10 stormlight and shove a creature to launch it in the same manner.

Ribbon on the Wind

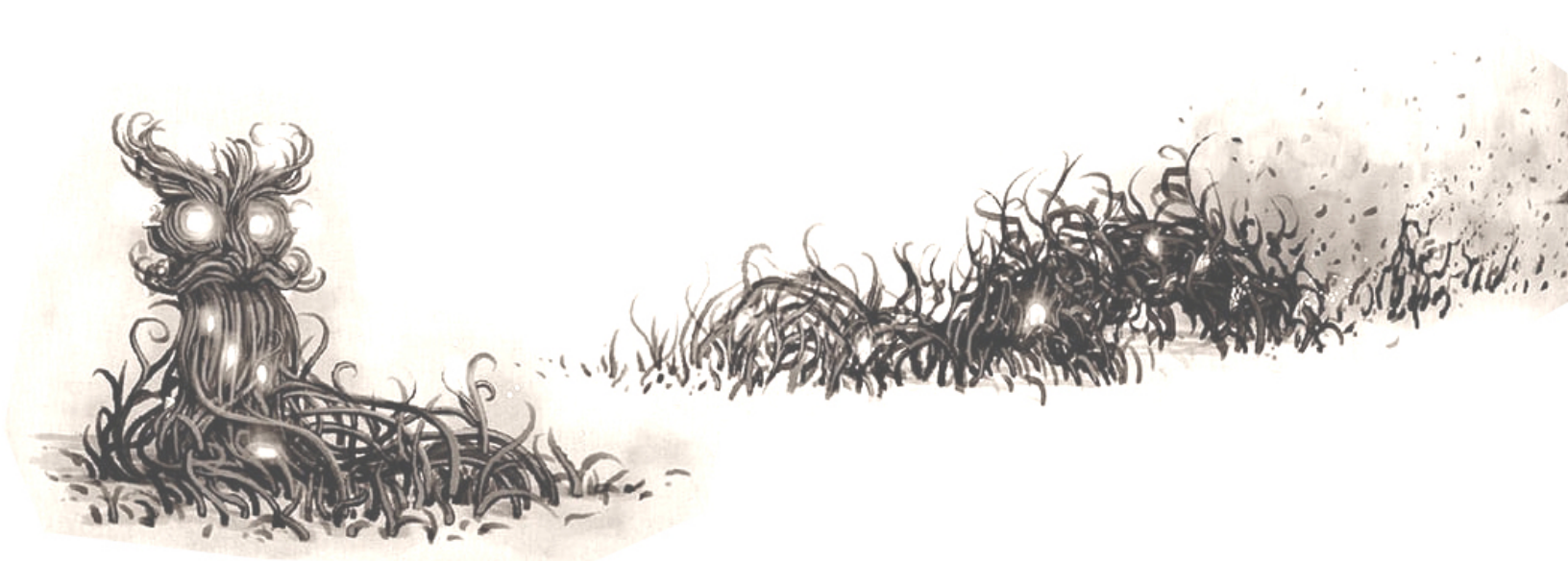
Beginning at 6th level, you can nimbly dodge out of the way of certain area effects, such as a dragon’s breath or a *fireball* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Graceful Healer

By 10th level, you know exactly how to use your two Surges synergistically. You may cast healing spells that require an action as your bonus action.

Listen to the Unheard

At 15th level, your order’s little-known talent for connecting with people becomes manifest. As long as you are holding stormlight, you understand all spoken languages, and any creature that can understand a language can understand what you say.



Truthwatcher

I will seek the truth of the world around me.

Truthwatcher spells

You gain Truthwatcher spells at the level listed.

Level	Spells
3rd	<i>Cure Wounds, Detect Magic, Entangle, Faerie Fire</i>
6th	<i>Augury, Healing Spirit, Silence, Zone of Truth</i>
9th	<i>Aura of Vitality, Dispel Magic, Plant Growth, Revivify</i>
12th	<i>Aura of Life, Death Ward, Divination</i>
15th	<i>Commune, Dawn, Greater Restoration</i>
18th	<i>Heal, Sunbeam, True Seeing</i>

Glimpse the Spiritual Realm

Starting at 3rd level when you choose this order, glimpses of the future begin to press in on your awareness, sometimes against your will. When you finish a long rest, roll two d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn. Each foretelling roll can be used only once. When you finish a long rest, you lose any unused foretelling rolls.

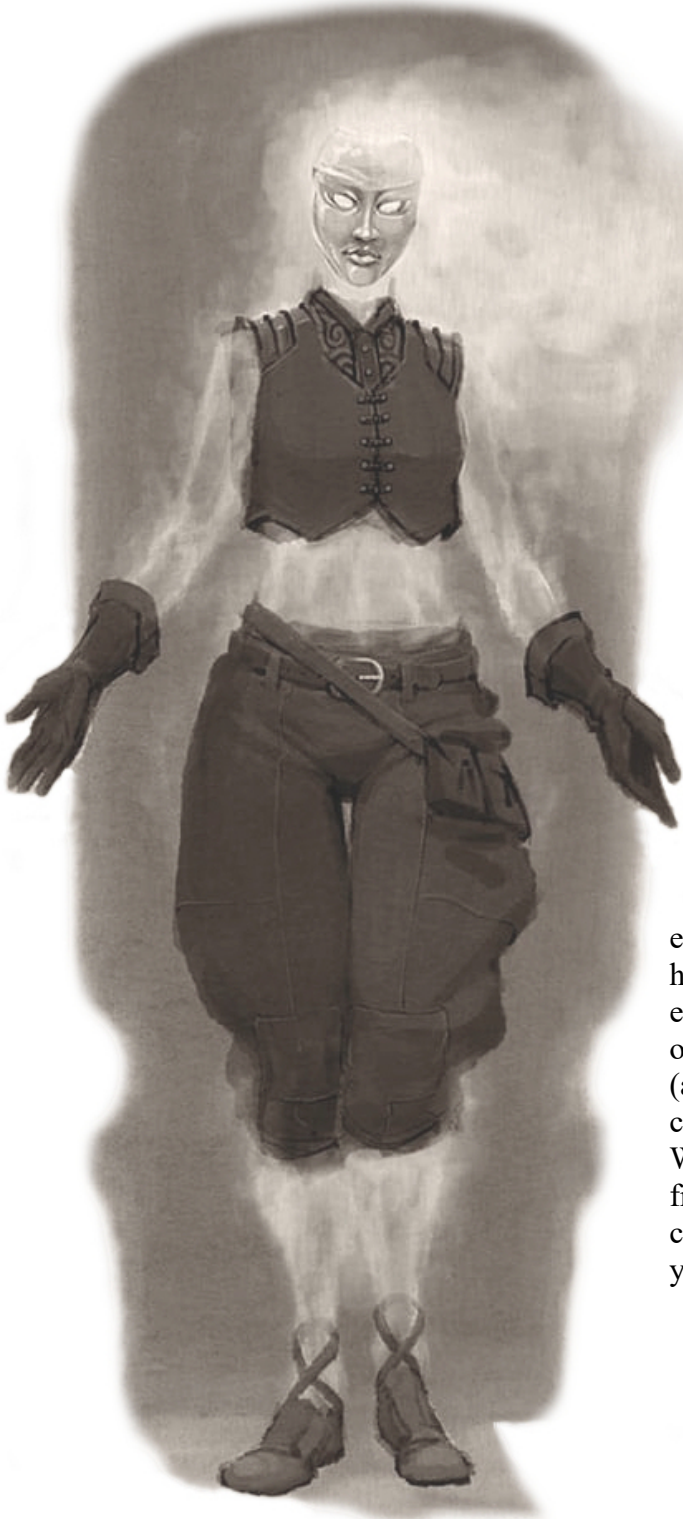
Starting at 10th level, you roll 3 d20s when you finish a long rest rather than two.

Son of Thorns

Your stormlight healing is faster than that of other Radiants. Beginning at 6th level, if you would regain hit points using Stormlight Healing, you regain twice that amount. Once you reach 10th level, you regain three times the base amount instead.

Bridger of Minds

Beginning at 15th level, you gain the ability to shake your enemies' convictions by showing them what they could have been. As an action, you can spend 20 stormlight to exude an aura of hope or regret (your choice) to a distance of 60 feet. For 1 minute or until you lose your concentration (as if you were casting a concentration spell), each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be charmed (if you chose hope) or frightened (if you chose regret) until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours.



Lightweaver

I will speak the truth about myself.

Lightweaver spells

You gain Lightweaver spells at the level listed.

Level	Spells
3rd	<i>Color Spray, Disguise Self, Silent Image, Fog Cloud</i>
6th	<i>Blindness/Deafness, Blur, Invisibility, Mirror Image</i>
9th	<i>Create Food and Water, Daylight, Fear, Major Image</i>
12th	<i>Fabricate, Greater Invisibility, Ice Storm</i>
15th	<i>Creation, Dawn, Misdemeanor</i>
18th	<i>Programmed Illusion, Heroes' Feast, Mental Prison</i>

Delicious Lies

Entering the order of Lightweavers allows your natural artistic talent to shine. When you choose this order at 3rd level, choose one musical instrument or one set of artisan's tools. Add that item to your inventory, and you become proficient with it. You also gain proficiency in Deception and Performance.

Convincing Illumination

By 6th level, your illusions have become very difficult to discern from reality. Creatures roll with disadvantage on Investigation and Perception checks against any illusion you have created. While you have an illusion in place, you have advantage on Stealth checks.

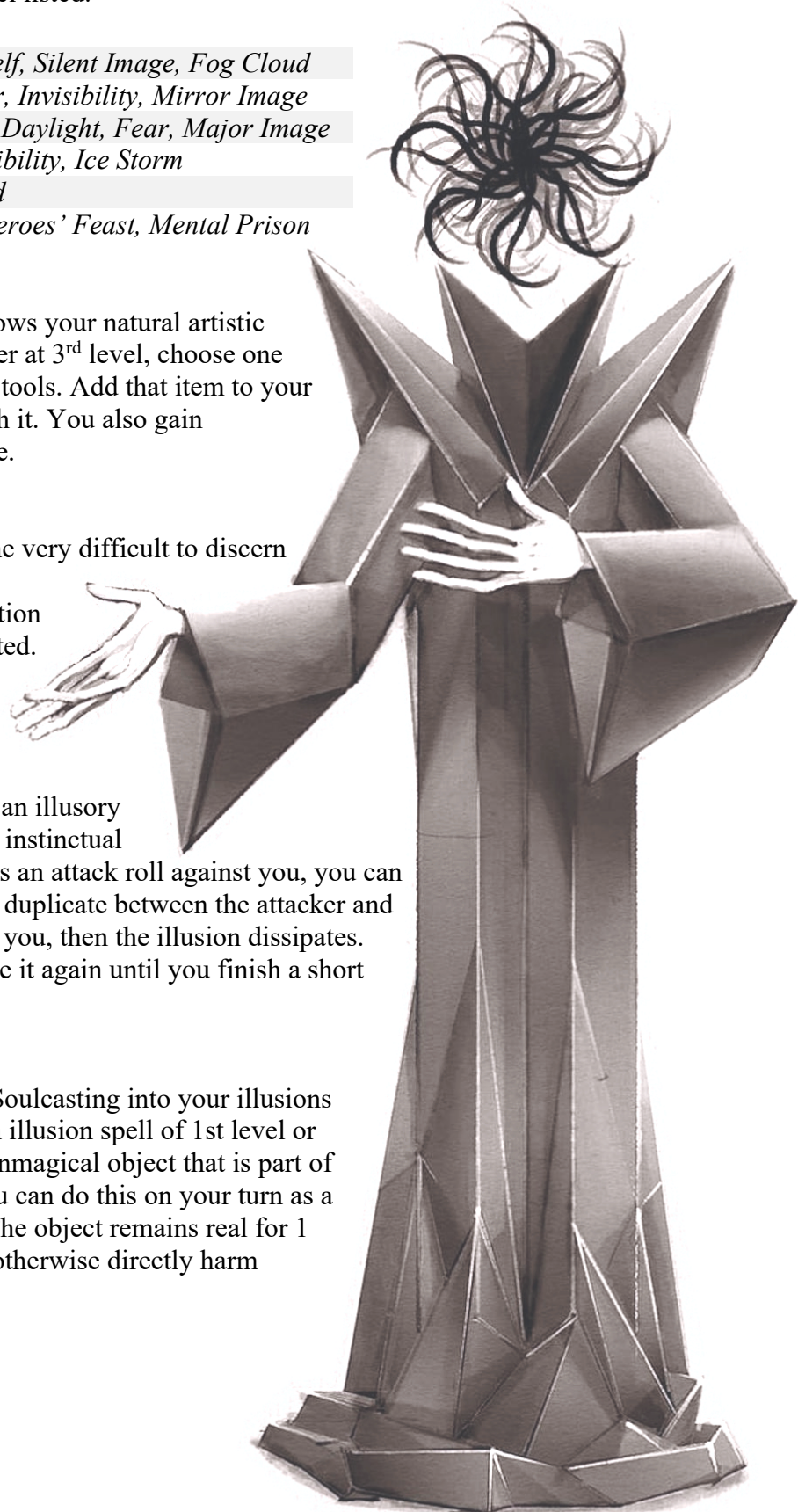
Veil of Truths

Beginning at 10th level, you can create an illusory duplicate of yourself as an instant, almost instinctual reaction to danger. When a creature makes an attack roll against you, you can use your reaction to interpose the illusory duplicate between the attacker and yourself. The attack automatically misses you, then the illusion dissipates.

Once you use this feature, you can't use it again until you finish a short or long rest.

Illusory Reality

By 15th level, you have begun adding Soulcasting into your illusions to give them substance. When you cast an illusion spell of 1st level or higher, you can choose one inanimate, nonmagical object that is part of the illusion and make that object real. You can do this on your turn as a bonus action while the spell is ongoing. The object remains real for 1 minute. The object can't deal damage or otherwise directly harm anyone.



Elsecaller

I will reach my own potential.

Elsecaller spells

You gain Elsecaller spells at the level listed.

Level	Spells
3rd	<i>Burning Hands, Chaos Bolt, Create or Destroy Water, Purify Food and Drink</i>
6th	<i>Darkness, Flaming Sphere, Misty Step, Wristpocket</i>
9th	<i>Blink, Create Food and Water, Sleet Storm, Thunder Step</i>
12th	<i>Banishment, Control Water, Dimension Door</i>
15th	<i>Banishing Smite, Creation, Far Step</i>
18th	<i>Arcane Gate, Flesh to Stone, Scatter</i>

Peer into Shadesmar

When you choose this order at 3rd level, you learn to open your senses to Shadesmar, the plane of spren, for up to one minute. While doing this, you are deafened and blinded as you lose the ability to perceive the physical realm around you. Instead, you gain the ability to see ethereal beings and invisible creatures and objects. You can also sense magic in a 30-foot radius, as if with the *Detect Magic* spell. Upon returning your perception to the material plane, you retain knowledge of the locations of things you saw in Shadesmar. You must finish a short or long rest before you can use this feature again.

Beginning at 6th level, you have become practiced enough with Shadesmar to use this feature without losing your normal senses.

Essence Adept

When you reach 10th level, you discover how to adapt your spells to the moment using the surge of Transformation. Whenever you cast a spell with a damage type listed on the Essence Table below, you may spend 3 stormlight to change that damage type to another from the Essence Table.

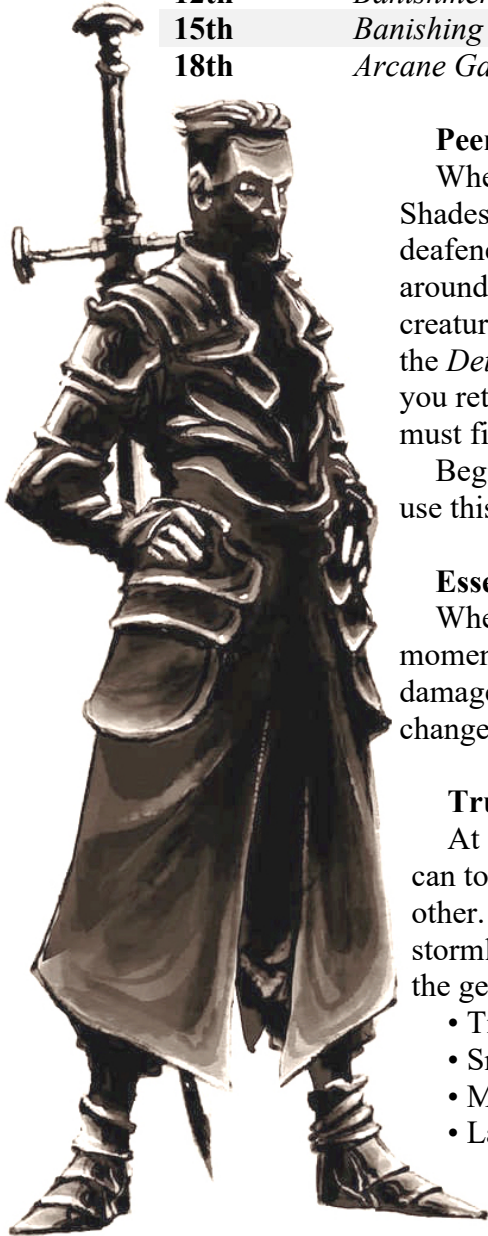
True Soulcasting

At 15th level, your mastery of Transformation is complete. As an action, you can touch a non-living object with one hand and hold a gemstone with the other. Depending on the size of the object, you spend a certain amount of stormlight to transform it completely into one of the substances associated with the gemstone on the Essence Table below.

- Tiny object: 4 stormlight
- Small object: 9 stormlight
- Medium object: 12 stormlight
- Large object: 30 stormlight

When the transformation is complete, roll a d12. Subtract 6 from the roll if the object was large, or 4 if the object was medium. If the final result is 2 or less, the gem shatters.

By choosing a size and spending the relevant amount of stormlight, you may also use this ability on the air in front of you. If you transform the air into anything solid, it forms into a simple shape of the size you chose.



Essence Table

Essence	Body Focus	Gemstone	Soulcasting Properties	Damage Type
Zephyr	Inhalation	Sapphire	Translucent gas, air	Cold
Vapor	Exhalation	Smokestone	Opaque gas, smoke, fog	Necrotic
Spark	The Soul	Ruby	Fire	Fire
Lucentia	The Eyes	Diamond	Quartz, glass, crystal	Radiant
Pulp	The Hair	Emerald	Wood, plants, moss	Piercing
Blood	The Blood	Garnet	Blood, water, all non-oil liquids	Acid
Tallow	Oil	Zircon	All kinds of oil	Lightning
Foil	The Nails	Amethyst	Metal	Slashing
Talus	The Bone	Topaz	Rock and stone	Bludgeoning
Sinew	Flesh	Heliodor	Meat, flesh	Psychic

Willshaper

I will seek freedom.

Willshaper spells

You gain Willshaper spells at the level listed.

Level

Spells

3rd *Earth Tremor, Expeditious Retreat, Floating Disk, Identify*

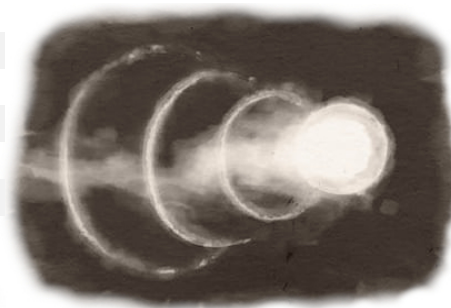
6th *Dust Devil, Maximillian's Earthen Grasp, Misty Step*

9th *Meld into Stone, Blink, Glyph of Warding, Thunder Step*

12th *Dimension Door, Freedom of Movement, Stone Shape*

15th *Antilife Shell, Far Step, Transmute Rock, Wall of Stone*

18th *Arcane Gate, Move Earth, Bones of the Earth*



Spirits of the Stones

When you choose this order at 3rd level, you begin to hear the whispered memories of ancient stones. As an action, you can commune with a stone object or the ground and ask it a question about past events. The DM decides how it answers, but the object will always tell the truth.

You also automatically succeed Intelligence (History) checks related to the origin of worked stone or the causes of unusual features on stone surfaces.

Wanderlust

By 6th level, you are an experienced explorer. You gain proficiency in Nature and Survival. While traveling, you and your group can't become lost except by magical means. Beginning at 10th level, you can cast *Find the Path* at will without expending a spell slot or stormlight.

Aura of Liberation

Starting at 10th level, you emanate an aura while you're not incapacitated. You and any creature of your choice within 10 feet of you cannot be grappled or restrained and ignore penalties to movement while on difficult terrain. Creatures that are already grappled or restrained when they enter the aura can spend 5 feet of movement to automatically escape nonmagical restraints. When you reach 15th level, the range of the aura increases to 30 feet.

Step Away

Beginning at 15th level, you are able to slip momentarily into Shadesmar to evade pursuers. You can use the Hide action as a bonus action on your turn. While hidden, your AC increases by 2.

Stoneward

I will be there when I am needed.

Stoneward spells

You gain Stoneward spells at the level listed.

Level

Spells

3rd	<i>Earth Tremor, Mage Armor, Sanctuary, Shield</i>
6th	<i>Barkskin, Hold Person, Magic Weapon, Maximillian's Earthen Grasp</i>
9th	<i>Erupting Earth, Glyph of Warding, Wall of Sand, Water Walk</i>
12th	<i>Stone Shape, Stoneskin</i>
15th	<i>Destruction Wave, Hold Monster, Transmute Rock, Wall of Stone</i>
18th	<i>Investiture of Stone, Move Earth, Blade Barrier</i>

Stonesinew

When you choose this order at 3rd level, your hit point maximum increases by 4. Whenever you gain a level in this class thereafter, your hit point maximum increases by an additional 1.

Fighting Style

At 3rd level, you adopt a style of fighting as your specialty. Choose one of the Fighting Style options from the Fighter class. When you reach 6th level, choose a second Fighting Style option. You can't take a Fighting Style option more than once.

Manipulate Tension

Beginning at 10th level, you learn to use your Surgebinding to stiffen cloth, make stone into putty, or even turn everyday objects into deadly implements. As an action, you can infuse a non-magical object with stormlight and choose harden or soften. For each 15 stormlight you spend on this ability, the object gains the following properties for one minute:

- A hardened object can't be broken and deals 1d12 bludgeoning damage when used as an improvised weapon. If it is a shield or armor, it gives the wearer an additional +2 AC for the duration of the effect.
- A softened object can't deal damage and gives no AC boost to the wearer while this effect is active. If the object would stop movement (such as a wall), or if it is the ground, it instead counts as difficult terrain.

Bearer of Agonies

By the time you reach 15th level, you exemplify the selfless nature of your patron Herald, Talenelat'Elin. Whenever an allied creature within 60 feet of you is about to take damage, you can use your reaction to take the damage yourself instead. You have resistance to damage taken this way.



Bondsmith

I will unite.

Bondsmith spells

You gain Bondsmith spells at the level listed.

Level	Spells
3rd	Bless, Charm Person, Comprehend Languages, Heroism
6th	Enhance Ability, Immovable Object, Lesser Restoration, Magic Weapon
9th	Beacon of Hope, Haste, Remove Curse, Tongues
12th	Charm Monster, Freedom of Movement, Private Sanctum
15th	Greater Restoration, Holy Weapon, Skill Empowerment
18th	Contingency, Planar Ally, Primordial Ward

Mysterious Abilities

Bondsmiths and their powers are not well understood. Work with your DM to determine what you can do. As you do this, consider the differences between the three great Bondsmith spren. The Stormfather channels Honor's remaining power, while the Nightwatcher serves Cultivation's tangled schemes. The Sibling acts as an intermediary between humans and spren.

Acknowledgements

Dungeons and Dragons is property of Wizards of the Coast, inc. All other intellectual property herein, including all of the artwork, is property of Dragonsteel Entertainment LLC and Brandon Sanderson. This manual is meant only for my personal enjoyment and should not be sold or otherwise used for profit. *The Way of Kings* and its sequels have greatly enriched my life, and I am forever grateful for the years of nearly constant work by Brandon and his team to produce them.

Spencer Kirkham

