

99. Reachers

The chapter opens with a mythic reference to Nergaoul, a spren known for inciting ferocity in both sides of a conflict, illustrating the complex nature of spren and their influence on mortal and spiritual realms. This sets a tone of deep lore and the ambiguous morality of these beings, emphasizing their often unpredictable and dual-sided nature. The narrative then shifts to Kaladin's awakening in Shadesmar, where he reflects on his restless sleep filled with worries about his friends and the ongoing battle. His mental state is weighted with guilt and concern, highlighting his emotional burden and the toll of leadership and responsibility.

The story transitions to the depiction of the ship and its unique crew of Reachers, spren with metallic, statue-like appearances that resemble humans. Kaladin observes their behavior, clothing, and the ship's operation, noting their calm, methodical handling of the vessel. The Reachers' appearance and demeanor contrast with Kaladin's own turmoil, and their use of advanced yet peculiar technology, like fireless lamps and gemstones for stormlight, underscores the blend of mysticism and innovation in their world. Kaladin's curiosity about their technology hints at the broader technological landscape and cultural differences within this universe.

As Kaladin joins Captain Ico and explores the ship's hold, he contemplates the significance of perfect gemstones that can indefinitely store stormlight—an essential resource for Radiants. The captain's brief discussion about foreign technology and the dangers of stormlight manipulation reveals the importance of these artifacts and the potential for their misuse. Kaladin's thoughts drift toward the implications of such technology, recognizing its potential impact on survival and warfare, especially during the Weeping. This moment underscores the importance of understanding and acquiring powerful tools that could change the course of their struggles.

The chapter concludes with a tense exchange as Ico introduces Kaladin to a mysterious fabrial device, which appears to be a device designed to harness stormlight for life or death. Ico's demonstration with a "soul" of ice and the partial draining of a diamond mark illustrate the dangerous and rare practice of manifesting souls—an act tied to deep magic and forbidden knowledge. The scene emphasizes the peril and complexity of stormlight manipulation, hinting at the broader themes of power, control, and the unknown forces at play in this world. Kaladin's awareness of these dangerous technologies foreshadows significant challenges ahead.



Summaryer