

87. This Place

The chapter begins with a serene farewell to Urithiru, the city, and its inhabitants, setting a tone of quiet reflection before the chaos erupts. The narrative quickly shifts to a dramatic disturbance at the Oathgate's control building, which is violently shaken as if struck by a massive force. Adolin, caught in the upheaval, stumbles and falls, experiencing a disorienting moment of vertigo and intense sensory overload. The sudden burst of light and the ripping sound signal a catastrophic event, leaving Adolin vulnerable as he plunges into an unfamiliar environment, highlighting the suddenness and unpredictability of the crisis.

As Adolin falls, he finds himself immersed in an unsettling landscape characterized by an ocean of tiny, shimmering beads, which are not liquid but resemble countless glass fragments. He struggles to breathe and panic overtakes him, fearing suffocation and death in this strange, endless sea. Miraculously, Azure intervenes, grasping his hand and pulling him back onto a solid platform, providing a moment of relief amid the chaos. The scene emphasizes the surreal nature of the environment, with a dark, ominous sky streaked with strange clouds and a distant, tiny sun, creating an otherworldly atmosphere that underscores the chapter's sense of disorientation.

The scene expands to reveal towering, sentient spren—spectral beings that resemble elongated human figures—hovering ominously in the air, their presence both awe-inspiring and threatening. Adolin observes these immense spren, which seem to shift and ripple with a life of their own, hinting at their sentient and possibly protective or watchful nature. The environment is filled with a sense of foreboding, as the characters realize they are in a place far removed from their familiar world, trapped in an alien landscape that defies understanding. The appearance of strange, otherworldly creatures and the shifting environment signals a significant, possibly dangerous transition.

The chapter concludes with the appearance of mysterious entities—one with a shifting, complex form resembling a ball of lines where a head should be, and others with unusual, unsettling features. These beings seem to be part of the landscape itself, and their presence intensifies the sense of alienation and threat. The characters, including Adolin, Shallan, Kaladin, and Azure, are confined to a small landing platform, cut off from their previous surroundings, and are left pondering their predicament. Azure's remark about hating this place underscores the chapter's overall mood of dread and uncertainty, signaling that they are now in a hostile, incomprehensible realm that may hold unknown dangers and mysteries.



Summaryer