

10. A Single Casualty

Kaladin, feeling rejuvenated after hours of flying, leads his Windrunners across the Shattered Plains. His spren companion, Syl, informs him that Yunfah, an honorspren who lost his previous Radiant, wishes to speak with him. Kaladin, confident in his role, signals for Yunfah to approach. The spren arrives, appearing as an elderly figure on a cloud, and Kaladin observes his unique resilience in coping with loss compared to other spren. The chapter highlights Kaladin's authority and the complex dynamics between Radiants and their spren.

Kaladin presses Yunfah to bond with Rlain, a capable but unconventional candidate, despite the spren's initial reluctance. Syl acts as an intermediary, conveying Yunfah's anger at the suggestion. Kaladin, leveraging his position as highmarshal, issues a direct order: Yunfah must either bond with Rlain or risk fading away. The tension between Kaladin's command and Yunfah's independence underscores the chapter's exploration of leadership and loyalty. Yunfah eventually agrees to consider Rlain, though grudgingly, revealing his attachment to the physical realm.

The narrative shifts to Kaladin's arrival at Narak, a fortified outpost on the Shattered Plains. Navani's engineers have transformed the ruins into a strategic stronghold, complete with storm-resistant walls and lightning rods. Kaladin reflects on how such fortifications could have altered past conflicts with the Parshendi. His musings blend admiration for modern engineering with a hint of irony, as Syl reminds him of their earlier, less strategic victories. The scene emphasizes the evolving tactics and resilience of Kaladin's forces.

As the chapter concludes, Kaladin and his Windrunners land at Narak, delivering Dalinar and other key figures. The description of Navani's experimental flying vehicle, with its fin adjustments, adds a touch of technological curiosity. Kaladin's satisfaction with the progress at Narak contrasts with the ongoing challenges of leadership and

sprent bonds. The chapter balances action, introspection, and world-building, setting the stage for future developments in the conflict and Kaladin's personal journey.

