

25. Devotary of Mercy

Kaladin and Teft continue their search for Noril, a refugee who lost an arm and suffered severe shock. After being cared for by Kaladin's father, Noril was sent to the ardens for rehabilitation. However, the ardens reveal they couldn't fully help him due to his mental state, catching him attempting suicide before transferring him to the Devotary of Mercy. Kaladin reflects on the challenges of triage, struggling with the emotional toll of prioritizing some lives over others.

The ardent assisting Kaladin initially doesn't recognize him, only realizing his identity when he uses his Radiant abilities to levitate cushions. She explains that Noril's psychological wounds were beyond their capacity to treat, leading to his transfer. Teft criticizes the ardens for not sending Noril to the Devotary sooner, but Kaladin defends their efforts, acknowledging his father's role in the decision. The chapter highlights the limitations of physical rehabilitation when deeper trauma is involved.

Guided by the ardent's directions, Kaladin and Teft journey through the sprawling, often-unexplored corridors of Urithiru to reach the Devotary of Mercy. The tower's vast, dimly lit interior evokes a sense of unease, with most inhabitants preferring the well-lit outer rim. Kaladin notes the oddity of the monastery's secluded location, emphasizing the eerie atmosphere of the tower's central sections. The setting underscores the isolation faced by those with mental struggles, mirroring Noril's unseen suffering.

Upon arriving at the Devotary, marked by religious glyphs, Kaladin and Teft prepare to confront the next phase of their search. The chapter delves into themes of responsibility, the intersection of physical and mental health, and the challenges of navigating Urithiru's imposing structure. Kaladin's internal conflict—balancing his duties as a surgeon with the emotional weight of individual cases—adds depth to his character, while the eerie setting reinforces the novel's atmospheric tension.