

MISTBORN® LEGACY

Oppose Two Generations of Evil in this Adventure for the Cosmere® Roleplaying Game


COSMERE®
ROLEPLAYING GAME
MISTBORN®
LEGACY



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INTRODUCTION

On Scadrial, there's always another secret. In the shadows and mists of this world, cunning adversaries gather, conducting dread experiments powerful enough to change the course of history.

Mistborn Legacy tells the tale of the Eternity Spike—an artifact with horrific origins and mysterious, unexplored potential—and the generational obsession surrounding it. This is a story in two parts, about greedy souls reaching for Ascension and immortality, and about the two groups of heroes who oppose them, separated by passing centuries and a changing world. This introduction provides an overview of the adventure, guidance for running it, and suggestions for tying the characters into an epic story spanning two eras.

About This Book

Mistborn Legacy is an adventure optimized for four player characters (PCs). This cast rotates halfway through the adventure. In Era 1, the heroes thwart a dangerous secret society, and in Era 2, a second group of heroes clash with an insidious new generation of villains—and across time, the story all swirls around the Eternity Spike. In total, this sweeping adventure spans nine chapters. The first four tell the Era 1 story, bringing PCs from level 1 to 6. The Era 2 story spans the last five chapters, taking the PCs from level 3 to 9, with the option to continue beyond the adventure to level 10.

When a section or rule applies to a single era, this book denotes that with a symbol: ERA 1 for Era 1, and ERA 2 for Era 2.

Character Levels by Chapter and Era

Chapter	Level	Era
Chapter 1: Echoes of the Lost	1	ERA 1
Chapter 2: Behind Gilded Masks	2	ERA 1
Chapter 3: The Many and the Few	3–4	ERA 1
Chapter 4: Eternity's Vault	5–6	ERA 1
Chapter 5: Engines and Espionage	3	ERA 2
Chapter 6: Desire of a Hungry Soul	4	ERA 2
Chapter 7: Striking the Anvil	5	ERA 2
Chapter 8: Fatal Fashion	6–7	ERA 2
Chapter 9: All Ends in Luthadel	8–9	ERA 2

Besides this book, you'll need a copy of the *Mistborn Handbook* to play *Mistborn Legacy*.

Welcome to Scadrial

A world of mists and manipulative gods, Scadrial is the setting of Brandon Sanderson's Mistborn series, filled with opportunities for adventure. Era 1 showcases themes of intrigue, survival, and revolution. In Era 2, technology and progress drive the action in a world remade. In every era, the Metallic Arts are vitally important to the world and its people.

Secret History

This adventure builds upon the events of the Mistborn novels, up to and including *The Bands of Mourning*. Many pieces of background information presented here are important revelations in the first trilogy. As such, this adventure contains major spoilers for Era 1 and minor spoilers for Era 2.

THE ETERNITY SPIKE



ANNA VERHOOG

Era 1: The Final Empire ERA 1

The Final Empire was a thousand-year hegemony controlled by an immortal emperor, the Lord Ruler. The Era 1 chapters of *Mistborn Legacy* are set in 1024 FE, a year after the revolution that dethroned and killed the Lord Ruler. Key details about this time include the following:

Fall of the Lord Ruler. During the Survivor's revolution, a Mistborn named Vin defeated the Lord Ruler. Luthadel is now administered by King Elend Venture and the Assembly, a three-part legislative body including representatives from the nobility, the merchants, and the skaa.

Skaa Freedom. The skaa underclass was liberated, and Luthadel has become a city where skaa can pursue business, art, religion, and other passions freely. Major skaa factions include the Church of the Survivor and the growing merchant class.

Noble Houses. The Great Houses fled the capital or were killed when the Lord Ruler fell. Smaller houses joined the new government or found other ways to survive. Several notable non-player characters (NPCs) in this adventure hail from houses Elariel, Haught, Seeris, and Tekiel.

The Steel Ministry. Some obligators renounced their faith after the Lord Ruler fell and continued on in Luthadel, while others left with the Great Houses. Further afield, some work to continue the Lord Ruler's legacy.

The Terris People. Keepers spread their knowledge openly throughout the former empire. However, many stewards return to the Terris Dominance.

Era 2: The Elendel Basin ERA 2

Three hundred years have passed since the world was remade by a new god, Harmony. The Ashmounts are dormant, and society moves ever forward. The Era 2 chapters of *Mistborn Legacy* are set in 345 PC, a few years after the recovery of the Bands of Mourning and the revelation of the Malwish and the populations of Southern Scadrial. Key details about this time include the following:

Rise of Technology. Technological wonders prevail. Nobles drive prototype motorcars in street races, mass-printed broadsheets spread the news, and the radio technology once held only by secretive organizations is being used in new, innovative ways.

High Society. The descendants of the Final Empire's noble houses still hold disproportionate power in the Elendel Basin. Notable adversaries in this adventure hail from houses Conrad, Elariel, and Tekiel.

The Roughs. A frontier of freedom, open spaces, and—often—lawlessness, the Roughs produces raw materials for the Basin under the yoke of mining and transport companies. The region is home to the Ironbrand outlaws and the Wilko koloss clan.

DAVID FRASHESKI

DURING THE FINAL EMPIRE, SCADRIAL IS A HARSH AND UNFORGIVING WORLD.



Metallic Arts

To advance their agendas, heroes and villains alike use Metallic Arts:

Allomancy. By ingesting specific metals to power their abilities, Allomancers can manipulate emotions, move metals without touching them, and more.

Feruchemy. Using specific metals to store attributes, Feruchemists can become stronger, faster, and even think more quickly.

Hemalurgy. A forbidden Metallic Art, Hemalurgy uses metal spikes to steal a trait or power from a victim—usually killing them in the process—and grant the stolen power to another.

For more information about Scadrial, its history, and its Metallic Arts, refer to *Welcome to Scadrial* and the *Mistborn World Guide*.

THREE CENTURIES LATER, THE HEROES OF THE FINAL EMPIRE ARE REMEMBERED AS LEGENDS.



Playing With Darker Themes

Mistborn Legacy is an action-packed, time-hopping adventure in a morally gray world rife with horror elements. A non-exhaustive list of content warnings includes blood, gore, body horror, human experimentation, self-harm (cult sacrifice), implied torture, allusions to suicide, eugenics, racism, extreme classism (such as encountering actions that dehumanize people living in poverty), hazing, and a gas attack against civilians.

Given these darker themes, you should let your players know what to expect before starting and check in with everyone's comfort level surrounding the elements above. Chapter 13 of the *Mistborn Handbook* offers a helpful "Safety Guide" section with guidance on how to identify which topics are comfortable for your players (and which ones aren't), so gameplay is enjoyable and safe for everyone.

Running the Adventure

To run this adventure, you need the *Mistborn Handbook*. The book you're reading now contains all other information required to run *Mistborn Legacy*.

Text in a box like this is meant to be read aloud or paraphrased to the players, typically when their characters arrive at a location or when a specific situation is triggered (as described by the text).

PC Legacy Moment

Text in a box like this provides guidance for hooking a specific PC legacy (if present) into a scene. These legacy moments invite the PCs to step into the spotlight and impact the story. See "Character Legacies" later in this chapter for a full description of this gameplay element.

Time Skip Connection

Text in a box like this highlights a connection between the Era 1 and Era 2 adventures. In Era 1, these boxes highlight when to record choices the PCs make or events that unfold. In Era 2, these boxes signal when you should refer to your Era 1 notes to determine how the Era 1 PCs' choices impact the story in Era 2.

When an NPC's name appears in **bold**, it indicates that you need their stat block for the scene. You can find all stat blocks in appendix A of this book.

ROMAIN KURDI

When an item appears in ***bold italics***, it indicates that this item has special rules; if a PC obtains that item, be sure to provide the player a copy of those rules. These items are described in either chapter 7 or 8 of the *Mistborn Handbook* or, when noted, in appendix B of this book. The one exception is the ***Eternity Spike*** item description in appendix C, which shouldn't be shared with players.

Handling Canon

Mistborn Legacy touches on several canon characters, locations, and events. The "Canon and Continuity" section in chapter 13 of the *Mistborn Handbook* discusses different methods of handling canon.

The Final Empire ERA 1

Some of this adventure directly overlaps with events in *The Well of Ascension*. If your group wishes to maintain continuity with the books, the Era 1 portion of *Mistborn Legacy* engages with canon characters and events at the following points:

Chapter 1 (1024 FE, Summer). A year after the Lord Ruler's death, the adventure starts in Urteau, which is a noble stronghold still ruled by Straff Venture. Shortly after the PCs leave Urteau, Straff Venture begins his march on Luthadel.

Chapter 2 (1024 FE, Autumn). The PCs attend a secret ball in Fellise (as Elend has ended balls in Luthadel). Attendees mentioned in the books include Kliss, Lord Haltier Habren, Triss Urbain, and Yestal Haught. As the chapter ends, Straff Venture's troops are spotted and the Siege of Luthadel begins.

Chapter 3 (1024 FE, Autumn). Ashweather Cett's army joins the siege, Breeze returns to Luthadel, and resources are tight. Straff Venture makes a test attack on the city, just as the PCs start their investigation for Kandor. Demoux preaches about the Survivor.

Chapter 4 (1024 FE, Winter). Elend receives a no-confidence vote, the Assembly discusses electing a new king, and Cett enters the city, occupying Keep Hasting. The party raids camp Venture while Zane, Straff, and Amaranta reside there, and the PCs meet with Cett the same week Vin and Elend do. As the party's vault construction begins, Penrod is elected and Cett withdraws from the city. The PCs fight Delina the eve before the Battle of Luthadel, and they smuggle the Gilded Map out of the city as the epic battle begins.

Post-Catacendre ERA 2

The Era 2 portion of *Mistborn Legacy* falls in the spring of 345 PC between *The Bands of Mourning* and *The Lost Metal*. No major canon events occur during the Era 2 arc of the adventure.

Traversing the Time Skip

Mistborn Legacy is a pair of interconnected campaigns played across two time periods. The choices the PCs make during the Era 1 story are reflected in the Era 2 story, allowing players to organically contribute to a narrative reverberating three centuries forward in time.

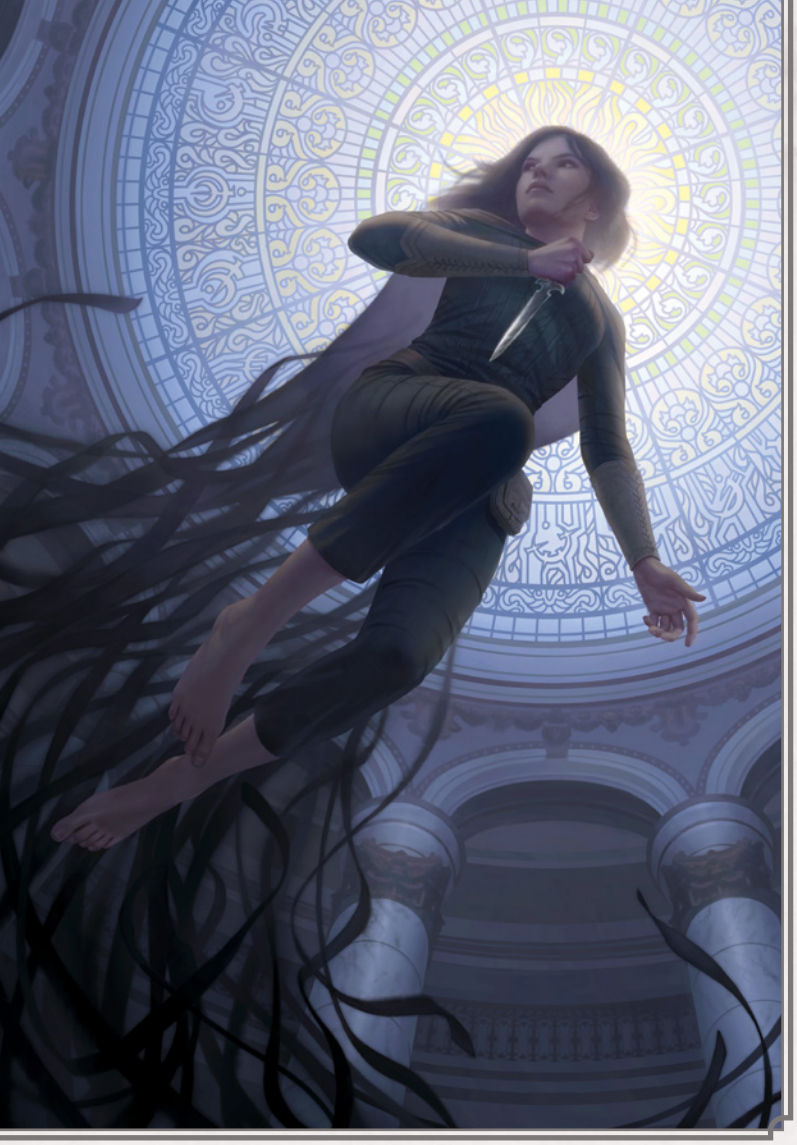
Watch for "Time Skip Connection" sidebars highlighting important moments where the two stories intersect. PC legacies (see "Character Legacies" later in this introduction) also interlink the eras, enabling the Era 1 PCs to shape the future of Scadrial—and the backstories of the Era 2 PCs. Every group of players will make different choices during Era 1, which means each Era 2 party begins the story with different legacy rewards to inherit.

Three events must always happen during Era 1 to support the story in Era 2:

1. NeBaal must be captured by the Gilded Few (usually in chapter 4).
2. The Eternity Spike must be hidden in the vault (in chapter 4).
3. The map pieces must survive the Battle of Luthadel (in chapter 4) and, eventually, the Catacendre.



LUCAS TORQUATO



Playing With Metalborn

Chapter 5 of the *Mistborn Handbook* provides full rules and GM guidance for playing with Metalborn PCs. The following sections provide additional advice specific to *Mistborn Legacy*.

Training and Constructing in *Mistborn Legacy*

Subject to the usual restrictions (era and metal availability), characters in *Mistborn Legacy* have abundant access to mentors, metals, and training in Metalborn powers.

In Era 1, the Lord Ruler has fallen and the Steel Ministry is scattered. Terris Feruchemists practice their arts openly, and skaa Mistings no longer need to hide.

In Era 2, there are no longer any Mistborn or full Feruchemists, but Mistings, Ferrings, and Twinborn can easily find mentors and materials.

Metallic Arts in Action

Metalborn powers are useful in a wide range of scenes, not just combat. Allow your players to creatively use their Metallic Arts for their contributions during endeavors and conversations.

Playing With Kandra and Koloss-Blooded

Mistborn Legacy was designed with humans, kandra, and koloss-blooded PCs in mind, and players are encouraged to freely choose from these ancestries during this adventure. (As always, the koloss-blooded ancestry is only available in Era 2.)

In general, this adventure strives to present scenarios where a character's ancestry, culture, or legacy adds texture and nuance to the story. Playing a human, kandra, or koloss-blooded character changes gameplay, but no ancestry should significantly limit a character's overall ability to participate in or impact the game. Consult the "Safety Guide" in chapter 13 of the *Mistborn Handbook* for guidance on integrating kandra and koloss-blooded PCs into your campaign in considerate ways.

Kandra in *Mistborn Legacy*

For GMs, kandra PCs present unique challenges—and opportunities to craft incredible, memorable story beats. Consider the following when planning to run *Mistborn Legacy*.

Impersonating the Villains

Mistborn Legacy offers several opportunities for a kandra PC to obtain an enemy's bones and impersonate them. However, the kandra PC won't have a month to observe or research the adversaries in this campaign (such as Duvall, Delina, and the Gilded Trio). This limitation means kandra PCs must make the usual Deception tests to maintain their disguises (see the Kandra Disguise talent in chapter 2 of the *Mistborn Handbook*).

Interacting With NeBaal

A kandra PC has no special abilities to sense NeBaal or their deception. However, NeBaal may reveal their ruse early to that PC, hoping to find an empathetic ear. See "Handling NeBaal" for more guidance.

In Era 2, a kandra PC could help NeBaal acclimate to the new world in chapter 6 and beyond.

Kandra Immortality

Kandra are functionally immortal, so it's possible for a single kandra PC to appear in both eras' stories. Though the PCs advance to level 6 during the Era 1 campaign, a recurring kandra PC should begin Era 2 at level 3 (like the other PCs). This could reflect the kandra being out of practice, taking on an entirely new identity, or experiencing memory loss after spending time without their spikes. Similarly, the kandra shouldn't know what (or where) the Gilded Map pieces are before the adventure begins. Work with the player to determine how their kandra PC lost track of this information over the past three centuries.

MIRANDA MEEKS

Kandra in Era 1

The Era 1 chapters take place a year after the death of the Lord Ruler. During this time, the kandra are isolated in their homeland. If you're following Era 1 canon, most kandra only legally leave their homeland under a Contract, which (among other rules) always stipulates they may not kill or harm humans.

Enge could hold the PC's Contract, having "borrowed" from an Elariel atium cache and contracted a kandra spy for her smuggling operation. Alternatively, a noble house, such as Erikell or Hasting, may have heard rumors of the Gilded Few and sent a kandra to keep an eye on Vadilek's wayward niece.

Kandra in Era 2

The Era 2 chapters cover a time in Scadrian history when the kandra are encouraged to pursue their own interests, which could organically lead them to the party. Alternatively, a kandra in Era 2 who joins the party might have been asked by Harmony to keep a wary eye on the activities of the Gilded Trio. If so, if Ironeyes approaches the party in chapter 8 or chapter 9, he may see the kandra as an associate or aide.

Suggested Kandra Legacies

To seamlessly incorporate kandra PCs into *Mistborn Legacy*, this adventure's PC legacies (see "Character Legacies") require some modification. Consider the following for inspiration.

Era 1: Official

Establish when and why the kandra PC took an obligator's bones. Many crews (Enge's smuggling operation included) could find use for an obligator spy. If the PC only spent a short time impersonating the obligator before the Empire's fall, replace the question "What caused you to recognize the weight of the injustices committed by the Ministry or your institution?" with the question "What hard decision were you forced to make in an official capacity, and why does it still weigh on you?"

Era 1: Veteran

Establish when and why the kandra PC took a famous war hero's bones. Was it out of sentimentality, practicality, or random chance? If Enge contracted the PC, the Veteran's visage may be helpful for missions. If the PC is spying on Enge, the Veteran comes with a trustworthy reputation.

During chapter 4, the Veteran recognizes an NPC soldier. If the PC took the bones after the Veteran left the military, modify this moment: Ask the player how their kandra PC would know this NPC.

Era 2: Explorer

An Explorer kandra may have lost their memories due to removing their spikes, either during the Resolution or otherwise. Now they hope to rediscover their own history via the Chronicler's record. Replace the question "Why are you currently so focused on the Chronicler's record?" with the question "How did you lose and regain your spikes?"

Era 2: Lawkeeper

A Lawkeeper kandra may weigh their responsibility to uphold the Official's philosophy against their duties to Harmony. Replace the question "How does your work ethic or theory of justice draw inspiration from (or reject) the ethos of the Official?" with the question "How do you view upholding the law and the Official's ethos, in light of your service to Harmony?"

Other Legacies

In addition to the legacies mentioned here, the Era 1 Chronicler and Convict and the Era 2 Storyteller can all be used for kandra PCs without requiring major modifications to their legacy sidebars or questions.

Handling Hemalurgy

Hemalurgy plays a significant role in *Mistborn Legacy*, and uncovering knowledge about Hemalurgy is a major achievement for the PCs in both eras. Unless otherwise noted, follow the rules in the "Hemalurgic Spikes" section in chapter 8 of the *Mistborn Handbook*. Using Hemalurgic spikes and understanding Hemalurgy requires completing a goal to obtain the Hemalurgist specialist expertise.

When planning how to approach Hemalurgy in your game, consider referring to the "Safety Guide" in chapter 13 of the *Mistborn Handbook* (especially the "Violence, Gore, and Horror" section).

Hemalurgic Texts in *Mistborn Legacy*

PCs may find Hemalurgic texts in the following chapters:

Chapter 1. Vadilek's own Hemalurgy notes can be found in a hidden safe in the Secret Crucible.

Chapter 2. The party may leave with Guiverre's Hemalurgy notes.

Chapter 3. When the party defeats Duvall, they find his Hemalurgy notes.

Chapter 5. The heisted crate contains the Era 1 party's Hemalurgy notes.

Chapter 6. There are no notes in this chapter, but PCs who see the anatomical diagram in "Induction" have a chance to immediately progress their goals.

Chapter 7. Bayron's "Killer Deal" includes his Hemalurgy notes.

Learning About Hemalurgy

During downtime, a PC can spend seven days studying a Hemalurgic text, making a DC 15 Lore or Medicine test. On a success, the PC understands the text and can progress a "Learn About Hemalurgy" goal. On a failure, they don't progress the goal, but they gain an advantage on this test the next time they study the same text.

Hemalurgy Milestones in Era 1

In Era 1, the goal can only be progressed once per Hemalurgic text.

Hemalurgy Milestones in Era 2

In Era 2, PCs find the Era 1 party's Hemalurgy notes and benefit from their research. After successfully studying these notes, each Era 2 PC can mark as many milestones as the Era 1 PCs ultimately did. If an Era 1 PC achieved the "Learn About Hemalurgy" goal, an Era 2 PC can, after spending seven days successfully studying the Era 1 PC's notes, mark all remaining milestones and complete the "Learn About Hemalurgy" goal.

Bayron's Hemalurgy notes (acquired if PCs take Bayron's "Killer Deal" in chapter 7) are similarly extensive enough for the Era 2 PCs to complete the "Learn About Hemalurgy" goal by successfully studying them.

Secrets of the Spikes

As a PC marks Hemalurgy milestones in either era, they progressively learn the following:

First Milestone. The Ascension ritual requires two different types of spikes: the Eternity Spike and an Inquisitor-esque latticework of spikes.

Second Milestone. The Eternity Spike contains massive amounts of energy. One usage is the Ascension ritual—but could it be used for another purpose?

Third Milestone. The ritual seems to contain a mathematical contradiction or mistake Vadilek couldn't solve. This flaw is likely why the beast the Era 1 PCs found in the lab wasn't human anymore.

Unlocking Expertise

A character who completes the "Learn About Hemalurgy" goal gains the Hemalurgist specialist expertise from the *Mistborn Handbook*. In the *Mistborn Legacy* adventure, this usually happens during downtime in chapter 4.

ALEXANDR LESKINEN

HEMALURGY RAVAGES THE BODY AND SOUL.



Handling NeBaal

In Era 1, NeBaal is disguised as Enge. NeBaal is meant to be a flawed but ultimately sympathetic character, and the party's discovery of the kandra's true identity is a plot point intended to reward engaged, observant players. NeBaal's identity is always revealed by the end of chapter 4, but if your players grow suspicious, NeBaal's confession may come early. This section outlines clues to foreshadow the twist and guidance for handling an early reveal (see "Coming Clean").

Hints to Drop

NeBaal is a practiced impersonator with centuries of Contract experience, and they spent years watching over Enge. Since Vadilek sent NeBaal to spy on Enge and the PCs, NeBaal even knows the party's dynamics and personal backgrounds. There aren't many breaks in the kandra's act.

Still, reveals are more fun when you keep the players guessing. Consider dropping the following hints:

Surprising Survival. Most NPCs assume Enge is dead; Delina saw her die. NeBaal claims Delina attacked Enge with the Eternity Spike, badly injuring her, but Vadilek prevented a killing blow. To sell the story to the PCs, "Enge" says she escaped using her signature "You Just Mist Me" maneuver.

Missing Allomancy. Kandra can't use Allomancy. Enge avoids missions requiring her to be the group's Smoker. If asked, Enge confesses she can't feel her metal reserves, speculating the Eternity Spike stole her Allomancy.

Staying Secluded. NeBaal hangs back on the canal boat during chapter 2 and always avoids contact with the Gilded Few. Though Enge has reason to lie low, she also claims to feel weak and unfocused due to her injury, as if the Eternity Spike sapped her stamina.

Forgotten Secrets. NeBaal doesn't know some secrets shared only with Enge, blaming missing memories on their injury.

If a PC has reason to become suspicious, have them make an Insight test against NeBaal. The DC for this test depends on the current chapter: DC 25 for chapter 1, DC 24 for chapter 2, DC 22 for chapter 3, or DC 20 for chapter 4. On a failure, Enge seems truthful, though the PC detects she's hiding sadness and fear.

On a success, they know Enge isn't telling the whole story, and they might identify another hint or clue about NeBaal's secrets. Refer to "Coming Clean" if the PC keeps pressing.

Clues to Find

If the PCs successfully spy on Enge, they might find the following:

Chapter 2. Among Enge's personal effects are scribbled notes about what to do with the Eternity Spike, containing obsessive, repeated queries about what "she" would've wanted. If asked, Enge claims "she" was her mother.

Chapter 3. Enge has the idea of building a vault in mind well before the PCs head to Kandor Construction. Notes planning how to acquire supplies can be found in her quarters, showing her strategizing to protect the Spike alone, long before explaining her ideas to the party.

Chapter 4. During downtime at the start of chapter 4, Enge creates most of the Gilded Map. She can be observed meeting with Cadme to acquire the mask or collecting the Unity Medal from a trusted NPC at Kandor Construction. These items can alternatively be found by PCs searching her possessions. After the planning meeting, Enge can be found searching for a passwall or making arrangements for the map pieces in Tresting (see "Hope for a Kinder Future" in chapter 4). NeBaal immediately comes clean if confronted about these chapter 4 clues.

Coming Clean

If the players don't accept NeBaal's initial deflections—or if they ever directly accuse NeBaal of "not being Enge"—NeBaal comes clean.

To handle an early reveal, scan the "NeBaal's Confession" scene from the end of chapter 4, noting which parts of the conversation make sense for your group's story so far. Use those to structure your own scene. If NeBaal has bonded with the PCs, emphasize their sorrow over what they saw as a necessary lie, and their relief at being honest with those they view as friends (or even family). If NeBaal hasn't bonded with the PCs, instead focus on their shared affection for Enge—and their common goal of defeating the Gilded Few.

After the reveal, NeBaal joins the PCs as a companion (see "Companions" in chapter 8 of the *Mistborn Handbook*), but they still avoid the Gilded Few.

Broken Trust

If the PCs refuse to work with them, NeBaal asks for a chance to earn the party's trust, offering to serve the PCs and their personal interests. Deeply conflicted, NeBaal even offers to form a Contract with the PCs—but only as a last resort.

Adventure Summary

The *Mistborn Legacy* adventure follows the stories of two groups of heroes, split by three hundred years of history. Both parties deal with a powerful Hemalurgic artifact, the Eternity Spike, while opposing a noble supremacist secret society bent on using the Spike for their own ends.

Before starting chapter 1, review the ***Eternity Spike*** description in appendix C, review this adventure summary, then run a session zero using the "Character Connections" section at the end of this introduction. This all helps tie the PCs into the plot, making the story feel personal and exciting for the players.

The following sections summarize the adventure background and its nine chapters.

Adventure Background

The story begins in Era 1. During the Final Empire, a lesser-known obligator named Vadilek Elariel (he/him) became obsessed with creating a heretical utopia, free of the Lord Ruler, Inquisitors, and koloss, ruled purely by the nobility. Rather than seeking leadership for himself, Vadilek aspired to become the "father" of Scadrial's next ruler, mentoring and ruthlessly training a group of young nobles he dubbed the Gilded Few. Among their ranks numbered Delina Tekiel, Shan Elariel, Idren Seeris, Triss Urbain, Yestal Haught, and Engeanthe Elariel—Vadilek's niece.

Coveting power and secrets, Vadilek pressured Engeanthe to infiltrate the Canton of Inquisition. Engeanthe refused, rejecting Vadilek and the Gilded Few, so he undertook the infiltration himself, eventually becoming a Steel Inquisitor. Learning of a secret metal—nicrosil—and theoretical Hemalurgic methods, Vadilek dreamed of creating the Eternity Spike: a Hemalurgic spike so incredibly Invested, it could bring about his utopic future by transforming one of his protégés into a divinity. Vadilek created a secret Hemalurgic laboratory in Urteau to develop his Eternity Spike, and he encouraged heightened competition between his students to determine who was worthy of godhood.

When the Lord Ruler was slain, Vadilek enacted his plan. He seized Hemalurgic texts in the downfall and began producing the Eternity Spike. This Hemalurgic process required Vadilek to steal massive amounts of Investiture, so he imprisoned and tortured over a thousand Urteau skaa. In addition, he encouraged Misting nobles in the Gilded Few to sacrifice themselves to create Metalborn-empowered spikes—amassing more power for Vadilek's noble-born god. As a final act to immortalize his legacy, Vadilek planned to sacrifice himself in order to "donate" his own Inquisitor spikes, completing a latticework to enable the Ascension of his chosen one.

During this time, Vadilek, sensing Ruin's outside influence, grew increasingly paranoid. This led him to two erratic decisions. First, instead of choosing his favored student—the talented and ruthless Delina Tekiel—he would elevate Engeanthe, his niece who "nobly" refused him. Second, Vadilek made a Contract with the Elariel house kandra, NeBaal, to carry out his will: Find an heir worthy of the Spike, should anything go wrong with Enge's Ascension.

The Era 1 adventure opens the day of the Ascension ritual—which, indeed, doesn't go as Vadilek had planned, soon landing the Eternity Spike in the hands of the Era 1 PCs.

Three Hundred Years Later…

Due to the actions of the Era 1 PCs, the Eternity Spike was secured in a vault, and NeBaal encoded its hidden location in a group of artifacts known as the Gilded Map, scattering the pieces. Now, three hundred years later, the legend of the Eternity Spike is lost—except among the Gilded Few, a noble secret society seeking to reclaim the Eternity Spike, and the Guardians (an organization inspired by the Era 1 PCs) who strive to protect it.

The Gilded Few have also passed down their imperfect knowledge of Hemalurgy and Vadilek's latticework as "familial" spikes, including creating new ones. The spikes are kept secret and inherited through the Gilded Few's noble lines, empowering members through the generations.

As the Era 2 story opens in chapter 5, a group of three noble prodigies lead the new generation of the Gilded Few, calling themselves the Gilded Trio. Through cunning and power, they've discovered the Gilded Map and stand on the cusp of finding and using the Eternity Spike… that is, until the Era 2 PCs stumble onto their plans.

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Adventure Flowchart

Chapter 1: Echoes of the Lost
Year 1024 FE – Era 1 Characters – Level 1

While rescuing Enge, the party's kidnapped crew boss, the PCs uncover a hidden Gilded Few base in Urteau. Among the remnants of a bloody coup, they discover a powerful artifact, created through atrocity: the Eternity Spike.

Chapter 2: Behind Gilded Masks
Year 1024 FE – Era 1 Characters – Level 2

The PCs attend a secret ball in Fellise. After dancing and romancing, the evening's intrigue turns deadly. The PCs must learn about the Eternity Spike from the ball's host before fleeing from the Gilded Few's new leader, Delina Tekiel. The Siege of Luthadel begins.

Chapter 3: The Many and the Few
Year 1024 FE – Era 1 Characters – Levels 3 and 4

The party plans to secure the Spike in a hidden tunnel system. To find the tunnels, they visit Kandor Construction, eventually uncovering the treachery of a Gilded Few Rioter, resolving a labor dispute, and earning new allies.

Chapter 4: Eternity's Vault
Year 1024 FE – Era 1 Characters – Levels 5 and 6

The PCs gather allies and steal supplies to construct a fortified vault for the Spike. Delina ambushes the party for a final fight, revealing Enge is actually the kandra NeBaal. As dawn breaks over the Battle of Luthadel, NeBaal requests the PCs complete one last deadly mission to preserve the vault's location for the future.

Chapter 5: Engines and Espionage
Year 345 PC – Era 2 Characters – Level 3

Three hundred years later, the Era 2 party runs afoul of the Gilded Trio during a motorcar race, part of a heist at the National Archives. The PCs steal a crate containing a Founder's Key and the first piece of the Gilded Map.

Chapter 6: Desire of a Hungry Soul
Year 345 PC – Era 2 Characters – Level 4

The Trio blows up the party's hideout. Heading to the University of Elendel to investigate the Key, the PCs infiltrate an elite fraternity's induction ritual, the Midnight Trials, uncovering the modern-day Gilded Few. With secrets revealed, the PCs duel Kwylliam and rescue NeBaal.

Chapter 7: Striking the Anvil
Year 345 PC – Era 2 Characters – Level 5

The party heads to the Roughs for the second Gilded Map piece. They meet a Guardian—a member of a group committed to protecting the Spike, formed through the Era 1 party's actions. The party negotiates with an outlaw and confronts Bayron.

Chapter 8: Fatal Fashion
Year 345 PC – Era 2 Characters – Levels 6 and 7

Back in Luthadel, the final Gilded Map piece is up for auction at the Elariel Spring Salon. The PCs infiltrate as models, but Lysarra springs a deadly trap. The PCs get the map piece, but the Trio abduct Professor Wilko and are now a step ahead, racing toward the Spike.

Chapter 9: All Ends in Luthadel
Year 345 PC – Era 2 Characters – Levels 8 and 9

The party races the Trio to Old Luthadel, navigating the vault dungeon the Era 1 PCs designed and rushing to interrupt the Trio's Ascension ritual. In the ruins of the past, the PCs must defeat a Hemalurgic monstrosity to protect Scadrial's future.

Notable Characters

Over the course of the adventure, the heroes meet allies and adversaries intertwined with the fabric of Scadrial. The following sections detail the notable named characters in the Era 1 and Era 2 sections of *Mistborn Legacy*.

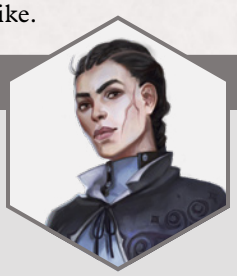
Delina Tekiel ERA 1

A powerful Mistborn, Delina Tekiel (she/her) is the main antagonist of Era 1. Confident and driven, Delina became the de facto leader of the Gilded Few after Vadilek's death.

Delina's Story

A younger first cousin of the head of House Tekiel, Delina is of high rank but not directly in the line of succession. She was one of Vadilek's most devoted pupils, vying against Shan Elariel to become his chosen favorite. Delina developed a close bond with Enge, whom she didn't consider a rival. Delina never knew why Enge left the Few—only that she never said goodbye.

When House Tekiel withdrew from Luthadel, most of Delina's family fell to House Hasting assassins. Vadilek convinced Delina to stay out of the infighting, and she still feels guilty for not coming to her family's aid. When Shan was murdered, Delina assumed she'd be chosen to bear the Eternity Spike.



Roleplaying Delina Tekiel

Characteristics: Direct, angry, competitive.

Goal: Learn what happened to Enge, retrieve the Eternity Spike, and become the new Lord Ruler.

Appearance: Delina Tekiel ("deh-LEE-nah TEE-kee-ehl"; she/her) is an imposing noblewoman with bold, expressive features and a compact, muscular build. She has a long scar running the length of her left cheek—an old battle wound from Shan Elariel. Delina wears her black hair in utilitarian braids and dresses in well-made, practical garments.

Delina is a formidable, relentless woman shaped by a life of privilege and pressure. She keeps a disciplined training schedule, confronts obstacles head-on, and believes she's capable of meeting any challenge. The loss of Delina's family only heightened her drive to succeed at all costs; full of pain and rage after losing her "rightful" Ascension to divinity, she'll burn bridges to get what she wants. In conversation, Delina is concise, threatening, and humorless.

But despite her years of brutal training and sacrifice, Vadilek still passes Delina over, and instead chooses Enge for godhood. Delina becomes enraged. During the Ascension ritual, she executes a bloody coup, killing Enge—deeming her old friend a defector and Vadilek's unworthy pawn.

Now, Delina will stop at nothing to get the Eternity Spike back from the party, reclaim her right to divinity, and reveal "Enge's" true identity.

Engeanthe "Enge" Elariel ERA 1

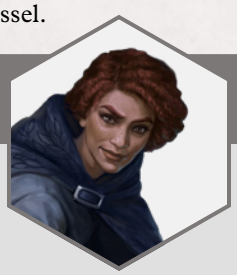
Engeanthe Elariel (she/her) is a copper Misting (Smoker), the party's smuggling crew boss, and a solid friend to the Era 1 PCs. Secretly, Enge is replaced by the kandra NeBaal in the first chapter of the adventure.

Engeanthe's Story

Enge was young when her parents died, becoming the ward of her uncle, Vadilek Elariel. Under Vadilek, Enge developed her abilities as a Smoker, making herself indispensable by hiding the actions of other Gilded Few with more "useful" abilities. Her quick thinking saved Delina's life many times, and the two were close. Even as he implied Enge was inferior to full Mistborn, Vadilek pushed her to both master her copper Misting abilities and become the embodiment of noble femininity.

Enge began to question Vadilek's vision when he started to investigate Hemalurgy. When Vadilek revealed plans to have Enge infiltrate the Steel Ministry, she renounced her title and fled.

After a few hard years, Enge eventually established a small skaa smuggling crew, using a (stolen) noble pleasure cruiser as a smuggling vessel.



Roleplaying Engeanthe "Enge" Elariel

Characteristics: Bawdy, empowering, loyal.

Goal: Become successful away from her family.

Appearance: Enge ("ENG-uh" or "ENG-uh-anth-uh"; she/her) is a human woman with a short auburn bob, thick eyebrows, light reddish-brown skin, and a gregarious grin. When not on a job, she wears loose, comfortable dresses, a warm overcoat, and solid boots.

Having cast off noble propriety, Enge is deeply anti-noble and anti-hierarchy, and she revels in being boisterous and crude. She sees her crew as family and enjoys finding a place and purpose for everyone. Enge is good with her hands, often making handmade clothing for the crew or retrofitting the canal boat.

NeBaal

NeBaal (they/them) is a Sixth Generation kandra who allies with the PCs in both eras. They're willing to sacrifice everything to protect Vadilek's legacy—the Eternity Spike—and ultimately ask the PCs for the same commitment.

NeBaal's Story in Era 1

NeBaal worked for the Elariel family for over two centuries before Vadilek became their main Contract holder. NeBaal always had a soft spot for Enge and felt Vadilek pushed his niece too hard.

Before the Ascension ritual, Vadilek made a Contract to have NeBaal carry out his will if he fell. NeBaal was charged to take the Eternity Spike, keep it safe, and ensure it passed to a worthy noble heir. NeBaal also spied on the party for months before the events of chapter 1. See "Handling NeBaal" earlier in the introduction for critical information on playing this NPC during Era 1.

At the end of chapter 4, the Gilded Few capture NeBaal and imprison them in a distinctive silvery urn.



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NeBaal's Story in Era 2

By the time the Era 2 story begins, the Gilded Few have embedded themselves as an elite fraternity (the Order of a Thousand Eyes) at the University of Elendel, and NeBaal's yearly interrogation is part of their initiation ceremony.

Staying grounded over three hundred years of imprisonment with their Blessing of Presence, NeBaal has continually refused to reveal the location of the Eternity Spike. Only the Gilded Trio have managed to trick them into parting with any information—and even that was just enough to begin the search for the Gilded Map.

When the Era 2 PCs free NeBaal in chapter 6, the kandra has missed three centuries of history and technological advances. Hungry to be free, NeBaal wants the Gilded Few defeated, largely so they can continue their life without fear.

Roleplaying NeBaal in Era 1

Characteristics: Committed, secretive, hopeful.
Goal: Protect Vadilek's legacy. Find community.
Appearance: NeBaal ("nee-BAHL"; they/them) spends most of Era 1 impersonating Enge.

Disguised as Enge, NeBaal needs the Era 1 party's aid to protect the Eternity Spike. They attempt to keep the PCs focused on that task by maintaining their disguise while slowly winning the party over (see "Handling NeBaal" earlier in this introduction).

Roleplaying NeBaal in Era 2

Characteristics: Mistrustful, curious, morbid.
Goal: Stop the Gilded Few. Learn to trust again.
Appearance: In Era 2, NeBaal prefers masculine bodies, changing frequently, but often returning to the bones the PCs initially brought them in chapter 6.

In Era 2, NeBaal wants the Gilded Few dealt with, but the kandra has already suffered and lost a great deal to that cause. They need the Era 2 PCs to find the Gilded Map, but NeBaal avoids dwelling on their imprisonment or interacting with the Few, hoping to heal and move on. After three centuries worth of missed experiences, NeBaal explores Elendel hungrily. Though wary of commitments and promises, fearing each will just become another cage, NeBaal also desperately yearns to find people to trust.

Bayron Conrad ERA 2

Bayron Conrad (he/him) is an entrepreneur, an inventor, and one of the Gilded Trio, the major antagonists of Era 2. After joining the Trio and discovering Hemalurgy, Bayron gave himself the powers of Pewter Allomancy (Pewterarm) and Steel Allomancy (Coinshot), provided by two steel Hemalurgic spikes in his torso.

Bayron's Story

Sterling Conrad, Bayron's father, built an oil empire in the Northern Roughs. Bayron spent his youth at private, noble-only boarding schools in New Seran, where—being awkward and not Metalborn—he was mocked and dismissed as being from a lesser noble family. While he struggled socially, he showed a penchant for engineering.

Bayron's first major invention was a more efficient oil pump. When an accident with the pump killed six workers, Sterling shut the project down; Bayron's shame and the resulting schism with his father hardened into a core belief that all worthwhile progress has a terrible cost. Looking to remake himself, Bayron went to study metallurgy, history, and engineering at the University of Elendel.

There, Bayron found Vadilek's writings and uncovered the Order of a Thousand Eyes. Obsessed with joining the fraternity, he eventually befriended Lysarra and Kwylliam and discovered Hemalurgy.

Bayron dropped out of university to start Conrad Industries, which would eventually grow to produce weapons, armored vehicles, and communications equipment. Bayron is seen as one of Elendel's finest: a prodigy, inventor, and thought leader.

Roleplaying Bayron Conrad



Characteristics: Awkward, determined, insecure.
Goal: Gain respect in high society.
Appearance: Bayron Conrad ("BAY-ron KON-rad"; he/him) is a boyish man in his mid-twenties with intense, wide-set eyes, fawn skin, and dark blond hair parted in the middle. He wears a comfortable button-down, rolled up at the sleeves, and utilitarian pants.

Bayron has a sharp intellect, a short fuse, and an obsession with self-improvement. His entrepreneurial accomplishments give him a deep sense of entitlement and intellectual superiority. While he craves respect and approval, he's easily frustrated by "illogical" people and systems. His intensity can come off as insensitive or awkward. Bayron avoids humiliation at all costs, and if threatened, he digs in his heels and escalates.

Kwylliam Elariel ERA 2

A member of Elendel's ultrarich noble elite, Kwylliam Elariel (he/him) is one of the Gilded Trio, the major antagonists of Era 2. Kwylliam is a Twinborn with the powers of Zinc Allomancy (Rioter) and Duralumin Feruchemy (Connector). He also wields Chromium Feruchemy (Spinner), provided by a familial bendalloy spike.

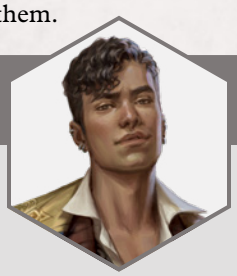
Kwylliam's Story

The eldest of four siblings, Kwylliam received a top-class upbringing and education, which were largely wasted on him. A legacy admit to the University of Elendel, he preferred to focus on debauchery, leisure, and petty crimes, with his family bailing him out as needed.

At university, he met Bayron and Lysarra, and the three became friends, sharing a mutual disregard for convention. Kwylliam found Bayron and Lysarra interesting; he encouraged the outrageous measures they took to get into the Order of a Thousand Eyes and secured their initiation as a pet project.

Kwylliam bought up a broadsheet company on a whim and accidentally learned he had a gift for salacious "journalism." He now runs several broadsheets, *The Truth in Elendel* chief among them.

Roleplaying Kwylliam Elariel



Characteristics: Provocative, blasé, debaucherous.
Goal: Be the center of attention and keep things interesting.
Appearance: Kwylliam Elariel ("KWIL-ee-um eh-LAIR-ee-al"; he/him) is a lanky nobleman in his mid-twenties with defined cheekbones, golden-brown skin, and unkempt umber hair. He wears extravagant fashion and a perpetually bemused expression.

Kwylliam lives a life of absolute unaccountability, doing and saying anything he pleases. He enjoys provoking people, sometimes including his own allies. His affect rarely deviates from sarcasm or nonchalance. He's attracted to over-the-top, intense personalities and abhors boredom above all else. He believes all attention is good attention.

Lysarra Tekiel ERA 2

A brilliant, calculating heiress, Lysarra Tekiel (she/her) is one of the Gilded Trio, the major antagonists of Era 2. Lysarra is a Ferring with Zinc Feruchemy (Sparker). She also wields Brass Allomancy (Soother), provided by a familial bronze spike.

Lysarra's Story

Born into rank but with little privilege, Lysarra grew up in Elendel, an heiress to the storied Tekiel noble name, claiming an ancestral connection to the Ascendant Warrior. Lysarra found herself in the unenvious position of House Tekiel's heir during a period of financial and social instability; when her uncle Augustin's corruption and mismanagement plunged the family into financial ruin, Lysarra took the reins, determined to return her house to its former glory.

As a woman and middle child in an aggressive family, she was largely dismissed as unimportant. From a young age, Lysarra learned the way to power and control was through patient ploys, humoring powerful men, and concealing her ruthlessness. During her time at the University of Elendel, she met Bayron and Kwylliam, who both encouraged Lysarra's ambitions, recognizing the ruthless mastermind under the layers of niceties.

To further her ambitions, Lysarra personally fostered a connection with the Morgenthax crime family, simultaneously sanitizing the Tekiel family image by founding the Young Ascendants charity. For more about Lysarra's plans for the Eternity Spike, see "Lysarra's Long Ploy" in chapter 8.



Roleplaying Lysarra Tekiel

Characteristics: Poised, calculating, sharp.
Goal: Restore the Tekiel family's status.
Appearance: Lysarra Tekiel ("lye-SAR-uh TEE-kee-ehl"; she/her) is an angular woman in her mid-twenties with piercing eyes, dark hair styled in elegant, side-swept curls, and porcelain, razorlike features. She dresses in understated, exquisitely tailored clothing.

Usually the smartest person in any room, Lysarra has accomplished much by convincing others her ideas are their ideas. Outwardly generous, charming, and patient, Lysarra inwardly grows weary of placating men with large wallets and small minds. Though she's quite fond of her partner, Captain Eliane Vorn, Lysarra is ultimately loyal to no one but herself, and she'll do whatever it takes to succeed.

Professor Azmine Wilko ERA 2

Professor Azmine Wilko (she/her) is a professor at the University of Elendel, a junior member of the secretive Guardians organization, and a staunch ally to the PCs throughout the Era 2 adventure.

Professor Wilko's Story

The Wilkos are a koloss-blooded mining clan, and Professor Wilko's nuclear family migrated to Elendel from the Northern Roughs.

As a teenager, Azmine spent four formative years living with cousins in the Roughs, sparking her interest in the history of the Basin. During this time, Azmine was close with her cousin, Elanda, and Elanda's friend Merid. Elanda stayed in the Roughs, becoming "the Anvil" (see chapter 7), though Azmine—now Professor Wilko—is unaware of this fact. Azmine chose a different path, attending the University of Elendel to become a historian. Her time there overlapped with Bayron, Lysarra, and Kwylliam. Shortly after graduating with honors in history, Azmine became one of the few women—and the first koloss-blooded professor—to teach at the University of Elendel. With Merid's help, she also recently became a member of the Guardians.

Professor Wilko lives in the Clan Estates at Tekiel Tower, near her family. They're supportive of her career, even though they disagree over Roughs mining politics.



Roleplaying Professor Azmine Wilko

Characteristics: Respectful, historically minded, diligent.
Goal: Use knowledge of the past to improve the future.
Appearance: Azmine Wilko ("AZ-meen WILL-koh"; she/her) is a koloss-blooded woman with blue-gray skin, a soft jawline, and pinned, wavy hair. She dresses the part of a professor, wearing a tweed suit and carrying a modified leather briefcase.

Professor Wilko believes "one must learn from history." She takes this literally, using historical examples to inform her opinions and frequently quoting famous figures from the past. Wilko asks to document the PCs' experiences, recording them for future historians in the huge color-coded journal she jokingly calls her coppermind.

As the only koloss-blooded professor on campus, she's used to being dismissed as an oddity; she wears her professorial outfit and titles like armor, preferring to avoid conflict. Despite belonging to the Guardians secret society, Wilko is a terrible liar.

Minor Characters

The Minor Characters table presents additional named characters from this adventure, arranged in alphabetical order. If an NPC appears in multiple chapters, the table lists the chapter in which they first appear.

Minor Characters

Name	Pronunciation	Chapter	Pronouns	Description
Aime	EYE-may	1	she/her	A refugee from Urteau, captured by Vadilek.
Amaranta	ah-mah-RAN-tuh	4	she/her	Lord Venture's chief herbalist who secretly works against him.
Anastas Elariel	an-AHS-tus eh-LAIR-ee-al	2	he/him	A romantic, poetic noble who is in love with Cadme and struggling with living up to the expectations set on him.
Archivist Wynn	WIN	5	they/them	Professor Wilko's contact at the National Archives and member of the Guardians.
Ashweather Cett	ASH-weh-ther SET	4	he/him	The off-putting, tactical Fadrex City nobleman who is making a bid for Elend's throne.
Bezryl	BEZ-rill	3	she/her	A well-respected, stately Terris Keeper, skilled in construction techniques, who is mediating Kandor's labor dispute.
Boots	BOOTS	6	he/him	Bartender at the Drunken Spur who can help the Rookie establish a new safehouse.
Cadme	CAD-may	2	she/her	Enge's dazzling friend and fixer who sets up the Urteau job, is in love with Anastas, and has an alter ego, "Sarafine Causana."
Captain Demoux	de-MOO	3	he/him	A devout believer in the Survivor and Elend's captain of the guard who oversees Kandor Construction negotiations.
Captain Eliane Vorn	eh-lee-AH-nah VOHRN	5	she/her	An unshakeable ex-constable and member of the Morgenthax crime family who works for and is romantically involved with Lysarra Tekiel.
Captain Junkson	JUNK-sun	6	she/her	A former coworker and friend of the Lawkeeper.
Caridus Buvidas	KAR-ee-dus BOO-vee-dass	1	he/him	A reckless Gilded Few member and Silla's twin brother.
Cynwise	SIN-wise	1	they/them	The snarky, brave teen leader of the Urteau skaa captured by Vadilek.
Daryl Kant	DAIR-ill KANT	7	he/him	Merid's eager deputy who may join the Official in investigating the Anvil.
Derruk	DEH-ruk	7	he/him	The superstitious caretaker of the Church of the Survivor in Weathering and former Ironbrand.
Dindrop	DIN-drop	6	he/him	Junior adventurer at the Silver Voyager who can help the Explorer establish a new safehouse.
Duvall Haught	due-VALL HOTT	2	he/him	An amoral amateur Hemalurgist and Gilded Few member who seeks to gain Delina's favor by sowing chaos amongst Luthadel's working class.
Edgard "Breeze" Ladrian	ED-gard LA-dree-an	3	he/him	A brass Misting and member of Elend's inner circle.
Elanda "The Anvil" Wilko	eh-LAHN-dah WILL-koh	7	she/her	The fearsome koloss leader of the Ironbrands and Professor Wilko's cousin.
Fadwal	FAHD-wall	3	he/him	Bezryl's missing steward brother.
Fan	FAN	6	they/them	The enigmatic Pathian groundskeeper for the University of Elendel.
Garisel Daring	gah-rih-SELL DAIR-ing	6	he/him	Accountant at Call and Son and Daughters Accounting and Estate.
Granny Hilde	HILLD	4	she/her	A savvy elderly woman who operates a passwall near Keep Venture.
Guiverre Seeris	gwee-VAIR SEER-iss	2	he/him	Personable host of the Fellise ball, scholar, and scheming noble, who is considering betraying the Gilded Few due to the sacrifice of his son, Idren.
Haltier Habren	HALL-teer HAY-bren	2	he/him	An Assembly member who is deep in the Gilded Few's pocket.
Helina Dobs	he-LEE-nuh DOBZ	7	she/her	An informant for Conrad Industries.

Name	Pronunciation	Chapter	Pronouns	Description
Idren Seeris	EYE-dren SEER-iss	1	he/him	Sacrificed himself to empower a Hemalurgic spike.
Ironeyes	EYE-ern-eyes	8	he/him	Harmony's messenger, a Steel Inquisitor, and the personification of death. Known by some as Marsh.
Ismara Buvidas	iss-MAR-uh BOO-vee-dass	8	she/her	A Gilded Few member, lady, and fashion lover at the Elariel Spring Salon.
Jaja	JAH-jah	7	she/her	A talented gunsmith at the Last Round Armory.
Jedd	JED	4	he/him	A former comrade of the Veteran who now works for Lord Venture.
K.T. Quiven	KAY-TEE KWI-ven	6	she/her	A spunky student journalist for the University Voice who is doing an exposé on the Order of a Thousand Eyes.
Kandor	CAN-door	3	he/him	Owner of Kandor Construction, a shrewd skaa businessman who helped build secret Ministry tunnels.
Kliss Gardre	KLISS GAR-druh	2	she/her	A cunning gossip well known in the Central Dominance ball circuit.
Lady M	EM	6	she/her	Host at the House of Wisteria who can help the Lawkeeper establish a new safehouse.
Legin	leh-JIN	6	she/her	Owner of Legin's Lumber who can help the Entrepreneur establish a new safehouse.
Madam Penfor	PEN-for	6	she/her	Matron in Pashadon Hall at the University of Elendel.
Madam Rielle	ree-ELL	8	she/her	A stylish owner of Rielle Talent modeling agency.
Marthis	MAR-this	6	he/him	Anastas's descendant, a gullible university student and pledge for the Order of a Thousand Eyes.
Merid	MARE-id	7	he/him	A good-natured childhood friend of Professor Wilko, member of the Guardians secret organization and lawkeeper for Weathering.
Murn	MERN	1	he/him	Cowardly Hemalurgist who helped Vadilek develop the Eternity Spike.
Olivora	AH-lih-vor-uh	6	she/her	The energetic student instructor of the ladies' target club at the University of Elendel.
Orlen	OR-len	8	he/him	The keen koloss-blooded owner and head tailor of Orlen's Stitch.
Pella	PELL-uh	1	she/her	A refugee from Urteau, captured by Vadilek.
Percival Haught	PER-sih-vul HOTT	8	he/him	A Gilded Few lord and attendee at the Elariel Spring Salon.
Preece	PREESS	3	she/her	A frustrated Kandor Construction worker who knew the Convict while incarcerated.
Professor Zhine	ZAH-een	6	he/him	A monotonous professor of anatomical and Metalborn biological sciences at the University of Elendel.
Reshyn	REH-shin	6	they/them	A dramaturge at Clarvonne's Theater who can help the Storyteller establish a new safehouse.
Roben	ROW-ben	1	he/him	A refugee from Urteau, captured by Vadilek.
Rogier	roh-ZHEE-ay	3	he/him	Elderly father of a deceased Kandor Construction worker.
Saphee	sah-FEE	2	she/her	The Veteran's former trainee who idolizes them.
Silla Buvidas	SILL-uh BOO-vee-dass	1	she/her	An impatient Gilded Few member and Caridus's twin sister.
Taxus	TACK-sus	7	he/him	The local handsome guitarist at the Dust and Draft Saloon.
Teddy	TED-ee	8	he/him	A threatening minor Morgenthax crime boss who works for Lysarra.
Tiphiny	TIH-fin-ee	6	she/her	Entitled but subtle university student and pledge for the Order.
Trellis Draam	TREH-liss DRAHM	5	she/her	A gossipy Malwish chocolatier used to serving Elendel's elite.
Triss Urbain	TRISS ur-BAYN	2	she/her	A Gilded Few member and friend of the late Idren Seeris.
Trudine	troo-DEEN	6	she/her	A helpful librarian at the University of Elendel.

Name	Pronunciation	Chapter	Pronouns	Description
Tuss	TUHSS	1	he/him	A refugee from Urteau, captured by Vadilek.
Uvina	oo-VEE-nuh	8	she/her	The Young Ascendant assistant to Madam Rielle.
Vadilek Elariel	VAD-ih-lek eh-LAIR-ee-al	1	he/him	An obligator turned Inquisitor who created the Eternity Spike and founded the Gilded Few.
Vereta "Brickfist" Wilko	veh-RATE-uh WILL-koh	7	she/her	A proud member of the Wilko koloss clan in Barrowcrest.
Yannen	YAN-en	3	he/him	Remorseful Haught Infirmary doctor who asks the Official for help.
Yestal Haught	YES-tahl HOTT	2	he/him	A Gilded Few member, friend of the late Idren Seeris, and Duvall's brother.
Ylvwa	IL-vah	6	she/her	Harassed Terris maid for the Order of a Thousand Eyes society house.
Zane	ZAYN	4	he/him	Straff Venture's bizarre illegitimate Mistborn son.

Pronunciations

The Pronunciation Guide table provides guidance on pronouncing the names of notable events, locations, and items in this adventure. (See the "Notable Characters" and "Minor Characters" sections earlier in this introduction for the pronunciation of NPC names.)

Pronunciation Guide

Word or Name	Pronunciation
Allomancer	AH-loh-man-serr
Allomancy	AH-loh-man-see
atium	AY-tee-uhm
Beldre	BEL-dree
Catacendre	kat-ah-SAWN-drah
Cazzi	KAZ-ee
Channerel	CHA-nerr-ehl
Cladence	KLAH-denss
Clarvonne	KLAR-vonn
cosmere	KOZ-meer
Dilisteni	dih-LISS-teh-nee
Elend Venture	EHL-end vehn-TCHUR
Elendel	EHL-en-dehl
Fadrex	FA-dreks
Fellise	feh-LEEZ
Feltrel	FEL-trell
Ferring	FAIR-ing
Feruchemist	feh-roo-KEH-mihst
Feruchemy	feh-roo-KEH-mee
Galivan	GAL-ih-van
Hemalurgist	HEE-mah-lur-jisst
Hemalurgy	HEE-mah-lur-jee

Word or Name	Pronunciation
House Buvidas	BOO-vee-dass
House Cett	SET
House Conrad	CON-rad
House Elariel	eh-LAIR-ee-al
House Erikell	air-I-kel
House Hasting	HAY-sting
House Haught	HOTT
House Ladrian	LA-dree-an
House Seeris	SEER-iss
House Tekiel	TEE-kee-ehl
House Venture	vehn-TCHUR
kandra	KON-drah
koloss	KOH-lawss
Kredik Shaw	KREH-dik SHAW
Larsta	LAR-stuh
Lastrum	LAS-trum
Lestibournes	LEH-sti-boor-nehss
Luthadel	LOO-thah-dehl
Madion Ways	MA-dee-ehn WAYZ
Malwish	MAL-whish
Morgenthax	MOR-gen-thaks
Nelazan	NELL-uh-zan

Word or Name	Pronunciation
Pashadon	PASH-uh-don
Pathian	PATH-ee-an
Pledfellow	PLED-fell-oh
Sazed	SAY-zehd
Scadrial	SKA-dree-al
Shan Elariel	SHAN eh-LAIR-ee-al
shelldry	SHEL-dreye
skaa	SKAW
Straff Venture	STRAF vehn-TCHUR
Survivorism	sur-VY-vur-ihz-em
Tarcsel	TARK-sell
Tathingdwen	ta-THING-dwehn
Terris	TAIR-iss
Tindwyl	TIN-dwill
Trelagism	TREHL-ah-jihz-em
Trell	TREHL
trellium	TREHL-ee-uhm
Tresting	TRESS-ting
Urteau	UR-toh
Velstane	VEL-stayn
Vin	VIN
Yomen	YOH-men

Creating Characters

This section describes how to run a session zero before starting play, where players can collaborate to create their characters, establish who they are in the world, and determine how they know each other. For your *Mistborn Legacy* session zero, help your players create a crew of Era 1 PCs by doing the following:

1. **Set Expectations.** Run a "Session Zero" as described in chapter 13 in the *Mistborn Handbook*. It offers guidance on using your session zero to establish safety tools, set expectations for the tone of your campaign, and discuss how closely you want to follow canon.
2. **The Crew.** Use the "Who Are the Characters?" section to introduce the core concept for the PCs' crew.
3. **Legacies.** Use the "Character Legacies" section to introduce the legacies mechanic, and follow the instructions for picking legacies.
4. **Make Characters.** Once players choose a legacy and understand the campaign's premise, it's time to make 1st-level characters. Full instructions for character creation can be found in chapter 1 of the *Mistborn Handbook*.
5. **Connections.** Use the "Character Questions" section to establish some shared history and connections between crew members.
6. **Goals.** Finally, the "Adventure Goals" section offers advice on picking goals relevant to the adventure.

At the end of chapter 4, you'll create Era 2 characters (who start at 3rd level) using the same steps.

Who Are the Characters?

In each era, the PCs already belong to a "crew" before the adventure begins: a crew of smugglers in Era 1, and of treasure hunters in Era 2. Players must build characters who fit each crew's concept; rivalries and petty drama can inspire fun roleplay, but the characters generally need to like each other and work well as a team. Share the following descriptions of the adventuring party with your players.

The Era 1 Party

Era 1 Crew Goal: ***Succeed as smugglers after the fall of the Final Empire.***

The Era 1 PCs are a small-time smuggling crew, based on a canal boat traveling between Urteau and Luthadel. In a single day, the PCs might first pose as nobles to deliver a shipment of rare books, then hold a meeting with a skaa thieving crew. While the fall of the Final Empire has changed the business, the crew's smuggling skills are still in high demand.

Enge is the crew's boisterous boss. She brought them together on the canal boat a few years ago, and she looks out for the party like a big sister. See "Notable Characters" earlier in this introduction for more on Enge.

The Era 2 Party

Era 2 Crew Goal: ***Uncover historical artifacts to share with the world.***

The Era 2 PCs (who start at 3rd level) are an Elendel-based group of treasure hunters and rogue scholars whose theories (or personalities) make them chafe against polite society. They share a common goal: learning more about the past by "liberating" Luthadel artifacts, revealing important truths about Scadrial's history.

Professor Azmine Wilko is the party's closest ally and co-conspirator. Wilko supports the party's adventures by researching and providing leads. See "Notable Characters" earlier in this introduction for more on Wilko.

Character Legacies

Character **legacies** represent a PC's history and place in the world. By using legacies, you can weave your players' original characters directly into the setting and story of *Mistborn Legacy* via **legacy moments**—spotlight scenes offering personal choices, revelations, or roleplay opportunities. Legacies also tie the heroes together across the centuries—so each Era 1 PC's actions impact the story of a connected Era 2 PC.

Using Legacies

To use PC legacies, do the following:

During Era 1 Character Creation. Have each player select one of the six Era 1 legacies for their PC, answer the legacy's character questions, and apply the legacy's expertise (in addition to those gained during character creation).

During Era 2 Character Creation. Have each player choose an Era 2 legacy with a connection to one of the legacies players chose in Era 1 (as shown on the PC Legacy Connections table). For example, if your players picked the Official, Convict, Urchin, and Noble legacies for Era 1, then you should only offer the Lawkeeper, Storyteller, Entrepreneur, and Heir legacies for Era 2. Encourage players to pick legacies tied to each others' characters. Then have them answer the legacy questions and apply the legacy's starting reward (as determined by the actions of their Era 1 legacy connection).

During Play. When you see a "PC Legacy" sidebar, run this as a legacy moment for that specific PC. If you don't have a character with the specified legacy in play, just skip that sidebar.

PC Legacy Connections

Era 1 Legacy	Character Connection	Era 2 Legacy
Noble	The Noble comes from the same family as the Heir.	**Heir**
Chronicler	The Chronicler's writings are the focus of the Explorer's knowledge.	**Explorer**
Urchin	The Urchin's decisions benefit their descendant, the Entrepreneur.	**Entrepreneur**
Official	This Official's philosophy influences the Lawkeeper's work.	**Lawkeeper**
Convict	The Convict's tale is the main subject of the Storyteller's work.	**Storyteller**
Veteran	The Veteran's legendary heroics give the Rookie much to live up to.	**Rookie**

Era 1 Legacies

Have each player select one of these six legacies for their Era 1 character.

Chronicler ERA 1



The Chronicler has been called to bear witness to unfolding history. Their records will serve as a bastion of truth in the world that is to come. Their task may be a personal one, or it may be driven by an institution of historians, such as the Feruchemist Keepers of Terris.

Character Questions

- What is the focus of your historical recordkeeping?
- How do you keep a record? Does your record have a name?

Additional Expertise

The Chronicler gains either the Wayfarer or Terris Dominance cultural expertise. This choice might reflect their prior travels or where they've gathered their records.

Convict ERA 1



The Convict has experienced a stay at the Lord Ruler's pleasure. Having pulled off a daring jailbreak, they needed vigilance to avoid the Steel Ministry. Now, Enge's smuggling operation is a natural place for them to make a new life.

Character Questions

- What crime were you convicted of, and did you actually commit it?
- How did you break out of prison?

Additional Expertise

The Convict gains either the Law Enforcement utility expertise or the Underworld cultural experience, reflecting what they learned during their time in the system.

Noble ERA 1



The Noble once occupied a position of privilege in the Final Empire's cruel hierarchy. Whether through defiance or failure, they've been outcast and left to find their own way in an unforgiving world.

Character Questions

- What is your family name, and what were they known for?
- Why can you never go back to your noble family?

Additional Expertise

The Noble gains either the High Society or Luthadel cultural expertise. The latter is a good fit if they represented their family in the capital political scene.

Official ERA 1



Every empire needs its bureaucrats. The Official is a former obligator of the Steel Ministry (or they otherwise worked closely with the governance of the Final Empire). After the Lord Ruler's fall, the Official left their former role to join Enge's operation. Though they may be haunted by their time with the Ministry, they now have a chance to use their skills somewhere better.

Character Questions

- Which canton of the Steel Ministry were you most associated with (such as Finance, Orthodoxy, or Resource)? Do you have an obligator's eye tattoos?
- What caused you to recognize the weight of the injustices committed by the Ministry or your institution?

Additional Expertise

The Official gains either the Steel Ministry utility expertise or the Inner Dominances cultural expertise. This choice might reflect whether they worked more closely with the Ministry or the nobility.

AUSTIN HARTELL

Urchin ERA 1



Despite their humble beginnings, the Urchin is determined to escape their destitute life and rise out of obscurity. It's an uphill battle, however: While the Lord Ruler is dead, classism is alive and well in Luthadel. Nobles generally respond to the Urchin with suspicion, while skaa are usually sympathetic.

Character Questions

- What special thing can you do that made you indispensable to the crew?
- Would you rather join the wealthy elite on top or level the playing field?

Additional Expertise

Most Urchins gain the Underworld cultural expertise. Those bent on joining the nobility at the top (or who prefer to work as noble impersonators or con artists) might instead gain the High Society cultural expertise.

KEVIN SIDHARTA

Veteran ERA 1



Whether they were pressed into service as a commoner or took a position of leadership on behalf of their noble house, the Veteran fought in the Lord Ruler's skirmishes. After years of distinguished service, they eventually became dissatisfied or disgusted with the realities of war in the Final Empire. The Veteran then deserted to control their own fate.

Character Questions

- What was your role in the Lord Ruler's army (such as a soldier, medic, or strategist)?
- How did you come to leave the army?

Additional Expertise

The Veteran gains either the Military Life utility expertise or the Outer Dominances cultural expertise. This choice might reflect where they spent their time in the garrisons.

AN URTEAU URCHIN IS THE ANCESTOR OF AN ELENDEL ENTREPRENEUR.



Era 2 Legacies

Have players choose Era 2 legacies that connect to each other's Era 1 PCs (see the earlier PC Legacy Connections table).

Each Era 2 legacy presents two legacy connection starting rewards. A player can gain only one starting reward, and which rewards are available depends on the actions of the connected Era 1 PC. If none of the rewards align with the Era 1 PC's actions, work with the player to choose an appropriate tier 1 reward to represent their legacy connection, or use the following:

Remembering the Siege. The Era 2 character grew up on a street named after the connected Era 1 character. Once per week, they can call on a favor from a neighbor, who acts as a **bodyguard** companion for a day.

Entrepreneur ERA 2



Elendel is a city of promise, and the Entrepreneur is set on shaping its future. Having inherited something of worth from their Urchin ancestor, the Entrepreneur is on the path to actualize their big ideas.

Character Questions

- What do you or your company plan to create?
- What non-monetary part of your inheritance do you cherish most? This might be an idea, a famous association, or a favorite place to think.

Legacy Connection Starting Reward

Depending on the Urchin's actions, the Entrepreneur gains one of these rewards:

Kandor's Patronage. If the Urchin accepted Kandor's mentorship, the Entrepreneur is the leader of a scale 1 commercial enterprise (see "Organizations" in chapter 8 of the *Mistborn Handbook*). The Entrepreneur starts with an additional 100 boxings, and their enterprise generates 100 boxings of profit per month.

Cynwise's Network. If the Urchin joined Cynwise's network, the Entrepreneur gains the Elendel and Underworld cultural expertises. If Cynwise gave the Urchin boxings for rejecting Kandor in chapter 3, the Entrepreneur also gains 100 boxings.

Explorer ERA 2



The eclectic and unconventional gentlefolk Explorer is on a mission to uncover the past. They have a particular interest in the writings of the Chronicler.

Character Questions

- Why don't you fit in with the academic establishment?
- Why are you currently so focused on the Chronicler's record?

Legacy Connection Starting Reward

Depending on the Chronicler's actions, the Explorer gains one of these rewards:

Bezryl's Muse. If the Chronicler coached Bezryl on speaking at the labor demonstration, the Explorer has an appreciation for Terris history. They gain a Terris **advisor** companion.

Cett's Propagandist. If the Chronicler agreed to spread Ashweather Cett's propaganda, the Explorer understands the importance of pragmatic connections. They're a member of Ashweather's Friends, a scale 1 social club with its own broadsheet publication (see "Organizations" in chapter 8 of the *Mistborn Handbook*).

Heir ERA 2



The Heir's noble lineage traces back hundreds of years to the pre-Catacendre world and to the Noble. Their living relatives are especially pernicious, and the Heir often defies their expectations (which may have been influenced by the Noble). This legacy works especially well for a Metalborn PC (see the Heir legacy moment in chapter 6).

Character Questions

- In what way have you failed to live up to your family's expectations?
- Is it your choice to refuse to live up to those expectations, or is it because you can't?

Legacy Connection Starting Reward

Depending on the Noble's actions, the Heir gains one of these rewards:

Anastas's Allegiance. If the Noble helped Cadme elope with Anastas Elariel, their reputation for shrewd coalition building becomes a part of the family's identity. The Heir gains a tier 1 rare metal supply of their choice (see "Rare Metals" in chapter 8 of the *Mistborn Handbook*).

AUSTIN HARTELL

Deceiving Duvall. If the Noble met with Duvall Haught to discuss betrayal, their reputation for manipulation and deception has grown throughout the ages. The Heir's family has provided them with an ***aluminum-lined hat***.

Lawkeeper ERA 2



The law is flawed, and the Lawkeeper knows it. Once a part of the Elendel constabulary, they're now on a journey to establish what justice truly means. They look to the historical example of the Official, who also turned away from the establishment.

Character Questions

- What case or situation caused you to resign or be dismissed from the constabulary?
- How does your work ethic or theory of justice draw inspiration from (or reject) the ethos of the Official?

Legacy Connection Starting Reward

Depending on the Official's actions, the Lawkeeper gains one of these rewards:

Theory of Judgment. If the Official agreed to help Murn surrender to the new Luthadel government, the Lawkeeper has an example of the Official trusting that justice will be done. They gain either the Elendel constabulary utility expertise or the Elendel Senate utility expertise.

Theory of Establishment. If the Official took on the goal to "Reestablish the Infirmary," offshoots of the infirmary still operate today, and the Lawkeeper gains a doctor as a patron. Once per week during downtime, the doctor can reduce the duration of one injury by 1d3 days for each milestone the Official marked toward their goal.

Rookie ERA 2



The Rookie is a descendant of a great and famous hero—the Veteran—whose story has become mythologized by history. Whether they like it or not, the Rookie must stand in the shadow of a legend.

Character Questions

- What makes you immediately identifiable as a relation of the famous Veteran (such as your name, appearance, or other trait)?
- How do you hope to differentiate yourself from the Veteran?

Legacy Connection Starting Reward

Depending on the Veteran's actions, the Rookie gains one of these rewards:

Protector of All. If the Veteran put themself in harm's way to save the prisoners from the Hemalurgic beast, the Rookie can always find folks willing to pitch in a favor. If they have a hideout, they can automatically add the Pantry or Storeroom upgrade (see "Hideouts" in chapter 8 of the *Mistborn Handbook*).

Demoux's Word. If the Veteran impressed Demoux during the negotiations at Kandor Construction, he put in a word with with Elend and the Church of the Survivor, and the Rookie still benefits from those historic connections. They gain the benefit of a scale 1 political body (see "Organizations" in chapter 8 of the *Mistborn Handbook*), despite not being a politician themself.

Storyteller ERA 2



The Storyteller believes deeply in the importance of stories and fables. Having uncovered just a portion of the Convict's life story, they're following the trail to finish writing the next great epic.

Character Questions

- How did you learn about the story of the Convict?
- Which part of the Convict's story are you most struggling to reconcile, and why?

Legacy Connection Starting Reward

Depending on the Convict's actions, the Storyteller gains one of these rewards:

Story of Camaraderie. If the Convict defused the rebels during the warehouse fire at Kandor's in chapter 3, the Storyteller is writing about a hero for the common folk. Once per week, they can call on a **rebel** companion to accompany them for a day.

Story of Resourcefulness. If the Convict drew on their prison experiences to make at least one mark on the vault, the Storyteller is writing about a hero who's known for their resourcefulness or ability to find unusual things. They gain their choice of a ***Mistcoat*** or a tier 1 ***Allomantic grenade***. The Storyteller should describe how they acquired that item.



Character Questions

Before the adventure starts, establish some shared history and lore. The crew in each era has been working together for over a year. After many dangerous tasks, they've learned to trust and rely on one another. Establish some character connection details by doing the following:

During Era 1 Character Creation. Ask each player to answer the "Enge Connection Questions" and the "Era 1 Party Connections Questions."

During Era 2 Character Creation. Ask each player to answer the "Era 2 Party Connections Questions."

Enge Connection Questions ERA 1

Have each player pick one of the following questions and answer it for their character:

1. Enge is good at fixing things, whether physical or emotional. She recently helped you sew, mend, or repair something important to you. What was it?
2. Enge trusted you when nobody else did. What had you done that made you seem especially untrustworthy?
3. On an early smuggling run, Enge encouraged you to do something you didn't know you'd be good at. Turns out you were. What's your hidden talent?
4. You were the first person Enge asked to join her smuggling crew, several years ago. At first, you were reluctant. What did she offer to persuade you to join?
5. Enge once lost something of hers to keep you safe during a job. What did Enge sacrifice for you?
6. Enge kept a secret of yours. What was it?

Era 1 Party Connections Questions ERA 1

Have each player pick a question to pose to the party. One other player should provide an answer, creating a connection between their two characters. Every player should ask at least one question, answer at least one question, and collaborate to define and agree on the exact nature of their character's party connections. Use the following questions or create your own:

1. I have a friendly competition with you that we track with an ongoing tally. What's the competition? Who's currently winning?
2. You and I worked together before joining Enge's crew. What did we do, and why did we get along so well?
3. When we do a smuggling job, you and I always impersonate a noble duo. What's our alter egos' dynamic—and how is it the exact opposite of our real friendship?
4. You've spent hours teaching me how to do something. What was it, and where on our boat do we train?
5. I've started a small ritual before each job. What is it, and why do you enthusiastically partake?
6. I feel obligated to keep you safe on smuggling runs. Why?
7. Early on, when I was ready to leave the crew, you convinced me to stay. What did you promise me?
8. We share a secret about something that went wrong on a smuggling run. You and I are the only ones who know. What happened?

BRIAN TAYLOR



Era 2 Party Connections Questions ERA 2

Have each player pick a question to pose to the party. One other player should provide an answer, creating a connection between their two characters. Every player should ask at least one question, answer at least one question, and collaborate to define and agree on the exact nature of their character's party connections. Use the following questions or create your own:

1. I've got a nickname for you, which only you and I know the story behind. What is it?
2. You and I have a multi-year-long debate going on. What's it about?
3. We have matching tattoos. What do they commemorate?
4. You and I are both connected to the same Elendel-based NPC, but we have wildly different opinions of them. Who's the NPC, and has this caused any awkwardness?
5. You're the person I go to for life advice. What recent advice did you give me?
6. There's a task you hate doing that I always help you with. What is it?
7. You and I are the only crewmates who were part of an infamous expedition that went completely off the rails. What do we call it? Do we mention it as an inside joke, a coded warning, or some other shorthand?
8. We go to the same location in Elendel to relax, unwind, or find peace. What's the location?

Adventure Goals

During character creation, the *Mistborn Legacy* adventure asks players to answer several questions about their character's legacy (see "Character Legacies") and relationships with other characters (see "Character Questions"). Based on their answers to these questions, work with each player to create at least one personal goal for their PC to start with, representing an achievement the PC wants to accomplish, a mystery they wish to solve, a debt they mean to repay, or similar.

Goals related to PC legacies are a strong choice, as legacy sidebars in each chapter present chances to mark milestones (and create new goals). Goals related to locations and NPCs in Luthadel in Era 1 and Elendel in Era 2 are also great choices, as the PCs get a chance to explore these cities during each downtime (see appendix E).

Additionally, the Era 1 PCs have worked with Enge, their smuggling crew boss, for at least a year; as such, PCs could set goals related to traveling with or helping Enge or their crewmates. Goals involving Enge offer intriguing narrative potential, given the secrets that unfold in the story.

CHAPTER 1

ECHOES OF THE LOST

The fall of the Lord Ruler staggered Scadrial. The Final Empire crumbled, its Steel Ministry scattered. One man, Vadilek Elariel, foresaw this—and prepared. Obsessed with building a better empire, Vadilek turned to Hemalurgy, harvesting more than a thousand maimed souls to create the Eternity Spike, an artifact powerful enough to forge a new immortal ruler. To select a vessel worthy of such a relic, he started a secret society called the Gilded Few, a sinister organization whose bloodstained shadow stretches across the eras.

As the Era 1 story begins, Vadilek has chosen his heir: his estranged niece, Engeanthe Elariel. As Enge's smuggling crew, the weight of Vadilek's bloody legacy—and the harrowing responsibility that comes with it—now lands squarely on the party's shoulders.

Chapter Background

Vadilek has prepared a macabre ritual at the Gilded Few's secret compound in Urteau. He created the ***Eternity Spike*** (see appendix C) just months ago, and is now on the verge of using it on Enge, his niece and chosen heir.

Our adventure begins in Urteau, as the PCs complete a smuggling job with Enge—on the last night the party will see her alive.

After the First Scene

In "A Quiet Evening," Enge's up-and-coming smuggling crew—the PCs—celebrates completing a job. Meanwhile, behind the scenes, Vadilek sends a message to lure Enge to his Gilded Few compound.

Vadilek's Ascension ritual goes fatally awry when he surprises the Gilded Few by choosing the unwilling Enge for Ascension. He sacrifices himself to forcibly "gift" her his latticework—a collection of other Hemalurgic spikes needed to support the Eternity Spike. As Vadilek dies, another of his favored protégés, Delina Tekiel, jealously kills Enge and attempts to seize the Eternity Spike for herself. The Gilded Few turn on each other.

In the ensuing violence, Vadilek's final contingency activates: NeBaal, a kandra in Vadilek's employ, grabs the Spike, takes Enge's body, and hides. Believing Enge to be dead and enraged by the Spike's disappearance, Delina and the surviving Gilded Few collect Vadilek's latticework and storm out, beginning their search for the Eternity Spike. NeBaal seeks to honor their contractual obligation to find a worthy vessel for the Eternity Spike, and the kandra decides to assume Enge's form.

Running This Chapter

This chapter takes place in Era 1. Before running this chapter, review this book's introduction to familiarize yourself with Vadilek and Enge—two notable Era 1 NPCs—and have players create connections with Enge using the introduction's "Creating Characters" section.

Chapter Flow

Before play begins, prepare the five chapter 1 handouts found in appendix D. This chapter opens as the crew completes a smuggling job with Enge. The party must retrieve an artifact—a valuable silvery urn—and smuggle it out of Urteau. The job comes from a fixer and friend of Enge's named Cadme, who appears in chapter 2.

After the job, Enge disappears, lured in by Vadilek. The PCs follow her trail to Velstane's, a tailor shop concealing the Gilded Few's compound, the Secret Crucible. The PCs search the complex halls, full of opportunities to learn about Vadilek and the Gilded Few. Familiarize yourself with the Secret Crucible dungeon (see maps 1.1 and 1.2). PCs can interact with Silla Buvidas, a Gilded Few member, and Murn, an ex-obligator who assisted with Vadilek's heinous Hemalurgic experiments.

In the heart of the Crucible, the party fights a rampaging Hemalurgic beast before rescuing a hidden "Enge," who shows the PCs the Eternity Spike. The PCs can also rescue a group of skaa prisoners, including a jaded teen named Cynwise, but doing so makes the party's escape from the complex more harrowing.

The chapter culminates in a tense scene in which the PCs must sneak their dangerous new cargo through a checkpoint, smuggling the Eternity Spike out from under the surviving members of the Gilded Few.

Character Advancement

The Era 1 characters start this adventure at 1st level and advance to 2nd level upon bypassing the canal checkpoint.

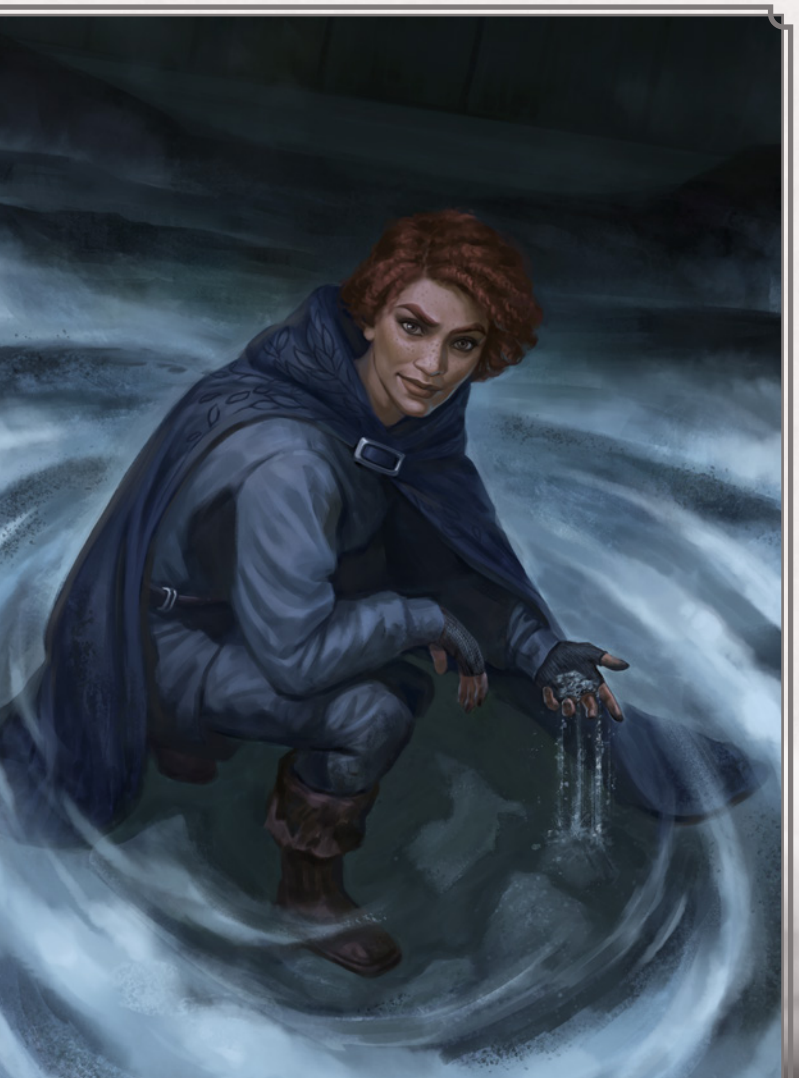
PCs can start a "Learn About Hemalurgy" goal (see "Handling Hemalurgy" in this book's introduction) after finding Vadilek's secret notes in the Gilded Few's compound.

This Is What We Do

To start the adventure, read the following:

> After a month of planning, the Urteau job is tonight. You reach the city's outskirts on foot after docking your smuggling boat. The city sinks into the mist, its canals now bone-dry chasms crisscrossing the districts like scars.
>
> Enge, your captain and crew boss, tiptoes down a narrow stair carved into the nearest streetslot, crouching low at the base. "Drop's here somewhere," she mutters. "Behind one of these slabs. Help me find it, so we can get out before that damn patrol comes around again."

Enge (she/her) is the party's boss. Invite the players to introduce their characters and share how they met Enge and what their role in the crew is.



VALERIA CASALE

IN AN URTEAU STREETSLOT, ENGE SEARCHES THROUGH THE ASH.

Enge's Stat Block

If you need a stat block for Enge, you can apply the Copper Allomancy module (from the *Mistborn World Guide*) to the **rebel** stat block, or simply use that stat block as is.

Grab and Go

Once the characters are introduced, read:

> Above, lanternlight suddenly flares in the mist, accompanied by the sounds of an evening patrol. They're close, but they haven't spotted you—yet.

The crew can attempt to finish the smuggling job without being caught. This is an endeavor, in which the PCs try to overcome obstacles, primarily by successfully employing skills, expertises, and talents (see "Resolving the Endeavor"). Potential obstacles the PCs may face include:

Find the Cache. Spotting the uneven slab in the dark requires a good eye (DC 12 Perception). PCs can clear away ash (DC 11 Agility) or move the slab (DC 10 Athletics) to reveal "A Distinctive Urn."

Avoid Light. Lanternlight pours into the streetslot. PCs can stick to the shadows (DC 11 Stealth) or camouflage themselves with soot (DC 13 Survival).

Coming Closer. One **garrisoner** approaches to investigate. PCs can lure them away with a distraction (DC 12 Persuasion) or concoct a story to waylay the patrol (DC 13 Deception). This is a good place to raise the stakes.

Special Rule: You Just Mist Me

Enge always has her crew's back. The first time a PC fails a test during this endeavor, she executes her signature smuggling move, the "You Just Mist Me," distracting the garrisoners. Work with the player to narrate how Enge gives them the runaround, then the PC can reroll the test; they must use the new result.

Resolving the Endeavor

The endeavor succeeds if the party accrues 4 successes before 3 failures, or otherwise completes the objective.

Success. The party retrieves the urn undetected.

Failure. The party retrieves the urn, but it gets dented in the process (and the client won't be pleased). Additionally, the upcoming canal checkpoint is more difficult to bypass (see "Canal Checkpoint").

A Distinctive Urn

The PCs recover a distinctive, three-foot-tall urn, silvery and decorated with plant motifs. A PC with the History expertise recognizes it as an artifact of the Larsta religion and the motif as extinct plants called "flowers." With this objective completed, Enge suggests returning to the boat to celebrate with wine.

Time Skip Connection

The aluminum urn is the same urn in which the PCs find NeBaal during chapter 6 (see "T4: The Urn Room").

A Quiet Evening

Enge is a friendly, offbeat leader with a loud mouth, a broad rebellious streak, and a genuine love for her crew. For information about roleplaying Enge, see "Notable Characters" in this book's introduction.

Canal Boat

This canal boat doubles as the party's hideout (see "Hideouts" in chapter 8 of the *Mistborn Handbook*). It's a long, narrow barge of fine hardwood with a spacious cabin, cluttered with barrels and crates beneath sagging canvas tarps. Originally a noble's pleasure cruiser, it's been repurposed as a smuggling vessel since Enge acquired it a year ago. Two ash-stained brown horses, Willy and Bollocks, pull the boat along the towpath.

Ask each PC to describe a small aesthetic feature or customization they've added to the boat since joining Enge's crew. Map 1.3 (near the end of this chapter) shows the inside of the canal boat, on which you can note their modifications.

Enge's Gifts

Enge offers the party a large bottle of wine and a small surprise: a new piece of hand-made clothing for each member of the crew. An attentive leader, Enge crafted a gift to suit each PC's unique personality—a functional jacket, a decorative hat, and so on.

Once these gifts are handed out, Enge begins a new project this evening, stitching a scrap of bold blue fabric.

Time Skip Connection

The bold blue fabric is the beginnings of a unique blue mistcloak. Enge starts it, NeBaal finishes it, and it eventually becomes the ***Midnight Mistcloak*** (detailed in appendix B), playing a key role in chapter 8.

What Enge Shares

Enge has kept her heritage as a noble of House Elariel secret, but she openly discusses other topics, such as:

The Job. Enge is pleased with the crew's success and says they'll leave for Luthadel tomorrow night. When they get back, she'll contact her fixer, Cadme (she/her), to arrange the delivery. Enge asks the PCs how they plan to spend their shares of the promised 600-boxing payout.

The Post-Revolution. A year ago, against all odds, the skaa rebellion won. Enge asks the PCs about their hopes for the future and their place in the new kingdoms. How did the revolution change their dreams?

Family. Enge asks the PCs about their family. She remarks it's a shame you can't choose your family like you can choose your crew.

Rumors of a War. Straff Venture's armies are preparing to march against some enemy. Are the PCs worried about war in the countryside?

Work in Progress. If asked about the bold blue fabric she's stitching on, Enge winks and says, "You'll find out." She asks if the PCs have any hobbies.

A "Quick Errand"

At dawn, the PCs find a note from Enge, who left after receiving a message from Vadilek (see "Where's the Boss"). Give the players the "Enge Letter" handout (from appendix D) or read the following:

> I'm out for a quick personal errand, but I'll be back before nightfall—with spirits for the ride! Take the day to relax and rest up. You all deserve it.
>
> Here's to many more jobs ahead—with the best bloody crew I could ask for!
>
> —Enge

The crew has planned this job for over a month. With it almost complete, ask each player to narrate what relaxing on the canal boat looks like for their PC. Do they play cards, swap old stories, work on a personal project, or just catch up on sleep?

Where's the Boss?

Nightfall nears, and Enge still hasn't returned. The PCs know it's unusual for her to break plans—especially plans involving schemes and spirits. If the PCs search, they find a letter on her desk, written on fine paper.





Map 1.1: Velstane's

1 square = 5 ft.

Give the players the "Vadilek Letter 1" handout (from appendix D) or read the following:

> Engeanthe,
>
> I deeply regret our last words. What I asked of you is what I believed necessary. I did not understand what I was truly asking. I now know the full cost.
>
> You are owed an apology and an explanation. Allow me to make things right. Return to Velstane's. Know that you are worthy, and there will always be a place for you here.
>
> —V.

Enge's errand took her to Velstane's, a tailor's shop nearby in Urteau—and secretly a front for the Gilded Few's hidden compound.

Secret Crucible Locations

Investigating Urteau is easier at night, when the streets are dark and empty. The PCs know only that Velstane's is an upscale tailor shop, popular among Urteau's elite. Velstane's is closed, but the front door hangs suspiciously ajar as the PCs arrive. Searching the shop reveals the way into the compound below.

Velstane's

The ground floor features a polished showroom, private fitting area, workshop, and warehouse. Map 1.1 shows these rooms and a warehouse one street over (see "C13: Warehouse"). Clues around the shop hint at an upcoming ball in Luthadel (see chapter 2). The hidden compound below, known as the Secret Crucible, is shown on map 1.2.

The main entrance of Velstane's opens into the showroom (C1).

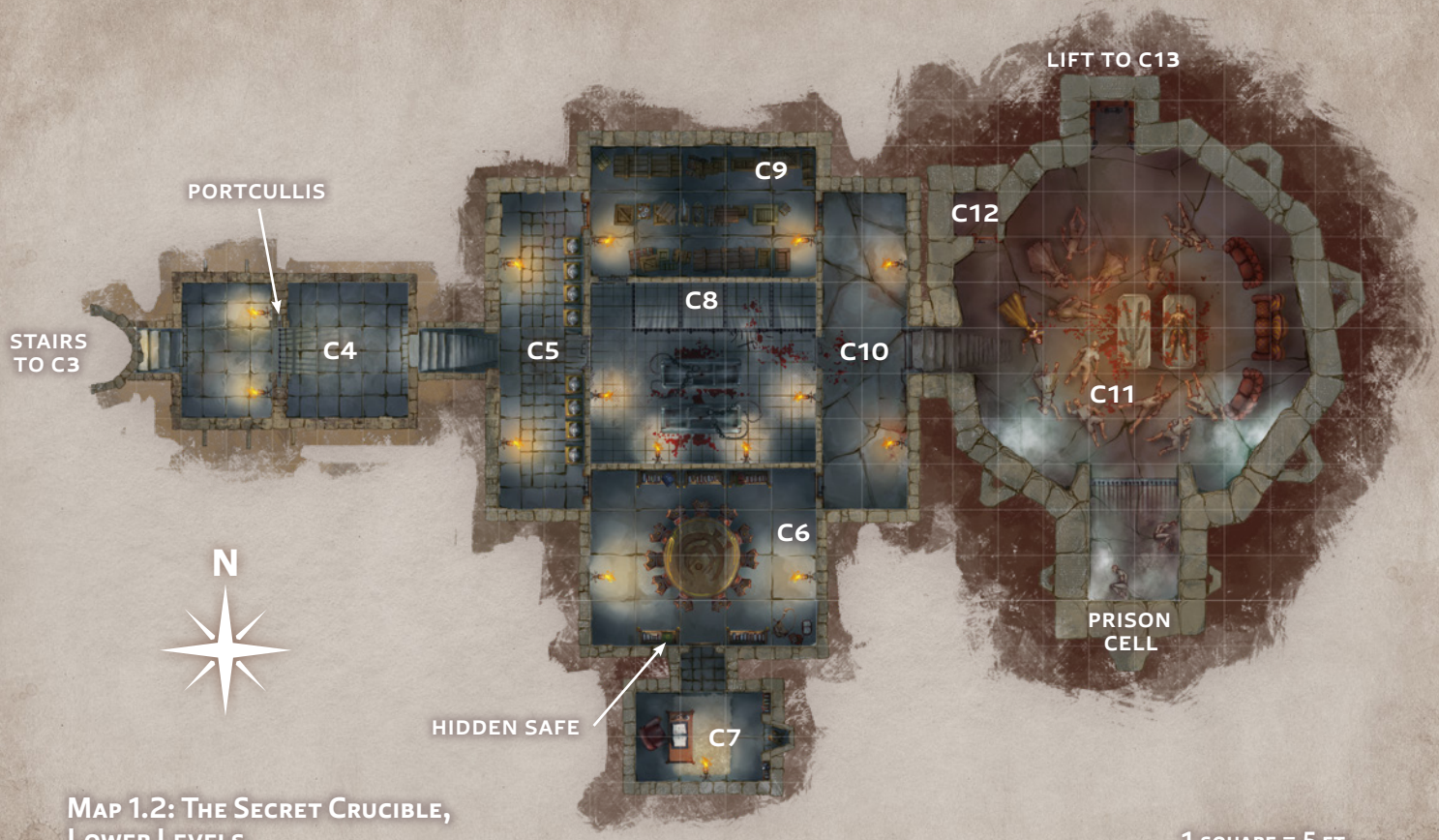
C1: Showroom

The Velstane's showroom is dark and empty. A door to the east connects to the fitting area (C3), and the south door leads to the workshop (C2).

> The showroom gleams with polished mirrors and dark wood floors. Rows of mannequins adorned in flowing eveningwear stand poised beside cases of lace gloves and jeweled brooches. Doors lead east and south.

The eveningwear is ***fine clothing***. A PC can lockpick a case with a successful DC 10 Thievery test, obtaining lace gloves worth 25 boxings and a jeweled brooch worth 75 boxings.

EDUARDO NONATO



Map 1.2: The Secret Crucible, Lower Levels

1 square = 5 ft.

C2: Workshop

The workshop connects to the showroom (C1). The room is cluttered with half-finished gowns. Incomplete masquerade masks, inlaid with delicate gold thread, lie on a table. Investigation uncovers the following:

Tailor's Ledger. A leatherbound book tracks custom orders from Houses Elariel, Tekiel, and Buvidas. One name is underlined repeatedly: "Guiverre Seeris" (the host of the ball in chapter 2).

Rush Orders. A stack of urgent commissions requests masquerade masks, dyed gloves, and cloaks. On a successful DC 8 Perception test, a PC finds a note: "Ensure the slit in the dress is wide enough. She may need access to a blade. —V."

C3: Fitting Area

The fitting area connects to the showroom (C1), and a secret passage leads down to the guard room (C4) and the rest of the hidden complex.

Wood-paneled walls are bathed in orange by a single lantern. A central stage here is flanked by crushed velvet couches. Along the walls stand four curtained fitting rooms. One curtain is half-open, its fabric torn.

Behind the half-open curtain is a spacious fitting room. A tall mirror hangs on the wall. A fingerless knit glove, out of place among the finery, lies on the floor near the mirror. It is unmistakably Enge's.

Characters who investigate discover the mirror swings outward to reveal hidden stairs descending underground. A faint light flickers below.

Descending Into the Crucible

If the PCs attempt to move down the stairs quietly, each makes a DC 12 Stealth test. This is a good place to raise the stakes. If at least half of the PCs succeed, the **garrisoners** in the guard room (C4) gain the Surprised condition. Otherwise, the guards are prepared for the party's arrival.

C4: Guard Room

This rectangular rough-stone chamber is dimly lit by a pair of torches in iron sconces. Stairs lead back up to the fitting area (C3), while two **garrisoners** defend more stairs leading to a hallway deeper into the compound (C5).

If the guards are Surprised, they scramble to grab their weapons, shouting, "You shouldn't be in here!" Otherwise, the guards are alert, longbows nocked and aimed straight at the party.

EDUARDO NONATO

Battlefield Effects

The following effects are active during this combat:

Portcullis. The garrisoners can drop a rusty steel portcullis mid-room, potentially splitting the party. A character can Use a Skill (▶) to make a DC 12 Athletics test to lift the barrier, or the portcullis can be bent enough to slip through by dealing 5 impact damage.

Guard Room Opportunities and Complications

Result	Example
◈	A garrisoner's foot is caught by the portcullis, dealing 1d4 impact damage.
✳	Spotting an opening, a garrisoner spends 2 focus to immediately use their Volley Shot reaction.

Aftermath

When one garrisoner is subdued, the other surrenders. If spared, they answer questions, but they don't know much:

- Vadilek Elariel (he/him) is their employer, but they've never met him in person or gone deeper into the compound.
- Many nobles in especially fine clothes entered the complex today.
- The last person to enter arrived alone. She matches Enge's description.

C5: Corridor

As the PCs descend further past the guard room, read:

> At the base of the stairs is a branching stone corridor with three doors. Harsh faces glare at you—marble busts, staring sightlessly from pedestals along the wall.

Each bust depicts a member of the Gilded Few. A PC with the Luthadel expertise or who succeeds on a DC 13 Lore test identifies them as nobles and can name the most prominent: Shan Elariel, Delina Tekiel, and Duvall Haught. Additionally, anyone examining the busts spots one of Enge.

Noble Legacy Moment

The Noble can identify every bust: Shan Elariel, Delina Tekiel, Yestal Haught, Idren Seeris, Triss Urbain, Duvall Haught, Silla Buvidas, and Caridus Buvidas. In particular, they recognize Delina Tekiel, a friend of the Noble's family. Ask the Noble's player to describe Delina's memorably negative reaction when the Noble was cast out of the family.



A HIDDEN STAIRWAY IN THE FITTING ROOM LEADS DOWN INTO THE SECRET CRUCIBLE.

Three Doors

The doors lead to the following locations:

South. The south door leads to the assembly room (C6). Anyone who listens at the door hears muffled thumps.

Center. The central steel door leads to the lab (C8). A narrow, reinforced glass window reveals an older man pacing inside.

North. The north door leads to the storage room (C9).

C6: Assembly Room

The Gilded Few plan their operations in the assembly room, which connects to the corridor (C5), study (C7), and hallway (C10). When the PCs enter this room, read:

> A round wooden table commands the room while bookcases loom along the walls. Next to one is a thin blond woman in a cobalt gown, darkened with blood. She grabs a book, violently riffling through it, then throws it to the floor with a frustrated snarl. A lady's handbag lies on a table nearby, unattended. One door stands tucked between the bookcases on the south wall, and another leads to the east.

Silla Buvidas (she/her), a member of the Gilded Few, knows Vadilek kept rare Hemalurgic texts hidden somewhere in this room.

EREL MATITA

Handbag

With Silla distracted by her search, a PC can grab her handbag with a successful DC 14 Stealth test. On a failure, Silla notices them (see "Silla"). The bag contains 25 boxings, common metal vials, and a note. Give the players the "Vadilek Letter 2" handout (from appendix D) or read the following:

> Eternity awaits. The Ascension ceremony begins at nightfall. Only the worthy will endure what follows; the fire reveals the purity of the ore.
>
> —V.

Silla

If Silla notices the PCs, she's startled, demanding to know who the PCs are and how they got here. She shares little, beyond sardonically remarking the night couldn't get any more off track.

If confronted or threatened, Silla flees toward the fitting area (C3), using Ironpull (▶) whenever it's helpful. If she escapes successfully, she locks the hidden mirror door behind her, closing off that exit.

Bookcases and Hidden Safe

Behind several nondescript books on a bookshelf along the south wall lies a hidden safe, which can be found on a successful DC 12 Perception test. Its combination is etched into Vadilek's journal (found in C7), or it can be cracked on a successful DC 15 Thievery test. Inside are two leatherbound tomes encoded in cipher: forbidden Hemalurgic texts Vadilek stole from the Ministry. These tomes are annotated with Vadilek's own notes in metallic ink, which the PCs can study during downtime (see "Handling Hemalurgy" in this book's introduction).

C7: Study

This side room holds a wide desk, wool rug, and unlit fireplace. A portrait hangs above the desk, and beneath it rests a locked bronze chest. This is Vadilek's personal study, and all correspondence here is written with metallic ink. This area connects to the assembly room (C6).

Desk and Chest

Beneath the desk rests a locked bronze chest containing the code for the safe (found in C6). Characters who investigate uncover:

Bronze Chest. The locked chest can be opened on a successful DC 10 Thievery or DC 12 Athletics test. Inside are Vadilek's journal (see "Journal") and a sketched portrait (see "Sketch").

Journal. Vadilek's journal is filled with training logs comparing individual performances of Vadilek's favorite Gilded Few protégés, each entry scoring members against one another. Shan Elariel's name is crossed out. Delina Tekiel's scores surpass all the others. The last page is torn out but can be found on Vadilek's corpse (in C10). Etched inside the journal cover is the combination for the safe: 16–50–36.

Sketch. A rough sketch depicts the PCs with Enge, her likeness circled repeatedly in dark ink. Notes on the back track the crew's movements between Luthadel and Urteau over several months; this handwriting is obviously different from Vadilek's. Secretly, these notes were made by NeBaal, whom Vadilek had assigned to spy on Enge.

Portrait: Vadilek and Enge

The painting above the desk depicts a bald man with a black-and-red tattoo marking him as a member of the Canton of Inquisition. Beside him stands a young auburn-haired woman with bold eyebrows: Enge. A PC who succeeds on a DC 14 Lore test recognizes the man as Vadilek, a member of a lesser branch of House Elariel.

Chronicler Legacy Moment

The Chronicler notices all the writings in Vadilek's study use ink laced with metal particles and realizes the beautiful script it produces is extremely resistant to age. If the PCs open the chest, the Chronicler finds a full bottle of this metallic ink (worth 25 boxings). Make a note of anything the Chronicler chooses to write with this ink, particularly during chapter 4 as the PCs prepare the vault. The Era 2 PCs find original copies of these notes inside the vault in chapter 9. If the writings are particularly useful or poignant, the Chronicler gains an additional legacy die during "Threads of Fate."

C8: Laboratory

This laboratory was used for Hemalurgic experiments, including the attempted Ascension ritual—and the creation of the Eternity Spike itself. This area connects to the storage room (C9), corridor (C5), and the hallway (C10).

When the PCs enter the lab for the first time, read:

> Steel walls and floors glint like knives in the torchlight. Two steel tables stand before you, thick chains dangling from their sides, and empty steel-barred cells line the

entire north wall. The door of the farthest cell has been torn clean off; its twisted metal remains lie on the floor.

An older man, obligator tattoos ringing his eyes, sits nearby, gazing into space. He drinks deeply from a flask.

Murn, a former obligator (**advisor**, he/him), didn't witness the failed ceremony but did hear the chaos—during which his most dangerous experiment broke free. This creature now roams the hallway (C10).

Speaking With Murn

Murn assumes the PCs are part of the skaa rebellion and resigns himself to their justice. Guilt-ridden, Murn answers questions readily, except those about the Hemalurgic beast (see "Murn's Mistake").

Should the PCs attempt to absolve him of guilt, Murn spends focus to resist, believing he's beyond absolution. He also spends focus to remain unswayed by threats of violence, as he's unconcerned about dying.

Murn answers questions and shares the following:

What happened here? "Vadilek and I—fools, both—dreamed we could build a better Empire. We bled for that dream. Others bled more. We said it was for the greater good, but… By the Lord Ruler, I still hear them screaming. And for what? The Ascension ceremony failed. I didn't see it, but I heard the chaos—we failed."

Roleplaying Murn



Characteristics: Resigned, cowardly, eccentric.

Goal: Atone for his past wrongs.

Appearance: Murn ("MERN"; he/him) is a noble in his late fifties with a back stooped from years spent hunched over his work. He has a shaved head, brown skin, and simple tattoos decorating his eyes.

Once a Canton of Inquisition researcher, Murn worked alongside Vadilek for years, conducting vile Hemalurgic experiments. The two shared a treasonous fear the Final Empire could not last forever, and they conspired to preserve a noble-led future for Scadrial.

Murn told himself this goal was worth the brutality required to create the Eternity Spike. Now, with the Ascension ceremony thwarted, he grapples with guilt and drinks heavily from his flask.

What is the Ascension ceremony? "A way to make a god… and we don't build gods gently." If a PC pushes for specifics, have them make a DC 13 Persuasion or Intimidation test. On a success, Murn explains this laboratory was used for a process akin to creating an Inquisitor, producing an object Vadilek called the "Eternity Spike." Vadilek alone knew the full, forbidden process behind the Eternity Spike's creation, but Murn experimented with the other spikes Vadilek produced. Vadilek's notes are somewhere in the building (see "Bookshelves and Hidden Safe" in C6). This information can also be found in Murn's notebook (see "Murn's Possessions").

Have you seen Enge? "Vadilek thought she was the answer. He asked her to accept the Eternity Spike. She refused. Of course she refused. He had to drag her down to the Crucible. It's across the hall, but there's… an issue."

Murn's Mistake

Murn is reluctant to discuss his latest mistake. If the PCs press, and if they succeed on a DC 12 Persuasion or Leadership test, Murn shares more:

- The creature is a failed experiment—a person who was hideously transformed instead of empowered.
- When the ceremony failed, the creature was strangely enraged by the noise from the Crucible (C11) and broke out into the hallway (C10).
- If the abomination hasn't yet been defeated, Murn recommends removing the metal spike implanted into the beast's neck to make him easier to defeat. Murn also volunteers to step into the hallway himself to help the PCs confront the creature.

If the PCs fail that test, Murn is too ashamed to elaborate, simply warning a "beast" is in the hallway (C10) and advising the PCs to leave.

Murn's Possessions

Murn carries the keys to the prisoner cell in the Crucible (C11) and his notebook outlining experiments related to the Eternity Spike. Scribbled in the notebook's margins are notes explaining complex Hemalurgic concepts, addressed to "Duvall" (Duvall appears in chapter 3).

If the PCs ask for the keys, Murn gives them freely.

Official Legacy Moment



Murn regards the Official as a peer, and perhaps a fellow lost soul, dealing with the weight of their misdeeds. Ask the Official to describe an NPC they met in the Steel Ministry (or another institution) who reminds them of Murn's disregard for humanity, and to share the poetically appropriate fate of that character. Did the NPC's victims ever find justice? How did this affect the Official's relationship with the Final Empire?

The Official gains an advantage on all tests to interact with Murn, who holds the Official's advice in high esteem. As their conversation concludes, Murn asks the Official to help him submit to the new government's judgment.

C9: Storage Room

This sizable storage room is dark and empty. Crates are stacked 5 feet high and 20 feet across in three orderly rows. This area connects to the laboratory (C8), corridor (C5), and the hallway (C10).

Inside the Crates

Characters who investigate the crates find:

Spikes. Several crates hold dozens of inert spikes in varying lengths and alloys, some pristine, others caked with blood.

Tools. Many crates contain surgical tools, including hammers, bone saws, clamps, and steel restraints. There are also bottles of clear fluid, bandages, and unused syringes. A successful DC 8 Medicine test reveals the bottles contain ***weak antiseptic*** (5 doses).

Empty. A few crates are empty, reeking faintly of sulfur. Closer inspection reveals subtle traces: a smear of dried blood, a few strands of hair.

C10: Hallway

This long hallway connects the assembly room (C6), laboratory (C8), and storage room (C9) to the Crucible (C11).

Escaped Experiment

The **Hemalurgic beast**, Murn's escaped experiment, prowls here. When a PC enters the hallway for the first time, read:

> A low growl rumbles out of the darkness. In a blink, a creature bursts from the shadows, transparent skin stretched taut across bulging, red muscles. An incredibly thin, silvery-gray spike pierces his neck, loose in a gaping wound. His face is almost human, except the eyes: Pure black, they lock onto you, empty of all but rage. He raises a massive steel bar in his clawed hands, bares his jagged teeth for a howl, and charges.

Each character who was unaware of the Hemalurgic beast's existence gains the Surprised condition.

Hemalurgic Beast's Behavior

If a character retreats by closing the hallway door, the Hemalurgic beast initially loses interest—but the second time this happens, the beast attacks the closed door and can destroy it with 5 impact damage. After dealing with the door, the beast pursues the character he spotted. If at any point the beast sees Murn, he prioritizes attacking Murn.

During the second round of combat, the beast's head snaps in the direction of the Crucible (C11). He uses his fast turn to Move (▶) to the steel door and Interact (▶) to tear it off its hinges. He then enters the Crucible.

C11: The Crucible

Once the Gilded Few's training grounds and the birthplace of the Eternity Spike, tonight the Crucible is strewn with the bloody remnants of the failed Ascension ceremony. NeBaal, disguised as Enge, hides in an adjoining storage closet (C12). This area connects to the hallway (C10) and to the warehouse (C13) via the lift.

When the PCs enter the chamber, read:

> Stairs descend into a vast, octagonal chamber. The stone floors here are slick with blood. Two steel tables stand in the center of the room. Corpses litter the ground, their gray faces bathed in the light of a grand wrought-iron chandelier suspended from a rusty chain.

If the PCs have followed the Hemalurgic beast into the chamber, continue to "Rampage." Otherwise, if the beast has already been dispatched, proceed to "Ceremony Gone Wrong."

Rampage

If the Hemalurgic beast is present, continue reading:

> The unsettling creature is here, stalking toward a cluster of skaa prisoners huddled helplessly behind the bars of a locked cell. As you enter, the creature's head snaps around toward you. Misshapen muscles ripple under his transparent skin, the spike in his neck gleams, and he launches himself at you with a wet, fleshy roar.

During this combat, characters can interact with the following elements:

Chandelier. The chandelier can be dropped by targeting the rusty chain with a ranged attack (DC 13). When dropped, it deals 3d6 impact damage to a character beneath it, and that character is distracted, gaining a disadvantage on their next test.

Tables. A PC who uses Brace (▶) to hide under a steel table avoids being targeted by the beast that round. If no targets are visible on the beast's turn, he hunts for the last target he hit.

Spike. A PC can attempt to remove the spike in the beast's neck, swinging the battle in the PCs' favor (see the **Hemalurgic beast** stat block for details).

Aftermath

The beast fights to the death. Once defeated, his nicrosil spike is easily removed, though the spike is now inert.

Veteran Legacy Moment

One of the prisoners, Tuss (**commoner**, he/him) recognizes the Veteran as a war hero, calling out to them—specifically—for help. This inadvertently attracts the beast's attention. On the Veteran's next turn, prompt them to intervene or risk losing innocent lives. If the Veteran puts themself in harm's way to help the prisoners, they draw the beast's attention and must make a DC 11 Discipline test. On a success, the Veteran's bravery is inspiring: They and their allies each add 1d4 to one die rolled for their next test (other than the plot die). Even on a failure, stories of the Veteran's heroic deeds spread. However, if the Veteran doesn't choose to intervene at all, they gain a disadvantage on all tests to influence Cynwise (see "Cynwise's Account").

A HORRIFIC SCENE AWAITS IN THE HEART OF THE CRUCIBLE.



KEVIN O'NEILL

Ceremony Gone Wrong

Once the party is alone in the room, read:

> In the center of the room stand two steel tables. One bears the body of a middle-aged man with two steel spikes speared through his eyes. The other table is empty, but stained red. Terrified skaa prisoners huddle in a locked cell on the south wall.
>
> Bloody footprints and signs of a scuffle trail north, vanishing into an empty lift shaft. Above it, etched in steel, reads: "The fire reveals the purity of the ore." A second door, set into the northwest wall, remains shut.

Characters might investigate the following elements:

Prison Cell. Five prisoners huddle in a cell, regarding the PCs with wary hope. If the party approaches them, see "Cynwise's Account." The prisoners despise Murn and won't aid the party if any PCs are openly allied with him.

Steel Tables. Vadilek is a Steel Inquisitor whose corpse lies on a central table. His torso is collapsed, leaving an empty cavity where his organs were. A successful DC 12 Medicine test reveals that several spikes were recently removed from his body and that the killing blow was self-inflicted. A torn page from Vadilek's journal is folded in his pocket (see "Vadilek's Journal Page"). The second table is empty, but the PCs find a few strands of auburn hair stuck to a patch of dried blood.

Corpses on the Ground. The dead include a dozen skaa and one noble. A young, well-dressed woman lies with a hole cleanly punctured through her heart; a successful DC 10 Medicine test uncovers no signs of struggle. By contrast, the skaa bodies show evidence of resistance, such as bruises and torn fingernails.

Scuffle and Footprints. One set of bloody footprints leads to a closed door on the west wall (see "Northwest Door"). Additionally, a successful DC 12 Deduction test reveals a stampede of at least nine people left via the lift. A character can notice dents in the steel tables and coins embedded in the walls—signs of an Allomantic skirmish—if they succeed on a DC 12 Perception test or use their nascent power for Iron Allomancy or Steel Allomancy.

Lift Shaft. This shaft extends four floors up to the warehouse (C13), where the wooden lift platform is currently docked. A lever juts out of the wall next to the shaft; pulling this calls the platform.

Northwest Door. This door opens to reveal a storage closet (C12) where NeBaal hides, disguised as Enge. When the door is opened, see "C12: Storage Closet."

Vadilek's Journal Page

If a PC reads the journal entry, give the player the "Vadilek's Journal" handout (from appendix D), or read:

> **Entry 47**
>
> The spikes sing louder. Still, I hold the line. Reflection, sacrifice, nobility. That is what the Lord Ruler lacked—and what I will perfect.
>
> The Gilded Few are not ready. The Midnight Trials make that clear. Delina masks ambition as loyalty, but I see the hunger in her eyes. Engeanthe refuses me… and perhaps that is her strength. Willing or not, she is our way forward.
>
> My sacrifice will catalyze our grand future. My chosen heir shall ascend. And should I falter at the end, my contingencies are in place to ensure the Ascension of a worthy successor for the Empire.
>
> The legacy will endure.

Cynwise's Account

When the PCs approach the prison cell, read:

> The cramped prison cell reeks of sweat and blood. Most skaa huddle near the back wall, except one, a barefoot teen. They clench the bars with thin hands, knuckles white, defiance in their eyes.
>
> "You with the Gilded Few?" They tilt their head, face pale, their obvious fear and exhaustion warring with their bravado. "Back to finish what you started?"

When the party engages the prisoners, Cynwise (**informant**, they/them) speaks on their behalf.

Cynwise and the prisoners witnessed the failed ceremony. Cynwise is the most talkative of the prisoners, but there are four other skaa (**commoners**) with a similar story—Aime (she/her), Roben (he/him), Tuss (he/him), and Pella (she/her), ranging in age from their teens to early fifties. Cynwise hopes to ensure safe passage out of Urteau to the free city of Luthadel.

If Murn is here, Cynwise immediately recognizes him, warning the PCs he's a "sick creep."

What Cynwise Wants

If the party wants Cynwise to share what they saw, run this scene as a conversation (see "Resolving the Conversation"). To begin, Cynwise makes three requests of the party:

Unlock Their Cell. The cell can be unlocked with Murn's key or broken open on a successful DC 13 Thievery or Athletics test. If Murn is present, he shamefully hands the PCs the key, refusing to make eye contact.

Get Them to Luthadel. Cynwise initially asks for 100 boxings to secure safe passage back to Luthadel. If they learn of the party's boat, they instead request a ride; if the party agrees, escaping the city becomes more difficult with the prisoners aboard (see "Canal Checkpoint").

Deal With Murn. Cynwise wants an assurance they never need to see Murn again.

As an alternative to making a relevant test to contribute to the conversation, a PC can agree, truthfully, to fulfill one of Cynwise's requests. The PC may be creative with their offer, but if they provide Cynwise with what they want, no test is required. After each successful PC contribution, Cynwise shares something they know.

What Cynwise Knows

Cynwise might share the following:

How did you end up here? "There's a soup line past the streetslot, set up by a noble house trying to play savior, Buvidas or something. Hot food, clean clothes, weekly meetings to talk about change. I didn't buy it, but I was hungry. Next thing I know, I wake up here."

What happened here? "Oh, this? Just your average noble soiree and blood bath." Their tone is flippant, but their eyes take on a haunted look as they describe the scene: "Steel Inquisitor strapped a redhead to that steel table. Then a bunch of young nobles showed up in these creepy Inquisitor skull masks. Steel Inquisitor gave a speech about sacrifice, called the redhead 'the heir,' and… stabbed himself through the heart. *Real* dramatic."

What went wrong? "Intimidating girl with a scar stood up, shot a coin, and said, 'To be heir, you'll have to kill me!' Then it was chaos, everyone fighting. Scar girl took the Inquisitor's axe. Got real bloody, fast. Looked like the redhead got hurt bad, but I don't see her body anywhere. Lotta bodies…" Cynwise trails off for a moment, clearly replaying the grisly scene. Then with a hard shake of their head, their carefully casual tone returns. "Anyway, seemed like everyone was looking for something after the fight, and when no one could find it, they all left in a hurry."

Roleplaying Cynwise

Characteristics: Snarky, observant, brave.
Goal: Escape Urteau and get back to Luthadel.
Appearance: Cynwise ("SIN-wise"; they/them) is a skaa teen with tan, ash-smudged skin, uneven bangs, and a battered coat full of hidden pockets. Their eyes are quick and calculating.

Born in Luthadel's alleys, Cynwise has been scraping by as a member of an urchin network, doing odd jobs for anyone who'll pay. They're quick to test strangers with barbed comments and probing questions. They speak little unless it benefits them, and then they speak fast.

Trust is a foreign concept to them, and the trauma of being abducted and witnessing Vadilek's murderous rituals has only made them more guarded. Getting locked up was never part of their plan—but Cynwise always finds a way.

Urchin Legacy Moment

The Urchin knows Cynwise's reputation and possesses information Cynwise would prefer to keep buried. Work with the player to define this intel. If leveraged, Cynwise shares one detail about the ceremony freely, but pressing further risks earning their ire. Recognizing a fellow opportunist, Cynwise invites the PC to join their network of "well-informed" street folk. If they do, start a goal: "Join Cynwise's Network." On completion, the Urchin gains membership in this scale 1 crime ring (see chapter 8 of the *Mistborn Handbook*).



CYNWISE, SKAA URCHIN

JUST HIEU

Resisting Influence

Cynwise has a Cognitive defense of 14, a Spiritual defense of 13, and 4 focus. Cynwise is deeply skeptical, and Deception tests made against them gain a disadvantage. Cynwise spends focus to resist intimidation or any offers requiring them to blindly trust the PCs.

Resolving the Conversation

The conversation succeeds if the party addresses "What Cynwise Wants," either with honest offers or compelling deceptions. If Cynwise no longer has enough focus to resist influence, the conversation immediately ends in failure.

Success. Cynwise thinks highly of the PCs, warily thanking them for the help. They share everything they know and offer any assistance they can.

Failure. Cynwise crumbles, too scared and tired to bargain anymore. Emotionally broken, they share what they know and then turn away, saying, "Go save your own skins. We'll find our own way to Luthadel. We always find a way." They and the other prisoners reject further deals or help.

C12: Storage Closet

When the party opens the closet, read:

> Under a mask of caked blood, Enge's oval face looks up at you, expression transforming from fear to joyous relief. She drops the knife in her hand, exhaling a sobbing sigh. "Lord Ruler's sagging bollocks, you all are a welcome sight!"

The closet contains ***wooden staffs***, ***wooden shields***, ***leather armor***, common metal vials, and **NeBaal** (they/them)—disguised as Enge.

NeBaal's Ruse

The real Enge actually died during the ceremony. After grabbing the Eternity Spike, dragging Enge's body into the closet to hide, and consuming Enge's bones, NeBaal impersonates her fully for the majority of the Era 1 adventure, or until their disguise is discovered (see "Handling NeBaal" in this book's introduction).

NeBaal's performance is uncannily convincing, and they're well informed on the party's ongoing activities. At Vadilek's order, NeBaal has kept close tabs on Enge, leading them to observe the party frequently and learn much of what Enge knows about the PCs. All further references to Enge in Era 1 actually refer to NeBaal.

Enge's Story

Enge shares the following:

- Enge's uncle, Vadilek, invited her here. She thought he wanted to apologize for a past wrong. Instead, he brought her to a meeting of his secret mentorship group, the Gilded Few.
- Vadilek intended to have Enge "ascend" to godhood with a powerful artifact, the Eternity Spike.
- Vadilek sacrificed himself during the ritual, a member of the Gilded Few named Delina Tekiel (she/her) attacked Enge, and all the nobles began fighting.
- Enge was stabbed by a spike and feels woozy.
- Enge recounts pulling her signature "You Just Mist Me" maneuver to snatch the Eternity Spike and hide, but the Gilded Few will soon realize she has the artifact and start hunting her.

If asked, or when the PCs run out of questions, Enge discreetly shows the party the Eternity Spike, away from the prisoners and Murn. She's wrapped it many times over in her coat, as directly touching it is disorienting. Read:

> Enge gingerly unwraps her coat back to reveal a silvery-gray spike like the one skewering the Hemalurgic beast's neck, but much larger. Enge says, in a hushed voice, "The Eternity Spike."

Enge doesn't know the full attributes of the Spike, but she warns it's uncomfortable to touch. If a PC does, they feel the effect detailed in the ***Eternity Spike*** description in appendix C. To end the discussion, read:

> "From what Vadilek said, this thing is way too powerful to leave behind. It's going to make us a big damn target, but fortunately for us, we're smugglers. The safest place we can take the Spike is Luthadel. We have friends there, and the nobility doesn't have free rein—which makes it safer for us."
>
> Enge gingerly rewraps the Eternity Spike in her coat, then pauses. "Thank you for saving my neck. Seriously." She blinks away tears, hiding them behind a smile. "Now let's get the hell out of this place."

Enge points the party toward the lift to the warehouse (C13).

C13: Warehouse

Velstane's warehouse stores imported goods and houses some of the skeletons in the Gilded Few's closet—both literally and figuratively. A door on the east wall leads out of the complex and into an alley, a low-profile back exit. This area connects to the Crucible (C11) via the lift.

As the lift platform reaches the warehouse, read:

> The platform locks into place, revealing a quiet warehouse. A single torch burns in an iron sconce. Bolts of fabric and storage racks cast gnarled shadows across stacks of crates. Near the north wall, lying side by side, are two six-foot-long wooden boxes, one ajar.

Coffins

The boxes hold the corpses of a man and a woman: Idren Seeris (he/him) and Annite Urbain (she/her), noble Mistings who sacrificed themselves for the latticework of spikes. Their bodies are preserved, dressed in finery, gold flakes dusting closed eyelids. Tucked between the man's brittle fingers is a letter addressed to Lord Idren Seeris. If a PC takes it, give them the "Letter to Idren" handout (from appendix D) or read:

> Idren,
>
> You do not need to assent to Vadilek's whims or his damned system. He knows many things, but he cannot measure or judge a man's worth. You do not need to "remake the world" or be "forged." Leave Urteau. It does not make you a disgrace or failure to choose survival. Come home.
>
> —Your Father

Once the PCs have had time to explore the warehouse and its contents, Enge urges them to leave.

Escaping Urteau

The party must hurry through Urteau's misty streets, potentially bringing Murn, Cynwise, and the other prisoners along with them. Once aboard their canal boat, the PCs either pass an unexpected checkpoint inspection or face off against Silla and her twin, Caridus Buvidas (he/him), to protect the Eternity Spike.



VALERIA CASALE

WITH THE ETERNITY SPIKE IN ONE GLOVED HAND, ENGE LEADS THE CREW TO THEIR CANAL BOAT.

On the Boat Again

As the party departs the warehouse, read:

> As dawn threatens to spill over the ash-streaked rooftops and dry locks of Urteau, you traverse the silent streets toward your smuggling boat. The mists linger, tinted pink by the promise of sunrise. Strangely, the mists gust away from you, swirling back as though repelled. Enge frowns and urges you to move faster.

The crew reaches the boat without incident. Enge nearly collapses, saying she feels oddly weak. The boat sets off toward Luthadel, the party's horses pulling it faithfully down the tow path. Everyone can safely finish a short rest before reaching the checkpoint.

If the former prisoners accompany the PCs, they can hide under tarps or beneath bunks in the cabin.

Canal Checkpoint

Traveling along the canal, the party is soon halted by an unexpected checkpoint—one deployed at Silla's request. Read:

> A heavy wooden beam stretches across the canal, blocking the way. Two Urteau soldiers exit a low stone guardhouse on the north bank and march onto the dock, its ash-dusted wood creaking under their boots. One braces a pole hook to snag your boat, while the other levels his longbow at you, demanding you hold position. "Halt! State your business and provide your shipping manifest."

Two **garrisoners** interrogate the party and move to board the boat for a routine inspection. Enge immediately hides with the Eternity Spike, asking the PCs to handle the rest. If the PCs attempt to bypass the checkpoint without violence, proceed to "Running the Endeavor." Otherwise, proceed to "Fight for the Spike."

Convict Legacy Moment

One of the **garrisoners** is a former prison guard the Convict met while incarcerated. Ask the Convict to describe one flaw they noticed in the garrisoner during that time. If the Convict leverages that flaw now, they must raise the stakes on a related test, but they can choose one target (themself, Enge, or the Eternity Spike) to keep hidden for the rest of the scene, even on a failure or Complication. If the garrisoner sees the Convict and the endeavor fails, Silla and Caridus begin "Fight for the Spike" with the Determined condition.

Running the Endeavor

Run the attempt to bypass the checkpoint peacefully as an endeavor (see "Resolving the Endeavor"). The Buvidas siblings have paid the guards to hold boats with suspicious passengers or strange cargo. If the PCs failed the "Grab and Go" endeavor at the beginning of this chapter, the guards are visibly on edge; start the endeavor with one failure. Potential obstacles include:

Papers, Please. The soldiers require a shipping manifest. A PC can present forged documents to prove they're "authorized" to transport into Luthadel (DC 14 Crafting or Thievery). However, the soldiers demand to inspect the cargo next.

Suspicious Passengers. If the PCs brought the skaa prisoners, hiding them isn't easy. A PC can distract the guards (DC 13 Persuasion), lie about their passengers (DC 12 Deception), or camouflage any hiding spots (DC 13 Survival). This is a good place to raise the stakes.

Contraband Cargo. Garrisoners are alert for odd cargo. A PC can muster their confidence to ease suspicion (DC 13 Discipline) or ensure both the smuggled urn and the Eternity Spike are well hidden (DC 13 Stealth).

Canal Checkpoint Opportunities and Complications

Result	Example
◈	Just as one garrisoner approaches a hiding spot, the other calls them over to inspect another section of the boat.
✳	The Eternity Spike makes the mists billow away from the boat, spooking the guards. A PC must succeed on a DC 14 Deception test to explain the odd occurrence or gain one failure.

Resolving the Endeavor

The endeavor succeeds if the party accrues 5 successes before 3 failures, or if they otherwise complete the objective.

Success. The PCs can leave, operating the winch to allow the boat through. As the PCs sail away, they spot a woman in a cobalt ballgown (whom they may recognize as Silla) exit the guardhouse. Proceed to "Journeying Onwards."

Failure. The guards call for backup, summoning Silla and Caridus. Proceed to "Fight for the Spike."

Fight for the Spike

Silla Buvidas, whom the PCs may have seen in the compound, and her brother, **Caridus Buvidas**, stroll toward the canal boat. Read:

> Twin nobles saunter out of the guardhouse and onto the dock. The first, a young man, drops a coin and soars overhead to the south bank, spinning another coin between his fingers. The second, a woman wearing a bloodied cobalt ballgown, looks down her nose at you.

If the party met Silla in the compound, she immediately adds:

> "You're alive—how resourceful! Shame you have to die now, but we need that Spike... and I'm afraid you already know too much."

Silla, Caridus, and two **garrisoners** attack the PCs at the canal checkpoint (see map 1.3).

Fight for the Spike Opportunities and Complications

Result	Example
◈	Enge, still hidden, manages to lift the winch in the chaos.
✳	Enge's hiding spot is compromised, and she stumbles into the open. In unison, Silla and Caridus both shout, "You should be dead!"

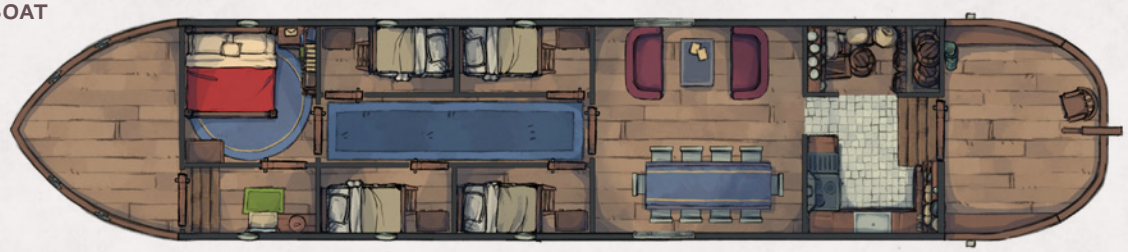
Aftermath

Combat ends when both garrisoners or either twin is defeated. Any surviving adversaries retreat. A successful DC 8 Lore test identifies a House Buvidas insignia on the body of either fallen twin. The PCs can operate the winch manually to free the boat and begin the voyage to Luthadel with no further interruptions.

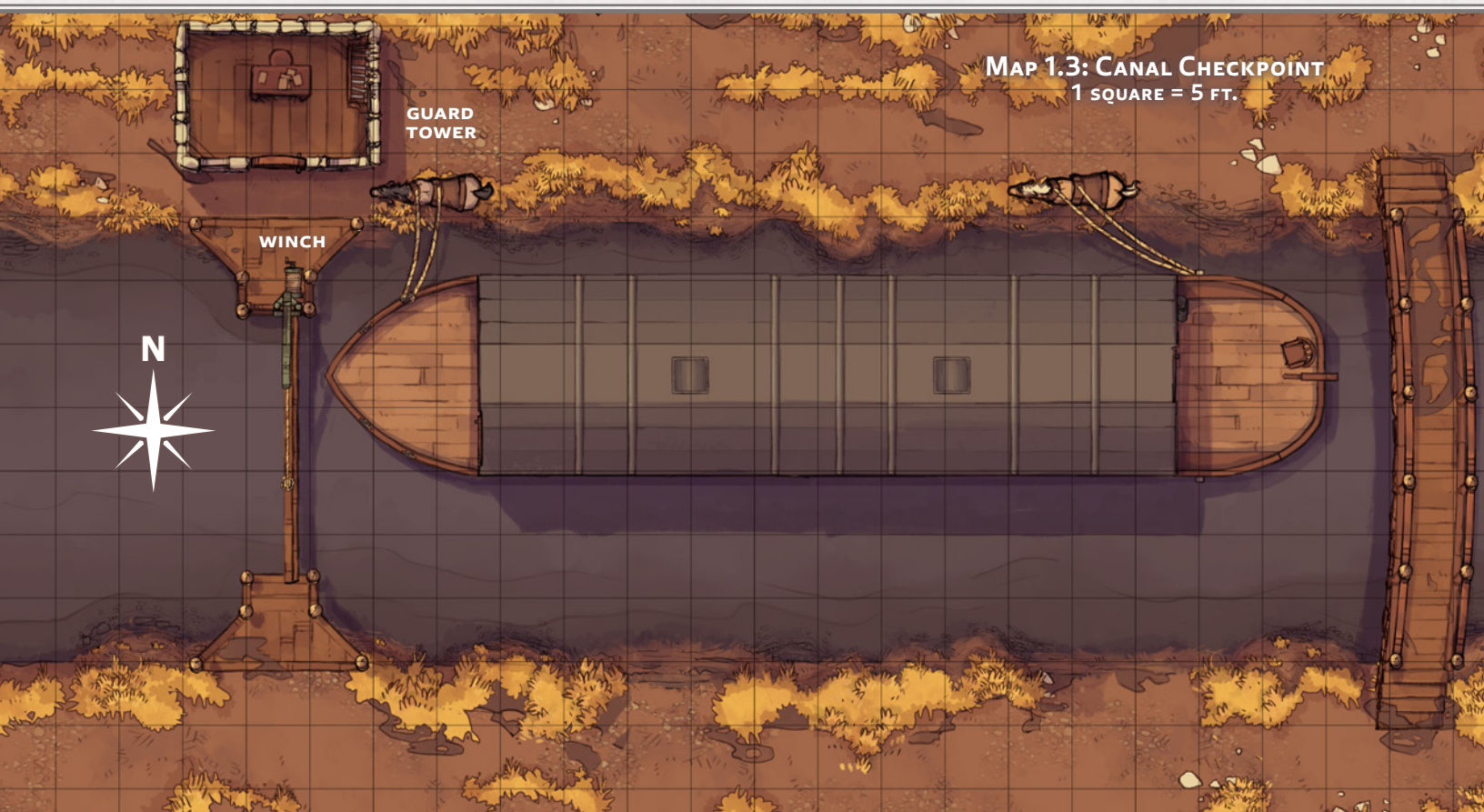
Journeying Onward

Upon clearing the checkpoint, the PCs advance to 2nd level. Enge vows to search for leads on the Spike, while lying low in case the Gilded Few retaliate.

INSIDE VIEW OF THE CANAL BOAT



RYAN SMITH



Map 1.3: Canal Checkpoint
1 square = 5 ft.

CHAPTER 2

BEHIND GILDED MASKS

The Era 1 PCs return to Luthadel with dangerous cargo aboard. As rumors ripple through the city that Straff Venture is plotting a siege, a secret ball offers a chance to learn more about the Eternity Spike, drawing the party perilously close to the Gilded Few.

Running This Chapter

The plot thickens in chapter 2, as the stakes for the PCs escalate—from just trying to get paid for a job to taking responsibility for the fate of an artifact too powerful to destroy. Freshly rescued from Urteau, Enge stays hidden on the boat (with the Eternity Spike) throughout this chapter.

Chapter Flow

The party makes the 21-day trip back to Luthadel, during which Enge explains her upbringing, Vadilek, and the Gilded Few. Review "Engeanthe's Story" and "Handling NeBaal" in this book's introduction. Also prepare the "Ball Invitation" handout (located in appendix D) for the players.

Once in Luthadel, the PCs meet Cadme, Enge's fixer and long-time friend. Cadme delivers the ball invitation, explaining the PCs must attend a secret masquerade thrown by her client, Guiverre Seeris, to deliver the urn and collect payment.

Enge debriefs the PCs on what to expect at the ball, and the party has another fourteen days of downtime to prepare. Review "Downtime Before the Ball" in this chapter and "Downtime in Luthadel" in appendix E to familiarize yourself with the party's options.

At the ball, the PCs must attempt to make a good impression on Guiverre. Review the "Running the Ball" section carefully, especially the "Guest List" and the Rising Reputations event, which tracks the party's social status as they dance, debate, and help Cadme resolve a love triangle with Anastas Elariel and Delina Tekiel.

After Delina's engagement announcement, the PCs are invited to Guiverre's private study to trade secrets, learn more about the Eternity Spike, and potentially win over Guiverre as an ally. The night ends with the party making a hasty exit through a hedge maze full of hazekillers, fleeing an enraged Delina.

By the end of the chapter, the PCs learn the Gilded Few will never stop pursuing the Eternity Spike, and the Spike itself is indestructible—meaning the party must find an enduring way to keep the artifact safely hidden and out of Gilded hands.

Character Advancement

The Era 1 characters start this chapter at 2nd level and advance to 3rd level after fleeing from Delina.

PCs can pursue personal goals during downtime. PCs who obtained Vadilek's Hemalurgy notes (see "Handling Hemalurgy" in this book's introduction) have a chance to progress a "Learn About Hemalurgy" goal.

Timeline and Downtime

This chapter includes thirty-five days of downtime, split into two sections. The Chapter 2 Downtime table shows how downtime falls relative to the chapter's key scenes.

Chapter 2 Downtime

Order	Scene Title	Scene Description	Duration
1	Downtime on the Canal	The PCs have downtime while they travel home via canal.	21 days
2	A Cordial Invitation	After arriving in Luthadel, the PCs receive Lord Seeris's invitation and meet with Enge and Cadme.	—
3	Downtime Before the Ball	The PCs have downtime in Luthadel and prepare for the masquerade.	14 days
4	Soiree of Secrets	The PCs attend the masquerade in Fellise after completing downtime in Luthadel.	—

Start the chapter by running "Downtime on the Canal."

Downtime on the Canal

During the uneventful twenty-one-day canal trip from Urteau to Luthadel, the PCs can engage in downtime activities (as described in the "Downtime" section of chapter 9 of the *Mistborn Handbook*). If the party retrieved Vadilek's Hemalurgic texts, they can study them during this downtime (see "Handling Hemalurgy" in this book's introduction). The PCs can also examine the Eternity Spike (see "Weight of Eternity") or interact with NPCs on the boat, potentially including Cynwise and the other Urteau refugees.

Enge has information to share with the party (see "A Deadly Graduation"). She also welcomes companionship with the PCs, but she declines any invitations to leave the boat during chapter 2 (see "Handling NeBaal" in this book's introduction). Enge primarily spends downtime working on her secret project, the unique bold blue mistcloak.

Weight of Eternity

During the journey, the mists react strangely to the Eternity Spike, occasionally gusting away and staying repelled—leaving the boat oddly exposed in an empty bubble of air. If a PC spends a few hours examining the Eternity Spike, they learn it has the Mist-Repellant and Reactive to Touch traits (see ***Eternity Spike*** in appendix C).

A Deadly Graduation

Enge wants to talk. When the PCs strike up a conversation or on the last night of the voyage (whichever comes first), Enge tells the party the following:

- Enge apologizes for hiding her noble background from the crew. It's a part of her past she hoped to forget.
- Enge's uncle, Vadilek, was a noble supremacist who wanted to mentor "the next Lord Ruler." To achieve this, he pitted his secret cadre of noble Allomancer mentees—the Gilded Few—against each other in tests called the Midnight Trials.
- As a Smoker, Enge's job was to keep the trials hidden. But when Vadilek came to believe that the Steel Ministry had hidden metallurgic science, he ordered Enge to infiltrate the Ministry and hoped she would become an Inquisitor. She refused, renouncing her title, and left.
- Enge is apologetic for bringing the Gilded Few down on the party, warning the PCs are sure to be hunted from here on.
- Enge wasn't aware Vadilek eventually became an Inquisitor himself, or that he was planning to torture and kill a thousand people. She was shocked when Vadilek chose her as his heir; his favorite had been Shan Elariel (until Shan died), with Delina Tekiel as his second choice.

Same Old City

As the canal boat reaches Luthadel, read:

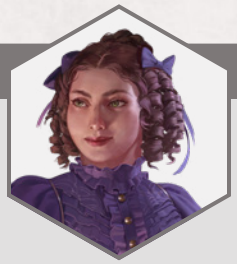
> Luthadel towers on the horizon, a city of extremes—skaa and nobles, downtrodden and privileged, hope and despair. Your smuggling boat glides into port and the world continues, unaware of the secret you bear. Everyone thinks the Lord Ruler is gone for good—but with the Eternity Spike, a new one may rise.

The PCs can dock and secure the canal boat. If the party brought the prisoners to Luthadel, Cynwise finds the skaa accommodation in an empty warehouse nearby. The PCs can follow up with them during "Downtime Before the Ball."

When the PCs are ready to proceed into the city, continue to "A Cordial Invitation."

A Cordial Invitation

Shortly after the PCs reach Luthadel, Cadme (**con artist**) shows up. A close friend of Enge's and a well-connected fixer, Cadme is responsible for the Urteau urn-smuggling job at the start of chapter 1.



Roleplaying Cadme

Characteristics: Dazzling, restless, flirtatious.
Goal: Maintain freedom. Profit.
Appearance: Cadme ("CAD-may"; she/her) is a short, rosy-skinned, full-figured woman whose inviting smile and wide, innocent eyes are framed by bouncy, well-styled curls.

Cadme is charming and vivacious, adept at earning trust and setting people at ease. Despite her skills, she was once briefly imprisoned, and she's quick to run if her freedom seems threatened.

A sincere romantic, she casually shares increasingly bizarre anecdotes about her tumultuous love life—like when she won her ex-lover's prized pony by betting her own hand in marriage in a game of shelldry.

Getting Paid: Guiverre's Ball Invitation

Cadme is pleased to see the silvery urn the PCs smuggled out of Urteau. She explains the next step of their job:

- The buyer is a noble named Guiverre Seeris (he/him), who's asked the party to deliver the urn personally—at a secret ball he's holding two weeks from now. He'll provide the promised payment of 600 boxings.
- The ball circuit stopped during the house war and never resumed under Elend Venture's rule, so the whole affair is hush-hush. It's hosted in Fellise, an upper-class suburb an hour outside Luthadel.
- The covert soiree celebrates the rumored engagement of Delina Tekiel to Anastas Elariel (he/him). Cadme makes a sour face while imparting this (see "Cadme's Complication").

Give the players the "Ball Invitation" handout (from appendix D) or read:

> Dearest Engeanthe (and Friends),
>
> You are cordially invited to a secret masquerade at the Seeris Estate in Fellise (details enclosed). I look forward to enjoying your company at the most exclusive and clandestine event of the season.
>
> Present this invitation to secure admittance. Your entire contingent is welcome, regardless of rank or station. There is no dress code, to suit our new era—but do come wearing a mask.
>
> Be sure to bring the curio you retrieved from Urteau. Await my summons after the second dancing set concludes, and your reward will be as handsome as I, if not more so!
>
> Your utmost discretion is appreciated, to avoid unwanted attention.
>
> With Great Affection,
> —Lord Guiverre Seeris
>
> P.S. A little mist-sprite told me you may have brought an unwanted problem back with you from Urteau. If so, I might have some insights to consider.

Cadme will attend alongside the PCs under her noble alias, Sarafine Casuana. She'll arrange travel to Fellise for the group to deliver the urn.

Guiverre and Idren: Familiar Names

The PCs may recognize that at Velstane's in Urteau, Guiverre Seeris was the name circled in the tailor's ledger. Additionally, the PCs have likely seen the Seeris name elsewhere: A corpse in the Gilded Few's compound held a letter written to Lord Idren Seeris from his father, beseeching him to come home (see area C13 in chapter 1).

If the party mentions the letter addressed to Idren, Cadme confirms that Guiverre's son, Idren Seeris, recently died. She doesn't know the exact circumstances, as the grieving Lord Seeris refuses to speak on the matter.

Enge's Insight

After the PCs review the invitation, Enge sighs heavily, saying the invitation is more than it seems. She explains the following:

- If Enge has the party's blessing, she fills Cadme in on Vadilek, the Gilded Few, and the Eternity Spike, swearing her to secrecy.
- Enge suspects Delina will use the ball to consolidate Gilded Few support among the Luthadel nobility.
- Enge guesses Delina's fiancé, Anastas Elariel, is either already a member of the Gilded Few or will soon become one, under Delina's influence.
- Enge is unsure whether Guiverre Seeris is involved with the Gilded Few, but she notes he's a Seeker, so the party should be careful using Allomancy around him.



CADME AS SARAFINE CASUANA

JUST HIEU

Cadme's Complication

Cadme is clearly shocked at Enge's news, and if the PCs inquire, Cadme confesses she's romantically involved with Anastas, though he only knows her as her alias Sarafine. She knew Anastas was betrothed for political reasons and was studying under Vadilek, but she had no idea about Vadilek's sinister ambitions.

Convict Legacy Moment

The Convict met Cadme while imprisoned together years ago, but lost touch after Cadme escaped. Ask the Convict to describe their relationship with Cadme and whether it was romantic. Cadme trusts the Convict, but she'd rather forget her time in prison.

During downtime, Cadme approaches the Convict to speak alone. She confides that Anastas only knows her by her noble alias; she worries he won't accept her true identity. Before she departs, Cadme warns the Convict to be careful, as she's heard Vadilek had informants watching Enge and the crew.

Chalk Talk

After Cadme departs, Enge produces a chalkboard and prompts the PCs to plan. She says:

"It's time to get paid! And I think the famously learned Lord Seeris is offering information. With his fancy-pants esoteric knowledge, he might actually have a solution to our spike issue. But Guiverre is savvy. He won't risk his neck if we seem like a lost cause. If we make a good impression at the ball, we'll be in a stronger position to negotiate.

"Now, Delina and the Gilded Few are sure to be stirring the pot—they can't murder us on the dance floor, but walking into that ballroom unprepared is like strolling unarmed into an ambush. We have two weeks to prepare, so let's plan."

During planning, Enge suggests the following goals if the PCs don't, writing them on the chalkboard:

Get paid! This is non-negotiable. The crew won't be able to survive or maintain the boat without the 600 boxings.

Make an impression. The PCs need to dance, socialize, and come off as competent and strong, or Guiverre and his guests will likely align with Delina.

Learn what Guiverre knows. Enge emphasizes that when the PCs meet privately with Guiverre to collect payment for the urn, that's the perfect opportunity to discuss the Eternity Spike with him.

While the PCs take the carriage to Fellise with Cadme, Enge plans to stay with the Eternity Spike on the canal boat in Luthadel, pointing out that Delina already tried to kill her once. (If the PCs press, refer to "Handling NeBaal" in this book's introduction.) She enthusiastically offers to help prepare during downtime, assisting with tasks like upgrading the hideout, crafting outfits, and providing dancing lessons.

Downtime Before the Ball

Ask players how they prepare for the masquerade and how they want to spend their fourteen days of downtime before the ball. In addition to normal downtime activities (see "Downtime" in chapter 9 of the *Mistborn Handbook*), *Mistborn Legacy* also offers unique downtime options PCs can experience during this adventure.

A few unique activities are available during this downtime before the ball, which the PCs may find especially beneficial:

Suiting Up. The PCs acquire suitable outfits.
Dancing Lessons. Enge teaches the PCs to dance.
Resettling Refugees. The PCs help the prisoners from Urteau.
Research (Rumors). The PCs hit the streets to learn local rumors relevant to the story (see the Rumors table).

Refer to "Downtime in Luthadel" in appendix E for a full list of the downtime options available for Era 1 *Mistborn Legacy* PCs.

Veteran Legacy Moment

During downtime, Saphee (**garrisoner**, she/her), a former trainee who idolizes the Veteran, tries to recruit them into the service of House Seeris. Ask the Veteran to describe how they heroically impacted her life.

The Veteran can rely on Saphee's admiration to call in one favor prior to or during the ball by making an applicable skill test (DC 10). On a success, Saphee helps as directed, and the Veteran gains an advantage on social tests involving Seeris guards. On a failure, she feels unfairly pressured, becomes disillusioned with the Veteran, and is later recruited by the Gilded Few; the next time a combat scene includes a garrisoner, it is Saphee.

Rumors

Rumor	Rumor Has It...
No More Balls	Elend emancipated the skaa and established an elected Assembly with equal seats for nobles, skaa, and an emerging middle class of merchants. Under Elend's egalitarian rule, the lavish parties of the Great Houses are a thing of the past.
Looming Siege	Straff Venture is marching on Luthadel. The populace is losing faith in King Elend's "experiment" with the Assembly.
Labor Struggles	Businesses reliant on cheap labor struggle to cover mandated wages. Tensions between employers and workers are high.
Fallen Houses	Luthadel's Great Houses either retreated or fell during the war and rebellion. Surviving Great House scions and leaders of minor houses (like House Seeris) aspire to fill the power vacuum. Some nobles have abandoned their Luthadel homes, favoring residences in Fellise.
Habren's Benefactor	Lord Habren won a seat on the Assembly with support disproportionate to his influence. He may be a proxy for a more powerful house.
Guiverre Seeris	Guiverre is well educated, laid-back, eccentric, and a Misting Seeker. His son, Idren, recently died under mysterious circumstances.
Tekiel and Elariel	Most of House Tekiel were murdered during the revolution, but Delina Tekiel survived. House Elariel fell to the rebellion, and though Anastas Elariel is a Mistborn, he's no power player.

Soiree of Secrets

The day of the ball arrives. At the masquerade in Fellise, the PCs must survive two dance sets, make a good impression on Guiverre, and prevent Delina from recruiting more nobles for the Gilded Few.

Cadme, Carriages, and Contingencies

Cadme arranges a carriage to the Seeris Estate in Fellise, an hour outside of Luthadel. She wears a flowing amethyst gown that suits her round figure and a mask that looks like ravens in flight.

Cadme gives each PC a small black ***raven whistle*** (detailed in appendix B) that sounds like a raven's caw when blown. If they need to leave the ball in a hurry, the whistle is the signal to rendezvous at the front gate.

During the carriage trip, Cadme is distracted and uncharacteristically quiet; if asked, she shares her predicament (see "Mist-Crossed Lovers").

Time Skip Connection

Cadme's ***Raven Mask*** (detailed in appendix B) is repurposed by NeBaal in chapter 4, eventually becoming a piece of the Gilded Map the PCs need to acquire in Era 2 (see chapter 5).

JOSHUA CHIA

BALLS ARE NO LONGER HELD IN LUTHADEL, SO THE NOBILITY HAVE MOVED TO FELLISE.



Arriving at the Ball

The PCs arrive to find the manor grounds dark, surrounded by a makeshift wall topped with broken glass, with hazekillers patrolling the perimeter. The estate appears more prepared for defense than celebration. A guard (**garrisoner**) greets the PCs and asks for identification. Cadme hands over the urn for delivery to the "gracious host." After a glance at the ball invitation, the guard opens the doors. Read:

> Warmth, light, and music spill out onto the mist-shrouded steps. Guests in glittering finery and extravagant masks mingle behind windows covered with colorful tapestries, concealing the attendees' mirth from prying eyes.
>
> Holding court is Lord Seeris, a finely dressed middle-aged man wearing a fox mask. He gesticulates with hands covered in rings. Nearby stands a dark-haired woman, taut and imposing in a gown of gold and white. Her mask is feline—predatory.

As the PCs enter, ask them to describe their outfits and masquerade masks. The PCs can make an entrance and mingle before waiters direct the party to their table.

Running the Ball

First, review "Special Rule: Dance Sets" for an overview of the evening. To start the ball, introduce the Rising Reputations event to the players, then begin the first dance set.

Special Rule: Dance Sets

The ball centers around two dance sets, each with two phases. The PCs aren't due to meet with Guiverre until after the second dance set, but their performance affects his opinion via the Rising Reputations event. The dance sets flow as follows:

Dance Set One

Phase	Action
Phase 1: Dinner *30 minutes*	PCs gather at their table for dinner.
	Introduce "Seeris Manor."
	Outline the "Guest List."
	Explain the side activities available to PCs interested in "Mingling."
Phase 2: Dancing *20 minutes*	The PCs split up to dance and mingle.
	Cadme initiates "Mist-Crossed Lovers" now (if not before).
	Each PC can make 2–3 tests for "Mist-Crossed Lovers" or do one side activity (see "Mingling").

Dance Set Two

Phase	Action
Phase 1: Dessert *20 minutes*	PCs gather back at the table for dessert.
Phase 2: Dancing *20 minutes*	The PCs split up to dance and mingle.
	Each PC can make 2–3 tests for "Mist-Crossed Lovers" or do one side activity (see "Mingling").
	Duvall approaches for a debate now (if not before).
	"Mist-Crossed Lovers" must be completed now (if not before).

After the second dance set concludes, proceed to "Engagement Announcement."

Seeris Manor

Seeris Manor includes the following areas:

Grounds. The gardens feature a crimson hedge maze and exotic plants with yellow and orange leaves, free of ash. A carriage house and stables stand near the front gate.

First Floor and Ballroom. Guests congregate in the grand ballroom. A string orchestra plays while couples glide below an impressive crystal chandelier. The north wall features a mural of fantastical animals. Tables where guests are served food and drink surround the dance floor.

Second Floor. The second floor contains empty guestrooms, a modest library, and a balcony overlooking the ballroom.

Third Floor. This floor houses bedrooms, Seeris's private library, and his study—all off limits and guarded by four **hazekillers**.

Guest List

The following notable guests are attending the ball.

Lord of the Manor: Guiverre Seeris

Guiverre Seeris is an ally to the Gilded Few, but his allegiance is tenuous following the sacrifice of his son, Idren (see "Roleplaying Guiverre Seeris" later in this chapter). Guiverre spends both dance sets socializing and hosting. He doesn't reveal what he knows to the PCs until their private audience after the second dance set.

Guest of Honor: Delina Tekiel

Delina Tekiel doesn't approach the PCs, but she may accept a dance invitation. The ball is in her honor, and she's always surrounded by other eager nobles. Delina is

bold and direct, but she withholds information about herself or the Gilded Few, spending focus to resist influence if necessary.

Delina wants to investigate rumors that Enge isn't dead, reclaim the Eternity Spike, and draw Anastas into the Gilded Few by solidifying their engagement. See "Notable Characters" in this book's introduction for more information on roleplaying Delina.

Gilded Few

Several young nobles from the Gilded Few number among the guests, including:

- **Duvall Haught** (he/him), a Hemalurgy expert angling to be Delina's second in command (and the main antagonist of chapter 3).
- Yestal Haught (**advisor**, he/him), friend of Idren and brother to Duvall.
- Triss Urbain (**socialite**, she/her), friend of the late Idren Seeris.
- **Silla Buvidas** (she/her) and **Caridus Buvidas** (he/him), if they survived chapter 1.

Everyone is under strict orders from Delina to be civil—at least until her engagement is announced—but the Gilded Few are still eager to embarrass the PCs socially (see "Mingling").

Other Guests

Other members of high society fill out the ballroom, including Cadme, **Anastas Elariel** (see "Mist-Crossed Lovers"), and court gossip Kliss (**informant**, she/her), a short blond woman who zips around the party spreading rumors (see the Rumors table earlier in this chapter). Assembly member Lord Haltier Habren (**socialite**, he/him), deeply in the Gilded Few's pocket, also hovers near Delina.

Staff and Security

The manor's servants (**commoners**) are mostly skaa, now paid minuscule salaries in compliance with recently enacted labor laws. A fleet of Seeris guards (**garrisoners**), led by elites (**hazekillers**), patrol the manor and grounds.

Urchin Legacy Moment

Early during the ball, Kliss approaches the Urchin, who recognizes her as an information broker. Talking to Kliss gives the Urchin a valuable chance to spread a rumor about one of the guests. Work with the player to create the rumor they want to spread. If the Urchin leverages that rumor later, they gain an advantage on related tests.

Event: Rising Reputations

When the PCs arrive at the ball, introduce the Rising Reputations event to the players (see "Events" in chapter 9 of the *Mistborn Handbook*). This positive event, which has five slots, tracks the PCs' progress toward earning the respect of Guiverre Seeris and his guests.



Progressing the Event

When a PC gains an Opportunity during the ball, they can spend it to progress the event by 1 if they explain how they improve their own social standing or damage that of their enemies. In addition, each of the following progresses the event by 1:

- All PCs successfully dressing to impress (see "Suiting Up" in appendix E).
- Reuniting Cadme and Anastas in "Mist-Crossed Lovers."
- Each time a PC dances impressively (see "Dancing").
- Winning when "Debating Duvall."
- Winning when "Dueling."

Official Legacy Moment

When introducing Rising Reputations, tell the Official they can rely on their former title's prestige to turn one Complication into an Opportunity with which to progress the event. When they do so, ask the Official to describe how they cover up a scandal by using their professional reputation or working with old Steel Ministry contacts. This could be a moment for the Official to confront any conflicted feelings about their work with the Steel Ministry after the fall of the Final Empire.

Triggering the Event

If you fill all five event slots, the event is triggered, and the social temperature of the room shifts. The nobles regard the party with interest and envy. Guests begin asking the PCs to dance, and all Presence tests the PCs make gain an advantage for the rest of "Soiree of Secrets."

Guiverre, though busy, stops by to comment to the party, "You're making quite the splash! I'm looking forward to our little business meeting later." Kliss approaches to compliment the PCs on their outfits; she asks for the inspiration behind them and where they got them.

Time Skip Connection

If the PCs trigger the Rising Reputations event, note what the PCs tell Kliss about their outfits. In chapter 8, the party's attire has inspired a historical trend featured at the fashion show.

Mist-Crossed Lovers

If the PCs approach Cadme, or during phase two of the first dance set (whichever comes first), read:

> "There's Anastas," Cadme says, blushing subtly. She tips her mask in the direction of a young nobleman dressed in green and gold. He stands on the sidelines, his right arm resting in an emerald-studded sling.

If she hasn't already, Cadme shares about her romantic involvement with Anastas (see "Cadme's Complication" earlier in this chapter). Cadme believed Anastas had chosen to follow his family's wishes and marry Delina… until last night, when he asked Cadme—as Sarafine—to elope. Cadme concludes:

> "I panicked and said no! I didn't want to ruin tonight's job. And I'm still not sure whether he's in the Gilded Few." Eyes on Anastas, Cadme sighs. "But I love him. Or… I think I do! But… what do I know—I've been lying to him for a year. He doesn't even know my real name. But if I do nothing, he'll end up married to Delina, a murderous cult leader!"

Roleplaying Anastas Elariel

Characteristics: Indecisive, Earnest, Romantic.
Goal: Choose between running away with his lover or formalizing his engagement to his betrothed.
Appearance: Anastas Elariel ("an-AHS-tus eh-LAIR-ee-al"; he/him) is a fashionably dressed nobleman with amber skin, tightly curled auburn hair, thick eyebrows, and watery gray eyes.

Anastas is one of several Mistborn from the powerful House Elariel—but he never took to his training, preferring writing poetry over bloodshed. Kind and sensitive, Anastas is treated as an afterthought in noble society, and he's avoided joining the Gilded Few, whose extremist ideology he doesn't share. Privately, he prizes his principles and personal contentment over wealth and power, but he needs help standing up against social pressure to be a "proper" Mistborn.



ANASTAS ELARIEL

JUST HIEU

Running the Endeavor

If the PCs agree to help, run the attempt to reunite Cadme and Anastas as an endeavor (see "Resolving the Endeavor") that spans both dance sets. During phase two of each dance set (see "Running the Ball"), each participating PC can make two or three contributions toward this endeavor. By the end of the second dance set, the PCs must complete the three following objectives by obtaining at least 2 successes per objective:

Confirm Anastas's Loyalties. It takes persuasive arguments (DC 15 Persuasion) to convince Anastas to talk. Alternatively, the PCs might gather this information elsewhere at the ball. Trading rumors with notorious gossip Kliss—or buying a rumor for 25 boxings—also yields useful information. After two successes, the PCs learn the full truth (see "Anastas's Allegiance").

Answer Anastas's Concerns. If the PCs don't reveal Cadme's true identity, Anastas is crushed, wondering why Sarafine rejected him—was it his failure as a Mistborn? If the PCs do reveal Cadme's true identity, Anastas is shaken—was the whole relationship just an act? The party must provide some sort of answer to address Anastas's concerns and make a relevant test. They might help keep Cadme's secret (DC 14 Deception), explain her love is pure no matter her name (DC 14 Persuasion), or try to empathize with Anastas's feelings (DC 14 Insight). Arguments appealing to Anastas's romanticism (DC 13 Insight or Lore) gain an advantage, but answers that make Anastas feel intimidated or pitied for his injury automatically fail. This is a good place to raise the stakes.

Cadme's Secret Proposal. For this objective, the PCs must find the perfect location for a romantic proposal by scouting the manor (DC 12 Insight or DC 11 Survival) or asking around (DC 14 Leadership); the earlier "Seeris Manor" section lists options the PCs can choose from. With a location chosen, the PCs can help Cadme stage the proposal. She could use help ducking out of the party (DC 13 Stealth or Deception) and making the proposal feel special (DC 12 Leadership, Lore, or Crafting). The PCs can also give Cadme advice or help keep her calm (DC 13 Insight).

Anastas's Allegiance

Anastas's induction into the Gilded Few was supposed to happen a year ago, during an assassination attempt on Elend Venture that killed Anastas's cousin, Shan. The embarrassing failure and permanent nerve damage to his arm kept Anastas from becoming further enmeshed with the Few.

Noble Legacy Moment

The Noble knows Anastas from childhood and can reconnect during this endeavor. Ask the Noble to define the nature of their prior relationship, and to discuss a struggle with their own family that mirrors Anastas's. If they share it with Anastas, they gain an advantage on tests to contribute to the "Mist-Crossed Lovers" endeavor.

Gilded Complications

On a Complication, the Gilded Few nobles meddle. They may approach the PCs, pushing them into the "Mingling" activities and taking a PC away for the rest of the set. Alternatively, Delina may interfere with Anastas by asking him to dance or lingering nearby, which imposes a disadvantage on PC tests to influence Anastas for the remainder of the set.

Resolving the Endeavor

To succeed, the PCs must obtain at least 6 successes (2 per objective) before 5 failures, or otherwise complete all three objectives. If the PCs don't successfully complete the endeavor by the end of the second dance set, the endeavor automatically fails.

Success. Cadme reveals her true self, Anastas chooses love over familial obligation, and the two agree to elope. Both thank the PCs and appear in future chapters as allies.

Failure. If the PCs fail to convince Anastas, he heartbrokenly refuses to meet Cadme and goes through with his engagement to Delina. If the PCs fail to plan Cadme's proposal or confirm Anastas's loyalties, she gets cold feet, fleeing to the carriage.

Either way, the outcome impacts the "Engagement Announcement."

Time Skip Connection

In chapter 6, the Era 2 PCs meet Anastas's descendant, Marthis. Marthis is related to either Cadme or Delina, depending on the outcome of "Mist-Crossed Lovers."

Mingling

PCs not occupied with "Mist-Crossed Lovers" can do any of the following during a dance set.

Dancing

A PC can secure a dance partner by succeeding on a DC 13 Persuasion test, losing 1 focus on a failure as the NPC declines. If the Rising Reputations event has been triggered, NPCs always accept, and they begin proactively asking the PCs for dances.

Members of the Gilded Few may mockingly approach to ask a PC to dance, in an attempt to intimidate or embarrass them. If the PC obliges, they gain a disadvantage on their Agility test; raise the stakes on the test. A PC who declines loses 1 focus.

Have each dancing PC make an Agility test, then compare the result to the Dancing Prowess table to determine how well they perform. Unless the PC has the High Society expertise or practiced dancing during downtime, they gain a disadvantage on this test.

Dancing Prowess

DC	Result
10 or lower	Embarrassingly bad. The PC loses a focus.
10	Passable. The PC doesn't leave much of an impression.
15	Stylish and suave. The PC gains an advantage on their next Presence test against their dance partner.
20+	Stunningly impressive. Have the PC describe how they command the dance floor. Progress the Rising Reputations event by 1. If applicable (and if the player consents), the PC's dance partner is smitten with them.

Noble Legacy Moment

Delina recognizes the Noble PC and approaches to ask if they're ready to return to good company. If the Noble answers with repentance and deference (truthfully or not), Delina offers them a dance (no test required). Otherwise, Delina makes a show of rejecting them. Either gets the Noble noticed, gaining them an advantage on tests to interact with other nobles—either those aligned with or opposing Delina.

Debating Duvall

PCs who engage in intellectual conversations (or who linger alone at the table) attract the attention of **Duvall Haught**, who seeks to publicly debate them on matters of noble superiority. (Refer to "Roleplaying Duvall Haught" in chapter 3 for more on Duvall.) Duvall poses the following questions:

Do the PCs believe nobles should rightfully lead the populace? Duvall believes nobles are born to lead and are, by Allomantic birthright, superior to others. He casually shows off his Coinshot abilities.

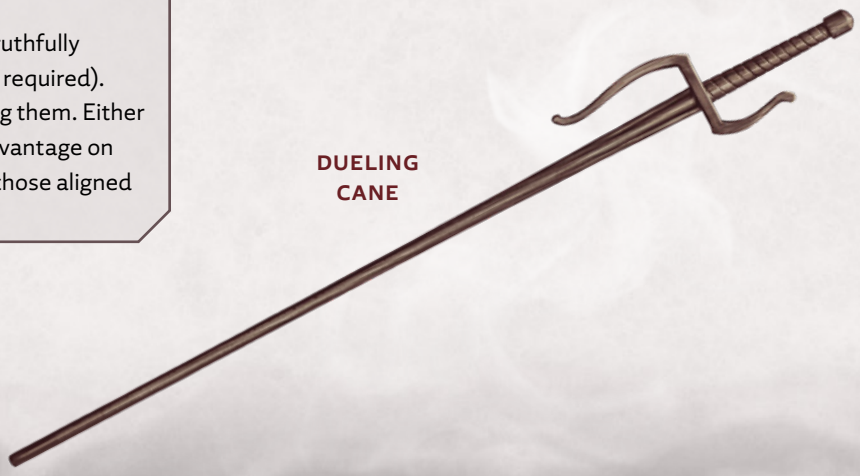
Do the PCs think Luthadel is better off after the revolution? Duvall argues Luthadel is now a nest of violence, destruction, and instability. He mentions he's helping clean up the mess by opening a charity hospital.

Do the PCs believe the Assembly is a functional government? Duvall points to the internal bickering and Elend's naive leadership. He goads anyone who disagrees into a 50-boxing bet that the boy-king will be deposed within a few months.

If a PC responds to a topic, they make an opposed Leadership or Lore test vs. Duvall's Leadership (+4). If the party succeeds on tests for two of the three topics, progress the Rising Reputations event by 1. Each time a PC fails this test, they lose 1 focus.

Dueling

One of the Buvidas siblings—or if neither twin survived, Yestal Haught (**advisor**)—challenges the PC to "a crucible," a ritualistic Gilded Few duel, and invites others to watch. Only attacks that deal impact damage are allowed in the duel. The NPC wagers 50 boxings on the bout and forfeits if reduced to half health. The PC loses if they choose to forfeit or are reduced to 0 health. To forfeit, a character must say, "The fire reveals, I cede to the worthy."



DUELING CANE

ANNA VERHOOG

Engagement Announcement

After the second dance set concludes, Guiverre makes a grand announcement. The outcome of the "Mist-Crossed Lovers" endeavor affects this scene; if the endeavor wasn't completed, it ends now, in failure.

As the dance set ends, read:

> The violins' final note hangs as the second dance set closes. Two immaculately dressed stewards bring out a familiar silvery urn, while Guiverre stands at the front of the room, Delina on his arm.
>
> "Well, it's been quite a year, hasn't it? Many familiar faces are missing from the crowd." Guiverre's dark eyes shine in the chandelier light. "But tonight proves nobility endures. We shall always find beauty in the ashes and dance till our feet bleed—Venture be damned! While we all still have our hearts and our heads, let's celebrate! Starting with an engagement gift for the beautiful couple... Ah, but where is Anastas?"

If the PCs failed to reunite Cadme and Anastas, read:

> After a moment's pause, the crowd parts, all eyes on Anastas Elariel. He grimly walks forward.
>
> "Let us raise a glass, to the happy couple!" Guiverre proclaims.
>
> Delina extends her hand to Anastas, saying, "Together, we'll build a stronger Empire." Anastas nods weakly and the two share a stiff kiss.

If the PCs succeeded in reuniting them, read:

> The room falls utterly still. Delina stands stiffly, surveying the crowd with white-hot intensity. Another painfully long moment passes before Guiverre cuts in.
>
> "What an atrocious time to decide to visit the bathroom! We'll grab our groom-to-be and reconvene shortly. Until then, more drinks, more dancing!" The violins start up again, and shocked conversation floods the room. Delina remains standing in her beautiful ballgown, imperious and alone.

As the crowd disperses, a servant appears to collect the PCs.

A Silken Snare

The PCs attend their scheduled audience with Guiverre. This loaded conversation decides Guiverre's allegiances.

A Casual Affair

When the servant guides the party upstairs to Guiverre's private study, read:

> Guiverre's study is decorated with artifacts and framed maps commemorating travels across the empire. Five massive stained-glass windows line the outer wall, depicting landscapes from different dominances in the colored panes.
>
> Framed by the massive windows, Guiverre leans against his desk, scattered with papers. He raises a glass in greeting.
>
> "Welcome! Did you enjoy my secret soiree?"

Under his airy demeanor, **Guiverre Seeris** is grieving both his son and Luthadel's bloody revolution.

Guiverre presents 600 boxings, the payment for retrieving the silvery urn—Delina's engagement gift—from Urteau. If the urn became dented in chapter 1, he gives the PCs a judgmental look and docks 50 boxings off the payment. Either way, he pours the PCs a celebratory drink.

Roleplaying Guiverre Seeris

Characteristics: Self-serving, personable, well-educated.
Goal: Ensure the continued success of House Seeris.
Appearance: Guiverre Seeris ("gwee-VAIR SEER-iss"; he/him) is a middle-aged, fair-skinned nobleman with long, glossy black hair, a thin mustache, and dark, unreadable eyes. Precious gems glint on his fingers.

Guiverre cultivates a laid-back, eccentric reputation, but his casual exterior hides a determination to survive with comfort and luxury.

Delina (as the current de facto leader of the Gilded Few) has charged Guiverre with finding information on Enge and the Eternity Spike. However, his idle interest in Vadilek's vision of a noble utopia soured after Guiverre's impressionable son, Idren, willingly became a sacrifice for Vadilek's plan. Inwardly angry and grieving, Guiverre is looking for a justification for breaking away from the Gilded Few.

Chronicler Legacy Moment



The Chronicler recognizes a piece of their own work on Guiverre's shelves. Ask the Chronicler what the work was about and why it gained an audience. If the Chronicler appeals to Guiverre by using his interest in their writing, they gain an advantage on all tests during this scene.

Trading Tidbits: Boxing for Boxing

Guiverre suggests an old party game: "Boxing for Boxing," inviting each PC to ask one question, provided they first answer a question in exchange. He explains the rules. Each PC takes one turn, proceeding as follows:

1. The PC asks a question.
2. Guiverre asks a question.
3. The PC chooses to answer or drink.
4. Guiverre chooses to answer or drink.

A PC can lie or mislead Guiverre (DC 15 Deception), or they can answer truthfully and try to win him over (DC 13 Persuasion). Each PC gains an advantage on this test if the party triggered the Rising Reputations event. Attempts to deceive Guiverre are good places to raise the stakes.

If a PC drinks instead of answering, they can shake off the alcohol with a successful DC 12 Discipline test. On a failure, they become Diminished [Awareness −1] for the next hour.

Using Allomancy on Guiverre

Guiverre is a Seeker and spends 1 Investiture to Burn Bronze (▶) during this scene. If any PCs try to manipulate Guiverre with Allomancy, he says he can sense what they're doing and is unimpressed; the triggering test automatically fails.

Mentioning Idren's Body

If a PC mentions finding Idren's body in Urteau or produces the letter found on the body, Guiverre's composure shatters. He weeps and asks if his son looked peaceful. If the party handles this exchange with empathy, the next test a PC makes gains an advantage.

Guiverre's Questions

- "Let's not waste each other's time. I know you have the Eternity Spike. So, the real question is—what do you plan to do with it?"
- "You're aware the Eternity Spike can never be destroyed, yes? There's too much power contained inside—a thousand harrowed souls fueled its creation. Are you truly ready to assume responsibility for a burden that's sure to outlive us all…?"
- "You do realize Vadilek's disciples will never stop hunting you, so long as you have the Spike? Of course you do. So how do you plan to deal with Delina and the rest?"
- "How is our dear Engeanthe? A shame she didn't join us. She'd fit right in; she's told you she's really a noble, I assume. And… where is she tonight, exactly?"



LORD GUIVERRE SEERIS

ALEXANDR LESKINEN

Guiverre's Answers

Guiverre always answers questions about the following:

Vadilek or Idren. "I met Vadilek when he became a mentor to my son, Idren. Vadilek prattled on about the importance of noble Allomancer bloodlines and the objective rigor he used to seek humankind's most worthy. He claimed it was all a grand sacrifice to become 'the father of a new Empire.' Yet then he became an Inquisitor, abandoning his own humanity, and chose his mediocre Misting niece to ascend. Vadilek was a hypocrite, and my son died for him. It's no wonder such a fickle, self-involved man died with his legacy unfulfilled."

The Gilded Few or Enge. "The Gilded Few claim to be saving the world. I did believe in that purpose, once. But… even Vadilek chose his own niece over the Few, now didn't he? That's where our dear Engeanthe comes into the picture. And even his own blood, he didn't fully trust. Vadilek charged his pet spy to keep tabs on her—and on all of you, too, by the way."

Delina. "She's been cross since House Hasting murdered most of her family. The stress has left her a bit… cranky. A koloss would show more mercy. Still, I think she and I might make quite the team, if only I could trust her not to dash me to pieces once she has what she wants…"

The Eternity Spike. "Vadilek and I theorized such an object, once created, would be difficult to keep hidden and even more difficult to use. And the human body would need certain… modifications, to bear such power. Ah, but that's all in the past now." He gives you a long look, face unreadable. "Though… I do still have my notes from those conversations. And I'd hate to see all that hard work go to waste."

If the party asks further questions about Vadilek's spy or where Guiverre's information comes from, Guiverre gives a knowing smile and takes a drink rather than answering. For each drink Guiverre takes, the DC to deceive or persuade him is reduced by 2.

Guiverre answers most other questions truthfully—so long as doing so poses no threat to Guiverre himself.

Resolving the Scene

The scene ends after each PC asks a question. The party successfully wins Guiverre over if the number of successful tests equals or exceeds the number of failed tests during the scene. Either way, the PCs have a chance to read Guiverre's Hemalurgy notes (see "Eternity's Answer").

Success. If the PCs succeed, proceed to "A Change of Heart."

Failure. If the PCs fail, Guiverre remains loyal to Delina. Proceed to "Party's Over."

A Change of Heart

The PCs succeed, and Guiverre becomes an ally. Read:

> Guiverre pauses, amber liquid swirling in his glass, assessing you with dark eyes. "I'm going to help you," he says, seeming to surprise himself. Immediately, his demeanor changes. Springing to his feet, he pushes a hidden button. With a click, a wall panel in the room slides aside, revealing a secret stairwell.

> "Delina and twenty hazekillers are on their way here," he says rapidly, thrusting a leatherbound notebook toward you. "Take this, my notes—everything I know about the Eternity Spike. The stairs lead into the hedge maze; the gate lies beyond."
>
> His smile is wild and fierce—the first genuine one all night. He raises his glass in a farewell toast. "She'll annihilate you if she catches you… but she won't, now will she?"

See "Eternity's Answer" for the notes in Guiverre's notebook. Guiverre appears again in chapter 4. Proceed to "Hazekillers in the Hedge Maze."

Eternity's Answer

Guiverre shares his Hemalurgy notes with the party (regardless of whether they shift his allegiance). Studying these notes during downtime allows a PC to progress a "Learn About Hemalurgy" goal (see "Handling Hemalurgy" in this book's introduction).

The notes also include the following information:

- The Eternity Spike is made of a metal that absorbs power (nicrosil).
- The Eternity Spike is all but impossible to destroy.
- Hiding the Eternity Spike from the Lord Ruler would be difficult; notes speculate about burying it.
- A body would need to be prepared to accept the Eternity Spike; notes theorize about modifying the Inquisitor creation process to "turn someone into a Mistborn."



GUIVERRE'S NOTES

LUCAS TORQUATO

Party's Over

If the PCs failed to sway Guiverre, he gives no outward indication. Read:

> "You're clearly a clever bunch," Guiverre says. "So, tell me—what do you make of this?" He sets a leatherbound notebook on his desk and slides it toward you.

If a PC takes approximately five minutes to skim the notes (or talk with a vague and flippant Guiverre), they learn the information in the previous section, "Eternity's Answer." If the PCs become suspicious, a successful DC 12 Insight test reveals Guiverre is stalling.

If the PCs confront Guiverre or attempt to leave, he responds:

> "I do apologize for this little ruse, but you're playing a game of cat and mouse with an exceptionally dangerous cat. Lady Tekiel will be here any moment now." Guiverre shrugs, his smug silhouette dwarfed by his massive, expensive stained-glass windows. "And I never bet on the mouse."
>
> From outside, the sound of a shrill raven's caw pierces the night: Cadme's danger signal.

Otherwise, once five minutes elapse or the conversation begins to stall, read:

> From outside, a shrill raven's caw sounds a warning. Through the fragile panes of the massive stained-glass windows, beyond the darkened hedge maze below, your carriage awaits, ready at the gates. The raven's caw sounds again: Cadme's danger signal.

Either way, proceed to "Escape Routes."

Escape Routes

The PCs must find a way out, and they don't have much time. Twenty **hazekillers** approach the study, heavy bootsteps rapidly growing louder; exiting via the study door is obviously deadly.

The windows present a clear escape route. Jumping out a window into the garden below deals 2d6 impact damage to each character who jumps, plus 1d4 keen damage only to the first character who jumps.

Alternatively, a successful DC 17 Deduction test (or a successful DC 20 Intimidation test against Guiverre) reveals the secret exit to the hedge maze. If directly threatened, Guiverre attempts to flee.

Regardless of the party's exit route, proceed to "Hazekillers in the Hedge Maze."

Time Skip Connection

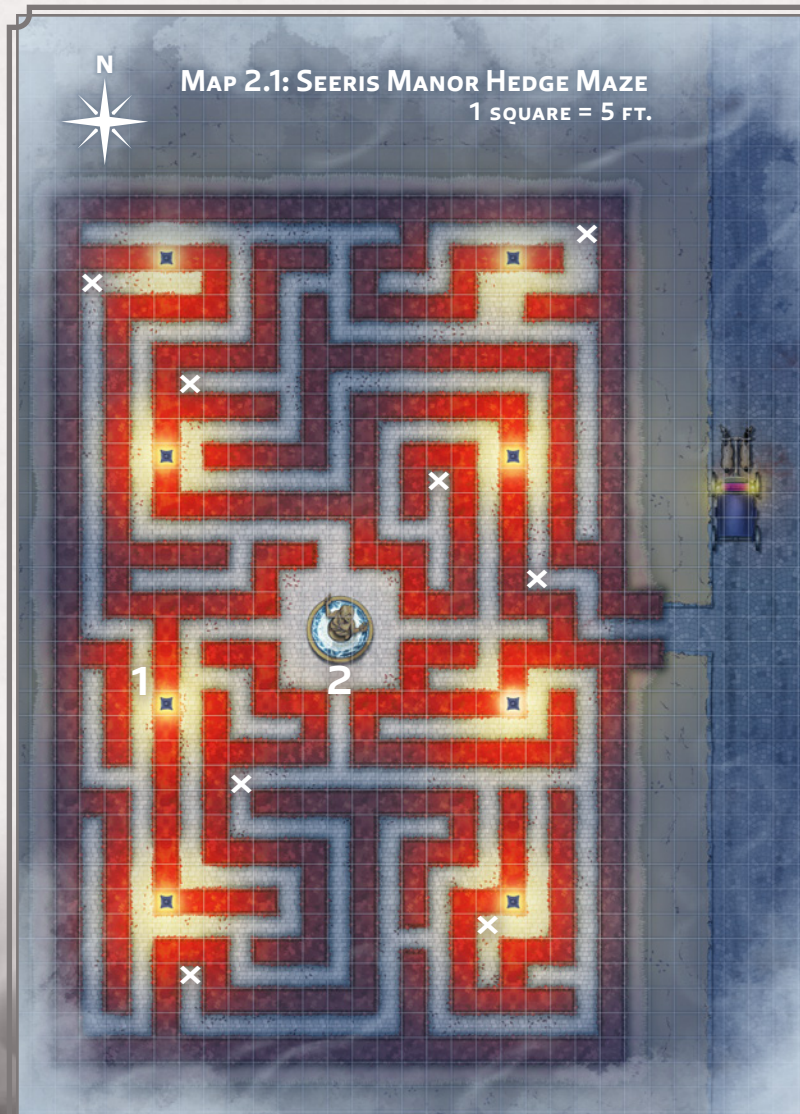
If the Era 1 PCs failed to win Guiverre over, he maintains his high society popularity; a statue of Guiverre the Scholar appears in Era 2 at the University of Elendel (see chapter 6).

Hazekillers in the Hedge Maze

As the PCs enter the hedge maze, read:

> Torchlight flickers chaotically between the blood-red branches of the Seeris Manor hedge maze. All around are the sounds of shouts, rustling leaves, and running feet.

Eight **hazekillers** start in the locations marked with an '×' on map 2.1. For simplicity, only move a hazekiller if the PCs can sense them or if the hazekiller sees or hears the PCs, and only run combat if a hazekiller is aware of a PC. The PCs start at point 1 if they leaped from the window or point 2 if they used the secret passage. The party's carriage waits at the east exit.



Map 2.1: Seeris Manor Hedge Maze
1 square = 5 ft.

MISKA FREDMAN

Battlefield Effects

The following effects are active for this combat:

Hedges. The thick, blood-red hedges are 10 feet high, creating natural walls. A character can attempt to damage a 5-foot section of the hedge by making an attack against the hedge's Physical defense (10). If a hedge section takes at least 5 keen, impact, or energy damage, characters can see and attack through the hedge. If a hedge section takes at least 10 damage, it's destroyed and characters can pass through. The hazekillers avoid damaging the hedges, except on ✵.

Hiding. The hedges, mist, and darkness make hiding easy, and attempts to hide in combat gain an advantage.

Wandering Hazekillers. A PC can Use a Skill (▶) to make a DC 12 Perception test. On a success, they determine the location of each hazekiller in their senses range, even if the hazekiller is behind a hedge.

Exiting. If a PC leaves the hedge maze by any means other than the east exit, four **hazekillers** patrolling outside of the maze attack them. Once the patrol is defeated, the PC can reach the carriage unimpeded.

Fountain. In the middle of the hedge maze is a fountain that can be used as cover. It depicts a woman in a sheer dress, standing on ash, hands beseeching the sky.

Hazekillers in the Hedge Maze Opportunities and Complications

Result	Example
◈	The PC stumbles on two young lovers (use the **commoner** stat block) caught in the chaos. With a successful DC 9 Intimidation or Leadership test, the PC can convince them where to run. A hazekiller who senses the running lovers spends ▶ to stop and question them.
✵	A nearby hazekiller bursts through a 5-foot section of the hedge maze, destroying it in the process.

Aftermath

Combat ends when the PCs either defeat six of the hazekillers or make it to the carriage.

Cat and Mouse

As the PCs near the carriage, read:

> Cadme throws open the carriage door. "We need to go! Oh, Lord Ruler, we need to go!"

If the PCs didn't jump through the window, also read:

> Back inside the manor, a dark figure appears behind the window of Seeris's study. The window explodes.

Then, either way, finish by reading:

> The ball's violins play a screeching note and fall silent. Shouts ring out. And standing in the multicolored shards of Seeris's massive stained-glass window is Delina Tekiel, holding what is unmistakably an obsidian Inquisitor's axe, her silhouette rimmed in golden light.
>
> Delina tosses down a metal goblet, wine making a crimson arc. With a dancer's grace, she executes a perfect Steelpush, launching herself through the mist—straight toward your carriage.

Special Rule: Closing the Distance

As the PCs and Cadme (and possibly Anastas) flee in their carriage, Delina chases them; run this as a Pursuit endeavor (see "Pursuit Endeavors" in chapter 12 of the *Mistborn Handbook*). Instead of tracking successes and failures, track the distance between pursuer and target. For this Pursuit, the starting distance is 3, and the escape distance is 6. Each time the PCs succeed on a test, the distance increases by 1. Each time Delina succeeds on a test, the distance decreases by 1.

If the current distance reaches 6 (the escape distance), the party gets away. If the current distance reaches 0, Delina closes with them (see "Resolving the Endeavor").

Evading the Hunter

Delina employs expert tracking techniques and a skillful command of Steel and Iron Allomancy to hunt the PCs as they attempt to flee back to Luthadel in their carriage. To escape Delina, the PCs must overcome the following obstacles:

The Gate. The PCs can argue or threaten the gate guards (Intimidation vs. her Leadership +7) or blend in with other departing carriages (Thievery vs. her Insight +6).

Fellise Suburbs. Once past the gate, the PCs roll through the sleepy cobblestone streets of Fellise. The PCs might try clever navigation (Survival vs. her Perception +6) or convincing a noble acquaintance to briefly hide them (Persuasion vs. her Intimidation +6).

Road to Luthadel. The party's carriage races along the dark road to Luthadel as Delina flies behind, using the nearby Allomantic roadway. They can go as fast as possible (Agility vs. her Allomancy +7) or create a desperate distraction (Deception vs. her Insight +6). This is a good place to raise the stakes.

Cat and Mouse Opportunities and Complications

Result	Example
◈	Delina's metal reserves run out. The PCs increase the distance by 1 while she changes tactics.
✳	A wheel on the carriage shatters, and a PC must succeed on a DC 12 Crafting test to continue. Each failure decreases the distance by 1.

Resolving the Endeavor

The endeavor succeeds if the PCs increase the current distance to 6. The endeavor fails if Delina closes the distance to 0.

Success. The PCs make it to Luthadel's Iron Gate. As they do, "Warning Drums" sound.

Failure. As the carriage takes a sharp corner, Delina gets close enough to Ironpull the carriage's metal wheel rim, causing the carriage to flip. Each PC must succeed on a DC 15 Agility test or take 2d6 impact damage. **Delina Tekiel** stalks forward, demanding the PCs tell her where Enge and the Eternity Spike are. After a short conversation or one round of combat, "Warning Drums" sound.

Warning Drums

The warning drums signal Straff Venture's approaching army. If Delina is fighting the party, she begrudgingly retreats, not wishing to engage with Lord Venture. The PCs can retreat into Luthadel, slipping into Iron Gate just as it closes.

Journeying Onward

After this chapter, the Era 1 PCs advance to 3rd level.

As the chapter closes, the PCs are left with a conundrum: What should they do with the Eternity Spike? Having learned they can't destroy it, and aware the Gilded Few will never stop coming after it, they must devise a solution to keep the dangerous artifact from falling into Delina's hands.

The PCs need new allies and a plan to keep the Eternity Spike safe—and they can acquire both in chapter 3.

ALEXANDR LESKINEN

DELINA STEELPUSHES AGAINST THE WINDOW FRAME, SHATTERING IT.



CHAPTER 3

THE MANY AND THE FEW

After escaping Delina and returning to Luthadel, the party now sits on the hottest contraband in Scadrial, trapped in a city under siege. With the threat of the Gilded Few looming, the party needs allies and a plan to keep the Eternity Spike safe—and fast.

Running This Chapter

As the characters struggle to remain one step ahead of the Gilded Few, Enge hatches a plan to safeguard the Eternity Spike in the secret tunnels beneath Luthadel. During this chapter, the PCs make new allies, disrupt the Gilded Few, and develop plans to secure the Spike for the foreseeable future.

Enge is available to accompany the PCs for this leg of the adventure, though she stays out of intense action and combat, citing an odd weakness since Vadilek's ritual (review "Handling NeBaal" in this book's introduction).

Chapter Flow

After twenty-one days of downtime, the party sets out to find Kandor at Kandor Construction, where they're quickly embroiled in a workers' strike. After meeting Bezryl and potentially reuniting with Cynwise (review "Roleplaying Cynwise" in chapter 1), a building suspiciously ignites, and Kandor asks the party to investigate.

A nonlinear investigation reveals a sinister plot by Duvall Haught, a Gilded Few member the PCs may have met in chapter 2. Duvall uses his charity hospital as cover for his real work: kidnapping and killing Mistings and Feruchemists, hoping to recreate Vadilek's experiments and win Delina's favor. Duvall is a master manipulator, Rioting the workers and sabotaging the PCs. Review "Roleplaying Duvall Haught" and "Following in Footsteps" (later in this chapter) before running this section.

While investigating, the PCs must resist a kidnapping attempt, gather evidence, and optionally assist with Bezryl's search for her brother, a missing Terris steward. Afterward, a demonstration unfolds (organized by Cynwise), and the PCs must choose between stopping Duvall's Rioters or keeping Bezryl safe. The conflict comes to a head at Haught Manor, where the PCs face off with Duvall.

As the chapter closes, the PCs resolve the labor dispute by choosing a trusted NPC to run Kandor Construction—an important decision, as this NPC leads the vault construction in chapter 4, eventually founding the Guardians organization that protects the Eternity Spike for centuries to come (see appendix F).

Character Advancement

The Era 1 characters start this chapter at 3rd level, advance to 4th level before "Demonstration Day," and advance to 5th level after deciding Kandor Construction's future.

PCs who obtained Hemalurgy notes (Guiverre's or Vadilek's) can progress a "Learn About Hemalurgy" goal during downtime (see "Handling Hemalurgy" in this book's introduction).

Smugglers on the Run

As Enge hatches a plan to keep the Eternity Spike secure, the PCs have three weeks of downtime in a besieged Luthadel.

Downtime on the Down-Low

After narrowly escaping Delina, the PCs must lay low. Run this twenty-one-day downtime using "Downtime in Luthadel" in appendix E. Raise the stakes on tests the PCs make for downtime activities in public spaces, as the Gilded Few harass PCs who don't keep a low profile; see "Downtime in Luthadel Opportunities and Complications" in appendix E for inspiration.

If the PCs reach out to Cynwise or the refugees, they learn most are building fortifications for and training to defend the besieged city from Straff Venture. During this downtime, Allomancers attack Vin, King Elend's protector, on the roofs of Luthadel. Most assume they were sent by Straff Venture, but they were actually sent by Cett, a warlord from the Western Dominance. Cett's army arrives shortly after, joining the siege. Additionally, Edgard "Breeze" Ladrian, Elend's advisor, returns to Luthadel.

A Smuggler's Plan

As downtime comes to a close, Enge gathers the PCs on the canal boat to discuss the fate of the Eternity Spike. Read:

> "So far, we've been lucky. The siege has kept Delina out of Luthadel, but she has plenty of agents in the city. We need to find a safer place to hide this Spike."
>
> Enge unfurls a map of Luthadel on the table. "It's a legend among smugglers, the idea that secret tunnels and vaults are hidden beneath these streets. I always thought it was a tall tale. Until I found a man who helped build them."

PCs with the Steel Ministry expertise have heard rumors about these tunnels: To keep their location secret, the skaa who excavated them were routinely executed.

Enge has tracked down Kandor (**merchant**, he/him), a skaa man who labored in the tunnels just before the Final Empire was overthrown. She urges the PCs to head to Kandor Construction and solicit Kandor's help—without revealing the existence of the Eternity Spike. This time, though Enge is weak and "missing" her Allomancy, she volunteers to tag along. This is a good opportunity for her to bond with the PCs, to whom NeBaal is becoming emotionally attached (see "Handling NeBaal" in this book's introduction).

Crisis at Kandor Construction

Kandor Construction sits east of the River Channerel. Upon arriving, the PCs meet **Bezryl** (she/her) and become entangled in an escalating labor dispute.

Roleplaying Bezryl

Characteristics: Dignified, compassionate, concerned.
Goal: Find her brother, Fadwal, and help mediate the dispute at Kandor Construction.
Appearance: Bezryl ("BEZ-rill"; she/her) is a Terris woman in her early thirties. As a Keeper, her chestnut neck and wrists are adorned with jewelry, most of it copper.

Bezryl is a Keeper, a Feruchemist with metalminds full of varied information. She is especially dedicated to the study of architecture and engineering. Her metalminds store historical construction techniques and unusual building plans.

Bezryl came to Luthadel hoping to find her brother, Fadwal, whom she hasn't seen since he was taken, in their youth, to become a steward. To fund her continued search, Bezryl offered to consult for Kandor as an architect—and now as a makeshift mediator. Bezryl is quick to offer help and jump into action, feeling an outsized responsibility to solve the world's problems.

As the party arrives, read:

> Kandor Construction occupies an office, warehouse, and lumber mill next to the River Channerel in Luthadel's Industrial District. Furious workers surround the main office.
>
> "We're dying while you line your pockets!" a woman shouts. Chants of "Kandor, no more!" rumble through the crowd. Another voice cries out, "If you won't listen, we're done asking nicely!"
>
> A stately woman in traditional Terris robes steps forward, raising her hands. She addresses the crowd with calm authority. "Friends, your voices should be heard! But let us seek understanding, not destruction."

Bezryl's words keep the crowd from violence, but the shouting continues as emotions run high. An astute PC who burns bronze or succeeds on a DC 19 Insight test realizes the crowd is spurred on by an **instigator** burning zinc; if confronted, the instigator flees, and the crowd's intensity immediately abates.

The PCs also recognize one of the striking workers as Cynwise, the skaa teen they met in chapter 1.



BEZRYL, TERRIS KEEPER

NELE KLUMPE

Catching Up With Cynwise

Cynwise's arm, broken in the recent barracks collapse, has been poorly bandaged and hung in a shoddy sling.

If the PCs didn't help Cynwise in Urteau, Cynwise greets them bitterly with a hard smile, saying, "Told you I'd find a way." Any genuine apology from the PCs quickly softens their bad attitude, but Cynwise's trust is hard to re-earn.

If the PCs rescued Cynwise, the teen is thrilled to see them and promises to talk more later (see "Speaking with Cynwise" later in this chapter). For now, they're busy with the strike, which they helped organize.

Bezryl the Mediator

While Kandor's office remains surrounded by angry workers, Bezryl introduces herself and explains Kandor is occupied by a labor dispute:

> "You arrived at a difficult time," the Terris woman says, shaking her head. "People died yesterday in an avoidable accident. A tragedy. The workers grow angrier by the day, and Kandor is afraid. I must persuade him to listen."

She explains the crisis from the workers' perspective:

- For weeks, Kandor Construction worksites have been plagued by accidents and injuries.
- Yesterday, over a dozen people were lost in a deadly building collapse while constructing a new barracks.
- With the city under siege, the wages Kandor offers are barely higher than the skaa earned before the Empire fell, and the work hours are just as punishing.
- Workers are now refusing to work and preparing for a potential strike, with some openly threatening Kandor.

When Bezryl heads into the office, the crowd parts for her.

Bitter Dispute

Kandor sits in his office, head down, writing in his ledgers. As the party enters, read:

> The owner of Kandor Construction looks up from a stack of ledgers on his desk. Though he bears the grizzled look of a man who survived hard times, he wears an expensive tailored suit in a traditional noble style.
>
> "Finally someone reasonable to talk to!" Kandor stands with effort, leaning on a fine mahogany cane. "Customers are always welcome... but I'm afraid my employees are currently refusing to work."
>
> Turning to Bezryl, his voice takes on a bitter edge. "They've no right to tell me how to run my business—they can't even keep a damn building from collapsing!"

Roleplaying Kandor



Characteristics: Dismissive, shrewd, tenacious.

Goal: Protect his interests as a member of Luthadel's newly minted merchant class.

Appearance: Kandor ("CAN-door"; he/him) is a skaa man in his forties, but his tawny, weathered features make him look at least sixty. He wears ostentatious clothing, projecting more wealth than he actually has.

As a skaa crafter for the Steel Ministry, Kandor worked grueling construction jobs for decades. Due to these years of painful servitude, Kandor walks with a cane and permanent limp. Maintaining the secret tunnels beneath Luthadel would've been Kandor's final project—but he survived thanks to the unexpected fall of the Final Empire.

With skills earned through punishing labor, Kandor started his own construction company. He seeks to distance himself from his past servitude, focusing instead on his future in Luthadel's burgeoning merchant class. Recently, the siege has strained his finances, and a rash of workplace accidents has left Kandor's workers on strike and his business at a standstill.

Kandor is polite to the PCs but derisive toward the skaa workers, whom he sees as insolent and entitled; he believes their work is far less punishing than his was under the Ministry. Kandor blames "lazy workers trying to cut corners" for the building collapse.

Bezryl insists the workers are doing all they can, struggling to work long hours with empty bellies. She's frustrated Kandor refuses to make concessions after yesterday's accident.

If a PC tries to ask about the tunnels under Luthadel, Kandor narrows his eyes, asking how they know about the tunnels. The conversation is interrupted by "An Explosive Development."

An Explosive Development

When the conversation in Kandor's office lulls (or the PCs bring up the tunnels), an act of arson escalates the labor dispute. Read:

> A huge whooshing bang rattles the windows. The workers' chanting outside turns to screams: "Fire!"
>
> Kandor lurches toward the door in alarm. "Explosion in the warehouse," he says, blanching. "The sawdust is highly flammable."
>
> Bezryl's fists clench, her brass and steel rings glinting on her fingers. "I was just in the warehouse. There are people inside!" She rushes out of Kandor's office.

Kandor implores the PCs to help, prioritizing saving his workers. He does his best to hurry after Bezryl, leaning on his cane.

Fire and Rescue

When the PCs exit the office, read:

> A windowless warehouse burns, smoke pouring from the door. Workers scramble away from the inferno, some running frantically toward the river, while others inside the building scream for help.

To put out the fire and save the workers, run an endeavor (see "Resolving the Endeavor"). Potential obstacles include:

Raging Fire. Water from the nearby river can be hauled in barrels (DC 14 Athletics) or transported by reversing a sluice gate attached to the lumber mill (DC 13 Deduction).

Trapped Victims. Characters can help Bezryl find trapped workers (DC 13 Survival) and lead them out through the choking smoke (DC 14 Discipline). The first employee saved is Cynwise.

The Rebels. Unless the PCs drove away the hidden instigator in the crowd, inside the warehouse are three **rebels**, Rioted into belligerent violence. Each rebel can be disarmed (DC 13 Athletics), ordered to stand down (DC 14 Intimidation), or reasoned with (DC 15 Persuasion). This is a great place to raise the stakes.

Fire and Rescue Opportunities and Complications

Result	Example
◈	Bezryl reasons with one of the rebels, persuading them to leave for their own safety.
✺	The fire spreads. Each PC inside the building takes 1d6 energy damage.

Convict Legacy Moment

In the warehouse, the Convict recognizes one of the belligerent **rebels**, Preece (she/her). Ask the player to explain how the Convict helped Preece with a favor while incarcerated. If the Convict succeeds on a DC 12 social test against Preece, all the rebels stand down. If the test result exceeds the DC by 5 or more, the rebels actively help the rescue efforts, and the Convict gains an advantage on all tests during this scene.



SIRAJ FAKHRI

Resolving the Endeavor

The endeavor succeeds if the party accrues 6 successes before 4 failures, or if they otherwise complete the objective. Additionally, if the rebels aren't dealt with before the endeavor ends, the scene becomes a combat.

Success. The party stops the fire, mitigating the damage. Two people perish and several others are injured, but Bezryl says it could've been much, much worse.

Failure. The fire rages for nearly an hour before the party and Bezryl extinguish it. At least ten workers are lost in the fire (some dead, others disappeared), and the workers immediately blame Kandor for the casualties.

Combat

Any rebels who weren't subdued during the endeavor fight for two rounds before abruptly surrendering. Afterward, they recall feeling anger so white-hot it compelled them to act.

Candid With Kandor

In the aftermath of the warehouse fire, Kandor approaches the party to speak privately. He then answers questions and candidly shares what he knows:

What do you know about the tunnels beneath Luthadel? "That's quite a question. It's true the Steel Ministry maintained secret tunnels under the city. Tunnels so deep and hidden, the Ministry tried to kill every worker who knew of them. I paid a high price to escape with that knowledge." Kandor taps the ground with his cane to emphasize the point.

Will you help us? "I'll make you a deal. I can show you those tunnels—along with caverns that don't exist on any Ministry maps. Help me stop these cursed accidents and get the workers in line, and I'll tell you everything I know."

What do you want us to do? "Investigate the accidents. Talk to Bezryl, to the workers. Find out why so many things are going wrong. And find some kind of evidence this isn't my fault, so they stop blaming me!"

Why aren't you helping the workers more? "Keeping them employed while they make careless mistakes is bleeding me dry. If Haught Infirmary weren't accepting skaa free of cost, I'd be out of business already."

Kandor only shares his information on the tunnels' location after the strike is resolved (see "Getting to the Table").

Urchin Legacy Moment

Kandor sees something of himself in the Urchin: a person who wants to make a name for themself. During this chapter, when the Urchin demonstrates their drive in front of Kandor, he takes them aside and asks them what their goals are. He then offers to mentor them in the ways of business. If the Urchin accepts, and if Kandor is left in charge at the end of this chapter, he tells the Urchin to visit him to earn some boxings and meet Luthadel's growing merchant class; during downtime in chapter 4, the Urchin can work with Kandor for 5d10 boxings per week.

If the Urchin refuses Kandor, Cynwise catches up with them later. Cynwise reveals they were eavesdropping and liked what they heard; they give the Urchin 10 boxings as an "investment" and a sign of mutual trust. During downtime in chapter 4, they introduce the Urchin to skaa community organizers, which progresses the "Join Cynwise's Network" goal (if applicable).

Following in Footsteps

Over the next ten days, the party can freely investigate the accidents and interact with Bezryl and Cynwise. Kandor identifies the burned warehouse and the collapsed barracks project as likely places to begin investigating. Behind the scenes, Cynwise leads the workers in planning a protest against Kandor, set to take place in ten days' time.

While investigating, the PCs must face an unexpected kidnapping attempt from Duvall's mercenaries. They can also choose to visit Haught Infirmary, where numerous bystanders make violent confrontation with Duvall virtually impossible—for now.

Attempting to Contact the Assembly

Once the party finds clear evidence someone is sabotaging Kandor Construction, the PCs might want to take their findings to the Assembly. Unfortunately, Lord Habren has already infiltrated the Assembly on behalf of the Gilded Few, and the siege has introduced major political upheaval. Presenting information to the Assembly accomplishes nothing.

Kandor Construction

Kandor Construction's workers remain on strike, angry and grieving. The PCs can search the burned warehouse, where they encounter Bezryl and some mourning workers.

Bezryl's Search

Bezryl is searching through the burned warehouse. As the party approaches, she waves, striking up a conversation. Read:

"I wonder if it was a mistake to come here," Bezryl says, sifting through the ashes. "I came to Kandor Construction searching for my brother, Fadwal. He never came home after the Final Empire fell, and I heard a rumor he might've found work here. He did not." She straightens, brushing charcoal off her hands.

"I won't give up hope, but now his disappearance is just one among many. Not all the absent workers are dead. Some have simply... vanished. I fear whatever fate befell Fadwal may have also befallen those skaa."

Bezryl offers to accompany the PCs. She provides generations of wisdom about architecture and engineering, sharing knowledge readily whenever it might help. During all interactions, Bezryl consistently proves herself to be fair and trustworthy.

If the PCs express interest in assisting Bezryl with her own investigation, refer to "Bezryl's Brother."

Tears and Ash

Outside the burned warehouse, skaa workers gather to mourn. Any rebels who survived the fire are also here, whispering together. If a PC succeeds on a DC 12 Leadership test, the rebels answer questions freely. They still harbor resentment at Kandor for wearing fancy new suits while they struggle to feed their children, but they express sorrow and shame over causing the fire. They explain they were just so angry, they lost control—and one little flame was all it took.

If the PCs are compassionate, the workers mention they've seen unusual comings and goings from the glassware shop across the street (see "Spy's Nest").

Spy's Nest

Across the street from Kandor Construction, one of Duvall's spies has been staking out Kandor's office from the top story of a glassware shop. If the PCs investigate, they arrive at the stakeout spot just after an instigator flees. Evidence points to Allomancy: a vial with traces of metal and written orders instructing, "Workers—Anger. Kandor—Fear." A successful DC 11 Lore test identifies the metal as zinc.

KANDOR



NELE KLUMPE

Bezryl's Brother

Bezryl is searching for a missing Terris steward: Fadwal (he/him), her brother. If the PCs don't volunteer to help first, Bezryl approaches them at the end of the first week of the investigation.

If the PCs agree to help, Bezryl suggests they could search for physical clues, canvass for rumors, or investigate other missing persons cases around the city for connections. Unlike Bezryl, Fadwal isn't a Feruchemist. Bezryl hasn't seen him since childhood, and she can't describe him as an adult, but she knows he'll be wearing a family heirloom: a ring with a triangle pattern.

Ask how each PC contributes and have them make a relevant DC 13 skill test; each test represents a day of time the party spends investigating. With each success, the party learns one of the following pieces of information:

- Several other Terris people have gone missing around the city.
- Kidnappings have been reported, and Mistings seem to be the target.
- Workplace accidents have increased citywide, not just at Kandor's.
- Outsiders have been spotted frequenting Kandor's neighborhood (see "Spy's Nest").

If at least half of the PCs succeed on their tests, the party ends the investigation by uncovering a major clue: Fadwal was seen two weeks ago at the free infirmary at Keep Haught.

Attempted Kidnapping

The first time the PCs go out at night during the investigation, they run into Duvall's mercenaries, out searching the city for Mistings to kidnap. Have two **outlaws** approach the party, and read:

> A voice calls out, "Give us your coins, and any metal vials you're carrying! Set them down, and no one gets hurt." A man and woman step out of the mist, brandishing wicked obsidian daggers.

On a successful DC 13 Perception test, a PC also spots a mercenary **hazekiller elite** hidden in the mist, who gains an additional action:

▶ **Strike: Glass Dagger.** Attack +5, reach 5 ft., 1d4 + 5 keen damage. This attack gains an advantage if the target isn't aware of her presence. *Effectual Poison:* The first time she hits with this attack, the target must succeed on a DC 14 Athletics test or take 2d8 vital damage and become Stunned for 1 hour.

The hazekiller elite attacks Bezryl (if present) or the first character she suspects of being an Allomancer; if Bezryl becomes poisoned, she takes a slow turn and uses Tap Health to end its effects. Her goal is to incapacitate her target and drag them away.

The three kidnappers fight until the first two fall, then the third retreats. If subdued, the kidnappers confess to being "Misting bounty hunters," and on a successful DC 14 Intimidation test, they identify Keep Haught as the drop-off location for kidnapped victims.

Collapsed Barracks

A flock of skaa children pick through the collapsed barracks building, gathering nails and discarded tools to resell. They flee when the PCs approach. An elderly man named Rogier (**commoner,** he/him) lingers nearby, lonely and eager to talk. Rogier grieves for his son, who was badly injured in the collapse and never came home from the hospital.

A PC who investigates the wreckage and succeeds on a DC 11 Crafting or Deduction test discovers suspiciously cut support posts: clear signs of sabotage.

Speaking With Cynwise

Cynwise can easily be found at Kandor Construction or the refugees' warehouse. They speak passionately about the strike and confide they're organizing a demonstration, determined to make Kandor listen to the workers' complaints.

Cynwise's broken arm is badly splinted, obviously not by anyone with proper medical training. If the PCs helped Cynwise in chapter 1 and show them kindness now (such as by tending to their arm with a successful DC 11 Medicine test), Cynwise reveals their reluctance to go to the free hospital with the other skaa: It reminds them of the soup kitchen in Urteau where they once went to get "free" food, before getting drugged and kidnapped. They keep warning the other skaa to stay clear of Haught Infirmary, but no one listens.

Haught Infirmary

Once the PCs investigate enough, the clues lead to Haught Infirmary at Keep Haught in Southbridge. As the PCs approach, read:

> Keep Haught stands proud and dominant, stonework spires reaching six stories into the ash-choked sky. This ancestral noble manor now offers a free infirmary for the citizens of Luthadel. Tall doors stand open to the public, and a guard in faded red-and-white Haught livery helps an elderly skaa woman inside.

Although four House Haught guards (**garrisoners**) stand near the entrance, they don't challenge anyone entering. Inside, an infirmary houses thirty patients:

> Keep Haught's grand foyer leads to a vaulted ballroom, now filled with rows of occupied cots. A hum of activity—murmuring patients, orderlies wheeling carts, and the clatter of medical instruments—echoes against the stained glass and stone.

In the center of the room, **Duvall Haught** consults with a pair of surgeons. Unless the PCs use stealth or disguises, he immediately recognizes them. If a PC took Duvall's 50-boxing bet during "Debating Duvall" in chapter 2, he smugly mentions Elend's deposal.

The PC with the highest Perception notices that Duvall now wears a copper ring with a repeating triangle pattern: Fadwal's ring. If Bezryl is present, she spots it but remains tactically silent, discussing it with the party after they leave. Duvall handles the PCs with patronizing disdain, smoothly deflecting accusations:

What are you doing here? "We're offering a service to the community, of course. After the rebellion, I've found my calling here, helping those who cannot help themselves."



KEVIN O'NEILL

People keep disappearing here! "True, we accept cases others deem hopeless. Some die. Tragic, but unavoidable—a burden we healers must bear."

Can we look around? "You're welcome to speak with the patients here. The rest of Keep Haught, however, is a private residence."

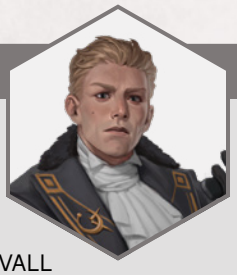
You're kidnapping people! "Ah yes, I've heard the same rumor! Tall tales, as copious witnesses will confirm. Alas, one thing I cannot cure is skaa superstition."

Where did you get that ring? "It was a gift from a friend, can't remember who. Do you like it?"

PCs who succeed on a DC 14 Perception test notice the orderlies look unusually strong; a successful DC 14 Medicine test also reveals the nurses are administering an unusually high quantity of sedatives.

If the PCs threaten or accuse Duvall, he laughs, calling them absurd. If they don't relent, his dark eyes flash and he says, "Leave my home now, or I'll have you brought before the Assembly." He summons his house guards to escort the party out of Keep Haught.

Roleplaying Duvall Haught



Characteristics: Condescending, calculating, amoral.

Goal: Prove noble superiority and gain Delina Tekiel's favor.

Appearance: Duvall Haught ("due-VALL HOTT"; he/him) is a young nobleman with striking black eyes, beige skin, and slicked-back blond hair.

Like most of Vadilek's pupils, Duvall believes nobles are inherently superior to skaa. Though he admired Vadilek's power and ambition, Duvall swiftly transferred his loyalty to Delina, and he schemes to gain her respect.

Duvall is a Coinshot, but he excelled at Hemalurgy under Vadilek and Murn's supervision, helping create the latticework necessary to insert the Eternity Spike. Recently, Duvall spiked himself, gaining the ability to Riot and using it to foment unrest among the skaa.

No Place for a Fight

If the PCs start to fight Duvall in the hospital, point out that any combat is dangerous for the bystanders. If they proceed, Duvall fights defensively, assisted by four orderlies (**rebels** without sideswords). During this battle, each Complication results in the death of a skaa patient caught in the crossfire. If combat lasts more than two rounds, four **garrisoners** arrive to escort the PCs off the property.

Demonstration Day

As the PCs complete their investigation, Cynwise is organizing a demonstration against Kandor Construction. Duvall seizes the chance to sow chaos among the skaa and attempt to capture Bezryl.

Noble Legacy Moment

The night before the demonstration, Duvall sends a letter to the Noble: "Across the street from Kandor Construction. Come alone." If the Noble does as requested, Duvall is waiting in the spy's nest. (If the PC doesn't come alone, Duvall isn't there.)

Duvall tries to convert the Noble to his side; they're the only party member he respects, by virtue of their birth. He divulges any information he must to make his case, including his plans to manipulate the Assembly and to disrupt the demonstration. He even hints at giving the Noble a Hemalurgic spike. Finally, Duvall asks the Noble to murder Enge, explaining Delina is obsessed with killing her, and asking them to deliver the Eternity Spike to him. He argues killing Enge will help them both, saving the Noble from Delina's wrath while earning Duvall her favor. The PC can refuse, or they can pretend to agree to get a leg up on Duvall; either way, the PCs start "Demonstration Endeavor" with one success.

Chronicler Legacy Moment

As the demonstration approaches, Bezryl seeks out the Chronicler for advice. Ask the Chronicler player if they've met Bezryl before, or if she simply recognizes them as worldly. Bezryl is planning a speech, but she's unsure how to reach her audience, and concerned about the Rioters affecting her.

Additionally, Bezryl asks the Chronicler to write a record of the demonstration for posterity (and for adding to Bezryl's metalminds). If the Chronicler does so, the record becomes one of the earliest accounts of unionizing and labor rights in the Central Dominance, and it establishes a lasting connection between the Terris and the Chronicler.

Character Advancement

The Era 1 characters advance to 4th level upon completing the investigation, before returning to present their findings to Kandor.

Presenting the Case to Kandor

Kandor eagerly awaits the party in his office, sitting at his desk with his cane across his lap, sifting through ledgers. If the PCs try to convince Kandor he's being manipulated and the workers aren't at fault, run the scene as a conversation (see "Resolving the Conversation"). Topics the PCs present might include:

Spies and Sabotage. Arguments saying Kandor Construction is being sabotaged gain an advantage if the PCs present evidence, such as the note found in "Spy's Nest" or the cut timbers from the barracks. Each piece of evidence can only be used once in this way.

Implicating Duvall. If the PCs blame Duvall and succeed on their test to do so, Kandor spends focus to resist, sputtering, "Haught, the philanthropist? But he's been covering the medical care after all these accidents!" This is a great place to raise the stakes.

Cold Compassion. Duvall's Rioting has consumed Kandor with fear for his business, and he lays blame on his "careless" workers, whom he views as lucky to be employed. He only needs to spend 1 focus to resist arguments involving compassion for the skaa.

Resisting Influence

Kandor (**merchant**) has a Cognitive defense of 13, a Spiritual defense of 14, and 4 focus. He ignores the focus cost the first time he resists influence using his Business Acumen feature.

Kandor uses all his focus to avoid entertaining the idea Duvall is to blame, unwilling to admit he's been manipulated (or lose the free medical care he's come to rely on for his workers).

Resolving the Conversation

The conversation succeeds if the party convinces Kandor he's been played, either by making compelling arguments or because he no longer has enough focus to resist influence. If the PCs resort to threats, the conversation ends in failure.

Success. Kandor admits he was wrong and apologizes. If the PCs blamed Duvall, Kandor promises to stop trusting him; otherwise, Kandor himself deduces that Duvall is behind this, explaining the revelation to the PCs.

Failure. Kandor refuses to believe the truth: "You're just making far-fetched excuses for these half-asleep shirkers. I already spoke with the Assembly's merchant faction. You can tell Bezryl that the next time these malcontents stir up trouble, I'll use my sway with the Assembly to bring in the city guard."

Escalation

As the conversation concludes, read:

> Bezryl knocks, entering before Kandor can answer. "I need assistance—quickly." Outside, a growing crowd begins to chant.

Expressing fears the workers will "flay him alive," Kandor asks Bezryl to intercede. She agrees and requests the PCs accompany her. Proceed to "Demonstration Endeavor."

Demonstration Endeavor

Cynwise and the workers picket in the street, in front of a growing crowd. Duvall's mercenaries are concealed within that crowd, subtly Rioting the protesters and looking for opportunities to turn the demonstration violent.

As the PCs exit Kandor's office, read:

> The labor demonstration is in full swing. Skaa workers stand shoulder to shoulder, their chants echoing down the street like hammer blows—angry, hopeful, afraid. Makeshift burlap banners sway above the crowd. A few protesters grip weapons, the same ones they used the night the Lord Ruler fell. Tensions run dangerously high.
>
> Bezryl turns to you, worriedly twisting a gold bracelet. "This is escalating rapidly. Perhaps I can calm them. I must try."

Run the demonstration as an endeavor (see "Resolving the Endeavor"). Bezryl reports there are mercenaries in the crowd, intent on turning things violent. She's determined to speak, but she admits it may make her a target.

Special Rule: Dual Objectives

The PCs can choose between two primary objectives: stopping Duvall's Rioters, or helping Bezryl. Each objective requires at least 3 successes to complete. With each PC contribution, the player must specify which objective they aim to progress.

Special Rule: A Message of Hope

After the second PC contribution, Bezryl steps up on an overturned crate and addresses the protesters. During her speech, contributions toward stopping Duvall's Rioters gain an advantage as Bezryl tries to calm the crowd—but she's exposed, and attempts to help her gain a disadvantage.

Now and after each ensuing PC contribution, read a paragraph from Bezryl's speech:

"You are not wrong! You deserve better. And we must fight for a better future, for all of us.

"But look around you—it is not Kandor who causes your children to starve. It's the armies at our gates!

"Our fight now is not just for better working conditions, but for our very survival. To survive, we must work together!

"We need each other. We need every one of us—even Kandor! So, raise your voices, but lay down your weapons.

"Reach out across the lines that divide us. Fight for the future we deserve! Stand together, and we shall not fall!"

Running the Endeavor

Potential approaches include:

Stop Duvall's Rioters. A PC can track Duvall's mercenaries through the crowd (DC 15 Survival) or scan for suspicious individuals (DC 15 Insight). They could climb onto a roof (DC 14 Agility) to see from a higher vantage point (DC 12 Perception). Discovered mercenaries could be Restrained or run off (DC 16 Athletics or Intimidation). This is a good place to raise the stakes.

Help Bezryl. If the PCs stick with Bezryl, they can encourage her (DC 13 Persuasion) or clear space for her to speak (DC 14 Athletics or DC 15 Intimidation). During her speech, PCs might help Bezryl sway the crowd (DC 15 Leadership) or identify threats (DC 14 Insight).

Demonstration Endeavor Opportunities and Complications

Result	Example
◈	A heavyset man in fine clothing, Edgard "Breeze" Ladrian (he/him), arrives to watch the protest. He Soothes the crowd's anger as best he can, adding an advantage to the party's social tests. (If you need a stat block, use the **socialite** and add the Brass Allomancy module from the *Mistborn World Guide*.)
✳	A protest song rings out from the crowd, even louder than the workers' shouts and chanting. All tests relying on hearing or speaking gain a disadvantage for the rest of the endeavor.

STEVEN SHAN

KANDOR CONSTRUCTION WORKERS DEMAND SAFER WORKING CONDITIONS.



Resolving the Endeavor

To succeed on both objectives, the PCs must obtain at least 6 successes (3 per objective) before 3 failures, or otherwise complete both objectives. Completing just one objective before obtaining 3 failures results in a partial success.

Success on Both Objectives. If the PCs stop the Rioters and help Bezryl, proceed to "Vigil of Hope."

Partial Success (Stop Duvall's Rioters). The PCs find one of Duvall's Rioters, just as Bezryl is attacked. Proceed to "Instigators."

Partial Success (Help Bezryl). The PCs protect Bezryl, but a riot ensues. Proceed to "Instigators."

Failure. If the PCs fail at both objectives, they lose track of Bezryl, and the crowd grows hazardously violent. Proceed to "Instigators."

Instigators

If the PCs failed one or both objectives, Duvall's mercenaries start a fight in the crowded street (see map 3.1). The battle begins with either an attack on **Bezryl** or a violent riot (or both), depending on the preceding endeavor's outcome.

First, if the PCs didn't successfully help Bezryl, she's attacked. Read:

> As the crowd listens intently to Bezryl, torchlight catches the glint of glass. A dagger sails toward Bezryl's heart. She tries to dodge. She fails. As she collapses, so does the fragile peace. The panicked crowd erupts.

In this case, a glass dagger strikes Bezryl, dealing 1d4 keen plus 2d8 vital damage, and Bezryl is Stunned for 1 hour. She prioritizes using Tap Health to end this effect.

Next, if the PCs didn't successfully stop the Rioters, the crowd turns violent. Read:

> Like a dam breaking, the crowd's anger overflows. A riot begins in earnest, violent and chaotic. Workers push to surround, to protect, to fight. Screams echo through the street, blood hits the cobblestones, and a buzzing panic swells within you, urging you to flee.

In this case, the crowd is Rioted, and so is the party. Before combat starts, each PC must either spend 1 focus to resist influence or, in a panic, move half their movement rate (or as far as possible) in a direction of the GM's choice. The street is crowded and dangerous (see "Battlefield Effects"). Bezryl fights alongside the PCs, keeping herself safe by using Tap Health and retreating if necessary.

Finally, proceed to "Combat in a Crowd."

Combat in a Crowd

Start combat with two mercenaries (**rebels**) who rush the PCs as three **instigators** keep the crowd panicking. Bezryl's **hazekiller** attacker immediately retreats, having either just attacked Bezryl or missed their chance. They only join the fight if attacked by PCs. The instigators in this encounter are hidden among the crowd. If the PCs succeeded in "Stop Duvall's Rioters," they've identified one instigator, and the other two remain hidden. Otherwise, all three are hidden.

Place three **commoner** tokens on map 3.1 for every hidden instigator; one of these three represents the instigator in disguise, but don't tell your players which is which. Explain that "empty" squares on the map are crowded with protesters (see "Battlefield Effects" below).

A PC can Use a Skill (▶) to make a DC 12 Insight test on a commoner (or disguised instigator) they can sense; a success reveals whether that commoner is really an instigator. This is a great place to raise the stakes. Alternatively, a PC with Bronze Allomancy can Burn Bronze (▶) to identify the Rioting instigators. Each instigator joins the combat against the PCs once their cover is blown.

Battlefield Effects

The following effects may be active during this combat, depending on how the PCs handled previous situations:

Crowded. With so many people concentrated in one place, the entire street counts as difficult terrain.

Dangerous (If Crowd is Rioted). If the PCs didn't successfully stop Duvall's Rioters, the Rioted crowd is dangerous. At the end of each PC's turn, that PC must succeed on a DC 12 Agility or Athletics test or take 1d4 impact damage from a stray weapon attack.

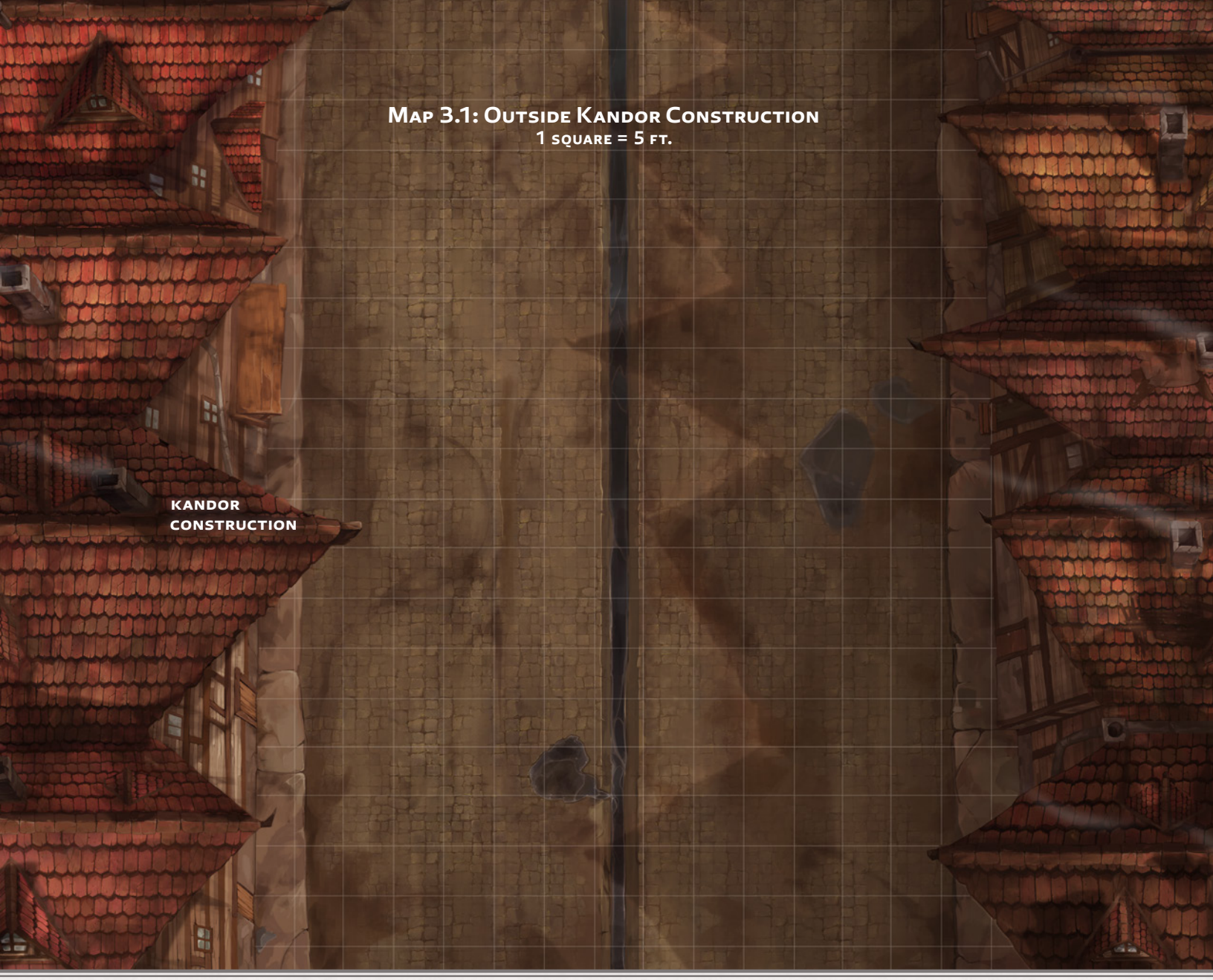
Aftermath

If intercepted, the hazekiller fights until half health, then attempts to flee. If they didn't attack Bezryl, they still have their dagger, thus gaining an additional action:

▶ **Strike: Glass Dagger.** Attack +5, reach 5 ft., 1d4 + 5 keen damage. *Effectual Poison:* The first time the hazekiller hits with this attack, the target must succeed on a DC 14 Athletics test or take 2d8 vital damage and become Stunned for 1 hour.

If the PCs subdue the instigators, any remaining rebels flee or surrender, and the crowd's fury wanes considerably.

Eventually, the demonstration begins to peter out. Subdued adversaries can easily be made to talk with a successful DC 10 Intimidation test. Proceed to "Confessions."



Map 3.1: Outside Kandor Construction
1 square = 5 ft.

DALLIN BIFANO

Vigil of Hope

If the party succeeds on both of their "Demonstration Endeavor" objectives, the protest is peaceful. The PCs neutralize Duvall's instigators, Bezryl remains safe, and her speech is a resounding success. Read:

> Bezryl's message of hope rings through the crowd. They grow still, listening. After a pause, a worker stands and speaks out—this time not to shout, but to share. She speaks with sorrow about the friends she lost in the building collapse. Another speaker follows, a widower, voicing his hopes for his children once the siege ends. As the day fades and the shadows grow long, what began as a protest becomes a candlelit vigil. The most downcast souls in Luthadel raise their voices in song—to honor the dead, and to bring hope to the living.

Each PC who listened to Bezryl's speech gains the Determined condition. The party is also approached by one of Duvall's mercenaries, who has had a change of heart after witnessing the vigil. Proceed to "Confessions."

Confessions

Duvall's mercenaries confess to the party that he hired them to start a riot, capture Bezryl, and deliver her to Keep Haught tonight. They report Haught mentioned "wanting the sister" for something he's planning this evening; Haught cleared everyone out of the manor tonight for some special purpose, but they don't know specifics. Bezryl feels obligated to stay with the workers, but she implores the PCs to stop whatever Duvall is planning. When the party is ready to continue, proceed to "Duvall's Domain."

Duvall's Domain

Eager to impress Delina and too arrogant to consider the possibility of failure, Duvall lures the PCs to his lair to subdue them himself before attempting to create Hemalurgic spikes using Bezryl and her brother. Commanding his staff and family to leave Keep Haught for the night, Duvall awaits the party's arrival.

Abandoned Ward

As the characters arrive at Keep Haught, read:

> Keep Haught's gates stand open and unguarded. The infirmary's entrance beyond is dark and still. Inside, red light seeps through stained glass, painting the rows of cots in fading crimson. The patients lie still, some coughing or moaning in their sleep.
>
> Across the converted ballroom, another open doorway awaits.

A successful DC 10 Medicine test confirms the patients are heavily sedated. The open double doors lead to a wide set of stairs descending into the keep's lower level.

Duvall's Library

When the PCs descend the stairs, read:

> Beneath the infirmary, stairs lead to an impressive library, recently converted into a laboratory. Floor-to-ceiling bookshelves line the walls, and display cases house strange diagrams and specimens: a skeleton carved from marble, a hanging sheet of blue leather, an anatomical drawing of a flayed man. In the center of the room, a well has been carved into the stone floor.
>
> Duvall Haught stands at the head of the room, flanked by two guards on each side. "The trap closes," Duvall says with satisfaction. The guards charge.

Showdown With Duvall

Begin a combat with **Duvall Haught** and his guards (four **garrisoners**). As he fights, Duvall taunts the PCs:

> "You dare to oppose the Gilded Few? And for what—to save some filthy skaa?
>
> "You've done me quite a favor. Delina will be so pleased when I tell her I've harvested your gifts."

During this combat, Duvall commands his guards to attack the characters while he sprays coins at them from a distance. He maneuvers to Steelpush the PCs into the pit, which contains a captive mistwraith used to dissolve the corpses of those who perish in Duvall's Hemalurgic experiments.

Battlefield Effects

The following effects are active during this combat:

Well of Dissolution. In the center of the room is a stone pit, 20 feet deep and 15 feet in diameter. A character who falls into the pit takes 1d6 impact damage. Climbing out of the pit is difficult, requiring a DC 12 Athletics test; on a failure, the character falls Prone.

Captive Mistwraith. The pit contains a captive **mistwraith**. Though it isn't aggressive, it slowly digests any bodies dropped into it, and a character who ends their turn inside the pit takes 1d6 vital damage from its Necrophage feature. Characters outside the pit aren't affected by the mistwraith's Disturbing Sight and Eerie Aura features.

Aftermath

Duvall fights to the death; once defeated, any surviving guards surrender. After combat ends, Fadwal's muffled shouts are audible from Duvall's office, hidden behind a sliding bookshelf on the east wall (see "Secret Chamber"). Duvall carries 200 boxings and the keys to Fadwal's restraints. Fadwal's ring adorns his finger.

Assuming Duvall is dead, a PC who has marked at least two milestones toward their "Learn About Hemalurgy" goal can remove Duvall's bronze ***Hemalurgic spike*** (refer to "Handling Hemalurgy" in this book's introduction). If the PCs don't collect this spike now, Enge stealthily doubles back later tonight to extract it herself (see "Enge's Modest Proposal" in chapter 4).

If captured alive, Duvall refuses to talk, but his laboratory contains enough evidence to thoroughly incriminate him.

Either way, Duvall's library contains several items of value:

- A kandra ***True Body*** made of stone, which might be sold as a curiosity for 300 boxings. If present, Enge is especially unsettled by this True Body, as well as by the mistwraith.
- A rare copy of *Book of the False Dawn*, worth 100 boxings.
- Vials of medicine (five doses of ***anesthetic***, two doses of ***effectual poison***, and one dose of ***tonic***).
- A journal containing more of Vadilek's notes on Hemalurgy, which can be studied during downtime.
- Copper and brass jewelry etched with traditional Terris designs, worth 30 boxings.



Map 3.2: Duvall's Library and Laboratory

Secret Chamber

The sliding bookshelf opens to reveal the office where Duvall harvested Hemalurgic spikes for the Gilded Few. Read:

> This dim chamber smells of steel and blood. The room's central feature is a table with a human-shaped hollow hammered into its surface; stained channels in the table lead to a drain in the floor. On a nearby desk, among scattered notes and surgical tools, a wooden rack holds four gleaming spikes: copper, iron, tin, and zinc.
>
> A terrified Terris man with soulful eyes and a shaven head lies strapped to the table.

The Terris steward is Fadwal (**merchant**, he/him), Bezryl's missing brother. He has been held for two weeks as Duvall prepared to harvest him and his sister for Hemalurgic spikes. The gleaming spikes here haven't been used and don't confer any abilities.

Duvall's notes include dates for workplace accidents, tallies of Mistings abducted from each site, and payments to various mercenaries. These prove Duvall orchestrated the accidents at Kandor Construction and other worksites around Luthadel, and Haught Infirmary was preying on its patients.

Official Legacy Moment

After Duvall's defeat, the Haught Infirmary doctor, Yannen (**commoner**, he/him), approaches the Official. Yannen recognizes them from the Steel Ministry (or another institution). Now free of Duvall's extortion, Yannen wants to transform the infirmary's work into something legitimately beneficial to the community. Though he can repurpose some of the equipment from Haught Infirmary, he needs assistance getting everything up and running. Recognizing the Official as someone with administration experience, Yannen asks them to act as a patron for his new vision. If they accept, the Official gains a goal: "Reestablish the Infirmary." On completion, the Official leads the infirmary as an organization with scale 1 (see chapter 8 of the *Mistborn Handbook*). If they refuse, Haught Infirmary is dismantled completely, and Yannen flees Luthadel.

DALLIN BIFANO

Getting to the Table

Bezryl is tearfully united with Fadwal. Duvall's defeat weakens the Gilded Few's grip on Luthadel. The PCs resolve the labor dispute, and Enge hatches a plan to keep the Eternity Spike safe long-term.

A Question of Trust

After the party defeats Duvall, Kandor makes good on his promise to reveal the location of the uncharted tunnels beneath Luthadel. The entrance lies near the old Canton of Resource headquarters, and the party can visit the tunnels in chapter 4.

At this point, Enge pulls the PCs aside to discuss their plan for the Eternity Spike. She points out that leaving a powerful artifact unattended in the middle of a cave, even a carefully hidden one, still seems unwise. What about earthquakes? What about the future? But a solution has revealed itself: Enge is positive their new allies at Kandor Construction could build a vault down in the tunnels, capable of keeping the Eternity Spike secure for a long time to come.

To pull off such a complex project (especially during a siege), Enge reckons the party needs to bring at least two out of the three main NPCs at Kandor Construction—Kandor, Bezryl, and Cynwise—into their confidence. Enge asks the crew: Who do they trust most to lead the vault project, help hide the Eternity Spike, and forever keep its secret safe?

When the PCs determine which NPCs they trust most, Enge leads the party to the meeting.

Collective Bargaining

When the PCs arrive at Kandor's office, they find a large tent set up outside. Read:

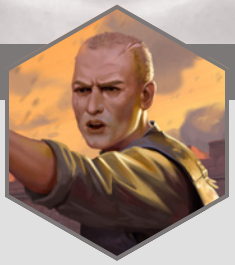
> Kandor welcomes you to a table surrounded by workers and skaa community leaders from across Luthadel. He eases himself into a chair between Bezryl and Cynwise. Among the familiar faces is someone you know by reputation: Demoux, a hero of the rebellion and captain of the city guard.
>
> Inviting you to sit, Kandor chuckles self-consciously. "Well, we're all here. Let's make this right, for everyone."

The demonstration attracted citywide attention. Captain Demoux (**bodyguard**, he/him) is here on Elend's behalf to help mediate and seek a fair deal for the workers.

Time Skip Connection

Take note if Demoux is impressed. This has implications for the Guardians organization in Era 2.

Roleplaying Demoux



Characteristics: Prudent, devout, formal.

Goal: Honor the Survivor's ideals by protecting and guiding the skaa.

Appearance: Demoux ("de-MOO"; he/him) is a skaa man in his early twenties with a receding hairline. A skaa rebellion hero, his pale scalp is marked with a twisting scar.

When he isn't busy acting as Elend's captain of the guard, Demoux spends his time proselytizing to skaa about Kelsier, the Survivor. Demoux believes in Elend and Kelsier's vision of a society where skaa govern themselves, working to make that vision a reality.

If the PCs tell Demoux about the Gilded Few, he explains Elend has been deposed and Demoux's guard force is currently occupied, protecting the besieged city. Demoux apologizes, promising more substantive aid once the political situation resolves.

A Lasting Agreement

As the heroes who saved Kandor Construction, the PCs are asked to help determine the company's future. Before they do, each NPC proposes a solution to the labor dispute:

Kandor's Contrition. Kandor deeply regrets trusting Duvall. If the PCs proceed diplomatically, Kandor admits running the company during the tumultuous siege is exhausting, pointing to competitor businesses that closed shop. With a successful DC 14 Persuasion test, Kandor can be convinced to delegate leadership tasks to an employee the PCs vouch for.

Bezryl's Copperminds. Searching her copperminds, Bezryl proposes adopting a council of trustees to oversee safety and worker rights. Kandor offers her a permanent job, which she accepts, but she doesn't envision herself in a leadership position—unless the PCs inspire her with a successful DC 14 Leadership test.

Cynwise Speaks Up. Cynwise argues in favor of a workers' collective, in which Kandor's and Bezryl's votes are weighed equally with those of the employees, and all decisions are made democratically.

Demoux's Decision. During the proceedings, if a character makes especially inspiring arguments, Demoux is impressed and eventually chooses to throw the support of the Church of the Survivor behind the resulting organization.

Veteran Legacy Moment

The Veteran knows Demoux, the captain of Elend's guard. Ask the player how the Veteran impressed Demoux. During "Collective Bargaining," Demoux is particularly interested in the Veteran's opinions, and always throws the support of the Church of the Survivor behind the Guardians organization (no test needed). Additionally, if the Veteran succeeds on a test during the scene, Demoux promises to put in a good word for the Veteran with Elend: The Veteran can call in one political favor, as if they were a member of a scale 2 political body organization (see chapter 8 of the *Mistborn Handbook*).

If at any point the PCs try to expose Duvall's Hemalurgic activities or the Gilded Few, the crowd seems dubious and Cynwise interjects, "Yeah! Don't you get it? Nobles like Duvall are our real enemy! Us skaa should only answer to each other!" Others chime in, directing the conversation back to discussing a workers' collective.

Invite the PCs to participate in the discussion, and when they're ready, ask them to make the final decision about who'll run Kandor Construction: a humbled Kandor, Bezryl and the board of trustees, or Cynwise and the workers' collective.

TEY BARTOLOME



BEZRYL, KANDOR, AND CYNWISE NEGOTIATE THE FUTURE OF KANDOR CONSTRUCTION.

Time Skip Connection

The party's choice of leadership influences the structure of Kandor Construction going forward. As shown on the following table, this determines the bonuses the PCs receive during vault construction in chapter 4, and ultimately, the priority of the secret Guardians organization featured in Era 2 (see appendix F).

Leader	Business Structure	Guardians Priority	Chapter 4 Bonuses
Kandor	Private business	Industry	+2 materials
Bezryl	Board of trustees	Wisdom	+2 plans
Cynwise	Cooperative	Labor	+2 labor

Hand in Hand

When the negotiation concludes, read:

> Bezryl uncovers a wooden bowl, speaking with authority. "The ancient nomads of the Crescent Valley had a tradition of sealing pledges with handprints dipped in ash. This bowl holds soot from the warehouse fire. It is, I believe, a fitting way for us to mark our accord."

The participants are invited to place their hands on the table, leaving behind a circle of black handprints. This inspires the ***Unity Medal*** (detailed in appendix B), an item created by skaa crafters to celebrate the agreement.

Time Skip Connection

The Unity Medal is one of three items NeBaal uses to create the Gilded Map, playing a central role in Era 2.

Journeying Onward

The PCs advance to 5th level upon resolving the labor dispute.

With Duvall downed and the dispute decided, the PCs are now ready to bring their most trusted NPCs into confidence, revealing their mission to protect the Eternity Spike. As the chapter closes, the party is poised to construct a vault in the secret tunnels below Luthadel, in hopes of securing the Eternity Spike's future.

CHAPTER 4

ETERNITY'S VAULT

With the tunnel location obtained, the PCs now work to build a secure vault below Luthadel—their only hope of keeping the Eternity Spike out of Gilded hands permanently.

Running This Chapter

During this chapter, the party's previous choices pay off, impacting the vault construction process. The ultimate fight of the Era 1 adventure follows, as Delina confronts the PCs and NeBaal's long-held secrets finally spill over.

Afterward, one final, harrowing task remains for any PCs brave enough to volunteer: NeBaal beseeches the heroes to help preserve the vault's location, mapping out a legacy of hope for future generations to fulfill.

Chapter Flow

To start, prepare or print the "Vault Traps" and "NeBaal's Confession" handouts, and prepare a copy of the "My Legacy" handout from appendix D (or a blank piece of paper) for each player. Also prepare a copy of map 4.2; whether presented digitally or on paper, players need a way to draw on the vault layout map during this chapter.

After resolving two weeks of downtime, the PCs gather their allies to plan to for the vault's construction. Take a moment to review "Planning Meeting" and "Building the Vault" before the session.

After the planning meeting, the party must prepare for vault construction. They do so via endeavors to steal supplies from a Cett-occupied Keep Hasting and Straff Venture's military camp. Interspersed with the action are roleplaying scenes with Guiverre and Enge.

The confrontation with Delina arrives just after the PCs finish the vault. Review "Confrontation" in advance, and look over "Sacrifice Play" and "NeBaal's Confession" carefully, as these dramatic scenes play out the reveal of NeBaal's true identity. Once Delina is defeated, "A Night to Think" gives the PCs a chance to reflect on their legacy (which is then used in chapter 9).

Era 1 draws to a close as the PCs decide whether to take on one last exciting—and extremely deadly—task from NeBaal in "Battle for Tomorrow." Review "Presenting the Battle of Luthadel" and the Heroic Sacrifice special rule before running this section. This climactic final mission from NeBaal takes place during the Battle of Luthadel and helps direct the course of events carrying the story from Era 1 into Era 2.

Delina's Obsession

From her seat of power in Fellise, Delina has tracked the PCs since the ball in chapter 2, seething after the party's narrow escape. Delina's obsession isn't just with the Eternity Spike, but also with "Enge" herself. Possessed with jealousy and burning with ambition, Delina needs to know the truth behind the woman claiming to be Enge—a woman whom Delina knows should be dead, and whom Vadilek ultimately rejected Delina to uphold. In this chapter, Delina will get her answers or die trying.

Character Advancement

The Era 1 characters begin this chapter at 5th level. Upon completing the vault, they advance to 6th level—their final advancement of the Era 1 campaign.

PCs who obtained Hemalurgy notes (Guiverre's, Vadilek's, or Duvall's) can progress a "Learn About Hemalurgy" goal during downtime (see "Handling Hemalurgy" in this book's introduction).

Gathering Resources

To build the vault in the tunnels below Luthadel, the PCs need to gather their allies, make a plan, and procure the necessary resources.

Downtime in Luthadel

The chapter starts with fourteen days of downtime, while Enge painstakingly scouts the secret tunnels beneath Luthadel for an appropriate hiding place. Run this downtime using the rules in the "Downtime in Luthadel" section of appendix E.

Let your players know this is the last downtime of the Era 1 story. This is a great moment to work with the players to complete any unfinished PC goals.



THE PARTY'S CANAL BOAT

Planning Meeting

As downtime ends, Enge calls the PCs and all their allies together for a secret meeting at Kandor Construction. Read:

> The air is conspiratorial in the warehouse at Kandor Construction. It's been patched up over the passing weeks, and the lingering stench of ash and burnt wood is barely noticeable. A large table has been dragged to the center, now covered in notes and maps and surrounded by familiar faces.

Co-Conspirators

Describe which NPCs are attending this meeting. Anyone the PCs allied with over the course of the adventure (except for Guiverre—see "Guiverre's Gift") could be here: Cynwise, Cadme, Anastas, Demoux, and the trusted NPCs from Kandor Construction are all likely attendees.

Let the PCs exchange greetings with their allies. Several have updates, if present: Cadme and Anastas might talk about their secret wedding, while Kandor complains about his profit margins amid the siege. When everyone has settled down, Enge explains the plan.

The Plan

Enge's scouting efforts below Luthadel have revealed an ideal location to build the vault. The cave's natural metal deposits would complicate any efforts to seek out the Eternity Spike using Allomancy alone, and the tunnels leading to the cave are labyrinthine and deep enough for an army to get lost in. It's the perfect place to house the Spike for generations to come.

To keep the location hidden, Enge plans to swear the entire construction crew to secrecy and blindfold them. Then she and the PCs will escort them in and out of the tunnels. The process will be time-consuming, but the vault's location must remain a guarded secret.

Vault Resources

Enge explains the PCs need three types of resources to build and secure the vault with traps:

Plans determine the complexity of the traps they can build.

Labor determines how effectively they can build those traps.

Materials determine how many traps they can build.

These resource totals increase as the PCs gather allies and make preparations. Show the players the "Vault Traps" handout from appendix D, listing the traps available to add to the vault and resource costs for each. The more plans, labor, and materials the PCs amass, the more secure the final vault will be.

Over a month and a half into the siege of Luthadel, such resources are scarce, but Kandor Construction donates some starting supplies. This grants the party 5 materials, enough for a simple vault with few defenses.

Allies and Bonuses

At this point, the allies present what they can offer:

Demoux. If the PCs impressed Demoux in chapter 3, he calls on the nascent Church of the Survivor. Increase labor by 2.

Cadme and Anastas. If the PCs brought the lovebirds together in chapter 2, the couple scours their network for information and supplies of value. Increase both plans and materials by 1.

Bezryl. If Bezryl leads Kandor Construction, she works tirelessly for the PCs, researching and scouring her metalminds. Increase plans by 2.

Kandor. If Kandor leads Kandor Construction, he delays his own building projects to aid the party's cause. Increase materials by 2.

Cynwise. If Cynwise's worker collective leads Kandor Construction, they're able to inspire many hands to help. Increase labor by 2.

The Refugees. If the PCs attempted the optional "Resettling Refugees" downtime activity, Aime, Roben, Tuss, and Pella pitch in. Increase labor by 1.

RYAN SMITH

The PCs may have made other allies along the way; add any NPCs you feel are appropriate to this list, increasing labor by 1 for each character or group added.

Urchin Legacy Moment



Tell the Urchin their community in Luthadel—whether Kandor's merchants or Cynwise's network—can help. Run a side scene where the Urchin's connections offer to pull scrappy favors to contribute labor and materials, if the Urchin in turn donates some boxings to aid in their long-term survival during the siege. Ask the Urchin if they agree, and record how many boxings they offer to invest in their community. If the Urchin offers any boxings, increase both labor and materials by 1 as the community pitches in. In Era 2, the funds the Urchin invests may work their way back to the Entrepreneur via the Urchin's contacts.

Always Another Secret

As the planning meeting winds down, Enge turns the topic toward the future. The overarching purpose of this discussion is to begin revealing NeBaal's intention to create the Gilded Map, a key item in the Era 2 adventure.

Eternity, Enge muses, is a very long time. She's confident the crew and vault will keep the Spike safe during their lifetimes, but what about a hundred years from now? Lives end; vaults fail; and something valuable and irreplaceable could be lost forever. So Enge confesses she's been working on yet another plan, a secret within a secret—a clandestine way to keep the knowledge alive. A way to ensure the Spike can be watched over, protected, and perhaps even used for good someday.

Other allies, if present, share their thoughts:

- Bezryl urges the crew to preserve knowledge, arguing learning from the past is the only way to prevent it from happening again.
- Cynwise knew some of the victims, and insists their friends' deaths have to mean more than "making some nobleborn more powerful."
- Cadme, thinking about her days in the skaa rebellion, advises it's never wise to entrust important secrets to just one person.

Enge invites opinions from the PCs, but as the scene closes, she is resolute: She explains she intends to find a way to preserve the location of the vault (a plan NeBaal already has well underway and may be feeling guilty for concealing; see "NeBaal's Confession" later in this chapter). Enge tells the crew she'll be gone for a few days, but she'll meet back up before construction is completed.

Final Preparations

The PCs have just a few days to make preparations before vault construction begins, with opportunities to roleplay and gain resources. This section includes notable characters and factions from the Mistborn novels. If you're looking for NPC guidance and further inspiration for running this section, see "House Cett" and "House Venture" in chapter 5 of the *Mistborn World Guide*.

These four scenes occur before "Building the Vault" and can be run in any order:

Enge's Modest Proposal. If the PCs (or Enge) removed Duvall's spike, Enge suggests using it.

Stealing Supplies. The PCs infiltrate Venture's military camp in search of supplies.

Guiverre's Gift. If the PCs previously won Guiverre over, he shows up with a valuable gift.

Keep Hasting's Plans. The PCs stage a scheme to steal plans from Cett's keep.

Enge's Modest Proposal

This roleplaying scene is only available if Duvall was killed, resulting in either the PCs or Enge collecting Duvall's bronze ***Hemalurgic spike***, which grants Zinc Allomancy. Enge has kept that spike safe, and she now suggests one of the PCs could put it to use. Read:

> "Cards on the table, I think it's time we fight fire with fire. It's not like I *want* to do it," Enge says quickly, grimacing. "But the Gilded Few already are. And if we don't, we're yet another step behind them. We need to do everything we can to protect the Eternity Spike from them." She gestures at the spike, submerged in blood. "But it's your call, crew. What do you say?"

If a PC takes Enge up on her offer, a character with the Hemalurgist expertise can implant the spike for them. If none of the PCs have this expertise, Enge volunteers to help.

If the PCs ask where Enge learned how to use Hemalurgy, she explains Vadilek taught her the basics. This isn't a lie: NeBaal picked up a few tricks when working with him. But the PCs may (rightfully) doubt Enge would even suggest using a Hemalurgic spike, and a successful DC 15 Insight test reveals Enge is hiding something. If they press the point, refer to "Handling NeBaal" in this book's introduction for guidance on how NeBaal might reveal the truth.

Stealing Supplies

This endeavor to steal materials is introduced by the party's favorite trusted NPC from Kandor Construction (Kandor, Bezryl, or Cynwise).

Straff Venture's military camp sits outside the gates of Luthadel, boasting a massive and well-organized force. The army's supplies can be repurposed as materials for vault construction, but securing them requires a multi-part mission. The trusted NPC introduces this task, detailing the following obstacles:

- With two armies besieging the city and another sighted approaching, getting in and out won't be easy.
- Venture's camp is crawling with soldiers and obligators, and he's even got Straff's Mistborn (and illegitimate son) skulking about.
- The supplies are sure to be heavy and cumbersome to carry.

If the PCs accept, run the mission to steal supplies as an endeavor (detailed in "Venturing Forth"). Special rules for two NPCs the party may meet, Zane and Amaranta, are active during this scene.

Special Rule: Zane

The first time the PCs fail two tests in Straff's camp, they come face-to-face with a bizarre young man wearing all black. All the soldiers seem afraid of him. This is Zane (**Mistborn assassin**, he/him), Straff's Mistborn (and illegitimate son). Zane knows the PCs are meddling, but he won't act on it unless the endeavor fails. Instead, he hangs on and asks questions, going along with whatever lies the PCs feed him like he's in on the joke, though he occasionally seems distracted by something unseen. Zane's presence gives PCs a +2 bonus to social tests in Straff's camp, but should they fail the endeavor, he makes combat much harder.

Special Rule: Amaranta

After the party's fifth successful test, Amaranta (**commoner**, she/her), Straff Venture's secret herbalist, catches them. Eager to sabotage Venture, she tells the PCs where to find some extra supply crates. The PCs have a choice to make: If they go for the extra crates, they can double the materials gathered by this endeavor, but they must earn an additional 2 successes (for a total of 8).

ZACHARY CREPEAU



Map 4.1: Venture's Military Camp
1 square = 5 ft.

Venturing Forth

To steal the supplies, the PCs must complete an endeavor (see "Resolving the Endeavor"). Obstacles the PCs might face include:

Heavily Guarded Exits. Covert exits are hard to find. A PC could ask around (DC 16 Persuasion) or recall rumors of passwalls leading out of the city (DC 18 Lore). If they succeed, they find a woman named Granny Hilde (**commoner**, she/her) who controls a passwall, charges 20 boxings for passage, and doesn't ask questions.

Patrols by the River. To get past soldiers from both Cett's and Venture's armies, PCs can sneak down the riverside (DC 17 Stealth) or craft breathing devices to swim undetected (DC 16 Crafting).

Obligators in Camp. PCs can fashion disguises (DC 16 Thievery) or convince the obligators they belong there (DC 18 Deception or Leadership). A PC with the Steel Ministry expertise gains an advantage on this test.

Guarded Supply Tents. The PCs can try to pilfer the supplies sneakily (DC 16 Stealth or Thievery) or haul them out so quickly the guards can't tell what happened (DC 18 Athletics or Discipline).

Resolving the Endeavor

The endeavor succeeds if the party accrues 6 successes (or 8 successes if they took Amaranta's advice) before 4 failures, or if they otherwise complete the objective.

Success. The PCs increase their materials by 5 (or by 10 if they took Amaranta's advice), and the endeavor ends as the PCs escape back to Luthadel with Straff none the wiser.

Failure. The PCs are discovered. Three hazekillers step forward and the endeavor ends in combat; proceed to "Supply Scrum."

Supply Scrum

If the endeavor fails, run a combat against the three **hazekillers** using map 4.1. As combat begins, five 100-pound crates of materials sit nearby, marked on the map. The PCs can escape with as many crates as they can carry, or they can fight. If they fight and win, they can easily take all five crates (regardless of how many PCs are in the party). Each crate taken increases materials by 1.

If the PCs attracted Zane's attention, he joins the fray to fight alongside the hazekillers. Zane uses the **Mistborn assassin** stat block, but he avoids using his Burn Atium action because the metal is so scarce. At the start of the second round, or when all the hazekillers are dead, Zane becomes distracted by a voice speaking into his mind and leaves, disappearing into the mists.

Veteran Legacy Moment



Among Straff's soldiers, the Veteran notices a man they once served with, Jedd (**garrisoner**, he/him). Ask the player what daring action the Veteran took to save his life.

Serving Straff Venture even a year ago meant something very different than it does today, with Straff now besieging Luthadel—the same city the Veteran and Jedd once fought together to protect. As a contribution to the endeavor, the Veteran can make a DC 14 Persuasion test to appeal to the guard. On a success, Jedd abdicates his post and assists the PCs, which counts as a success toward the endeavor and increases the party's labor by 1. On a failure, the PCs gain nothing, but Jedd looks the other way as a professional courtesy to the Veteran; don't count this as a failure toward the endeavor.

Guiverre's Gift

This roleplaying scene is available if the party gained Guiverre's allegiance in chapter 2. One night during preparations, Lord Seeris turns up unannounced. Read:

> On a cold winter night, an odd sight greets you: Guiverre Seeris stands on the dock near your boat.
>
> While still wearing a fine coat, Guiverre's hands are notably bare, no longer adorned with glittering rings. He looks smaller and more haggard than when you last spoke, and dark circles ring his eyes.
>
> "Well, come now, it's blisteringly cold. Aren't you going to invite me into your delightful floating... house?"

Once inside, he thanks the PCs and shares the following:

- After many weeks of Lord Seeris covertly hampering Delina's social sway in Fellise, she grew suspicious of his allegiances. He fled to Luthadel, bribing Cett's forces for safe passage.
- He could've kept running, but the PCs' defiance inspired him. He's decided to stay in Luthadel, doing what he can to fight for the city's survival.
- He came to give a warning: Since the crew humiliated Delina, she's become fixated on them. He suspects she may even be obsessed enough to make a wild move and attack them in Luthadel, siege be damned.
- If Enge is present, observant PCs notice Guiverre keeps glancing at her throughout the discussion. A successful DC 14 Insight test reveals Guiverre is both curious and concerned. If a PC follows up with Guiverre alone, he confides part of Delina's obsession with the party: She's absolutely certain she killed Enge… and yet Enge lives. Guiverre doesn't know what to make of it.

Right before leaving, Guiverre produces a velvet box containing a single ***bead of atium***. His dark eyes glisten as he tells the PCs, "Protect yourselves—and get some justice for my son, if you can."

Keep Hasting's Plans

This endeavor to steal plans is introduced by Cadme and Anastas if they're present, or if not, by Enge.

Before the death of the Lord Ruler, House Hasting was one of the best in the metalworking industry. The NPC introducing the scene believes Keep Hasting's offices may still hold blueprints for traps and hazards useful for the vault. However, Lord **Ashweather Cett** (he/him) currently occupies the keep.

Hatching the Scheme

With few doors and windows, all guarded by numerous soldiers, Keep Hasting is extremely difficult to infiltrate. So Cadme (or an NPC such as Kandor, who once built a vault in the keep) suggests another approach: Get Cett talking.

Cett is currently taking meetings with prominent public figures, trying to convince them to back him as king. Cadme (or Enge) can arrange a meeting with Cett and impart the information in the "Roleplaying Ashweather Cett" sidebar. Anastas can tell the party Cett was once a poet. While some PCs keep Cett distracted, other PCs can search through the keep for blueprints—in other words, the party can run a Scheme (see chapter 11 of the *Mistborn Handbook* for more on Schemes).

Speaking With Cett

Run this scene as a conversation with Cett (see "Resolving the Conversation"). This conversation scene requires splitting the party. Ask the players which PCs buy time by distracting Cett, and which PCs sneak into the keep to steal the blueprints. The spotlight then alternates between these two groups.

Successful contributions during the conversation keep Cett's attention absorbed, making sneaking easier (see "Special Rule: Sneaking"). However, Cett counters failed PC contributions with intimidating jabs of his own, which may push them off balance (see "Resisting Influence").

Once it's decided which PCs are talking and which PCs are sneaking, begin the conversation.

Starting the Conversation

The PCs might discuss topics such as the following:



JUST HIEU & DARKO STOJANOVIC

Roleplaying Ashweather Cett

Characteristics: Arrogant, tactical, off-putting.
Goal: Convince members of the Assembly to appoint him as their king.
Appearance: Ashweather Cett ("ASH-weh-ther SET"; he/him) lost the use of his legs as a child and now sits on a simple wooden chair that his servants carry. Cett's attire looks anything but kingly: He wears worn clothing instead of fashionable suits, and he started growing his beard long before the Lord Ruler's fall.

Cett is a Fadrex City nobleman in the midst of a ploy to become the new king of Luthadel. He's too conceited to doubt himself, and his tactical mind and plain, bold manner of speaking have made him a powerful force in this conflict.

Discussing the Issues. Cett is eager to talk about the changes he'll make in Luthadel. He promises titles for everyone in the Assembly—except for the skaa, whom he'll force back into labor without representation. If a PC who disagrees with Cett's ideals tries to keep him talking, on a failed test, Cett realizes he's speaking with someone who "isn't smart enough" to understand.

Flattery. Cett steadfastly believes he's meant to be king, and he agrees with anyone who flatters him. The first two times the PCs use flattery, it's an automatic success. However, if the party continues to flatter him, Cett spends focus to resist successful tests and asks what, exactly, the party is trying to get out of him.

Poetic Diversions. If the PCs bring up poetry or writing, Cett jumps on the chance to show off his own work and doesn't resist successful tests. However, if a PC fails a test, Cett brushes off any further poetic appeals, spending just 1 focus to resist the PCs' "amateur opinions."

Sabotaging Venture. If the PCs already completed the "Stealing Supplies" endeavor, they can leverage sabotaging Cett's political rival to convince Cett they're his allies. If the PCs offer concrete information about Venture's campsite (such as the existence of Zane or the magnitude of Straff's troops), they gain an advantage on this test. On a failure (or when Cett spends focus to resist a success), he replies, "The enemy of my enemy makes a lackluster friend."

Chronicler Legacy Moment



Cett immediately recognizes the Chronicler as a "fellow wordsmith" and asks about their writing. As Cett tries to impress the Chronicler with his own works, they gain an advantage on tests to influence Cett.

Cett also asks the Chronicler if they could write something to sway the nobility and merchants of the Assembly to his side. (He doesn't think much of skaa.) If the Chronicler promises to circulate literature painting Cett in a positive light, they earn one automatic success on a Stealth test for the sneaking PCs (see "Special Rule: Sneaking").

Resisting Influence

Ashweather Cett has a Cognitive defense of 16, a Spiritual defense of 17, and 5 focus.

Cett often behaves uncouthly to set others on edge, making rude remarks about a PC's appearance or having servants serve snacks he can eat sloppily to disgust his guests. After a failed contribution, Cett uses his Crass Remark ability to keep the PCs off balance.

Special Rule: Sneaking

Every contribution to the conversation influences Cett's perception of events, and in turn, how alert his guards are. After every contribution to the conversation, move the spotlight back to the sneaking PCs, and have each sneaking PC make a Stealth test. The DC is determined by how well the last contribution went over, as shown on the Stealth Test DC table.

Stealth Test DC

Contribution Result	Stealth Test DC
Success; Cett doesn't spend focus to resist.	10
Success; Cett spends focus to resist.	12
Failure	14

On a failure, the sneaking PC is discovered by the guards and kicked out. If all the sneaking PCs are discovered, the conversation fails (see "Resolving the Conversation").

On a success, the PC can search a room in the keep. To represent this, have them roll 1d6:

On a 6, they locate and acquire the blueprints they need, which brings the scene to a successful close (see "Resolving the Conversation").

On a 5 or lower, they find nothing and the conversation must continue to distract Cett from the sneaking PCs. However, the next time a PC makes this roll to search a room, they locate the blueprints on either a 6 or a 5 (and the next time, on a 6, 5, or 4—and so on, until success).

Resolving the Conversation

The conversation continues until either the sneaking PCs find what they need, all the sneaking PCs are discovered, Cett runs out of focus, or all the PCs distracting Cett run out of focus.

If Cett runs out of focus, he becomes belligerent, grows tired of the conversing PCs' games, and kicks them out. If the PCs distracting Cett all run out of focus, they become too angry or lose their nerve, and the party must leave. In either case, the sneaking PCs can each immediately roll 1d6 to search one final room, no Stealth test required.

The conversation succeeds if a sneaking PC finds the blueprints before the conversation ends.

Success. The scheme succeeds, increasing the party's plans by 2. Additionally, if there are two or more PCs still sneaking around by the time they find the blueprints, they also find a set of ***wooden half-plate*** armor. The party is free to end the conversation and leave at any time.

Failure. If the scheme fails, one **enforcer** and three **garrisoners** drag any PCs who were still sneaking into the dining room where Cett and the rest of the party are conversing. Combat ensues as Cett's guards attack the party, and any PCs who were already kicked out can choose to burst into the hall at the start of the first round. However, it quickly becomes apparent to the PCs that this fight isn't winnable, and three more **garrisoners** appear at the start of each round after the first, until the party escapes.

Building the Vault

Once preparations are completed, vault construction begins in earnest. The heroes, Enge, and their blindfolded construction crew carry their supplies deep within the secret Ministry tunnels. After miles of navigating, Enge points out the spot. Read:

> At last, the dark, twisting tunnels open into a spacious cavern complex. Metal deposits on the ceilings gleam in your torchlight. Down below, past the steep slopes, a rushing waterfall empties into a pool of murky, ashy water.

The cavern complex is depicted on map 4.2. Provide a copy of this vault layout map to your players and describe the "Cavern Features" before proceeding to "Starting the Build."



JOSHUA CHIA

WORKERS SET UP A BOULDER TRAP IN THE ETERNITY VAULT.

Time Skip Connection

Later in this adventure, you'll need the actual map the players draw on during this chapter—so be sure to hang onto it! The Era 1 PCs are now drawing up the vault layout map Merid gives the Era 2 PCs in chapter 9. The project supervisor and their descendants pass down the map for generations, and the need to preserve the vault's secrets is a major factor inspiring the creation of the Guardians organization (see appendix F).

Project Supervisor

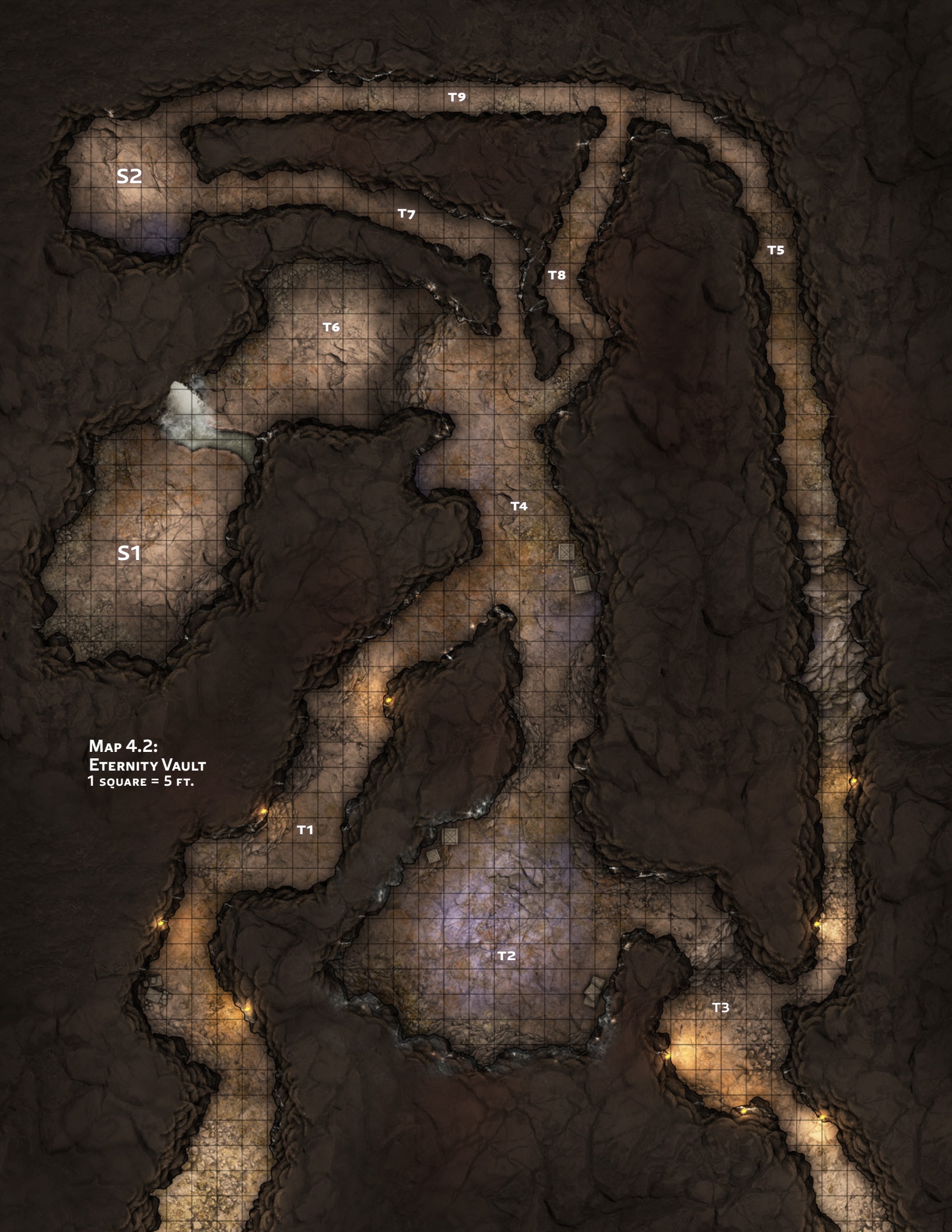
The trusted NPC chosen to lead Kandor Construction (at the end of chapter 3) acts as the project supervisor for the construction crew during this process. Aside from the PCs and Enge, this supervisor is the only character who knows the full layout of the vault—a secret they vow to safeguard.

Official Legacy Moment

The Official has either knowledge of or access to rare Steel Ministry technology that could create an especially deadly trap. Ask the Official how they happened on this loathsome engineering technique. If the Official chooses to employ this technology, choose a similar trap from the "Vault Traps" list as a base, increase the trap's associated DC by 2, and have the Official choose one additional effect: the trap gains an additional 2 damage dice, the target becomes Restrained, or the target becomes Disoriented.

The Official can attempt to build this special trap only once, but they gain an advantage on the test. If they succeed, they build the trap. In chapter 9, this trap uses the base trap's statistics plus the Official's chosen additional effect.

If the Official doesn't attempt the build, ask what goes through their mind. They gain the Determined condition going into the "Confrontation" scene.



Map 4.2:
Eternity Vault
1 square = 5 ft.

Cavern Features

Since the party is building their vault within an existing cavern structure, that structure's features can help or hinder construction. The cavern includes the following:

Two Entrances. There are two entrances to the vault space, leading into areas T1 and T3.

Running Water. There's an underground waterfall here. Building traps in area T6 is challenging: Increase the trap's material requirement by 1 and its DC by 3.

Slopes and Cliffs. These caverns contain several steep 20-foot cliffs, splitting the caves into two elevations. Areas T3, T6, and S1 lie at the lower elevation. Building within 5 feet of the cliffs increases the trap's material requirement by 1 and its DC by 2.

Placing the Spike

The PCs start the build by making a critical placement decision: where the protective case for the Eternity Spike should be secured into the wall. Rich veins of metal deposits run through caverns S1 and S2; cavern S1 lies behind the waterfall. The PCs must pick one of these two locations.

Building Traps

In this scene, the PCs take turns populating the vault layout map with as many vault traps and trap modifications as possible (refer to the "Vault Traps" handout from appendix D for the full list of available traps). While the players should discuss their plans as a group, let a different player serve as the final decision-maker for each turn.

To place each trap, follow these steps:

1. **Choose a Trap.** The player chooses a trap or trap modification from the "Vault Traps" handout to install. Ensure any trap prerequisites are met.
2. **Decide Placement.** The player indicates where on the vault layout map they plan to install this trap.
3. **Deduct Material Cost.** Deduct the trap's associated material cost from the party's resource totals.
4. **Expend Labor.** A player can optionally expend labor points to reduce the trap's associated DC by 2 for each point expended. The player must decide how much labor (if any) to expend before rolling, deducting it from the party's resource totals.
5. **Attempt the Build.** Ask your player to describe how they're building their chosen trap. What materials is it made of? If they expended labor, which NPC do they rely on for help? To determine whether the build was successful, have the PC make a Crafting, Athletics, Discipline, Leadership, or Survival test against the trap's associated DC (be sure to reduce the difficulty if labor was spent). If the trap's prerequisites included Plans 2 or more, raise the stakes on the test.
6. **Mark the Map.** If the build test succeeds, the player draws the trap on the vault layout map. If the build test fails, they still draw the failed trap on the map—but they should explain how the build failed, and describe the resulting mess of materials. The next test made to build that same trap gains an advantage.

Materials and labor are expended whether the build test succeeds or fails. The PCs should take turns building vault traps and drawing on the map until they run out of materials, at which point construction is finished.

Building Traps Opportunities and Complications

Result	Example
◈	The party discovers a metal deposit they can easily mine, increasing materials by 1.
◈	The PC has a flash of inspiration. They can automatically add a free modification to the trap they're building.
✵	The designs for the component are sloppy. If the build failed, reduce materials by an additional 1. If the build succeeded, the resulting size is 5 feet (one square) smaller on one side than planned.
✵	Morale hits an all-time low, as many NPCs wonder why they're protecting a hunk of metal below Luthadel as their city verges on collapse. The next two attempts to build traps can't use labor to reduce the test DCs.

Convict Legacy Moment

The Convict remembers what it was like to be locked up, and how little difference there is between breaking out and breaking in. Each time the Convict successfully installs a trap, ask them to reflect on their incarceration and escape, and to describe a personal mark they left on the vault. Note down how many marks they make, and add an additional mark for each Opportunity the Convict rolls during this scene. In chapter 9, three hundred years later, the Convict's player gets to spring an extra trap at a critical moment in Era 2.

Construction Completed

Vault construction is completed when the PCs expend all their materials or choose to stop building. If there are leftover materials, the project supervisor offers to sell them to the Luthadel army (who are desperate for supplies) for 50 boxings per 1 material, giving the proceeds to the PCs.

In all, it takes two weeks of hard labor to finish the vault. On the last day, Enge accompanies the party through the winding tunnels one final time, placing the Eternity Spike securely inside its case in the vault. After so much running, hiding, and laboring to keep the Eternity Spike safe, Enge remarks the simple act of setting the spike in its case feels momentous. She's visibly relieved, tearful, and elated, saying they should celebrate back at the canal boat.

Character Advancement

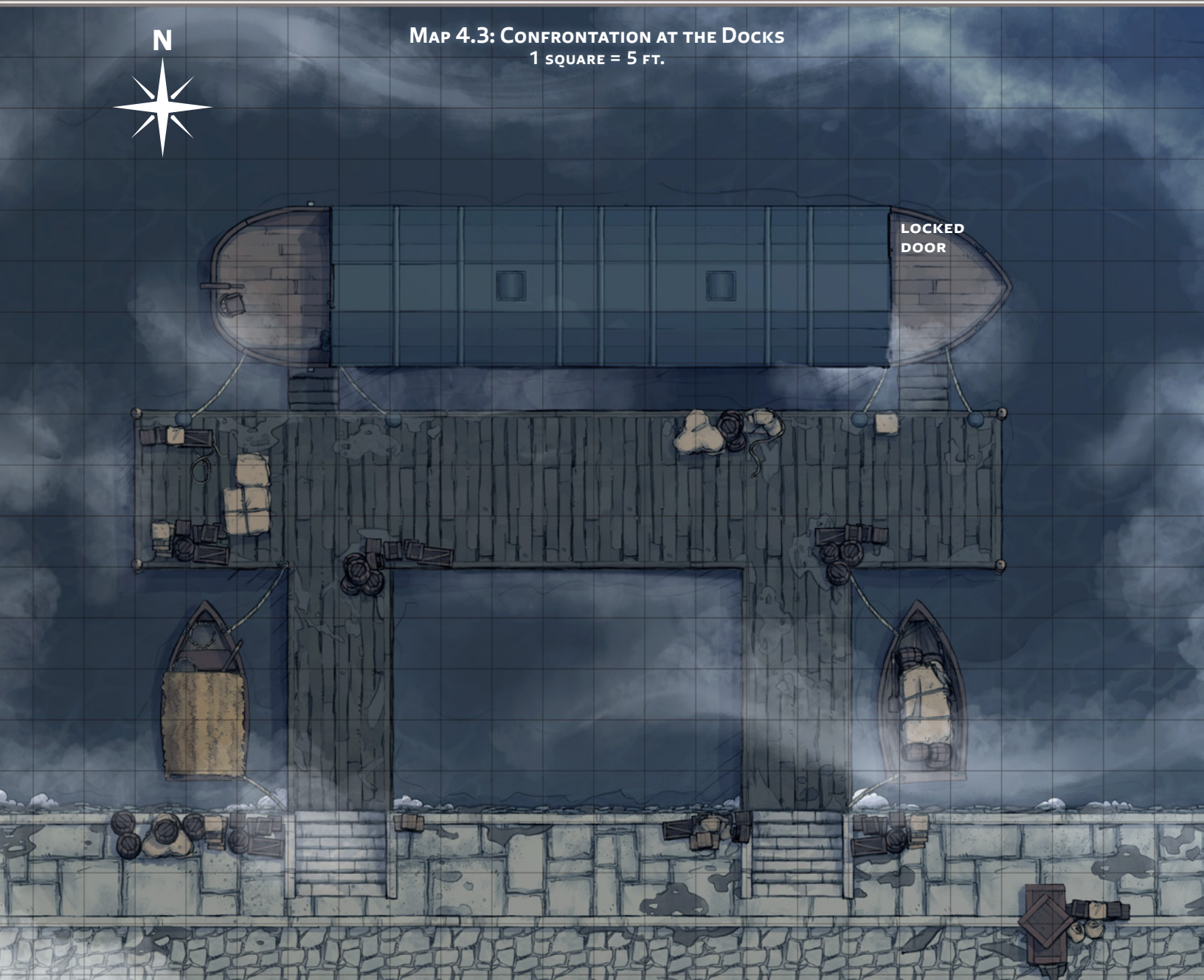
The Era 1 characters advance to 6th level as vault construction ends. Let the players know this is the final level advancement of the Era 1 campaign, and work with them to finalize their Era 1 PCs.

The action from here on carries the PCs directly to their final confrontation with Delina.

Confrontation

As the PCs arrive back at their hideout after securing the Eternity Spike in the vault, the final showdown of the Era 1 campaign begins. Delina's need to recover the Eternity Spike and her obsession with capturing the "so-called Enge" have finally driven her to Luthadel—where she now waits to ambush the PCs on the docks (see map 4.3).

RYAN SMITH; OKSANNA KERRO



Map 4.3: Confrontation at the Docks
1 square = 5 ft.

As the party arrives back at the canal boat, read:

> Enge fumbles with her keys by the canal boat door, the jingle cutting through the silent night. She laughs. "Damn my cold sausage fingers." Mist blankets the River Channerel's cobblestone towpath, where your boat lazily bobs. The street is quiet. Too quiet.
>
> Through the mists, a shadow forms, hazy at first but quickly resolving: The dark tendrils of a mistcloak wreathe Delina Tekiel, who wields an obsidian axe in her hand.
>
> "Don't interfere," Delina commands, striding toward Enge. "This is between me—and her."
>
> Enge's eyes go wide. "Listen, Delina, it's already done. Please! Nobody needs to get hurt."

Delina Tekiel arrives from the southeast. In this moment, the PCs can step aside and let Delina pass; if they do, skip the combat and proceed to "Aftermath." Otherwise, if the PCs intercede, read:

> Delina turns to face you, murder in her eyes. "I have trained and fought and bled to prove my worth. My *family* has bled. And you—you don't even know what you've done. Do you even know who she *is*? I will have that impostor!"

Delina then attacks immediately.



DELINA TEKIEL

Enge's Part

Enge (**NeBaal**) joins the PCs for this combat. NeBaal has sworn never to harm humans, but they still contribute by using Grapple (⏩), Shove (⏩), or Aid (⮌). PCs easily notice Enge is reticent to attack.

If an attack from Delina reduces Enge or a PC to 0 health, they don't make an injury roll. Instead, immediately proceed to "Sacrifice Play" as Enge intervenes.

Delina's Tactics

During the fight, Delina pulls no punches. In this moment, make the PCs aware they must kill or be killed. Delina has one ***bead of atium***, which she burns as soon as possible. Encourage players who gain an Opportunity to spend it to end the effects of her Burn Atium.

While Delina fights the PCs, she Banters (▷) every round, trying every manipulation tactic she can think of, including:

Threatening the Party. To Enge, "I'm going to kill your so-called friends, one by one. So you can watch, or you can save them by coming with me."

Manipulation. To the PCs, "I knew Engeanthe, I trained with her for years. She was my friend. Obviously none of you even knew her!"

Sowing Mistrust. To the PCs, "Whoever that is, it isn't Engeanthe. I beat the life out of Engeanthe myself. I watched the light leave her eyes. That impostor is playing you for fools!"

Noble Legacy Moment

During this scene, Delina is especially vicious toward the Noble, screaming at them for their failures, treachery, or both. Her fury makes her hit harder, but it also exposes her vulnerability. Delina's attacks deal twice the usual damage against the Noble, but the Noble's attacks hit Delina for double damage as well.

Aftermath

Depending on the PCs' actions, this encounter can have different endings:

Let Delina Pass. If the PCs let Delina pass, she seizes Enge and departs, leaving the PCs unharmed. A note from NeBaal awaits on the boat; proceed to "NeBaal's Confession."

Loss. If Delina reduces a PC to 0 health, don't make an injury roll. Immediately proceed to "Sacrifice Play" as Enge intervenes.

Win. If the PCs defeat Delina, they protect Enge from the Gilded Few. In the aftermath, Enge confesses the full truth; proceed to "NeBaal's Confession."

Sacrifice Play

If combat goes poorly, Enge sacrifices herself to save a PC's life, confessing her true identity to Delina—and to the party, if she hasn't already done so. The PC still takes the damage from the attack that dropped them to 0 health, but Enge's intercession prevents them from suffering an injury. This emotional moment happens quickly, and the PCs have no chance to interfere. Read:

> "Enough, Delina." It's Enge's voice, but not her manner of speaking. "It's me you want, not them. I tricked them. They did not know."
>
> Delina's eyes widen with rage. "How dare you speak to me in her skin?!"

If this is the first time the PCs are learning about NeBaal's true identity, also immediately read:

> Not-Enge turns to you all, sorrow in their eyes. "I am sorry for everything. I didn't want to tell you this way. When I decided to walk in Enge's bones, I hoped to fulfill my Contract to her uncle, but I never expected to find a family of my own. Please, allow me the final honor of protecting that family." They turn back to face Delina.

Then, always immediately conclude by reading:

> "Delina, take me—spare them." Not-Enge steps forward, surrendering. With no further use for you, Delina walks the impostor off the docks. In a heartbeat, the two are gone.

Proceed to "NeBaal's Confession."

NeBaal's Confession

In the wake of the confrontation with Delina, the PCs are left with a canal boat full of secrets. If the PCs didn't guess Enge's real identity before now, it's time for the reveal.

If NeBaal is here, they tell the PCs the full truth. They openly answer the party's questions, giving the answers below, and they offer gifts for the PCs (see "NeBaal's Final Gifts"). They also request the PCs take on one last, deadly mission.

If NeBaal was captured, the PCs find a letter left on the canal boat, laid out next to NeBaal's gifts (see "NeBaal's Final Gifts"). You can give the players the "NeBaal's Letter" handout found in appendix D, or you can read the following conversation quotes, which form the same letter:

Letter Opening. "If you're reading this, I am gone. After everything you've done to help me, you deserve an explanation."

Who are you really? "My real name is NeBaal. I'm a kandra, and my Contract was with Vadilek. He tortured thousands of people, then left them to die, but I was bound to serve him. So I did. I was charged to watch over his niece. Thus, I had the honor of knowing Enge—and all of you."

Why impersonate Enge? "Vadilek did one thing right: He saw Enge's promise. But the only thing she shared with her uncle was her passion. She was good. I watched her grow up. And when Vadilek lured her back in, I watched Delina kill her. I grieved for Enge, and then I became her."

How could you lie to us? "I understand if you feel betrayed. While I deceived you, you gave me a gift. Over these past months, I got to see the world through Enge's eyes. I saw how much you all loved her, and I felt how much she loved all of you. How much *we* loved you. I am only sorry I didn't tell you the truth sooner."

What about the Eternity Spike? What happens now? "For now, the Spike is secure—but when you live as long as I have, you realize how uncertain our future truly is. I'm not really your boss, so I have no right to ask, but one last smuggling job awaits this crew. I've created a map pointing to the vault's location, so we may safeguard the Spike for the future… no matter what happens to me, or you. I've split the map into two pieces and made arrangements with trusted contacts in Tresting to ensure those pieces are kept safe—by very different groups of people. I hope to ensure all of humankind, not just one individual, decides how the Eternity Spike's story ends. But first, we must smuggle the map pieces safely out of the city, beyond the grasp of the Gilded Few and those invading Luthadel."

Is this map/job the only way? "I wish I did not have to ask this of you. The job will be incredibly difficult, made deadly by the siege, and you might die doing it. But I trust you—just as Enge trusted you. Vadilek was her blood, but you were her family. And this map is my last, best hope. Perhaps one day, humankind will learn. Perhaps the future will be kinder. In a world without the Gilded Few, the Spike could be used for good. Or perhaps knowledge of the Metallic Arts will grow until someone can finally destroy the Spike. Either way, the map must survive, to secure the future of the Spike—and the future of the world."

And if we say no? "Please, do not make this decision lightly. Take the night to think it over. Refusing is certainly the safer option. But if you choose to help, rest well tonight, and leave before the dawn."

Letter Closing. "I leave you with some final gifts. I hope you'll accept them and carry the map to safety. I hope you'll survive, and earn a chance to lay down your burdens—as I have, perhaps, finally laid down mine. I may be gone, but for everything you've done, for everything you've given, and for giving Enge a true family—I love you. Always. Yours with eternal gratitude, NeBaal."

Time Skip Connection

The map NeBaal has created is the same "Gilded Map" the Era 2 story revolves around. NeBaal returns in chapter 6.

NeBaal's Final Gifts

Whether NeBaal is here or gone, they have some final gifts for the group. First is the completed bold blue ***Midnight Mistcloak***. NeBaal chooses a PC (a Mistborn, a kandra, or a parent is an ideal pick) and bequeaths the cloak to them, either in person or with a note:

"This was Enge's project, which I completed in her honor. I can think of no one more qualified to protect her memory than you. Keep it safe—always."

The second gift is the full contents of the crew's coffers, which NeBaal managed after Enge's death. The crew receives 1,200 boxings, theirs to use as they see fit.

Time Skip Connection

Don't reveal this to the players yet, but the Midnight Mistcloak is actually the secret third and final piece of the Gilded Map. The players aren't intended to find out there are three map pieces until chapter 6—and they won't get confirmation this familiar bold blue mistcloak is a map piece until chapter 8.

A Night to Think

When the PCs are ready to proceed, read:

As early evening falls, the streets lie hushed and empty. For those who know where to look, life ambles on. Smugglers work in the shadows. Skaa play cards in a rebuilt warehouse. But the streets feel quiet, almost reverent, as tonight, Luthadel holds its breath.

You have a choice to make. Depending on your decision, this may be your last night in Luthadel. What thoughts fill your head? What unfinished business might you complete? Who do you seek out in these final hours?

Let your players know Era 1 is drawing to a close, and this may be their last chance for a conversation or character moment. Warn the players that should the PCs accept NeBaal's mission, there's a very good chance they'll die; the PCs themselves are all aware of this risk.

Note that two NPCs are missing from the city—those sent to Tresting by NeBaal (see the upcoming "Hope for a Kinder Future" section).

Take out the map of Luthadel (located in appendix E) one final time. Go around the table, inviting each player to wrap up any loose ends. Prioritize helping PCs complete unfinished goals. This is also the characters' last chance to soul-search, spend their boxings, discuss, and prepare; is there anyone they talk to or visit? Play out these side scenes as short vignettes.

Also ask each player to have their PC make a private decision to accept or reject NeBaal's mission. Unbeknownst to the PCs, this is the night before the fateful Battle of Luthadel.

Answers for the Ages

Consider either taking a break or running the next section as a separate play session. Before breaking, give each player a copy of the "My Legacy" handout found in appendix D (or a blank piece of paper). Ask each player to write down, in that moment, what their PC wishes for their legacy to be. How do they hope to be remembered? Also ask each player to write down whether their character accepts NeBaal's last mission or not.



MIDNIGHT MISTCLOAK

ANNA VERHOOG



LUTHADEL AT NIGHT

Once every player has recorded both their PC's wishes and whether they accept the mission, collect their answers and proceed to "Battle for Tomorrow."

Time Skip Connection

Save your players' answers, either on the "My Legacy" handouts or recorded elsewhere. You'll need them for chapter 9 (see "Threads of Fate").

Battle for Tomorrow

As the PCs soul-search, the siege of Luthadel comes to a head. King Ferson Penrod desperately tried for diplomacy, only to have his messengers killed by Straff Venture's army. Ashweather Cett retreated, and Jastes Lekal's hold on his koloss troops grows tenuous. Citizens attempting to flee Luthadel are slaughtered by Straff's soldiers, and fear has taken hold deep within the populace.

The tension breaks at dawn, when a koloss army begins a devastating attack on the city. These events coincide with the climactic Battle of Luthadel at the end of *The Well of Ascension*.

Presenting the Battle of Luthadel

Use the following events to narrate exciting details during the battle:

- Straff's army retreated north.
- Cett's army holds position a day's travel west.
- The koloss are about to attack from the northeast.
- Luthadel's guards are stretched thin along the walls.
- During the assault, the koloss ford the River Channerel and encircle the city.
- The city gates fall to the koloss. Steel Gate, defended by Sazed, is the last to fall.
- The koloss eventually enter the city, rampaging through the streets and slaughtering with abandon.

A Knife's Edge

At dawn, read:

> Luthadel balances on the edge of a glass knife. Vin, the Heir of the Survivor, fled the city four days ago. Rumor says she and the former king, Elend Venture, are seeking allies to break the siege, but many believe they left to save themselves. Luthadel's hope is a meager thing, as sparse as food in the starving city.
>
> Dawn is coming. The air is cold and crisp. Snow might fall later.

If none of the PCs accepted NeBaal's mission, proceed directly to "Rejected." Otherwise, narrate a figure—one of the PCs—emerging by the icy dock.

Open the players' "My Legacy" handouts one by one. Reveal each PC who accepted the mission by asking the player to describe how their PC arrives at the meeting point in the early dawn light. Repeat this for each PC who accepted the mission. All PCs arrive having benefited from a long rest.

Once all willing PCs are assembled, read:

> The items you're here to smuggle are an odd combination: Cadme's mask from the Seeris ball, and a medal commemorating the Kandor Construction labor accord. The pieces of NeBaal's map.
>
> Suddenly, the wall-top drums boom a warning. After more than two months under siege, the capital of the Central Dominance is directly under attack. The battle has begun.
>
> This time, there's no chance to plan. Your goal: get the map pieces to Tresting. But first, you must escape from Luthadel—before the city falls.

NeBaal's trusted contacts await the PCs in Tresting (see "Hope for a Kinder Future").

LOGAN FELICIANO

Rejected

Any PC who doesn't accept the mission won't be involved in "Red Dawn in Luthadel."

If none of the PCs accept the mission, instead read or paraphrase the following:

> A sound interrupts the stillness: warning drums. After more than two months under siege, the battle has begun.

Should the entire party reject NeBaal's mission, the story ends here. Optionally share the events under "Presenting the Battle of Luthadel," and give the players the chance to describe how their PCs either survived or succumbed to the Battle of Luthadel. Then proceed directly to "Journeying Onward to a New Empire."

Red Dawn in Luthadel

Run this scene to carry the map pieces out of Luthadel as an endeavor (see "Resolving the Endeavor"). The PCs must navigate their way through a city falling to a koloss attack while also avoiding opportunistic thieves and Gilded Few adversaries.

Special Rule: Heroic Sacrifice

Escaping Luthadel is a deadly endeavor. If a PC fails a test to progress the endeavor, they die. However, a second PC (or NeBaal) can make a Heroic Sacrifice, giving their life to save their crewmate. If they do, the sacrificed character dies instead of the PC who failed the test, and that failure turns into a success. If NeBaal is with the party, they always make a Heroic Sacrifice on the first PC failure.

When a PC dies, ask the player, "What is the last thing the rest of the party sees as you stand against impossible odds?" Allow them to narrate their own heroic last stand.

If the last PC is about to die, the endeavor fails; refer to "Resolving the Endeavor."

Time Skip Connection

Chapter 4 determines how NeBaal becomes imprisoned by the Gilded Few. If NeBaal is taken by Delina or uses the Heroic Sacrifice special rule, this is how they are captured. Otherwise, NeBaal is captured years later via a method of your choosing.

Running the Endeavor

Run this endeavor as a series of hazards the PCs must overcome on their way out of the falling city. Choose hazards to present from the following list (but be sure to save "Leaving the City" and "Army Soldiers" for last, and run those two hazards in that order):

Gilded Few Assassins. A pair of elite Gilded Few assassins leading a contingent of fifty house guards spots the PCs and demands the party give up the Eternity Spike. A PC might use their knowledge of Luthadel to lose the enemies in the chaos (DC 20 Survival), threaten their leaders (DC 22 Intimidation), or sow dissent in the ranks with emotional Allomancy. Social tests against the Gilded Few gain a disadvantage.

Koloss Marauders. Massive blue-skinned attackers block the street, pounding on a barricaded tenement door while skaa scream inside. A PC might find another route (DC 17 Deduction) or draw the koloss away and try to outrun them (DC 22 Athletics). This is a good place to raise the stakes.

Koloss Scouts. A roaming band of howling koloss catches sight of the party, chasing them into an abandoned warehouse. A PC might put together a quick trap (DC 18 Crafting), conceal the party until the koloss lose interest (DC 17 Thievery), or spot a narrow escape path the koloss can't fit through (DC 18 Perception). This is a good place to raise the stakes.

Press-Ganged. A panicking noble hides in his carriage as his soldiers force terrified skaa in between them and the oncoming koloss, "recruiting them for duty." The noble orders the PCs to protect him and his soldiers—a potentially deadly and time-consuming prospect. A PC might assure the skaa they don't need to listen (DC 20 Leadership), threaten to report the noble's lawless "recruitment" to an army commander (DC 18 Lore), or give false information to send the noble and soldiers packing (DC 17 Deception).

Leaving the City. Having navigated through the streets of Luthadel, the PCs must now exit the city. A PC could find a secure area to climb (DC 20 Athletics), find a passwall that hasn't yet been shut down (DC 22 Survival), sneak past frenzied koloss at a fallen gate (DC 22 Stealth), or bribe an overwhelmed noble into opening an intact gate long enough for the party—and a crowd of desperate civilians—to escape (DC 20 Leadership or Persuasion).

Army Soldiers. Outside Luthadel, the party is confronted by a scouting group from the Venture or Cett army. The scouts are in rough shape, having just survived an encounter with some koloss. A PC could avoid being detained by this group by tending to their wounded (DC 17 Medicine), convincing them another fight isn't worth the trouble (DC 18 Intimidation), or even inspiring them to assist and accompany the party (DC 24 Leadership).



AS THE SIEGE BREAKS, KOLOSS POUR INTO THE STREETS OF LUTHADEL!

Red Dawn in Luthadel Opportunities and Complications

Result	Example
◈	If a PC didn't join NeBaal's final mission, they can choose to have a change of heart. Have the player describe how their PC shows up just in time. If the PC failed the test, they can reroll it. If the PC passed the test, each PC gains the Determined condition.
◈	Members of the Church of the Survivor come to the party's aid. Each PC recovers 1d4 focus.
◈	Soldiers have cleared these streets while moving to reinforce Sazed at Steel Gate. Physical tests gain an advantage for 1 round.
✵	The PC must make a DC 17 Discipline test. On a failure, one of the map pieces becomes damaged (though still usable) and the PC loses 1d4 focus. Make a note to describe the map piece as damaged during Era 2.
✵	One of the party's NPC allies (but not one of the two waiting in Tresting) runs by, pursued by two koloss. If the PCs intervene, remove one accrued success due to the delay.
✵	A fire breaks out. Each PC must succeed on a DC 17 Agility test or suffer an injury.

Resolving the Endeavor

The endeavor succeeds if the party accrues 5 successes before the last PC dies, or if they otherwise complete the objective. The endeavor fails if all the PCs die.

Success. Surviving PCs escape Luthadel with the remaining map pieces.

Failure. If the last surviving PC would die, they instead suffer a fatal wound on the way out of the city. Have the player describe how, against all odds, their character makes it to Tresting. Then proceed to "Hope for a Kinder Future."

Hope for a Kinder Future

As the surviving PCs approach Tresting, read:

> Ash falls from the sky. After a harrowing journey, you follow directions to a modest skaa hovel outside of Tresting. Inside is a warm cookfire, the glow illuminating familiar faces.

RUSSELL JONES

There to greet the PCs are two familiar NPCs. These NPCs have agreed to work with NeBaal to hide and protect the map. At NeBaal's request, they took a passwall out of Luthadel a few days prior; when they did, none of them had realized the siege was about to boil over.

Which NPCs NeBaal chose depends on who the party trusted most. The first NPC must be one of the party's trusted NPCs from Kandor Construction. The other should be one of the following NPCs the characters were close to—just be sure to choose NPCs who would take the map pieces to different locations:

Bezryl. Bezryl would take a piece of the map to Tathingdwen.

Cynwise or Cadme. Cynwise or Cadme would stay in the skaa villages near Tresting.

Guiverre or Anastas. Anastas or Guiverre would take the map piece to Fadrex City.

Closing Narration

If the PCs succeeded in the "Red Dawn in Luthadel" endeavor, take a moment to linger on these characters as they part ways, describing the trusted NPCs leaving with the map pieces and the PCs staying behind—either with NeBaal by their side, or holding the Midnight Mistcloak in NeBaal's memory.

If the PCs failed, instead take a moment to stay with the last surviving PC, accompanied by two friends who sit with them as they succumb to their wounds. What last request do they ask of these trusted NPCs?

Either way, if any individual PCs stayed behind and rejected NeBaal's mission, give them the opportunity now to describe how they either survived or succumbed to the siege of Luthadel, as an epilogue.

Time Skip Connection

Though the players won't learn about the Guardians until chapter 6, the two trusted NPCs (and any surviving Era 1 PCs who agree) become founding members of the organization. If the PCs succeeded in "Red Dawn in Luthadel," the Guardians organization's starting scale in Era 2 increases by 1 (see appendix F).

Journeying Onward in the New Empire

This is the end of *Mistborn Legacy*'s Era 1 adventure. As the book closes on the Era 1 PCs, a new story is about to begin. To start the Era 2 campaign and allow the Era 1 story to echo out across time, complete the following GM preparation tasks:

- For each PC who died during the Battle of Luthadel (or for whom you established some other death during the session), have the player record how and when their PC died on their "My Legacy" handout.
- Save both the vault layout map the players drew on and the "My Legacy" handouts the players wrote on; these will be important to refer back to during the Era 2 campaign.
- Guide your players in creating their new Era 2 characters. These character start at 3rd level; refer to "Creating Characters" in this book's introduction for full instructions.
- During Era 2 character creation, provide your players the "Elendel Daily Broadsheet" handout, and discuss the changes Scadrial has seen since the Era 1 adventure. Emphasize the shift in tone and atmosphere in Era 2; the "Using the Eras" section in chapter 13 of the *Mistborn Handbook* offers guidance on what to highlight.
- Encourage players to consider how their characters relate to their Era 1 counterparts: Do they view Era 1 characters as ancient history, romantic legend, or a personal legacy to honor… or perhaps defy?

When you've finished these preparations and the players have their Era 2 characters ready, continue to chapter 5, "Engines and Espionage."



"I represent that thing you've never been able to kill, no matter how hard you try. I am hope."

—Kelsier

CHAPTER 5

ENGINES AND ESPIONAGE

Three centuries after the fall of the Lord Ruler, the Era 2 arc of *Mistborn Legacy* opens. Scadrial has transformed from a world of ash and mist into an industrial marvel, powered by engines and gunpowder. As the eras change, so does our cast. Era 2 introduces a new party of heroes—and a new Gilded threat—as Vadilek's bloodstained legacy ripples forward through time.

Running This Chapter

If you haven't already, have your players make their Era 2 characters; these characters start at 3rd level and follow the instructions in the "Creating Characters" section of this book's introduction.

Despite the vast societal, technological, and economic changes Scadrial has seen over the past three centuries, the nobility's excesses still endure. In this chapter, the new Era 2 party steals a piece of that privilege back—via screeching tires and a very public heist.

Chapter Flow

Before starting, print or prepare the "National Archives Heist Map" handout (see appendix D). Either print and cut out the "Race Cars" (found later in this chapter) or gather nine tokens, then print or prepare the "Race Position Tracker."

The PCs begin in the midst of an illegal motorcar race celebrating Lysarra Tekiel's birthday. The race is hosted by ambitious young industrialist Bayron Conrad, and Kwylliam Elariel is the favorite to win. These three NPCs make up the Gilded Trio, the main antagonists of Era 2, so be sure to review their sections under "Notable Characters" in this book's introduction.

During a mid-race flashback, the PCs play out a scene from the day before, in which they meet their longtime co-conspirator, Professor Azmine Wilko (also detailed in "Notable Characters"). Kwylliam has bribed the National Archives to redirect a crate of artifacts meant for Wilko, so Wilko enlists the PCs to steal the crate before Kwylliam can take it.

The first phase of the heist is the motorcar race. The top three racers earn access to Lysarra's exclusive birthday celebration, an after-party at the National Archives. There, the PCs attempt to steal an Archives badge from Kwylliam.

Next, the PCs infiltrate the Archives' lower level to recover the crate—and a negative event tracks whether the PCs evade Archives security or trigger a lockdown. The PCs discover the crate has been redirected to a heavily alarmed vault, adding a final wrinkle to the party's plan.

After grabbing the crate, the PCs flee the Archives with guards in hot pursuit, all culminating in a battle against Eliane Vorn, a relentless Twinborn security captain. The PCs' successes during the Archives heist determine how long they must hold out against the constables.

With a final flashback scene, the PCs narrate the terms of their cinematic escape plan, then the chapter concludes with delivering the crate to Wilko. The crate contains a "Founder's Key" and a masquerade mask—the first piece of the so-called Gilded Map, which is later revealed to be NeBaal's map from chapter 4.



TRISTAN BIDEAU

PROFESSOR AZMINE WILKO

Wilko's Secrets

Unbeknownst to the PCs, Wilko is a newly initiated member of the covert Guardians organization, an era-spanning secret society tasked with keeping the Eternity Spike safe (see appendix F). Wilko doesn't know much more than the PCs—and for good reason. Wilko is a great academic, but she's a terrible liar. Charged with acquiring the mask and key, Wilko quickly reveals more to the PCs than she should, just by admitting these items exist (see the upcoming "How Did We Get Here?" section).

If the PCs press Wilko for more information during this chapter, she quickly crumbles, sharing that the mask and key have something to do with the Gilded Map, which she believes is an ancient, secret treasure hunt. She knows she absolutely must keep the mask and key away from people like Kwylliam.

There are a few things she won't divulge: Though concealing it visibly pains her, Wilko staunchly refuses to name the Guardians or confess her membership in any sort of secret organization (at least during chapter 5).

Time Skip Connection

In the "How Did We Get Here?" scene, Wilko recruits the party to secure a crate of artifacts. Unbeknownst to Wilko, the crate's contents include the first piece of the Gilded Map (Cadme's mask from chapter 2) and a key to the lock on NeBaal's silvery urn (see chapter 6). The Gilded Map will later be revealed to be NeBaal's map from chapter 4.

Character Advancement

The Era 2 characters start this adventure at 3rd level and advance to 4th level upon reaching Wilko's office after the heist.

PCs can start a "Learn About Hemalurgy" goal after finding the Era 1 party's Hemalurgy notes in crate 38.4B (see "Handling Hemalurgy" in this book's introduction). They can progress (and potentially complete) this goal during downtime in chapter 6.

Rev Your Engines

This chapter starts in the midst of the action, with the PCs already in their motorcar, alongside eight other racers, all waiting for the starting gun. Motorcar racing through the streets of Elendel is illegal, but tonight, Bayron has bought off the constables.

Starting Line

To begin the adventure, read the following:

> It's a crisp spring night, and the air reeks of oil, gasoline, and anticipation. Somewhere across the steel metropolis of Elendel, a clocktower strikes eleven, muffled beneath the growl of surrounding motorcars.
>
> To your right, lounging in a polished black racer, Kwylliam Elariel surveys the competition. The favorite to win the race, he wears a casual smirk, his sardonic eyes hidden behind mirrored goggles. Something golden glints on his lapel—something important.
>
> Three... Your motorcar rumbles eagerly... Two... Keep focus on your mark, the reason you're here... One...

Have the players decide which PC is driving and where the rest begin in the vehicle. During the race, the driver makes skill tests to maneuver the motorcar while passengers take actions to support the driver. PCs can assist by navigating, shooting out tires, hindering rivals via Metalborn abilities, and even hurling well-timed insults.

Driving

Each round, the driver must contribute by making a test directly related to driving. At the start of each round, ask the players if they want to swap drivers. If so, the driver spends 1 focus and swaps positions with another PC. Raise the stakes for tests made by the new driver that round. If the car doesn't have a driver, each PC gains a disadvantage on tests during that round.

Floor It

This scene covers the first half of the race, in which the party clashes with three rival racers: **Bayron Conrad** (he/him), then **Lysarra Tekiel** (she/her), and finally **Kwylliam Elariel** (he/him). Run this scene as an endeavor (see "Resolving the Endeavor"). Each rival serves as an obstacle, which the PCs must overcome by making two successful tests to hold position in the race. On a failure, describe how the rival leaves the party in the dust, and move to the next rival.

Bayron's Assault

As the race begins, read:

> At the starting gun, screeching tires and smoke fill the air. To your left, Bayron Conrad—industrialist, inventor, and the race's organizer—roars forward in a steel-plated motorcar with a deep-green riveted hull.
>
> Bayron's voice crackles through a loudspeaker bolted to his hood: "*That's* what you're driving? That model has an embarrassing design flaw. Hope you reinforced your axles!" Bayron's heavy vehicle aggressively swerves toward yours. He shouts, "Boldness builds tomorrow!"

The party must either evade or withstand Bayron's assault. They could shout directions to the driver to outmaneuver Bayron (DC 12 Leadership), brace for impact (DC 14 Athletics), or identify hairpin turns too tight for Bayron's larger vehicle (DC 15 Deduction). After 2 successes or 1 failure, proceed to "Lysarra's Crossing."

Lysarra's Crossing

After the PCs navigate Bayron's obstacle, they face Lyssara. Read:

> Lysarra Tekiel's sleek silver motorcar slices toward the head of the pack. This race is in her honor, and she maneuvers with cunning precision. Famous for her philanthropy, sharp wits, and ambition, the Tekiel heiress is also formidable behind the wheel.
>
> Ahead, the street tightens, multistory buildings closing in on both sides. The straightaway is bisected by a rail crossing, and the rumble of an approaching train grows loud. At the last second, Lysarra guns it. The train's whistle blares as the Tekiel-stamped crossing gates begin descending, perfectly timed to close right behind Lysarra—and in front of you.

Lysarra's maneuver perfectly traps the party on the wrong side of the tracks. The PCs could search for alternate routes (DC 14 Survival), accelerate before the gates slam down (DC 16 Agility), or distract Lysarra with a jeer about the Tekiels' failing business (DC 16 Lore), allowing the party to overtake her. After 2 successes or 1 failure, proceed to "Kwylliam's Riot."

JORDAN KERBOW



BAYRON, KWYLLIAM, AND LYSARRA PREPARE FOR THE RACE.

Kwylliam's Riot

After the PCs navigate Lysarra's obstacle, they face Kwylliam. Read:

> Kwylliam Elariel doesn't race—he performs. His leisurely pace out in first place suggests he's already won, and he's just waiting for everyone else to realize it.
>
> At a crowded intersection, Kwylliam glances over his shoulder, lazily sipping from a silver flask. An instant later, chaos erupts. Shouts rise as spectators and bystanders boil into the street, jostling and screaming under the effects of Kwylliam's Rioting.

To navigate the crowd of panicked pedestrians, PCs could counter with their own emotional Allomancy, intuit the flow of the crowd to find a safe path (DC 15 Insight), or command the masses to move with a booming shout (DC 16 Leadership). After 2 successes or 1 failure, proceed to "Resolving the Endeavor."

Floor It Opportunities and Complications

Result	Example
◈	The PC rattles the rivals. The player can describe how they capitalize on their surprise and use a relevant skill to make a contested test against the current rival. On a success, the party immediately passes the rival. If the rival succeeds, don't count this as a failure toward the endeavor.
✳	A cloud of dust kicks up into the driver's face. The driver's tests gain a disadvantage until a different PC becomes the driver.

Resolving the Endeavor

Instead of this endeavor succeeding or failing, note down how many failures the PCs accrued. This number determines the party's starting position in the second half of the race (see "Motorcar Chaos").

A Sarcastic Salute

As the endeavor concludes, read:

> The street clears just long enough to reveal the gleaming black nose of Kwylliam's motorcar arcing into a perfectly controlled drift around a fountain. One hand on the wheel, he leans out the window and gives a mocking salute.
>
> As the motorcars surge ahead, memory floods back. Back to the beginning—before the race, before the plan. All the way back to the University of Elendel's history department, to room 141: the office of Professor Azmine Wilko.

How Did We Get Here?

This flashback scene takes place in the office of Professor **Azmine Wilko** (she/her) the day before the race. For tips on roleplaying Wilko, see "Notable Characters" in this book's introduction.

To start the flashback, read:

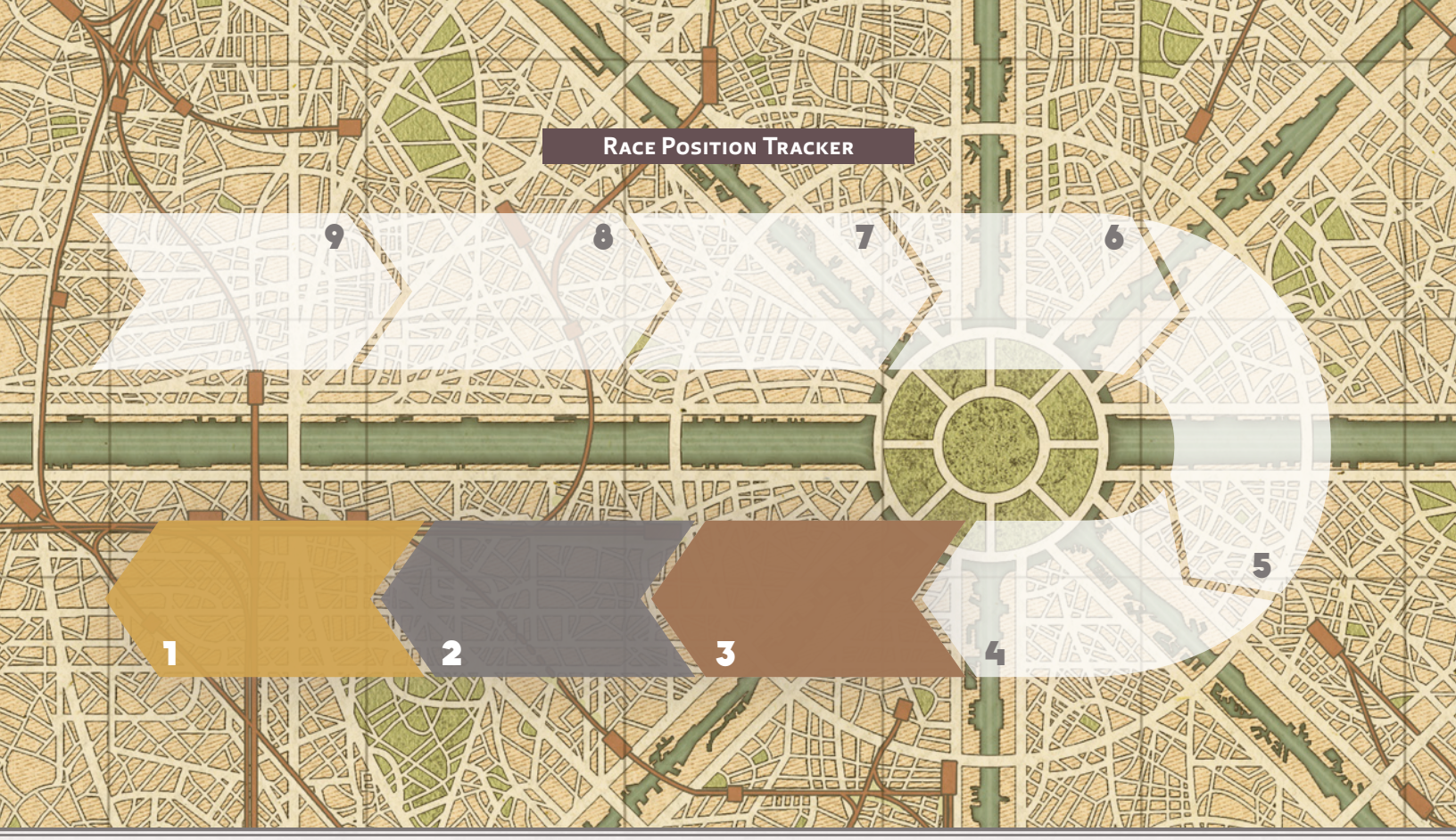
> Sunlight pours across Professor Wilko's desk, strewn with maps and manifests. Wilko wears a tweed suit and a thoughtful frown as she pages through a folder stamped with the House Elariel seal.
>
> "It should've been here by now, but apparently Kwylliam Elariel 'donated' an absurd sum to the Archives' Board of Directors. My contact, Wynn, says the crate's now been 'redirected'—moved to a shipment headed for the Elariel estate in just two days. Kwylliam must be stopped. Now."
>
> Wilko's intense gaze fixes on you—her colleagues and friends. "I need your help. I know you excel at 'liberating' Final Empire artifacts, and this crate needs liberating."

Ask each player to describe their character's appearance and what they're known for in the group. Once they've finished, read:

> "You'll be stealing a crate from the National Archives: crate number 38.4B. It was entrusted to me, and I need it safe—before Kwylliam redirects it right onto his own doorstep." She passes you a hand-drawn map.

Wilko's sketch of the National Archives' lower levels was drawn from memory. Give the players the "National Archives Heist Map" handout (from appendix D), then read:

> "This is the Archives' lower level. The crate was redirected to the estate transfer room. First, you'll need to get into the Archives, and then you'll need a badge to open the doors on the lower level. Normally, this would be quite difficult."
>
> The professor offers a conspiratorial smile. "Fortunately, there's an illegal motorcar street race tomorrow. If you place third or better in that race, you'll secure an invitation to the after-party at the Archives—and a chance to steal Kwylliam's badge."



Wilko invites the PCs to ask questions, such as:

What's in the crate? "Full contents? I'm… Well, um. I'm not… entirely sure." She hesitates for a moment, clearly conflicted, then continues quickly, "But I do know two items are vital: a mask and a key. I'm hoping I can research more once you retrieve the crate." If the PCs press for more information, refer to "Wilko's Secrets" in this chapter's introduction.

How do we get access? "A board member's badge will open the Archives' locked doors, so you can avoid setting off the alarms. The most accessible badge is pinned to Kwylliam Elariel's lapel. Take it, and you can get into the estate transfer room on the lower level."

How does the race work? "Only the top three in the race get invited to the after-party in the Archives. While competition is encouraged, lethal violence is obviously unacceptable. I'm covering your entry fee—but you'll have to provide the motorcar yourselves."

What else should we know? "Kwylliam is never alone. He, Bayron Conrad, and Lysarra Tekiel are an inseparable trio. Trust me, I knew them at University: Tangle with one, face all three."

When the PCs are done with questions, Wilko ends the discussion by asking, "What's the plan?"

Laying the Groundwork

Ask each PC to describe one way they contributed to the plan then make a relevant skill test. Possible contributions include:

Secure a Vehicle. Acquire a motorcar by any means necessary (DC 14 Thievery).

Scout the Route. Study the race route for shortcuts and dangers (DC 13 Deduction or DC 14 Survival).

Mark the Mark. Review Kwylliam's habits or spy on Bayron or Lysarra (DC 15 Insight or DC 16 Stealth).

Rig a Surprise. Modify the motorcar with a one-shot gadget (DC 14 Crafting).

For each success, propose a benefit the PC can apply once (and only once) during the "Motorcar Chaos" scene, such as:

Vehicle Modification. If the PC can explain how the modification they've made to the motorcar helps, treat one failed test as a success.

Prior Knowledge. Use gathered intel on the race route to ignore one Complication.

Helping Hand. Have a contact interfere with the race, preventing a rival from taking one of their actions.

Driver Training. After moving up 1 position, make an additional test with a different skill to attempt another advance immediately.

ISAAC STEWART

Motorcar Chaos

With preparations made, the spotlight returns to the present, and the race's second half. As the PCs compete for a place in the top three, Bayron and Lysarra actively attempt to take the PCs out, while Kwylliam—ever overconfident—coasts smugly in first place. Run this street race (see "Running the Race") as a special endeavor, outlined here.

Starting Positions

Prepare the "Race Position Tracker" and "Race Cars" (or gather 9 tokens). Keep track of racers' relative standings as they move around on the position track from 9th (last place) to 1st (leading). During the race, when a racer moves forward to a new position, the racer in that position moves back one, swapping places with them. The party's starting position depends on how many failures they accrued during "Floor It."

Race Starting Positions

"Floor It" Failures	Party's Starting Position
0	6th position
1	7th position
2	8th position
3	9th position

Bayron starts in 4th position, Lysarra in 2nd, and Kwylliam in 1st. Fill remaining spots with NPC racers.

Special Rule: Other Racers

In addition to the Gilded Trio and the party, five other drivers fill out the track. These racers don't take independent turns; instead, they move up and down the tracker in relation to the party's vehicle.

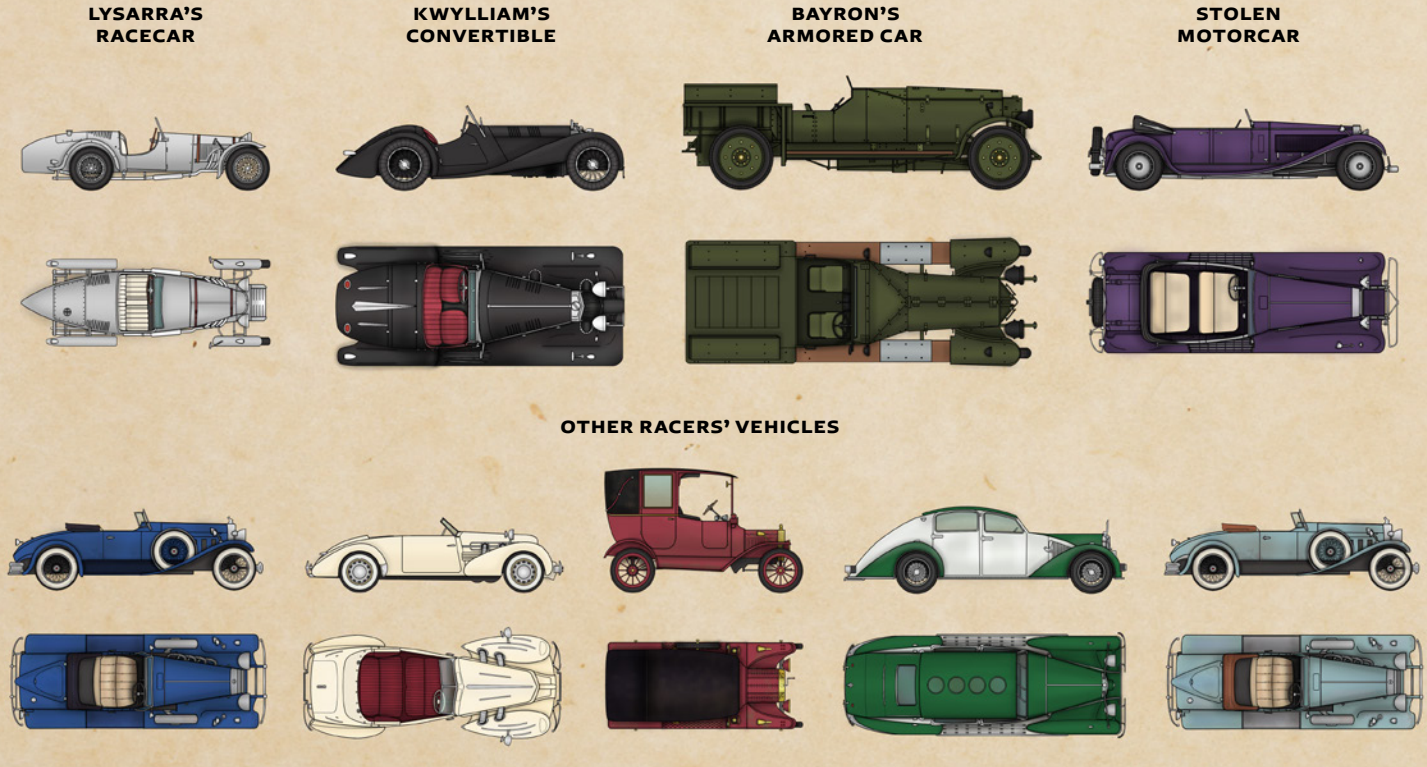
Once all the racers are placed on the tracker, read:

> That sunlit memory fades back into the roar of engines and the smell of burning rubber. Far ahead, Kwylliam extends his lead, untouchable. But you've got more immediate problems: Uncomfortably close on your left, Bayron's armored, double-wide monstrosity barrels forward, while ahead on your right, Lysarra's sleek silver racer maneuvers with ruthless precision.

Special Rule: Rival Actions

At the start of each round, Bayron Conrad and Lysarra Tekiel each take one of their rival actions (detailed in this section).

If a rival action causes the PCs to move back 1 position, the driver can spend 2 focus to redirect the effect onto the nearest NPC racer, removing them from the race. This doesn't use the PC's contribution for the round.



Race Cars

Bayron and Lysarra can also spend 2 focus when a PC action would impact them, negating the effect and removing the closest NPC driver instead.

Bayron's Rival Actions

Bayron has a Cognitive defense of 17, a Spiritual defense of 16, 5 focus, and the following rival actions:

Roadblock Reinforcement. Bayron makes a hand signal and an unnamed NPC racer reveals themself as a Bayron plant. Move the racer to the position behind Bayron, who can redirect any action's effects onto this driver for free.

Fire in the Hole. Bayron launches a flash grenade from his vehicle. Each PC must make a DC 13 Discipline test. If the driver fails, the PCs move back 1 position. Each non-driver PC who fails is Disoriented until the end of their next turn.

Steelpush. Bayron Pushes against the metal grip on the party's steering wheel. The driver must succeed on a DC 15 Athletics test or the PCs move back 1 position.

Lysarra's Rival Actions

Lysarra has a Cognitive defense of 18, a Spiritual defense of 18, 6 focus, and the following rival actions:

Zinc Shot. With zinc-fueled calculations, Lysarra tilts her mirror and lands an impossible pistol shot. The driver must succeed on a DC 15 Agility test or their car is damaged, causing the driver's tests to gain a disadvantage until the issue is fixed with a successful DC 13 Crafting test.

Perfect Drift. A flawless drift through a sharp turn forces racers to slow, change course, or risk collision. The driver must succeed on a DC 14 Deduction test or the PCs move back 1 position.

Cutting the Line. Lysarra darts into a narrow alley, suddenly reemerging ahead. The driver must succeed on a DC 15 Perception test or the PCs move back 1 position; Lysarra can optionally take the party's previous position.

Running the Race

The race lasts three rounds. Each round, Bayron and Lysarra take a new rival action, then each PC makes a contribution to improve the party's position in the race. Each success moves the party up 1 position (if they're not already in first place), and each failure moves them back 1 position. At the end of round three, proceed to "Across the Finish Line."

Potential obstacles the PCs may face include:

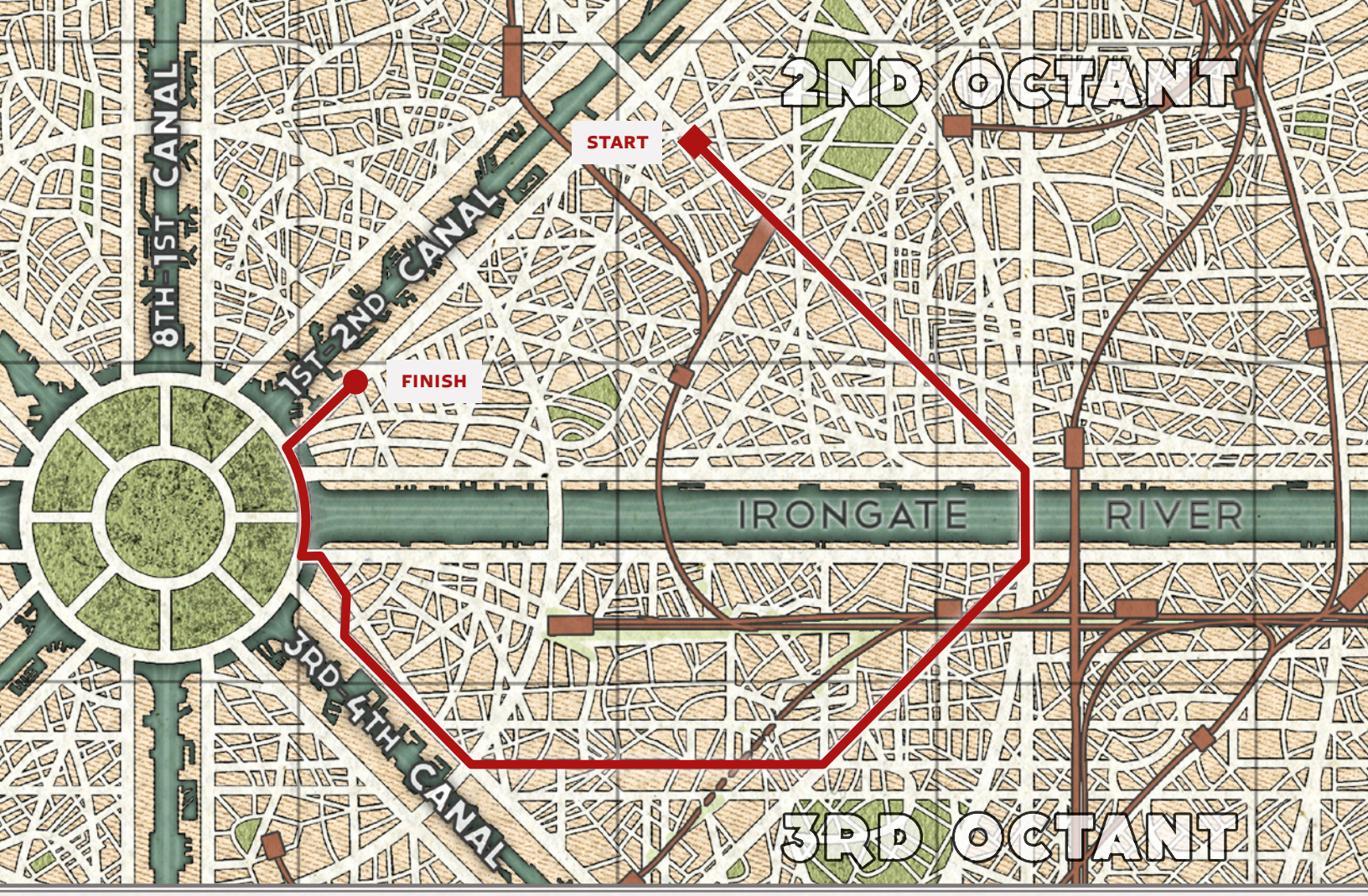
Packed Traffic. Packed traffic makes it difficult to gain any ground. A PC driver could swerve between two vehicles (DC 15 Agility), Tap Zinc to calculate split-second positioning, or scan ahead for openings (DC 15 Perception).

Skilled Competitors. An aggressive racer tries to sideswipe the party's car. A PC might toss loose items into the road (DC 14 Athletics), shoot a tire or other vulnerable spot (DC 14 Light Weaponry), or taunt a driver into making a critical error (DC 15 Intimidation).

Damage to the Motorcar. Another racer or the party's own risky driving damages their car. A PC could tighten the steering linkage (DC 14 Crafting), patch a leaking line (DC 15 Thievery), or hold a malfunctioning part in place with brute strength (DC 15 Athletics).

Motorcar Chaos Opportunities and Complications

Result	Example
◈	Another racer's engine explodes in a cloud of black smoke. They drop out of the race entirely.
◈	The PC creates some space between the party and the other racers, negating a rival action next round.
✳	Debris from a nearby construction site fouls the wheels. The party can't advance position until the wheels are cleared with a successful DC 13 Thievery test.
✳	Motorcars ahead are bunched too close to isolate. Choose either Bayron or Lysarra; this round, they can't be targeted.
✳	Bystanders rush onto the road. Any actions requiring sight or aim gain a disadvantage for 1 round.
✳	The motorcar's tires lose traction on an oil slick, causing a spinout. Move back 1 position.



MOTORCAR CHAOS RACE ROUTE

Across the Finish Line

After three rounds, the race is complete. The outcome depends on the PCs' position on the tracker as the race ends:

First Through Third Place: Victory. Smiling, Kwylliam invites the PCs to the after-party: "I suppose we'll see you at the party later? You're a fun bunch. If you treat relics the way you treat the road, the Archives won't survive the night." Proceed to "High Society Heist."

Fourth Through Ninth Place: Defeat. If the party fails to place within the top three, they aren't invited to the after-party and must find another way into the National Archives. Continue to "Invitationless Infiltration."

Invitationless Infiltration

Without an invitation, the PCs must find a creative way into the party, and stealing the medal becomes more difficult. The PCs could try the following:

Front Doors. Thanks to security, the PCs can't go through the front doors without succeeding on a difficult DC 22 Stealth test; failure gets them escorted right back outside.

Staff Entrance. It's possible to enter through a side door with a successful test (DC 18 Stealth or Deception), but the PCs also need to dress up as waitstaff to traverse the crowded staff's area to reach the main gallery. While the PCs are dressed as staff, every social test during "High Society Heist" gains a disadvantage, until the PCs can find a chance to change into party-appropriate clothes.

Wilko's Contingency Plan. If all else fails, an archivist in green robes shows up to help; this is Professor Wilko's contact, Archivist Wynn Letrelle (**advisor**, they/them). Wynn eventually gets the PCs inside, but the group shows up late, attracting unwanted attention from the Archives' security captain (see "Interception: Security Captain Vorn").

With entry secured, proceed to "High Society Heist."

ISAAC STEWART



High Society Heist

With access secured, the PCs must infiltrate the Archives' lower levels, locate crate 38.4B, and escape. Stealing Kwylliam's badge isn't mandatory, but it makes the heist much easier. Refer to map 5.1 for the layout of the Archives' ground floor. The PCs have ample time to interact with the gallery's guests and exhibits in area G1 before proceeding with the job (see "Head to the Heist").

As the party enters, read:

> Stone columns tower to the National Archives' ceiling, giving the string quartet's notes a cavernous sound. Elendel's elite sip cocktails and take in the current exhibit, Stories From the Siege, open to Lysarra's esteemed birthday guests.
>
> The woman of the hour, radiant in green silk and furs, stands by a display of busts. Young nobles surround her, hanging on her words. Nearby is a tiered chocolate fountain centerpiece complete with a Malwish attendant.
>
> Meanwhile, Bayron stands alone, writing in a notebook, and Kwylliam's laughter can be heard as he poses on an exhibit, to the visible chagrin of a nearby archivist. The golden badge glints on his lapel.

The party serves as a chance for the PCs to meet the Gilded Trio and inspect the main exhibit's artifacts.

Interception: Security Captain Vorn

The Archives' impressive security force is led by **Captain Eliane Vorn** (she/her), who wears her slate-gray duster with an air of understated menace and authority. She shadows Lysarra.

If the PCs used Wynn's help to get into the Archives (during "Invitationless Infiltration"), or if they fail a test while engaging in any suspicious behavior, they catch Vorn's eye immediately. She approaches, questioning the party about who they are and what they're doing here. If the PCs name-drop Wynn, a legitimate Archives employee, this is enough to satisfy Vorn, or the PCs can succeed on a DC 18 Deception test to talk their way out. Vorn is eager to get back to Lysarra and eventually lets the PCs off with a warning either way—but if she's unsatisfied or if the PCs mention Wilko, Vorn warns her security guards to keep a close eye on the party: As a result, PCs gain a disadvantage on Stealth and Thievery tests in the gallery area (G1).

Lawkeeper Legacy Moment

The Lawkeeper and Vorn immediately recognize each other. Ask the player whether Vorn contributed to the Lawkeeper losing their badge (and how), or whether the Lawkeeper caught Vorn abusing her position. Vorn treats them dismissively in social situations.

Roleplaying Captain Eliane Vorn



Characteristics: Powerful, authoritative, unshakable.

Goal: Protect Lysarra and the National Archives.

Appearance: Eliane Vorn ("eh-lee-AH-nah VOHRN"; she/her) is a Twinborn human with rich brown skin and prematurely graying hair, tightly pulled back. She wears an air of arrogant confidence.

Born into the Morgenthax crime family, Vorn became an Elendel constable, only accepting the position of security captain for the National Archives after losing her badge. Lysarra convinced Kwylliam to have Vorn hired, and she's been working with the Gilded Trio since. Vorn serves as a go-between for Lysarra—her romantic partner—and Elendel's criminal element.

LOGAN FELICIANO

G1: Gallery of the Past

This area connects to G2. Nobles mingle among priceless relics, sipping drinks and trading gossip by the chocolate fountain. The exhibits await the party's perusal, and Kwylliam, Lysarra, and Bayron are all available to chat. For roleplaying guidance, see "Notable Characters" in this book's introduction.

Explorer Legacy Moment

Archivist Wynn Letrelle finds the Explorer during the party. They explain they've heard of the Explorer's academic pursuits from Professor Wilko, and they recently spotted something of interest being discarded by the Archives. They hand the Explorer a package.

Inside are some of the Chronicler's coded notes. The Explorer can spend five days of downtime to decipher a section. They can do this up to 3 times; each time, ask the Chronicler's player to describe the Era 1 event the Explorer decodes, and the Explorer gains one new Era 1 cultural expertise of their choice.

Exhibit: Stories From the Siege

The Archives' current exhibit—Stories From the Siege: Tragedy and Triumph—features "historical items and portraits from a time of hope, tragedy, and political upheaval mere years before the Catacendre," including:

- Fragments from Steel Gate, the last gate to fall during the Battle of Luthadel.
- Handmade pins showing a handprint, attributed to a skaa workers' movement.
- Chipped busts of Shan Elariel, Delina Tekiel, Yestal Haught, Idren Seeris, Triss Urbain, Duvall Haught, Silla Buvidas, and Caridus Buvidas.
- Early proposals and writings from Luthadel's Assembly.
- One of Lord Cett's chairs.
- An exhibit on Luthadel's skaa "crews," displaying illegal metallurgy equipment, noble impersonation garb, faded false papers and arrest warrants, and a sketch of the Era 1 PCs, with Enge circled repeatedly in dark ink. (This is the sketch from the Secret Crucible's study in chapter 1). Below the sketch, a placard titled "Engeanthe Elariel and Crew" describes her as a noble-turned-smuggler who became a folk hero.
- A reconstructed five-panel stained-glass window showing the dominances of the Final Empire, captioned "Fellise Noble's Window."
- An obsidian axe, chipped in several places, owner unknown.



Map 5.1: Gallery Map
1 square = 5 ft.

If the PCs examine the sketch of the Era 1 party, invite the players to describe what their characters know about these historical figures, based on PC legacies and personal connections.

Fountain Gossip

Trellis Draam (**commoner**, she/her), the Malwish owner of the Exquisite Excursions chocolate café, tends the chocolate fountain and gossips freely. If the PCs were invited, she praises their driving; if not, she finds their boldness intriguing.

Trellis shares rumors of unrest in the Northern Roughs (see chapter 7), breakthroughs at Conrad Industries, and new Tekiel rail lines expanding further across Scadrial. She's surprised Lysarra could afford this lavish party, given the Tekiels' recent financial downturn. On a successful DC 12 Persuasion test, she confides Lysarra and the Archives' security captain, Vorn, are closer than they seem, and Vorn may have ties to the Morgenthax crime family.

Lysarra Tekiel

Radiant, elegant, and surrounded by admirers, Lysarra charms and entertains, speaking about a bust labeled "Delina Tekiel." She's willing to discuss:

The Race. Lysarra graciously accepts birthday wishes or sincere compliments. She presses the importance of precision and focus, likening it to the rail system expanding throughout Elendel and into the Roughs.

Connections. If PCs ask about Bayron or Kwylliam, her smile never wavers but her tone tightens. She resists divulging much, but talks about Bayron's ambitious streak and Kwylliam's fascination with the new and scandalous.

Her Work. Lysarra says her charity, the Young Ascendants, helps invest in and train the next generation of Scadrian leaders. She charmingly asks for a donation.

Storyteller Legacy Moment

Lysarra waves the Storyteller over to introduce herself and her Young Ascendants charity. She says she's heard of the Storyteller, and she could use an opinion from an expert in narrative. She asks the Storyteller which piece in the gallery is their favorite (see "Exhibit: Stories From the Siege"), and what a Young Ascendant might learn from it. If the Storyteller impresses her (requiring a successful DC 12 Persuasion test), Lysarra offers them 100 boxings in advance to commission a story, public performance, or commemorative artwork about the Ascendant Warrior, promising another 100 boxings on completion.

Bayron Conrad

Bayron stands alone under a painting of a gold-haloed Inquisitor surrounded by dead bodies, their arms outstretched in supplication. Bayron holds a leatherbound journal in his hand. A successful DC 13 Perception test reveals he's sketching a medal before he snaps the book shut; this is the Unity Medal featured in chapter 7. Outside his motorcar, Bayron appears boyish and awkward. He's willing to discuss:

The Race. Bayron cautiously accepts compliments about his race performance, becoming more animated if his motorcar is discussed. He brightens at admiration for its engineering.

Connections. He shows affection and loyalty to both Kwylliam and Lysarra. If pressed, he might admit feeling intimidated by Lysarra's visionary thinking and social savvy, and frustrated by Kwylliam's short attention span.

His Work. Bayron discusses innovations in private security and communications made by his company, Conrad Industries, hinting at armored vehicles and weapons. He says he's "just a guy trying to make things work better."

Entrepreneur Legacy Moment

Bayron approaches the Entrepreneur, recognizing them as a fellow innovator. He enthusiastically discusses the engineering marvel of his motorcar, and challenges the Entrepreneur to pitch their own idea. He then proposes another "race" between the two: The first to sell 10,000 boxings worth of their next big invention wins, and the loser must join the winner's company. Whether the Entrepreneur agrees or not, Bayron considers them a personal rival from this point on.

Stealing the Badge

To steal the ***National Archives badge*** (detailed in appendix B), the party can attempt to distract Kwylliam with a conversation (see "Resolving the Conversation").

If the party placed third or higher in the race, Kwylliam is intrigued by the newcomers who upstaged his friends, welcoming conversation.

If not, he's bemused to see the PCs at the party, becoming instantly suspicious. He might idly threaten to have Vorn throw them out, but he's happy to keep talking as long as the party-crashers keep his interest. This attention makes stealing the badge harder: All tests to distract him or take the badge gain a disadvantage.

Resisting Influence

Kwylliam has a Cognitive defense of 16, a Spiritual defense of 19, and 6 focus.

He spends focus to resist interactions he finds dull or predictable. He's easily amused by shocking, provocative, or absurd behavior, and he won't resist influence when the PCs create chaos or disruption, fully entertained by these diversions.

Conversation Approaches

The party must distract Kwylliam to steal the badge (see "Special Rule: Attempted Theft"). They might discuss the following:

Courting Chaos. Kwylliam, a broadsheet mogul, craves intrigue, impropriety, and upheaval, and has a nose for gossip. Successfully spin a tale of scandal or hint at an explosive rumor, and he's rapt. If it's too tame or obviously fabricated, he declares himself bored and loses interest.

Risk and Reward. Kwylliam loves a risky move, particularly if it has shock value and might play well in the papers. If the PCs successfully pull off a reckless stunt or propose a dangerous game, he buys in immediately. This is a good place to raise the stakes.

Connections. If the party asks about his friends, he only shares his thoughts after the PCs spill dirt or impress him. If they do, he shares that Lysarra is audacious; only a few years ago her family was in financial ruin and a laughingstock. He also observes that Bayron is too smart for his own good, and Kwylliam likes pushing his buttons.

Pay close attention to what the PCs say to Kwylliam. Anything incriminating they tell him now could appear again later—published in a broadsheet in chapter 6.

Stealing the Badge Opportunities and Complications

Result	Example
◈	Something outrageous across the room catches Kwylliam's attention and entertains him, allowing the party a chance to steal the badge immediately.
✳	Kwylliam idly Riots the PC's emotions, making a Persuasion test against their Spiritual defense. On a success, the PC must either spend 2 focus or take a rash action.

Special Rule: Attempted Theft

During the conversation, a PC can use their contribution to attempt to steal Kwylliam's badge by making a DC 15 Thievery test. How advantageous the attempt is and what happens on a failure depend on how entertained Kwylliam is:

While Kwylliam is entertained (or if he no longer has enough focus to resist), each attempt to steal the badge gains an advantage, and he doesn't notice the first two failed attempts. Each time the PCs fail, he must be entertained anew.

While Kwylliam isn't entertained, each attempt to steal the badge gains a disadvantage, and he immediately notices the first failed attempt.

On a successful test, a PC steals Kwylliam's badge without him noticing—but if Kwylliam notices a failure, the conversation is over.

Rookie Legacy Moment

The Rookie catches Kwylliam's eye as a wildcard he might recruit or exploit. Ask the player what bold, unexpected move they pulled in the past to catch Kwylliam's attention. Kwylliam asks the Rookie what their famous ancestor (the Veteran) would've thought of their unexpected act.

If they answer Kwylliam's probing questions, the Rookie can add an advantage to an ally's test to steal Kwylliam's badge—but tell the Rookie player they must escalate their efforts to entertain Kwylliam each time they do so.

Resolving the Conversation

The conversation ends once a PC successfully steals the ***National Archives badge***, or once Kwylliam notices a failed attempt.

Success. The PCs cleanly steal the badge, and Kwylliam is none the wiser.

Failure. Kwylliam catches the thief's hand, saying they don't know each other well enough for that. After a mocking laugh, he casually calls Vorn over (see the earlier "Interception: Security Captain Vorn" section), then leaves while Vorn harasses the party for several minutes. No further attempts to steal the badge can be made.

Either way, the PCs can continue to explore the party, or proceed to "Head to the Heist" to continue the mission.



KWYLLIAM ELARIEL

DEANDRA SCICLUNA

Head to the Heist

Once inside the Archives, the party doesn't technically need Kwylliam's badge, as they could slip into the administrative wing at the back of the gallery at any time (see map 5.1). However, stealing the badge has major benefits, as it's the only way to prevent the Archives' alarms from going off before the PCs get out with the crate (see "L4: Vault 1616").

Badge or no badge, when the PCs are ready to move to the lower levels, proceed to "G2: Gateway to the Heart."

G2: Gateway to the Heart

This area connects to G1 and L1. As the PCs enter area G2, the way to the lower levels, read:

> At a checkpoint before a black steel archway bearing the inscription "Memory Preserved, Future Forged," an attendant in a crisp gray Archives uniform scans the line of employees heading to the lower level. A clerk in line hesitates, visibly sweating. The attendant gestures, and two guards escort her away. As the attendant's eyes flick to you, unnatural anxiety prickles your mind.

The elevator to the lower levels lies just beyond this checkpoint.

The attendant is a subtle Rioter (use the **instigator** stat block), amplifying anxiety and guilt to find potential intruders. PCs can recognize the Rioting effect and breathe through the emotions with a successful DC 13 Discipline test, or they can project confidence with a successful DC 14 Deception test. Flashing the ***National Archives badge*** adds an advantage to this test for each PC.

Each PC who succeeds passes unnoticed. On a failure, a security guard (**constable**) steps forward to question the whole party, but the PCs are eventually allowed to pass with a warning.

After the checkpoint, the PCs can take the elevator down to the lower level (L1).

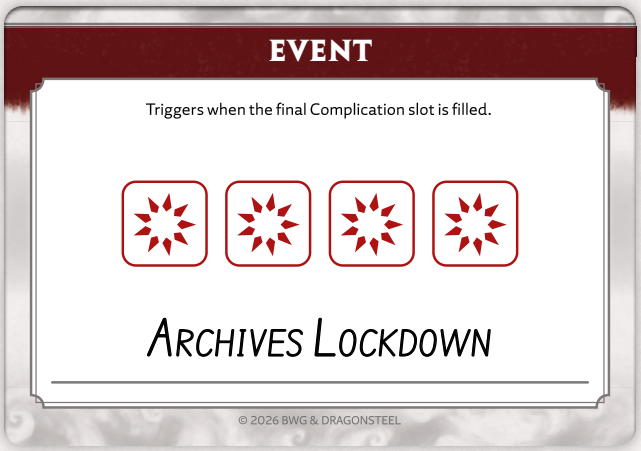
Red Tape and Risk

When they're ready to start the heist, have the players refer to the "National Archives Heist Map" handout (pictured here and in appendix D). This shows a portion of the Archives' lower level, with the estate transfer room marked.

Before proceeding, introduce the Archives Lockdown event to the players.

Event: Archives Lockdown

Archives Lockdown is a negative event (see "Events" in chapter 9 of the *Mistborn Handbook*) with four slots representing escalating suspicion. The event continues until triggered, or until the party exits the Archives. Raise the stakes liberally throughout this event.

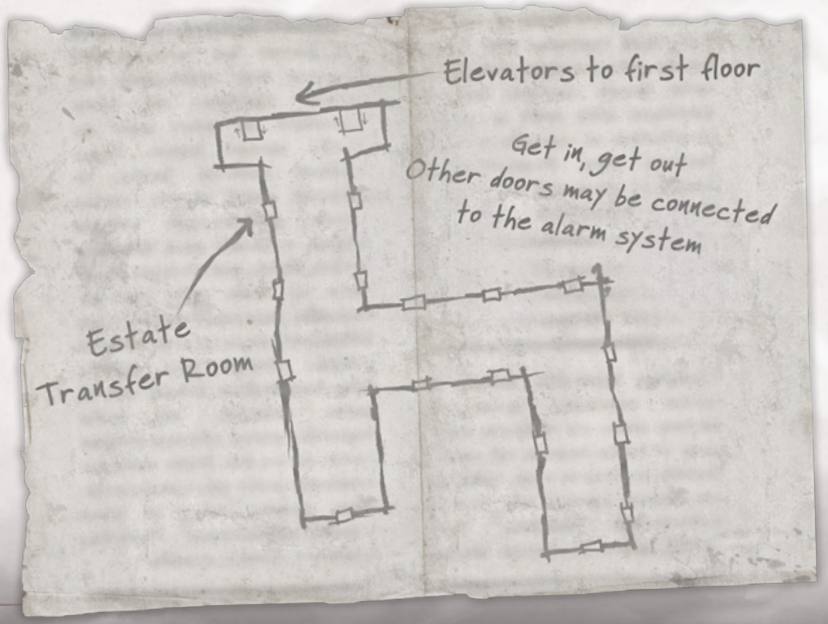


Progressing the Event

Immediately progress the Archives Lockdown event by 1 for each of the following:

- If the party entered the National Archives without winning the race.
- If the party failed the "Stealing the Badge" conversation with Kwylliam or otherwise triggered "Interception: Security Captain Vorn."
- If the party received a warning from security at the checkpoint (G2).

When a PC gains a Complication during the heist, you can choose to spend it to progress the event by 1, trading an immediate Complication for a potential lockdown.



NATIONAL ARCHIVES HEIST MAP

HEROIC MAPS

Triggering the Event

When you fill all four event slots, the event triggers and the National Archives immediately enters high alert. Read:

> A shrill alarm bell rings. Nearby, you hear shouting: "Security alert in effect. All non-essential personnel, remain in place. Archives security teams are assessing the situation."

All the doors on the lower level lock, and alarms sound on every level of the Archives. Social tests with archivists automatically fail and all Stealth tests gain a disadvantage. Additionally, four Archives security guards (use the **constable** stat block) and their **lawkeeper** chief intercept the party, attempting an arrest. They retreat if reduced to half health.

Archives Lower Level

The National Archives' lower level houses countless rooms and halls. Map 5.2 only labels the rooms of interest. If a PC opens a random door, describe dusty boxes and cabinets of paperwork—nothing valuable or helpful. The third time they enter a random room, a security guard (**constable**) catches them, asking what the party is doing. On a successful DC 15 Deception test, the guard is helpful, giving directions if asked. On a failure, he reports the incident, and the Archives Lockdown event progresses by 1.

Opening Archives Doors

Used like a key, Kwylliam's ***National Archives badge*** unlocks all doors in the Archives. Without a badge, a door's lock can be picked (DC 12 Thievery) or forced (DC 14 Athletics). Alternatively, a PC can flag down an archivist and convince them to open a door (DC 12 Deception); on a failure, the party still gets through the door, but in a suspicious manner, and the Archives Lockdown event progresses by 1.

L1: Elevator Platform

This area connects to G2 and L5. Once the PCs enter the elevator down to area L1, read:

> The elevator grinds into the belly of the Archives. A long, narrow corridor stretches ahead, closed doors lining the walls. Pneumatic tubes run like veins along the ceiling, hissing as canisters of records shoot through. Archivists and guards move briskly from room to room.

The estate transfer room (L2) marked on the party's hand-sketched map is nearby.

L2: Estate Transfer Room

This area connects to L5. When the PCs open the estate transfer room door (see "Opening Archives Doors"), read:

> In the cramped estate transfer room, five wooden crates—portable but too large to conceal—rest beneath a clipboard on the far wall. The crates are clearly labeled: 38.4A through 38.4E.

Reading the clipboard reveals a log: "Estate transfer shipment: Doc Lot 38.4. Donor: Lord Anton Elariel. Note: Crates don't match prior docs for 38.4? Broken estate seals, incorrect weights."

A scrawled comment follows: "We can't process a shipment if the rusting ledger's wrong. Leave the crates here. Records keeps the movement ledger—let them sort it out!"

Switcheroo: Decoy Crates

If PCs express suspicion about the crates or check the crate labels, have them make a DC 13 Deduction test (gaining an advantage if they also examined the clipboard). On a success, they notice the labels on the crates have been changed, and the Elariel seals are forged: These crates are decoys.

Crate Contents

If the PCs open the decoy crates, they discover an unsigned note reading, "Payment as requested, for your service—and silence." A successful DC 10 Crafting test identifies the paper as commonly used for printing broadsheets. The only remaining item of value is a painting of Anastas Elariel wrestling a lion, worth 200 boxings. The crates are otherwise filled with worthless packing materials.

Decoy Diversion

If the PCs leave with any of the decoy crates, read:

> An archivist passing you in the hall glances at the crates, saying, "Oh good, I knew those were mislabeled! Did you check with Records about the mix-up?"

Have the PCs make a Deduction test; the character with the highest test result realizes the mislabeled crates are decoys. The Archives Lockdown event progresses by 1, and the archivist points the party toward the records room.



Map 5.2: National Archives Lower Level
1 square = 5 ft.

L3: Records Room

This area connects to L5. The pneumatic tubes along the ceiling all lead to the records room, located down another hallway from the elevators. A tarnished brass placard labeled "Records" is mounted on the reinforced door (see "Opening Archives Doors"). Read:

> This hexagonal records room is filled with filing cabinets and small desks. In the center, a large table holds the movement ledger, a heavy book listing recent transfers.

The book contains relevant information: "Doc Lot 38.4: Elariel Estate Transfer. Redirected to Vault 1616. Auth: K.E., Board of Directors."

Heir Legacy Moment

The Heir notices their surname in the ledger, referencing vault 1599. The vault is easy to find, and an archivist unlocks it if the Heir proves their identity. The vault contains a wardrobe of fashionable Era 1 clothing and a special heirloom.

Ask the Noble player what heirloom the Noble would've wanted preserved after their death. Work with the player to create an appropriate item (worth no more than 250 boxings in Era 2).

L4: Vault 1616

This area connects to L5. Vault 1616's heavy door presents one final wrinkle. Wilko didn't anticipate the double redirection, so she couldn't warn the PCs—but there's a hidden alarm on the vault door.

Getting Inside the Vault

If the PCs have Kwylliam's ***National Archives badge***, as they insert it and begin to open the door, have each PC make a Perception test; the PC with the highest test result notices an alarm mechanism just in time. A PC can disarm it with a successful DC 18 Thievery or Crafting test. Failure sets off an alarm and immediately triggers the Archives Lockdown event, but a success means the PCs have gained access to the vault without tripping the vault door alarm—no easy feat.

If the PCs don't have the badge, the vault's security is impossible to bypass quietly. If a PC attempts to sneakily open the door, have them make a DC 18 Thievery or Crafting test. On a success, they learn there's an alarm that's impossible to disarm without the badge. On a failure, or if the PCs force the door open (no test required), the vault door opens and immediately triggers the event.

Inside the Vault

Inside vault 1616 are five wooden crates stacked against the far wall, portable but too large to conceal. Each has a large metal padlock and bears the Elariel seal in red wax. Opening one requires succeeding on a DC 14 Athletics or Thievery test.

Crate Contents

Inside the crates are relics: a faded ball invitation bearing the names of the Era 1 characters and a faded ball invitation signed "With Great Affection—Lord Guiverre Seeris," a mostly intact ball gown (worth 50 boxings), and a set of ivory combs (worth 100 boxings). Atop the contents of crate 38.4B lie two items: a large gold key featuring an eye with a star for an iris (a ***Founder's Key***), and a mask that looks like ravens in flight (the ***Raven Mask***—detailed in appendix B).

The crates also contain Hemalurgy notes from the Era 1 PCs, which the Era 2 PCs can optionally study (see "Handling Hemalurgy" in this book's introduction).

Making an Exit

If the party extracts crate 38.4B or its contents without triggering the Archives Lockdown event, the PCs can exit the Archives via the elevator, retracing their steps. Go directly to "Hot Pursuit."

Otherwise, the party must escape with the crate while alarms blare; proceed to "L5: Corridor."

THE RAVEN MASK



HEROIC MAPS; ANNA VERHOOG

L5: Corridor

This corridor connects to L1, L2, L3, and L4. If the Archives Lockdown event has been triggered and the PCs are escaping with the crate, proceed to "Corridor Sprint."

Corridor Sprint

Run the escape attempt as an endeavor (see "Resolving the Endeavor") in which the PCs must overcome three obstacles, each requiring two successful tests to bypass. If they fail the endeavor, the PCs must fight their way out. Guards in this scene use the **constable** stat block. The party faces the following obstacles in order:

Exiting L4: Baton Brigade. Two guards chase after the PCs, while six more approach as reinforcements. PCs could push a cart into the guards' path, delaying them (DC 13 Athletics), slip into an office to lose them (DC 14 Stealth), or shout a false alarm to mislead them (DC 15 Deception).

Mid-Hallway: Archivist Frenzy. A flurry of bespectacled archivists mill about in a panic, blocking the hallway. PCs might push past without slowing down (DC 14 Athletics), shout for them to move (DC 15 Intimidation), or weave between the startled scholars (DC 15 Agility). This is a good place to raise the stakes.

Nearing L1: Security Gate. A security gate is descending between the PCs and their escape. They could roll under before it closes (DC 14 Agility), wedge it open for a few seconds (DC 13 Crafting), or quickly dive through (DC 14 Athletics).

Corridor Sprint Opportunities and Complications

Result	Example
◈	A fleeing archivist gets in the way of pursuing guards, buying the party time. Add one success to the endeavor.
✳	The PC drops the crate and it cracks, spilling out the decorative combs. If the PCs go for the combs, they must accrue an additional success.

Resolving the Endeavor

The endeavor succeeds if the party accrues 6 successes before 4 failures.

Success. The party reaches the elevator just as the security gate clangs shut behind them. Continue to "Elevator Escape."

Failure. The party is forced to fight their way out. They must defeat two security guards (**constables**) before proceeding to "Elevator Escape."

Elevator Escape

Once the endeavor is resolved, read:

> As you skid through the elevator doors, a figure in a slate-gray duster rounds the corner behind you, narrowing her eyes. She raises her hand, the air around her gains an odd gleam, and the closing elevator doors slow for a long, tense second before resuming. She shouts to the guards, "The back stairs, go!" As the doors finally close, she snarls, "Run as fast as you like. I'll catch you."
>
> The doors seal, and the elevator ascends.

A successful DC 10 Lore test reveals that the elevator—and the party—just barely escaped being caught in a cadmium bubble erected by Security Captain Vorn. Proceed to "Hot Pursuit."

Hot Pursuit

The party's departure marks the end of the Archives Lockdown event. If the PCs didn't trigger that event, read:

> The gallery stands silent as you make your escape. As the exit doors beckon, shouts follow you: "The vaults have been breached! Lock down the Archives!" Alarms begin to blare as the Archives' security captain rushes into the gallery. She shouts "Halt!" and raises a hand, and the world seems to slow in a bubble around her.
>
> The effect ends a lucky few inches from you. You make it out the doors just in time.

Then, whether the party triggered the event or not, read:

> The placid Elendel spring evening is cut by alarms behind and shrill whistles ahead, with security on your heels and constables rushing through the streets in your direction. The net is closing around you—fast.

Archives security pursues the party while constables teem through the streets, blocking most routes out. The way northeast, to Beldre Square, is the only path not choked shut.

Battle at Beldre Square

As the PCs enter Beldre Square (see map 5.3), read:

> Beldre Square lies ahead, a wide plaza dominated by cracked statues and a dry fountain. Lanterns illuminate constables flooding in from the north, west, and south, taking up positions behind cover. The east side of the square ends in a railing overlooking a deadly drop to the rail tracks below. The air hums with the faint rumble of an oncoming train.

Tell the players they've arranged an escape plan, but they must hold out for 4 rounds, minus 1 for each of the following that apply:

- Not triggering the Archives Lockdown event.
- Discovering the crates were decoys while in the estate transfer room.

Starting Combat

Captain Eliane Vorn enters the square as combat begins, taking a slow turn. She's flanked by two **lawkeepers**. At the beginning of the second round of combat, two **constables** approach from the north or south (GM's choice), engaging the PCs directly.

Battlefield Effects

The following effect is active during this combat:

Lawkeeper Barrage. Constables surround the square in numbers too great to fight directly, firing coordinated volleys from cover. At the start of each combat round, each PC must succeed on an Agility test or take damage from incoming fire (as shown on the Lawkeeper Barrage table). This test DC and potential damage increase each round.

Lawkeeper Legacy Moment

Once during the combat with Vorn, if the Lawkeeper leverages their shared history with Vorn, Vorn gains the Surprised condition, either caught off-guard or swept up in memories.

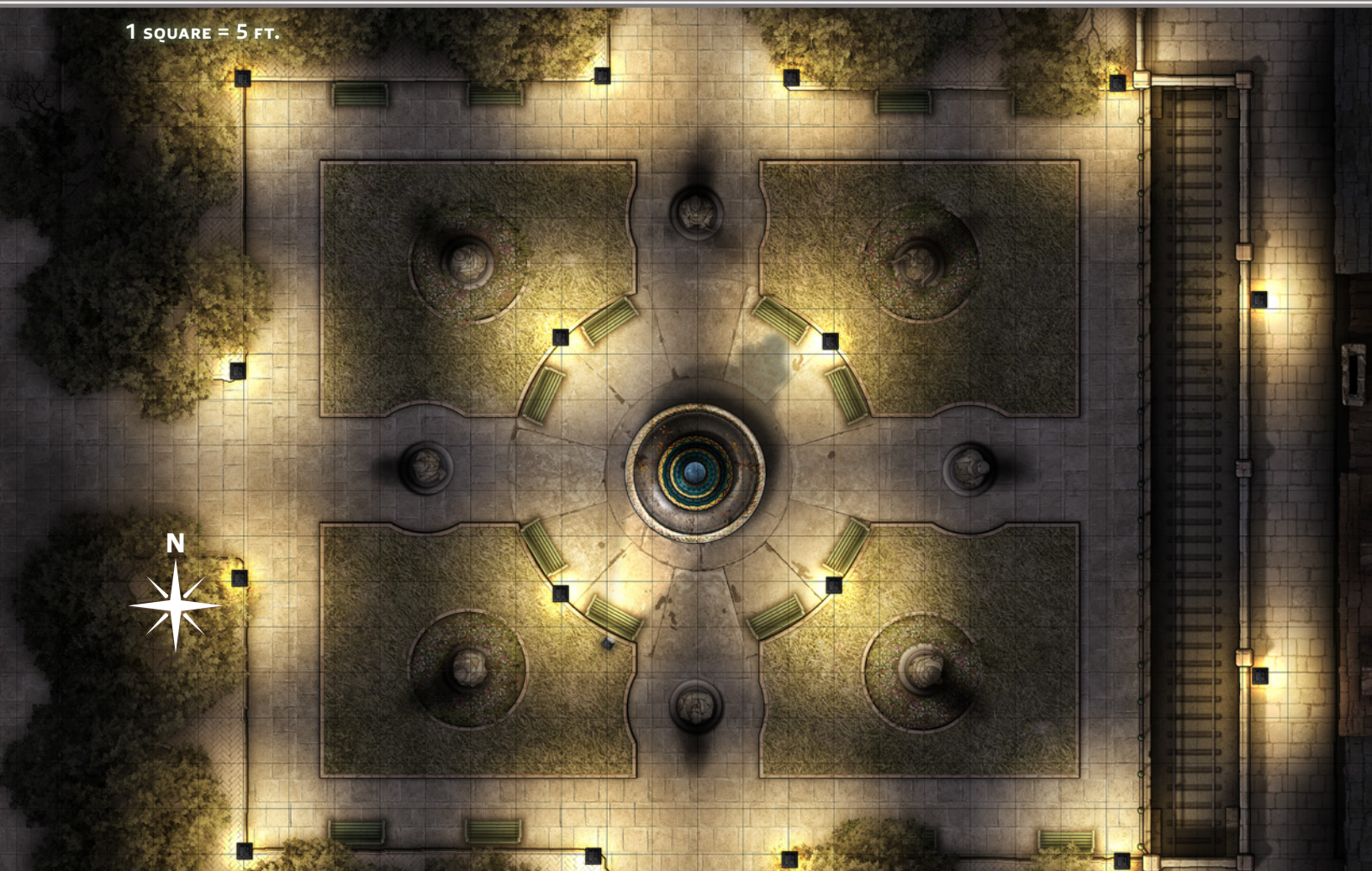
Lawkeeper Barrage

Round	Agility Test DC	Damage
1	DC 10	1d4 keen damage
2	DC 11	1d6 keen damage
3	DC 12	1d8 keen damage
4	DC 13	1d10 keen damage

Battle at Beldre Square Opportunities and Complications

Result	Example
	A shot shatters a gas lamp, filling the square with smoke. The PCs gain an advantage on their Agility tests against the Lawkeeper Barrage battlefield effect until the end of the next round.
	A bullet cracks a statue, spraying shrapnel. Each PC within 10 feet of the statue must succeed on a DC 13 Agility test or take 1d4 impact damage.

Map 5.3: Beldre Square



Aftermath

Once the PCs survive the required rounds, proceed to "This *Was* the Plan."

Fugitives

If every PC is unconscious, constables close in to arrest the party, getting a good look at them. Still proceed to "This *Was* the Plan," but after the group escapes, the PCs become persons of suspicion with the Elendel constabulary, and their future social interactions with constables gain a disadvantage.

This *Was* the Plan

The train rumbling below is heading across the canal into First Octant. Read:

> The chaos and noise of the firefight blurs, and the shouts, constable whistles, and rumble of an oncoming train fade into Professor Wilko's voice.
>
> "There's no getting out clean. When things go bad—and they always do—you'll be trapped in that square, constables at every corner. Time it right, and with a leap of faith, you could make it onto the train. Just one question left: What's to stop them coming after you?"

Ask the players to explain their master escape plan, each adding one detail. Encourage creative use of abilities and the environment to help the players come up with a suitably cinematic and exciting ending. Once they've outlined their actions, return to the scene at Beldre Square, and let the players narrate how their escape unfolds.

Delivering the Crate

Having shaken pursuit, the PCs can head back to Wilko. Read:

> Back at the University of Elendel, office 141, Wilko welcomes you gratefully: "By Harmony, you did it, and right under the nose of Kwylliam and the others! You went toe-to-toe with the Trio, and won! Now let's see what history he was hiding."

Wilko sifts through the recovered crate, pulling out an ornate gold key with an eye-and-star motif and a masquerade mask depicting ravens in flight, setting these aside. As Wilko and the party will learn in chapters 6 and 7, these are actually a ***Founder's Key*** and the ***Raven Mask*** (both detailed in appendix B).



CONSTABLES OPEN FIRE!

Wilko gives the PCs 300 boxings, saying she'd love to record a full, anonymous account of their adventures in her "coppermind" (her huge color-coded journal), once they're rested up. She'll reach out once she's had a chance to research the crate's contents.

Journeying Onward

As the chapter ends, the Era 2 PCs advance to 4th level.

The party has completed Wilko's heist, foiling Kwylliam's attempt to steal the crate (and the mask and key inside), but they've caught the attention of the Gilded Trio in the process. The party returns to their hideout for downtime while Wilko promises to research the heisted key, the mask, and the treasure hunt.

ROMAIN KURDI

CHAPTER 6

DESIRE OF A HUNGRY SOUL

An assassination attempt reveals that the Era 2 PCs have made dangerous enemies. To understand their attackers, the party must uncover dark secrets, some centuries old, below the University of Elendel.

Running This Chapter

This chapter begins only days after the National Archives heist. Furious about the theft, the Gilded Trio sends assassins after the PCs—and after Professor Azmine Wilko.

Chapter Flow

Before beginning, prepare several resources for the players—the "Wilko's Note," "Midnight Trials Bid Letter," and "University of Elendel Campus Map" handouts, along with a copy of the Steel Alphabet page from the back of the *Mistborn Handbook*. Whether the campus map is on printed paper or presented digitally, players need a way to draw on it during this chapter.

The chapter starts with a week of downtime, after which the party is interrupted by a coordinated bombing attack against them and Wilko. The PCs either save Professor Wilko, or she's injured in an explosion.

The next day, the PCs head to the University of Elendel, where K.T., a student journalist, explains the attackers were after the party's Founder's Key: a key to unlock the Gilded Map below the University of Elendel, guarded by a campus fraternity (see "Order of a Thousand Eyes"). K.T. suggests infiltrating the Order's masked initiation ceremony, the Midnight Trials, happening that night.

The PCs explore the campus to acquire masks to disguise themselves (potentially with help from a student named Marthis), acquire bones to present, and solve a puzzle to find the Midnight Trials' starting location. Take note of the "Gilded Bickering" scene, as this can trigger at multiple locations on campus.

At midnight, Kwylliam officiates the trials in the tunnels below the university. Be sure to review "The Midnight Trials" in advance, as each trial is unique. If the PCs pass the trials, they make it to the society's inner sanctum, containing the Order's secrets—most notably NeBaal, whom the Gilded Few has kept imprisoned for centuries, locked in a distinctive silvery urn. The chapter ends with the PCs rescuing NeBaal, potentially dueling Kwylliam on the way out.

Order of a Thousand Eyes

Once a year, the scions of select noble bloodlines receive a bid letter inviting them to join the Order of a Thousand Eyes, the most elite fraternity at the University of Elendel. Only after passing the Midnight Trials do these young nobles learn the truth: Some or all of the members' Metalborn powers come from "familial spikes," Hemalurgic spikes handed down over generations—a few were even part of Vadilek's original latticework.

These chosen few are taught the Eternity Spike is their birthright; unjustly stolen, it can only be found by following the legendary Gilded Map. They believe NeBaal knows that map's location, and once a year, they temporarily release the kandra from imprisonment for ceremonial questionings. A few years ago, the Gilded Trio were the students who passed the trials and questioned NeBaal; they tricked the kandra into revealing what all three Gilded Map pieces were (though not their locations). The Trio made a pact together to find the map and cruelly locked NeBaal back in the urn.

Full of dark secrets, each class of the Order's inductees become the next generation of the modern Gilded Few, inheriting positions of power throughout Elendel society.

Character Advancement

The Era 2 characters start this chapter at 4th level and advance to 5th level upon escaping the university with NeBaal.

PCs with a "Learn About Hemalurgy" goal might progress it by studying the anatomical diagram during "Induction."

Settling the Score

As the chapter begins, the Gilded Trio know that the PCs foiled Kwylliam's bribes meant to redirect the crate out of Professor Wilko's grasp. Willing to do whatever it takes to secure the key and the mask, the Trio searches Elendel for the party, preparing to deliver an explosive counterattack.

Safe House

Wilko is ecstatic about the party's successful heist. She plans to research the key and mask immediately, hoping to have more information soon. Wilko warns the PCs to lie low after their public getaway and sets them up with a safehouse: a warehouse in the docks.

The safehouse secretly belongs to the Guardians (see appendix F). Wilko blurts this out if pressed, then immediately flees the conversation. Depending on the Guardians' focus, the warehouse is full of the following:

- **Wisdom.** Glass instruments.
- **Industry.** Soonie Pups (stuffed wolfhound toys).
- **Labor.** Frozen fish.

The PCs have a windowless private back room with one door, a table, and a cot for each person.

Lying Low: Downtime in Elendel

The PCs have one week of downtime in Elendel. In addition to normal downtime activities (see "Downtime" in chapter 9 of the *Mistborn Handbook*), *Mistborn Legacy* also offers unique downtime options PCs can experience during this adventure. See "Downtime in Elendel" in appendix E for a full list of the exclusive downtime options available for Era 2 *Mistborn Legacy* PCs.

If the party retrieved the Era 1 party's Hemalurgy notes, they can study them during downtime (see "Handling Hemalurgy" in this book's introduction).

Tell the players Wilko has advised the party lie low, as the Trio are sure to be searching for them. If a PC ignores this advice and does downtime activities in public spaces—for example, researching at a library or recuperating in a hospital—have them roll the plot die. On a Complication, they feel watched; accrue an automatic failure toward the upcoming "Racing to Wilko" endeavor.

A Ticking Clock

Downtime ends with an unmarked letter from Wilko. The uneasy peace is about to explode, as the PCs' hideout (see map 6.1) is attacked, with a bomb in the furnace and a strike squad at the door. In the aftermath, the party must read the clues and rush to protect Wilko from a second bombing attack at her office at the University of Elendel.

To open the scene, read:

> This evening, in the drafty back room of the warehouse safehouse, an unmarked letter awaits. Sitting next to it on the table, the bottle of your favorite libations signals the letter is from Wilko.

Give the players the "Wilko's Note" handout (from appendix D) or read:

> Good news: I've turned up some answers about the crate's contents. I believe we have a "Founder's Key."
>
> As legend has it, three such keys were created by an early university teacher, who hid a precious treasure underneath the campus. The keys were handed down to noble students to safeguard. I believe this treasure is the "Gilded Map"... which we should talk about more in person.
>
> Right now, I have a more pressing problem: A former student of mine has been wolfhounding me about the key—Harmony knows how she found out. She's a reporter for the Student Voice, and if she keeps digging, I fear she'll learn about our recent activities.
>
> She claims to have important information about the key. Can you talk to her? I feel foolish for asking, but I'm a terrible liar.
>
> Sincerely,
> A. Wilko
>
> P.S. Speaking of feeling foolish—it's probably just my nerves, but I keep feeling like I'm being watched. If anything happens to me, the mask and key are hidden in my copy of *Trials of Monument*.
> And please destroy this note!

Conrad Strike Squad

After the party discusses the note (or when a PC begins to leave or go to sleep), have each PC make a Perception test. Read the following to the character with the highest result:

> You notice an odd, tinny ticking sound coming from the northwest corner of the room, where your Tarcsel Electric furnace rattles.

Investigating reveals a ticking device placed inside the furnace control box. Each PC who went to investigate should make a DC 12 Deduction test. On a success, the PC knows this explosive is about to blow, and they have a split-second chance to warn the entire party to Brace (▶) just before combat begins. Whether the PCs investigate or not, the bomb explodes, combat starts, and assassins attack.

Starting Combat With a Bang

The bomb explodes at the start of the round, dealing 2d6 energy damage in a 25-foot radius and filling that area with thick smoke. Characters who used the Brace action instead take half damage. Every PC starts combat with the Surprised condition unless they succeeded on the Deduction test to identify the bomb.

ELEDRYLL

Map 6.1: Crew Hideout



Three plainclothes **Conrad operatives** block the safehouse exit. The operatives take a slow turn, entering unharmed after the bomb goes off.

Battlefield Effects

The following effects are active for this combat:

Countdown. At the start of the third round and each round that follows, the party accrues one failure toward the "Racing to Wilko" endeavor.

Smoke. Thick smoke fills the area the bomb exploded in, obscuring sight.

Aftermath

The operatives fight for four rounds or until one dies, at which point they retreat, saying, "They don't have it; retreat to the second location."

Racing to Wilko

At this point, every moment counts. The PCs might investigate the defeated operatives for clues or search the wreckage for evidence. If at any time the PCs move to protect Wilko, proceed to "Running the Endeavor." If the party doesn't attempt to rescue Wilko, jump ahead to "A Long Night."

If the party remains at the scene for five minutes, accrue an automatic failure toward the "Racing to Wilko" endeavor. Constabulary sirens can be heard coming this way. If the PCs don't flee, four **constables** arrive. While the PCs aren't immediately recognized for their National Archives theft, the constables are suspicious and unhelpful (and deep in Bayron's pocket).

Operative Clues

Subdued operatives wish to be delivered to law enforcement. If a PC succeeds on a DC 13 Intimidation or Persuasion test, an operative spits, "You're irrelevant. We'll get what we need from your professor friend."

The operatives' firearms have silencers made by Conrad Industries. One operative's jacket pocket contains a note reading "Office 141." On a successful DC 12 Deduction test, a PC immediately recalls this is Wilko's office number.

Searching the Wreckage

A successful DC 12 Crafting or Perception test reveals the remnants of a bomb. Though the shrapnel is nearly unrecognizable as part of an explosive device, it's clearly engraved with the Conrad Industries logo.

Running the Endeavor

If the PCs realize Wilko is in danger, run an endeavor to reach her (see "Resolving the Endeavor"). The endeavor begins with up to 4 failures accrued, depending on how long the fight lasted, if the PCs dallied after, and Complications during downtime. Raise the stakes on all tests as the PCs face the following obstacles, in order:

Navigating Elendel. To get to Wilko in time, PCs might try running ahead (DC 15 Athletics), finding a shortcut (DC 14 Survival), or acquiring faster transportation (DC 13 Thievery).

University Gate. For the final endeavor test, the PCs arrive at the university gates and must either climb the wall (DC 17 Athletics), find a gap in the gate (DC 18 Perception), or deceive the night gate guard (DC 17 Deception).

Explorer Legacy Moment

Ask the Explorer to describe a time they had to rush across or sneak into the University of Elendel campus, discovering a shortcut. Create a positive event, Explorer's Vindication, with one slot. When the PCs trigger the event by spending an Opportunity on it, the Explorer's experience pays off: Remove 1 failure from the "Racing to Wilko" endeavor.

If Wilko remains conscious after the bombing, she's grateful to the Explorer, offering them her patronage (see chapter 8 of the *Mistborn Handbook*). As a patron benefit, she provides better access to the university library, halving the time required to research during downtime.

Resolving the Endeavor

The endeavor ends when the party accrues 3 successes or 5 failures, or if they otherwise complete the objective. The endeavor's outcome depends on the number of failures accrued.

No More Than One Failure. The PCs arrive at office 141 to find **Azmine Wilko** quietly studying in a plush chair, too absorbed to hear the ticking from her nearby furnace. A similar bomb explodes in three rounds if not deactivated with a successful DC 14 Crafting or Thievery test. Even if the bomb explodes, Wilko has been alerted to the danger; her wounds are superficial, and she remains conscious.

Two or Three Failures. The PCs arrive just as the bomb explodes. Wilko is conscious but requires medical attention within two rounds, such as a successful DC 10 Medicine test, or she falls unconscious; either way, she suffers an injury (make an injury roll, as described in chapter 9 of the *Mistborn Handbook*).

Four or More Failures. The PCs are at the university gates when the bomb explodes. In the chaos, the PCs can easily leave unnoticed or rush to Wilko's destroyed office. Wilko is unconscious and severely hurt (make an injury roll with a −5 modifier).

Wilko's Lockbox: Trials of Monument

If the bomb at Wilko's office went off, PCs searching for her copy of *Trials of Monument* find it unharmed in the rubble. The book is actually a disguised lockbox; inside are the ***Founder's Key***, the ***Raven Mask***, and a business card for K.T. Quiven, from the University Voice broadsheet's office in the student center.

Searching the wreckage also reveals another bomb remnant stamped with the Conrad Industries logo.

When the PCs are ready to proceed, continue to "A Long Night."



SAMI RYTKÖNEN

WILKO'S LOCKBOX IS DISGUISED AS A BOOK.

A Long Night

The party's hideout has been destroyed, and Wilko may or may not be conscious.

If Wilko is conscious, she hosts the PCs with her family in the Tekiel Tower's Clan Estates (see "Notable Characters" in this book's introduction). Wilko's gregarious family members gossip about the fashionable Lysarra Tekiel showing around well-dressed businesspeople (foreshadowing the Elariel Spring Salon in chapter 8), the Tekiels' money troubles, and rumors saying crime connections may have been used to finish the Tower. If the PCs show or describe the bomb remnants left after either explosion, Wilko glumly speculates Bayron Conrad has bought off law enforcement to avoid consequences.

If Wilko is unconscious, her family takes her to the Clan Estates, and they don't let the PCs visit. The PCs must find temporary accommodations.

Reestablishing the Hideout

When the PCs wish to establish a new hideout, the characters can leverage their contacts to help find a suitable location. Use the New Safehouse table for the options available to the PCs, based on their legacies.

New Safehouse

Legacy	Contact and Location
Entrepreneur	Legin (**merchant**, she/her), owner of Legin's Lumber, a lumberyard and small construction firm.
Explorer	Dindrop (**advisor**, he/him), junior adventurer at The Silver Voyager, an exclusive gentleperson's adventuring club.
Heir	One of the family's vacant seasonal apartments in Madion Ways.
Lawkeeper	Lady M (**informant**, she/her), host at the House of Wisteria, a flower-filled Soothing parlor.
Rookie	Boots (**rebel**, he/him), bartender at the Drunken Spur, a tacky Roughs-themed restaurant.
Storyteller	Reshyn (**commoner**, they/them), dramaturge at the up-and-coming Clarvonne's Theater, known for their operettas.

The contact (or in the case of the Heir, a member of the PC's family) provides safe lodgings at the location. If the PC intends to make good, have them start an appropriate goal, gaining the location as a permanent hideout upon completion (see the "Hideouts" section of chapter 8 of the *Mistborn Handbook*).

The Spin

The next day, the broadsheets (notably including Kwylliam's paper, *The Truth in Elendel*) run a story reporting the explosions were caused by a Tarcsel Electric furnace manufacturing fault. This is the story authorities believe. If the PCs didn't realize Wilko was in danger, they can read about the second explosion.

If the characters told incriminating stories to Kwylliam when they met in chapter 5, these are also referenced in the broadsheet. No articles mention the Archives heist.

Investigative Journalism

The next day, the PCs are due at the University of Elendel for a previously scheduled meeting with Wilko. If she's conscious, she meets up with the party and introduces them to K.T. Quiven (**informant**, she/her). If Wilko is unconscious, K.T. finds the party instead.



Roleplaying K.T. Quiven

Characteristics: Spunky, wily, dogged.

Goal: Discover the secrets of the Order of a Thousand Eyes.

Appearance: K.T. Quiven ("KAY-TEE KWI-ven"; she/her) is a fair-skinned, wavy-haired brunette with an intense demeanor. She wears a cocked cap, suspenders, and expensive shoes.

K.T. is an Elendel native who's dreamed of broadsheet reporting since childhood. A former urchin with the Cobblers street gang, K.T. is attending the University of Elendel on a scholarship from the Young Ascendants. K.T. asks questions relentlessly, and she's easily baited into arguments about the city, be they on senate politics or the best meat pies.

Meeting on Campus

When the PCs enter campus the following day, read:

"Wasing the Always of Wanting of Knowing": The Lord Mistborn's words arc over the University of Elendel's grand gates.

Flanking the entrance are two blackcoats—the colloquial name for campus security. "The campus is only open to university students, staff, and guests," one says sternly.

Two blackcoats (**constables**) guard the gate. If Wilko is present, she shows her university pin, the guards let the party pass, and the PCs can bring in Discreet weapons. Otherwise, the PCs must succeed on a DC 14 Thievery test to hide their weapons or leave them off campus.

Lawkeeper Legacy Moment



One of the blackcoats is the principled Captain Junkson (she/her), who worked with the Lawkeeper in the constabulary. Ask the player what shared ethical opinion, taken from the Official's legal ethos, made Junkson and the Lawkeeper fast friends.

Junkson tells the Lawkeeper to "just ask" if they need anything. So long as the request doesn't contradict their established ethics, Junkson does one favor for the Lawkeeper, such as covering for them (to prevent the Midnight Approaches event from progressing) or granting access to a building (no test needed). If the Lawkeeper's request runs contrary to those ethics, the PC must first succeed on a DC 18 test with a relevant skill. On a failure, Junkson doesn't help, and the friendship ends.

Once the party enters the campus grounds, K.T. approaches. Read:

> A young brunette woman in suspenders and a cocked cap strides up to greet you. She offers a wide smile and a handshake. "K.T. Quiven, Editor-in-Chief of the University Voice."

After introductions, K.T. welcomes the party back to the University Voice office in the campus student center.

Storyteller Legacy Moment



At some point before midnight, K.T. approaches the Storyteller. She's heard of them. Ask the player which of their works K.T. knows. She's interested in their opinions on storytelling, especially regarding how it intersects with reporting, and she asks if the Storyteller would mentor her.

If the Storyteller agrees, start a goal to "Mentor K.T." Upon completion, the Storyteller gains access to the University Voice, a scale 1 social club organization (though instead of spreading rumors, they spread news stories). Alternatively, if the Explorer has connections with the Ashweather's Friends organization, and if both players agree, the Storyteller can arrange for K.T. to publish there instead, increasing that organization's scale by 1.

Campus Newshound

Dominating the University Voice office is K.T.'s corkboard, covered in clippings and notes carefully connected with string. K.T. waves the party toward seats between stacks of old broadsheets. Read:

> "So, let's talk about why you were attacked. I've been investigating an elite campus fraternity for young nobles, the Order of a Thousand Eyes. And as it happens, the Order uses a Founder's Key in their yearly initiation ceremony, the Midnight Trials. A key that looks exactly like the one you and Wilko 'acquired.' These keys are said to unlock a treasure called the Gilded Map, hidden by the Order below the university. And now we know, whatever the Gilded Map is, the Order is willing to kill to keep it a secret."
>
> K.T. smiles, eyes flashing with anticipation. "They tried to blow you up? Then let's blow their secrets wide open."

K.T. is convinced the party's attacker was someone involved with the Order—someone trying to reclaim the Founder's Key. K.T. hopes to recruit the PCs to help her investigate. She shares the following:

Golden Opportunity. K.T. presents a rare chance to go undercover. The yearly Midnight Trials are tonight, during which the hopeful pledges wear ceremonial masks to protect their noble identities.

Order Invitation. K.T. has a bid letter from the Order, listing instructions for student pledges to follow, should they intend to attempt the trials. Give the players both the "Midnight Trials Bid Letter" and "University of Elendel Campus Map" handouts (found in appendix D). Alternatively, for the bid letter, you can read:

> Child of Noblest Blood—
>
> The Midnight Trials are at the final bell on the 16th day of Cladence. Those judged Worthy shall inherit our Legacy. In preparation:
>
> - Don proudly the Mask of the Order.
> - Come bearing a Cazzian offering.
>
> The Worthy must seek the Trial's starting location. On the map, chart a Nelazan Route, connecting the pairs of Strange Eyes. Read the Letters in Steel. Hidden at the Crossings are the directions you seek.
>
> The fire reveals the purity of the ore.

Inside Man. K.T. has an "inside man," a fellow student and Order pledge named Marthis (he/him). He owes K.T. a favor and can help the party masquerade as fellow pledges.

Per the letter, the trials begin a few hours from now (see "Event: Midnight Approaches") at a secret starting location. The PCs must follow the letter's instructions to infiltrate the trials (see "Preparing for the Trials"). If the PCs decline to bring K.T. along, she conducts her own investigation and infiltration, undeterred.

The next portion of this chapter presents a nonlinear puzzle that unfolds as the PCs explore the university. It begins with an overview of "University of Elendel Locations." Before running this portion, read through "Preparing for the Trials"; at the end of that section, "Map Puzzle" explains the puzzle clues encountered in some locations.

EREL MATITA

ENTERING THE HALLOWED GROUNDS OF THE UNIVERSITY OF ELENDEL.

University of Elendel Locations

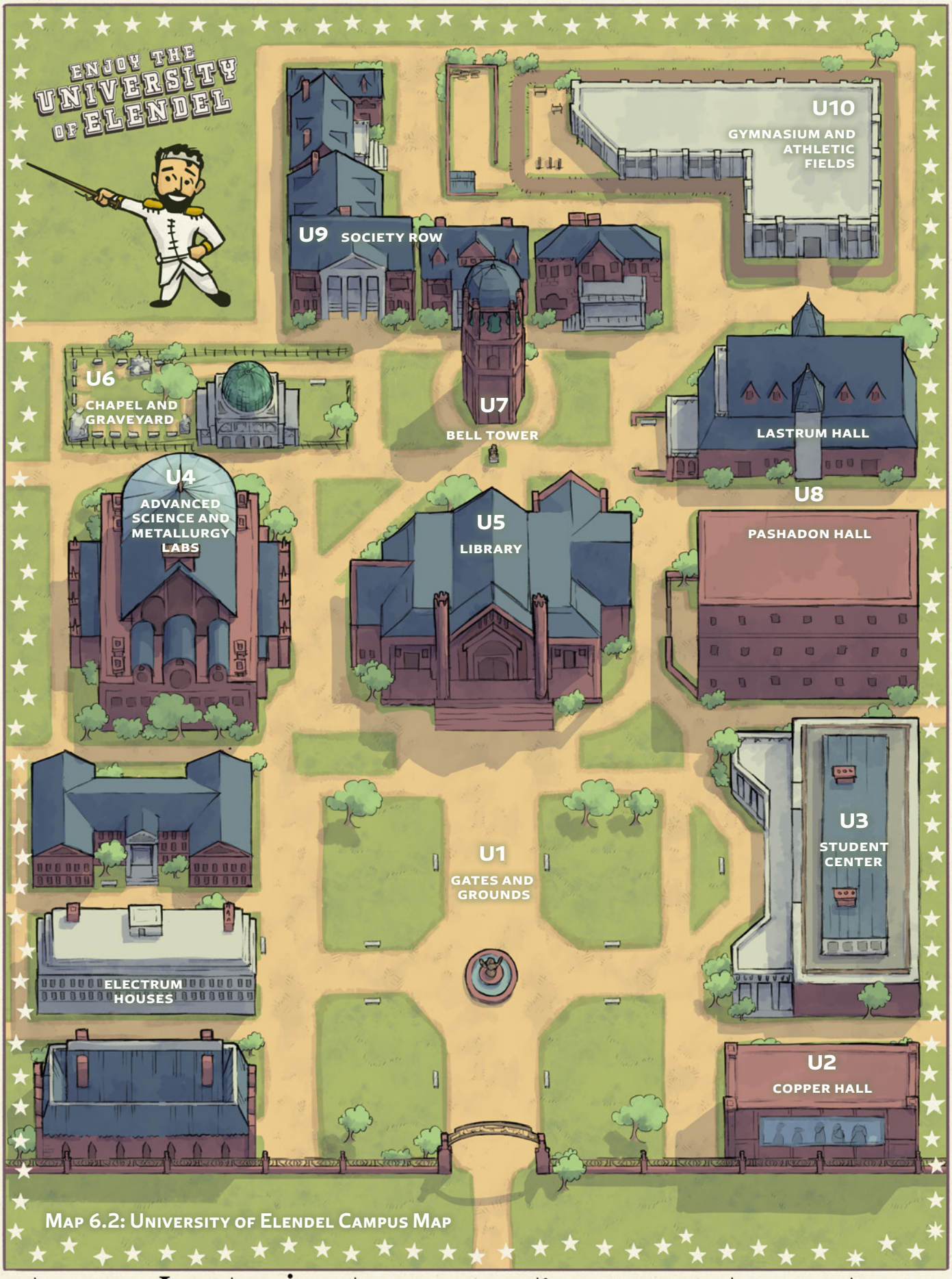
The following locations appear on the University of Elendel Campus Map (see map 6.2). Refer to this section as PCs complete "Preparing for the Trials."

U1: Gates and Grounds

A 15-foot brick wall surrounds the university. "Wasing the Always of Wanting of Knowing," reads the inscription above the grand gates. Two blackcoats guard the entrance. Just inside, students lounge on a manicured lawn between centuries-old buildings of brick and stained glass. The old fountain in the center shows a woman in a sheer dress, standing on ash, beseeching the sky.

The gates offer the only obvious entrance to university grounds. The two blackcoats (**constables**) check weapons and keep a visitor ledger. A row of classroom buildings known as the Electrum Houses stand to the west. If the bomb in Wilko's office went off, House Six, the history department, has a 5-foot hole in the wall guarded by four more blackcoats.





Map 6.2: University of Elendel Campus Map

U2: Copper Hall

Maple trees flank Copper Hall, the university's two-story administrative building. Its facade has a stained-glass window showing an apocryphal scene of debating historical scholars: Yomen, Tindwyl, Dilisteni, the Lord Mistborn, and others. A bored guard watches the door.

Copper Hall is the university's administrative building. It contains the deans' offices, a bursar's office, and a dark, claustrophobic records room.

Puzzle Clue

"LORD" refers to the Lord Mistborn depicted in the stained-glass window, where the word "Gaze" is written in chalk.

U3: Student Center

The student center is a two-story brick building with columns supporting a large second-floor balcony. Inside, rooms house student organizations such as the yearbook club, a Model Assembly, the Young Ascendants, the Fine Arts club, and the University Voice student broadsheet. The building also offers a campus store and a small theater, where play rehearsals are underway. The Young Ascendants office bustles with excited students.

The Young Ascendants is a youth empowerment organization started by Lysarra. If the PCs approach the office, they see **Lysarra Tekiel** giving a presentation about the upcoming Elariel Spring Salon's "Gilt and Glamour" charity auction (see chapter 8) to a crowd of adoring students. She mentions that auction internships are available.

The campus store sells school supplies and university paraphernalia.

U4: Advanced Science and Metallurgy Labs

A sign identifies this large brick building as holding the advanced science and metallurgy labs. Inside is an open-air main hall with anatomical models and academic awards on display. At the end of the medical wing lies an operating theater. The building also houses three levels of science classrooms and labs.

Classes end on the hour with professors teaching topics including biology, chemistry, and metallurgical science. The monotonous Professor Zhine (**advisor**, he/him) teaches anatomy and Metalborn biology classes and may be found doing an instructional dissection in the operating theater.

Puzzle Clue

PCs who follow the "Scholar Statue Gaze" (see area U7) to the operating theater discover a loose brick in the wall. On the brick is written, "Meet here at Midnight." This location is where the trials are due to begin. At this point, if the PCs haven't already seen it, the "Gilded Bickering" scene (found later in this chapter) occurs now in the otherwise empty operating theater. Then Tiphiny approaches (see "Map Puzzle").

U5: Library

Marble steps lead up to the massive university library. Scribbling pens, murmured conversation, and squeaking book carts can be heard throughout. A librarian immediately approaches to offer assistance, blinking at you from behind thick glasses. "Can I help you find anything? We have an informative public exhibition of the *Words of Founding*, Pledfellow's edition. Or perhaps you wish to peruse our extensive broadsheet archive?"

The University of Elendel Library is the most extensive in Scadrial. Trudine (**advisor**, she/her) promotes various offerings. The public exhibition of the *Words of Founding*, Pledfellow's edition, displays each volume on a pedestal beneath a softly glowing electric lamp.

Puzzle Clue

"PLED" refers to the showcase, where the first book of the *Words of Founding* has a bookmark ribbon showing the word "Scholar."

U6: Chapel and Graveyard

The school's interfaith chapel features a domed glass ceiling and pillars carved with Catacendre-inspired reliefs. A Pathian meditation room off the main chamber holds nothing but two chairs. Surrounding the chapel is a small graveyard dotted with weathered grave markers and mistwraith statues.

Fan (**advisor**, they/them), the enigmatic grass-stained Pathian groundskeeper, is exasperated with student graverobbers.

Rookie Legacy Moment

The Veteran is buried in this graveyard. Ask the Rookie which of the Veteran's deeds inspired historians to transport and bury the Veteran's bones here. Then ask the Veteran's player how much of the story was actually true. The Veteran's bones can be used as the Cazzian offering in "Preparing for the Trials."

RYAN SMITH

U7: Bell Tower

A statue—known on campus as "the scholar"—holds a contemplative pose in front of the brick bell tower. The tallest building on campus, the tower belfry rings eight bells of different metals to strike the hours.

The view from the belfry is unmatched, allowing one to take in the entire campus.

Puzzle Clue

If the PCs have solved the puzzle so it says "Scholar Statue Gaze," they now note the scholar statue gazes at the lab's (U4) operating theater.

Time Skip Connection

A plaque on the bell tower's statue identifies the scholar as Guiverre Seeris—but only if he stayed aligned with Delina in Era 1. Otherwise, the statue commemorates Duvall Haught.

U8: Dormitories: Lastrum and Pashadon Halls

Two monolithic three-story brick buildings serve as the Lastrum and Pashadon student dormitories. Both buildings have intimidating stonework accents, iron grates, and miniscule windows.

There are two main dormitories for students living on campus: Lastrum Hall (the men's dorm) and Pashadon Hall (the women's dorm). The first two floors contain bunk beds, while the top floor contains finely appointed singles for the richer students, including some nobles pledging the Order.

The dorms are only open to students and family, but the party has little trouble entering Lastrum Hall. Marthis is found around Lastrum (see "Marthis and Masks" later in this chapter).

Pashadon is harder to enter, with Madam Penfor (**bodyguard**, she/her), the hall matron, stopping visitors at the front desk.

U9: Society Row

Covered in ivy, prestigious society houses stand in a rambling row toward the north end of campus. Shared interest group housing here includes the Metallurgist's Society, All Athletes' Club, the Order of a Thousand Eyes, and the Cross-Cultural Village.

Only society members are allowed to enter the society houses. On a successful DC 13 Athletics test, a PC can climb the ivy of the Order's manor wall to reach an open window on the upper floor.

Exploring the Order's Manor

The Order's house has a gilded dining room, a shelldry parlor, a private library, and member bedrooms. The basement boasts a massive wine cellar. When a PC enters the house, if the PCs haven't already seen the "Gilded Bickering" scene (found later in this chapter), that scene now plays out.



SIRAJ FAKHRI

STUDENTS HAND OUT A PAMPHLET PROMOTING THE YOUNG ASCENDANTS.

While exploring, the PCs find a rosewood guitar (***musical instrument***) worth 100 boxings. Additionally, on a successful DC 12 Perception test, they discover the metal belts and blindfolds for the Midnight Trials' "Battle Royale" later in this chapter. On a failure, progress the Midnight Approaches event by 2 as Ylvwa (**commoner**, she/her) finds the party; the harassed Terris head maid is trapped in debt to the Order, and if the PCs lend a sympathetic ear to her long, tragic life story, she won't call campus security.

U10: Gymnasium and Athletic Fields

The gymnasium is modern and made of concrete, encircled by a track and field where a small group does target practice. Inside are climbing ropes, pommel horses, and rowing machines. One corner is fully padded, floor to ceiling, so Coinshots and Lurchers can practice their Allomancy.

The ladies' target club is meeting, with the energetic but overwhelmed student instructor Olivora (**commoner**, she/her) teaching first-year students proper firing form with six ***hunting rifles***.

Puzzle Clue

"ROPE" hints that climbing the rope with a successful DC 10 Athletics test reveals the word "Statue" scratched into the ceiling.

Preparing for the Trials

As the PCs begin preparing for the trials, introduce the Midnight Approaches event to the players. Note the "Gilded Bickering" scene, which can trigger in different locations. Now three tasks await the party:

Acquire Masks. The PCs must acquire masks, and Marthis can help. The PCs can easily find him in Lastrum Hall (U8). See "Marthis and Masks."

Procure a "Cazzian Offering." Wilko (if present), a PC with the Religion expertise, or a successful DC 18 Lore test reveals that the term "Cazzian offering" refers to the Cazzi people, who held a religious tradition of presenting a set of bones and telling their owner's story. (Researching at the library reveals the same, but progresses the event by 1.) See "A Cazzian Offering."

Find the Starting Location. The PCs must solve a puzzle to find the location. See "Map Puzzle."

Refer to map 6.2 and "University of Elendel Locations" to help set the scene as the PCs complete these tasks around campus.

Event: Midnight Approaches

Announce you're beginning an event (see "Events" in chapter 9 of the *Mistborn Handbook*). This negative event, Midnight Approaches, has six slots to loosely represent time running out before the Midnight Trials begin.



Progressing the Event

When a PC gains a Complication during a scene on campus, you can progress the event by 1, trading an immediate Complication to reduce the time the PCs have left to prepare. Raise the stakes whenever the PCs do something suspicious. Attracting campus security is a sure way to get hassled, burning precious time. Inform the players this event also progresses in these special situations:

Taking Time. If a PC fails a test, the player can choose to turn the failure into a success by describing how their PC solves the problem, given plenty of time. (This rule can also be used to bypass a step of the "Map Puzzle.") Each time they do this, progress the event by 1.

Leaving Campus. If PCs leave campus, it takes time to travel elsewhere in the city and back. Each time the PCs go off campus, progress the event by 1.

Triggering the Event

If you fill all six event slots, the bell tower tolls midnight, and the PCs know time is up: The trials are beginning.

If the PCs have found masks and the trials' starting location by midnight, they can join the trials immediately after the event triggers (even if they don't have bones to present), arriving just in time. Otherwise, the PCs arrive late, scrambling to complete bare-minimum preparations (see "Ill-Prepared" later in this chapter). Either way, proceed to "The Midnight Trials."

Gilded Bickering

The Gilded Trio can be overheard arguing, either in the Order's house on Society Row (U9) or when the PCs complete the map puzzle at the lab's (U4) operating theater. To eavesdrop, have each participating PC make a DC 18 Stealth test with an advantage, listening undetected on a success. If any PC fails, the party still witnesses the argument, but Lysarra becomes suspicious and summons the blackcoats to investigate afterward; progress the Midnight Approaches event by 1.

As the argument plays out, read:

The first voice belongs to Lysarra: "The mask should've already been ours. Sloppy work, gentlemen." The Trio come into view, clearly mid-argument.

Bayron bristles and starts to object, but Kwylliam cuts in instead, nonchalant: "You're overreacting, Lysarra. A little danger keeps things interesting."

In a calm deadpan, Lysarra shoots back, "You've never experienced real danger, Kwylliam. You've always had your mother to bail you out."

Finally perturbed, Kwylliam announces, "I'm bored. I'm going to prepare for the trials."

As the others leave him behind, Bayron flares pewter and punches a wall in frustration. Eyes watering, he follows them out.

Roleplaying Marthis Elariel/Tekiel

Characteristics: Gullible, bumbling, macho.
Goal: Pass the Midnight Trials and make his parents proud.
Appearance: Marthis ("MAR-this"; he/him) is a bronze-skinned, strapping young man with an aquiline nose and clean-cut black hair.

Marthis's easy, charmed upbringing has protected him from his own mediocrity. Both Marthis's parents were Eyes in the Order, and he's afraid of letting them down. His fear makes him an easy mark.

Marthis speaks with bravado and idolizes Kwylliam. He reveals his nervousness by pacing and punching his open palm.

Marthis and Masks

Marthis (**society pledge**, he/him), who's easy to find outside Lastrum Hall (U8), is a noble student and one of this year's pledges for the Order. He's desperate to pass the trials by any means possible.

If the PCs mention K.T., Marthis is eager to talk. He shares the following:

- His dad will be so upset if Marthis doesn't become an "Eye."
- The Order only accepts "good families."
- Some famous Eyes are on campus today. Marthis gushes over Kwylliam's legendary reputation, saying he once rode a horse through the library.

If the PCs agree to help Marthis (or treat him with consistent kindness), he also shares:

- The trials require knowing university history. Studying campus locations may be helpful.
- Those who pass the trials must unmask for a party at the end.

Marthis provides the PCs with masks if they can offer any remotely plausible solution to help him pass the trials (whether honestly or by cheating). Alternatively, Marthis doesn't have the trials' starting location yet, and he's happy to trade masks for information. The masks are skull masks with star-shaped Inquisitor spikes for eyes.



JUSTI HIEU

MARTHIS, ORDER PLEDGE

Masks Without Marthis

If the PCs don't make a deal with Marthis, run an endeavor (similar to "A Cazzian Offering") to steal or create masks, requiring 4 successes before 3 failures to succeed. Succeed or fail, the party acquires masks—but on a failure, the Midnight Approaches event also progresses by 2.

Entrepreneur Legacy Moment

Marthis recognizes the Entrepreneur as a relation of the Urchin, seeking confirmation by asking the Entrepreneur's last name. Marthis explains that centuries ago, his family benefited from the Urchin's community fund investment, using the money to rebuild after the Catacendre. If the PCs help Marthis, he repays them by sending Garisel Daring (**advisor**, he/him) of Call and Son and Daughters Accounting and Estate to meet the Entrepreneur next downtime. Daring provides a seed fund set aside for the Urchin's descendants, totaling 4d4 × the number of boxings (to a maximum of 200) staked by the Urchin in chapter 4.

Time Skip Connection

If the Era 1 PCs failed to unite Cadme and Anastas in chapter 2, Marthis is Marthis Tekiel. Add "entitled" to his characteristics. He's Delina's descendant and Lysarra's cousin, the latter of whom he mentions often.

Otherwise, Marthis is Marthis Elariel, Cadme and Anastas's descendant from an insignificant but good-natured branch of the family. Add "sincere" to his characteristics. His cousin Kwylliam playfully jokes Marthis is a clout-chaser, not a "real" Elariel; Marthis desperately wants his approval.

If a PC takes an interest in Marthis, they can start a goal, such as, "Help Marthis Tekiel find a better way to make his parents proud," or "Help Marthis Elariel find somewhere he belongs." Upon completion, the PC either gains Marthis as a companion or gains his branch of the Elariel family as a Scadrian noble house patron (see "Patrons" in chapter 8 of the *Mistborn Handbook*).

A Cazzian Offering

The PCs must find suitable bones to offer during the trials. Run this search as an endeavor (see "Resolving the Endeavor"). The party's options include the following:

The Chapel (U6). Graverobbing from the chapel's small graveyard is tricky due to the watchful groundskeeper, Fan (they/them). PCs can distract Fan (DC 15 Deception), pick a story-worthy grave (DC 14 Lore), dig quickly (DC 16 Athletics), and gather what the party needs (DC 16 Medicine). This is a good place to raise the stakes.

The Labs (U4). The labs have bones for teaching purposes, but they're in well-observed areas. PCs can pose as guest faculty (DC 16 Deception), sneak into the back rooms (DC 14 Stealth), find a suitable specimen (DC 10 Medicine), and smuggle bones out of the building (DC 16 Thievery).

Student Center (U3). The student center's theater has a fake skeleton, but play rehearsals are in progress. PCs can audition for the play (DC 14 Persuasion), impress students with their dramaturgical knowledge (DC 13 Lore), or make up a plausible explanation (DC 13 Deception).

Resolving the Endeavor

The endeavor succeeds if the party accrues 4 successes before 3 failures, or if they otherwise complete the objective.

Success. The party acquires bones.

Failure. The party acquires bones but attracts campus security; progress the Midnight Approaches event by 2.



K.T. QUIVEN, STUDENT JOURNALIST

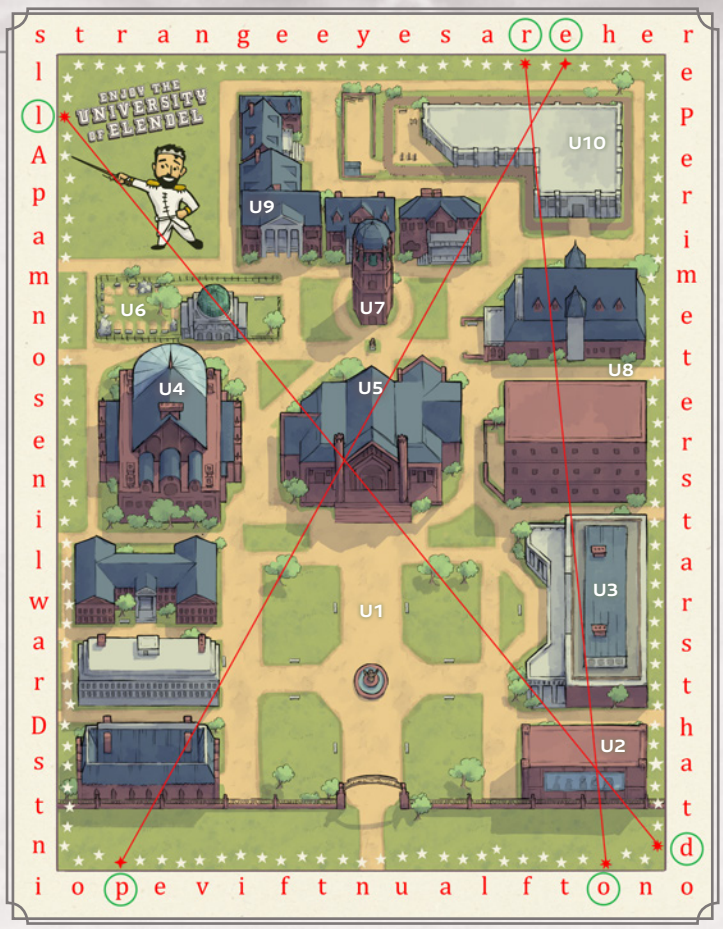
JUSTI HIEU

Map Puzzle

To solve this campus-wide puzzle, the players must follow the clues in the bid letter and draw on the "University of Elendel Campus Map" handout—all eventually leading to the lab's operating theater. Review the Map Puzzle Solution table and diagram for more details on each step of the puzzle.

If the players get stuck, each step in the Map Puzzle Solution table offers a hint you can give. Failing that, the PCs can use the "Taking Time" rule (see "Event: Midnight Approaches") to gain the information necessary to proceed to the next step.

Shortly after solving the puzzle, the PCs are approached by snobbish **society pledge** Tiphiny (she/her), who has noticed that the PCs solved the puzzle and subtly offers a 200-boxing bribe for their campus map.



MAP PUZZLE SOLUTION

Map Puzzle Solution

Step	Clue	Hint	Information Gained
1	"On the map, chart a Nelazan route…"	Mention the campus map; the library (U5) is sure to have information on terms like "Nelazan route."	The "Nelazan route" refers to navigating via stars. The PCs could ask Wilko, have the Religion expertise, visit the library (U5), or succeed on a DC 14 Lore test to learn the term refers to the Nelazan people—ancient practitioners of Trelagism who mapped the stars in the night sky, calling them the Thousand Eyes of Trell.
2	"…connecting the pairs of Strange Eyes."	The PC notices one of the odd stars (point it out); the party spots another group of pledges drawing a line between two stars on their map.	On the map's border, the "Strange Eyes" are stars with 4, 7, and 8 points. "Connecting the pairs" means drawing lines between them on the map. (See the Map Puzzle Solution above.) The lines cross at three locations (U2, U5, and U10).
3	"Read the Letters in Steel. Hidden at the Crossings…"	Each crossing links four specific letters.	The two lines for each crossing connect to four symbols on the map's border. PCs recognize the steel alphabet (give the players a copy of the Steel Alphabet page from the back of the *Mistborn Handbook*). Translate the symbols and unscramble the four-letter words to get **LORD**, **PLED**, and **ROPE**.
4	"Hidden at the Crossings are the directions you seek."	NPCs at each location—the guard at Copper Hall (U2), Trudine in the library (U5), and frustrated athletes in the gym (U10)—mention seeing pledges near the three solutions.	Visiting the three map intersections reveals the final clue: **U2: Copper Hall/LORD:** The "LORD" Mistborn in the stained-glass window gives the clue "Gaze." **U5: Library/PLED:** Doctor "PLED" fellow's edition of the *Words of Founding* gives the clue "Scholar." **U10: Gym/ROPE:** Climbing to the top of the "ROPE" gives the clue "Statue."
5	Put the clues together to read: "Scholar Statue Gaze."	PCs spot two pledges at the bell tower (U7), arguing over which way the statue is "gazing."	The scholar statue at the bell tower (U7) gazes at the end of the lab's operating theater (U4). This is the starting location for the trials and the end of the map puzzle.

RYAN SMITH

The Midnight Trials

Once preparations are complete (or the Midnight Approaches event triggers), the PCs have one chance to infiltrate the Midnight Trials. In the tunnels below the University of Elendel, answers about the Founder's Key—and the Order's darkest secrets—await.

Ill-Prepared

If the PCs are either missing masks or don't know the starting location when the trials begin, then moments after midnight, the party is approached by two **society initiates** who assume the PCs are lost pledges. The snickering initiates offer the party masks and the trials' starting location—but only if one of the PCs completes a dare to first drink an entire bottle of sweet rum and sparkle tonic, then moon a blackcoat.

A PC who accepts must drink the rum and then make a DC 18 Discipline test. On a failure, they become Exhausted [−1] before mooning campus security. The blackcoats simply roll their eyes, unimpressed, but the story eventually reaches Kwylliam, who can leverage this for his Brutal Blackmail action.

If the PCs don't accept, the society initiates can alternatively be bribed (500 boxings). They spend focus to resist Intimidation tests and fight back if attacked, but once either one runs out of focus or is reduced to half health, they both provide whatever the PCs need and flee in abject terror. If this occurs, Kwylliam eventually hears; he not only uses the information for his Brutal Blackmail action, but he also starts a nasty rumor about the PCs "attacking defenseless children."

Once the PCs have masks and the trials' starting location, continue to "Running the Trials" (where the PCs arrive late).

PIERRE IGNASZEWSKI; MATT DEMINO



PLEDGE OF THE ORDER OF A THOUSAND EYES

Running the Trials

Kwylliam Elariel runs the Midnight Trials, a job he relishes, with the assistance of eight fourth-year **society initiates**. To participate, the PCs must wear masks and pose as initiates; two society initiates guard the entrance to the trials, refusing entry to any unmasked characters. Three trials await the party once inside. For simplicity, the PCs pass or fail each trial as a group. Note how many trials they pass, for "Judgment" later.

K.T. and Marthis

If K.T. infiltrates with the party, her confidence is inspiring, and the PCs each gain an advantage on their first test in the first trial. Otherwise, she infiltrates alone, and the party discovers her as the first trial ends. K.T. passes the trials unless the PCs interfere. If a PC rolls an Opportunity, K.T. might suavely create a distraction, allowing a PC to reroll a failed test using a different skill.

Unless the PCs help him, Marthis fails all three trials and isn't selected in "Induction." He won't cause trouble for the PCs unless they directly betray him. On a Complication, a society pledge might approach the PCs and try to make conversation, mistaking them for Marthis.

Troublemaking

PCs who disrupt the trials or get caught cheating earn a warning from a society initiate. The third time the PCs are disruptive, they're told to hand over their masks and leave; proceed to "Dropping Out."



THE ORDER'S WAX SEAL

Operating Theatrics

As the masked PCs enter the observation theater in the labs (U4), begin the Midnight Trials by reading:

> The operating theater's tiered observation semicircles lie in shadow. There, rows of figures stand. Each wears a skull mask with star-shaped Inquisitor spikes for eyes. In the center of the theater, illuminated by pale starlight, Kwylliam stands in crimson robes, identifiable despite his mask.

There are twenty pledges in the room. If the PCs arrived on time, read:

> Kwylliam's voice breaks the silence: "Welcome to the Midnight Trials. I am your nameless host, and tonight, Death himself shall judge your worth. We start tonight's sacred tradition with a Cazzian offering."

Otherwise, if the PCs arrive late, read:

> "Months of rushing, yet you're late," Kwylliam playfully chides. "I'll generously give you a chance at redemption. You're up first. Present your offering." He gestures for you to join him in front.

First Trial: Offering the Bones

For the first trial, the PCs must approach the operating table, gather their nerve, and present their bones as impressively as possible. Other groups of initiates offer family bones or skeletons "borrowed" from risky locations; one group even has lion bones.

A Brave Face

First, as the party steps forward under the unnerving gaze of the masked pledges, have each PC make a DC 10 Discipline test (increase this to DC 16 if the party arrived late). On a failure, the PC loses 1 focus and, disquieted by the crowd, gains a disadvantage on their upcoming test to present the bones.

A Bold Story

Next, Kwylliam prompts the party to tell the bones' story. Ask for each PC's contribution, having them make a relevant DC 15 skill test to help present the bones. Depending on which bones the party brought, the PCs can gain one or more of the following:

- **Advantages** for rare or noble bones.
- **Disadvantages** for fake bones, animal bones, or not bringing a complete skeleton.

Completing the First Trial

If at least half of the PCs (rounded up) succeed on their test to present the bones, Kwylliam gravely says, "This offering is accepted," takes the bones, and the PCs pass the first trial. Otherwise, he returns the bones, saying, "This offering is unworthy," and the PCs fail this trial.

If the PCs brought no bones, they automatically fail this trial, earning a nasty laugh from Kwylliam and boos from the other pledges.

Rookie Legacy Moment

If the group presents the Veteran's bones, Kwylliam specifically calls out the Rookie to be the first to tell their story. Prompt the Rookie to tell another legend about the Veteran, and ask whether the story makes them feel proud or intimidated. If they succeed on the presentation, each PC gains the Determined condition at the start of the second trial.

Second Trial: Brains and Brawn

In the second trial, pledges answer questions about campus history while proving their physical endurance. During this trial's three rounds, Kwylliam theatrically asks questions while the PCs "wall sit," braced with their backs against the wall and their knees deeply bent.

Brawny Competition

At the start of each round, each PC attempts to maintain the wall sit by making an Athletics test with a DC of 10, 12, and 14 for rounds one, two, and three, respectively. Raise the stakes on this test, resolving the results using the Brains and Brawn Opportunities and Complications table.

Brainy Trivia

After the Athletics tests, ask each PC a question (refer to the Kwylliam's Questions table). If the *player* knows the answer to the question before rolling, their PC succeeds at answering the question. Otherwise, the PC must succeed on a DC 15 Lore test to remember the answer; they gain an advantage if they visited a related campus location during preparations. On a failure, the PC is out. Once each PC answers, a new round begins.

Brains and Brawn Opportunities and Complications

Result	Example
◈	Before making a Lore test, a player can spend ◈ from the Athletics test to ask for a different trivia question.
✳	Two PCs are pitted against each other this round; the PC who answers last (by failing an opposed Lore test) is out.

Kwylliam's Questions

Question	Answer	Campus Location
What is the full name of our illustrious Order?	The Order of a Thousand Eyes.	U9: Society Row
What are the teachings of the Cazzi?	Their knowledge of anatomy (and bones).	U5: Library
What are the words above the university gates?	"Wasing the Always of Wanting of Knowing."	U1: Gates and Grounds
Name two scholars in the Copper Hall stained glass.	Yomen, Tindwyl, Lestibournes, and/or Dilisteni.	U2: Copper Hall
Who is the scholar statue of?	Either Guiverre Seeris or Duvall Haught.	U7: Bell Tower
Where on campus is the Order's illustrious house located?	Society Row.	U9: Society Row
Why are the Nelazan revered?	For charting the stars.	U5: Library
Which edition of the Words of Founding is in the library?	Pledfellow's.	U5: Library
How many bells are in the bell tower?	Eight.	U7: Bell Tower
What lies at the feet of the woman in the fountain?	Ash.	U1: Gates and Grounds
What are the words of the Order?	"The fire reveals the purity of the ore."	—
What creature guards the cemetery?	Groundskeeper Fan or a mistwraith statue.	U6: Chapel and Graveyard
What organization did the Eye, Lysarra, found?	The Young Ascendants.	U3: Student Center

Completing the Second Trial

After three rounds, if at least one PC remains in the competition, the party passes the second trial.

Third Trial: Battle Royale

The eight society initiates pass out metal belts and blindfolds. Kwylliam instructs the pledges to don them, saying removal is grounds for immediate failure. The society initiates move the operating table and unlock a trap door, revealing stairs descending into darkness. Holding torches aloft, the society initiates lead the pledges down a spiral staircase and into the tunnels below the university (see map 6.3), following a crumbling stone walkway to an old aqueduct (T1).

T1: Old Aqueduct

This area connects to the stone room (T2). An uneven stone bridge stretches across this old underground aqueduct. As the pledges (including the party) arrive at the bridge for the third trial, read:

> The footsteps of many pledges echo off old stone. The sound of rushing water and an earthy musk hang in the damp air.
>
> Kwylliam's words echo in the cavernous room: "Are you as nimble as the Lord Mistborn? The rules are simple. Your feet must stay on the stone. If you lose your belt or touch the water, you are disqualified. No drawing blood. No peeking. And no metal vials once we begin, so drink now. The last six standing pass the trial. We begin in ten, nine, eight..."

The PCs can Drink Vial (▶) or take one single similar action to prepare before the trial begins. There are twenty hopefuls, but only eight **society pledges** actively fight near the PCs. One of these pledges is a Lurcher pledge (who wields Iron Allomancy) and another is a Coinshot pledge (who wields Steel Allomancy); you can find their statistics in the "Society Pledge Variants" section alongside that stat block. The non-Misting society pledges use their Invoke Status actions to press the PCs to target their rivals, and they aren't above ganging up on the PCs. Kwylliam and the **society initiates** watch eagerly as combat begins.

Special Rule: Fog of War

If a participant's primary sense is sight, that sense is obscured by their blindfold and they're Disoriented. Don't reveal the map to a player whose character's senses are obscured, unless their PC successfully peeks (see "Battlefield Effects").

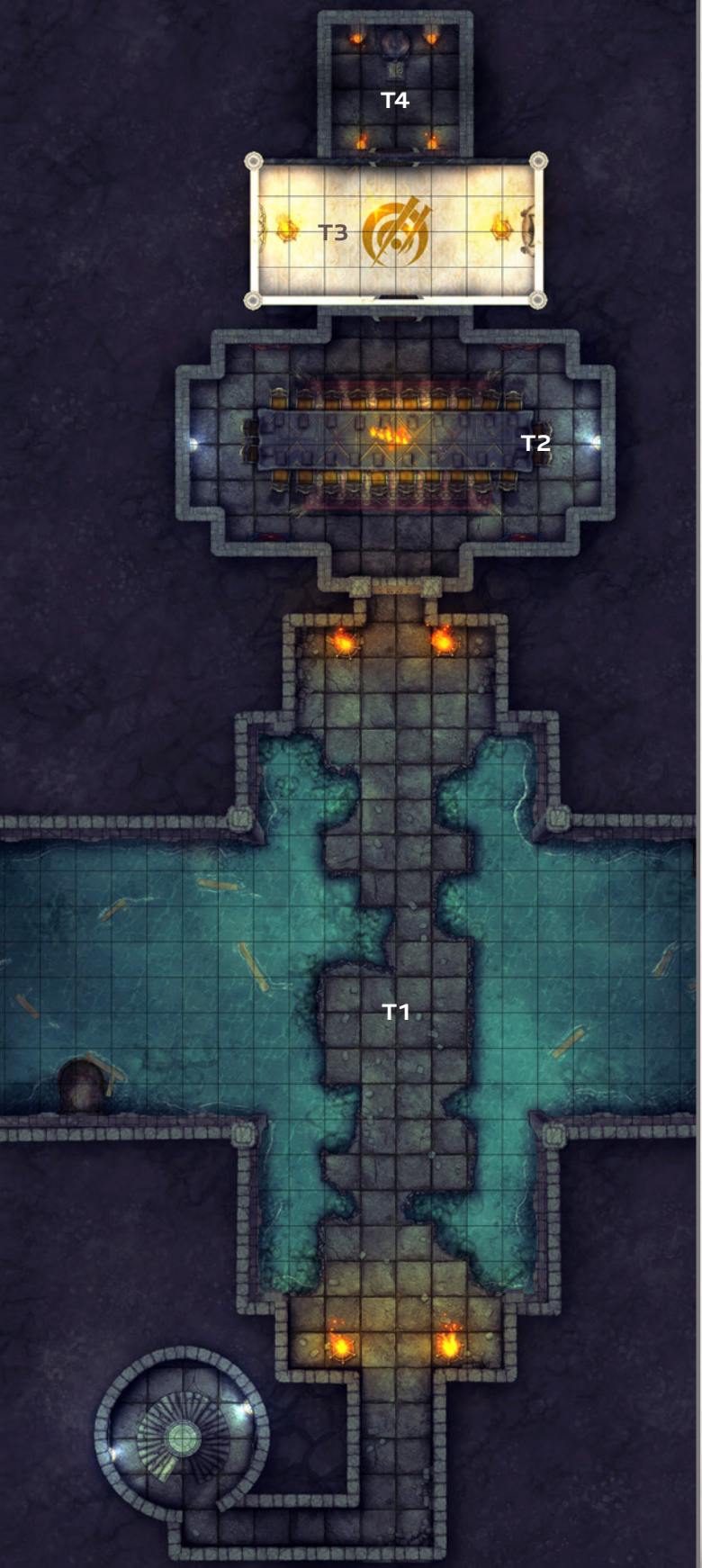
Battlefield Effects

The following effects are active for this combat:

Disqualification. Characters who fall into the water, remove their belts or blindfolds, get caught cheating, deal keen damage (or otherwise draw blood), attempt to Drink Vial (▶), or spend a full round not touching the walkway are disqualified.

Hiding. Characters can Use a Skill (▶) to make a Stealth test against the Spiritual defense of each participant with obscured senses. On a success against a participant, that participant can't sense the character until they reveal their location by attacking or performing another loud action.

Map 6.3: University Tunnels
1 square = 5 ft.



Peeking. Characters can peek (▷) with a DC 13 Thievery test. On a failure, they get caught cheating (see the "Troublemaking" sidebar earlier in this chapter). On a success, reveal the battle map to that PC's player until the end of their turn; the PC ignores the Disoriented condition while the map is revealed in this way. Each time a PC succeeds on a test to peek, increase the DC by 3 for that PC.

Sabotage. To frame a participant for cheating via sabotage—such as removing their blindfold or faking bloodshed—a character can Use a Skill (▶) to make a relevant test against the Spiritual defense (15) of the observing **society initiates**. On a success, the target is disqualified. On a failure, the saboteur is disqualified.

Last Chance. Characters at risk of falling into the water can use their reaction to Avoid Danger (⮌), even if they're Disoriented and otherwise can't use their reaction. They make an Agility test with a DC equal to the triggering test's result (or 15 if there was no triggering test). On a success, they fall Prone at the bridge's edge.

Completing the Third Trial

The trial ends when only six participants remain. If at least half of the PCs are in the final six, the entire party passes the trial. Otherwise, they fail. Either way, proceed to "Judgment."

Judgment

Once the third trial is complete, society initiates collect all the pledges (and PCs) and lead them—still blindfolded—into the next room (area T2 on map 6.3) for judgment.

T2: Stone Room

This area connects to the old aqueduct (T1) and the inner sanctum (T3). If the PCs enter the stone room for judgment, they're led to seats around a long stone table with the other pledges. Read:

> Kwylliam declares, "Now, the crucible reveals the truth. The worthy among you will become an Eye, beholder of secrets, and our sibling immortal. Prepare for judgment."

Ask the players to close their eyes, and have the characters repeat after Kwylliam, one line at a time:

> "Let the fire reveal."
> "May the Order judge me worthy."
> "Let me learn the Gilded truths."
> "Forge my eternal legacy."



A PORTION OF THE GILDED FEW FAMILY TREE

The outcome of the Midnight Trials depends on how many trials the party passed:

3 Trials Passed. Only the PCs have proved worthy. A society initiate removes their blindfolds and leads them further in; proceed to "Induction."

1–2 Trials Passed. The PCs and four other pledges have proved worthy. Proceed to "Induction."

0 Trials Passed. The PCs have proved unworthy. They and the other unworthy pledges remain at the table. The air is heavy with shame as the PCs hear eight other pledges being selected. Proceed to "Dropping Out."

Additionally, K.T. always passes regardless of the party's result. Meanwhile, Marthis always fails the trials unless the PCs effectively intervened.

Induction

If the party proves worthy, their induction begins. They and any NPCs who also passed the trials are accompanied by a society initiate to the inner sanctum (area T3 on map 6.3). The PCs at last gain access to the Order's deepest secrets—including NeBaal.

LUCAS TORQUATO

T3: Inner Sanctum

This area connects to the stone room (T2) and the urn room (T4). As the PCs enter, read:

> Three walls of this room are white marble, covered in carvings, inlaid with gold. One carving is a portrait of Death; one is a complex anatomical diagram; and one is a sprawling family tree. The far wall is smooth black marble, with a lone, large door standing closed in its center.

Judged Worthy

If the party passed the trials and enters the sanctum accompanied by a society initiate, also read:

> The society initiate's voice is solemn: "The Founder forged three keys to secure our inheritance. One was lost in the Catacendre's fire. The second was deceitfully stolen. This is the third and last surviving Founder's Key, and you are now its protector."
>
> The society initiate presents a golden key—identical to the one you took from the Archives.

Ask the players which PC accepts the key from the society initiate; if none of the PCs want the key, K.T. takes it eagerly.

> The masked society initiate gestures above. "The university exists to train us. We are the worthy." She motions to the carvings. "Our power and strength come from our blood." She points at the door. "Your inheritance lies beyond. Tonight, you join us as another Eye, searching for our Gilded treasure, our eternal legacy."
>
> She hands over a small scroll. "Enter the final room. Use the key. And then speak these words."

After handing over the scroll and key, the society initiate exits to the stone room (T2). The PCs are free to examine the carvings (especially important if the Heir is present) and can move on to the door to the urn room when ready.

Scroll

The scroll reads: "We come, Scadrial's noblest bloodlines, judged worthy of our inheritance. Where does our Legacy lie? Reveal to us the Gilded Map."

Carvings

Three carvings decorate the walls:

Inquisitor. An Inquisitor sits on a throne above a golden city. While the Inquisitor resembles Death, a successful DC 12 Lore test reveals that the eye tattoos and an Elariel signet pin means this is a specific individual: Vadilek Elariel.

Diagram. An anatomical diagram shows spikes inserted at different Hemalurgic bind points. A PC who succeeds on a DC 15 Lore or Medicine test and spends at least 5 minutes examining the diagram can mark a milestone toward the "Learn About Hemalurgy" goal (see "Handling Hemalurgy" in this book's introduction).

Family Tree. Titled "The Gilded Few" in scrolling script, this family tree shows Gilded Few families, including Seeris, Haught, Buvidas, and Tekiel, with Vadilek Elariel at the top. The tree shows the creation and inheritance of familial Hemalurgic spikes—including Vadilek's original latticework of spikes—handed down through the generations. Eight-pointed stars represent familial spikes, and golden names represent individuals who sacrificed themselves to create spikes. Idren Seeris's name is golden. Bayron, Lysarra, and Kwylliam are all in the tree, each with stars for their spikes. On a successful DC 12 Deduction test, a PC realizes the stars are inherited, and a golden name "creates" a new star.

Time Skip Connection

The Era 1 Gilded Few nobles from chapter 2 are all included in the tree, but Anastas is only listed if he married Delina.

Heir Legacy Moment

The Heir notices their surname on the tree with one star next to it, triggering a realization: the Heir (or one of their close relatives) was secretly implanted with a spike shortly after birth, granting them Allomancy or Feruchemy. Ask the player to decide who was spiked, and to describe a blemish the spiked character has that aligns perfectly with a Hemalurgic bind point.

T4: The Urn Room

This area connects to the inner sanctum (T3). When the PCs enter, read:

> Braziers burn in each corner of this marble room, yet the incense can't cover the musky smell underneath. Two pedestals stand here. On the taller rests a distinctive silvery urn with a prominent lock. Stoneware pipes run from the urn into the back wall. The shorter pedestal holds a black marble bowl, filled with bones.

If the PCs passed the first trial, the bones are the ones they offered. Otherwise, the bones were submitted by another pledge.

The pipes connect to the fountains and dormitory refectory, bringing food and water to the urn's kandra occupant. A PC who succeeds on a DC 12 Crafting or Deduction test can deduce the pipes' purpose.

A Distinctive Urn

The musky smell comes from a distinctive 3-foot-tall urn, silvery and decorated with plant motifs, worn smooth by time and handling. A successful DC 10 Crafting test on the urn reveals it's made of aluminum and worth 1,000 boxings. It bears an obvious lock.

If the ***Founder's Key*** is used, read:

> The key turns, opening a spigot on the urn's side. A mass slurps out among the bones. It resembles writhing, translucent slugs pulsing with blood vessels.
>
> The mass moves, first slowly, then with hunger, to surround the bones. The bones spasm, some twitching upright. The mass expands, as though inhaling. Sinew and organs blossom as it contracts. Flesh webs between jawbones, a face forming. Lastly, with a wet plop, two eyes balloon into the skull's sockets, rolling to look at you. Their gaze is filled with hatred.

This is NeBaal. Their form is hairless and based on the bones in the offering bowl. Describe what the body looks like, then read:

> A Faceless Immortal. The hairless creature's voice is a dry whisper. "A year already? Here for your 'treasure,' you entitled scum? Let's get your pointless interrogation over with."

Time Skip Connection

This urn is Delina's engagement urn from chapter 2. If the Era 1 PCs dented it during the job in chapter 1, describe it with an obvious dent.

Meeting NeBaal

NeBaal (they/them) has been imprisoned by the Gilded Few for centuries. The kandra is only allowed to reform during the annual Midnight Trials, when they endure a ritualistic questioning about the Gilded Map—and ultimately about where the Eternity Spike lies.

NeBaal's Demeanor

NeBaal initially assumes the PCs are pledges and responds with disdainful anger. As soon as the PCs make it clear they aren't with the Order, NeBaal's demeanor changes, imploring the party for help escaping.

A successful DC 10 Insight test confirms the truth in NeBaal's words: They've been inhumanely imprisoned, and they won't hurt anyone who helps them. If K.T. is with the party, she's strongly in favor of freeing NeBaal.

Talking to NeBaal

Until NeBaal understands the PCs aren't pledges, they focus on two points: The pledges are unworthy, and they should renounce their noble families (who keep NeBaal trapped here). Use the following and NeBaal's NPC profile (found under "Notable Characters" in this book's introduction) to guide the conversation:

We come, Scadrial's Noblest Bloodlines… Reveal to us the Gilded Map. "You cowards come here year after year, begging for your so-called 'legacy.' I'll tell you what I've told your parents and your parents' parents: I judge you unworthy, Vadilek would judge you unworthy, so stop this torment and let me go."

Where is the Gilded Map/treasure? "Hidden from unworthy eyes, remembered only by me. I *am* the Gilded Map."

What do you want? "Freedom. Dignity. I've been here for centuries. I'm not a human, but I'm still a person."

Who did this to you? "The Gilded Few and their descendants. Though I believe the specifics were Delina Tekiel's idea."

Why should we trust you? "I'm a kandra. You know of us? I can't harm humans, and our promises, our Contracts, can't be broken. If you oppose my captors, freeing me will help you and hurt them—I promise. So the question now is: Why should I trust *you*?"

Helping NeBaal Escape

NeBaal desperately wants to escape. Nothing keeps them physically restrained beyond extreme weakness, but they're Exhausted [−8] and can barely walk. They go along with the PCs' plans to help them, but always refuse to harm humans. If NeBaal is in their boneless form, they can be smuggled under robes or similar garments.

When the PCs are ready for a daring escape with NeBaal, proceed to "Dropping Out."

Dropping Out

Whatever happens during the Midnight Trials, the PCs must always make it to "T4: The Urn Room" and rescue NeBaal. The exact flow of events depends on when the party's identity is revealed, as follows:

Trials Passed. If the PCs passed the Midnight Trials and became fully inducted Order initiates, they eventually exit the urn room to find **Kwylliam Elariel** and eight unmasked **society initiates** waiting in the stone room (T2) with an expensive bottle of wine. Describe the NPCs insisting that the PCs unmask and celebrate. If the party refuses, Kwylliam eventually gets irritated and approaches to rip their masks off. Whenever the PCs are discovered, proceed to "Stolen Secrets."

Discovered Early. If the PCs are discovered early or fail the Midnight Trials, ensure they can still proceed to the urn room (T4) to rescue NeBaal. Best case, this happens during "Induction" (when the PCs are already in T4). Worst case, if discovered early in the trials, they're likely in a room with twenty **society pledges**, eight **society initiates**, and **Kwylliam Elariel**; should this happen, describe the chaos as the PCs are discovered, and give the party a chance to run for the urn room (T4). Once the PCs reach the urn room, have Kwylliam, the society initiates, and the pledges retreat to block the exit, giving the PCs time to rescue NeBaal. When the PCs attack or attempt to leave, proceed to "Stolen Secrets."



NEBAAL REVEALED

Caught before NeBaal?

In the unlikely scenario the PCs never make it to NeBaal, then K.T. sneaks into the urn room during the chaos of the trials, discovering NeBaal and helping them escape.

ANA GRIGORIEVA

Stolen Secrets

As the chapter hits a climax, the PCs' identities have been uncovered, NeBaal desperately needs help escaping, and the party now faces a confrontation with Kwylliam—in a room packed with student witnesses.

A Challenge

With the PCs' cover blown, the society members and Kwylliam all move to block their exit, trapping the party (most likely in area T2). Thriving on the chaos, Kwylliam makes a play that offers a little risk to the Order members and a large boost to his own ego. Read:

> Kwylliam looks your group up and down. "A bold move, I like it." He glances at the surrounding Order members, then raises his voice, warming to his audience. "If you want a fight, I'll bite—I challenge you to a crucible! A duel. But let's make it fair." He smirks darkly. "All of you, against me. If you dare."

Terms

The PCs must agree not to attack the students (pledges or society initiates) and swear to secrecy; the duel goes until one side concedes. If the PCs win, Kwylliam will let them go without calling security (and potentially agree to other stakes, even letting them take NeBaal). If they lose, they agree to owe Kwylliam a favor. To concede, a character must say, "The fire reveals, I cede to the worthy." If one PC concedes, the entire party concedes. If the PCs try to negotiate the terms, Kwylliam teases them for being scared.

Kwylliam obviously has the upper hand during this scene: The PCs are virtually guaranteed to lose if they fight the entire Order. However, Kwylliam prefers to keep the students and campus security out of it—though he does threaten to call security if the PCs "attack innocent students."

Beginning the Duel

To start the duel, **Kwylliam Elariel** moves combat to T2 (if not already there), and the twenty **society pledges** and eight **society initiates** surround the perimeter, watching the proceedings. The spectators won't join or interfere unless the PCs obviously break the terms of the duel. Kwylliam concedes if he's reduced below half health.

Aftermath

The combat ends if Kwylliam concedes (continue to "A Worthy Victory"), or if the PCs concede or flee (proceed to "A Trying Defeat").

A Worthy Victory

If Kwylliam concedes, read:

> His beautiful face bloodied, Kwylliam breathes hard, giving an intense look before spitting out the words, "The fire reveals, I cede to the worthy."
>
> After a pregnant pause, he laughs. "That was fun! All right, get out."

If the party lets Kwylliam approach, he whispers, only for them, "Plans are going swimmingly for Bayron and Lysarra. It's been ages since anyone outsmarted them. Keep things interesting for me, will you?" He winks, then shouts for the confused pledges and society initiates to move the celebration back to Society Row. No one stops the PCs from leaving with NeBaal.

A Trying Defeat

If the PCs concede, Kwylliam hands them a card with an address in the Sixth Octant. If they follow up, they spend a week of downtime acting as newsies for *The Truth in Elendel*, hawking embarrassing stories about themselves.

If the PCs don't follow up by the end of "Downtime Before the Salon" in chapter 8 (or if they fled from battle), Kwylliam spreads vicious rumors about the party's cowardice, complicating "A Fashionable Infiltration" in chapter 8.

Journeying Onward

With the mystery of the Founder's Key solved, bigger questions about the Gilded Map lie ahead. Having uncovered the identity of their enemies—the modern-day Gilded Few—the PCs now flee into the night with their new kandra ally. The Era 2 characters advance to 5th level.

CHAPTER 7

STRIKING THE ANVIL

After escaping the University of Elendel with NeBaal, the party begins their search for the Gilded Map. With the first piece—the Raven Mask—already in hand, the party now turns north. The next map piece lies in the Roughs, held by a fearsome koloss outlaw.

Running This Chapter

Once the party regroups, NeBaal reveals the next Gilded Map fragment: the Unity Medal, awarded after the 1024 FE Workers' Rights Protest (featured in chapter 3). The PCs must travel to the Roughs and compete with Bayron Conrad to secure the medal.

Chapter Flow

A talk with NeBaal illuminates the kandra's backstory, explains the Gilded Map, and identifies the Unity Medal as the party's next goal. Ten days of downtime follow; during that time, either research or a talk with Professor Azmine Wilko points to Weathering. The party's train north is ambushed by the Ironbrands—a gang of outlaws led by the Anvil (see "Forging the Anvil"). Once the party reaches Weathering, a lawman named Merid offers help. Review appendix F for information on the Guardians secret organization, of which Merid is a member.

The party quickly discovers Bayron Conrad is also after the Unity Medal. Bayron has left operatives and hazards in Weathering to prevent the party from following to the ghost town of Feltrel. He hopes to reach the Anvil there and persuade her to part with the medal before the PCs can interfere. The PCs must explore Weathering and learn about the Anvil's past and plans while dealing with Bayron's operatives.

The PCs confront Bayron at the Ironbrands' hideout, where the party can try to sway the Anvil to their side. It may be helpful to review "Roleplaying Bayron Conrad" in this book's introduction before running this high-stakes conversation. Once the PCs secure the medal, they must contend with Bayron and his armored car to get out alive.

Forging the Anvil

The Anvil's real name is Elanda Wilko. If the PCs gather enough clues (by doing research, talking with Merid, and investigating around Weathering), they can learn the fate of Elanda's father. He died in a preventable accident, when an "innovative" new oil pump from Conrad Oil—Bayron's first major engineering accomplishment—malfunctioned. To protect Bayron's reputation, the Conrads buried the story, and the Wilkos never got justice.

The Anvil's need for vengeance fueled her rise (first by accepting koloss spikes, then banditry, and finally political freedom-fighting) and eventually drove a wedge between her and the rest of the Wilko clan. Persuasively leveraging this story is one sure way for the PCs to succeed when negotiating with the Anvil at the end of this chapter.

Character Advancement

The Era 2 characters start this chapter at 5th level and advance to 6th level after the shootout in Feltrel.

PCs can complete a "Learn About Hemalurgy" goal (see "Handling Hemalurgy" in this book's introduction) if they obtain Bayron's Hemalurgy notes.

Fading Trail

The chapter begins immediately after the events of chapter 6. As the party flees the university with NeBaal, read:

> The University of Elendel dissolves into the mists, the hiss of distant rail lines masking your quick footsteps.
>
> Even exhausted as they are, NeBaal looks around with palpable curiosity. Their gleaming eyes drink in your faces, the towering buildings around you, the paved roads. "Luthadel... has changed," they rasp. "Is there somewhere safe we can talk?"

The Whole Truth

If the party seeks safety with Professor Wilko, see "Meeting Wilko" later in this chapter. Otherwise, the party can establish a new hideout (see "A Long Night" in chapter 6).

Once the party is somewhere safe, NeBaal shares what they know, starting with the following:

> "I am NeBaal. I claimed to be the Gilded Map, but that's not quite true. That wretched Order at the University believed I hold the knowledge of where to find a long-lost birthright of theirs—but what they see as a treasure, I know to be something extraordinary, absolutely unique, and terribly dangerous.
>
> "I'm not the Gilded Map—but I am the map's creator. The 'treasure' is actually a centuries-old artifact, and the map is the only way to locate it. Unfortunately, individuals more dangerous than the Order have also started looking for this map... which means I—or perhaps we—need to find it first."

NeBaal openly answers questions, revealing everything they know (except information about the third map piece; they won't reveal what or where that might be). They freely offer the following:

What is the treasure/artifact? "I once served a noble named Vadilek Elariel. He created an artifact of unspeakable power, forged in innocent blood, believing he could use it to replace the Lord Ruler and shape the future of Scadrial. He called the artifact the Eternity Spike. When his hubris became his downfall, it fell to me to keep it safe. And for centuries, that Spike has remained hidden."

What is the Gilded Map? "The Eternity Spike was hidden beneath Luthadel, in a maze of cavernous tunnels nearly impossible to navigate. I mapped those tunnels, split the map into pieces, and arranged for the pieces to be protected. To keep the knowledge secure, I told the map's original guardians there were two pieces—but there is actually a third. This combination of three items is what they call the 'Gilded Map.' And now I fear it's falling into exactly the wrong hands."

Who else is after the map? "The Order of a Thousand Eyes is a feeder group for a dangerous secret society called the Gilded Few. The Gilded Few are entitled and largely ineffectual nobles obsessed with obtaining the Eternity Spike. I kept the map secret for centuries. But a few years ago, a trio of students from the Order 'freed' me—much like you have done—and tricked me into revealing everything. Only when they imprisoned me again did I realize their true intent was not to help me safeguard the Eternity Spike, but to use it themselves. I hope… I just hope you're better than they were. For all our sakes."

What exactly is the Eternity Spike? "A spike of rare metal, supercharged by the dark art of Hemalurgy, powered by abhorrent experiments involving the torture of thousands of skaa. Once created, the Eternity Spike had such monstrous power, a single person could not bear it without augmentation. So Vadilek and the Gilded Few killed Mistings, Mistborn, and Feruchemists to create a latticework of spikes, enabling one of their number to bear the Eternity Spike."

Where are the map pieces? "The world has changed. Where the map pieces were hidden may not be where they lie now—but I can track them down. The first is a mask, worn at a ball. The second is a medal, born of a workers' revolt. I should be able to find records of both. That being said… the last time I thought I'd been granted freedom, it was a mistake for me to reveal all I knew. We'll speak of the third map piece once we've found the first two."

If the PCs reveal they already have the Raven Mask, NeBaal is incredibly relieved and immediately becomes more inclined to trust the PCs. If the PCs don't mention the mask, NeBaal learns about it from Wilko, and fills the party in as needed. NeBaal plans to research the locations of the mask (if unaware the PCs have it), the Unity Medal, and the way to Old Luthadel, inviting the PCs to assist.



DAVID ALUNAN

Explorer Legacy Moment



The Explorer recognizes NeBaal's description of the medal from the Chronicler's records: this is the Unity Medal, commemorating the 1024 FE protest that advanced labor reforms in Luthadel. NeBaal notices the Explorer's reaction, enthusiastically inquiring about the Chronicler's records. Ask the Chronicler's player about the most important memory they shared with NeBaal, and ask the Explorer which key part of it NeBaal has forgotten.

If the Explorer spends "Downtime to Research" researching, NeBaal actively helps them, allowing the Explorer to simultaneously spend five days of downtime on another activity of their choosing.

Downtime to Research

After debriefing with NeBaal, the PCs have ten days of downtime to spend assisting NeBaal with research, visiting Wilko, or engaging in other downtime activities (see "Downtime in Elendel" in appendix E).

Visiting Wilko

If a PC seeks out Wilko, NeBaal requests to join, keen to meet a historian. Refer to "Meeting Wilko."

Researching

The National Archives and the university library are logical locations to research, but if the PCs triggered the Archives Lockdown event or ran afoul of campus security, they must disguise themselves with a successful DC 15 Thievery test to research at that corresponding location.

Conducting research requires ten full days of downtime and 3 boxings per day in supplies. Ask whether each participating PC is researching the medal or the location of Old Luthadel, then have them make a DC 14 test using Deduction, Lore, or Persuasion. Depending on the result, they learn the following about their chosen topic:

Unity Medal. Succeed or fail, the party's research reveals the medal was lost after the Catacendre but has recently surfaced again in Weathering. A success on the test also reveals information about Bayron Conrad: A rare broadsheet clipping reports Bayron's genius innovations started in the Northern Roughs, where he invented a pump for his father's oil operation, Conrad Oil. It was hailed as revolutionary, but strangely, the accomplishment is never mentioned again.

Old Luthadel. On a success, the party's research reveals the location of Old Luthadel, the buried capital of the Final Empire. Additionally, it reveals information about Lysarra Tekiel: She's said to be building a secret rail line with no known destination. Rumor also has it the Roughs is experiencing grain shortages and diverted supplies. Taken together, this suggests Lysarra already knows the location of Old Luthadel and may be moving large amounts of resources there.

Failing to Research

If the party fails to research successfully, NeBaal still discovers the location of Old Luthadel, and Wilko always knows the medal is in Weathering. However, if the entire party chooses not to research, during this downtime, PCs notice they're being tailed by one of Conrad's operatives (**Conrad Tineye informant**). Later, the operative in "Train to Weathering" has bodyguards.

Hidden History

A month ago, the Anvil picked up the Unity Medal during a Tekiel train heist, stashed in a crate of other loot. She guessed the medal is valuable, but has no idea about its history—and she's never heard of the Gilded Map.

Meeting Wilko

Wilko can be found lying low with her family in the Clan Estates. If the PCs don't visit before then, she tracks down the party on the 10th day of downtime. NeBaal is interested in meeting Wilko, asking to join the PCs for this conversation. Wilko brings up the following:

Wounded Wilko. If Wilko was unconscious after the bombing, she's still recovering from her injuries. She asks, "Is someone trying to kill us?" and wants to know what became of the Founder's Key.

Healthy Wilko. If Wilko was conscious, she instead asks what happened during the Trials. If NeBaal is present, she's shocked and delighted to meet a Faceless Immortal. Between her kindness and the party's obvious trust in her, NeBaal quickly warms up to her.

Unity Medal. Wilko can explain offhandedly that the Unity Medal was created in 1024 FE, and can quickly help pinpoint its current location in Weathering.

Raven Mask. Any mention of the mask or the Gilded Map quickly leads NeBaal to learn the party already has Cadme's masquerade mask. If NeBaal hasn't yet explained the significance of the mask—the first piece of the Gilded Map—they do so now.



Map 7.1: The Train to Weathering

To Weathering. Wilko recommends traveling to Weathering by Tekiel train and seeking Merid (he/him), a Terris lawkeeper. Wilko hands over a wooden token they can show Merid as proof of identity (see "What Wilko Knows"). She requests they keep it safely hidden.

Wilko is eager to anonymously record the party's adventures, is fascinated by NeBaal, and is highly invested in the party obtaining the Gilded Map. Before the PCs leave, she has two requests:

Wilko's Family. Wilko says she has family in the Roughs, and she asks the PCs to keep an eye out for her cousin Elanda (she/her). "Growing up, she was like a sister, but I haven't seen her since childhood. Last I heard, she was working as a lawkeeper—that was a while back, around when my uncle died. If you happen to run into her… tell her I miss her, I'm sorry, and to come visit." Wilko hasn't talked to Elanda in years and has never heard of the Anvil (see "Forging the Anvil" at the start of this chapter).

NeBaal's Company. Wilko would love NeBaal to stay with her while the party heads to the Roughs; NeBaal accepts unless the PCs request otherwise.

What Wilko Knows

If questioned about the token she gives them, Wilko attempts to cover—poorly—before quickly caving and confessing she's a junior member of a secret society called the Guardians of Industry/Wisdom/Labor (the focus of the group is determined by the Era 1 party's choices, as described in appendix F). She explains the token signifies that the Guardians consider the PCs trustworthy. She promises Merid can explain more.

Tricks on the Tracks

Train tickets to Weathering are easy to acquire. The journey takes about a day and a half. If Wilko was conscious after the bombing, she secures the party a private compartment; otherwise, they can pay 100 boxings for one.

Train to Weathering

The party departs from a Tekiel trainyard in the Eighth Octant. If they investigate the station beforehand, consult "Rumors on the Train." When the PCs are ready to go, read:

> Steam hisses as a train rolls into the station, then passengers jostle out onto the crowded platform like ants swarming a picnic.
>
> Dabbing sweat from his brow, the station manager glances at a group of uniformed company officers. They all bear the Tekiel crest, armed and alert.
>
> The conductor hollers, "All aboard!" The Tekiel officers march forward, a trickle of other passengers pressing in behind them.

The train includes the following cars (listed from front to back), depicted on map 7.1:

- T1: Freight Car
- T2: Dining Car
- T3: Passenger Car
- T4: Caboose

The party's compartment is in the passenger car (T3). An operative of Bayron's sits in the next adjacent compartment, tracking the party. Tekiel officers (use the **lawkeeper** stat block) patrol through every car.

HEROIC MAPS



Rumors on the Train

While traveling, the party can freely explore the dining car (T2) and passenger car (T3), gathering intel through conversation or eavesdropping.

Each PC who succeeds on a DC 12 Persuasion or Perception test can roll on the Rumors on the Train table. On a failure or Complication, a PC must succeed on a DC 15 Persuasion test to convince Tekiel officers *they* aren't outlaws, or else the Tekiels become suspicious (which matters during "Battle on Board"). After three failures, the PCs are detained in the caboose (T4).

Not all rumors are true, as indicated in parentheses after each rumor.

Bayron's Operative

In the passenger car (T3), Helina Dobs (**Conrad Tineye informant**, she/her) sits in the compartment next to the PCs, eavesdropping.

If the PCs skipped researching during downtime, Helina has been surveilling them for some time now, and two **bodyguards** accompany her to keep intruders out of her compartment. Fighting makes the Tekiel officers suspicious.

Helina surrenders immediately if confronted alone. A successful DC 14 Persuasion or Intimidation test convinces her to turn over her notebook and admit she works for Conrad Industries. If she surveilled the PCs during downtime, her notes also describe each PC's downtime activities.

Rumors on the Train

d8	Rumor
1	A koloss army is gathering in an abandoned Roughs town. They'll march on Elendel next. *(False)*
2	Opposing or competing with Tekiel's railway expansion brings bad luck—cargo missing, destroyed tracks, and mysterious deaths. *(True)*
3	Tekiel trains to the Roughs are being attacked. Constables are covering it up. *(True)*
4	Life in the Roughs is worse than ever. The Tekiels ship less and charge more. *(True)*
5	A koloss tore open a Tekiel train like tin foil, leaving the grain for the town. Folks call them a hero. *(True)*
6	The genius gunsmith of the Last Round Armory in Weathering is making a gun that shoots wooden bullets. *(False)*
7	The ghost of Bloody Tan, a notorious Roughs killer, haunts Survivorist churches in the Roughs. *(False)*
8	On a successful DC 10 Perception test, a PC hears an odd noise from the compartment next door (see "Bayron's Operative"). On a failure, reroll a different rumor.

Battle on Board

After the PCs gather intel, a fancy meal is served in the dining car—included free with their train tickets. Ask which PCs attend dinner, and establish where any other PCs are located on the train (see map 7.1).

The Ironbrands attack during the meal, targeting the freight car (T1) for food and supplies. PCs in the dining car (T2) witness the ambush. Others can hear the commotion from any car. To begin the fight, read:

> In the dining car, the clink of forks and porcelain cups is drowned by the train's rumbling. "Excuse me," a man says, hailing a patrolling Tekiel officer. She marches over to him.
>
> An ear-splitting boom shocks the room into silence. The Tekiel officer collapses, blood pooling around her unmoving body. The man shoots up from his seat and throws off his cloak, revealing a shotgun and leather duster. An outlaw. Footsteps thud on the train roof overhead, audible throughout every train car.
>
> "Hands up!" the outlaw snarls, grabbing a hostage—a noble in a fancy striped New Seran suit. "Everybody stay polite, and ain't nobody else gotta die."

As this combat begins, three Ironbrands (two **freedom fighters** and one **enforcer**) draw weapons in the dining car (T2) and take a hostage (**commoner**). Two more Ironbrands (**freedom fighters**) land on the freight car (T1) roof, plant charges, and retreat to the dining car roof until the charges explode.

Each round, the Ironbrands try to advance their plan:

Round One. The Ironbrands on the rooftop plant explosives on the freight car, while the Ironbrands in the dining car create a diversion. The footsteps on the roof are audible from any car.

Round Two. The explosives in the freight car detonate. The Ironbrands in the dining car continue fighting. The Ironbrands on the rooftops move to subdue the Tekiel officers in the freight car.

Round Three. The Ironbrands in the freight car seize the supplies. If the hostage hasn't been rescued, the Ironbrands in the dining car attempt to shoot him in the leg before releasing him. Finally, all the surviving Ironbrands leap from the train.

Battlefield Effects

During the combat, the following effects are active:

Blocked Doors. The three Ironbrands in the dining car (T2) block the path to the freight car (T1). Until these Ironbrands are defeated, PCs can only bypass them via the roof.

Moving Train. When a character ends their turn on the roof, they must succeed on a DC 12 Agility or Athletics test or fall Prone. Ensuing failures also push them 15 feet toward the back end of the train.

Tekiel Officers. Tekiel officers assist the PCs in the freight car (unless the party is under suspicion). Each round, one enemy takes 2d6 keen damage as the officers open fire.

Battle on Board Opportunities and Complications

Result	Example
◈	One of the rooftop charges fizzles. The Ironbrands breach the freight car (T1) in round three instead of round two.
✳	A frightened civilian stumbles into danger. Unless a PC is willing to take 2d6 keen damage to save them, the civilian perishes.

Aftermath

The encounter ends when the Ironbrands are subdued or their plan is complete. If the Ironbrands are stopped, the freight is secured. Assuming the PCs contributed, Tekiel officers tell the party to visit them at the Tekiel freight office in Weathering (see area W2 on map 7.2) for a 250-boxing reward. If the Ironbrands aren't stopped, they escape with the supplies.

Either way, the PCs spot the Anvil as combat ends. Read:

> In the distance, a lone rider observes the train, reins in hand. A koloss woman, broad and motionless as a mountain. After a moment, she spurs her massive horse into a gallop, vanishing into the horizon. The train rattles on.

After the raid, Tekiel officers question witnesses while other passengers retreat to their compartments. The PCs can interrogate the Ironbrands or search their bodies to learn:

- The bandits are called the Ironbrands, and their leader is known as the Anvil.
- The Ironbrands are stealing food because folks in the Roughs are starving.
- The Ironbrands blame the Tekiels for the supply shortages.

Rough and Tumble

The remaining trip passes without incident. In Weathering, the party meets Merid (**lawkeeper**) and begins an investigation to find the Anvil and learn about her plans.

Roleplaying Merid

Characteristics: Earnest, idealistic, strong-willed.
Goal: Keep the Eternity Spike out of the wrong hands.
Appearance: Merid ("MARE-id"; he/him) is a tall Terris lawkeeper whose terra-cotta skin is adorned with silver earrings and bracelets. Under an olive duster, he wears a buttoned shirt and holster.

Born and raised in the Roughs, Merid never lost the optimism instilled by his parents. Merid is quick with a joke and always trying to lift spirits. He became a lawkeeper to protect the defenseless, achieving that dream alongside Elanda Wilko. During a bust on an illicit Gilded Few outpost, the pair unknowingly aided the Guardians. Impressed, the Guardians invited them both to join. Elanda declined, but Merid accepted.

TRISTAN BIDEAU



MERID, ROUGHS LAWKEEPER

A Seed Planted

The train arrives just after noon. Read:

> The scorching sun is high in the sky as the train screeches to a halt in Weathering. You're greeted by wind-scarred buildings and two waiting lawkeepers.
>
> One, thickly built with a hard stare, strides toward the conductor. The other, a tall Terris man in an olive duster, ambles toward you.
>
> "Name's Merid," he says, tipping his hat and flashing a genial smile. "Barl's gettin' the story from the crew." He leans in. "Azmine told me you were coming. Let's step somewhere quiet."

Merid ushers the PCs away from the crowded train platform then requests proof of the party's identity.

If the PCs do confirm their identities, Merid offers assistance, advice, and intel. Continue to "In Good With the Guardians."

If the PCs don't provide the token from Azmine, he refuses to help. Without Merid's assistance, the PCs must investigate Weathering on their own, and it costs 5 boxings per PC to rent horses to get to Feltrel; if this happens, Merid secretly tails the PCs there, reappearing with the Guardians to assist in the climactic battle. If the PCs don't gain Merid's assistance, proceed to "Exploring Weathering."

Time Skip Connection

If the PCs impressed Demoux in chapter 3, the Guardians are influenced by the Survivorist faith, and Merid is a Survivorist, identifiable by anyone with the Religion expertise by the four thin scars on his arms. If any PC is a Survivorist, Merid takes them aside to ask about their faith.

In Good With the Guardians

Once the PCs confirm their identities to Merid, read:

> "From Azmine's description, it sounds like you kicked up more dust since that Archives heist than most folks do in a lifetime," Merid says approvingly. "I'm impressed, and so are the folks I work with. I understand you're after the Unity Medal, tryin' to put a certain map together...?" He gives you a long look, and then breaks into a grin.
>
> "I think we can help each other out. The good news is, I know where the medal is: in the hands of an outlaw by name of the Anvil. The bad news is, the Gilded Few are plottin' something. A bunch of city-slickers with fancy gadgets came in on the earlier train."

Merid readily answers questions on topics including:

Azmine Wilko. "We go way back. Azmine stayed out here for a few years when we were kids, before she got all professorial. She's good people, and I told the folks I work with as much."

The Anvil. "The Anvil's the leader of the Ironbrands—big city types call them outlaws, but they're mostly stealin' to feed folks, what with the supply shortages. I'd leave her be, but she's got the Unity Medal… and I think she's planning something big. Maybe dangerous."

Elanda Wilko. When talking about Professor Wilko or the Anvil, the PCs can make a DC 12 Insight test. On a success or if they ask about Azmine's cousin, Elanda Wilko, they sense Merid's reluctance. If pressed, his ever-present smile dims and he shares: "Elanda Wilko *is* the Anvil. It's a long story, and it ain't much fun. We rode together as lawkeepers once. Round when her dad died, she left the 'keepers. Wanted me to leave, too. I was just starting up with the Guardians, so I told her no—and she got real mad, said I cared more about protecting dusty old relics than people. She became full koloss, changed her name, and won't talk with me. I didn't want to trouble Azmine, and it's… complicated, in a way city folk don't understand."

The Guardians or the Gilded Map. "I'm with the Guardians. For now, let's just say we're a quiet group that likes to keep dangerous things outta dangerous hands. And that makes us real interested in helpin' you keep the Map away from the Gilded."

The Gilded Few or the Gilded Trio. "Guardians've been tangling with their kind for too long, if you ask me. The Gilded always have some big plan, monologuing about their grand legacies and whatnot, but it always just boils down to nobles thinkin' they can take whatever—or whoever—they please. Conrad's even been nosin' around here, trying to bribe the lawkeepers with fancy weapons. But we ain't for sale."

Merid won't tell the PCs much more about the Guardians until they've proven themselves.

Merid's Proposition

Once questions are answered, Merid has a proposition for the PCs. He explains:

> "I'm hopin' you can persuade the Anvil to give up the Unity Medal—without anybody killing or arresting her, seeing as she's keepin' folks in the Roughs fed.
>
> "Investigation is the key. While I muster some horses and backup, you poke around town. If you can find out where she is, what she cares about, and what she's plannin', I reckon you can win her over, no problem.
>
> "The more you find out, the better. I worry she's got more than train jobs in mind."

If the PCs agree to investigate, Merid promises to contact his Guardian allies and secure horses for the party—transportation to wherever the Anvil's hideout is located. He says he'll be back around dusk and points out the areas of interest in Weathering (see map 7.2), suggesting the PCs start investigating in Barrowcrest, on the outskirts of town.

Lawkeeper Legacy Moment



The Lawkeeper notices Merid is carrying a book on the Official's civil theories. Ask the Official what this volume of essays is called, then ask the Lawkeeper how this book helped them during their time with the constabulary. If the Lawkeeper discusses the essays with Merid, he's impressed and asks if his deputy can tag along to learn from the Lawkeeper's style. If the PC agrees, overenthusiastic deputy Daryl Kant (**constable**, he/him) joins the Lawkeeper as a companion for the rest of this chapter.



Map 7.2: Weathering

Exploring Weathering

The party is free to explore Weathering and gather information about the Anvil, but they must deal with dangerous operatives Bayron left behind.

Hot on the Anvil's Trail

The Anvil's location (an abandoned Survivorist chapel in the ghost town of Feltrel) is easy to uncover. More investigation is required to piece together the Anvil's history and her current plans, as follows:

History. The Anvil was first a lawkeeper, then a criminal, and now a freedom-fighter—a chain of events sparked by her father's death, for which she blames Bayron Conrad. (See "Forging the Anvil" in this chapter's introduction.)

Plans. The Anvil's currently trying to gather the recruits, resources, and dynamite necessary to blow up a noble mining operation. Her aim is to establish an independent Roughs nation, cutting Elendel nobles out of oil fields and mines, building railways, and forming a trade authority. What she does, she does for the people of the Roughs—and she prefers to do so violently.

Timed Trouble

As the party investigates, Bayron's operatives surveil the PCs and cause as many problems for them as possible. After the PCs visit their first two locations in town, two **Conrad operatives** and a **Conrad elite operative** ambush them in a nearby alley. The elite operative wears an ***aluminum-lined hat***.

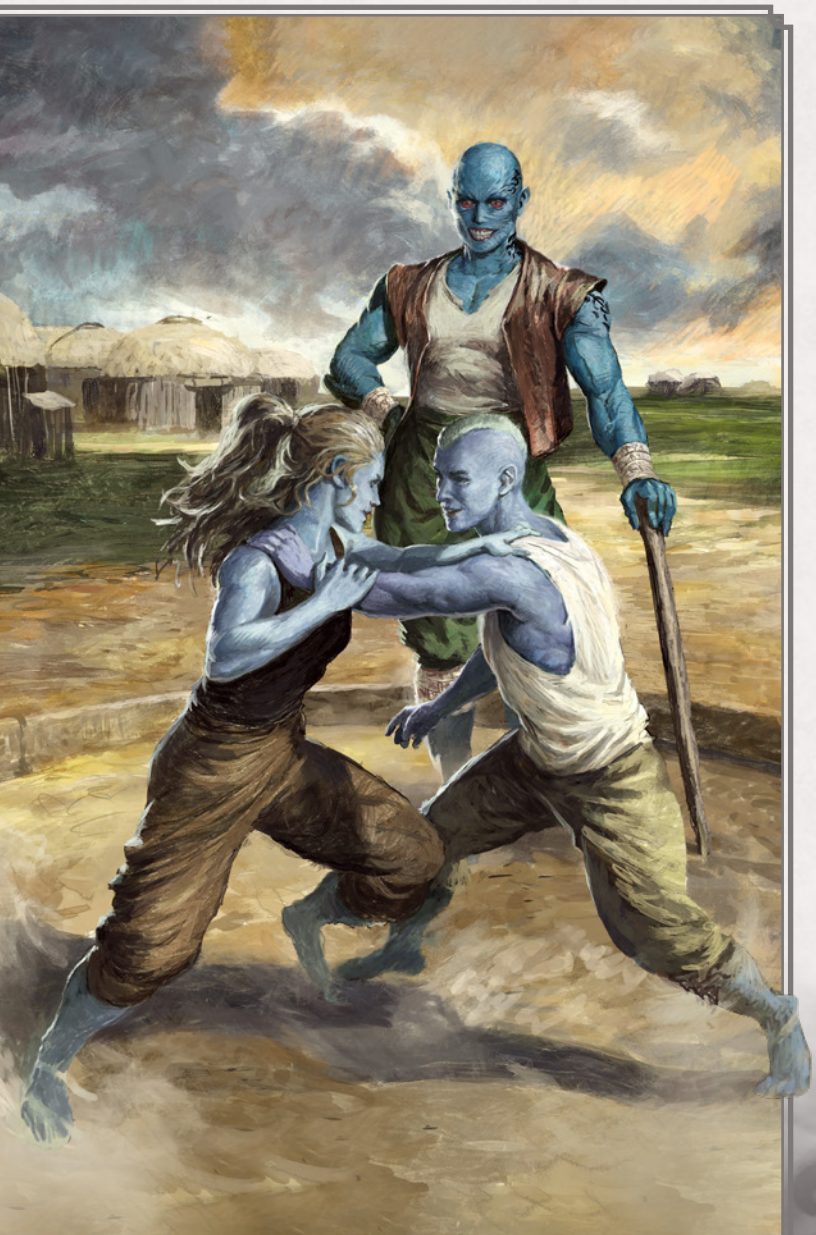
They fight until the elite operative is subdued, then they attempt to retreat, loudly complaining that "Mr. Conrad didn't pay us enough for this."

W1: Barrowcrest

Barrowcrest is home to koloss and koloss-blooded people. Around a stone pit, twenty gather to cheer on a match in progress. Read:

> A rough circle of packed earth marks a fighting pit. The crowd pulses with energy as two koloss-blooded warriors trade boasts and punches. A koloss woman turns to you, sizing you up.
>
> "If you want something from us," she calls, "then prove yourselves. Step into the ring, one at a time. Tell us of your glory. Show us the might of your fists." She cracks her knuckles and grins. "And I'll best all of you myself!"

To gain the clan's trust, a PC can enter the pit and square off with Vereta "Brickfist" Wilko (**koloss clan protector**, she/her), who issued the challenge. A PC with the Koloss-Blooded cultural expertise or who succeeds on a DC 12 Lore test knows the rules; otherwise, Vereta explains them.



VERETA SUPERVISES TWO SPARRING YOUTHS.

ANTTI HAKOSAARI

Rookie Legacy Moment

If the Rookie is present, Vereta recognizes them as a relative of the Veteran and goads them into the ring. If the Rookie agrees and acknowledges their connection, the crowd roars, and the Rookie gains an advantage on their next test—then after the match, Vereta gives them a keepsake. Work with the Veteran player to describe a piece of the Veteran's equipment that's been handed down through the ages, now passing from Vereta to the Rookie. The equipment can be any Era 1 weapon or armor worth less than 200 boxings, and it gains one advanced item feature as if it were exceptionally crafted (see chapter 7 of the *Mistborn Handbook*).

Facing Vereta

Run the match as a special conversation (see "Resolving the Conversation"). Only one PC can engage Vereta in the ring at any given time. Every round, each PC makes a single contribution, the type of which depends on whether they're in the ring with Vereta or in the crowd.

In the Ring

The PC in the ring engages Vereta directly. Whenever this PC fails a test, they lose 2 focus. On a success, Vereta spends focus to resist influence, believing herself to be the better fighter still. Possible contributions include:

Trade Blows. The PC shows Vereta their prowess in the ring, making an Athletics or Agility test against Vereta's Physical defense (19) to fight her or dodge her swings.

Boast. The PC wins Vereta's respect by boasting of their heroic deeds. This test is made against her corresponding defense (DC 14) and gains a disadvantage if the crowd is against the PCs (due to either failed crowd work or the Conrad operative).

In the Crowd

PCs who aren't in the ring can't engage Vereta directly, but they can influence the crowd. Possible contributions include:

Work the Crowd. A PC might win the crowd over with a catchy chant (DC 15 Leadership) or by speaking to smaller groups (DC 16 Persuasion or Intimidation). On a success, the crowd favors the PCs, and Vereta resists influence by spending 1 focus. On a failure, the crowd turns against the PCs.

Tag In. A PC can tag into the ring by making a DC 10 Agility or Leadership test. Regardless of the outcome, they swap with the PC in the ring, but on a failure, they also lose 1 focus.

Resist Bayron's Interference. A **Conrad operative** lurks among the crowd, spreading rumors the PCs are Elendel spies, turning the crowd against the party. A PC can identify the saboteur with a successful DC 13 Perception test, and silence her with a successful DC 14 Persuasion or Intimidation test. If silenced, she reveals Bayron hired her to delay the party and find dirt on the Anvil, so that Bayron can claim the Unity Medal. Unless this operative is dealt with, the conversation can't fully succeed (see "Resolving the Conversation").

Resisting Influence

Vereta has a Cognitive defense of 14, a Spiritual defense of 14, a Physical defense of 19, and 5 focus. She admires bold strength and glory-filled stories.

Resolving the Conversation

The conversation ends in total success if Vereta no longer has enough focus to resist influence—so long as Bayron's operative was dealt with (otherwise, it's only a partial success). The conversation fails if the PC currently in the ring runs completely out of focus. If the operative wasn't defeated, she slips into the crowd and disappears.

Total Success. The crowd cheers; Vereta is happy to talk. If asked about the Anvil, she shakes her head and describes Elanda as a "stubborn young'un and frustrating idealist." When Elanda's father died, Elanda demanded vengeance against the oil company, even though everybody in town agreed it was just an accident, including the local press. But Elanda was eaten up over it, eventually leaving both her family and Weathering behind to form the Ironbrands. Vereta mentions that Derruk at the church (W6) knew her well, but warns he's superstitious.

Partial Success. Vereta will still talk about the Anvil, but only in exchange for 100 boxings to buy food and medical supplies for the clan.

Failure. The crowd jeers; Vereta dismisses the PCs.

W2: Tekiel Freight Office

When the PCs approach the Tekiel freight office, read:

> Outside of the station, angry townsfolk crowd around the Tekiel freight office's brick facade, their accusations ringing like gunshots. "My children are starvin' while you Tekiels fatten up Elendel with our supplies!"
>
> A Tekiel worker shouts back, "Your bandit buddies have been targeting Tekiel trains for months! We work your rails, guard your shipments, and you steal from us!" Spotting you, he quickly adds, "They were on the train. They saw an officer shot!" The worker turns to you. "Tell them about the Ironbrands' violence!"

To convince the crowd the Tekiels aren't to blame, a PC must make a DC 17 Leadership test. On a success, the crowd disperses, grumbling but satisfied. The Tekiel train worker thanks them profusely, ushering them inside the office. Once inside, he gives them 100 boxings for "defending the railways" and an additional 250 if they assisted with the outlaws on the train. Have each PC make a Perception test; the character with the highest test result notices a shipping manifest that shows Weathering has been receiving far less than what was paid for. Instead, supplies are being redirected to a Tekiel trainyard in Elendel's Eighth Octant.

If the PCs refuse or fail to convince the crowd, the riled-up mob forces the Tekiel employees to retreat inside the office. The townsfolk are happy to talk to the PCs, sharing complaints about missing supply shipments. If asked about the Anvil, they're staunch supporters of her and her Ironbrands, who bring food and medicine even when the trains don't. If a PC who expresses support for the Anvil succeeds on a DC 14 Persuasion or Deception test, they learn the Anvil is stocking up on weapons and looking for new recruits.

If the PCs don't back up the Tekiel worker now and then attempt to collect their reward later, he refuses to pay up unless a PC succeeds on a DC 17 Intimidation or Persuasion test.

W3: Last Round Armory

The Last Round armory is run by Jaja (**rebel**, she/her), an eccentric but talented gunsmith. Jaja sells firearms and armor costing up to 400 boxings; she also has two ***flash grenades***, two ***concussion grenades***, and a ***carbine*** hidden in back. Her one requirement upon selling a firearm is that its new owner gives it a name, which she engraves on the weapon.

As the PCs arrive, the Last Round has just been sabotaged. An operative fraudulently embossed the Tekiel trade crest onto several of Jaja's inventory crates—making them look like stolen stock—and then tipped off the Tekiel officers. Read:

> Gun oil clings to walls lined with racks of rifles and revolvers. An older, weathered woman with deep sepia skin chews a piece of straw while examining a shotgun's chamber, ignoring the Tekiel officer standing near her till.
>
> The officer slaps a warrant down, finally getting her attention. "By order of House Tekiel, I'll be assessing your inventory."
>
> The gunsmith snorts. "You vultures just want my stock." As she spots you enter, she grimaces at the officer. "Get on with it, then, I've got paying customers."

The Tekiel officer (**lawkeeper**) investigates and confiscates the "stolen" crates unless a PC intervenes with a successful DC 14 Intimidation test to frighten the officer away or a successful DC 15 Lore test to refute the warrant's legitimacy. Meanwhile, PCs who investigate can spot the fraud with a successful DC 15 Thievery or Insight test.

If Jaja's stock is confiscated, the officer seizes the carbine and all the grenades, and the rest of Jaja's inventory becomes more expensive (add 10% to the prices from chapter 7 of the *Mistborn Handbook*).

If the PCs prevent the confiscation, Jaja harangues the officer out of the shop, cackles with delight, and offers to sell the PCs the carbine for only 650 boxings. She also freely answers questions about the Anvil, telling the PCs that the Ironbrands recently bought several crates of dynamite, special order, and hauled them all south. The Ironbrands' boss wanted more weapons than Jaja's tiny armory could provide; Jaja suspects the Anvil is holed up in Feltrel, planning something big.



W4: Dust and Draft Saloon

As the PCs enter the Dust and Draft Saloon, read the following, including the Guardians organization's full name (see appendix F) in the second verse:

> Raucous laughter and the stinging scent of alcohol greet you as the wooden saloon doors swing open. Patrons drink at rickety tables as the barkeep slides a full glass across the bar. A burly musician with flowing, wind-tossed hair strums a guitar and belts an upbeat tune:
>
> *"Kandor counted silver tall,*
> *Bezryl heard the workers' call.*
> *Cyn's wise hands were worn and sore,*
> *Still they yearned for something more.*
>
> *"Now the medal bears the name,*
> [Industry / Wisdom / Labor] *justly won the claim,*
> *Let the Roughs remember all:*
> *Stand together, never fall."*

KEVIN O'NEILL

If the PCs mingle, patrons share stories of a haunted ghost town southwest of Weathering—Feltrel. It's said to have been abandoned when koloss drove everyone out; rumor has it koloss are gathering there again now, possibly forming a whole koloss army.

A PC who eavesdrops or works a local with a successful DC 13 Perception or Persuasion test confirms the Anvil's hideout is in Feltrel, also learning the Ironbrands are loved by the locals, who do their best to cover for the outlaws.

Taxus the Musician

PCs can talk to the musician, Taxus (**commoner**, he/him), who knows plenty of songs about the Anvil. Buying him a drink persuades him to share freely.

Smoke in the Saloon

A few minutes after the PCs enter the saloon, a **Conrad operative** launches a canister through the window, intending to flood the saloon with thick gray smoke. A PC has one chance to intercept the canister with a successful DC 16 Agility or Athletics test, throwing it back out the window or smothering it long enough to get it outside. If the canister goes off inside, the show ends and patrons flee.

If the PCs successfully intercept the canister, Taxus rewards them with a preview of his new song about the Anvil, based on a recent conversation: "*She'll drive iron through dust and dirt, to break the crown with common hands.*" Taxus explains she aims to build her own railway and start a Roughs trade with Elendel, as a ploy for independence. He speculates she'll need wealthy allies to fund it.

Storyteller Legacy Moment

Taxus invites the Storyteller to join in the performance. Ask the player how they weave the Convict's tale into Taxus's song, and have the Storyteller make a DC 12 Persuasion test representing their part in the performance. Even on a failure, Taxus is enthused and reveals the Anvil's history.

On a success, Taxus also shares an additional detail: The Anvil's not the only one building a new railway—Lysarra Tekiel is, too, but no one knows where it leads. Additionally, Taxus offers to tag along for a while. If the Storyteller accepts, Taxus joins as a companion until the PCs return to Elendel, and thanks to his musical backing, the Storyteller gains an advantage on Leadership and Persuasion tests.

W5: The Truth Press

The *Truth Press* is Weathering's branch of Kwylliam's broadsheet. Thanks to Bayron's operatives, the locked door features a small acid trap, which a PC notices on a successful DC 10 Perception test. A character can disarm it with a successful DC 14 Thievery test; on a failure (or if the lock is picked or forced before the trap is disarmed), the trap triggers, and characters within 10 feet of the door whose primary sense is sight must succeed on a DC 16 Agility test or become Disoriented until they finish a long rest.

When the PCs open the door, read:

> Where a larger broadsheet office might thrum with clattering typewriters and frantic journalists, the *Truth Press* headquarters is more sedate. Broadsheets hang drying on twine, showing the latest headlines in big, bold print: "Campus Blackcoats Overrun by Infiltrators" and "Outlaw Terror Threatens the Rails." Old issues stand in dusty stacks all along the walls, a fading library of local lore.

The PCs can search through the old broadsheets.

Old News

On a successful DC 12 Lore or Deduction test, a PC who searches the stacks turns up two relevant articles from eight years ago:

"Oil Pump Tragedy." A front-page headline covers a local accident: "Locals Lost in Oil Pump Tragedy." A new oil pump the town acquired from Conrad Oil malfunctioned catastrophically, killing six Weathering citizens and injuring ten others. The article speculates the accident may have been preventable.

"Under New Ownership." The following issue's front-page headline is an announcement the *Truth Press* is now under new ownership, vowing to bring "the real truth" to the people of Weathering. A retraction for the "Oil Pump Tragedy" story follows on page 2.

W6: Church of the Survivor

When the PCs enter the church, read:

> Stained-glass windows catch the light in this modest wooden chapel, colors spilling across pews scattered with contemplative worshippers. Along one wall, a broad mural depicts the Survivor guiding followers. A koloss-blooded man in a gray robe glides toward you, studying you with curiosity.

This is Derruk (**enforcer**, he/him), a former Wilko clan member and current chapel caretaker. So long as the PCs express no ill intent toward the Anvil, a success on a DC 14 Persuasion test can convince Derruk to admit he has a history with her. However, as soon as he begins to speak, Derruk is interrupted by phantom whispers echoing eerily through the chapel. Deeply superstitious, Derruk becomes too preoccupied to continue.

On a successful DC 14 Deduction test, a PC identifies the culprit as a small ***phonograph*** (detailed in appendix B) left by one of Bayron's operatives, concealed behind the pews. Derruk is relieved and resumes his story. He was one of the first Ironbrands, helping the Anvil set up a hideout in the old Feltrel chapel. Derruk is nostalgic about his time with the Anvil; she kicked him out of the Ironbrands for being too soft-hearted, accusing him of wasting his strength. "I'm still fighting, just in a different way," he says wistfully.

On a failure, the PCs locate the phonograph, but not before Derruk leaves to report the issue to the church's head priest, promising to return tomorrow—too late to help with the PCs' investigation.

Putting the Pieces Together

Once the PCs have had ample time to explore Weathering and finish investigating, dusk approaches. If the PCs gained Merid's assistance earlier in this chapter, he returns now; read:

> As the sun dips below the horizon, Merid moseys up with a hopeful grin. "Horses are ready. What'd you find?"

If the PCs didn't discover that the Anvil's base is in Feltrel, Merid gathered that information from his contacts and fills the party in now.

Once the characters have shared their findings, read:

> Merid nods. "Sounds like we got our intel sorted. Time to put it into action. Now, if the Anvil sees me, she won't talk. So, I'll hang back once we get close to Feltrel, but I'll be there to back you up if any shootin' starts. And once you get that medal, I'll tell you more about the folks I really answer to. Folks who are serious about takin' down the Gilded Few."

Merid suggests the PCs ride out in the morning, as it's a long trip to Feltrel. The party can take a long rest before continuing to "This Town Ain't Big Enough."

Time Skip Connection

If Merid is a Survivorist, when the party mentions Feltrel, Merid predicts they'll find the Anvil in the Survivorist chapel there—which used to be a Guardian hideout and has a bloody history. He tells the PCs about the smuggling tunnel (see "Arriving at Feltrel").

This Town Ain't Big Enough

Riding from Weathering to the Ironbrands' base in Feltrel takes the PCs across long stretches of grassy plains, red clay desert, and through winding, switchback canyons. If the PCs rode out in the morning as Merid suggested, the trip takes two days, and they arrive at the ruined chapel not long before sundown for their negotiation with the Anvil—and Bayron Conrad.

Arriving in Feltrel

As the party rides into Feltrel, read:

> Feltrel is an abandoned carcass of a town, picked clean by scavengers and dust-caked by time. One building is well lit and well guarded: a Survivorist chapel, four brick walls standing, but missing a roof. An armed koloss man hovers in the empty doorway, alert.
>
> Flanked by four uniformed guards, a familiar deep-green motorcar with a riveted hull—and now a rotating turret and forward-mounted cannon—is parked in front of the chapel.

Bayron's armored car is flanked by four **Conrad operatives**. The car is steel-plated with a riveted hull, rotating turret, and a forward-mounted cannon; it's seen some obvious upgrades since the race in chapter 5.

A **koloss clan protector** guards the chapel entrance. He demands anyone approaching state their business. PCs can make a social test against his Cognitive defense (14), gaining an advantage if they employ information from Ironbrand sympathizers (including Vereta, Jaja, Derruk, and Taxus). On a success, he lets them pass. On a failure, he only lets the PCs in with their hands up and a gun at their backs.

If the PCs seek another way in, they uncover (either because of Merid's tip or a successful DC 17 Perception test) a smuggling tunnel leading from an old store's cellar to the chapel (see map 7.3), bypassing the guard.



THE ANVIL

GUILHERME CASTRO

One Last Deal

Despite Bayron's best efforts to slow the PCs down, they arrive while he's negotiating with **the Anvil**. Disguised in modest clothes and a big fake mustache, Bayron poses as a humble businessman, trying to purchase the ***Unity Medal*** (detailed in appendix B). The Anvil has been negotiating hard to see how many resources she can wring from this "businessman," unaware this is **Bayron Conrad**, the wealthy entrepreneur responsible for her father's death.

Once the PCs enter the chapel, read:

> Slouching in pews and leaning against the walls are half a dozen outlaws, glaring at you with open hostility. At the front of the chapel, four altars to the Survivor persist. One is arrayed with maps. Another is covered in valuables from recent heists; the Unity Metal gleams from the pile. Spread across a third altar is an open briefcase, brimming with boxings.
>
> Bayron Conrad sits stiffly in a nearby pew across from the Anvil. He's nearly unrecognizable, wearing coveralls, a flat cap, and a new mustache. His head snaps your direction. "This is a private meeting," he splutters, nostrils flaring.
>
> The Anvil leans back, relaxed and threatening. Her gaze flicks from Bayron to you, sizing you up. "This keeps gettin' more interesting," she drawls. "You here to join the cause, or to get in my way?"

This is the PCs' long-awaited chance to negotiate with the Anvil and acquire the Unity Medal.

Roleplaying the Anvil

Characteristics: Confident, decisive, violent.
Goal: Establish the Roughs as an independent nation.
Appearance: Elanda Wilko ("eh-LAHN-dah WILL-koh"; she/her) is a royal-blue koloss woman who towers at 7'2". She wears a massive iron breastplate and hefts an equally large steel shield. Treasures plucked from unsuspecting nobles glint at her ears, neck, and knuckles. Her bald head is crisscrossed with tattoos and old scars.

Elanda "The Anvil" Wilko grew up in the rural Roughs with a wild streak, sharp aim, and big dreams. She was a lawkeeper in her youth. After her father's death in an oil pump accident, she begged her clan and the lawkeepers to retaliate. No one listened. (See "Forging the Anvil" in this chapter's introduction.) Eventually she cast away her name and badge, took her koloss spikes, became the Anvil, and founded the Ironbrands. Now she has the guts and vision to turn the Roughs into an independent nation—she just needs the funding.

Negotiating With the Anvil

Characters can attempt to persuade the Anvil to hand over the medal with a conversation (see "Resolving the Conversation"). Bayron's only hope of obtaining the Unity Medal is to conceal his true identity long enough to convince the Anvil to sell.

Special Rule: Conrad Cuts In

Bayron brought a suitcase full of boxings, promises to provide weapons, and a desperate desire to win at all costs. After each PC contribution, Bayron cuts in with an attempt to undermine their arguments or outbid them: PC contributions gain a disadvantage until Bayron is removed from the conversation.

Bayron's position is precarious. The Anvil blames Conrad Oil for her father's death; she'd sooner kill a Conrad than take his money. A PC can use their contribution to attempt to reveal Bayron's true identity to the Anvil with a relevant test. On a failure, the Anvil waves away the claim, but on a success, she sees the truth, and her Ironbrands bodily throw Bayron—sputtering and protesting—out of the chapel.

Once Bayron is removed from the conversation, PC contributions no longer gain a disadvantage, but the Anvil must still be persuaded to hand over the Unity Medal.

Heir Legacy Moment

If the party reveals Bayron's identity, Bayron exposes the Heir's noble heritage. The Anvil spits, "Why should I not gut you where you stand?" Ask the Heir if they reject their heritage or proudly claim it.

If they honestly reject it, the Anvil respects their defiance and considers the Heir's ensuing arguments extremely strong.

If they claim it, the Anvil asks what separates the Heir from Bayron. If the Heir doesn't give a reasonable answer or fails a relevant social test, a **koloss clan protector** escorts both Bayron and the Heir from the premises.

Beginning the Negotiation

If the PCs foiled the train raid, the Anvil starts the conversation by asking the PCs to make amends for the lost food and supplies. A PC can mollify her with a gift worth at least 500 boxings, or explain they didn't understand her righteous goals at the time, gaining a disadvantage on the test. If a PC fails a test, the Anvil grows more suspicious of them, and the next PC contribution gains a disadvantage. If a PC gives a gift or succeeds on a test, the Anvil is mollified and spends 1 focus to resist, conceding that what's done is done.

After that, the PCs might discuss topics like the following:

Bribes and Barter. The Anvil seeks resources to further her cause, and she's receptive to offers of money, weapons, or new recruits. If a PC fails a test, the Anvil implies they don't have deep enough pockets for her plans. If a PC succeeds, she spends focus to resist, bargaining hard for more.

A Revolutionary Purpose. If the PCs ask about Jaja's dynamite or succeed on a test to determine what the Anvil wants, she shares her plan to blow up a noble mining operation to progress her vision for Roughs independence. Voicing support for this goal can win her over, but if a PC fails their test, the Anvil sighs and dismisses the party as idealists without teeth. If a PC succeeds, the Anvil spends focus to resist, remaining hard to impress: "Easy words to say. Harder to live by."

Mentioning Azmine. If the PCs mention Professor Wilko, the Anvil freezes in surprise, then asks how her cousin is doing. She's curious, but bitter. She only has to spend 1 focus to resist arguments that claim Azmine wants her to give over the medal, dismissing her cousin as a "soft cityfolk academic" who doesn't understand "the real world."

Mentioning the Anvil's Father. If the PCs mention the Anvil's father, she immediately loses 1 focus, regardless of the test result, launching into an angry rant about the abuses and exploitations of the nobility. The Anvil doesn't resist successful arguments that helping the PCs will hurt those responsible for her father's death. This is a good place to raise the stakes.

Resisting Influence

The Anvil has a Cognitive defense of 15, a Spiritual defense of 15, and 5 focus. She finds arguments extremely strong if they appeal to her hatred of nobles or promise to provide weapons, but she only has to spend 1 focus to resist arguments claiming problems can be solved without violence.

Resolving the Conversation

The conversation ends successfully when the PCs make especially compelling arguments or when the Anvil no longer has enough focus to resist influence. If the PCs threaten the Anvil or if the party fails multiple attempts to sway her, the conversation ends in failure.

Success. The Anvil agrees to give the Unity Medal to the PCs. If Bayron wasn't removed from the conversation, his face turns blotchy red as he seethes, "Nobody bests a Conrad!" and stomps out the chapel doors. Either way, Bayron is waiting outside the chapel with his armored car, and he attacks the PCs as soon as they emerge; proceed to "Shootout at Sundown."

Failure. The Anvil refuses to give the Unity Medal to the PCs. If Bayron wasn't removed from the conversation, she gives him the medal in exchange for the suitcase of boxings, and Bayron attempts to escape in his armored car. Otherwise, the Anvil plans to keep the medal, and the PCs must leave empty-handed or face the extremely dangerous prospect of fighting **the Anvil** and six Ironbrands (five **freedom fighters** and one **koloss clan protector**) to take it.

If the PCs fight the Anvil, Bayron flees and is long gone by the time they leave the chapel; proceed directly to "Aftermath."

Shootout at Sundown

While the PCs were negotiating, Merid was getting Guardian reinforcements into position. When the PCs exit the chapel, read:

> Bayron waits in the long shadow of his armored car. "I accounted for this," he says, raising his fists. He bounces on the balls of his feet, a manic glint in his eye, muscles bulging. "You think you can walk all over me? Well, your calculations are deadly wrong. Boldness builds tomorrow!"
>
> As the sun touches the horizon, the armored car's engine snarls to life, and its rotating turret twists to point at you.
>
> Barely audible over the engine, the sound of many pounding footsteps approaches, along with Merid's bellow: "For Weathering!"

The battlefield (shown on map 7.3) erupts into a multi-sided shootout. The PCs face an isolated squad of foes while, in the background, chaos unfolds. Describe the turmoil as the PCs, Conrad's operatives, the Guardians, and (potentially) the Ironbrands clash violently.

Bayron's forces include **Bayron Conrad**, two **Conrad operatives** (one wielding a ***flamethrower***, detailed in appendix B), two **garrisoners**, and two **commoners** driving an armored car (see Battlefield Conditions). When Bayron reaches 15 health or less, he attempts to retreat to his armored car, unwilling to die for the medal (see "A Killer Deal"). The PCs then have one round to destroy the car before it speeds away to Elendel. If Bayron is defeated, any surviving operatives pile into the armored car and flee.

What About the Anvil?

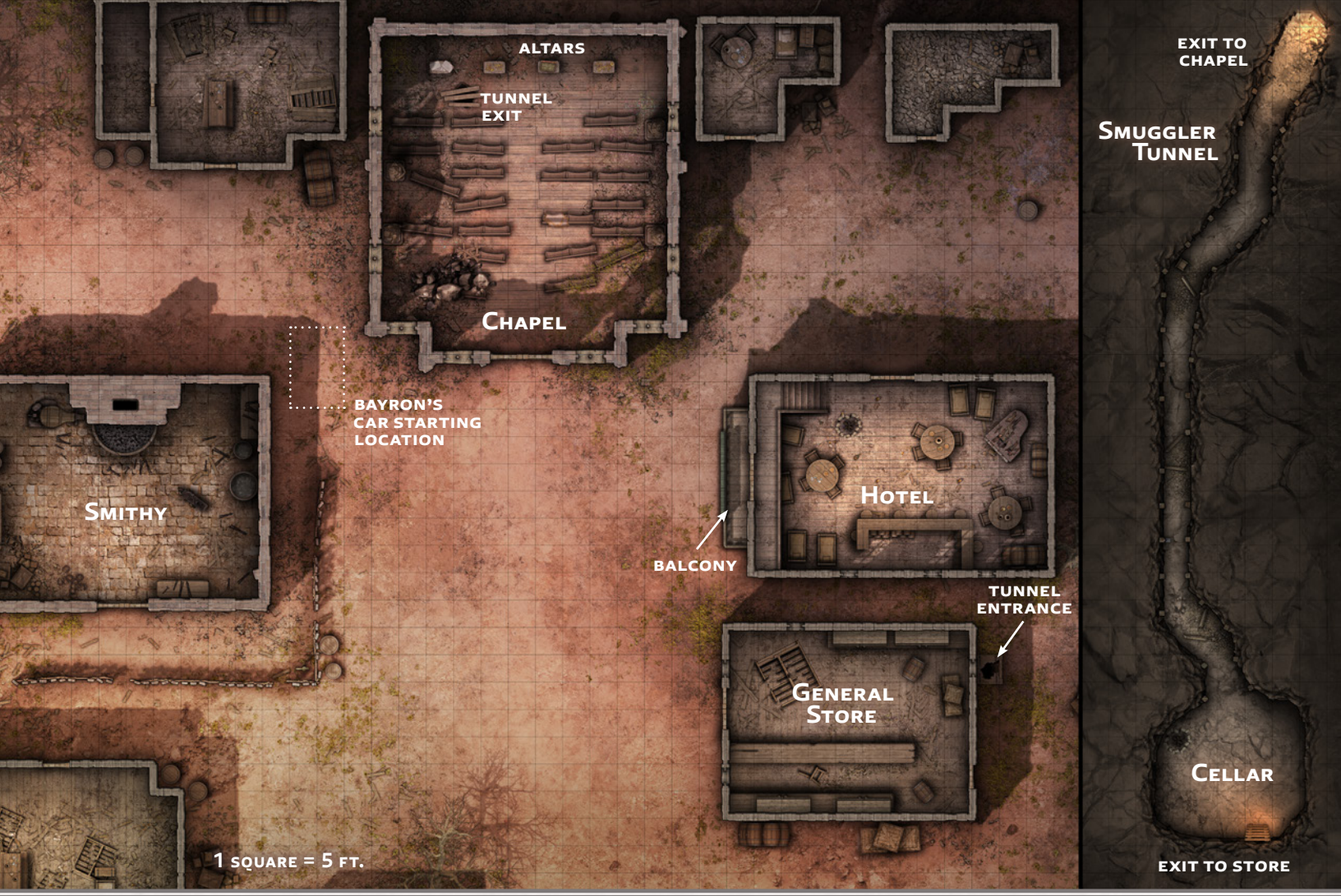
If the PCs succeeded at "Negotiating with the Anvil," **the Anvil** and the Ironbrands help fight Bayron, keeping some of his forces preoccupied. To represent this, remove one Conrad operative (but not the one with the flamethrower) and two garrisoners from this combat scene.

If the PCs failed the negotiation, the Anvil stays out of the combat with Bayron, only fighting to defend herself if attacked.



BAYRON, AFTER ABANDONING HIS DISGUISE

DEANDRA SCICLUNA



MAP 7.3: FELTREL SHOOTOUT

BATTLEFIELD EFFECTS

The following effects are active during the combat:

Too Young (and Rich) to Die. When Bayron is reduced to 0 health, he remains conscious and tries to surrender. He dies if he takes any further damage. Proceed immediately to "A Killer Deal."

Armored Car. Two of Bayron's crew (**commoners**) sit within his armored car, one as the driver and the other as a passenger. The driver spends ▶▶▶ each slow turn to operate the vehicle, moving it up to 80 feet. The car's access hatch is locked, but it can be opened with a successful DC 22 Athletics test. A character can also attack the car directly: It has a Physical defense of 18, 60 health, and a deflect value of 5. When the car has 30 health remaining, the hatch breaks open.

Rotary Gun. The armored car is fitted with a mounted ***rotary gun*** (see chapter 7 of the *Mistborn Handbook*), which is usable by the armored car's passenger. The passenger uses their turn to Strike with the rotary gun as many times as possible, making a Heavy Weaponry attack test (+0 bonus) and rolling 3d4 keen damage.

SHOOTOUT AT SUNDOWN OPPORTUNITIES AND COMPLICATIONS

Result	Example
◈	A Guardian shoots an enemy who has been attacking a PC. Startled, the enemy takes 1d10 keen damage and loses their next reaction.
◈	The Guardians pin an enemy down. The enemy takes 1d10 keen damage the first time they move on their next turn, and that enemy's attacks gain a disadvantage until the end of their next turn.
✳	The battlefield is alive with muzzle flashes. A PC must succeed on a DC 14 Agility test or take 2d6 keen damage.
✳	It's hard to tell friend from foe. A PC's next attack hits an ally.

Entrepreneur Legacy Moment

The Entrepreneur recognizes a critical part of the armored car as a knockoff of a design they once studied. Ask the player what flaw they spot. The Entrepreneur gains an advantage on tests to interact with the armored car, and they can choose one of the following additional benefits:

- The lock on the car's hatch can be opened with a successful DC 17 Thievery test.
- The armored car has a deflect value of 0.
- The mounted rotary gun deals 2d4 keen damage (instead of 3d4).

OANH HA

A Killer Deal

If the PCs reduce Bayron to 0 health, he drops to his knees, throws up his hands, and barters for mercy: "Wait! I'll give you 5,000 boxings if you just let me leave!" Any remaining operatives similarly surrender.

Bayron is willing to do anything to survive, begging for his life with tears in his eyes; if a PC attempts to discern his truthfulness, they sense that he intends to make good on his promise to pay. Bayron also offers his Hemalurgy notes if pressed (see "Handling Hemalurgy" in this book's introduction), promising power and revealing the two railway-like spikes through his torso.

If the PCs agree to let him go, Bayron surrenders the ***Unity Medal*** if he has it, cuts the PCs a check they can cash at the Tekiel freight office in Weathering, gathers any surviving lackeys, and speeds away in his motorcar. The check is valid and can be cashed without incident; Bayron's operatives have withdrawn from town.

CONRAD OPERATIVES ATTACK WITH BARYON'S ARMORED CAR AND AN EXPERIMENTAL FLAMETHROWER!



Aftermath

If Bayron falls, and if he had the Unity Medal, the PCs can collect it. Additionally, if a PC has the Hemalurgist expertise, they can attempt to remove Bayron's two steel ***Hemalurgic spikes*** from his corpse; one grants Pewter Allomancy, and the other grants Steel Allomancy (see "Handling Hemalurgy" in this book's introduction). If all operatives are defeated, the PCs gain a ***flamethrower*** (detailed in appendix B). If the PCs defeat the Anvil, and she previously gave Bayron the medal, the PCs can also collect Bayron's briefcase containing 1,500 boxings.

After the battle, the Guardian forces disappear back into the desert, and Merid approaches the PCs. If she survived, the Anvil returns to her chapel hideout to plan her next move. When the party is ready to continue, proceed to "United."

United

If the PCs secured the medal without fighting the Anvil or taking Bayron's deal, Merid is overjoyed. If the PCs fought the Anvil, Merid is visibly disappointed to hear it, taking a sorrowful moment to process the bad news. Either way, so long as the Unity Medal is retrieved and the PCs didn't take Bayron's deal, Merid's mission is accomplished: Increase the Guardians organization scale by 1. Merid congratulates the PCs, promises an introduction to the Guardians, and finally reveals the secret organization's full purpose (see the "Time Skip Connection" sidebar and appendix F). He offers the PCs the chance to join and gain access to the organization's resources.

If the PCs failed to secure the medal (but didn't take Bayron's deal), Merid is only momentarily disappointed before visibly bouncing back. Read:

> "Well, the good news is, there's three map pieces," he says, tone optimistic. "The fewer pieces the Gilded get their pasty paws on, the better. We're not beat 'til we quit."

The Guardian's scale doesn't increase, but Merid still invites the PCs to join the Guardians.

Otherwise, if the PCs took Bayron's deal, read:

> "Letting that one go might come back to bite you." Merid pauses. Though bloodied, he cracks a smile. "But I'm sure y'all will bite back."

The Guardians scale doesn't increase, and Merid doesn't offer the PCs a chance to join the Guardians.

Journeying Onward

To close out the chapter, read:

> "Folks like the Gilded Few pose a mighty threat." Merid looks out across the battlefield. The sun surrenders to the horizon, and the veil of purple night drapes over Feltrel. "But this is how we beat them," he says, tipping his hat to you. "Together."

Time Skip Connection

If the PCs join the Guardians, Merid takes the PCs back to the Dust and Draft Saloon. There, he shares the legend about how the Guardians were founded by the two trusted NPCs from chapter 4. Ask the players of any Era 1 characters who survived NeBaal's final mission to describe one way they influenced the organization as early members. Then Merid explains the Guardians organization's benefits (see appendix F).

With or without the ***Unity Medal*** and Bayron's blood on their hands, the party is free to leave Feltrel and return to Elendel.

After their adventures in the Roughs, the Era 2 PCs advance to 6th level.

THE UNITY MEDAL



ANNA VERHOOG

CHAPTER 8

FATAL FASHION

With the Roughs behind them, the crew returns to Elendel, now potentially holding two Gilded Map pieces. Using the final map piece as bait, Lysarra lures the heroes to a fatal fashion show, where the Gilded Trio executes a breathtaking power grab.

Running This Chapter

This chapter is the party's chance to obtain the third and final map piece: a unique bold blue mistcloak, once entrusted to a hero from the Era 1 party. Handed down over the generations, this Midnight Mistcloak has become an heirloom—one Lysarra intends to use as bait.

Chapter Flow

NeBaal informs the PCs that Lysarra has acquired the mistcloak and plans to auction it off at a fashion show during the Elariel Spring Salon. This is the party's best chance to intercept the relic.

The PCs investigate, learning they can pose as runway models to gain entry, and potentially uncovering information about Lysarra (review "Lysarra's Long Ploy" before running this investigation). Up to ten days of downtime follow, capped off by an attack from a Morgenthax crew boss, before the PCs arrive at the fashion show in style.

On Floor 48 of Tekiel Tower, the PCs can grill Marthis for information and get intelligence from Merid before the auction begins; both provide hints something isn't right. Unbeknownst to the party, Lysarra's auction masks a deadly plot. Tonight, the Gilded Few die, so the Gilded Trio can collect their spikes. As gas floods the ballroom, the party must flee, only to be intercepted by Lysarra and her loyal security captain (Vorn, if she survived chapter 5).

In a final twist, while the PCs fight for their lives, the Trio kidnaps Professor Azmine Wilko. Regardless of the battle's outcome, the remaining Trio members escape aboard a Tekiel train bound for Old Luthadel, holding Wilko hostage—speeding toward the Eternity Spike.

Lysarra's Long Ploy

During Lysarra's time at university, Augustin Tekiel's corruption—and the depredations of the notorious Vanishers—drove the Tekiel family into financial ruin. Ever since, Lysarra's sole aim has been to use the Eternity Spike to restore House Tekiel to its former glory.

First, Lysarra leveraged her paramour, Vorn, to connect with the Morgenthax crime family, acquiring funding and security. Lysarra then began building a private railway, locating Old Luthadel, and diverting resources to build a base camp at the cave system's entrance. However, even with troops and supplies to search the tunnels, the vault still proved impossible to find without the Gilded Map.

And so, armed with the knowledge deceitfully taken from NeBaal, Lysarra tracked down the mask, medal, and mistcloak, assigning a Trio member to obtain each. Through charm and charity, Lysarra secured the mistcloak. She also devised a backup plan, in case Kwylliam and Bayron should fail.

Now, Lysarra's years of elegant, tactical plans enable her bold bid for divinity. She'll use the mistcloak to lure in both the PCs and her fellow Gilded Few. She'll murder them all with a deadly surprise attack and harvest the "familial spikes," recovering Vadilek's latticework. And if the PCs survive, she'll still have distracted them long enough for her lackeys to kidnap Professor Wilko, just a few floors away, and steal the professor's notes on the party's map pieces. Afterward, Lysarra plans to take a getaway train straight to her Old Luthadel base camp—with either the entire Gilded Map or a full, functional copy of it in hand. With everything required for the ascension ritual, Lysarra means to finally fulfill Vadilek's long legacy, achieve divinity, and secure the ultimate prize: control over Scadrial's destiny.

Character Advancement

The Era 2 characters start this chapter at 6th level, advance to 7th level immediately after "Downtime Before the Salon," and advance to 8th level after fighting Lysarra.

Eyes on Tekiel

Upon returning to their safehouse in Elendel, the party finds a note from NeBaal, asking to meet at Wilko's apartment in the Clan Estates at Tekiel Tower.

Bad Press

As the PCs head to the meeting, read:

> A shoeless street urchin waves the latest issue of a broadsheet. "Rail rascals run riot in the Roughs! Bayron Conrad brutalized! Get your *Truth in Elendel*, three clips a copy, five if you want one that ain't soggy!"

The front page headline proclaims, "Armed and Dangerous!" above unflattering sketches of the PCs. The article paints them as the architects of an Elendel crime wave including illegal racing, theft, harassing students, and an attack on Bayron in the Roughs. If Bayron died, the broadsheets obscure this fact—Lysarra wishes to avoid scrutiny before the Salon.

Another article, "Gilt and Glamour," features Lysarra's fashion show and auction. Taking place at Tekiel Tower during the Elariel Spring Salon ten days from now, the auction benefits Lysarra's charity, the Young Ascendants. The auction's centerpiece is the Midnight Mistcloak, a unique relic noted for its unusual blue color.

Time Skip Connection

The mistcloak up for auction is the same bold blue ***Midnight Mistcloak*** NeBaal entrusted to the Era 1 PCs as a gift. NeBaal never told the Era 1 PCs it was actually the third piece of their map (see chapter 4).

Entrepreneur Legacy Moment

The broadsheet seller approaches the Entrepreneur. They reveal their name is the same as the Urchin's: They share an ancestor with the Entrepreneur. They ask the Entrepreneur for a hefty tip or a job, because "what goes around comes around, innit?" If the Entrepreneur agrees, have them start a goal to "Recruit the Newsie." On completion, they gain an **informant** as a companion.

Kindred Spirits

Professor Wilko welcomes the PCs to her family's Tekiel Tower apartment (which they may have visited in chapter 6). She steps into the kitchen to make tea.

Alone with the party, NeBaal thanks them, then expresses appreciation for Professor Wilko. NeBaal admires her passion and open mind, grateful to be treated as a person rather than an oddity. They beseech the party to promise that, if anything should happen to NeBaal, the PCs will protect Azmine.

Of Maps and Mistcloaks

When conversation peters out, Wilko returns, and NeBaal gets down to business. Read:

> "The final piece of the Gilded Map is a mistcloak, made by a dear friend. She began it, I finished it, and heroes kept it safe for generations. But now, unfortunately, it seems it's fallen into Gilded hands." NeBaal shows the "Glit and Glamour" broadsheet article. "This is our map piece—I'm certain. And Lysarra's putting it up for auction at the Elariel Spring Salon."
>
> Delicately pouring spiced tea, Wilko nods. "Lysarra's lying low. No meetings, no appearances, but we know the mistcloak will be the centerpiece of that auction—meaning we have ten days to figure out a way in."

NeBaal and Wilko answer questions and share the following:

The mistcloak is the map piece? NeBaal answers, "This mistcloak is unique—bold blue, and subtly embroidered with a complex pattern of blue and silver thread inside the mantle. That's part of the map, if you know how to read it."

How does the Gilded Map work? NeBaal answers, "The three pieces form a map of the cave system below Old Luthadel, where the Eternity Spike is hidden in a secure vault." Wilko adds, "The landscape has changed since the Catacendre, but those tunnels—the 'wombs of the earth,' they're called—should remain unaltered."

What's Lysarra's plan? Wilko answers, "It makes sense Lysarra would show off a mistcloak at her fancy fashion show, trying to evoke her connection to the Ascendant Warrior, Vin, and draw attention to the Young Ascendants. But… if Lysarra is putting the cloak up for auction, then either she's decided she no longer needs it, or she has no intention of actually letting it go. My guess is the latter." Frowning, NeBaal adds, "I fear you may be walking into a trap, but I don't see a better option."

Who are the Young Ascendants? Wilko answers, "The Young Ascendants are a university club and charity Lysarra's run for years, trying to cash in on the Ascendant Warrior's reputation for clout. The auction supposedly benefits the charity." NeBaal adds a warning: "Be careful. Since most of the club members are young nobles, there are sure to be Gilded Few parents in the crowd."

How do we get the mistcloak? Wilko answers, "You can bid on the cloak in the auction, or maybe just grab it and get out… but getting in is tricky. Security is tight. The Salon is exclusive, and invitations already went out weeks ago. So we'll need to come up with a creative way in."

Once questions are answered, NeBaal suggests the PCs investigate around Elendel to find a way into the Spring Salon. They offer to accompany the party, ever curious to see more of the city.

GAL OR

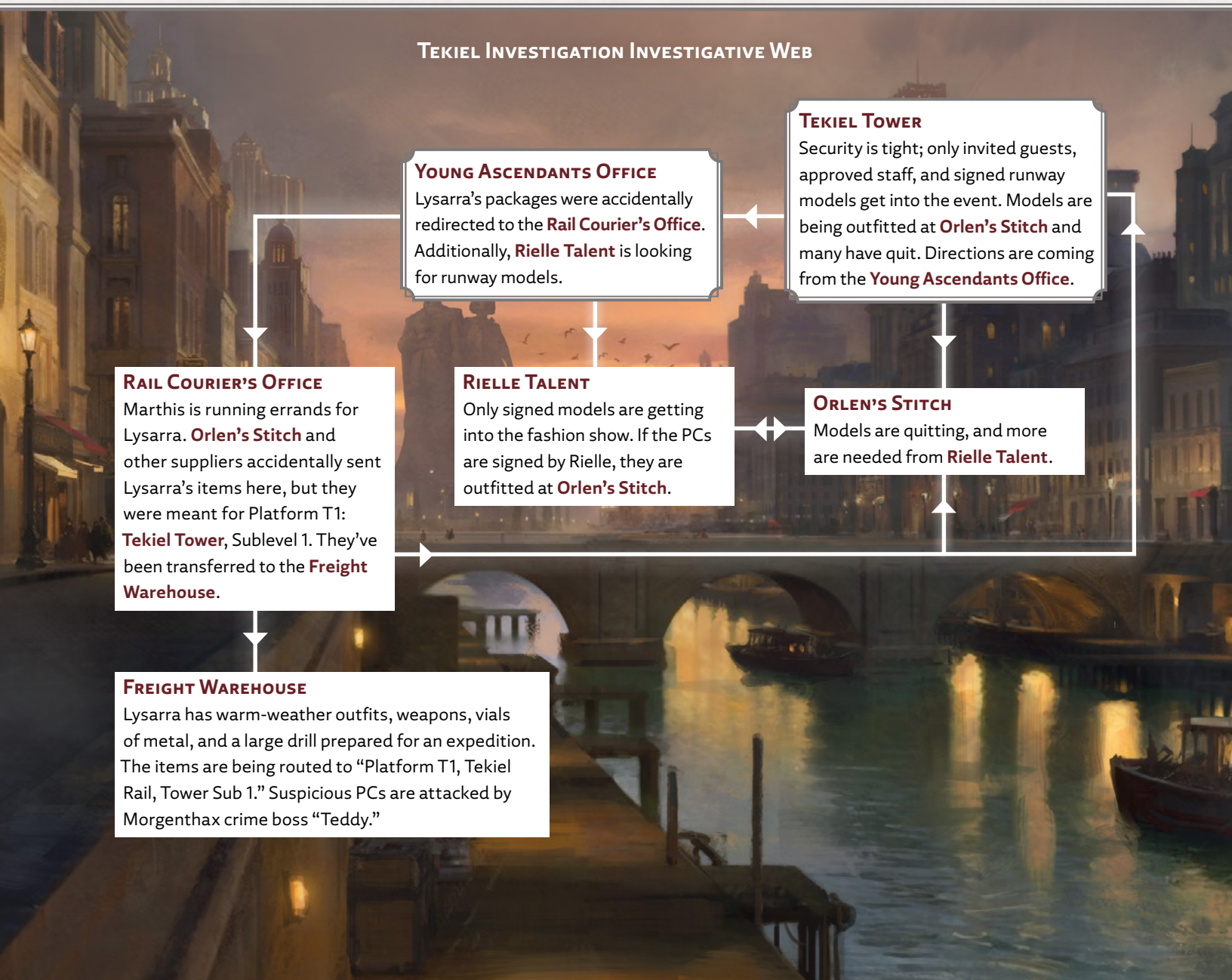
Tekiel Investigation

To get access to the mistcloak, the PCs must infiltrate the Elariel Spring Salon. Investigation reveals a route to infiltrate the fashion show by posing as models, along with details from "Lysarra's Long Ploy."

Investigative Web

Run the investigation as a Discovery endeavor, as described in chapter 12 of the *Mistborn Handbook*. The following locations each present a short scene with leads to other locations. The party can follow leads and visit locations in any order.

Don't track successes and failures in this endeavor. However, bad luck and poor detective skills cut into the party's downtime, should the PCs fail to gather at least one lead upon visiting each new location (see "Resolving the Endeavor").



Starting Leads

The PCs know the mistcloak is the centerpiece of the Elariel Spring Salon auction, benefiting the Young Ascendants. Present the following leads:

Lead: Young Ascendants Office. Wilko notes the Young Ascendants operate out of the University of Elendel's student center (see "University of Elendel Locations" in chapter 6).

Lead: Tekiel Tower. NeBaal suggests that since Tekiel Tower is the venue for the Elariel Spring Salon, it may be worth looking around.

Young Ascendants Office (First Octant)

The Young Ascendants office in the University of Elendel student center is a busy base of operations for a staff of idealistic young women and Young Ascendants scholarship recipients. Enthusiastic but overwhelmed, they're quick to defend Lysarra despite the intense demands she places on them. PCs speaking with them (DC 15 Persuasion) or glancing at their paperwork (DC 16 Deduction) can pick up leads.

Lead: Rielle Talent. Short on runway models, Madam Rielle is urgently seeking new talent.

Lead: Rail Courier's Office. Lysarra's packages were accidentally redirected to the Tekiel Railyard courier's office instead of Tekiel Tower.

Tekiel Tower (Fifth Octant)

A gleaming skyscraper of steel and concrete, Tekiel Tower dominates the Fifth Octant skyline. Tekiel guards patrol everywhere except the Clan Estates on floors 6 through 8. A PC might notice these guards have a more dangerous air than normal guards (DC 14 Insight)—a hint they're all actually Morgenthax mobsters (**outlaws**). They're tight-lipped, but a sneaky PC (DC 17 Stealth) can overhear (DC 15 Perception) the leads and some other helpful information: Only guests with verified invitations, Lysarra's personal staff, and signed models for the fashion show will be allowed on Floor 48 during the Salon. PCs who examine the elevator carefully (DC 16 Crafting or Deduction) can determine some floors are only accessible when a code is entered into the elevator console; this includes Sublevel 1 (see "Sub-level 1 Train Platform" at the end of this chapter).

Lead: Orlen's Stitch. Guards joke that so many models have quit, they might be fitted for costumes at Orlen's Stitch themselves.

Lead: Young Ascendants Office. Instructions from the Young Ascendants office are unusually chaotic, suggesting Lysarra's focus is elsewhere.

Rielle Talent (Second Octant)

Nestled between law offices and cafés, a small brickwork building is marked by a golden placard: Rielle Talent. The stylish Madam Rielle (**commoner**, she/her) communicates in rapid hand signs with Uvina (**commoner**, she/her), a member of the Young Ascendants who interprets for the PCs. PCs who charm (DC 17 Persuasion), bluff confidence (DC 15 Deception), or command the room (DC 16 Leadership) catch Rielle's interest—she prizes bold individuality over looks. Uvina and Rielle explain many models have quit lately, amid "unfounded" concerns about the Tekiels' financial troubles and "wild rumors" about House Tekiel guards becoming violent.

Lead: Orlen's Stitch. If a PC catches Rielle's interest, she offers to contract them for the Spring Salon, confirming only signed models are eligible for the fashion show. If they agree, she directs them to Orlen's Stitch for outfitting, paying 25 boxings each up front, promising 50 more after the show.

Orlen's Stitch (Second Octant)

Packed with stressed-out models and gorgeous historical Scadrian fashions, Orlen's Stitch is a tailor shop run under the sharp eye of the koloss-blooded Orlen (**merchant**, he/him).

If the PCs already signed the contract with Rielle and need to assemble outfits for the show, continue to "A Fitting at Orlen's" later in this chapter.

Otherwise, PCs can assist apprentices with sewing tips (DC 14 Crafting), eavesdrop on fittings (DC 16 Perception), or notice Orlen quietly fuming (DC 14 Insight) to find a lead in the chaos. Successfully sneaking a peek through a tower of packages (DC 15 Thievery) also reveals Lysarra's recent commissions: light, breathable robes and headscarves, all suitable for desert wear.

Lead: Rielle Talent. Orlen just lost another batch of models after an intimidating security briefing from "Lysarra's goons." He needs more signed models from Rielle Talent.

Rail Courier's Office (Eighth Octant)

Cramped and chaotic, the courier's office in the Tekiel Railyard bustles with shouting clerks and shuffling crates. Marthis (the **society pledge** from chapter 6) argues with a red-faced clerk, demanding packages be rerouted to Tekiel Tower. Assuming they parted on good terms, PCs can speak with Marthis (DC 14 Persuasion) to learn he's interning for Lysarra; Marthis doesn't know what's in Lysarra's "super important" packages, but he can provide leads. PCs can also speak with the



RIELLE AND HER INTERPRETER, UVINA

clerk (DC 14 Persuasion) to dig up leads, gaining an advantage on the test if they made a positive impression on the Tekiel railway workers in chapter 7.

Lead: Orlen's Stitch. The packages are from Orlen's Stitch, where Marthis says "models are doing important fashion stuff for the show."

Lead: Tekiel Tower. The packages need to be delivered to "a special loading platform" in Tekiel Tower (see "Sublevel 1 Train Platform" at the end of this chapter).

Lead: Freight Warehouse. Lysarra's packages are waiting in the freight warehouse and need rerouting.

Freight Warehouse (Eighth Octant)

The warehouse is a vast, echoing space filled with cargo, grinding carts, and shouting workers. PCs can stay unseen (DC 17 Stealth) or pose as workers carrying cargo (DC 16 Athletics) while searching for Lysarra's packages. Grouped together are clearly labeled shipments for Lysarra containing warm-weather clothing, common metal vials, two ***revolvers***, a ***boot pistol***, and 10 rounds of ***aluminum ammunition***. A rolled-up blueprint depicts plans for an enormous vehicle, a steam-engine drill. Manifests direct these items to "Platform T1: Tekiel Tower, Sublevel 1."

The PCs can notice a large man with a pinched face and a sharp suit. This is Teddy (**outlaw boss**, he/him), a minor boss for the Morgenthax family, the crime syndicate funding the Tekiels. If the PCs pique Teddy's suspicion, he approaches. If the PCs don't leave after several clear threats, Teddy attacks, along with five other mobsters working the warehouse (**outlaws**). If the PCs defeat Teddy here, he doesn't attack them later (see "Menacing Morgenthax").

Lead: None. Though PCs learn about Lysarra's plans at this location, there are no new leads here.

Resolving the Endeavor

Instead of succeeding or failing, this open-ended investigation concludes whenever the PCs settle on a plan to infiltrate the Spring Salon. The party loses one day of downtime before the Salon for each time they fail to find any leads when visiting a new location, chasing bad hunches and hitting dead ends.

One revelation should always be clear: Rielle Talent is actively hiring models for the Spring Salon fashion show, making this a potential infiltration option. If the PCs take this approach, proceed to "Dressed to Kill." If the PCs discover this information but make a different plan, proceed to "Unsigned Talent."

Unsigned Talent

Though modeling is the easiest path, the PCs may decide on another infiltration approach. Some options include:

Friends in High Places. Convincing a noble ally to part with their invitation requires a successful DC 19 Persuasion test and a promise to bid and win the Fan of the Bloom item at the auction.

Charitable Endeavors. If the PCs donated to the Young Ascendants in chapter 5 or now pledge a donation of at least 1,000 boxings, they can make a DC 15 Persuasion test, and on a success, earn VIP invitations as thanks.

Party Crashers. Sneaking in through service shafts requires a success on a DC 18 Deduction or Thievery test to discover a viable entry point. These routes are cramped, and PCs can't bring large weapons or bulky gear through the narrow crawlspaces.

Once the PCs decide on an approach, proceed to "Dressed to Kill."

JOSHUA CHIA

Dressed to Kill

After investigating, the party now has up to ten days of downtime before the Elariel Spring Salon (see "Downtime Before the Salon"). If the PCs haven't already, they can obtain disguises as fashion models during downtime; when they do, run "A Fitting at Orlen's." The party's preparations are punctuated by a visit from Ironeyes and, on the day of the Salon, an assassination attempt on the PCs.

A Fitting at Orlen's

If the PCs enter Orlen's with contracts from Rielle, read:

> The shop is chaos; fabric bolts spill across wooden floors while apprentices zigzag between mannequins and models. Someone yells about a torn hem, another about a stain, and somewhere in the back, someone is definitely crying.
>
> "You're the new models?" Orlen barks, gesturing wildly with sharp-looking scissors. "You're late. Find an apprentice, select an ensemble—and for the love of Preservation, don't touch anything unless you want to be stitched to it!"

While the apprentices take their measurements, the PCs learn the outfits are all inspired by the historical Fellise Masque style. This fashion movement after the fall of the Lord Ruler featured the following:

Patterned Accents. Cuffs and linings with bold architectural lines, reminiscent of noble keeps' spires.

Curtain Dresses. Voluminous skirts and sleeves with ornate wooden tassels.

Crest Brooches. Hooded outerwear, capable of hiding one's face, secured by an ostentatious brooch with a family crest.

Terris Long Vests. Elongated vests with mixed-metal embellishments stitched into angular lapels.

Have each PC attempt to work with their tailor, making a DC 14 Crafting or Lore test. On a success, the PC gains an advantage on their first test during "Caper on the Catwalk," and the outfit gains the Presentable trait. On a failure, the apprentice grumbles about amateurs ruining their hems and pokes the PC with a needle.

After fittings, Orlen instructs the PCs to return to pick up their finished outfits on the day of the Salon.



LUCAS TORQUATO

Time Skip Connection

If the PCs successfully triggered the Rising Reputations event in chapter 2, the Era 1 PCs influenced the Fellise Masque style and fashion trends across the centuries: Add two outfit options directly inspired by what the Era 1 PCs wore to Guiverre's ball.



IRONEYES

VLAD OVOY

Downtime Before the Salon

The PCs have ten days of downtime available (see "Downtime in Elendel" in appendix E), minus one day for each location at which they failed to find any leads during "Tekiel Investigation."

As the last downtime of the Era 2 story, this is a great moment to work with the players to complete any unfinished PC goals.

A Brush With Death

This optional downtime scene is available if you plan to run the "Postlude" scene at the end of chapter 9. The PCs have captured Harmony's attention, and he sends a messenger. During this downtime, choose a PC who either is interested in the Guardians organization, would find it especially meaningful to interact with this canonical character, or hasn't been highlighted recently. This PC is approached by Ironeyes (he/him), a legendary Steel Inquisitor who watches over Scadrial in Era 2 (as described in "Ironeyes" in chapter 8 of the *Mistborn World Guide*).

At a moment when the chosen PC is alone, read:

> A man in a black trenchcoat steps out of the shadows. Under the brim of his hat, steel spike-heads glint where his eyes should be. The left spike is pushed deeply into the socket, scars marring the thick black tattoos around that eye.
>
> "I don't mean to startle you." He speaks in a low, gravelly voice. "I've come to say... We appreciate your actions. Harmony and I. We aren't supposed to interfere, but you should know that what you're doing is important."

This is Ironeyes, once known as Marsh. He answers a couple questions, such as:

Can you help us? "No, but I will watch over you when I can."

What will the Eternity Spike do? "I don't know, but it's highly Invested. That much power, in the wrong hands, could destroy a city like this one."

What should I do now? "Return to your friends. Infiltrate Tekiel Tower. Stop Lysarra. A reckoning comes for the Gilded Few."

After this brief exchange, he nods to the PC, Steel-pushes himself onto a nearby rooftop, and disappears into the city. Ironeyes returns at this adventure's conclusion (see "Postlude" in chapter 9).

Character Advancement

The Era 2 characters advance to 7th level as downtime ends.

Salon Prep

The afternoon of the Spring Salon, Wilko visits the party to share what she and NeBaal have uncovered:

Fashion Runway. The evening opens with the show "Gilt and Glamour: Scadrian Fashion Through the Ages." Models walk the runway, displaying items up for auction.

Auction. Modeled outfits are auctioned, along with a few era-original pieces, including the Midnight Mistcloak.

Socializing. The evening ends with drinks and a chance to socialize.

After laying out the schedule, Wilko asks the PCs for their opinion of NeBaal. She admits a fascination with the kandra as living history, but she's pained by all the suffering they've endured. Concerned about what lies ahead, Wilko gravely requests that, should anything happen to her, the PCs ensure NeBaal doesn't face the future alone.

When the PCs finish discussing, they're due to pick up their outfits at Orlen's (if they're infiltrating as models) before heading to Tekiel Tower. Proceed to "Menacing Morgenthax."

Menacing Morgenthax

If the PCs already defeated Teddy in the freight warehouse during "Tekiel Investigation," skip to "A Fashionable Infiltration."

Otherwise, as the party makes their way to Tekiel Tower, they're intercepted by Teddy (**outlaw boss**) and his entourage of five mobsters (**outlaws**).

Have each PC make a DC 17 Perception test. If at least half the PCs succeed, they spot Teddy following them with practiced nonchalance; if the PCs try to confront or evade him, he whistles, and five other mobsters appear right behind the party. If all the PCs fail, they spot nothing amiss until they suddenly find themselves surrounded. Either way, read:

> A man with a pinched face and a heavy fur-lined coat steps forward, putting out his cigar. Surrounding him is an intimidating entourage, their hands not-so-subtly clutching concealed weapons, tattoos peeking out from under their rolled-up suit sleeves.
>
> "You've been causing a lot of trouble, what do they call yous, the 'rail rascals' of the Roughs?" The man clicks his tongue disapprovingly. "It's an important night for our Lady friend, so I'm glad we just happened to bump into yous."
>
> The mobsters draw weapons. "I'm sorry to say, you ain't going to no party tonight. You've been disinvited."

Teddy and his crew advance to capture or kill the PCs. If over half the party failed their earlier Perception test, they're surrounded, with the mobsters Bracing behind cover at the start of combat. Otherwise, the mobsters face them in a line.

Battlefield Effects

The following effect is active during this combat:

Thread the Needle. When a PC who is posing as a model is hit by an attack, they must make a DC 13 Agility test to protect their outfit. On a failure, they must choose to either take maximum damage from the attack or have their outfit damaged.

Aftermath

The mobsters won't fight to the death; once Teddy is downed, they retreat. Subdued mobsters refuse to speak, but they all bear Morgenthax tattoos (a book with the number 9 on the right page). Teddy has a sketch of the PCs, ripped from Kwylliam's *The Truth in Elendel* broadsheet, and a crumpled, unsigned note with orders to eliminate the PCs.

If a PC's outfit was damaged, they must succeed on a DC 18 Crafting test to make a hasty repair or improvise a quick replacement before the fashion show, or else every test they make during "Strut or Stumble" gains a disadvantage.



TEDDY MORGENTHAX

PIERRE IGNASZEWSKI



THE IRONSPINE BUILDING (LEFT) AND TEKIEL TOWER (RIGHT)

LEON TUKKER

A Fashionable Infiltration

Security at Tekiel Tower is heavy, and the venue is crowded with nobles in finery. Morgenthax **enforcers** dressed in House Tekiel uniforms patrol the lobby and monitor all visitors.

If the party signed a contract with Rielle, their names are on the list. They're escorted to a private elevator by two enforcers and taken to Floor 48, where organized mayhem reigns. An opulent ballroom here is in the final stages of setup, a large catwalk dominating the floor (see map 8.1 later in this chapter). Marthis is here coordinating setup. Enforcers lead the party backstage, where models are applying makeup, adjusting expensive outfits, and bickering with harried assistants.

If the PCs aren't posing as models, this is a good place to determine how they enter the Floor 48 ballroom, where they can talk to Marthis before taking seats in the crowd.

If the PCs lost the duel with Kwylliam in chapter 6 and didn't make good on their favor, the PCs now find themselves social outcasts among the nobles at the Salon, gaining a disadvantage on all social tests during "Marthis the Intern" and "Auction Action" as the elite guests snicker at their expense.

Marthis the Intern

Uniformed **Conrad engineers** run cables across the ballroom floor, overseen by Marthis (see "Roleplaying Marthis Elariel/Tekiel" in chapter 6). Marthis hasn't been filled in on Lysarra's full plans, but he knows enough to realize something about tonight is very, very wrong. His reaction when the PCs approach depends on how the party treated him in chapter 6.

Time Skip Connection

If the PCs have successfully completed a goal to help Marthis, this conversation automatically succeeds.

Otherwise, if Marthis is Marthis Tekiel (meaning the Era 1 PCs failed to unite Cadme and Anastas in chapter 2), the PCs gain a disadvantage on tests Marthis believes might go against his cousin Lysarra's wishes.

If the party is on good terms with Marthis, read:

> Marthis's eyes go wide as he spots you and jogs over. "Are you supposed to be here? It's a really big night, and important people are, you know, watching," he says, worriedly twisting a cable in his large hands. "I don't want... you'd be safer, not here."

Otherwise, if Marthis dislikes the PCs, he's wary, and the conversation is more difficult. Read:

> Marthis catches sight of you, then quickly looks away. "Didn't expect to see you here," he says. Conflict flickers over his face. "I guess... well, I hope you have fun at the auction. Big finale, I hear."

Conversation Approaches

A successful Insight test against Marthis's Spiritual defense (14) reveals his anxiety. To get him to say more (see "Resolving the Conversation"), the PCs might try the following:

Expressing Concern. The PCs can check in with Marthis empathetically. If a PC succeeds on a test, Marthis finds their kindness calming; the next test a PC makes to influence him gains an advantage, and he admits he's been anxious all evening. He's not sure what he's gotten himself into since the trials—he's just following Lysarra's lead and trying to make his family proud.

Probing for Information. If the party asks for details about Lysarra or the auction, Marthis mumbles that he can't say much. On a successful test, he spends focus to resist and admits Lysarra asked him to lead this technical setup at the last minute, and she's

been snappy all night. He says she's meticulous with preparations and believes she's just in a hurry because she's leaving later this evening (he doesn't know where).

Applying Pressure. If the PCs demand answers or accuse Marthis of hiding information, have a PC make a DC 18 Intimidation test. On a success, Marthis cracks, and the conversation succeeds. On a failure, Marthis refuses to engage for the rest of the auction, and the conversation ends in failure. This is a good place to raise the stakes.

Resisting Influence

Marthis (**society pledge**) has a Cognitive defense of 13, a Spiritual defense of 14, and 4 focus. He spends focus to resist questioning about the auction or pressure to betray Lysarra. He's receptive to genuine emotional connection, especially if the party helped him previously.

Resolving the Conversation

The conversation succeeds if the party builds enough trust to overcome Marthis's hesitations or if his focus is reduced to 0. If the PCs treated him poorly in chapter 6, he's wary, and a single failed test ends the conversation in failure.

Success. Marthis is visibly conflicted, caution quickly spiraling into rambling. Overwhelmed, he insists he doesn't know what's happening but says something feels wrong, and he's scared. He overheard Lysarra mentioning a surprise beyond the fashion show pageantry. He feels stupid sharing this, but when she said "surprise," it sounded threatening.

Failure. Whether from guilt or the fear of betraying Lysarra, Marthis shuts down completely. He mutters something about "leaving him and his family alone" and exits the backstage area, avoiding the PCs for the rest of the evening.

Either way, once the conversation concludes, if the PCs are posing as models, continue to "Caper on the Catwalk." Otherwise, proceed directly to "Auction Action."

Caper on the Catwalk

A Young Ascendant steward (**commoner**, she/her) begins lining models up for the stage. Read:

> Beyond the curtain, an upbeat tune swells, crackling and hollow through speakers on the walls. A Young Ascendant steward gives the assembled models an enthusiastic smile, then strides through the curtain, brandishing a microphone: "Tonight is a journey through time and textile. Orlen's Stitch presents: the Fellise Masque collection!"
>
> The first model—wearing a faux-fur mistcloak—ducks through the curtain, to polite applause.
>
> A steward hisses at you, "You're on deck, get ready!" before pointing you toward the stage.

Each PC walks the runway solo, aiming to impress the gathered elite. Run this as a short endeavor each PC attempts separately, counting successes individually (see "Resolving the Endeavor").

Time Skip Connection

If the Rising Reputations event triggered in chapter 2, the announcer calls out any design elements influenced by the Era 1 characters' dress.

Strut or Stumble

Have each player make three contributions, representing their PC's performance at three key moments during their runway walk:

Strike a Pose. Stepping into the spotlight sets the tone. A PC could strut through the curtain with commanding presence (DC 17 Leadership) or glide down the runway with enviable poise (DC 16 Agility). PCs who successfully collaborated at Orlen's Stitch gain an advantage on this test.

Center Stage. Midway down the runway, a brief flourish is expected. A period-accurate bow or curtsy (DC 16 Lore) or an exaggerated twirl (DC 17 Agility) could capture the crowd's attention.

Final Turn. Exiting strong leaves a lasting impression. A winning smile can capture hearts (DC 17 Persuasion) or a subtle tug on a hem could reveal a garment's concealed features (DC 16 Thievery). This is a good place to raise the stakes.

Strut or Stumble Opportunities and Complications

Result	Example
◇	The PC notices the carpet bunched oddly at the front of the stage (see "Trap Door and Dumbwaiter"). On a successful DC 14 Perception test (no action required), they also see the trap door.
✳	The PC's outfit tears mid-walk. If they don't succeed on a DC 15 Thievery test to conceal the damage, remove one success from their Strut or Stumble performance.

Resolving the Endeavor

The number of successes a PC accrues determines the audience's response to each character.

Zero Successes. The PC stumbles through their performance, drawing the wrong sort of attention. During "Under the Gavel," one rival bidder can treat a PC success as a failure by humiliating them.

One Success. The performance is forgettable but avoids embarrassment.

Two Successes. The crowd murmurs approvingly. One PC failure during "Under the Gavel" can be treated as a success, as a rival bidder shows appreciation.

Three Successes. The room is dazzled. Before the auction begins, the venerable Lady Ismara Buvidas (use the **commoner** stat block, she/her) approaches the party, charmed by their performance, which reminds her of old-world pageantry. She offers to back them, funding up to 300 boxings of bidding on any one item.

When the last PC finishes their runway strut, continue to "Auction Action."

Auction Action

After the fashion show, a Young Ascendant steward leads the PCs backstage to collect their outfits and ready them for auction. Once the PCs have changed, read:

> Outfits are arranged on stage while soft music drifts from the loudspeakers. Nobles peruse the offerings, quietly discussing their bids. Their own fashion tonight is calculated, dresses and suits cut at sharp angles, each tailored to strategically frame glimpses of metal. Pierced arms, chests, and shoulders gleam—a deliberate display.

Anyone with the Hemalurgist expertise immediately notices that the piercings are located at Hemalurgic bind points. The auction will begin shortly—but first, Merid has information to share, and Lysarra wants a word.

Merid in Attendance

After a moment, Merid approaches. Read:

> "Fancy meetin' you all here." Sharply dressed, Merid is nearly unrecognizable without his olive duster, but his easy smile gives him away. "Enjoyin' this Gilded gala?"

In a lowered voice, Merid shares the following:

Why are you here? "The Guardians keep an eye on this sort of shindig. These folks are gilt-edged knives, all. We haven't seen this many Gilded Few all together in… well, ever."

What do you know? "Something's going down, and soon. Tekiel's workin' on a secret project. She's loaded up a Breaknaught, leaving tonight, after the gala. I'm gonna tail her after the auction. Want in?"

What about the mistcloak? "Quite an item. Would be a real shame if it fell into the wrong hands." He gives the Gilded crowd a meaningful look.

Notice anything suspicious? If Kwylliam or Bayron is still alive, Merid observes they're notably missing from the gala tonight. If Vorn is alive, Merid also says, "Lysarra isn't alone tonight—the good Captain Vorn's at her side. She's not even pretending to work for the Archives anymore." If Vorn is dead, Merid instead says, "Lysarra's got Morgenthax security all over her tonight," and points out the Tekiel security captain—a hard, grimacing woman with a revolver, standing just behind Lysarra.

Vorn Vanquished?

If Vorn died in chapter 5, replace her with a new Tekiel security captain who uses the **hazekiller elite** stat block. The new captain shadows Lysarra, ever vigilant, but she doesn't recognize the PCs, and she isn't romantically entangled with Lysarra.

Trap Door and Dumbwaiter

At the front of the stage, the auction items have been placed on top of a trap door, connecting to a maintenance chamber. Here, five gas-mask-wearing **Conrad operatives** quietly hide, waiting to spring Lysarra's trap (see "An Emerald Ending"). The trap door is locked and can only be opened from below.

Security is tight, and approaching the stage is difficult. A PC must either succeed on a DC 20 Stealth test or have a plausible reason, such as accepting an auction item, to examine the door without attracting attention. Vorn (or her replacement) approaches if the PCs attempt to open the door.

The room also contains a dumbwaiter, too small for a person to fit inside, from which servers deliver drinks.

Gilt Tongues

If the PCs eavesdrop before or during the auction, they overhear the following:

Generational Drift. A circle of nobles in gold finery drink while complaining about low-quality pledges taking "the Trials" this year. They lament how things aren't as they used to be, blaming the change on letting in "lesser" noble families like the Conrads.

Loose Lips. Lord Percival Haught (use the **commoner** stat block, he/him), mustachioed and barrel-chested, barks about declining broadsheet quality. He singles out Kwylliam's broadsheets, wondering aloud if the Elariel scion needs his leash yanked—to be brought back in line with Gilded interests.

Listening in on Lysarra. PCs watching Lysarra can make a DC 14 Insight test. On a success, they notice her pulling Vorn aside to whisper something and give her a small kiss.

Heir Legacy Moment



The Heir is approached by an NPC family member who's also attending the Salon. Work with the player to decide who. This NPC has joined the Gilded Few and excitedly assumes the Heir has, too. Playing along earns the Heir a "welcome gift" of 200 boxings for use at the auction. Alternatively, turning the NPC against the Gilded Few requires a DC 17 Persuasion test. On a success, the relative assists the Heir during the auction, and they automatically progress the upcoming Dominate the Auction event by 1.

Lawkeeper Legacy Moment



Vorn approaches the Lawkeeper, acknowledges their shared history, and suggests they're worth more than their current station. If Vorn died, this interaction happens with her replacement, who says the Lawkeeper's reputation precedes them.

Hinting at upheaval within the Gilded Few, Vorn says Lysarra needs a reliable gun who follows orders. If the Lawkeeper feigns interest with a successful DC 17 Deception test, she tells them to come to the back door, alone, during bidding for the Robe of Silenced Steel. If the Lawkeeper agrees to follow her instructions, they make another DC 12 Deception test. On a success, immediately before "An Emerald Ending" begins, Vorn ushers the Lawkeeper into the hallway, locking the door behind them. On a failure, Vorn locks them in the ballroom.

A Warm Greeting

Just before the auction begins, Lysarra singles out one of the PCs, preferring a woman or a subdued, thoughtful character. Refer to "Notable Characters" in this book's introduction for tips on roleplaying Lysarra. Vorn is a constant shadow nearby, and the venue is crawling with security; make it clear to the players that any attempt at combat now would leave the PCs disastrously outnumbered.

Lysarra is genuinely interested in what the PCs want, cataloging the information to use later (such as during "A Train to Catch," or "Freedom for Fools" in chapter 9). As Lysarra approaches the PC, read:

> Dressed in a sleek and elegant suit, Lady Lysarra Tekiel approaches, her nearby security guards watching you like hawks.
>
> "I must say, I'm impressed. I knew you were snooping around, but I thought it unlikely you'd make it tonight. You're welcome, nonetheless. You've obviously struggled to get here, so tell me—what is it you want?"

Lysarra is polite and warm. If the PCs made donations (in chapter 5), she expresses thanks. If the PC answers earnestly or succeeds on a DC 19 Deception test, Lysarra also shares what she wants:

> "Want can be a very emotional thing, and emotions can make your desires small: material objects, immediate gains, hollow vindications. My uncle Augustin taught me that. What I want is control over my own destiny. Take Kwylliam or Bayron; nobody questions their fitness to decide. We've come a long way since the Ascendant Warrior, but even she never wore a crown."

Lysarra asks questions and humors cordial conversation, but she shares nothing of her plans. If the PCs start focusing on her crime connections, Old Luthadel, NeBaal, or the Gilded Map, she extricates herself:

> "That's quite a story you're spinning. I bet Kwylliam would enjoy it. It's unfortunate he couldn't make it tonight." Lysarra gives an unreadable smile. "Enjoy the evening, with my sincere compliments—and best of luck with the bidding." Lysarra glides to meet the next group of guests, security closing behind her.

Lysarra won't engage the PCs further, and if pressed, Vorn summons five guards (**enforcers**) to help escort Lysarra away. As the guests take their seats for the auction, Lysarra heads backstage.

Storyteller Legacy Moment

Lysarra prioritizes the Storyteller when selecting a PC to approach. She opens by reminiscing wryly about the offer she made the Storyteller in chapter 5, saying she's been quite impressed, seeing the Storyteller's reputation grow. She asks why the Convict's story is so important to the Storyteller. If they answer sincerely, she remarks she'll remember the story. If relevant to the Convict's story, she muses how controlling one's destiny is a messy business.

After discussing what the Storyteller wants, if they've remained cordial, Lysarra closes the interaction by offering the Storyteller the job of auctioneer for the upcoming bidding. If they accept, reduce the DC of PC tests to bid by 4. If they refuse, their close encounter with Lysarra leaves them better able to read the room: Reduce the number of Opportunities required to trigger the Dominate the Auction event by 2.



LYSARRA TEKIEL

DEANDRA SCICLUNA

Under the Gavel

Once the PCs have socialized and spoken with Merid and Lysarra, the auction begins. Read:

> Curtains open, revealing a stage evocative of the cruel spikes of Kredik Shaw. There's a soft hiss as fog sweeps across the platform. Lysarra emerges, a spotlight glinting off the diamond earring in her left ear, and a leash in one elegant hand—a large, black-furred wolfhound accompanies her. The bold blue mistcloak swirls triumphantly around Lysarra, a living mirror of the Ascendant Warrior statue in the Field of Rebirth. The crowd bursts into thunderous applause.
>
> With a flourish, she drapes the Midnight Mistcloak reverently on a dress form before stepping up to the microphone.
>
> "Friends, patrons, thank you all. The Young Ascendants wouldn't exist without your generous support. I offer my very own piece of history: a unique mistcloak from the era of the Ascendant Warrior—Vin Tekiel—in support of the next generation of Scadrial's leaders. Bid boldly!"

Lysarra cedes the stage to a stoic auctioneer who begins the bidding.

Auction Flow

PCs can participate in the auction by bidding on items as a group. Introduce the Dominate the Auction event to the players, and explain how the "Rules for Bidding" work. The scene advances to "An Emerald Ending" when any of the following occurs:

- The bidding ends on the ***Robe of Silenced Steel*** (detailed in appendix B). Allow the PCs to receive the robe, if they won.
- The Dominate the Auction event triggers.
- The PCs discover the trap. See "Discovering the Trap."

Auction Items

The following items are presented in order:

Fan of the Bloom. A delicate stained-glass fan crafted during the turn-of-the-century "Glassgarden" fashion wave, popularized in salons and horticultural clubs. Opening bid: 75 boxings. Value: 500 boxings. Rival bidders: 2.

Robe of Silenced Steel. This robe shields objects beneath it from the effects of Allomancy (as detailed in appendix B). Opening bid: 100 boxings. Value: 2,000 boxings. Rival bidders: 3.

Midnight Mistcloak. This is (ostensibly) the final item up for bidding.

PCs can make a DC 15 Lore or DC 17 Crafting test to appraise an item as it comes up for bidding. On a success, they learn the item's value and gain an advantage on tests to bid on it.

Rules for Bidding

Bidding takes place in rounds. Each round, the following happens:

Bid or Withdraw. The party must bid or withdraw. If they bid, they must raise the bid by at least 25 boxings.

Make a Test. PCs bidding on behalf of the group must make a DC 16 test with a relevant cognitive or spiritual skill. If the players raised their bid by at least 50 boxings, raise the stakes. On a success, a rival bidder drops out; on a failure, a rival retaliates with a 100-boxing raise.

Rivals Bid. The current bid increases by 50 boxings for each rival still bidding. Then a new round starts.

The bidding for an item ends when the PCs withdraw or all rivals drop out. When the PCs win a bid, progress the Dominate the Auction event by 1, and have a PC immediately head to the stage to pay, receive the item, and possibly notice the trap door (see "Trapdoor and Dumbwaiter").

Event: Dominate the Auction

When the auction begins, create a Dominate the Auction positive event with four slots. Tell the players the event represents their control of the mood of the room, and triggering it represents their outright dominance in the battle of wits between bidders. However, in truth, the event is tracking whether the PCs discover Lysarra's trap before it is sprung.

Progressing the Event

A PC can spend an Opportunity to progress the event by 1. The event also progresses by 1 when the PCs win an auction item.



Triggering the Event

If you fill all four event slots, the event triggers. Narrate a sinking feeling as the PCs notice the bulleted information in "Discovering the Trap," then proceed immediately to "An Emerald Ending."

Discovering the Trap

Moving about the quiet room during the auction is difficult, requiring a successful DC 18 Stealth test. On a failure, a Tekiel guard (**enforcer**) comes over to reseat the PC.

Each PC who moves about the room successfully, or who specifically asks about one of the following details and succeeds on a DC 14 Insight or Perception test, learns one piece of information:

- Lysarra is nowhere to be found.
- The Young Ascendant stewards have vanished.
- The stage has a trap door.
- The ballroom doors are locked.

Closely examining the trap door or nearby technology and succeeding on a DC 14 Crafting test immediately reveals the trap (see "Trap Door and Dumbwaiter").

Explorer Legacy Moment

The Explorer recognizes the ***Robe of Silenced Steel*** (detailed in appendix B) from the Chronicler's notes, and understands how rare knowledge of aluminum was during Era 1. Ask the Explorer and Chronicler players to collaborate on the story of when and where the Chronicler came across the original bearer of the robe and encountered its strange properties. The Explorer then gains an advantage on tests to bid on the robe; if they share the Chronicler's story with others in the room, also reduce the robe's rival bidders by 1 as an NPC respectfully bows out.

An Emerald Ending

Midway through the auction, the Gilded Trio execute their plan to wipe out the Gilded Few and claim their Hemalurgic spikes. Read:

> Over the hum of conversation, a sudden pop and hiss comes from the stage. In a trickle that rapidly becomes a flood, bright viridian mist gushes from vents near the catwalk, swallowing the front rows in a heartbeat. Confused shouts become choking gurgles as nobles drop to the floor. Those near the back run, panicked, toward the ballroom doors. "They're locked!" someone yells.
>
> The deadly living fog rolls forward. In moments, the room will be full.

Lysarra is gone, the doors are locked, and lethal green mist rolls across the floor. Merid, seated at the front, stumbles upright, colliding with a panicked Marthis. To survive and save lives, the party must act fast.

Hold Your Breath

The PCs must get through the locked, reinforced doors before being overtaken by the viridian mist. Run this scene as an endeavor (see "Resolving the Endeavor").

If the PCs completed the Dominate the Auction event or otherwise discovered the room was a trap, they begin this endeavor with 2 successes already accrued.

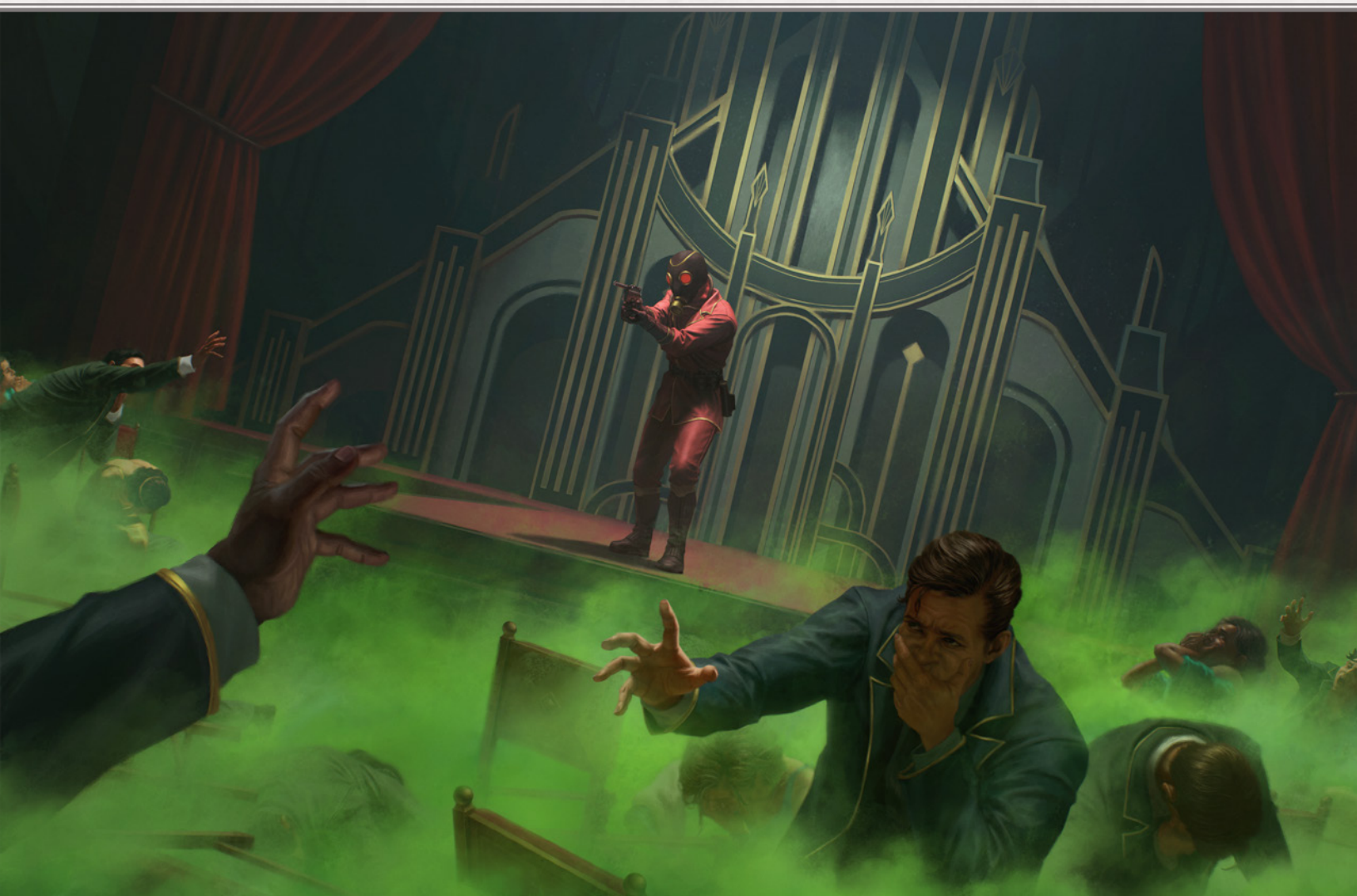
Special Rule: The Viridian Mists

Each character takes 1d4 vital damage at the start of each round of the endeavor. Each character who fails a test during the endeavor takes an extra 1d8 vital damage. A character who doesn't need to breathe (such as a Cadmium Ferring using Tap Breath) doesn't take damage.

Special Rule: Abandoned Auction

Consult map 8.1 for the ballroom layout. Any items still waiting to be auctioned are left unattended on the stage (at the south end of area T1), including the ***Midnight Mistcloak*** (detailed in appendix B).

Lysarra intends to reclaim the mistcloak after the mist clears. A PC can make a contribution, such as a DC 22 Agility test or a DC 20 Discipline test, to grab the mistcloak (or any other unclaimed auction item), taking 2d8 vital damage from the mists when they do. If they succeed, they gain the item but don't count the success toward the endeavor. If they fail, they don't gain the item.



LIE SETIAWAN

Special Rule: Other Guests

Merid (**lawkeeper**), Marthis (**society pledge**), and any other friendly NPCs immediately inhale the gas. Without assistance, they perish after the PCs accrue 4 failures. A PC can make a contribution, such as a DC 12 Medicine test or DC 15 Athletics test, to help a specific NPC. If they succeed, don't count the success toward the endeavor, but roll 1d4 and add the result to the number of failures remaining before that NPC perishes.

If a PC seeks out Merid, he begins assisting one PC per round, adding an advantage on their test.

Breach the Doors

The PCs must breach the ballroom doors to escape the flood of poisonous mists. Potential approaches include:

Shatter the Mechanisms. Characters can break the hinges and reinforcements on the doors with an appropriate weapon and a precise application of ordnance (DC 17 Light Weaponry or Heavy Weaponry). This is a good place to raise the stakes.

Heave! Characters can use a banquet table or lectern as a battering ram (DC 17 Athletics) or help coordinate efforts to break down the doors (DC 17 Leadership).

Unlock the Doors. A character with lockpicks can work to unjam the well-made lock (DC 17 Thievery).

Resolving the Endeavor

The endeavor succeeds when the party accrues 6 successes, or if they otherwise complete the objective. If the PCs triggered the Dominate the Auction event or otherwise discovered the room was a trap, they begin the endeavor with 2 successes already accrued.

Success. As the mists swallow the entire ballroom, the PCs emerge into the corridor, gasping but alive. If any other NPCs survived (see "Special Rule: Other Guests"), they're too weak to assist further. The rest of the Spring Salon attendees lie dead.

Failure. Unlike many other endeavors, no fixed number of failures ends this endeavor. The PCs continue to take damage from the viridian mist until they escape or they die.

A Train to Catch

Refer to map 8.1, which includes two floors of Tekiel Tower. As the party escapes the gas-choked ballroom (area T1), they emerge into the stark glass-walled hallway (T2) of Floor 48. Read:

> The electric starscape of the Elendel skyline surrounds you, spread out beyond the floor-to-ceiling windows of this grand corridor.
>
> Down the hall, Lysarra glances at her watch, speaking into a wall-mounted transmitter. "The sacrifice is complete, you're set for extraction—" As she notices you, her brow creases. She puts down the microphone.
>
> From the shadows, the security captain steps protectively in front of her. "You have a train to catch. Go. I'll handle this."
>
> Lysarra puts a hand on the captain's shoulder. "No, this hiccup is my fault. Let's clean it up together."

Lysarra aims to keep the PCs occupied while the "Spike Extraction"—and all her other plans—play out (see "Lysarra's Long Ploy" at the beginning of this chapter).

The PCs hear movement in the back of the ballroom. Ask them if they keep the ballroom doors open or closed, then start combat.

Floor 48 and Floor 40 Locations

Map 8.1 depicts the following locations:

T1: Ballroom. A spacious event hall with a stage. Two curtained-off spaces form makeshift dressing rooms. Connects to T2.

T2: Glass Hallway. A long corridor with floor-to-ceiling windows overlooking Elendel. Connects to T1 and T4 (via elevator).

T3: Tekiel Tower Roof. An external ledge wraps around Floor 40 of Tekiel Tower, featuring curved copper and stone spires. Connects to T4.

T4: *The Truth in Elendel* Newsroom. The dark office is circumscribed by floor-to-ceiling windows and filled with an orderly grid of desks, each with a typewriter. Connects to T3, T5, T6, and T2 (via elevator).

T5: Corner Office. The tasteful, disused corner office of Kwylliam Elariel. A carved Terris cabinet contains a bottle of whiskey (***alcohol***) worth 300 boxings. Connects to T4.

T6: Toilets. Two washrooms. Connects to T4.

Starting Combat

Combat begins in the glass hallway (T2) on Floor 48 of Tekiel Tower. An elevator is in the northwest corner. The PCs start just outside the ballroom door, and **Lysarra Tekiel** and **Captain Eliane Vorn** (or her **hazekiller elite** replacement) begin directly in front of the wall-mounted transmitter.

In addition to the "Battlefield Effects" active for this combat, events unfold at the start of each round as follows:

Round One. Five **Conrad operatives** emerge from under the stage in the ballroom (T1), each wearing a ***gas mask*** (detailed in appendix B).

Round Two. Two Morgenthax toughs (**outlaws**) come around the corner (T2) and enter combat.

Round Three. Two more Morgenthax toughs (**outlaws**) arrive at T2 via the elevator.

Round Four. An operative's voice crackles through the transmitter: "Extraction complete, spikes delivered." The five masked Conrad operatives arrive at the ballroom door (entering area T2), joining the fight during the NPC slow turns.

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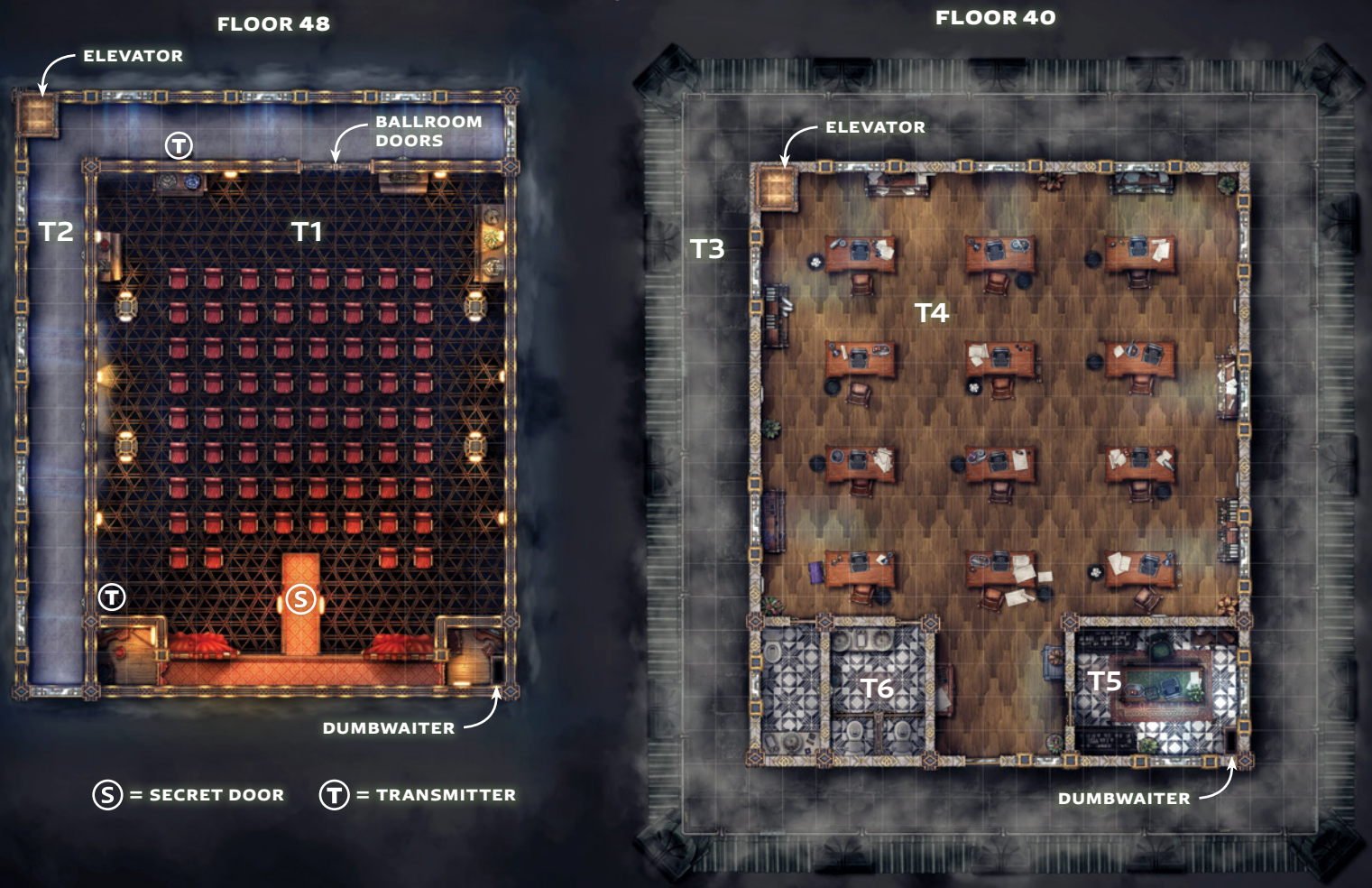
Rookie Legacy Moment

Amid the clash and gunfire, the Rookie recalls one of the Veteran's famous teachings: Battles are won through control. Ask the Rookie about a time the Veteran faced a superior force, and how they won; then ask the Veteran which piece of the real story got left out of the history books. After these answers, the Rookie can immediately reposition up to three allies, shifting each up to 15 feet as they strategically reshape the battlefield.

Spike Extraction

During the fight, within the mist-filled ballroom, the five gas-masked Conrad operatives harvest spikes from the bodies of the Gilded Few. Their task is to send the spikes down the dumbwaiter to Sublevel 1 (see "Sub-level 1 Train Platform"). They complete the extraction after three rounds. If the PCs approach, one operative attempts to grab the ***Midnight Mist-cloak*** and distract the PCs while the rest of the operatives continue working.

Map 8.1: Tekiel Tower
1 square = 5 ft.



Battlefield Effects

The following effects are active during combat:

Glass Curtain. The windows are easily shattered; even if not targeted directly, attacks near them might warrant raising the stakes. The GM can spend ✵ to cause a window to shatter. Each character directly adjacent to a shattering window must Avoid Danger (⮌) or take 1d6 keen damage from flying glass. The area within 10 feet of a shattered window becomes dangerous terrain [1d4 keen].

Viridian Mists. If the ballroom door is open, the mists spread 15 feet at the start of each round. A character who starts their turn in or enters the mists for the first time on their turn takes 2d8 vital damage. A broken window disperses mists within 10 feet and stops the mists from progressing.

Freefall. If a character adjacent to a shattered window is pushed (via a Shove or otherwise), they can Avoid Danger (⮌) by succeeding on a DC 15 Agility test. If the character fails to Avoid Danger, they fall from the window and plummet eight stories down to the Floor 40 ledge (T3), taking 8d6 impact damage and landing Prone.

Wall-Mounted Transmitter. A character can Interact (▶) with the wall-mounted devices to enable ongoing Banter (▷) between the transmitters in the hallway (T2) and ballroom (T1).

Elevator. Characters inside the elevator can Interact (▶) to select a floor; at the start of the next round, the elevator arrives at that floor. If any adversaries fall to Floor 40, they use the elevator to ascend back to the fight.

A Train to Catch Opportunities and Complications

Result	Example
◈	A strike drives a Morgenthax tough (**outlaw**) into a windowpane, shattering it. The PC can spend ⮌ to push the tough through the window.
◈	A stray shot strikes a steam pipe on the ceiling. A PC can spend ▶ to direct the scalding gas at a nearby enemy, who must succeed on a DC 15 Agility test or take 1d6 energy damage and become Disoriented until the end of their next turn.
✵	An enemy shoots a light fixture overhead, sending sparks flying. The PC must Avoid Danger (⮌) or take 1d6 energy damage and become Disoriented until the end of their next turn.
✵	A precision shot strikes the marble wall, blowing shrapnel into the PC's face. They're Stunned until the end of their next turn.

Aftermath

Lysarra fights ferociously and with deadly intent, but she doesn't wish to die needlessly. If still alive when the operatives arrive at the start of round 4, she attempts to retreat via the elevator, using her key code to get to the sublevel floor. Two outcomes are possible:

Lysarra Escapes. If Lysarra successfully flees via the elevator, the Conrad operatives break through glass windows and rappel away. Vorn (or the replacement security captain) fights to the death, at which point any surviving Morgenthax toughs flee or surrender. A few minutes later, the building rumbles as the Breaknaught leaves the Sublevel 1 platform.

Lysarra Defeated. If the PCs defeat Lysarra, a moment before she expires, the entire building rumbles as the Breaknaught leaves the Sublevel 1 platform. Lysarra gives a bitter smile, saying, "You're too late. Your professor friend has already been an enormous help—she made such careful, detailed notes… Just as good as the originals." With her dying words, Lysarra insists her plans will outlive her: Bayron or Kwylliam will achieve godhood and wipe the PCs, scum that they are, off the face of Scadrial. After the fighting ends, if a PC has the Hemalurgist expertise, they can attempt to remove Lysarra's bronze ***Hemalurgic spike***, which grants Brass Allomancy, from her corpse (see "Handling Hemalurgy" in this book's introduction).

The ballroom is empty of life if the PCs reenter afterward. Investigation reveals silence and spike-stripped corpses. Defeated Conrad operatives each have a ***gas mask*** (detailed in appendix B). The PCs find 1,000 boxings on the security captain and a note reading "Elevator: 1024," the code to access Sublevel 1. Any auction items the PCs didn't already claim were delivered down the dumbwaiter with the spikes. If Merid survived, he finds the elevator code if the PCs don't, and suggests using it.

Sublevel 1 Train Platform

After a character enters 1024 in the elevator console, the elevator jolts, dropping with surprising speed. It lets the PCs out on a secret basement-level floor, Sublevel 1. Read:

> The lift doors open on a cavernous room smelling of oil and cement. Harsh electric lights illuminate a train platform. Crates are stacked nearby in disarray, and a small hatch in the wall stands ajar. The empty train tracks disappear down a long, dark tunnel.

These sublevel tracks are part of Lysarra's secret railway project leading to Old Luthadel. The Breaknaught left in a hurry and without all its supplies, leaving the tracks empty but warm. PCs who investigate the hatch find a dumbwaiter smelling of blood. It connects to the ballroom (among other floors). It contains a zinc ***Hemalurgic spike*** and a copper ***Hemalurgic spike*** inside a blood-filled metal vial.

Wilko Abducted

When the PCs return to Wilko's apartment, the door is ajar, splintered from forced entry. The interior is silent. As they enter, read:

> The door hangs partially open on damaged hinges, its lock twisted. Inside, the apartment is a ruin. Drawers gutted, shelves half-emptied, books torn and trampled. A delicate tea service for two lies shattered near a small table, cups in pieces, spiced tea dripping from the shards.
>
> In the devastated room's epicenter lies a melted puddle of transparent flesh and bones.

Anyone examining the puddle finds NeBaal, who is suffering the effects of a kandra-disrupting compound that prevents them from holding shape. For a few minutes, NeBaal can only helplessly mouth, "Azmine." Professor Azmine Wilko is nowhere in sight.

As the toxin begins to clear, NeBaal's form stabilizes enough to speak. Their voice is laden with tension and fear. NeBaal shares the following:

The Break-In. NeBaal describes a forced entry by Morgenthax thugs shortly before the PCs' arrival.

Kandra Poison. NeBaal attempted to intercept the intruders but was stuck with a needle—one coated in a substance that destroyed their ability to hold shape. Their body failed instantly. Though conscious, they couldn't move or speak, and they helplessly watched the thugs tear the room apart and leave with Wilko.

Wilko's Abduction. The intruders went straight for Wilko, then started looking for her journal. NeBaal's voice tightens with barely contained emotion as they recount her being led away.

The Stolen Journal. Before leaving, the intruders located Wilko's color-coded journal, containing her extensive notes and sketches detailing the party's collected Gilded Map fragments. Combined with what Lysarra almost certainly gleaned this past month while in possession of the Midnight Mistcloak, the Trio can now navigate the tunnels to reach the Eternity Vault.

Journeying Onward

The Era 2 characters advance to 8th level.

At this point, the PCs may have finally assembled all three pieces of the Gilded Map: the ***Raven Mask***, the ***Unity Medal***, and the ***Midnight Mistcloak*** (detailed in appendix B). However, with Wilko kidnapped, the Trio has a clear path to their ultimate goal, and the party is a step behind. The PCs now have a clear trail to follow—and a friend to rescue.

If Merid survived "An Emerald Ending," he pledges the full support of the Guardians (see appendix F). If Merid died, instead decrease the Guardians organization's scale by 1. If Marthis survived, he expresses heartfelt gratitude, offering 1,000 boxings and whatever favors he can provide. For additional information and benefits offered by Merid and Marthis, see "A Matter of Time" in chapter 9.

From here, the Era 2 PCs race to Old Luthadel—and to the end of all things.



WILKO'S APARTMENT IS IN DISARRAY AFTER THE GILDED TRIO STRIKE.

KEVIN O'NEILL

CHAPTER 9

ALL ENDS IN LUTHADEL

Throughout their Era 2 adventures, the PCs witnessed the lengths the Gilded Trio have gone to in order to achieve their baleful ambitions. In this final chapter, the party beholds the power—and decides the ultimate fate—of the Eternity Spike.

Running This Chapter

The Gilded Trio travels north in a Breaknaught train with the stolen latticework and a captured Professor Azmine Wilko. They race to complete the Ascension ritual and use the Eternity Spike before the PCs catch up for one final, fatal confrontation.

Chapter Flow

As the chapter begins, the party must assemble the Gilded Map and follow the Gilded Trio north to Old Luthadel, where they can rescue Professor Wilko at the Trio's base camp before taking on a dungeon crawl through the Eternity Vault.

Before running this chapter, prepare the vault dungeon based on the choices (and dungeon map) the players made during chapter 4. This GM setup work is covered step-by-step under "Vault Dungeon Setup."

You must also decide which of the Gilded Trio is the "chosen one"—the main villain of your campaign. Choose whichever villain makes your players' story feel the most exciting and personal; that villain will receive the Eternity Spike and "ascend." This chapter's read-aloud text assumes all three Gilded Trio members have survived this far, but if one or two of the Trio were killed before chapter 9, prepare to modify the provided read-aloud text to account for their absence.

PC legacies function differently during this final chapter. Retrieve the "My Legacy" handouts the players filled out during chapter 4, as the Era 1 and Era 2 PCs' legacies interconnect during the final battle (see "Threads of Fate"). Also review the special "Chronicler Legacy" and "Convict Legacy" sidebars in this chapter.

Lastly, when preparing for the final battle in "Freedom for Fools," review the **Hemalurgic monstrosity** stat block, which provides features and actions to represent your chosen main villain. The other surviving Trio members join the fight with modified stat blocks, functioning as rivals instead of bosses.

If the party strikes down the Hemalurgic monstrosity, the Gilded Few are defeated, and the PCs fulfill the legacies of the Eternity Spike's original Era 1 protectors. What happens next is entirely up to the Era 2 PCs—but in "Postlude," Ironeyes has a suggestion to make.

Character Advancement

The Era 2 characters start this chapter at 8th level and advance to 9th level once they enter the vault dungeon. Upon defeating the Hemalurgic monstrosity and putting an end to the Gilded Few, the PCs advance to 10th level.

Journey to the Past

The chapter starts immediately after the events of chapter 8. Give the PCs a chance to quickly regroup for pursuing the Gilded Trio. If the PCs aren't aware of any of the following, NeBaal shares:

- Professor Wilko mentioned rumors the Trio had found Old Luthadel, with Lysarra funding a secret excavation site there for almost a year.
- The purpose of the Gilded Map is to navigate the tunnels below Old Luthadel to find the vault entrance. Combined, the three map fragments show the way.
- With Wilko and her journal of notes on the Gilded Map, the Trio can now find the Eternity Vault holding the Eternity Spike in the Old Luthadel tunnels. It's just a matter of time.
- The spikes Lysarra removed from the Gilded Few are the latticework needed for the Eternity Spike's Ascension Ritual.
- The Breaknaught was headed to Old Luthadel. For both Scadrial's future and Wilko's safety, the PCs should follow as soon as possible.

Friendly Faces

Both NeBaal and Merid (or, if Merid died, another member of the Guardians organization: Archivist Wynn Letrelle from chapter 5) proactively find the PCs before they leave. Several other NPCs are also available (if they survived), should the PCs seek them out:

NeBaal. NeBaal is adamant about traveling with the party. They're worried for Wilko and feel responsible for everything leading to this moment. They recount the heroic actions taken by the Era 1 PCs, and say they can't stand idly by.

K.T. Quiven. If the PCs seek out K.T., they can't find her. Investigating her dorm room turns up stolen Conrad Industries uniforms as well as notes on Lysarra's Breaknaught train car. It seems she's gone undercover again. If the PCs didn't find the Sublevel 1 platform, they can follow K.T.'s notes now to do so.

Marthis Elariel/Tekiel. If the PCs saved Marthis, he tells them everything he gleaned about Lysarra's preparations for traveling to Old Luthadel, such as the planned route and the dry climate. This accrues 1 free success toward the "To the Ruins" endeavor.

Merid or Wynn. If Merid survived, he provides the PCs with the blueprints for the Eternity Vault. Give the players the vault layout map they created during chapter 4, including the markings for all the traps. The Guardians pledge to do everything they can to help. If Merid is dead, Wynn still brings the PCs the Eternity Vault plans on behalf of the Guardians, but the secret society is in disarray and unable to provide any additional assistance.

Time Skip Connection

The plans for the Eternity Vault were created by the Era 1 PCs in chapter 4. They became a relic in their own right, passed down through the Guardians for centuries, waiting for just this moment.

To the Ruins

While the PCs can follow Lysarra's secret railway tracks underground, getting to Old Luthadel is still no small feat. The party must travel 600 miles by train or boat to the region around Callingfale in the Northern Roughs. After that, they must navigate around 75 miles of unforgiving rocky desert with no roads to reach the ruins of Old Luthadel. Run the party's journey as an endeavor (see "Resolving the Endeavor"). There are three obstacles the PCs must overcome to reach the ruins: Deciphering the map pieces, securing fast travel, and surviving the frontier itself.

Special Rule: Ascension Rising

The countdown to the Ascension event begins now (see "Event: Ascension" later in this chapter).

Don't fully reveal the event yet, but do introduce an unnamed negative event to the players now, along with an event track with eight Complication slots. Progress the event by 1 for every Gilded Map piece the party never acquired. Show the players whenever you progress the event (but the purpose of the event won't be fully revealed until "A Race to Eternity"). For now, only progress the event when directed, not on Complications.

Failures on the "To the Ruins" endeavor represent delays, giving the Trio time to progress the Ascension. Each time the PCs accrue a failure during "To the Ruins," fill a slot on the event track, and describe evidence of the Gilded Trio and their forces moving quickly ahead—for example, abandoned campsites, tire treads in the dirt, or rumors of a noble-led force moving northeast.

Special Rule: Quiet Moments

Two roleplaying scenes interlace with this endeavor. The following order is suggested:

- Run "Assembling the Map" after deciphering the map pieces.
- Run "We've Come So Far" after securing travel, while surviving the frontier, or if the PCs fail the endeavor.

Running the Endeavor

The PCs face the following obstacles in order:

Decipher the Map Pieces. If the PCs have all three map pieces, they automatically gain one success, and the map is simple to assemble. Otherwise, to plot out the map, they can cross-reference their partial map with historical Luthadel maps (DC 20 Deduction) or use natural knowledge to decode it (DC 18 Survival). Progress to the next obstacle after 1 success or 2 failures.

Secure Travel. A PC might negotiate for express travel on a train or boat (DC 18 Persuasion) or identify quality horses for the overland trip in the Northern Roughs (DC 16 Survival). If Merid survived, PCs gain an advantage on these tests, and the Guardians offer an experimental blimp as transport—but it requires a dedicated mechanic (DC 16 Crafting) and is prone to breaking down. Progress to the next obstacle after 1 success.

Survive the Frontier. A PC could identify hazards in the Northern Roughs (DC 16 Survival), help avoid unwanted attention from bandits or koloss clans (DC 18 Perception), or keep morale up during the trek (DC 16 Leadership). This is a good place to raise the stakes.

Quiet Moment: Assembling the Map

This scene happens shortly after the map is deciphered. If the PCs have the full map, NeBaal is hopeful. Read:

> "The mask, the medal, and the mistcloak." NeBaal moves them together, matching the stitching and engravings until the three pieces overlap and reveal a design. NeBaal steps back and folds their arms. "The Gilded Map."

Otherwise, if the PCs don't have the entire map, NeBaal is fearful. Read:

> NeBaal stares at the fragmented map in their hands, eyes hard. They look up. "I won't lie to you. This is going to be harder without the complete Gilded Map. We've learned what we can from what we have. The Trio doesn't have the full map either, but they've got Azmine and her notes. I fear it's truly going to be a race for the Spike."

NeBaal wishes to travel with the party. If the PCs have a good relationship with NeBaal, the kandra quietly swears they will harm the Gilded Few if necessary (which breaks kandra taboos).

ASSEMBLING THE GILDED MAP



LUCAS TORQUATO

Quiet Moment: We've Come So Far

One night during the journey, NeBaal initiates this conversation before everyone goes to sleep. NeBaal admits they'd like a distraction from worrying about Wilko's safety; they may share regrets about harm that came to the Era 1 characters.

Use the following questions to get the characters talking. Go around the table once, asking each player to pick one of the questions for their PC to either answer or ask of another character:

- Which of the Gilded Trio do you think is the most dangerous?
- How do you feel about Lysarra's slaughter of the Gilded Few?
- How does it feel to be heading to Old Luthadel, the heart of the Final Empire?
- If you obtained the Eternity Spike, what would you do with it?
- Is it a good idea to study ancient powers, or should they be left in the past?
- If faced with the choice of saving Professor Wilko or stopping the Gilded Trio, what should the party do?
- What do you think about the Guardians and the secret society they've built?
- If you don't live through this, are there any requests you have for the party?

Resolving the Endeavor

The endeavor succeeds if the party accrues 5 successes before 3 failures, or if they otherwise bypass all three obstacles.

Success. The PCs make excellent time, arriving at Old Luthadel rested and ready for action, right on the Trio's tail. Each PC gains the Determined condition.

Failure. The journey is taxing. As the PCs arrive, it's clear the Gilded Trio are several steps ahead of the PCs.

Old Luthadel

The PCs find that the cave entrance to the Old Luthadel ruins is surrounded by a Gilded Trio encampment crawling with enemy forces. As the PCs arrive, read:

> Broken rock slopes down toward a yawning cavern maw; beyond it lie the tunnels of Old Luthadel and the ruins buried below the valley floor. Flickering gas lights reveal a full archaeological dig site is sprawled across your approach. Canvas tents, excavator rigs, and short rail lines crowd the area. Conrad Industries engineers weave between supply crates, and well-armed Morgenthax toughs patrol the perimeter.

The camp blocks the PCs' decent into the Luthadel ruins, but it also offers a chance to learn what awaits below. NeBaal urges the PCs to search for Wilko.

Run the PCs sneaking through the camp as an endeavor (see "Resolving the Endeavor"). The PCs can complete optional objectives along the way to the tunnel entrance: investigate the Trio's plans, sow chaos among the Gilded forces, and rescue Professor Wilko. As the endeavor starts, specifically ask the players whether they're trying to rescue Wilko, as doing so makes this endeavor more difficult. Possible obstacles include:

Recon Command Tents. Creeping around canvas walls and supply stacks brings the party close to Morgenthax mercenaries (**hazekillers**) and **Conrad engineers**. PCs can dart between tents unnoticed (DC 16 Stealth) or don a disguise (DC 17 Thievery) to overhear useful information: "Ascension preparation" has begun, the Trio are already in the tunnels, and the professor is being kept in a tent at the west edge of camp.

Where's Wilko. A PC surveying the camp might notice a well-guarded tent (DC 15 Insight) or search through the engineers' paperwork to find Wilko's location (DC 18 Deduction).

Strife Among Staff. The Morgenthax criminal element is at odds with the corporate Conrad employees, causing tensions the party can exploit. PCs can mingle, drawing out grievances and loosening tongues (DC 15 Leadership), coaxing a stressed Conrad engineer into venting about missing personnel (DC 16 Persuasion), or posing as a Morgenthax runner, delivering "revised orders" to sow confusion (DC 16 Deception).

Resolving the Endeavor

The endeavor succeeds if the party accrues 4 successes before 3 failures. If the PCs opted to rescue Wilko, the number of successes needed increases to 5. If the PCs succeeded on the previous "To the Ruins" endeavor, then they arrived just after the Trio left in a rush. Describe how the camp is still askew; begin with 1 success accrued.

Success. The party gets through camp in good order. Whether through deception, theft, or spying, the PCs also learn extra information about the Gilded Trio's forces (such as their makeup and number) and

their locations in the vault (refer to "Cavern Crawl"). If the PCs chose to rescue Wilko, continue to "Rescuing Wilko." Otherwise, NeBaal heads off to save the professor while the PCs proceed "To the Vault."

Failure. The PCs are discovered. To save the mission, NeBaal splits from the party and creates a risky distraction, telling the PCs to go on without them. If the PCs chose to rescue Wilko, continue to "Rescuing Wilko." Otherwise, proceed straight "To the Vault."

Rescuing Wilko

Wilko is in a tent guarded by Morgenthax thugs (**hazekillers**). The exact situation depends on the outcome of the "Old Luthadel" endeavor.

If the PCs succeeded on the "Old Luthadel" endeavor, two bored Morgenthax thugs guard the tent, playing cards. Getting in only requires one successful test, such as tricking the guards (DC 14 Deception) or cutting a hole in the back of the tent (DC 13 Thievery); this test gains an advantage.

If the PCs failed "Old Luthadel," there's an alert force of five Morgenthax thugs here. NeBaal's distraction draws three away, but the other two attack the PCs on sight.

When the PCs get to Wilko, they find her attempting to escape by cutting through the tent with a file. She tells the PCs the Trio took her journal and headed into the tunnels; proceed "To the Vault."

To the Vault

By this point, the PCs have always learned the Trio are headed toward the vault, accompanied by guards and engineers, preparing to use the Eternity Spike. If Wilko was rescued and NeBaal stayed with the party, they offer to help the PCs navigate the tunnels. If Wilko is present, she's obviously terrified, but if the PCs ask, she accompanies the party.

The party may be close on the Gilded Trio's tail, or far behind. They may be following the Gilded Map, or following their enemies' tracks. And they may be entering the tunnel with friends by their side, or the fates of NeBaal and Wilko may be uncertain.

But no matter what, the PCs reach the cavern mouth, entering the tunnels down to Old Luthadel—where eternity awaits.

BRAM WILLEMOT

THE GILDED TRIO'S BASE CAMP



Race Against Eternity

As the party navigates the tunnel system, the Gilded Trio enter the Eternity Vault with a mercenary excavation force, beginning the Ascension ritual. This vault dungeon is a co-designed map, incorporating the Era 1 PCs' chosen defenses (which help the party) and the Trio's forces (which hinder them).

If you haven't already prepared the vault dungeon, take a moment to pause the game and complete the "Vault Dungeon Setup" steps now. (This may also be an opportune moment to handle "Character Advancement.") When ready, continue to "Run the Dungeon."

Character Advancement

The Era 2 characters advance to 9th level upon entering the vault dungeon. Let the players know this is the final level advancement of the Era 2 campaign, and work with them to finalize their Era 2 PCs.

After two eras, the ultimate confrontation with the Gilded Few and the Eternity Spike awaits just ahead.

Vault Dungeon Setup

The vault dungeon requires some extra GM preparation to set up, as follows:

- **Place the Gilded Trio.** The Gilded Trio are in the final room, preparing for Ascension. Place the Trio in either cavern S1 or S2—wherever the Era 1 PCs put the Spike case.
- **Determine the Chosen One.** Determine which villain from the Trio is chosen for Ascension. All three have their own reasons for craving godhood—make the decision based on who would be the most exciting antagonist for your group.
- **Review the Dungeon Flow.** To finish preparations, read "Special Rule: Handling Traps" carefully, and scan map 9.1 and the "Cavern Crawl" section. Don't forget to describe the "Tunnel Features" to the players, when relevant.

Run the Dungeon

When you're ready to run the vault dungeon, do the following:

1. **Explain the Event.** Go to "Event: Ascension," fully reveal the negative event to the players, and follow the instructions there to determine how many slots have already been filled.
2. **Pick a Dungeon Entrance.** The south entrance is a new tunnel, and deep tread marks indicate it was recently made (see "T2: Drilling Operation" below). If the PCs have the complete Gilded Map, they can choose any entrance to approach: the southwest (T1), south (T2), or southeast (T3). Otherwise, place them at the south entrance, as they can only follow the drill tracks.
3. **Run the Dungeon.** Run the dungeon using map 9.1 and the locations described in "Cavern Crawl." Each time the Era 2 PCs enter a room where the Era 1 PCs constructed a trap, check that room's Trap Setup instructions. Then refer to "Special Rule: Handling Traps" to see how well the traps perform. Let the players roll any trap damage dice, and invite them to narrate how the triggered traps affect the room's occupants. Finally, the Era 2 PCs enter that room in the dungeon, addressing whatever Gilded forces survive.
4. **It Ends Here.** The dungeon ends either when the PCs reach the Trio (see "Ascension, Interrupted"), or the Ascension event triggers (see "Event: Ascension").

Special Rule: Complications Abound

With the characters racing to save Scadrial, the stakes couldn't be higher. Outside combat, raise the stakes and add a disadvantage to any meaningful tests the PCs make to directly interact with the Trio's forces. Each Complication automatically progresses the Ascension event.

Convict Legacy Moment

Create a positive event, Always Another Secret, with a number of Opportunity slots equal to 5 minus the number of marks the Convict made in chapter 4. PCs can spend ◈ to progress the event by 1; when the Storyteller spends ◈ this way, progress the event by 2. If the event triggers, ask the Convict player to choose a Pit Trap, Swinging Axes, or Wall Darts, and have the Storyteller add it to the Vault Cavern map. It triggers immediately.

Time Skip Connection

Thanks to the Era 1 PCs, the Era 2 party knows the traps' locations. Unlike a standard dungeon where a trap is a surprise obstacle for your players, these traps are a reward for their careful planning. Emphasize how the Era 1 party's preparations hurt the Gilded Trio's forces, and encourage the players to use the traps creatively.

Special Rule: Handling Traps

Unless a trap has moved (see the Unreliable Trap table), the PCs know the trap's exact position and don't trigger it when willingly moving through its space. (Traps can be triggered by forced movement, such as if an enemy Shoves a PC into a trap.)

When directed to trigger a trap, do the following:

1. Unless the PCs added the reinforced modification, the trap is unreliable. Roll on the Unreliable Trap table.
2. When the trap triggers, use "Vault Trap Effects" and the room's Trap Setup to apply the effect to the characters in the room. Players roll the damage dice for traps.

Unreliable Trap

d4	Example
1–2	The trap works as usual.
3	The trap hasn't triggered when the PCs enter the room. Each time a character would trigger it during a scene, roll the plot die; the trap only triggers on ✳.
4	The natural environment has changed over the years, and the trap hasn't triggered when the PCs enter the room. Choose one: The trap is submerged in water, its location has moved up to 15 feet, or it's now home to four angry **snakes** (see the "Animal Companions" appendix in the *Mistborn Handbook*).

Cavern Crawl

The caverns contain Gilded Trio forces waiting to confront the PCs. If the Era 1 PCs placed traps in a room, consult the room's Trap Setup instructions as the PCs enter. The PCs are rushing to reach cavern S1 or S2 (wherever the Era 1 PCs placed the Spike) before the Ascension event triggers.

T1: Outlaw Sentries

This area connects to T4. If the PCs turned the Anvil against Bayron in chapter 7, this cavern is empty. Otherwise, the room contains three Ironbrands (**freedom fighters**) and **the Anvil** (or if she was slain, a **koloss clan protector**). If the party fought the Anvil in chapter 7, the Ironbrands attack on sight. Otherwise, they're sick of the Trio and willing to negotiate. The Anvil spends focus to resist arguments the PCs already made in chapter 7, but is open to new evidence and amenable to standing down or helping the PCs if they can give her a better deal.

Trap Setup: Trigger traps as usual. After the traps trigger, surviving Ironbrands are fearful, and PC tests to negotiate gain an advantage.

T2: Drilling Operation

This area connects to T3 and T4. Two **Conrad operatives** guard the south entrance, adding a disadvantage on Stealth tests for PCs approaching from that direction. In the cavern's center is a modified Tekiel steam engine, 25 feet by 10 feet with a massive drill head. It just bored a new tunnel into the vault. Upon startup, the engine's coal boiler must be heated for one round, after which it can move, drilling through rock at a speed of up to 5 feet per round. The drill has a Physical defense of 18, 50 health, and a deflect value of 3. A PC can determine how to drive the drill if they have the Engineering expertise or succeed on a DC 18 Deduction test, gaining an advantage on the test if they saw the blueprints from chapter 8.

Trap Setup: Triggered traps only affect the drill. If the drill takes 10 or more damage, it jams, requiring a successful DC 16 Crafting test to become usable.

T3: Engineers

This area connects to T2 and T5. Three **Conrad engineers** scout through the tunnels, making notes and measurements. One engineer carries an ***Allomantic grenade*** that's currently infused with Iron Allomancy (3 Investiture).

Trap Setup: Trigger traps as usual. After the traps trigger, surviving engineers are distracted; PC tests against the distracted engineers, such as Stealth tests, gain an advantage.

T4: Explosives Experts

This area connects to T1, T2, T6, T7, and T8. Two **Conrad engineers** arrange three ***landmines*** (detailed in appendix B). 10 feet away, two more **Conrad operatives** guard supplies, including two more ***landmines***, two ***concussion grenades***, and a ***shotgun***.

Trap Setup: Trigger traps as usual. If either Conrad engineer dies, the three landmines also explode, partially collapsing the tunnel in area T4 and dealing 2d6 impact damage from the collapse, in addition to the damage from landmines and traps. After the traps trigger, surviving operatives fearfully guard the supplies.



Map 9.1:
The Vault Cavern
1 square = 5 ft.



HUNDREDS OF YEARS AFTER IT WAS SET, A TRAP TRIGGERS!

T5, T7, and T9: Elite Snipers

Each tunnel connects multiple areas:

- T5 connects to T3, T8, and T9.
- T7 connect to T4 and S2.
- T9 connects to T5, T8, and S2.

In each of these tunnels, a sniper (**Conrad elite operative)** awaits. The first time each PC enters the tunnel, the sniper makes a Stealth test against their Spiritual defense; on a success, the sniper is hidden from the PC and can't be sensed by them until the operative attacks or otherwise exposes their position.

Trap Setup: Trigger traps as usual.

T6: Morgenthax Ambush

This area connects to T4 and S1. An elite crew of two Morgenthax assassins (**hazekillers**), two **enforcers**, and their leader (**hazekiller elite**) are set up at a choke point, watching for Allomancy and the party. The leader wears ***wooden half-plate***.

Trap Setup: Trigger traps as usual.

T8: Disabling Under Duress

This area connects to T4, T5, and T9. K.T. Quiven (**informant**) has infiltrated the Trio's forces, posing as a Conrad engineer. Three **Conrad operatives** have ordered a disguised and unqualified K.T. to check for traps. If the PCs help her, K.T. gives them a stick of ***dynamite***.

Trap Setup: Traps in this location haven't triggered yet. K.T. is dangerously close to changing that.

Vault Trap Effects

Traps the Era 1 PCs built have the following traits:

Bypass. This is the DC both for Perception tests to find the trap, and for Crafting or Thievery tests to disable it. If a PC would trigger the trap, they can make an Agility test with this DC (using the Avoid Danger reaction) to avoid triggering the trap.

Effect. The mechanical effects of the trap.

Traps may include those listed on the Vault Trap Effects table.

Trap Modifications

Modified traps gain the following additional effects:

Acid Coating. This trap deals an extra 4d4 vital damage.

Well-Hidden. Even if the trap was triggered, NPCs don't know where the trigger mechanism is and can trip it again. Tests to sense this trap gain a disadvantage.

Reinforced. Don't roll on the Unreliable Trap table for this trap (see "Special Rule: Handling Traps" earlier in this chapter).

Tunnel Features

The tunnels prominently feature a dried waterfall bed and some steep cliffs.

Dry Falls

Marked on the map is an old waterfall, long dried up. After years of erosion, the entrance to the hidden cavern behind the falls (area S1) collapsed. A successful DC 14 Survival test yields a safe route through the rocks. On a failure, progress the Ascension event as the PCs take time to find a way through.

Slopes and Cliffs

Marked on the map (on the north side of T3 and the east side of T6), these steep 20-foot-high cliffs require a successful DC 14 Athletics test to safely navigate. On a failure, the character falls, taking 1d6 impact damage. If the character triggers a trap while navigating the cliffs, they gain a disadvantage on the Athletics test.

JOSHUA CHIA

Vault Trap Effects

Type	Bypass	Effect
Acid Pool	DC 19	If a character falls into the acid, they take 9d4 vital damage and are Afflicted [1d4 vital] until they can be washed in water. NPCs affected by the trap can find water within 2 rounds if the PCs don't interrupt them.
Decoy Case	DC 16	This trap only affects nearby Gilded Trio forces, who gain a disadvantage on Perception tests, as they're distracted by trying to unlock the case.
Pit Trap	DC 17	If a character falls into this 20-foot-deep pit, they take 1d6 impact damage from falling plus 5d6 keen damage from the sharp spikes. Climbing out of the pit requires a successful DC 12 Athletics test.
Rolling Boulder Trap	DC 16	A 10-foot-diameter boulder drops. It rolls 20 feet at the start of the next round and 40 feet at the start of each round thereafter, stopping when it hits a wall. A character crushed by this boulder takes 8d6 impact damage.
Spike Trap	DC 15	When triggered, spikes rise from the ground or descend from the ceiling, dealing 4d6 keen damage.
Swinging Axes	DC 18	After triggering, metal axes swing from one end of the room to the other for 1 minute. When entering or starting a turn in the trap, characters must succeed on a DC 18 Agility test or take 6d8 keen damage.
Wall Darts	DC 15	When triggered, darts shoot from the walls, dealing 7d4 keen damage.

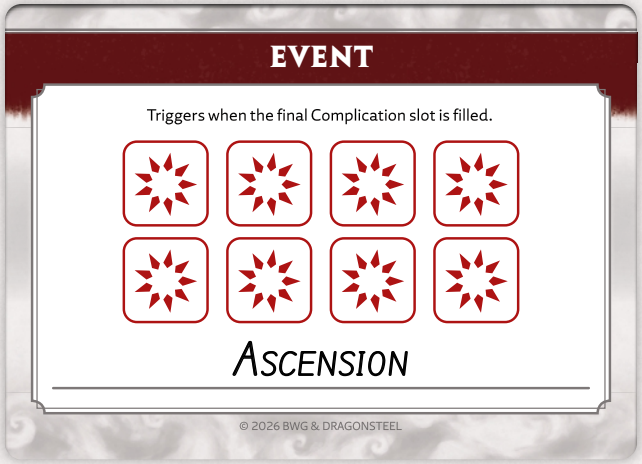
Event: Ascension

Ascension is a negative event with eight slots, representing the completion of the Gilded Trio's Ascension ritual (see "Events" in chapter 9 of the *Mistborn Handbook*). During the Ascension event, one chosen Trio member is being implanted with the latticework—which includes Vadilek's original spikes—preparing to receive the Eternity Spike itself.

The event is partially introduced to the players during "To the Ruins" and fully revealed during "Race Against Eternity." By the time it's fully revealed, the event may have already been progressed a few times (for missing Gilded Map pieces or failures during "To the Ruins").

At the start of "Race Against Eternity," explain that this event tracks the Trio's progress toward the Ascension ritual. Then remove 1 filled slot for each of the following that are true:

- If the Era 1 PCs put the Spike behind the waterfall in cavern S1.
- If the Era 1 PCs put a decoy case either in cavern S1 or cavern S2.
- If the Era 2 PCs had NeBaal's help navigating the tunnels.



Progressing the Event

When a PC gains a Complication in the vault, progress the event by 1, trading an immediate Complication to progress the Ascension.

Let the players know this event is also progressed whenever the PCs engage in combat lasting more than one round.

Every time the event progresses, the chosen Gilded Trio member makes increasingly pained screams, echoing horribly through the cave tunnels, as another spike drives them closer to Ascension.

Triggering the Event

If you fill all eight event slots before the party reaches the Eternity Spike, the event triggers; continue to "Ascension Arrives." Otherwise, if the PCs arrive at the final room before the Ascension event is completed, proceed to "Ascension, Interrupted."

Ascension Arrives

When the Ascension event triggers, read:

> Something changes. As if flipping a switch, the light gains a thick, unreal quality. The air itches and vibrates. Then you hear it: Terrified shouts. Running.
>
> Like an unseen black wave, a feeling rolls into you, immense and oppressive: Dread. The emotion drowns out all others, a frenzied, crawling blackness. Deep in your core, you know something has gone terribly, horribly wrong.
>
> The sounds of retreat give way to something else: guttural inhuman screams.

The Ascension has begun, unleashing a massive wave of emotional Rioting. As the wave hits, the Gilded Trio's forces flee in abject terror, knowing instinctually that staying means annihilation. Each PC and friendly NPC must make a DC 20 Discipline test. On a failure, an NPC flees, and a PC must either spend 3 focus or gain the Diminished [Intellect −2] and Diminished [Willpower −2] conditions for the first round of combat.

When the PCs arrive at the Gilded Trio's location, read:

> The ritual room is empty. A mess of blood and rubble remains. A tunnel upward reveals strained sunlight filtering into a large cavern. The sound of monstrous, labored breathing echoes from above.

The chosen member of the Gilded Trio has turned into a Hemalurgic monstrosity and burst through the cavern's ceiling into another larger chamber. The other Trio members climbed up after them. PCs who succeed on a DC 14 Deduction or Perception test uncover torn clothing from the monster's transformation, revealing which of the Trio transformed. Following the Trio into the next cavern doesn't require a test.

Ascension, Interrupted

If the PCs arrive at the final room before the Ascension event triggers, describe the surviving Gilded Trio members kneeling around the "chosen one." Then read or paraphrase, adjusting the text to match the identity of the character being sacrificed:

> *[Bayron Conrad/Kwylliam Elariel/Lysarra Tekiel]* lies on the floor, head lolling, chest a mass of bloody wounds and silvery spike-heads. The latticework insertion—painfully interrupted. The chosen one convulses as *[he/she]* spots you, spike-filled eye sockets turned in your direction. "Do it now!"

If only the chosen Gilded Trio member survives, a terrified **Conrad operative** places the Eternity Spike. Otherwise, a surviving Trio member assists, as follows:

Bayron's Assist: "Boldness builds tomorrow!" With a trembling breath, Bayron stabs the Eternity Spike into [Kwylliam/Lysarra].

Lysarra's Assist: "Time to rectify history." Lysarra decisively slams the Eternity Spike into [Bayron/Kwylliam].

Kwylliam's Assist: "Well, this should be interesting." Without ceremony, Kwylliam slams the Eternity Spike into [Bayron/Lysarra].

Continue the scene by reading:

> The chosen one writhes in agony. They begin to scream as bones pop and their skin stretches and bursts.
>
> Suddenly, the whole cavern shakes. Rocks crash to the floor, panicked shouts rise, and the air around the chosen one blurs with the distinctive shimmer of a speed bubble.

The bendalloy speed bubble remains for one round, during which the Hemalurgic monstrosity bursts through the cavern's ceiling into the next chamber, and the other Trio members climb up after them. PCs who cross into the bubble must spend 2 focus or become Stunned. Following the Trio into the next cavern doesn't require a test.

Legacy Awaits

The Trio's chosen one has transformed—not into a new Lord Ruler, but into a twisted monstrosity. Flooded with power and pain, the Hemalurgic monstrosity slouches toward the surface. Shocked and out of options, the remaining Trio members follow. The combat begins in "Freedom for Fools"—but first, run "Threads of Fate," as the PCs' legacies impact the final battle.

Threads of Fate

As *Mistborn Legacy* nears completion, the sagas spun by the Era 1 and Era 2 PCs interweave one final time. Make sure to have ready the "My Legacy" handouts the players filled out during chapter 4.

First, have the players identify their legacy connections—for example, if a player used the Noble legacy in Era 1, their legacy connection is the Heir PC in Era 2. The players of the Era 1 PCs can help their Era 2 legacy connections during the coming combat.

Fate and Legacy Dice

Next, consult the Fate and Legacy Dice table to determine how many legacy dice (d20s) each player can roll.

Fate and Legacy Dice

Era 1 Choice/Outcome	Legacy Dice to Roll
The player's Era 1 PC didn't participate in "Red Dawn in Luthadel."	1d20
The player's Era 1 PC participated in "Red Dawn in Luthadel" and survived.	2d20
The player's Era 1 PC participated in "Red Dawn in Luthadel" and used the "Heroic Sacrifice" special rule.	3d20

Have each player roll their allotted legacy dice and record the result of each roll on their "My Legacy" handout. Then, once during the battle, each player can use these results for the Legacy Intervention ability.



Special Rule: Legacy Intervention

The PCs gain the following ability during this combat:

Legacy Intervention. Once during the final combat, when your Era 2 legacy connection PC either makes a test or is the target of an enemy's test, you can draw on your connected legacies to replace that test's d20 result with one of your recorded legacy die results, potentially causing the Era 2 PC to succeed or their opponent to fail. You can choose to do this after you see their die roll and after applying any advantages or disadvantages, but you must do so before the effects of the test are resolved.

Any player can suggest using this ability, but the Era 1 player ultimately determines when to trigger it to aid their Era 2 counterpart.

Once a player uses the Legacy Intervention ability, the two connected players collaborate as follows:

1. Give the Era 2 PC's player the "My Legacy" handout the Era 1 PC's player filled out.
2. Ask the Era 2 player to read the recorded answer, to remind the group what the Era 1 PC's final, lasting legacy was. (So, for instance, the Heir player reads the Noble player's answer.)
3. Ask the Era 1 player to explain how the Era 1 PC's legacy rippled out into the future, sparking a chain of events—whether direct or indirect—affecting the Era 2 PC now, in this moment.
4. Invite the two players to collaborate and weave the story together.

Creativity is encouraged. A player can explain how the Era 1 PC's choices—perhaps a person they helped, an idea they championed, or an object they crafted—caused a chain reaction leading to this moment. The Era 1 PC can propose a short flashback if appropriate.

For example, the Official's legacy of nonviolent leadership may have inspired a regulation limiting the use of certain arms by law enforcement, eventually limiting the Lawkeeper's weaponry choices as a trainee, forcing the Lawkeeper to become a better shot with their own unusual chosen weapon, which they now fire with uncanny accuracy for a reality-defying trick shot—a far-reaching ripple effect of fate.

The connection can also be more succinct. Perhaps the Rookie's ancestral armor—which the Veteran lovingly crafted—saves them from a fatal blow. The Era 2 PC can also simply be bolstered by a quote from or realization about the Era 1 PC's life.

Once the players finish the explanation, the Legacy Intervention is complete. The Era 2 PC swaps in the Era 1 PC's legacy die roll result (or one result of their choice, if they gained multiple legacy dice).

Chronicler Legacy Moment

If the Explorer used the Chronicler's writings during the adventure, or if the Chronicler recorded specific advice relevant to this final battle, the Chronicler's player rolls one additional legacy die.

Freedom for Fools

The PCs must keep the Hemalurgic monstrosity from escaping and wreaking havoc on the surface. The other Gilded Trio members join the fray, hoping to put the PCs down for good.

Take a moment to "Adjust Adversary Health" and review the "Gilded Trio Tactics" sections before beginning this climactic final battle.

Adjust Adversary Health

The **Hemalurgic monstrosity** fights alongside up to two other Trio members (potentially **Bayron Conrad**, **Kwylliam Elariel**, and/or **Lysarra Tekiel**). The non-transformed Trio members lose the Boss feature during this scene. Their starting health values depend on how many Trio members survive, as shown on the Adjusted Adversary Health table.

Adjusted Adversary Health

How Many of the Trio Survived?	Non-Transformed Trio Member Health	Monstrosity Health
3	50	160
2	75	160
1	—	190

Luthadel Ruins

The battle begins as the party emerges from the Hemalurgic monstrosity's tunnel. Read:

> You emerge from the tunnel below, up into an enormous cavern. Sunlight filters down from a fissure far above. Out of the mud around you rise ruined stone buildings. Timeworn facades and twisted metal peek through the natural rock at odd angles: the ruins of Old Luthadel.
>
> To the east, a bronze statue and an old fountain lie in rubble. To the northeast, a waterfall cascades hundreds of feet down over the tilted carcass of an ancient noble keep. Water tumbles through long-shattered stained-glass windows, shards glinting like gems, before pooling below and streaming west. Due north, a massive, crumpled building threatens to collapse even further.
>
> An enormous form stands in the sunlight. Translucent skin reveals a biological jumble of too-long bones and unnatural, undulating muscles. Glinting, embedded spikes dot their misshapen body. Eyes freshly pierced with spikes, they turn their face sunward and scream.
>
> Flexing clawed hands, the monstrosity begins moving toward the waterfall: a three-hundred-foot climb to freedom.

If the PCs interrupted the Ascension event, also describe the remaining Trio members moving into position: Bayron into the fountain rubble, Kwylliam to the collapsed ruins, and Lysarra into the ruined buildings near the tunnel.

If the Ascension event triggered, the remaining Trio have taken position and are nowhere to be seen (yet).

Reveal map 9.2 and place the Hemalurgic monstrosity equidistant from the tunnel and the waterfall. Have the players place their characters within 5 feet of the tunnel entrance.

If a PC heard Ironeyes's words during chapter 8, they recall his warning now: This much power could destroy a city like Elendel. Make it clear to the PCs this creature can't be allowed to escape Old Luthadel.

Beginning the Combat

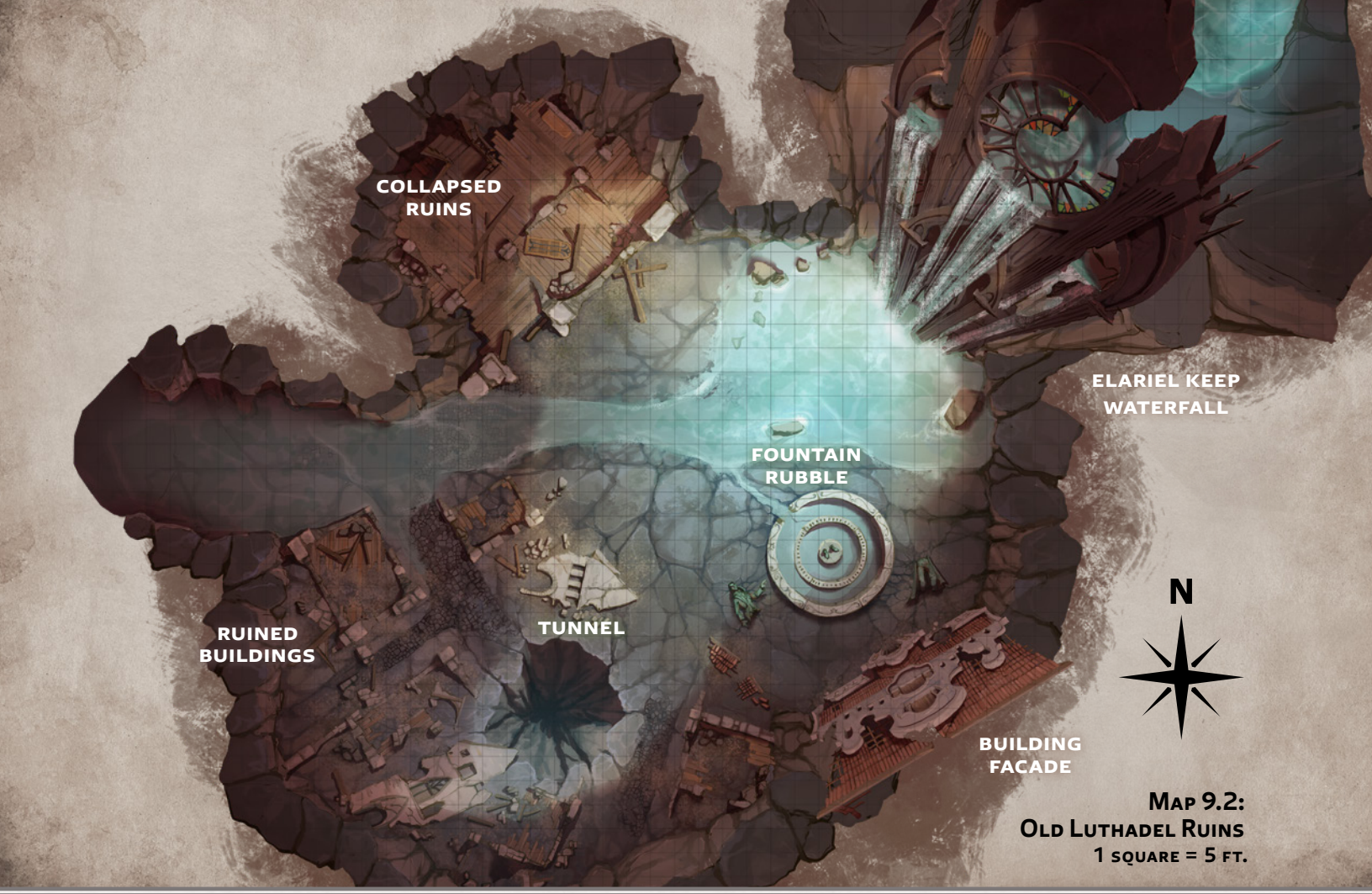
Knowing only hatred and coursing with unstable power, the creature rages toward the surface. Until the Hemalurgic monstrosity takes 30 damage (or a PC spends ◈ to cause them to fall), the creature spends fast turns to move toward the waterfall and climb, with the following conditions:

- Each Move (▶) to climb requires a successful DC 15 Athletics test. The monstrosity doesn't fall on a failure.
- The exit is 300 feet above.
- PCs can spend ◈ to cause the monstrosity to lose their footing and fall to the cavern floor, taking 1d6 impact damage for every 10 feet they fall.
- Raise the stakes on all PC tests while the monstrosity is climbing.

On slow turns, the monstrosity uses Gain Advantage (▶) with Athletics and attacks any PCs within reach with their Claws (▶), Backhand (▶), or Propel Metal (▶). If the creature wasn't attacked, they might use a third action to Move (▶) or Brace (▶) behind a natural feature.

Monstrosity Enraged

After the monstrosity has taken 30 damage or fallen to the cavern floor (whichever comes first), they turn their full attention to the party and don't attempt to escape until every PC is dead. Start the Disrupt the Latticework event.



Map 9.2: Old Luthadel Ruins
1 square = 5 ft.

EDUARDO NONATO

Event: Disrupt the Latticework

To introduce the Disrupt the Latticework event, read:

> The creature that was once *[Bayron/Kwylliam/Lysarra]* slowly turns, their molten rage settling on you. Every few seconds, like a heartbeat, the Spike at the center of the monstrosity pulses. As it does so, flesh ripples and reknits, revealing the glittering heads of other spikes throughout their body.

Create a positive event with four slots, representing the PCs' progress toward removing the latticework and disrupting the monstrosity's ability to regenerate.

Progressing the Event

When a PC gains an Opportunity while attacking the monstrosity, they can choose to spend it to progress the event by 1.

Additionally, a character who can reach the monstrosity can Use a Skill (▶) to make an Athletics, Medicine, or Thievery test against the monstrosity's Physical defense (19). Characters with the Hemalurgist specialist expertise gain an advantage on this test. On a success, progress the event by 1.



Triggering the Event

When all four event slots are filled, the monstrosity can no longer regenerate health. Read the following:

> The creature's massive, misshapen frame shudders, and with panicked motions, they grasp at the Eternity Spike driven into their chest. Their flesh no longer reknits.

After the event triggers, the monstrosity can't benefit from their Eternity Spike feature for the rest of the scene.

Gilded Trio Tactics

The non-transformed Trio members engage in the scene as described in this section.



Bayron Conrad's Tactics

Bayron positions himself amid the fountain rubble, looking for a chance to disrupt the PCs with his Fire in the Hole (⏩), before yelling to the Hemalurgic monstrosity to "control the power." Bayron is jealous he wasn't the one chosen, overwhelmed by the transformation, and stubbornly refuses to admit this wasn't the plan. If PCs manipulate his insecurity or jealousy, he might angrily throw a few attacks at the Hemalurgic monstrosity before fleeing.



Kwylliam Elariel's Tactics

Kwylliam positions himself in the collapsed ruins and harries the PCs. Kwylliam is enjoying the spectacle—he thinks the transformation is a fitting comeuppance for his ally's hubris. If put in immediate danger, Kwylliam might hide until the danger passes.



Lysarra Tekiel's Tactics

Lysarra is disturbed; she believed the Spike would empower her ally, not turn them into a monster. She bet everything on this plan. Lysarra uses the ruined buildings as cover while she fires at the PCs and desperately tries to get through to her transformed ally. If pushed or offered a deal, Lysarra might abandon the fight out of self-preservation.

Battlefield Effects

Characters can interact with the following during this combat:

Building Facades. Ledges and balconies provide multiple levels of elevation. Climbing a building facade doesn't require an Athletics test.

Collapsed Ruins. This large building has collapsed in on itself. To reach the elevated balconies, a character must navigate the rotten wooden interiors, unstable and treacherous to traverse. Raise the stakes on all tests here.

Elariel Keep Waterfall. Over three hundred feet tall, this waterfall stems from a tributary on the River Channerel. The waters spill majestically over the ancient ruins of Keep Elariel.

Ruined Buildings. Small buildings sit at mismatched angles here, flowing water eating away their foundations.

Fountain Rubble. This area contains a cracked, ruined fountain and an ancient bronze statue. Characters can Brace (▶) behind the rubble for cover.

Stream. Water from the waterfall flows into a cave to the west. The water is difficult terrain (but not deep enough to require swimming).

Freedom for Fools Opportunities and Complications

Result	Example
◈	An unstable piece of the cavern or a building falls on an enemy. They must successfully Avoid Danger (⮌) or take 2d6 impact damage.
◈	The PC discovers an ***obsidian axe*** without the Fragile trait.
✵	The PC disturbs a colony of bats, who swarm around the PC. The PC becomes Disoriented until the end of their next turn.
✵	The Hemalurgic monstrosity's power surges. They use a random power from their Unstable Expulsion table and don't become Stunned.



THE ETERNITY SPIKE (LEFT) AND TWO STANDARD HEMALURGIC SPIKES

ANNA VERHOOG & LUCAS TORQUATO

Aftermath

The Hemalurgic monstrosity fights to the death and can't be saved, reasoned with, or cured.

If the monstrosity is killed, their body shrinks like a Feruchemist who's no longer tapping strength, and any remaining Gilded Trio surrender in exhausted defeat. The PCs can recover the ***Eternity Spike*** (see appendix C) and gain two tier 3 ***Hemalurgic spikes*** (see "Hemalurgic Spikes" in chapter 8 of the *Mistborn Handbook*); choose spikes that provide one of the Metalborn powers from the Hemalurgic monstrosity's Unstable Expulsion table. The party also discovers a silvery spike with a scarlet sheen, dotted with rust-like spots: a trellium ***Hemalurgic spike***. The Gilded Few's equipment, inventions, and vehicles sell for at least 4,000 boxings. Proceed to "Epilogue."

If the PCs are defeated, the monstrosity climbs out of the cavern and disappears into the wilds of the Northern Roughs. Perhaps, after a few weeks or months in their new body, they'll bend the Eternity Spike to their will. Or perhaps they'll become a roaming danger to Scadrial… until a new band of heroes arises.

ANA GRIGORIEVA

THE HEMALURGIC MONSTROSITY



Epilogue

To begin closing the adventure, as the party leaves the cavern system, read:

> The blistering heat of the Northern Roughs greets you as you emerge from the caverns of Old Luthadel. You uncovered the centuries-old mysteries of the Gilded Map and the Eternity Vault. You revealed a hidden chapter in Scadrial's history, and came face to face with ancient powers—powers toyed with by unworthy hands.
>
> You faced the atrocities of the past, and for today, Scadrial is safe. However, the future is never a given. It is a fragile, beautiful thing. Hoped for. Fought for. Bled for. How will you live yours?

The party can take any remaining Gilded Few into custody and return them to Elendel. Of course, the question of what to do with the Eternity Spike remains. (See the optional "Postlude" scene for one possible answer.)

If NeBaal didn't accompany the PCs into the Eternity Vault, they catch up with the party as they emerge; if the PCs didn't rescue Wilko, she was able to escape once the Trio's forces scattered. Alternatively, if the PCs made little or no attempt to help NeBaal or Wilko, you may optionally roll the plot die to determine that NPC's fate: On a Complication, make an injury roll for the NPC (see chapter 9 of the *Mistborn Handbook*).

Before wrapping the adventure, run short scenes to help the PCs process their accomplishments and celebrate their victories with allies. Ask the players which NPCs their characters would like to speak to as the story closes, and use the following ideas to guide or inspire these scenes:

NeBaal's Contract. The kandra is introspective. They've come a long way from the person who simply sought to fulfill Vadilek's original Contract. They didn't foresee how Scadrial would change, how their life would be forever altered by the Eternity Spike, or the terrible irony of its unwieldable power.

Wilko's Mission Complete. Despite the danger faced along the way, Wilko believes she and the party have made a true difference in the world. She wants to continue working together, help expand the Guardians (especially if Merid perished), explore Old Luthadel, and find new history to unearth.

Other NPCs. If they survived, K.T., Marthis, and Merid are astonished the Gilded Few were defeated. Any of these characters would serve as an excellent tier 2 companion (see "Companions" in chapter 8 of the *Mistborn Handbook*). Merid may invite the PCs to become Guardians now, if he didn't before.

Future of the Eternity Spike

Optionally, "Postlude" presents the players a long-term solution for keeping the Eternity Spike safe and secure (which, in turn, provides future adventure hooks). You can use these or your own ideas to make the Eternity Spike a starting point for more adventures. Alternatively, you could allow the PCs the freedom to decide what to do with the Spike. Ensconce it in the National Archives? Entrust it to the Guardians? Every party will have a different answer.

The *Mistborn Legacy* adventure has come to a close—but your story need not stop here! See "Continuing Your Campaign" for even more ideas.

Postlude

This optional scene can take place any time after the PCs defeat the Hemalurgic monstrosity. At a moment when all the PCs are traveling together and carrying the Eternity Spike, a black-clad figure approaches. This is Ironeyes (see "A Brush with Death" in chapter 8), regarded by many across the world as the personification of death.

Read the following:

> Death stands before you.
>
> Ironeyes, the last Inquisitor—a figure out of legend. He gazes at you with spiked eyes, his expression impossible to read.
>
> "Bearers of Eternity," he addresses you. "You have done a great service for Scadrial. Now I ask another. Give up the Spike so I may preserve it for a time when its power can be safely used."
>
> He extends one hand. "This is a request, not a command. But if you fulfill it, you will gain Harmony's favor, and mine."

If the PCs refuse to hand over the Spike, Ironeyes leaves, disappointed. Other forces, such as the Set and the Ghostbloods, will likely take an interest in it, potentially sparking further adventures.

If the characters agree to hand over the Eternity Spike, they can take Harmony himself as a patron. Harmony will assign other missions to the PCs in the future. Furthermore, Ironeyes takes an interest in the party, and the next time one of the PCs is in mortal peril, Ironeyes appears to assist them.

Continuing Your Campaign

After defeating the Hemalurgic monstrosity, the characters advance to 10th level. Many exciting adventures await in Scadrial:

- Investigate the origins of the Trellium spike found in the Hemalurgic monstrosity's latticework, and perhaps come to blows with the Set.
- Continue showing NeBaal the world, and help them rejoin kandra society in Era 2.
- Work with Professor Wilko to investigate other mysteries from Scadrial's past.
- Team up with the Anvil to right the wrongs perpetrated by the Gilded Few.
- Join the Guardians, pilot a blimp, and advance the organization's agenda across the Elendel Basin.

> "NO, I'M NOT TROUBLED. IN FACT, I ACTUALLY THINK EVERYTHING IS GOING TO BE ALL RIGHT. FINALLY."
>
> —LESTIBOURNES, THE LORD MISTBORN

APPENDIX A

ADVERSARIES

This appendix lists all the adversaries that appear in the *Mistborn Legacy* adventure, presenting them alphabetically.

Advisor

The need for shrewd advice is common from academia and industry to crime and politics. In any endeavor, a savvy advisor can make the difference between success and failure.

Advisors are specialists in their fields and possess expert knowledge the party can employ. In the Final Empire, advisors are often Steel Ministry officials, Terris stewards, skilled craftspeople, or minor nobility with scholarly interests. In the Basin, advisors might be academics, business consultants, or political aides.

JUST HIEU

MURN, FORMER OBLIGATOR TURNED HEMALURGIST



Advisor

Tier 2 Minion – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
1	13	2	4	16	2	3	15	2

Health: 20 (16–24) **Focus:** 5 **Investiture:** 0

Movement: 25 ft.
Senses: 20 ft. (sight)
Physical Skills: Stealth +5
Cognitive Skills: Deduction +7, Lore +7
Spiritual Skills: Insight +6, Persuasion +5

FEATURES

Minion. The advisor's attacks can't critically hit, and they're immediately defeated when they suffer an injury.

ACTIONS

▶ **Strike: Dueling Cane.** Attack +2, reach 5 ft., 1d8 + 2 impact damage.

▶ **At Your Service (Costs 1 Focus).** The advisor chooses one character they can sense within 5 feet of them. That character gains ▶ on their next turn, which they can use only for these actions: Brace, Drink Vial, Gain Advantage, or Interact.

⮌ **Timely Advice.** Before a character the advisor can influence spends focus to graze or resist influence, the advisor can spend the focus on that character's behalf.

Advisor Tactics

Rather than getting involved in a conflict directly, an **advisor** uses their abilities to support their clients. The advisor's Timely Advice feature makes them a valuable companion in a conversation, while their At Your Service action can anticipate the needs of their client in combat. Advisors are particularly effective alongside Metalborn clients, enabling the Metalborn to save actions when using Drink Vial to refill their Investiture. Otherwise, advisors spend the remainder of their focus to offer Timely Advice, then Recover to regain focus.

Anastas Elariel ERA 1

Anastas Elariel is a Mistborn noble who, despite his talents and position, never developed the reputation expected of his bloodline and house. A lasting injury—sustained during a failed assassination attempt against Elend Venture—has left him with the use of only one hand, shaping both his movement and how others judge his capabilities. He avoids overt displays of Allomancy, presenting himself instead as a courtly figure known for poetry, conversation, and careful manners.

Anastas Elariel's Tactics

Anastas Elariel's Allomancy manifests in short, forceful bursts under pressure. If attacked, he uses Untrained Tinsight to spoil the strike, instinctively capitalizing on any hit or graze. If surrounded, Anastas uses Untrained Steelpush to disarm his opponents or knock them Prone. He relies on Shall We Dance? to push through exhaustion and to reposition or escape danger at the first opportunity.



Anastas Elariel

Tier 2 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	15	3	3	15	2	2	13	1

Health: 51 (41–61) **Focus:** 4 **Investiture:** 6

Movement: 30 ft.
Senses: 10 ft. (sight)
Physical Skills: Agility +6, Light Weaponry +5
Cognitive Skills: Deduction +6, Discipline +5, Lore +6
Spiritual Skills: Insight +4, Perception +4
Metallic Art Skills: Allomancy +3 (1 rank; all)

Features

Long-Term Injury. Anastas can only use one hand and arm. After he makes a physical skill test, he becomes Exhausted [–1] until the end of the scene.

Poetic Reversal. The first time in a scene that Anastas would spend focus to resist influence, doing so costs him no focus and he gains an advantage on his next test.

Actions

▶ **Strike: Knife.** Attack +5, reach 5 ft. or range 20/60 ft., 1d4 + 5 keen damage. On a hit, Anastas can spend 1 focus to deal an extra 2d4 damage.

▶ **Shall We Dance? (Costs 1 Investiture).** Anastas burns pewter to improve his steps. He moves up to half his movement rate without triggering Reactive Strikes, and until the end of his next turn, he ignores the Exhausted condition.

▶ **Untrained Steelpush (Costs 2 Investiture).** Anastas makes an Allomancy test against the Physical defense of each character (other than himself) within 10 feet of him who is wearing or holding non-aluminum, non-Invested metal. On a success, a target must drop a metal object they are holding (if possible) or be knocked Prone.

▶▶ **Untrained Soothing (Costs 2 Investiture).** Anastas makes an Allomancy test against the Spiritual defense of each character (other than himself) within 10 feet of him. On a success, a target's distrust is Soothed, influencing them to let their guard down and making them Disoriented until the end of their next turn.

⮌ **Untrained Tinsight (Costs 1 Investiture).** Before Anastas is attacked by a character he can sense, he adds a disadvantage to that attack test. If the attack hits or grazes, he can immediately use Gain Advantage (no action required) against the attacker.

JUST HIEU

The Anvil

Tier 2 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
6	19	3	2	15	3	2	15	3

Health: 52 (42–62) **Focus:** 5 **Investiture:** 5

Deflect: 2 (breastplate)
Movement: 30 ft.
Senses: 10 ft. (sight)
Physical Skills: Agility +5, Athletics +8, Heavy Weaponry +8
Cognitive Skills: Discipline +6, Intimidation +6
Spiritual Skills: Leadership +5, Persuasion +4
Metallic Art Skills: Allomancy +6 (3 ranks; Iron)

Traits

Fortress Shield. While wielding a massive shield, the Anvil reduces the damage she takes from ranged attacks by 10 and can use the Brace action as ▷.

Unyielding. The Anvil gains an advantage on tests to resist being moved or knocked Prone.

Actions

▶ **Strike: Hand Cannon.** Attack +8, range 20/80 ft., 1d8 + 8 keen damage. *Pierce:* This weapon's damage can't be reduced by the target's deflect value. *Loaded [6]:* Reload this weapon to full ammunition as ▶.

▶ **Strike: Shield Bash.** Attack +8, reach 5 ft., 1d8 + 8 impact damage. On a hit, the target is also pushed up to 15 feet away and takes an extra 1d4 impact damage if they collide with a solid surface.

▶ **Burn Iron.** Until the end of the scene, the Anvil senses all sources of non-aluminum, non-Invested metal within 80 feet of her.

▶ **Ironpull (Costs 1–3 Investiture).** The Anvil chooses a metal object she senses with Burn Iron, and she moves herself or the object straight toward the other, up to 20 feet per Investiture spent. Objects of a smaller size move toward the Anvil, whereas the Anvil moves toward objects of her size or larger; if an object is attached to something else, that counts toward its size.

This ability can be used creatively (such as to disarm enemies or strike at one in the object's flight path). To affect an unwilling character in such a way, the Anvil must succeed on an Allomancy test against the Physical defense of the target, or if the effect deals damage, she must make an Allomancy attack, rolling 1d8 + 6 impact damage.

⮌ **Projectile Lurch (Costs 1 Investiture).** Before an ally within 80 feet of the Anvil is attacked with a metal projectile the Anvil senses with Burn Iron, the Anvil becomes the target of the attack instead.

The Anvil ERA 2

The Anvil is the feared outlaw leader of the Ironbrands, a gang operating out of the Roughs. Born Elanda Wilko, she cast aside her family name after the death of her father, reemerging under her new identity with an axe to grind. Once a lawkeeper herself, Elanda moved from sanctioned authority into criminal leadership, forging a reputation that commands loyalty among her followers. Her ambitions extend beyond banditry, aiming to reshape the Roughs into something independent and enduring.

The Anvil's Tactics

The Anvil uses Burn Iron and her Hand Cannon attack against the most immediate threat. Her Fortress Shield aids her in holding her position while continuing to shoot her Hand Cannon from range. When a metal-bearing enemy advances or attempts to move past her, she uses Ironpull to draw them in, then Strikes with Shield Bash to push them back. If an ally is targeted by a metal projectile, she uses Projectile Lurch to take the attack herself. The Anvil remains in place as long as allies are fighting nearby, absorbing attacks rather than pursuing fleeing foes.



GUILHERME CASTRO

Ashweather Cett ERA 1

Ashweather Cett is a noble from Fadrex City who has come to Luthadel to press his claim to the throne. He operates openly from Keep Hasting, receiving Assembly members and other political figures in person. Cett wears worn clothing, ignoring the fashions and etiquette of the capital, and he speaks bluntly and with utter confidence. Having lost the use of his legs as a child, he's carried everywhere on a simple wooden chair by servants.

Ashweather Cett

Tier 2 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	14	2	3	16	3	2	17	5

Health: 38 (30–46) **Focus:** 5 **Investiture:** 0

Movement: 5 ft. without his porters
Senses: 10 ft. (sight)
Physical Skills: Light Weaponry +5
Cognitive Skills: Deduction +4, Discipline +4
Spiritual Skills: Deception +8, Insight +5, Intimidation +8, Perception +8, Persuasion +8

Traits

Tough Negotiator. Once during a conversation, after Ashweather spends focus to resist influence, he can choose one character in the conversation to lose 2 focus.

Actions

▶ **Strike: Knife.** Attack +5, reach 5 ft., 1d4 + 5 keen damage. The first time Ashweather makes this attack during a scene, he gains an advantage on it.

▶ **Addling Jab (Costs 1 Focus).** Ashweather chooses an enemy he can influence within 15 feet of him. The target's deflect value becomes 0 until the end of Ashweather's next turn.

▶▶ **Crass Remark.** Ashweather makes an Intimidation test against an enemy he can influence within 30 feet of him. On a success, the target becomes so disgusted or incensed that they commit a social blunder, gaining a disadvantage on all tests until they succeed on a contribution or until the scene ends.

⮌ **Well Informed.** When a character rolls a Complication during a conversation, Ashweather reveals he knows a compromising secret about one of the characters involved in that conversation.



JUST HIEU & DARKO STOJANOVIC

Ashweather Cett's Tactics

Ashweather Cett lets others speak first, responding with blunt questions and pointed remarks meant to provoke mistakes. When challenged, he holds his ground, resisting attempts to influence him and forcing opponents to press their case. He watches closely for hesitation or slips, using his Well Informed reaction to capitalize on Complications and expose what he knows. If violence breaks out, Ashweather targets already-weakened opponents, using Crass Remark to disrupt their composure. He won't pursue a fight he can't control, so he disengages once his advantage fades.

"I've already told you three lies tonight, lad. Good luck guessing which ones they were."

—Ashweather Cett

Azmine Wilko

Tier 1 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
1	12	1	4	16	2	1	13	2

Health: 18 (15 –21) **Focus:** 4 **Investiture:** 0

Movement: 25 ft.
Senses: 10 ft. (sight)
Cognitive Skills: Deduction +6, Discipline +4, Lore +7
Spiritual Skills: Persuasion +4

Traits

Terrible Liar. Azmine gains a disadvantage on all Deception tests.

History Buff. Once per scene, if a PC rolls ◈ while conversing with Azmine, she presents a helpful fact or a piece of advice derived from her vast historical knowledge. The first time a PC makes a test related to this fact or advice, they gain an advantage on their roll.

Walking, Talking Library. After one of Azmine's allies spends at least one hour speaking with her, they gain one temporary utility expertise related to their conversation, which lasts until their next long rest. If a PC has the Erudition talent, this conversation also allows them to reassign expertises and skill ranks as if they'd visited a library.

Actions

▶ **Strike: Textbook.** Attack +1, reach 5 ft., 1d4 + 1 impact damage.

▶ **Strike: Snub Nose Pistol.** Attack +1, range 20/60 ft., 1d4 + 1 keen damage. *Pierce:* This damage can't be reduced by the target's deflect. *Loaded [6]:* Reload this weapon to full ammunition as ▶.

▶ **Koloss Recovery.** Once per scene, Azmine recovers 2d6 health.

▶▶ **Unshakable Resolve.** Azmine grants the Determined condition to herself or an ally she can influence within 30 feet of her. The target also recovers 1 focus.

Azmine Wilko ERA 2

Azmine Wilko, a koloss-blooded human, is a professor of history at the University of Elendel. She's known as one of the city's foremost scholars of pre-Catacendre Scadrial. Wilko maintains extensive personal journals documenting contemporary events, preserving the present to inform the future. She also works closely with independent researchers and treasure hunters who share her goals of gaining and preserving knowledge.

Recently inducted into the Guardians, Wilko makes an invaluable ally to anyone dedicated to the search for truth—and an obvious target for those who'd prefer to rewrite history and claim the future for themselves. For more information about Wilko, see "Notable Characters" in this book's introduction.

Azmine Wilko's Tactics

Azmine Wilko attempts to stay out of the fight and behind cover. If a friend is threatened or wavering, she uses Unshakable Resolve to restore their focus and grant them the Determined condition. She only attacks with her Snub Nose pistol when an enemy closes on her position. If injured, Azmine uses Koloss Recovery to remain upright long enough to disengage.



TRISTAN BIDEAU

Bayron Conrad ERA 2

Bayron Conrad, a Scadrian industrialist, has built his life around the conviction that progress must be pursued regardless of cost. This stance shapes both his work and the company he keeps. In addition to founding Conrad Industries, a company involved in weapons development and surveillance technology, Bayron is a member of the Gilded Trio—which has drawn him into even more dangerous ambitions. For more information on Bayron, see "Notable Characters" in this book's introduction.

Bayron has two Hemalurgic steel spikes in his torso, which he implanted himself. They give him access to Pewter Allomancy and Steel Allomancy.

Gilded Resources

One of the most powerful entrepreneurs in Elendel, Bayron uses his network of agents and industrial spies to wield extraordinary control over the city's industry and commerce. When Conrad interests are threatened, Bayron can deploy **Conrad operatives** to conduct sabotage or hinder opponents. He maintains a corporate intelligence group of **Conrad Tineye informants**, who he tasks with tailing persons of interest and acquiring sensitive information through document theft or espionage. Though Bayron is confident in his ability to protect himself, he travels in his armored car and is closely followed by six **Conrad elite operatives** when in public.

Through Conrad Industries, Bayron also influences the availability of machined parts and technological advances. Those in his crosshairs may suddenly discover vital components or ammunition have become unavailable on the market.

Bayron Conrad's Tactics

At the start of a fight, **Bayron Conrad** uses Burn Pewter and closes on the nearest threat, opening with his Knucklebones. When an attack misses him, he reacts with his Belittling Boast, mocking nearby foes for failed strikes. If a character attempts to intimidate him, he immediately moves closer and focuses the fight on them. If combat begins to turn against Bayron, he uses Fire in the Hole to damage and disorient his foes, then he repositions to gain some distance and switches to his Shotgun.



DEANDRA SCICLUNA & GAL OR

Bayron Conrad

Tier 1 Boss – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
4	17	3	4	17	3	2	16	4

Health: 62 (50–74) **Focus:** 5 **Investiture:** 6

Deflect: 2 (breastplate)
Movement: 30 ft.
Senses: 10 ft. (sight)
Physical Skills: Athletics +6, Heavy Weaponry +6, Light Weaponry +5
Cognitive Skills: Crafting +6, Discipline +5, Intimidation +5, Lore +6
Spiritual Skills: Leadership +6, Perception +4, Persuasion +6
Metallic Art Skills: Allomancy +5 (2 ranks; Pewter, Steel)

Traits

Boss. Bayron can take both a fast turn and a slow turn each round. After an enemy finishes a turn, Bayron can spend 1 focus to immediately use an additional ▶ or ▷. Additionally, he can spend 1 focus on his turn to remove a condition from himself.

Cage Fighter. Persuasion tests against Bayron gain a disadvantage. Additionally, Bayron gains 1 focus after he's hit by a melee attack.

Cheap Shot. When Bayron successfully uses the Gain Advantage action with Deduction or an Awareness skill, his next attack against that target deals an extra 1d8 damage.

Actions

▶ **Strike: Knucklebones.** Attack +6, reach 5 ft., 1d6 + 6 impact damage. While Bayron is burning pewter, this damage die increases to 1d10.

▶ **Strike: Shotgun.** Attack +6, range 20/60 ft., 1d10 + 6 keen damage. *Pierce:* This damage can't be reduced by the target's deflect. *Loaded [2]:* Reload this weapon to full ammunition as ▶ or by spending 1 focus.

▶ **Burn Pewter (Costs 1–2 Investiture).** Until the end of Bayron's next turn, he gains the following benefits:

- He becomes Enhanced [Speed] and Enhanced [Strength]; the bonus to these attributes equals half the Investiture spent (rounded up).
- If he's Exhausted, he doesn't apply that penalty to his test results until his burn ends.

Before his pewter burn ends, he can maintain it by spending 1 or more Investiture as ▷.

▶ **Burn Steel.** Until the end of the scene, Bayron detects all sources of non-aluminum, non-Invested metal within 40 feet of him.

▶ **Steelpush (Costs 1–2 Investiture).** Bayron chooses a metal object he senses with Burn Steel, and he moves himself or the object straight away from the other, up to 20 feet per Investiture spent. Objects of a smaller size move away from Bayron, whereas Bayron moves away from objects of his size category or larger; if an object is attached to something else, that counts toward its size.

This ability can be used creatively (such as to disarm enemies or allow Bayron to "fly" for short distances). To affect an unwilling character in such a way, Bayron must succeed on an Allomancy test against the Physical defense of the target.

▶▶ **Fire in the Hole (3 Uses).** Bayron triggers a bomb he prepared earlier, which explodes in a space he can sense. He makes a ranged Crafting attack against the Physical defense of each character within 10 feet of that explosion, rolling 2d4 + 6 energy damage. On a hit, a character is also Disoriented until the end of their next turn.

▷ **Regenerate (Costs 1 Investiture).** Bayron recovers 1d6 + 1 health.

⮌ **Belittling Boast (Costs 1 Focus).** After an attack misses Bayron, he belittles nearby foes, making an Intimidation test against the Spiritual defense of each enemy he can influence within 10 feet of him. On a success, a character gains a disadvantage on attack rolls until the end of their next turn.

⮌ **Hotheaded.** After a character makes an Intimidation test against Bayron, he can immediately move up to his movement rate toward that character.

Opportunities and Complications

Opportunity. An enemy can spend ◈ to disrupt Bayron's planted explosives, removing one use of his Fire in the Hole.

Complication. The GM can spend ✵ from an enemy's test to have Bayron use Steelpush or Fire in the Hole as ⮌. He can use Fire in the Hole in this way even if he has no uses remaining.

Bezryl ERA 1

Bezryl is a Terris Keeper employed by Kandor Construction. She came to Luthadel seeking information about her missing brother, Fadwal. Bezryl favors honesty, plain speech, and fairness in all her dealings. Her training in architecture and engineering has honed a sharp eye for detail and inconsistencies. A talented Feruchemist with multiple metalminds, Bezryl is well equipped for most situations that come her way.



Bezryl's Tactics

Bezryl avoids violent confrontation, disengaging quickly when threatened. If grappled or otherwise cornered, she uses Tap Warmth to shake her attackers. She then uses Tap Speed to stay out of harm's way and escape. If she takes 10 or more damage, she uses Tap Health to stay in the fight.

Bezryl

Tier 2 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
3	14	1	3	15	2	2	15	3

Health: 42 (34–50) **Focus:** 4 **Investiture:** 0

Movement: 25 ft.
Senses: 10 ft. (sight)
Physical Skills: Agility +4, Athletics +6
Cognitive Skills: Deduction +6, Discipline +5, Lore +6
Spiritual Skills: Insight +4, Leadership +6, Perception +4
Metallic Art Skills: Feruchemy +6 (3 ranks; all)

Features

Metalminds. Bezryl has the following metalminds, each of which stores 6 charges: a coppermind (stores memory), a brassmind (stores warmth), a goldmind (stores health), and a steelmind (stores speed).

Actions

▶ **Strike: Unarmed.** Attack +6, reach 5 ft., 1d4 + 6 impact damage.

▶ **Tap Health (Costs 1 Goldmind Charge).** Bezryl ends the effects of a single disease, drug, or poison on herself. Additionally, now and at the start of each of her turns until the end of the scene, she recovers 1d10 health.

▶ **Tap Memory (Costs 1 Coppermind Charge).** Bezryl chooses an expertise to gain until the end of the scene. For the duration, she also gains an advantage on tests related to that expertise.

▶ **Tap Speed (Costs 1 Steelmind Charge).** Bezryl gains the following benefits until the end of the scene:

- She becomes Enhanced [Speed +2].
- She can use the Move action as ▷ once per turn.
- She can spend 1 steelmind charge on her turn to gain ▶▶, which she can only use to Brace, Disengage, Interact, Move, or make a physical test. During a conversation or endeavor, she can instead use ▶▶ to make an additional contribution.

▶ **Store Warmth.** Bezryl stores warmth until the end of the scene or until she uses Tap Warmth. For the duration, before Berzyl takes energy damage, she reduces it by 2.

▶ **Tap Warmth (Costs 1 Brassmind Charge).** Berzyl taps warmth until the end of the scene or until she uses Store Warmth. For the duration, when she takes energy damage, she increases it by 2. Additionally, at the end of each of Berzyl's turns, if she's been touching another character for more than a few seconds, Berzyl can use ▷ to deal them 6 energy damage.

⮌ **Useful Memory (Costs 1 Coppermind Charge).** When an ally rolls ◈, Berzyl taps her coppermind to retrieve a memory relevant to her allies' current mission or personal goals.

NELE KLUMPE

Bodyguard

Bodyguards serve noble houses, government officials, underworld kingpins, and other figures across Scadrial, protecting important personages and key locations.

Bodyguard

Tier 1 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
3	15	2	1	14	3	2	13	1

Health: 24 (19–29) **Focus:** 5 **Investiture:** 0

Deflect: 1 (leather)
Movement: 25 ft.
Senses: 10 ft. (sight)
Physical Skills: Athletics +5, Heavy Weaponry +5, Light Weaponry +4
Cognitive Skills: Discipline +4, Intimidation +5
Spiritual Skills: Insight +3, Perception +4

Features

Hold the Line. The bodyguard gains an advantage on tests against being knocked Prone. Additionally, before the bodyguard is unwillingly moved, they reduce that movement by 5 feet.

Actions

▶ **Strike: Sidesword.** Attack +5, reach 5 ft., 1d6 + 5 keen damage. On a hit, the target takes an extra 1d6 keen damage if the bodyguard is within 5 feet of an ally.

▶ **Strike: Boot Pistol.** ERA 2 Attack +4, range 20/40 ft., 1d4 + 4 keen damage. On a hit, the target takes an extra 1d4 keen damage if the bodyguard is within 5 feet of an ally. *Pierce:* This damage can't be reduced by the target's deflect. *Loaded [1]:* Reload this weapon to full ammunition as ▶.

▶▶ **Subdue.** The bodyguard targets a Large or smaller character within 5 feet of them, knocking them Prone then making an Athletics test against their Physical defense. On a success, the bodyguard can also make the target Restrained until the end of the bodyguard's next turn.

▷ **Close the Distance.** While within 30 feet of an ally, the bodyguard can use the Move action as ▷ once per turn.

⮌ **Protective Duty (Costs 1 Focus).** Before an ally within 5 feet of the bodyguard is attacked, the bodyguard becomes the target of the attack instead, as if they were in the ally's space.

Bodyguard Tactics

A **bodyguard** must be decisive and fast, operating skillfully in close-range combat. They Close the Distance as swiftly as possible, then use Protective Duty to keep their charges safe. In Era 2, a bodyguard may attack with their Boot Pistol before reaching their charge, then swap to their Sidesword to continue the fight. They use their Subdue action as necessary to give their charge a chance to flee. Meanwhile, their Hold the Line feature ensures the bodyguard is difficult to take out of the fight and can stay where they need to be on the battlefield.



KIMBERLY PANTONI & LOGAN FELICIANO

Buvidas Twins ERA 1

Silla and Caridus Buvidas are noble siblings, Mistings, and members of the Gilded Few who act at the direction of Delina's leadership. Full of aristocratic confidence and casual cruelty, they speak to others as inferiors and see defiance as a personal slight.

Caridus

Caridus Buvidas, a steel Misting, carries himself with restless energy and rarely remains still for long. He rushes through conversation, speaking quickly and interrupting freely, then abandoning it when he loses interest. Caridus is drawn to excess, whether in drink, wagers, or violence, and he grows visibly bored when denied stimulation. In tense moments, he escalates without hesitation, putting on the heat just to see things burn.

Caridus Buvidas's Tactics

Caridus Buvidas keeps his distance when possible and repositions throughout a fight. He uses repeated Steelpushes and his Shoot Coin attack to harry foes and deny them safe footing. If Caridus can position a target between him and **Silla Buvidas**, Silla can trigger his Push and Pull to knock the target Prone.



Caridus Buvidas

Tier 1 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	15	3	1	13	2	3	14	1

Health: 22 (18 –26) **Focus:** 4 **Investiture:** 5

Deflect: 1 (leather)
Movement: 30 ft.
Senses: 20 ft. (sight)
Physical Skills: Agility +4, Light Weaponry +5
Cognitive Skills: Discipline +3
Spiritual Skills: Insight +4, Perception +5
Metallic Art Skills: Allomancy +4 (2 ranks; Steel)

Features

Metallic Movement. When Caridus uses Steelpush to move, his movement doesn't trigger Reactive Strikes.

Coordinated Effort. While Caridus can sense Silla Buvidas, he can use the Interact action as ▷.

Actions

▶ **Strike: Dueling Cane.** Attack +5, reach 5 ft., 1d8 + 5 impact damage.

▶ **Shoot Coin (Costs 1–2 Investiture).** Attack: +4, range 20 ft. per Investiture spent, 1d6 + 4 impact damage.

▶ **Burn Steel.** Until the end of the scene, Caridus senses all sources of non-aluminum, non-Invested metal within 40 feet of him.

▶ **Steelpush (Costs 1–2 Investiture).** Caridus chooses a metal object he senses with Burn Steel, and he moves himself or the object straight away from the other, up to 20 feet per Investiture spent. Objects of a smaller size move away from Caridus, whereas he moves away from objects of his size or larger; if an object is attached to something else, that counts toward its size.

▶▶ **Marked (Costs 1 Focus).** Caridus makes a Perception test against the Spiritual defense of a character he can sense. On a success, Caridus discerns a point of interest related to the target, such as a hidden object or an escape route, and he can immediately move up to his movement rate toward that point.

⮌ **Push and Pull (Costs 1 Investiture).** When Silla Buvidas makes a Lurching Crash attack that hits a target positioned along a straight line between her and Caridus, Caridus augments her attack, knocking the target Prone.

JUST HIEU

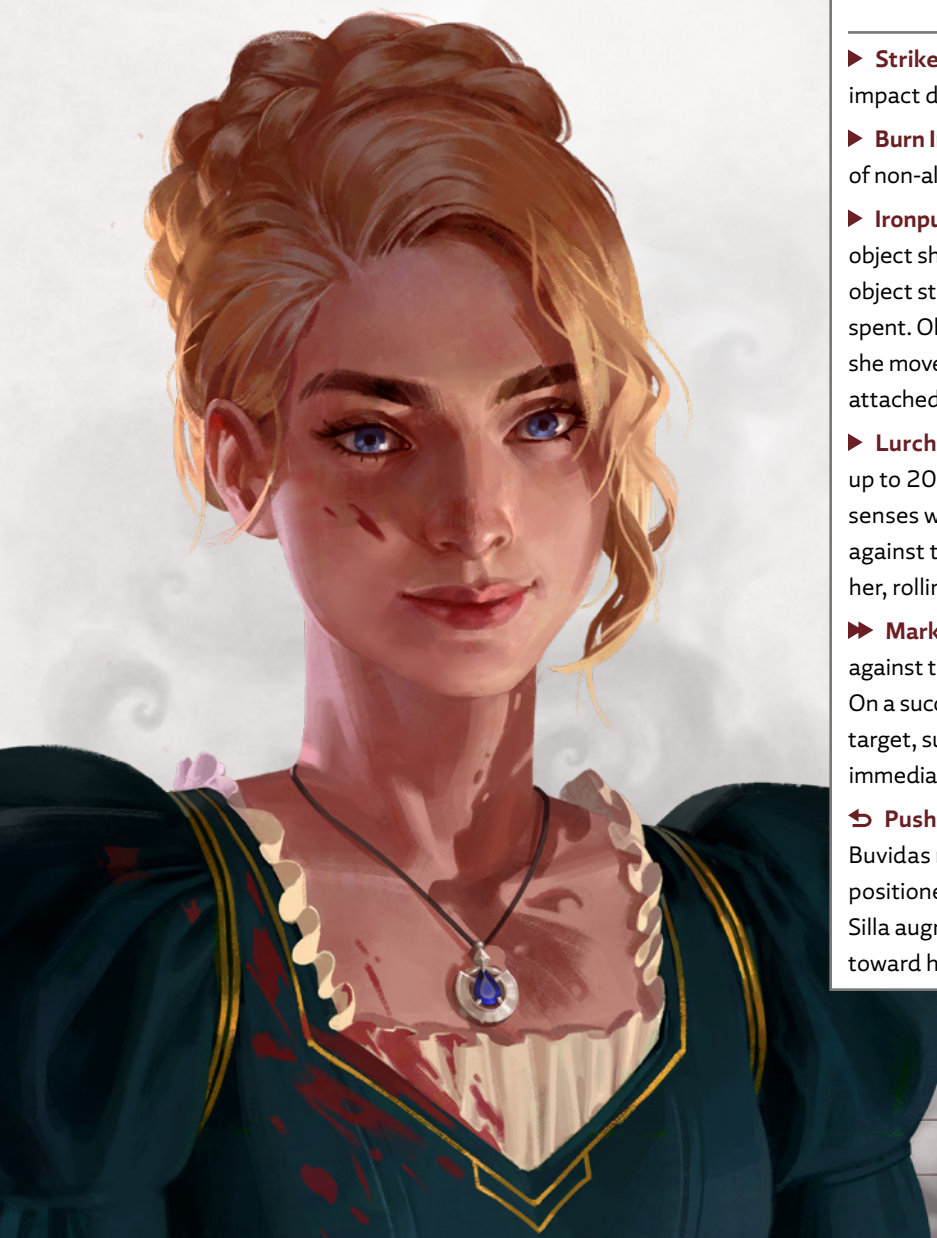
Silla

Silla Buvidas, an iron Misting, relies on instinct and reflexes, trusting her body to carry her through problems better than overthinking them ever could. She hates standing still and has a habit of fidgeting while others speak, pacing and constantly glancing around, as if expecting an attack at any moment.

Silla Buvidas's Tactics

Silla Buvidas uses Ironpull to enter combat quickly without triggering Reactive Strikes. She alternates between repositioning with Ironpull and striking with her Dueling Cane, staying in motion to make retaliation difficult. If Silla can position a target between her and **Caridus Buvidas**, Caridus can trigger her Push and Pull to drag the target into reach and keep them off balance.

JUST HIEU



Silla Buvidas

Tier 1 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	15	3	1	13	2	3	14	1

Health: 22 (18 –26) **Focus:** 4 **Investiture:** 5

Deflect: 1 (leather)
Movement: 30 ft.
Senses: 20 ft. (sight)
Physical Skills: Agility +4, Light Weaponry +5
Cognitive Skills: Discipline +3
Spiritual Skills: Insight +4, Perception +5
Metallic Art Skills: Allomancy +4 (2 ranks; Iron)

Features

Metallic Movement. When Silla uses Ironpull to move, her movement doesn't trigger Reactive Strikes.

Coordinated Effort. While Silla can sense Caridus Buvidas, she can use the Interact action as ▷.

Actions

▶ **Strike: Dueling Cane.** Attack +5, reach 5 ft., 1d8 + 5 impact damage.

▶ **Burn Iron.** Until the end of the scene, Silla senses all sources of non-aluminum, non-Invested metal within 40 feet of her.

▶ **Ironpull (Costs 1–2 Investiture).** Silla chooses a metal object she senses with Burn Iron, and she moves herself or the object straight toward the other, up to 20 feet per Investiture spent. Objects of a smaller size move toward Silla, whereas she moves toward objects of her size or larger; if an object is attached to something else, that counts toward its size.

▶ **Lurching Crash (Costs 1–2 Investiture).** Silla pulls herself up to 20 feet per Investiture spent toward a metal object she senses with Burn Iron, then makes a melee Allomancy attack against the Physical defense of a character within 5 feet of her, rolling 1d6 + 4 impact damage.

▶▶ **Marked (Costs 1 Focus).** Silla makes a Perception test against the Spiritual defense of a character she can sense. On a success, Silla discerns a point of interest related to the target, such as a hidden object or an escape route, and she can immediately move up to her movement rate toward that point.

⮌ **Push and Pull (Costs 1 Investiture).** When Caridus Buvidas makes a Shoot Coin attack that hits a target positioned along a straight line between him and Silla, Silla augments his attack, pulling the target 10 feet toward her.

Captain Eliane Vorn ERA 2

Captain Eliane Vorn, the Twinborn security captain of the National Archives, trained and served for years as an Elendel constable. However, following an incident with another lawkeeper, she was removed from her post. Vorn is a member of the Morgenthax crime family; her romantic relationship with Lysarra Tekiel positions her to act as a broker between the underworld and high society. Her primary loyalty is to Lysarra, and accordingly, she operates in alignment with the Gilded Trio.

Captain Eliane Vorn's Tactics

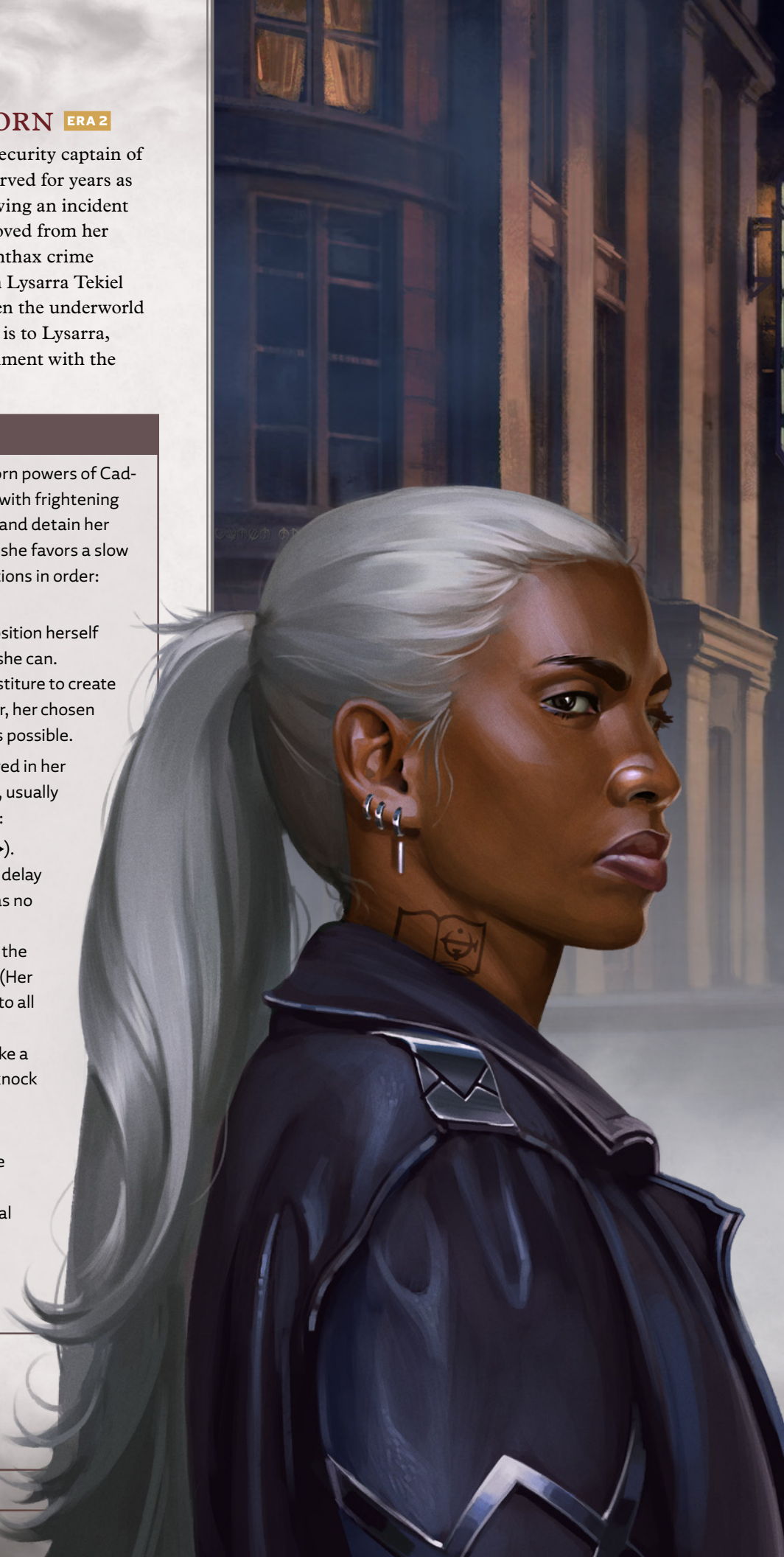
Captain Eliane Vorn wields her Twinborn powers of Cadmium Allomancy and Steel Feruchemy with frightening lethality. Her primary goal is to disable and detain her foes. During the first round of combat, she favors a slow turn, usually including the following actions in order:

- Tap Speed (▶).
- Move (▷ due to tapping speed) to position herself near the most dangerous opponent she can.
- Burn Cadmium (▶▶), spending 1 Investiture to create a Huge time bubble that envelops her, her chosen opponent, and as many other foes as possible.

On each turn while Vorn's foes are slowed in her time bubble, she also takes a slow turn, usually including the following actions in order:

- Remove 1 delay point from herself (▶). Because of her Tap Speed, the other delay point was already negated, so she has no more delay points.
- Use Time Contortion (▶) to damage the highest priority target in her bubble. (Her Enhanced [Speed +2] bonus applies to all of her attack tests and her damage.)
- Move (▷) toward that target and make a Strike with her Revolver Butt (▶) to knock the target Prone.
- Maintain her Burn Cadmium (▷).

If Vorn's allies are in serious danger, she immediately shifts to prioritize their protection and uses Tactical Withdrawal to direct them out of harm's way—but keep in mind that when she's in a time bubble, she can't influence allies on the outside.



Captain Eliane Vorn

Tier 2 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
1	15	4	4	17	3	2	15	3

Health: 60 (55–65) **Focus:** 5 **Investiture:** 5

Deflect: 1 (leather)
Movement: 30 ft.
Senses: 10 ft. (sight)
Physical Skills: Agility +6, Light Weaponry +6, Thievery +5
Cognitive Skills: Deduction +6, Discipline +5, Lore +5
Spiritual Skills: Insight +4, Leadership +5, Perception +4
Metallic Art Skills: Allomancy +6 (3 ranks; Cadmium), Feruchemy +7 (3 ranks; Steel)

Traits

Steelmind (Stores Speed). Vorn has a steelmind that stores 5 charges.

Actions

▶ **Strike: Vorn's Revolver.** Attack +6, range 20/80 ft., 1d6 + 6 keen damage. *Pierce:* This damage can't be reduced by the target's deflect. *Loaded [6]:* Reload this weapon to full ammunition as ▶.

▶ **Strike: Revolver Butt.** Attack +6, reach 5 ft., one target, 1d6 + 6 impact damage. On a hit, the target is also knocked Prone.

▶ **Time Contortion (Costs 1 Steelmind Charge).** Vorn uses Vorn's Revolver to attack one target in her time bubble. This attack doesn't count as a Strike.

▶ **Tap Speed (Costs 1 Steelmind Charge).** Vorn gains the following benefits until the end of the scene:

- She becomes Enhanced [Speed +2].
- She can use the Move action as ▷ once per turn.
- She gains 1 fewer delay points from the creation or maintenance of any cadmium time bubble.

▶▶ **Burn Cadmium (Costs 1 Investiture).** Vorn creates a time bubble in a Huge (15-foot) area centered on her current location. Time within this bubble slows dramatically. Each character in the bubble gains 2 delay points. While a character has at least 1 delay point, they must use every available action and contribution to remove their delay points in one of the following ways, and they can't use any other actions or reactions until they do:

- As ▶, they can remove 1 delay point from themself. A character can use this action more than once per turn.
- They can use a free action. If such an effect grants one or more ▶, these can be used to remove delay points.
- During a conversation or endeavor, they can use their contribution to remove 2 delay points from themself.

The bubble has the following additional effects:

- Effect durations elapse more slowly within the bubble. While a character has at least 1 delay point, this pauses the duration (though not the effects) of ongoing effects, so those effects ignore the passage of rounds and turns.
- Characters who willingly move through the bubble's surface lose focus equal to the Investiture spent; if this reduces their focus to 0 (or if they already had 0 focus), they're Stunned until the end of their next turn.
- Characters outside the bubble can't communicate with or influence characters inside through mundane means, and vice versa.
- When a character makes an attack through the bubble's surface, they gain a number of disadvantages equal to the Investiture spent to Burn Cadmium. The attack gains the Dangerous weapon trait, and it can't hit or graze the target unless the attacker also spends ◈.

The time bubble ends at the end of the next round—but since rounds don't count while Vorn has at least 1 delay point, the bubble lasts until the end of the round where Vorn removes her last delay point. When the bubble ends, remove its remaining delay points from affected characters.

Before the time bubble ends, Vorn can maintain it as ▷ while within the bubble by spending the same Investiture as before, granting each character in it an additional 2 delay points.

⮌ **Tactical Withdrawal (Costs 1 Focus).** After an ally Vorn can influence within 30 feet of her is hit with an attack, Vorn commands them to withdraw. That ally can immediately move up to half their movement rate without triggering a Reactive Strike.

TRISTAN BIDEAU & GAL OR

Commoner

The people of Scadrial have endured a world of hardship, revolution, and change after a long period of cultural stagnation. Though forced to suffer, adapt, and repeatedly rebuild in the wake of world-reshaping upheavals, each Scadrian has their own hopes, dreams, and capabilities.

Commoners are the typical citizens found in any city across Scadrial. Called skaa in Era 1 and citizens in Era 2, most commoners simply seek to live their lives. They strive to avoid violence, protect their loved ones, and pursue whatever prosperity they can find.

Commoner Tactics

In combat, a **commoner** generally flees and seeks safety unless their loved ones are in immediate danger.

When forced to fight, a commoner usually resorts to an Improvised Weapon; alternatively, they might Distract to aid a more capable ally. In conversations, commoners usually concede to those they consider more competent.

Commoner

Tier 1 Minion – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
0	11	1	1	12	0	1	11	0

Health: 10 (8–12) **Focus:** 2 **Investiture:** 0

Movement: 25 ft.
Senses: 10 ft. (sight)
Physical Skills: Athletics +1
Cognitive Skills: Crafting +2
Spiritual Skills: Insight +2, Perception +2

Features

Minion. The commoner's attacks can't critically hit, and they're immediately defeated when they suffer an injury.

Capable. The commoner has a utility expertise in one profession, and they gain an advantage on tests related to that profession.

Actions

▶ **Strike: Improvised Weapon.** Attack +1, reach 5 ft., 1d4 + 1 impact damage.

⮌ **Distract (Costs 1 Focus).** When an ally makes a test against an enemy who is within the commoner's reach, the commoner grants the ally an advantage on that test.



KEVIN O'NEILL

Con Artist

In the Final Empire, many people resort to manipulation and trickery to make ends meet. Those who succeed in their duplicity often find a home with thieving crews as con artists.

Con Artist Tactics

A **con artist** is excellent in social situations, using their Inscrutable Expression feature to control conversations. Their Underhanded Sales ability works well to weaken their foes, whether in social situations or combat. In a fight, a con artist relies on deception to aid themselves and their allies, using Mislead to hinder their opponents and Create Distraction to get their allies to safety. With their Knife action, a con artist can Disengage and flee if things start to look deadly.



ARCHIE ADIARTAMA

Con Artist

Tier 1 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
1	14	3	2	13	1	2	15	3

Health: 20 (16–24) **Focus:** 3 **Investiture:** 0

Movement: 30 ft.
Senses: 10 ft. (sight)
Physical Skills: Light Weaponry +5, Thievery +5
Cognitive Skills: Discipline +3
Spiritual Skills: Deception +5, Insight +3, Perception +4, Persuasion +5

Features

Inscrutable Expression. The con artist gains a bonus to their Spiritual defense equal to their Deception modifier against tests to discern whether they're lying.

Actions

▶ **Strike: Knife.** Attack +5, reach 5 ft. or range 20/60 ft., 1d4 + 5 keen damage. On a hit, the con artist can also Disengage as ▷.

▶ **Strike: Snub Nose Pistol.** ERA 2 Attack +5, range 20/60 ft., 1d4 + 5 keen damage. *Pierce:* This damage can't be reduced by the target's deflect. *Loaded [6]:* Reload this weapon to full ammunition as ▶.

▶▶ **Mislead (Costs 1 Focus).** The con artist makes a Deception test against the Spiritual defense of a target they can influence within 5 feet of them. On a success, they stab the target, dealing 1d4 + 10 keen damage. On a failure, the target loses 1 focus.

▶▶ **Underhanded Sales.** The con artist chooses up to five targets they can influence within 30 feet of them and makes a Persuasion test against their Spiritual defenses. On a success, the target loses 2 focus.

⮌ **Create Distraction (Costs 1 Focus).** When an enemy the con artist can influence ends their turn within 5 feet of the con artist or of an ally the con artist can influence, the con artist can make a Persuasion test against the target's Spiritual Defense. On a success, the con artist or their ally (whichever one the enemy moved next to) can move up to their movement rate (no action required) without triggering a Reactive Strike.



Conrad Employees ERA 2

Employees of Conrad Industries serve one of Elendel's most powerful industrial interests, carrying out the company's work far beyond factory floors and counting houses. Publicly, Conrad Industries is associated with innovation, protection, and surveillance. Its employees are trained to operate within a rigid internal hierarchy with discipline and discretion. Assignments range from security and field work to spycraft and technical deployments. Conrad Industries places capable personnel wherever they're needed, extending the company's reach into the many corners of the Basin while maintaining plausible deniability in case of scandal.

Conrad Employee Tactics

A **Conrad operative** prefers to strike from hiding, prioritizing Surprised enemies to capitalize on extra damage. Once in combat, they use Deploy Devious Device to make nearby targets Disoriented or Immobilized before shifting targets. When pressured up close, the operative relies on Run Interference to blunt incoming damage and disrupt momentum. If enemies cluster, the operative uses their Poison Gas Grenade to spread harm and force movement. They avoid prolonged exchanges, repositioning once control of the fight slips.

A **Conrad elite operative** maintains a generous distance from potential targets, using Burn Tin to locate threats before committing to an engagement. Once a target is identified, the operative uses Locate Target to guide allied ranged attacks while delivering precise rifle shots from range. The operative breaks enemy formations with strategically thrown Fragmentation Grenades.

During conversations, **Conrad Tineye informant** stays quiet at first, watching closely and using Burn Tin to sharpen their read on the room. When they want to apply pressure, they Barter, targeting the participant with the highest Spiritual defense to steer the conversation in the informant's favor while draining everyone's focus. The informant avoids physical conflict whenever possible, slipping away if the exchange turns hostile. If cornered, they strike with their Knife only to create space, then they withdraw.

A **Conrad engineer** prefers to stay back from enemies, using their Experimental Pistol to maintain distance. Once they've avoided melee, they Deploy Prototype Device on the greatest threat or throw their Siren Grenade at a group of enemies.

GUILHERME CASTRO & GALOR

Conrad Operative

Tier 1 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	15	3	2	14	2	3	14	1

Health: 30 (24–36) **Focus:** 4 **Investiture:** 0

Deflect: 1 (leather)
Movement: 30 ft.
Senses: 20 ft. (sight)
Physical Skills: Agility +4, Light Weaponry +5, Stealth +5
Cognitive Skills: Crafting +4, Discipline +4
Spiritual Skills: Perception +5

Actions

▶ **Strike: Baton.** Attack +5, reach 5 ft., 1d6 + 5 impact damage. If the target is Surprised or Disoriented, this attack deals an extra 1d6 damage.

▶ **Strike: Silenced Pistol.** Attack +5, range 20/80 ft., 1d6 + 5 keen damage. If the target is Surprised or Disoriented, this attack deals an extra 1d6 damage. *Pierce:* This damage can't be reduced by the target's deflect. *Loaded [6]:* Reload this weapon to full ammunition as ▶.

▶ **Strike: Poison Gas Grenade (2 Uses).** Attack +5, range 20/60 ft., 1d4 + 5 vital damage. On a hit, the target is also Afflicted [1d4 vital] until they recover at least 1 health. *Blast [5]:* On a hit, this attack grazes each character within 5 feet of the target; the operative can spend 2 focus to instead hit each of them.

▶▶ **Deploy Devious Device (Costs 1 Focus).** The Conrad operative makes a Crafting attack test against the Cognitive defense of a character they can sense within 5 feet of them, rolling 1d6 + 4 energy damage. On a hit, the target is also Disoriented or Immobilized (operative's choice) until the end of the target's next turn.

⮌ **Run Interference.** Before an enemy the Conrad operative can sense within 5 feet of them makes a test using a physical skill, the operative can make an Agility test against the enemy's Cognitive defense. On a success, the enemy gains a disadvantage on damage rolls until the end of their next turn.

Conrad Elite Operative

Tier 3 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
1	16	5	4	17	3	5	18	3

Health: 54 (43–65) **Focus:** 5 **Investiture:** 7

Deflect: 1 (leather)
Movement: 30 ft.
Senses: 50 ft. (sight)
Physical Skills: Agility +8, Light Weaponry +8, Stealth +7
Cognitive Skills: Crafting +6, Discipline +6
Spiritual Skills: Leadership +5, Perception +7
Metallic Art Skills: Allomancy +7 (4 ranks; Tin)

Actions

▶ **Strike: Hunting Rifle (Explosive Rounds).** Attack +8, range 150/600 ft., 1d8 + 8 keen damage and 1d8 energy damage. On a hit, every other character within 5 feet of the target also takes 1d8 energy damage. *Pierce:* This damage can't be reduced by the target's deflect. *Loaded [3]:* Reload this weapon to full ammunition as ▶.

▶ **Strike: Fragmentation Grenade (3 uses).** Attack +8, range 20/60 ft., 2d4 + 8 keen damage. *Pierce:* This damage can't be reduced by the target's deflect. *Blast [5]:* On a hit, this attack grazes each character within 5 feet of the target; the elite operative can spend 2 focus to instead hit each of them.

▶ **Burn Tin (Costs 1–4 Investiture).** The elite operative enhances their senses, experiencing the following effects until the end of the scene or until they end them on a later turn as ▷:

- They become Enhanced [Awareness]. The bonus to this attribute equals half the Investiture they spent to Burn Tin (rounded up).
- All their senses are supernatural senses. The first time each round they experience heightened sensory input, they must succeed on a Discipline test (DC equals 12 + the value of their Enhanced [Awareness] condition) or be Disoriented until the end of their next turn.
- When they successfully use Gain Advantage with Deduction or an Awareness skill, their next attack against that target deals an extra 1d10 damage.

▷ **Locate Target (Costs 1 Focus).** While burning tin, the elite operative targets a character they can sense within 160 feet of them. An ally the elite operative can influence can immediately make a ranged Strike against that target as ⮌. That attack gains an advantage and uses the elite operative's Perception skill for the attack roll instead of the ally's usual skill.

Conrad Tineye Informant

Tier 1 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
0	11	1	2	14	2	2	13	1

Health: 22 (18–26) **Focus:** 4 **Investiture:** 4

Movement: 25 ft.
Senses: 10 ft. (sight)
Physical Skills: Light Weaponry +2, Stealth +2
Cognitive Skills: Deduction +4, Lore +4
Spiritual Skills: Deception +2, Insight +4, Perception +4, Persuasion +3
Metallic Art Skills: Allomancy +4 (2 ranks; Tin)

Traits

Informed. Roll the plot die prior to a scene with the Tineye informant. On ◈, the Tineye informant knows information useful to the PCs. On ✳, the Tineye informant knows compromising information about one of the PCs.

Well-Connected. The Tineye informant gains an advantage on skills tests relating to the location and organizations they use to collect their information (such as the Elendel constabulary, markets, and industry).

Actions

▶ **Strike: Knife.** Attack +2, reach 5 ft., 1d4 + 2 keen damage. On a hit, the Tineye informant can spend 1 focus to deal an extra 2d4 damage.

▶ **Barter.** During a conversation, the Tineye informant makes a Persuasion test against the character they can influence who has the highest Spiritual defense. On a success, each character of the Tineye informant's choice in the conversation loses 1 focus.

▶ **Burn Tin (Costs 1–2 Investiture).** The Tineye informant enhances their senses, experiencing the following effects until the end of the scene or until the Tineye informant ends them on a later turn as ▷:

- They become Enhanced [Awareness]. The bonus to this attribute equals half the Investiture they spent to Burn Tin (rounded up).
- All their senses are supernatural senses. The first time each round they experience heightened sensory input, they must succeed on a Discipline test (DC equals 12 + the value of their Enhanced [Awareness] condition) or be Disoriented until the end of their next turn.
- When they successfully use Gain Advantage with Deduction or an Awareness skill, their next attack against that target deals an extra 1d6 damage.

Conrad Engineer

Tier 1 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
1	14	2	3	15	2	3	14	1

Health: 30 (24–36) **Focus:** 4 **Investiture:** 0

Movement: 25 ft.
Senses: 20 ft. (sight)
Physical Skills: Agility +4, Light Weaponry +4
Cognitive Skills: Crafting +5, Deduction +5, Discipline +4
Spiritual Skills: Perception +5

Features

Capable Engineer. The engineer gains an advantage on tests related to machines.

Actions

▶ **Strike: Baton.** Attack +4, reach 5 ft., 1d6 + 4 impact damage.

▶ **Strike: Experimental Pistol.** Attack +4, range 20/80 ft., 1d6 + 4 keen damage. On a hit, the engineer can spend 1 focus to also push the target 15 feet away from them.
Pierce: This damage can't be reduced by the target's deflect.
Loaded [8]: Reload this weapon to full ammunition as ▶.

▶▶ **Deploy Prototype Device (Costs 1 Focus).** The engineer makes a Crafting attack test against the Cognitive defense of a character they can sense within 15 feet of them, rolling 1d6 + 4 energy damage. On a hit, the device traps the target, making them Immobilized and Afflicted [2d6 energy] until they're freed. The trapped target or a character who can reach them can Use a Skill to make a DC 14 Agility or Athletics test. On a success, the trapped target is freed.

▶▶ **Siren Grenade (1 Use).** The engineer throws a sonic device with a loud, distracting siren at a point they can sense within 30 feet of them. Each time a character spends focus within 10 feet of that device, they must spend an additional 1 focus. A character who can reach the siren can Use a Skill to make a DC 14 Athletics or Thievery test, ending the siren's effects on a success.

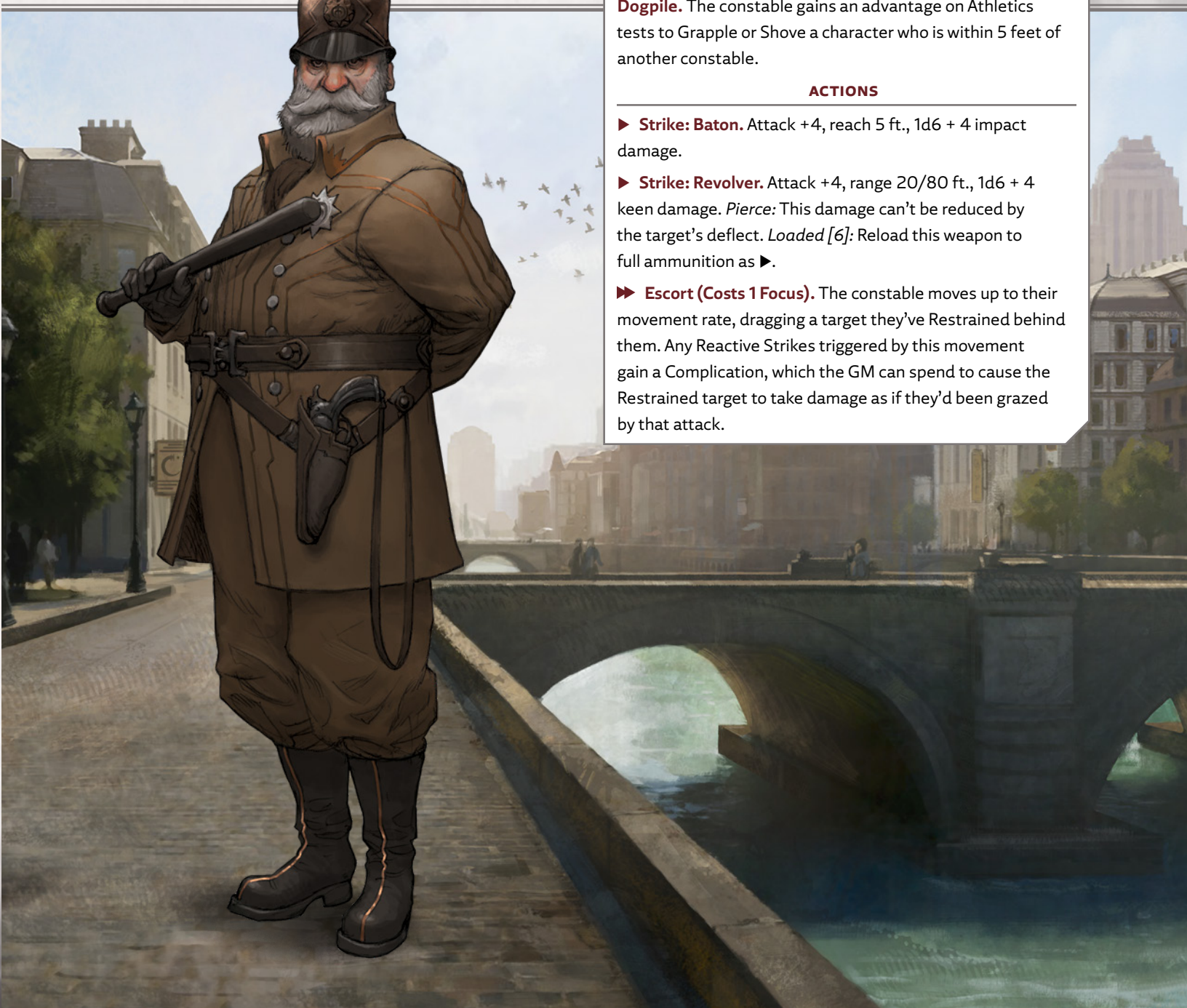
Constable ERA 2

Constables are often encountered enforcing the law in cities and towns. They commonly respond to raids, disturbances, and active investigations.

Constable Tactics

When attempting to make an arrest, **constables** take advantage of numbers, making ranged Revolver attacks to give their fellow constables an opening to close the distance. Once they close in, they use their Dogpile feature to help them Grapple their targets. When they have a target under control, constables then use Escort to drag the target back behind police lines, working to keep each suspect separated so they can't help each other escape.

STEVE PRESCOTT & GAL OR



Constable

Tier 1 Minion – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	14	2	0	11	1	2	13	1

Health: 17 (14–20) **Focus:** 4 **Investiture:** 0

Movement: 25 ft.
Senses: 10 ft. (sight)
Physical Skills: Agility +4, Athletics +4, Light Weaponry +4
Cognitive Skills: Discipline +2, Intimidation +2
Spiritual Skills: Insight +4, Perception +4

Features

Minion. The constable's attacks can't critically hit, and they're immediately defeated when they suffer an injury.

Dogpile. The constable gains an advantage on Athletics tests to Grapple or Shove a character who is within 5 feet of another constable.

Actions

▶ **Strike: Baton.** Attack +4, reach 5 ft., 1d6 + 4 impact damage.

▶ **Strike: Revolver.** Attack +4, range 20/80 ft., 1d6 + 4 keen damage. *Pierce:* This damage can't be reduced by the target's deflect. *Loaded [6]:* Reload this weapon to full ammunition as ▶.

▶▶ **Escort (Costs 1 Focus).** The constable moves up to their movement rate, dragging a target they've Restrained behind them. Any Reactive Strikes triggered by this movement gain a Complication, which the GM can spend to cause the Restrained target to take damage as if they'd been grazed by that attack.

Delina Tekiel ERA 1

Delina, a Mistborn of House Tekiel, emerged as one of the most dangerous pupils of the rogue Inquisitor Vadilek in the chaos following the Lord Ruler's fall. Where other nobles maneuver through politics, Delina favors direct action, meeting resistance head-on with overwhelming force and skills hard-won through grueling training. Imposing and relentless once unleashed, she treats opposition like prey to be cornered and broken, leaving subtlety to others better suited to it.

Gilded Resources

After the ritual death of her mentor, Vadilek, Delina claimed leadership of the Gilded Few. None in the organization dare openly oppose her, leaving her in complete control of its resources. To avoid King Elend's scrutiny, she operates out of the Seeris Manor in Fellise. She has turned the mansion into a fortified compound with a small army of thirty **hazekillers** at her beck and call. In addition, prominent members of the Gilded Few—including **Duvall Haught**, **Silla Buvidas**, and **Caridus Buvidas**—support her work. In Luthadel, Assembly member Lord Haltier Habren works behind the scenes to ensure the Assembly stays out of the way of Delina and the Few. After chapter 2, the armies participating in the ongoing siege create a hostile barrier between her and the party. Thus she bides her time, preparing for one brutal strike against the heroes and Enge. For more information on Delina Tekiel, see "Notable Characters" in this book's introduction.

Delina Tekiel's Tactics

Delina Tekiel advances aggressively, using her first fast turn to Burn Iron/Steel (or if obviously outnumbered, she uses that turn to Burn Atium, then later uses a boss action to Burn Iron/Steel). Delina then uses Ironpull/Steelpush to close distance or drag enemies out of position before committing to a strike. Once engaged, she cuts through a single target with Assassin's Dance, then turns on nearby foes to knock them off their feet with Devastating Sweep. Delina uses emotional Allomancy to scatter groups and break resolve, forcing enemies to retreat. If pressed by multiple threats at once, Delina uses Burn Atium and presses the attack relentlessly until resistance collapses.



Delina Tekiel

Tier 2 Boss – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
4	18	4	2	16	4	3	17	4

Health: 155 (124–186) **Focus:** 8 **Investiture:** 8

Movement: 30 ft.
Senses: 20 ft. (sight)
Physical Skills: Agility +7, Athletics +7, Heavy Weaponry +7, Stealth +7
Cognitive Skills: Discipline +6, Intimidation +6
Spiritual Skills: Insight +6, Leadership +7, Perception +6
Metallic Art Skills: Allomancy +7 (3 ranks; all)

Traits

Boss. Delina can take both a fast turn and a slow turn each round. After an enemy finishes a turn, Delina can spend 1 focus to immediately use an additional ▶ or ▷. Additionally, she can spend 1 focus on her turn to remove a condition from herself.

Hunter's Instinct. Delina gains an advantage on Perception tests to locate any target she's dealt damage to this scene.

Influential Bearing. The first time in a scene that Delina would spend focus to resist influence, doing so costs her no focus and each enemy in the scene loses 1d4 focus.

Actions

▶ **Strike: Vadilek's Obsidian Axe.** Attack +7, reach 5 ft., 1d6 + 7 keen damage. On a hit, she can spend 2 Investiture to deal an extra 2d6 damage.

▶ **Shoot Coin (Costs 1–3 Investiture).** Attack +7, range 20 ft. per Investiture spent, 1d8 + 7 impact damage.

▶▶ **Assassin's Dance.** Delina moves up to her movement rate and makes a Strike. On a hit, the target is also Disoriented until the end of the target's next turn.

▶▶▶ **Devastating Sweep (Costs 2 Focus).** Delina makes a Strike against each character within 5 feet of her (other than herself). On a hit, each target also falls Prone.

▶▶ **Burn Atium (1 Use).** For the next 3 rounds, when Delina makes a test to physically interact with another character (including tests against Physical defense), don't roll any d20s. Instead, set all d20s, including advantages and disadvantages, to a value of 15. Similarly, when an enemy makes a test to physically interact with Delina (including tests against Physical defense), set the value of their d20s to 5.

▶ **Burn Iron/Steel.** Until the end of the scene, Delina senses all sources of non-aluminum, non-Invested metal within 80 feet of her.

▶ **Burn Tin (Costs 1–3 Investiture).** Delina enhances her senses, experiencing the following effects until the end of the scene or until Delina ends them on a later turn as ▷:

- She becomes Enhanced [Awareness]. The bonus to this attribute equals half the Investiture she spent to Burn Tin (rounded up).
- All her senses are supernatural senses. The first time each round she experiences heightened sensory input, she must succeed on a Discipline test (DC equals 12 + the value of her Enhanced [Awareness] condition) or be Disoriented until the end of her next turn.

▶ **Ironpull/Steelpush (Costs 1–3 Investiture).** Delina chooses a metal object she senses with Burn Iron/Steel, and she moves herself or the object straight toward or away from the other, up to 20 feet per Investiture spent. Objects of a smaller size move toward or away from Delina, whereas Delina moves toward or away from objects of her size or larger; if an object is attached to something else, that counts toward its size.

This ability can be used creatively (such as to disarm enemies or strike at an enemy in the object's flight path). To affect an unwilling character in such a way, Delina must succeed on an Allomancy test against the Physical defense of the target, or if the effect deals damage, Delina must make an Allomancy attack, rolling 1d8 + 7 impact damage.

▶▶ **Prey for the Hunter (Costs 1–3 Investiture).** Delina simultaneously Soothes and Riots all characters in a Huge (15-foot) area within 80 feet of her, making an Allomancy test against the Spiritual defense of each character (other than herself) in the area. On a success, a target must use a reaction (if they can) to move as far as they can away from Delina, up to their movement rate, and they're Diminished [Willpower] until the end of their next turn. The penalty to this attribute equals the Investiture Delina spent.

⮌ **Brute Force (Costs 1 Focus).** After Delina is grazed by a melee attack, she can make an Athletics test with a DC equal to that attack roll. If she succeeds, she disarms the attacker, and she can spend 1 Investiture to deal 1d6 impact damage. The attacker's weapon falls into a space of Delina's choosing within 5 feet of them.

Opportunities and Complications

Opportunity. An enemy can spend ◈ either to halve the damage they take from Delina's next attack against them or to end Delina's ongoing Invested effects.

Complication. The GM can spend ✳ from an enemy's test to either have Delina use Drink Vial as ⮌ or recover 1d4 focus.

OKSANNA KERRO & LOGAN FELICIANO

Duvall Haught ERA 1

A noble of House Haught, ranking member of the Gilded Few, and unabashed noble supremacist, Duvall Haught operates a free infirmary in Luthadel—and secretly conducts experiments on some of his patients. Even beyond the infirmary, he leverages his status and social influence to place himself amid the city's wounded and desperate. Trained as a Coinshot and Hemalurgist, and bearing a Hemalurgic spike that grants him access to Zinc Allomancy, Duvall distinguishes himself through calculated experimentation—such as by Rioting skaa to inflame unrest, then observing the results from a position of safety.

Duvall Haught's Tactics

Duvall Haught begins combat by using Burn Steel and identifying metal-bearing targets. He alternates between Shoot Coin and close-range strikes with his Surgeon's Knife, acting without restraint whenever openings present themselves. When attacked with a metal weapon, he immediately reacts with Not So Fast to absorb the blow and stay in the fight. If threatened by multiple enemies at once, Duvall burns zinc by using To Arms!, forcing nearby combatants to strike out at those within reach. He uses his Boss feature to spend focus freely on extra actions and condition removal, continuing to fight until brought down.

GUILHEREME CASTRO & KEVIN O'NEILL



Duvall Haught

Tier 1 Boss – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
3	17	4	4	16	2	1	15	4

Health: 70 (53–88) **Focus:** 4 **Investiture:** 6

Deflect: 1 (leather)
Movement: 30 ft.
Senses: 10 ft. (sight)
Physical Skills: Agility +6, Light Weaponry +6
Cognitive Skills: Deduction +5, Intimidation +5, Lore +6, Medicine +6
Spiritual Skills: Leadership +5
Metallic Art Skills: Allomancy +4 (2 ranks; Steel, Zinc)

Features

Boss. Duvall can take both a fast turn and a slow turn each round. After an enemy finishes a turn, Duvall can spend 1 focus to immediately use an additional ▶ or ▷. Additionally, he can spend 1 focus on his turn to remove a condition from himself.

Actions

▶ **Strike: Surgeon's Knife.** Attack +6, reach 5 ft., 1d4 + 6 keen damage.

▶ **Shoot Coin (Costs 1–2 Investiture).** Attack: +4 vs. Physical defense, range 20 ft. per investiture spent, 1d6 + 4 impact damage.

▶ **Burn Steel.** Until the end of the scene, Duvall senses all sources of non-aluminum, non-Invested metal within 40 feet of him.

▶▶ **Burn Zinc (Costs 1–2 Investiture).** Duvall chooses an emotion and chooses one or more targets in a Large (10-foot) area within 40 feet of him, then he makes an Allomancy test against the Spiritual defense of each target. On a success, the chosen emotion is Rioted in that target, influencing them to act in alignment with that emotion until the end of their next turn. Before this effect ends, Duvall can maintain it on all affected targets in that area by spending 1 or more Investiture as ▷.

An affected target can resist as ▷, spending focus equal to the Investiture spent to Burn Zinc (instead of the usual cost to resist influence). After they do, they ignore their altered emotions until the start of their next turn.

▶ **Steelpush (Costs 1–2 Investiture).** Duvall chooses a metal object he senses with Burn Steel, and he moves himself or the object straight away from the other, up to 20 feet per Investiture spent. Objects of a smaller size move away from Duvall, whereas Duvall moves away from objects of his size category or larger; if an object is attached to something else, that counts toward its size.

This ability can be used creatively (such as to disarm enemies or allow Duvall to "fly" for short distances). To affect an unwilling character in such a way, Duvall must succeed on an Allomancy test against the Physical defense of the target.

▶▶ **To Arms! (Costs 1 Investiture)** Duvall burns zinc to Riot the fear and anger of up to five creatures he can sense within 40 feet of him. He makes an Allomancy test against the Spiritual defense of each target. On a success, a target must use a reaction (if they can) to make a melee Strike against a character of their choice.

⮌ **Not So Fast (Costs 2 Investiture).** Before Duvall is attacked with a metal weapon, he flares steel to increase his deflect value by 5 until the start of his next turn.

Opportunities and Complications

Opportunity. An enemy can spend ◈ to push or pull Duvall up to 10 feet.

Complication. The GM can spend ✵ from an enemy's test to have Duvall use Steelpush as ⮌.

"And where has the so-called revolution left Luthadel? The city is a rat's nest of violence, destruction, and instability. Thankfully my keep has opened its doors, providing needed care and charity to the downtrodden."

—Duvall Haught

Enforcer

Enforcers provide hired muscle for crews who need force more than finesse. Typically loyal to their crew leaders, enforcers follow orders without hesitation, from cracking heads to leaving rooms in ruins.

Enforcer Tactics

Fast, reckless, and effective, an **enforcer** never runs from a fight. They protect the weaker members of their crew, using their Bull Rush feature to move quickly through the field. If they're stuck at a distance, an enforcer in Era 2 can use their Shotgun, but every enforcer's priority is getting into melee to use their Unarmed Strike to restrain a foe.

Once their enemy is restrained, an enforcer uses their Breaking Bones action to devastate a single target, or they leverage their Improvising ability to wreck multiple enemies at once. An enforcer struggling to restrain a target can use Knockdown to set up their next Unarmed Strike.



Enforcer

Tier 2 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
5	18	3	1	14	3	3	16	3

Health: 45 (36–54) **Focus:** 5 **Investiture:** 0

Movement: 30 ft.
Senses: 20 ft. (sight)
Physical Skills: Athletics +7, Heavy Weaponry +6
Cognitive Skills: Intimidation +6
Spiritual Skills: Perception +6, Survival +5

Features

Bull Rush. The enforcer can move through areas occupied by enemies and isn't Slowed by difficult terrain created by Medium or smaller objects.

Actions

▶ **Strike: Unarmed.** Attack +7, reach 5 ft., 1d8 + 7 impact damage. On a hit, if the target is Medium or smaller, the enforcer can choose for them to become Restrained, but the enforcer can't attack other targets until that condition is removed. As ▶▶, the Restrained target can make a DC 15 Agility or Athletics test, removing the Restrained condition on a success.

▶ **Strike: Shotgun.** ERA 2 Attack +6, range 20/60 ft., 1d10 + 6 keen damage. On a hit, this attack also grazes each character within 5 feet of the target. *Pierce:* This damage can't be reduced by the target's deflect. *Loaded [2]:* Reload this weapon to full ammunition as ▶.

▶▶ **Breaking Bones.** The enforcer makes an Athletics test against the Physical defense of a target they're restraining. On a success, the target gains one of the following conditions until the end of the enforcer's next turn: Disoriented, Exhausted [−1], or Slowed. The enforcer can spend 3 focus to instead inflict an injury.

▶▶ **Improvising.** The enforcer throws an enemy they're restraining into another enemy within 20 feet of the enforcer. The enforcer makes an Athletics attack against the Physical defense of both targets, rolling 3d8 + 7 impact damage. Hit or miss, the thrown enemy also falls Prone in the nearest unoccupied space next to the other target.

↩ **Knockdown (Costs 1 Focus).** After a Large or smaller enemy within 5 feet of the enforcer hits them with a melee attack, the enforcer knocks the attacker Prone.

FLORIAN HAECKH & GAL OR

Freedom Fighter ERA 2

Scadrial's history is rife with movements so momentous they inspired fiery beliefs. Though these causes vary widely, there are always a few true believers who turn their convictions to impassioned action.

Freedom fighters are willing to fight and bleed for the cause. In the Northern Roughs, the corrupt and cruel business practices of the Tekiel train lines have pushed some to seek radical solutions. Those who do are drawn to the Ironbrands. Led by the Anvil, this group takes action—often violently—to enact their goal of Roughs freedom. They envision a future where the Roughs escape from under the thumb of Elendel's elites and exists as an independent nation.



STEVE PRESCOTT

Freedom Fighter

Tier 2 Minion – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
1	14	1	1	14	3	2	14	2

Health: 21 (17–25) **Focus:** 5 **Investiture:** 0

Deflect: 0, unless affected by Conviction
Movement: 25 ft.
Senses: 10 ft. (sight)
Physical Skills: Agility +4, Light Weaponry +4
Cognitive Skills: Discipline +6
Spiritual Skills: Perception +5

Features

Conviction. While the freedom fighter is within 120 feet of something that inspires their conviction, their deflect value increases by 1.

Minion. The freedom fighter's attacks can't critically hit, and they're immediately defeated when they suffer an injury.

Actions

▶ **Strike: Knife.** Attack +4, reach 5 ft. or range 20/60 ft., 1d4 + 4 keen damage.

▶ **Strike: Shotgun.** Attack +1, range 20/60 ft., 1d10 + 1 keen damage. *Pierce:* This damage can't be reduced by the target's deflect. *Loaded [2]:* Reload this weapon to full ammunition as ▶.

▶▶ **Harsh Judgment (Costs 3 Focus).** The freedom fighter proclaims judgment against an enemy within 5 feet of the freedom fighter. Every other freedom fighter within 5 feet of the target can use ⮌ to join the judgment. The target takes 1d6 keen damage per freedom fighter who proclaims judgment.

▶▶ **Enkindled Passion.** The freedom fighter uses the Gain Advantage action (no action required). On a successful test, every other freedom fighter within 5 feet of them also gains an advantage on their next test against that target.

Freedom Fighter Tactics

Freedom fighters work together and stoke each other's boldness. During a fight, their Harsh Judgment ability allows a group of freedom fighters to completely swarm their enemies, and their Conviction feature makes freedom fighters more difficult to injure when in the presence of something they fight for. When low on focus, a freedom fighter can still use their Knife or Shotgun and support their allies with Enkindled Passion.

Garrisoner

Garrisoners are skilled, versatile combatants who are deadliest in groups and at range. Whether fighting against a corrupt despot or defending a governor's power, garrisoners are trained to move and fight as large, formidable groups. Instrumental in both general defense and aggressive warfare, these soldiers can be employed to great effect in protecting important people and holding vital locations—or they can move forward in overwhelming ranks to break the enemy's lines.

These trained fighters are typically employed by the powerful or by others wealthy enough to deploy large squads. Garrisoners are one of the few combatants who do wear and wield metal in a fight, as their numbers are usually large enough to overwhelm any Allomancers who might be careless enough to face an army head-on.



Garrisoner

Tier 1 Minion – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	14	2	2	13	1	2	13	1

Health: 12 (9–15) **Focus:** 3 **Investiture:** 0

Deflect: 2 (breastplate)
Movement: 25 ft.
Senses: 10 ft. (sight)
Physical Skills: Athletics +3, Heavy Weaponry +4, Light Weaponry +4
Cognitive Skills: Discipline +3, Intimidation +2
Spiritual Skills: Perception +4

Features

Minion. The garrisoner's attacks can't critically hit, and they're immediately defeated when they suffer an injury.

Actions

▶ **Strike: Sidesword.** Attack +4, reach 5 ft., 1d6 + 4 keen damage. On a hit, the garrisoner can also Disengage as ▷.

▶ **Strike: Longbow.** ERA 1 Attack +4, range 150/600 ft., 1d6 + 4 keen damage. On a hit, if the garrisoner had at least one advantage on this attack, they can spend 1 focus to deal an extra 1d6 damage.

▶ **Strike: Bolt Rifle.** ERA 2 Attack +4, range 150/600 ft., 1d10 + 4 keen damage. *Pierce:* This damage can't be reduced by the target's deflect. *Loaded [1]:* Reload this weapon to full ammunition as ▶.

⮌ **Volley Shot (Costs 2 Focus).** After an allied garrisoner within 10 feet of this garrisoner hits a target with a ranged attack, this garrisoner can immediately make a ranged attack against a different target within 5 feet of the first target.

Garrisoner Tactics

A **garrisoner** is decisive and efficient. They can focus fire on a single powerful enemy, or use their Volley Shot reaction to spread damage and pick off multiple weaker targets simultaneously. When needed, a garrisoner's Sidesword can allow them to reposition and hold the line.

Garrisoners work in tandem—they never leave another soldier behind, and they prioritize working together to bring down their foes, rather than aiming for individual glory.

STEVE PRESCOTT

Guiverre Seeris ERA 1

Guiverre Seeris moves through noble society with an air of cultivated indulgence. A former confidant of Vadilek, his courtier's posture hides a sharp theoretical mind. A Seeker by training, he instinctively burns bronze nearly constantly, folding vigilance into his everyday habits.

His affiliation with the Gilded Few and connection to Delina Tekiel place him among a small circle of nobles entangled with forbidden artifacts and entitled ambition—but the death of his son, Idren, has unsettled those connections and left him questioning his allegiances.

Guiverre Seeris's Tactics

Guiverre Seeris begins by using Burn Bronze to identify and track Investiture use. He avoids direct engagement, using Gain Advantage whenever possible, then applying Flexible Strategy to pass that advantage to an ally. He relies on Follow My Lead to reposition allies and allow them to make powerful attacks. Guiverre only attacks when a target he's tracking is exposed, striking with his Knife to capitalize on the extra damage. If he's injured or targeted directly, he uses Secret Stash to recover and cleverly respond to the situation.



ALEXANDR LESKINEN

Guiverre Seeris

Tier 2 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	15	3	4	17	3	2	15	3

Health: 45 (36–54) **Focus:** 5 **Investiture:** 5

Movement: 30 ft.
Senses: 10 ft. (sight)
Physical Skills: Agility +5, Light Weaponry +6, Thievery +5
Cognitive Skills: Deduction +7, Lore +6
Spiritual Skills: Insight +4, Perception +5, Persuasion +5
Metallic Art Skills: Allomancy +6 (3 ranks; Bronze)

Features

Effortless Contingency. Guiverre can graze without spending focus.

Flexible Strategy. When Guiverre successfully uses the Gain Advantage action, he can grant that advantage to one of his allies within 30 feet of him instead of to himself.

Actions

▶ **Strike: Knife.** Attack +6, reach 5 ft., 1d4 + 6 keen damage. If Guiverre is tracking the target using his Burn Bronze, this attack deals an extra 2d6 damage.

▶ **Burn Bronze (Costs 1–3 Investiture).** Until the end of the scene, Guiverre detects the following within 80 feet of him:

- Each time Investiture is spent.
- Each ongoing effect that's fueled by Investiture, such as the Burn actions of Allomancers, even if that Investiture was spent before Guiverre used this action.

Guiverre can sense the general direction of these effects' sources. For as long as he can detect these effects, he can also choose to track the specific location and source of a number of effects equal to the Investiture spent. Guiverre can make a DC 15 Allomancy test as ▶ to determine what power generated an effect he's tracking.

▶ **Follow My Lead.** Guiverre instructs an ally he can influence within 60 feet of him. That target can use ⮌ to move up to their movement rate without triggering Reactive Strikes, then either make a Strike against a character or gain the Focused condition until the end of their next turn (Guiverre's choice). If they make a Strike attack, it deals an extra 1d8 damage on a hit or graze.

▶▶ **Secret Stash (Costs 1 Focus).** Guiverre uses Recover (no action required). He then reveals a scene-relevant object he prepared earlier, such as an obsidian weapon, and he gains ▶, which he can only use for an action involving the item.

Hazekiller

Hazekillers are specialized fighters trained to hunt and kill Allomancers. These expert combatants carry no metal, instead employing weapons, armor, and strategies that make them especially lethal against wielders of the Metallic Arts.

Before the Catacendre, wealthy noble houses employed hazekillers alongside their normal security forces, protecting themselves from Allomancers as well as more mundane skaa rebels. Post-Catacendre, kill squads of hazekillers are hired as mercenaries or brought in to defend a high-profile employer, supplementing more typical bodyguards.

These squads tend to be outfitted with whatever gear their benefactors can afford. Wealthy organizations such as the Set can equip the squads in their employ with expensive aluminum weapons and bullets, making the hazekillers even more formidable.

Technology

You can adjust the flavor of a hazekiller's abilities to represent the many exciting ways they can thwart Allomancy. A bullet that hits a PC may be dramatically revealed to be a hazekiller round. Meanwhile, a successful Devitalizing Feint could be described as a specific piece of gear intended to take down a specific Allomancer, such as a flash grenade that muddles the senses of a Tineye.

Hazekiller Tactics

With their Heightened Senses, a **hazekiller elite** is uniquely prepared to fight Allomancers, able to detect Allomancy and resist Allomantic manipulation. In close combat, a hazekiller denies their Allomancer opponent Investiture by using Devitalizing Feint. The hazekiller then attempts to knock their target Prone with Shield Bash, enabling the hazekiller to inflict extra damage with their Dueling Cane.

Hazekillers fight in careful, coordinated teams, often led by a hazekiller elite. They rush Allomancers in a collective charge using their Engage Allomancer reaction, then stick together to take advantage of teamwork with Kill Squad. When a hazekiller manages to knock a foe Prone with Shield Bash, the hazekiller's allies follow with Break Spirit.

Hazekiller

Tier 1 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	15	3	1	13	2	3	14	1

Health: 26 (21–31) **Focus:** 4 **Investiture:** 0

Movement: 30 ft.
Senses: 20 ft. (sight)
Physical Skills: Agility +4, Athletics +5, Light Weaponry +5
Cognitive Skills: Deduction +3, Discipline +3
Spiritual Skills: Insight +4, Perception +4, Survival +4

Features

Defensive Tactics. The hazekiller carries a wooden shield, allowing them to use the Brace action.

Kill Squad. The hazekiller gains a bonus to attack and damage rolls equal to the number of allied hazekillers within 20 feet of them (maximum of +5).

Actions

▶ **Strike: Dueling Cane.** Attack +5, reach 5 ft., 1d8 + 5 impact damage. On a hit, if the hazekiller had at least one advantage on this attack, they can spend 1 focus to deal an extra 1d8 impact damage.

▶ **Strike: Revolver (Aluminum Bullets).** ERA 2 Attack +5, range 20/80 ft., 1d6 + 5 keen damage. *Pierce:* This weapon's damage can't be reduced by the target's deflect value. *Loaded [6]:* Reload this weapon to full ammunition as ▶.

▶ **Shield Bash.** The hazekiller makes an Athletics test against the Physical defense of a Medium or smaller character within 5 feet of them, knocking the target Prone on a success.

▶▶ **Break Spirit (Costs 1 Focus).** The hazekiller makes an attack against a Prone character. On a hit, instead of dealing the usual damage, the target loses 1d4 focus.

⮌ **Engage Allomancer (Costs 2 Focus).** After a character the hazekiller can sense uses Drink Vial or an action that costs Investiture, if the hazekiller is aware of it, the hazekiller moves up to half their movement rate toward that character.

Hazekiller Elite

Tier 2 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
3	17	4	3	16	3	3	15	2

Health: 47 (38–56) **Focus:** 5 **Investiture:** 0

Movement: 30 ft.
Senses: 20 ft. (sight)
Physical Skills: Agility +5, Athletics +5, Light Weaponry +6
Cognitive Skills: Deduction +5, Discipline +6
Spiritual Skills: Insight +5, Perception +6, Survival +5

Features

Defensive Tactics. The hazekiller elite carries a wooden shield, allowing them to use the Brace action.

Heightened Senses. The hazekiller elite gains an advantage on tests to recognize the use of Allomancy or to identify someone as an Allomancer. Additionally, if a hazekiller elite knows they've been affected by emotional Allomancy, they can spend 1 focus to end the effect as ▷.

Kill Squad. The hazekiller elite gains a bonus to attack and damage rolls equal to the number of allied hazekillers within 20 feet of them (maximum of +5).

Actions

▶ **Strike: Dueling Cane.** Attack +6, reach 5 ft., 1d8 + 6 impact damage. On a hit, if the hazekiller elite had at least one advantage on this attack, they can spend 1 focus to deal an extra 2d8 impact damage.

▶ **Strike: Revolver (Aluminum Bullets).** ERA 2 Attack +6, range 20/80 ft., 1d6 + 6 keen damage. *Pierce:* This damage can't be reduced by the target's deflect. *Loaded [6]:* Reload this weapon to full ammunition as ▶.

▶ **Shield Bash.** The hazekiller elite makes an Athletics test against the Physical defense of a Medium or smaller character within 5 feet of them, knocking the target Prone on a success.

▶▶ **Devitalizing Feint (Costs 1 Focus).** The hazekiller elite makes a Strike to distract an Allomancer. On a hit, instead of dealing the usual damage, the target can't recover Investiture until the end of their next turn.

▷ **Honed Instincts.** The hazekiller elite gains an advantage on their next attack against a character they know is an Allomancer.

⮌ **Deflect (Costs 1 Focus).** Before the hazekiller elite is hit by a ranged weapon attack made by an enemy they can sense within 60 feet of them, the hazekiller elite raises their shield and the hit becomes a miss.



PEDRO DUTRA & LOGAN FELICIANO

Hemalurgic Beast ERA 1

The Hemalurgic beast is an unsettling, misshapen creature with skin splitting and pulled tight over grotesquely thickened bright red muscle. His eyes are completely black and unreflective. His movements are abrupt and feral, driven by sound and proximity.

Though once human, the beast has been twisted by Hemalurgic experimentation gone terribly wrong. He behaves as a territorial predator, operating almost entirely by rage and pain-fueled instinct.

Hemalurgic Beast

Tier 1 Boss – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
3	15	2	1	14	3	3	15	2

Health: 36 (29–43) **Focus:** 4 **Investiture:** 0

Deflect: 2 (tough hide)
Movement: 25 ft.
Senses: 20 ft. (sight)
Physical Skills: Agility +4, Athletics +5, Light Weaponry +5
Cognitive Skills: Discipline +4, Intimidation +5
Spiritual Skills: Perception +5, Survival +4

Features

Boss. The Hemalurgic beast can take both a fast turn and a slow turn each round. After an enemy finishes a turn, the beast can spend 1 focus to immediately use an additional ▶ or ▷. Additionally, they can spend 1 focus on their turn to remove a condition from themselves.

Desperate Strike. After the first time the Hemalurgic beast is reduced to 12 health (a third of their maximum health), if they can sense the enemy who damaged them, the beast makes a Metal Bar attack (no action required) against the enemy who dealt the damage. They can make this attack with the normal 5-foot reach, or they can throw the bar with a range of 20/60 feet. If the Hemalurgic beast can't sense the enemy who damaged them, they instead target the nearest enemy they can sense within 60 feet of them.

Hemalurgic Spike. If a character is aware of the Hemalurgic beast's spike, they can spend ◈ to allow themself or an ally of theirs to attempt to remove it once before the end of the scene. While that character can reach the beast, they can Use a Skill (▶) to make an Athletics test against the beast's Physical defense. On a success, the spike is removed, the beast loses their Regenerative Skin action, and the beast takes 1d10 keen damage.

Actions

▶ **Strike: Metal Bar.** Attack +4, reach 5 ft., 1d6 + 2 impact damage.

▶ **Strike: Claws.** Attack +5, reach 5 ft., 1d4 + 3 impact damage.

▶▶ **Chain Grab.** Attack +3, reach 20 ft., 1d6 + 1 impact damage. On a hit, the Hemalurgic beast pulls the target up to 20 feet toward them.

▶▶ **Bloody Visage.** The Hemalurgic beast makes an Intimidation test against the Cognitive defense of each character they can influence. On a success, a character loses 1 focus and falls Prone.

▶▶▶ **Rampage (Costs 2 Focus).** The Hemalurgic beast leaps to a location within 15 feet without triggering Reactive Strikes, then makes a Strike against each enemy within 10 feet of the beast.

▶ **Regenerative Skin.** The Hemalurgic beast recovers 1d4 + 1 health.

Opportunities and Complications

Opportunity. An enemy can spend ◈ to steel themself against the horrors they've witnessed, becoming immune to the Hemalurgic beast's Bloody Visage.

Complication. The GM can spend ✳ from an enemy's test to have the Hemalurgic beast leap up to 15 feet in any direction as ⮌.

Hemalurgic Beast Tactics

The **Hemalurgic beast** opens combat with Bloody Visage, knocking foes Prone and draining their focus before advancing. He moves into reach of the nearest enemy and strikes with his Metal Bar or Claws. If a target withdraws, the beast uses Chain Grab to pull them back into reach. When multiple enemies are within 10 feet of the beast, he uses Rampage, leaping into the group and striking everything nearby. Once engaged, the Hemalurgic Beast doesn't retreat, fighting to the death.



THE HEMALURGIC BEAST (LEFT) POSSESSES ONLY A FRACTION OF THE NICROSIL-FUELED POWER OF THE MONSTROSITY (BELOW).



ANA GRIGORIEVA

Hemalurgic Monstrosity ERA 2

The Hemalurgic monstrosity is the failed conclusion of Vadilek Elariel's apotheosis ritual, a body reshaped by Hemalurgy into something more than human but far less than a god. Pierced with a latticework of spikes, culminating with the Eternity Spike, the monstrosity exists as a conduit for overwhelming Investiture. Pain and hatred flow through the monstrosity as freely as does power, scouring away any remaining vestiges of humanity that might linger.

Unstable Powers

The monstrosity can always wield Steel Allomancy and Bendalloy Allomancy, and they gain the powers of the transformed member of the Gilded Trio. In addition, the Hemalurgic monstrosity can wield some unstable powers; the number they can use without becoming Stunned depends on the result of the Ascension event.

When you roll a d8 on the Unstable Expulsion table (for the monstrosity's Unstable Expulsion feature), if the number rolled is higher than the number of marked slots in the event, the effect still occurs but the monstrosity is Stunned until the end of their turn. For example, if there are 2 marked slots, a roll of 3 or more causes the monstrosity to be Stunned.

Hemalurgic Monstrosity Tactics

On fast turns, the **Hemalurgic monstrosity** uses the Eternity Spike to heal (if the PCs haven't yet triggered the Disrupt the Latticework event). If the monstrosity is next to an enemy, they use their Ragdoll. When the monstrosity can gain a clear advantage from doing so, they use the Legacy modular action corresponding to their former identity. When there are no enemies in close range, the monstrosity uses Propel Metal to pin enemies, or they maneuver and attack foes with their Claws.

Between the monstrosity's turns, they spend focus liberally using their Boss feature to chase down enemies, then they Backhand to regain focus spent.

On slow turns, they trigger Unstable Expulsion then prioritize attacking foes hindered by its effects. When targeted by a powerful attack, the monstrosity uses Rapid Speed Bubble to disrupt the strike, then responds with an attack of their own.

The monstrosity's access to the Metallic Arts depends both on what character transforms into this monstrosity and on the result of the Ascension event (see "Unstable Powers").

Unstable Expulsion

d8	Result
1	**Meteoric Push (Steel Allomancy).** A massive explosion of Allomantic might spreads outward from the Hemalurgic monstrosity. The monstrosity makes an Allomancy attack against the Physical defense of all characters wearing or carrying non-aluminum, non-Invested metals within 20 feet of them, rolling 2d6 + 7 impact damage. On a hit, a character is thrown 20 feet. On a miss or graze, a character is knocked Prone. The area within 20 feet of the monstrosity becomes difficult terrain for the rest of the scene.
2	**Oppressive Soothing (Brass Allomancy).** The Hemalurgic monstrosity creates a Gargantuan (20-foot) area within 320 feet of them. The monstrosity makes an Allomancy test against the Cognitive defense of each character (other than themself) in that area. On a success, a character is Stunned until the end of their next turn. An affected character can resist this power's influence by spending 2 focus as ▷.
3	**Abnormal Growth (Pewter Feruchemy).** The Hemalurgic monstrosity grows to Huge size and becomes Enhanced [Strength +4] until the start of their next slow turn. For the duration, when they make a Strike, they can roll 2d12 in place of their usual damage dice.
4	**Perfect Prescience (Electrum Allomancy).** The Hemalurgic monstrosity gains five electrum shadows which last until the start of the monstrosity's next slow turn. When the monstrosity makes a test, they can spend one electrum shadow to roll a d8 along with the other dice for that test. After rolling, they can choose one die from that test (other than the plot die) and add the d8's roll to that result.
5	**Burst of Health (Gold Feruchemy).** The Hemalurgic monstrosity ends the effects of all diseases, drugs, and poisons on themself, and they recover 3d12 health.
6	**Stuttering Time (Bendalloy Allomancy).** The Hemalurgic monstrosity gains an advantage on all tests until the end of this turn and can immediately use ▶▶. After the monstrosity uses those actions, they pause their slow turn, and every other character within 20 feet of the monstrosity can spend a focus to take a fast turn (PCs act first, then NPCs). After these fast turns, the monstrosity continues with their slow turn.
7	**Blurring Speed (Steel Feruchemy).** The Hemalurgic monstrosity becomes Enhanced [Speed +4] until the start of their next slow turn. (This increases their movement rate to 60 feet.) In addition, they can immediately move as ▷, and if they end this movement within 10 feet of an enemy, they can use their Ragdoll action as ▷.
8	**Inured to Pain (Pewter Allomancy).** The Hemalurgic monstrosity doubles their deflect value until the start of their next slow turn. For the duration, the monstrosity's deflect also applies to damage dealt by weapons with the Pierce trait, unless that attack has an Opportunity.

Hemalurgic Monstrosity

Tier 2 Boss – Large Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
5	19	4	3	17	4	2	15	3

Health: 160 (128–192) **Focus:** 6 **Investiture:** 7

Deflect: 3 (tough hide)
Movement: 30 ft.
Senses: 10 ft. (sight)
Physical Skills: Agility +7, Athletics +8
Cognitive Skills: Intimidation +7
Spiritual Skills: Perception +5, Survival +5
Metallic Art Skills: Allomancy +7 (3 ranks; varies), Feruchemy +6 (3 ranks; varies)

Features

Boss. The monstrosity can take both a fast turn and a slow turn each round. After an enemy finishes a turn, the monstrosity can spend 1 focus to immediately use an additional ▶ or ▷. Additionally, they can spend 1 focus on their turn to remove a condition from themself.

Eternity Spike. The monstrosity has been pierced by the Eternity Spike. At the start of each of the monstrosity's fast turns, they recover 2d6 + 2 health and all their Investiture (unless the Disrupt the Latticework event has been triggered).

Unstable Expulsion. The extreme amount of Investiture within the Eternity Spike has supercharged the monstrosity. At the start of each of the monstrosity's slow turns, roll a d8 on the Unstable Expulsion table and apply the listed effect immediately. If the number rolled is greater than the number of marked slots in the Ascension event, the monstrosity is Stunned until the end of that turn.

Actions

▶ **Strike: Claws.** Attack +8, reach 10 ft., 2d8 + 8 keen damage. On a hit, the monstrosity can spend 1 focus to knock a Large or smaller target Prone.

▶ **Strike: Backhand.** Attack +8, reach 10 ft., 2d6 + 8 impact damage. On a hit, the monstrosity also recovers 1d4 focus.

▶ **Propel Metal (Costs 1–4 Investiture).** Attack +7, range 20 ft. per Investiture spent, 1d10 + 7 impact damage. On a hit, the monstrosity can spend 1 focus to make the target Restrained. The target can end the Restrained condition by succeeding on a DC 17 Agility or Athletics test as ▶.

▶▶ **Ragdoll.** The monstrosity grabs a Large or smaller character within 10 feet of them and throws the target with prodigious force, making an Athletics test against the target's Physical Defense. On a success, the target is thrown 50 feet, takes 3d12 impact damage, and is knocked Prone. On a failure, the target is thrown 10 feet and takes 2d12 impact damage.

⮌ **Rapid Speed Bubble (Costs 1 Investiture).** Before an enemy attacks the monstrosity, the monstrosity reacts with supernatural speed as they warp time around themself. That attack gains a disadvantage, and after it's resolved, the monstrosity can immediately use an action that costs ▶.

Modular Actions

The monstrosity can use only one of the following three actions, determined by what character was transformed into this monstrosity: Burn Pewter for Bayron, Foment Fear for Kwylliam, or Douse the Spark for Lysarra. They can't use the other modular actions.

▶ **Bayron's Legacy: Burn Pewter (Costs 1–4 Investiture).** Until the end of the monstrosity's next turn, they gain the following benefits:

- They become Enhanced [Speed] and Enhanced [Strength]; the bonus to these attributes equals half the Investiture spent (rounded up).
- If they're Exhausted, they don't apply that penalty to their test results until their burn ends.

Before their pewter burn ends, they can maintain it by spending 1 or more Investiture as ▷.

▶ **Kwylliam's Legacy: Foment Fear (Costs 3 Investiture).** The monstrosity attempts to build Connection and Riot the fear of a character they can influence within 5 feet of them. The monstrosity makes an Intimidation test against the Spiritual defense of the target; on a success, before each time the target attacks the monstrosity until the end of the scene, the target must spend 2 focus to resist influence. This effect ends on a character if the monstrosity attacks them.

▶ **Lysarra's Legacy: Douse the Spark (Costs 1–4 Investiture).** The monstrosity pulses out a Soothing wave of emotional suppression. They make an Allomancy test against the Spiritual defense of any number of characters they can sense within 40 feet of them. On a success, a target gains the Slowed condition until the end of their next turn. An affected target can resist as ▷, spending focus equal to the Investiture spent (instead of the usual cost to resist influence) to end the effect.

Opportunities and Complications

Opportunity. An enemy can spend ◈ to prevent the monstrosity from using the Propel Metal action until the end of the monstrosity's next turn.

Complication. The GM can spend ✵ from an enemy's test to have the monstrosity use their Ragdoll action as ⮌. The monstrosity gains an advantage on their Athletics test for this action.

Informant

Informants rarely hold positions of authority, instead gaining power through connections, knowledge, and leverage.

Informant

Tier 1 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
0	11	1	2	14	2	2	13	1

Health: 22 (17–26) **Focus:** 4 **Investiture:** 0

Movement: 25 ft.
Senses: 10 ft. (sight)
Physical Skills: Light Weaponry +2, Stealth +2
Cognitive Skills: Deduction +4, Lore +4
Spiritual Skills: Deception +2, Insight +4, Perception +4, Persuasion +3

Features

Informed. Before each scene, roll the plot die. On ◈, the informant knows information useful to the PCs. On ✳, the informant knows compromising information about one of the PCs.

Well-Connected. The informant gains an advantage on tests related to the location and organizations they use to collect their information (such as high society or the criminal underworld).

Actions

▶ **Strike: Knife.** Attack +2, reach 5 ft. or range 20/60 ft., 1d4 + 2 keen damage. On a hit, the informant can spend 1 focus to deal an extra 2d4 keen damage.

▶ **Bartering.** During a conversation, the informant makes a Persuasion test against the character they can influence who has the highest Spiritual defense. On a success, each character of the informant's choice in the conversation loses 1 focus.

Informant Tactics

An **informant** prefers to leverage information to keep a fight from coming to blows. In conversations, an informant rarely lacks the upper hand; their Informed feature ensures they enter each conversation with leverage. Informants trade information for equal information (or sufficient payment), and they're notoriously difficult to corner into giving away more than they desire.

In combat, informants generally prioritize self-preservation and seek safety, but if forced to engage, they defend themselves with their Knife attack.

Instigator

Instigators are practiced in reading emotional pressure and in steering events using calculated words or actions. They sometimes place themselves inside tense situations, remaining unobtrusive until they identify a single act that might turn restraint into open violence. Rarely leaders or organizers, instigators work through brief acts of provocation, influencing the behavior of those nearby without drawing attention to themselves.

Instigator Tactics

An **instigator** uses To Ashes on terrain occupied by enemies or on routes they're likely to cross. They then Burn Zinc to Riot fear or anger in nearby targets, maintaining the effect each round. The instigator avoids direct engagement, striking with their Sidesword only when an enemy is already threatened by others. If targeted directly, the instigator disengages and repositions, attempting to stay on the outskirts and destabilize the fight as long as possible.



DARKO STOJANOVIC

Instigator

Tier 1 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	14	2	1	14	3	3	15	2

Health: 20 (15–25) **Focus:** 5 **Investiture:** 5

Movement: 25 ft.
Senses: 20 ft. (sight)
Physical Skills: Athletics +4, Light Weaponry +4
Cognitive Skills: Discipline +5, Intimidation +5
Spiritual Skills: Leadership +4, Persuasion +4, Survival +5
Metallic Art Skills: Allomancy +5 (2 ranks; Zinc)

Features

Blood Bath. When a character the instigator can sense is reduced to 0 health, the instigator recovers 1 focus and gains an advantage on their next attack.

Actions

▶ **Strike: Sidesword.** Attack +4, reach 5 ft., 1d6 + 4 keen damage. On a hit, if the target is being affected by Burn Zinc, the instigator deals an extra 1d6 damage.

▶ **Strike: Improvised Weapon.** Attack +4, reach 5 ft. or range 15/30 ft., 1d4 + 4 impact damage. If the attack also hits against the target's Cognitive defense, they're Disoriented until the end of their next turn.

▶▶ **To Ashes.** The instigator chooses a Large (10-foot) space within 10 feet of them, igniting the ground and unattended objects in that area. While on fire, that area becomes dangerous terrain that deals 1d8 energy damage. A character can use ▶ to extinguish a 5-foot area.

▶▶ **Burn Zinc (Costs 1–2 Investiture).** The instigator chooses an emotion and chooses one or more targets in a Large (10-foot) area within 40 feet of them, then they make an Allomancy test against the Spiritual defense of each target. On a success, the chosen emotion is Rioted in that target, influencing them to act in alignment with that emotion until the end of their next turn. Before this effect ends, the instigator can maintain it on all affected targets in that area by spending 1 or more Investiture as ▷.

An affected target can resist as ▷, spending focus equal to the Investiture spent to Burn Zinc (instead of the usual cost to resist influence). After they do, they ignore their altered emotions until the start of their next turn.

⮌ **White-Hot Rage (Costs 2 Investiture).** When a character the instigator can sense within 40 feet of them misses with an attack, the instigator can momentarily Riot the attacker's ferocity, causing them to graze themself.

Koloss Clan Protector ERA 2

Koloss are towering figures with blue skin and red eyes. Centuries after the Final Empire, they've found their freedom and developed a vibrant clan culture in the Roughs.

Koloss Clan Protector

Tier 2 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
6	19	3	1	14	3	1	14	3

Health: 50 (40–60) **Focus:** 5 **Investiture:** 0

Deflect: 2 (koloss ancestry)
Movement: 30 ft.
Senses: 10 ft. (sight)
Physical Skills: Athletics +8, Heavy Weaponry +8
Cognitive Skills: Intimidation +6
Spiritual Skills: Perception +4, Survival +4

Features

Malleable Will. The koloss can only be affected by emotional Allomancy if the Allomancer spends 6 Investiture or more to Burn Brass or Burn Zinc. Once affected, the koloss can't end those effects on themself.

Unyielding. The koloss gains an advantage on tests to resist being moved or knocked Prone.

Actions

▶ **Strike: Koloss Spike Maul.** Attack +8, reach 5 ft., 1d10 + 8 impact damage. On a hit, if the target is Large or smaller, the koloss can also spend 1 focus to knock them Prone.

▶ **Strike: Hand Cannon.** Attack +8, range 20/80 ft., 1d8 + 8 keen damage. *Pierce:* This damage can't be reduced by the target's deflect. *Loaded [6]:* Reload this weapon to full ammunition as ▶.

▶▶ **Pulverize.** Attack +8, reach 5 ft., 2d8 + 8 impact damage; this attack deals an extra 1d8 impact damage to a Prone target. On a hit, each character within 5 feet of the target who has a Physical defense equal to or lower than the attack result is also grazed by the attack.

▶ **Demoralize.** The koloss makes an Intimidation test against the Cognitive defense of a character they can influence within 30 feet of them. On a success, the target loses 1 focus and their deflect value becomes 0 until the end of their next turn.

Koloss Clan Protector Tactics

A **koloss clan protector** strikes with their Koloss Spike Maul to knock a victim Prone, then they Pulverize their Prone target. At range, they can Demoralize their target and attack with their Hand Cannon.

Kwylliam Elariel ERA 2

Kwylliam Elariel is heir to one of Elendel's most storied and influential dynasties. A rake and a bit of a cad, his wealth and privilege have insulated him from any meaningful consequences for repeated rash and impulsive behaviors. Kwylliam is a member of the Gilded Trio, whose collaboration has drawn him out of idle excess and into dangerous and deadly schemes. For more information on Kwylliam, see "Notable Characters" in this book's introduction.

In addition to being a Twinborn with Zinc Allomancy and Duralumin Feruchemy, Kwylliam also has access to Chromium Feruchemy, thanks to an inherited Hemalurgic bendalloy spike.

Gilded Resources

King of scandals and cultural provocateur, Kwylliam wields influence through information, perception, and public narrative. As the owner of multiple broadsheets, including *The Truth in Elendel*, he can shape opinion through selective reporting, planted rumors, or outright character attacks, steadily souring a target's reputation within Elendel. Kwylliam's control of news distribution allows him to strategically alter or choke the flow of information in the city.

He also commands a network of newsies across Elendel, able to observe comings and goings, pick pockets, or loudly spread whatever story Kwylliam wants told. While Kwylliam doesn't concern himself with coordinating security, his family ensures he's protected by a retinue of four **bodyguards** and two **hazekillers elites**.

Kwylliam Elariel's Tactics

If combat breaks out, **Kwylliam Elariel** uses Turn on the Charm and moves to keep some distance between himself and any combatants. He taunts an opponent, using Gain Dirt before following up with Brutal Blackmail to strip away their focus. Once a foe is out of focus, Kwylliam closes in with his Dueling Cane, then uses You Bore Me to make repeated strikes against his target. If Kwylliam feels truly threatened by an attack, he immediately responds with Fast Friends. He uses Shape the Narrative every round to destabilize and demoralize.



DEANDRA SCICLUNA & GAL OR

Kwylliam Elariel

Tier 2 Boss – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
3	17	4	2	16	4	4	19	5

Health: 130 (103–156) **Focus:** 6 **Investiture:** 7

Movement: 30 ft.
Senses: 20 ft. (sight)
Physical Skills: Agility +7, Athletics +6, Thievery +7, Light Weaponry +8
Cognitive Skills: Intimidation +8
Spiritual Skills: Deception +8, Insight +7, Perception +7, Persuasion +8
Metallic Art Skills: Allomancy +7 (3 ranks; Zinc), Feruchemy +5 (3 ranks; Duralumin, Chromium)

Features

Boss. Kwylliam can take both a fast turn and a slow turn each round. After an enemy finishes a turn, Kwylliam can spend 1 focus to immediately use an additional ▶ or ▷. Additionally, he can spend 1 focus on his turn to remove a condition from himself.

Shape the Narrative. Once per round, Kwylliam can force a character he can sense to reroll the plot die. They must use the new result.

Drama Fiend. After a character Kwylliam can sense gains a Complication, Kwylliam recovers 1 focus.

Metalminds. Kwylliam has two metalminds, each of which stores 5 charges: a chromiummind (stores Fortune) and a duraluminmind (stores Connection).

Actions

▶ **Strike: Dueling Cane.** Attack +8, reach 5 ft., 1d8 + 8 impact damage. On a hit, if the target has no focus, they take an extra 2d8 damage.

▶ **Strike: "Plot Twist" Hunting Rifle (Aluminum Rounds).** Attack +8, range 150/600 ft., 1d8 + 8 keen damage. *Pierce:* This damage can't be reduced by the target's deflect. *Loaded [4]:* Reload this weapon to full ammunition as ▶.

▶ **You Bore Me.** Kwylliam makes an additional Strike against a target with no focus (even if he has already used that Strike action).

▶ **Edgelord (Costs 2 Chromiummind Charges).** Until the end of Kwylliam's next turn, when another character makes an attack test within 80 feet of him, they must raise the stakes and roll the plot die with a disadvantage.

▶ **Brutal Blackmail (Cost 1 Investiture).** Kwylliam Riots a target's shame and desperation, making an Insight test against the Spiritual defense of a target he can influence within 80 feet of him who he knows incriminating information about (such as information from his Gain Dirt action). On a success, the target becomes Diminished [Willpower −2] and Diminished [Presence −2] until the end of the scene, and they lose 1d4 focus. If the target doesn't have that much focus to lose, they're also Stunned for the round. Once Kwylliam has targeted a character with Brutal Blackmail, he can't target them again unless he gains new blackmail material about them.

▶ **Turn on the Charm (Cost 1 Duraluminmind Charge).** For the rest of the scene, Kwylliam gains the following effects:

- He becomes Enhanced [Presence +2].
- He can speak and understand every language used by characters within 80 feet of him.
- Attempting to resist Kwylliam's influence costs an additional 2 focus.

▶▶ **Gain Dirt (Costs 1 Investiture).** Kwylliam turns his full attention to a target he can influence within 80 feet of him, momentarily Rioting their impulsiveness. The target must either spend 2 focus to resist influence or share personal information that reveals a vulnerability, an incriminating detail, or an embarrassing fact.

⮌ **Fast Friends (Costs 2 Investiture plus 1 Duraluminmind Charge).** Before a character Kwylliam can sense within 80 feet of him makes an attack against him, he attempts to build their Connection and Riot their guilt. Kwylliam makes a Persuasion test against the Spiritual defense of the target; on a success, before each time the target attacks Kywlliam until the end of the scene, the target must spend 2 focus to resist influence. This effect ends on a character if Kwylliam attacks them.

Opportunities and Complications

Opportunity. An enemy can spend ◈ to hit one of Kwylliam's metalminds, ending the effects of either Edgelord, Turn on the Charm, or Fast Friends (enemy's choice).

Complication. The GM can spend ✳ from an enemy's test to have Kwylliam witness them make an embarrassing blunder. The target is Disoriented until they use ▶ to either spend 2 focus or succeed on a DC 14 Discipline test to end the condition.



Lawkeeper ERA 2

Lawkeepers and constables are employed throughout the Elendel Basin, the Roughs, and beyond to enforce order and bring criminals to justice. Beholden to law and protocol, these officers identify and subdue criminals, dealing with crimes as small as stealing a purse and as large as mass murder.

Merid

Merid is an amiable lawkeeper operating out of the town of Weathering in the Northern Roughs. He works with a small group of other lawkeepers, including the surly Barl and his deputy Daryl Kant, to preserve order on the frontier. Merid is also a member of the secret Guardians organization. His work with the Guardians extends beyond the Roughs and ensures the safety of Scadrial at large from the Eternity Spike.

Lawkeeper

Tier 1 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
3	15	2	2	14	2	3	14	1

Health: 22 (18–26) **Focus:** 4 **Investiture:** 0

Movement: 25 ft.
Senses: 20 ft. (sight)
Physical Skills: Athletics +4, Heavy Weaponry +5, Light Weaponry +4
Cognitive Skills: Deduction +3, Discipline +3, Intimidation +3
Spiritual Skills: Insight +4, Perception +4, Persuasion +3

Features

Eye of the Law. If a character fails a Deception test against the lawkeeper, that character loses 1 focus.

Actions

▶ **Strike: Knife.** Attack +4, reach 5 ft., 1d4 + 4 keen damage.

▶ **Strike: Carbine.** Attack +5, range 80/320 ft., 1d8 + 5 keen damage. On a hit, the lawkeeper can also spend 1 focus to knock the target Prone. *Pierce:* This damage can't be reduced by the target's deflect. *Loaded [8]:* Reload this weapon to full ammunition as ▶.

▶▶ **Arrest.** The lawkeeper makes an Athletics test against a Prone target's Physical defense, binding them with a pair of handcuffs on a success. The handcuffs can be broken with a successful DC 30 Athletics test or by dealing 15 damage directly to them, or they can be unlocked with a successful DC 18 Thievery test. The lawkeeper carries two sets of handcuffs.

⮌ **In Pursuit (Costs 1 Focus).** After an enemy within 30 feet of the lawkeeper falls Prone, the lawkeeper moves up to their movement rate.

Lawkeeper Tactics

Lawkeepers are an overwhelming force when they work in tandem—their Carbine attack allows them to knock enemies Prone, creating an opportunity for other lawkeepers to move in and surround a target with their In Pursuit reactions. On the lawkeeper's next turn, they use their Arrest action to detain the target.

Should a lawkeeper question a suspect or detainee, the lawkeeper's Eye of the Law feature puts pressure on anyone who tries to lie to them.

TRISTAN BIDEAU & LOGAN FELICIANO

Lysarra Tekiel ERA 2

Lysarra is the ambitious heir of House Tekiel, a noble lineage struggling to reclaim its former glory in Elendel. Outwardly composed and generous, she is internally driven by a fierce determination to preserve her family's future—and by a seething resentment of those she must placate to advance her aims. Lysarra is a member of the Gilded Trio, and she charts their course with ruthless precision. For more information on Lysarra, see "Notable Characters" in this book's introduction.

In addition to being a Ferring with Zinc Feruchemy, Lysarra also has access to Brass Allomancy, thanks to an inherited bronze Hemalurgic spike.

Gilded Resources

Through House Tekiel's control of Elendel's rail lines and public transit, Lysarra can issue orders to deny individuals access to city transport or to suspend service along key routes, forcing her opponents into using slow, exposed means of travel. Her relationship with Captain Vorn allows her to deploy Morgenthax **outlaws** and **outlaw bosses** to harass or intimidate those she wishes to pressure. Additionally, opponents often find underworld channels closed to them, as the Morgenthax family quietly pressures smugglers, fences, and other criminal contacts to stop providing services.

When in public, Lysarra is closely but discreetly accompanied by **Captain Eliane Vorn** (or if Vorn is slain, an **elite hazekiller**) and three Morgenthax **enforcers** who intervene at the first sign of threat or confrontation.

Lysarra Tekiel's Tactics

As combat begins, **Lysarra Tekiel** keeps to pistol range, opening with Douse the Spark on as many opponents as possible. She targets the most dangerous foe with Marked for Death, then follows with Rapid Fire to concentrate fire and bring them down. If an enemy closes into melee, Lysarra uses Ghost Assassin to strike and reposition, relying on Graceful Withdrawal when she takes damage. If the tide seems to be turning against her, she uses Contingency Plans to introduce a Morganthax **outlaw**. She leverages Mental Pressure throughout the fight.



DEANDRA SCICLUNA & GAL OR

Lysarra Tekiel

Tier 2 Boss – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	16	4	4	18	4	3	18	5

Health: 128 (102–153) **Focus:** 6 **Investiture:** 7

Deflect: 2 (reinforced clothing)
Movement: 30 ft.
Senses: 20 ft. (sight)
Physical Skills: Agility +7, Light Weaponry +7, Stealth +7
Cognitive Skills: Discipline +7, Intimidation +7, Lore +7
Spiritual Skills: Insight +7, Perception +6, Persuasion +8, Deception +7
Metallic Art Skills: Allomancy +7 (3 ranks; Brass), Feruchemy +7 (3 ranks; Zinc)

Traits

Boss. Lysarra can take both a fast turn and a slow turn each round. After an enemy finishes a turn, Lysarra can spend 1 focus to immediately use an additional ▶ or ▷. Additionally, she can spend 1 focus on her turn to remove a condition from herself.

Graceful Withdrawal. After Lysarra takes damage from a melee attack, she can spend 1 focus to move up to half her movement rate without triggering Reactive Strikes (no action required).

Mental Pressure. Lysarra seems to be several steps ahead, controlling the battlefield and cutting off options left and right. Each time an enemy who Lysarra can influence uses a single action costing ▶▶ or ▶▶▶, the enemy must raise the stakes and roll the plot die with a disadvantage.

Zincmind (Stores Mental Speed). Lysarra has a zincmind that stores 6 charges.

Actions

▶ **Strike: Twin Pistols.** Attack +7, range 20/80 ft., 2d6 + 7 keen damage. *Pierce:* This damage can't be reduced by the target's deflect. *Loaded [12]:* Reload this weapon to full ammunition as ▶ or by spending 1 focus.

▶ **Strike: Hidden Blade.** Attack +7, reach 5 ft., 1d10 + 7 keen damage. *Pierce:* This damage can't be reduced by the target's deflect.

▶▶ **Rapid Fire (Costs 1 Focus).** Lysarra makes two Twin Pistols attacks. If both attacks hit the same target, that target also falls Prone.

▶ **Douse the Spark (Costs 1–3 Investiture).** Lysarra pulses out a Soothing wave of emotional suppression. She makes an Allomancy test against the Spiritual defense of any number of characters she can sense within 40 feet of her. On a success, a target gains the Slowed condition until the end of their next turn. An affected target can resist as ▷, spending focus equal to the Investiture spent (instead of the usual cost to resist influence) to end the effect.

▶ **Marked for Death (Costs 1–3 Investiture).** Lysarra makes an Allomancy test against the Spiritual defense of a target she can sense within 40 feet of her. On a success, she Soothes their sense of self-preservation, influencing them to leave their weaknesses exposed until the end of her next turn. For the duration, when Lysarra hits the Soothed target with an attack, it ignores the target's deflect and deals an extra 1d8 damage per Investiture spent on this Soothing. An affected target can resist as ▷, spending focus equal to the Investiture spent (instead of the usual cost to resist influence) to end the effect.

▶▶ **Ghost Assassin.** Lysarra moves up to half her movement rate without triggering Reactive Strikes, then makes a Hidden Blade attack with an advantage. On a hit, the attack deals an extra 2d6 damage. After the attack, she again moves up to half her movement rate without triggering Reactive Strikes.

▶▶ **Contingency Plans (Costs 1 Focus).** Lysarra has plans within plans. She activates one of the following contingencies:

Morgenthax Tough. Introduce one Morgenthax **outlaw** to the scene. They can take a fast or slow turn this round.

Secret Stash. Lysarra uses Recover (no action required). She then reveals a scene-relevant object she prepared earlier, such as a weighted aluminum ornament or weapon, a crystal decanter with flammable contents to throw, or another unexpected asset suited to the current threat. Lysarra also gains ▶, which she can only use for an action involving the item.

↩ **Behavioral Recognition (Costs 2 Zincmind Charges).** When a character Lysarra can sense fails a test targeting her, her analysis of their movements and patterns allows her to predict their immediate actions. Until the character succeeds on a test against Lysarra, they gain a disadvantage on tests against her. A character can only be affected by this reaction once per scene.

Opportunities and Complications

Opportunity. An enemy can spend ◈ to cause Lysarra's Twin Pistols to jam, forcing her to reload before she can attack with them.

Complication. The GM can spend ✳ from an enemy's test to have Lysarra use Twin Pistols or Douse the Spark (no action required).

Merchant

Whether driven by profit, passion, or greed, merchants engage in trade and commerce to provide goods otherwise not readily available. Dishonest merchants work solely to line their pockets, at times even creating scarcity to bloat their prices or knowingly funneling goods and coin into the hands of the wrong people. But for a group of heroes, trade is often a necessity, and finding a good, reliable merchant to work with can make all the difference.

KANDOR, LUTHADEL MERCHANT



NELE KLUMPE

Merchant

Tier 1 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
1	12	1	1	13	2	2	14	2

Health: 18 (15–21) **Focus:** 4 **Investiture:** 0

Movement: 25 ft.
Senses: 10 ft. (sight)
Physical Skills: Light Weaponry +2
Cognitive Skills: Crafting +3, Deduction +2
Spiritual Skills: Insight +4, Perception +3, Persuasion +4

Features

Business Acumen. The first time the merchant resists influence during a conversation, it costs them no focus.

Stock-in-Trade. The merchant gains an advantage on tests related to their specific inventory specialization, such as firearms, metals, or jewelry.

Unexpected Acquisition. Once per scene, if a PC rolls while conversing with the merchant, the merchant's stock includes something rare or needed by the PCs.

Actions

▶ **Strike: Improvised Weapon.** Attack +2, reach 5 ft., 1d4 + 2 impact damage.

▶ **Strike: Snub Nose Pistol.** ERA 2 Attack +2, range 20/60 ft., 1d4 + 2 keen damage. *Pierce:* This damage can't be reduced by the target's deflect. *Loaded [6]:* Reload this weapon to full ammunition as ▶.

▶▶ **Counterargument.** The merchant makes a Persuasion test against a character's Spiritual defense. On a success, the target loses 2 focus.

Merchant Tactics

A **merchant** wants to come out of any conversation with a favorable deal. They use their Business Acumen feature to maintain the upper hand under pressure, then whittle the characters' focus down with their Counterargument action. However, merchants aren't keen on making enemies—so if things aren't going the merchant's way, they prefer to compromise rather than lose a contact.

Merchants are rarely well-equipped for combat. In the event of a fight, they immediately attempt to flee, using attacks to cover their escape.

Mistborn ERA 1

Mistborn are potent Allomancers capable of burning all sixteen metals. As wielders of a raw and powerful art, they tend to be decisive and bold, and they're most often found in the service of the Great Houses. When a Mistborn appears, their presence can dramatically shift the balance of power.

Mistborn Assassin Tactics

A **Mistborn assassin** is mobile, flexible, and hard to pin down in a fight. They're difficult to surprise thanks to Burn Tin and Burn Iron/Steel, able to move quickly with Ironpull/Steelpush, and adept at overwhelming foes with Burn Atium.

Zane

Zane is Straff Venture's illegitimate son and personal Mistborn assassin. He presents himself with a casually amused manner paired with a capacity for sudden violence. After Zane gave himself a Hemalurgic spike, Ruin began speaking privately to the Mistborn, compelling him toward carnage. In conversation, Zane may lose focus or break off abruptly before an exchange is finished, as he is distracted by whispers from Ruin. Despite his volatility, he remains a capable spy and assassin, carrying out his father's will across the Final Empire.

ANTTI HAKOSAARI



ZANE PROWLS THROUGH LUTHADEL AT NIGHT.

Mistborn Assassin

Tier 3 Boss – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
3	18	5	3	17	4	3	17	4

Health: 190 (152–228) **Focus:** 8 **Investiture:** 8

Movement: 40 ft.
Senses: 20 ft. (sight)
Physical Skills: Agility +9, Light Weaponry +9
Cognitive Skills: Discipline +8, Intimidation +8
Spiritual Skills: Insight +7, Leadership +8, Perception +7, Survival +7
Metallic Art Skills: Allomancy +8 (4 ranks; all)

Features

Boss. The Mistborn can take both a fast turn and a slow turn each round. After an enemy finishes a turn, the Mistborn can spend 1 focus to immediately use an additional ▶ or ▷. Additionally, they can spend 1 focus on their turn to remove a condition from themself.

Mistcloak. The Mistborn gains an advantage on Intimidation tests against non-Mistborn characters. Additionally, while in an area that obscures vision, they gain an advantage on Stealth tests against characters whose primary sense is obscured by that area, and those characters gain a disadvantage on Perception tests against the Mistborn.

Actions

▶ **Strike: Obsidian Knife.** Attack +9, reach 5 ft. or range 20/60 ft., 1d4 + 9 keen damage. On a hit, the Mistborn can spend 1 focus to deal an extra 2d8 damage.

▶ **Shoot Coin (Costs 1–4 Investiture).** Attack +8, range 20 ft. per Investiture spent, 1d10 + 8 impact damage.

▶▶ **Assassin's Dance.** The Mistborn moves up to their movement rate and makes a Strike. On a hit, the target is also Disoriented until the end of the target's next turn.

▶ **Burn Iron/Steel.** Until the end of the scene, the Mistborn senses all sources of non-aluminum, non-Invested metal within 160 feet of them.

▶ **Burn Tin (Costs 1–4 Investiture).** The Mistborn enhances their senses, experiencing the following effects until the end of the scene or until the Mistborn ends them on a later turn as ▷:

- They become Enhanced [Awareness]. The bonus to this attribute equals half the Investiture they spent to Burn Tin (rounded up).
- All their senses are supernatural senses. The first time each round they experience heightened sensory input, they must succeed on a Discipline test (DC equals 12 + the value of their Enhanced [Awareness] condition) or be Disoriented until the end of their next turn.

When the Mistborn successfully uses Gain Advantage with Deduction or an Awareness skill, their next attack against that target deals an extra 1d10 damage.

▶ **Ironpull/Steelpush (Costs 1–4 Investiture).** The Mistborn chooses a metal object they sense with Burn Iron/Steel, and they move themself or the object straight toward or away from the other, up to 20 feet per Investiture spent. Objects of a smaller size move toward or away from the Mistborn, whereas the Mistborn moves toward or away from objects of their size or larger; if an object is attached to something else, that counts toward its size.

This ability can be used creatively (such as to disarm enemies or strike at one in the object's flight path). To affect an unwilling character in such a way, the Mistborn must succeed on an Allomancy test against the Physical defense of the target, or if the effect deals damage, the Mistborn must make an Allomancy attack, rolling 1d10 + 8 impact damage.

▶▶ **Burn Atium (1 Use).** For the next 4 rounds, when the Mistborn makes a test to physically interact with another character (including tests against Physical defense), don't roll any d20s. Instead, set all d20s, including advantages and disadvantages, to a value of 15. Similarly, when an enemy makes a test to physically interact with the Mistborn (including tests against Physical defense), set the value of their d20s to 5. Before this effect ends, the Mistborn can maintain it as ▷ by spending an additional use of Burn Atium (which they can gain from a Complication, as described below).

⮌ **Projectile Lurch (Costs 1 Investiture).** Before an ally within 160 feet of the Mistborn is attacked with a metal projectile the Mistborn senses with Burn Iron/Steel, the Mistborn becomes the target of the attack instead.

Opportunities and Complications

Opportunity. An enemy can spend ◈ to end the effects of the Mistborn's Burn Atium, Burn Tin, and Burn Iron/Steel.

Complication. The GM can spend ✳ from an enemy's test either to have the Mistborn use the Drink Vial action as ⮌, or to gain one additional use of Burn Atium.

Mistwraith

Mistwraiths wander the mists at night at a shambling crawl, consuming corpses to add onto their bulbous, amalgamated bodies. With each feeding, a mistwraith adds musculature, heads, and limbs to their growing form. This jumble of mismatched parts remains visible through the mistwraith's translucent skin.

Mistwraiths are usually around ten feet tall and twenty feet long. Effectively immortal, these nonsapient creatures act on instinct, feeding and reproducing for most of their lives.

Despite their grotesque appearance, mistwraiths are harmless scavengers—but the general populace doesn't know that. In fact, though stories about these enigmatic creatures abound, some people doubt they're even real.

Mistwraiths are the subject of many superstitions in folklore, especially within skaa traditions. Post-Catacendre, some people place mistwraith statues in cemeteries to scare "territorial" mistwraiths away, but this practice is likely just superstition in action.



Mistwraith

Tier 2 Minion – Huge Entity

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	12	0	1	13	2	5	18	3

Health: 26 (21–31) **Focus:** 4 **Investiture:** 0

Movement: 20 ft.
Senses: 50 ft. (smell)
Physical Skills: Athletics +4
Spiritual Skills: Perception +8, Survival +8

Features

Haunting. On each of the mistwraith's turns, they must spend their actions to first Move as close as possible to the nearest corpse they can sense. Once within 5 feet of a corpse, they must Devour Corpse as soon as they can. If they can't sense a corpse, they instead Move to follow living characters.

Disturbing Sight. A character with 0 focus who senses the mistwraith can't chose to move toward them.

Eerie Aura. Each time a character starts their turn within 30 feet of one or more mistwraiths they can sense, that character must resist influence or become Exhausted [–1].

Harmless. A character who either succeeds on a DC 18 Lore test or spends ◈ recognizes that mistwraiths are harmless. That character ignores the mistwraith's Disturbing Sight and Eerie Aura features.

Necrophage. When a character ends their turn touching the mistwraith, that character takes 1d6 vital damage.

Actions

▶▶ **Devour Corpse.** The mistwraith devours a corpse within 5 feet of them and recovers 10 health.

⮌ **Scavenger.** After a character the mistwraith can sense is reduced to 0 health or suffers an injury, the mistwraith moves up to their movement rate toward that character.

Mistwraith Tactics

In combat encounters, a **mistwraith** is more akin to an environmental hazard than a true enemy. Until they can see a corpse to devour, mistwraiths can only follow living creatures—as detailed in their Haunting feature. Though mistwraiths are passive and don't typically react if attacked, their Eerie Aura and Disturbing Sight features usually still discourage potential foes from getting too close.

ANA GRIGORIEVA

NeBaal

NeBaal, a Sixth Generation kandra, served for centuries as a confidant and trusted agent of House Elariel, and they're accustomed to operating outside public view. Like many kandra, NeBaal molds their shape and persona to meet the needs of the moment. Dedicated and loyal, NeBaal puts themself in harm's way to protect those they care for. For more information on NeBaal, see "Notable Characters" in this book's introduction.



NeBaal's Tactics

NeBaal avoids direct confrontation and keeps out of reach whenever possible, using Disquieting Form to sap an opponent's focus rather than trading blows. When wounded, NeBaal uses Regenerate to stay upright long enough to withdraw. If brought to the brink of defeat, they Play Dead and remain still until attackers leave.

NeBaal adheres to their Contract, which forbids killing humans (among other stipulations). However, they can attack non-humans with their Knife and may intervene if an ally is in mortal peril.

NeBaal

Tier 2 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	16	4	3	16	3	3	19	6

Health: 40 (32–48) **Focus:** 5 **Investiture:** 0

Deflect: 5 against keen only (kandra ancestry)
Movement: 30 ft.
Senses: 20 ft. (sight)
Physical Skills: Agility +6, Light Weaponry +7, Stealth +7, Thievery +7
Cognitive Skills: Deduction +5, Discipline +6, Lore +5
Spiritual Skills: Deception +8, Insight +7, Leadership +7, Perception +7, Persuasion +7

Features

Inscrutable Expression. NeBaal gains a bonus to their Spiritual defense equal to their Deception modifier against tests to discern whether they're lying.

Kandra Resistances. NeBaal ignores the Pierce weapon trait when taking keen damage. They can only be affected by emotional Allomancy if the Allomancer spends 6 Investiture or more to Burn Brass or Burn Zinc; once affected, NeBaal can't end those effects on themself.

Natural Tools. NeBaal gains an advantage on all Thievery tests and on Crafting tests to create traps or hidden compartments.

Actions

▶ **Strike: Knife.** Attack +7, reach 5 ft., 1d4 + 7 keen damage. On a hit, if NeBaal had at least one advantage on this attack, they deal an extra 2d8 damage.

▶ **Disquieting Form.** NeBaal alters their appearance to terrify a character within 30 feet of them who can see them, making a Deception test against the target's Cognitive defense. On a success, the target loses 2 focus.

▶ **Secret Away.** NeBaal retrieves or stores an item in an unseen compartment they create in their body, or they allow a character who touches them to do so. Only one item can be hidden at a time, and it can't exceed 1.5 feet in any dimension. A character can't affect the concealed item with Allomancy unless they have at least 6 ranks in it.

▶▶ **Close Wound (Costs 1 Focus).** NeBaal shapeshifts to heal their wounded flesh, recovering 2d8 health.

⮌ **Play Dead.** Once per scene, before NeBaal is reduced to 0 health , they choose to be reduced to 1 health instead, and they convincingly feign defeat until they interact with their surroundings or use actions or reactions. Characters with a Spiritual defense of 19 or higher aren't deceived by this ruse. Otherwise, a character who inspects NeBaal's body can recognize NeBaal's ruse by succeeding on a Deduction or Medicine test against NeBaal's Cognitive defense.

ANA GRIGORIEVA

Outlaw

Tier 1 Minion – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
0	12	2	0	11	1	2	13	1

Health: 11 (9–13) **Focus:** 3 **Investiture:** 0

Movement: 25 ft.
Senses: 10 ft. (sight)
Physical Skills: Agility +4, Light Weaponry +3, Stealth +3, Thievery +4
Cognitive Skills: Discipline +2, Intimidation +2
Spiritual Skills: Perception +3, Survival +3

Features

Ambusher. At the start of each scene, if the outlaw isn't Surprised, they make a Stealth test against the enemy they can sense who has the highest Spiritual defense. On a success, the outlaw can use ▶ before the first round. On a failure, or if they can't sense any enemies, they can use Gain Advantage as ▷ on their first turn.

Minion. The outlaw's attacks can't critically hit, and they're immediately defeated when they suffer an injury.

Actions

▶ **Strike: Knife.** Attack +3, reach 5 ft. or range 20/60 ft., 1d4 + 3 keen damage.

▶ **Strike: Shortbow.** ERA 1 Attack +3, range 80/320 ft., 1d6 + 3 keen damage.

▶ **Strike: Snub Nose Pistol.** ERA 2 Attack +3, range 20/60 ft., 1d4 + 3 keen damage. *Pierce:* This damage can't be reduced by the target's deflect. *Loaded [6]:* Reload this weapon to full ammunition as ▶.

▶ **Roughhousing (Costs 2 Focus).** The outlaw makes an Intimidation test against the Physical defense of a target within 5 feet of them. On a success, the target loses 1 focus and is Disoriented until the end of the outlaw's next turn.

Outlaw Tactics

Outlaws rarely fight fair, preferring to ambush and outnumber their targets. Their Ambusher feature gives them an immediate upper hand, allowing them to take shots before their enemies can react. If a fight closes to melee, outlaws use their Roughhousing action to disorient their targets. An outlaw who begins a combat often fights to the death, but if they were caught unawares, they may try to escape—so they can strike again when the advantage is theirs.

Outlaw

From the city to the Roughs, outlaws defy the authority of the era, often by running grifts and taking back from the nobility. Elendel's most organized and embedded outlaws are the city's crime rings and gangs, which operate largely out of the Second Octant. They include the Morgenthax crime family, which is secretly aligned with Lysarra Tekiel. The Tekiels provide legitimacy for the Morgenthax's more unsavory operations, and in exchange, the group has quietly funneled money and provided security to the family. With the Tekiel family cash strapped, the money required to complete Tekiel Tower's construction is rumored to have come from these illicit funds.



TEDDY MORGENTHAX, OUTLAW BOSS

PIERRE IGNASZEWSKI

Outlaw Boss

Outlaw bosses—sometimes brutal, sometimes dangerously charismatic—gather like-minded criminals to control territories and expand their influence. The Elendel crime syndicates have a long chain of command and well-defined hierarchy where outlaw bosses act as quadrant heads and seasoned crew leaders. Such bosses sometimes take on administrative roles, such as managing the family's aboveboard businesses, in addition to their more violent duties.

Outlaw Boss Tactics

An **outlaw boss** coordinates their subordinate **outlaws** with their Get 'Em, Boys! action. Outlaw bosses with low regard for their minions aren't afraid to fire into a busy melee with Reckless Menace. Later in a combat, outlaw bosses use their Rile 'Em Up action to help allied outlaws recover enough focus to graze or to use their Roughhousing action.

Outlaw Boss

Tier 1 Boss – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
3	15	2	2	16	4	4	17	3

Health: 55 (44–66) **Focus:** 6 **Investiture:** 0

Deflect: 1 (leather)
Movement: 25 ft.
Senses: 20 ft. (sight)
Physical Skills: Athletics +5, Heavy Weaponry +5, Light Weaponry +4
Cognitive Skills: Discipline +6, Intimidation +6
Spiritual Skills: Leadership +5, Survival +6

Features

Ambusher. At the start of each scene, if the outlaw boss isn't Surprised, they make a Stealth test against the enemy they can sense who has the highest Spiritual defense. On a success, the outlaw boss can use ▶ before the first round. On a failure, or if they can't sense any enemies, they can use Gain Advantage as ▷ on their first turn.

Boss. The outlaw boss can take both a fast turn and a slow turn each round. After an enemy finishes a turn, the outlaw boss can spend 1 focus to immediately use an additional ▶ or ▷. Additionally, they can spend 1 focus on their turn to remove a condition from themself.

Actions

▶ **Strike: Knife.** Attack +4, reach 5 ft. or range 20/60 ft., 1d4 + 4 keen damage. On a hit, the outlaw boss can also spend 1 focus to make the target Afflicted [1d8] until the target recovers at least 1 health.

▶ **Strike: Longbow.** ERA 1 Attack +5, range 150/600 ft., 1d6 + 5 keen damage. On a hit, the outlaw boss can spend 1 focus to make the target Slowed until the end of the target's next turn.

▶ **Strike: Carbine.** ERA 2 Attack +5, range 80/320 ft., 1d8 + 5 keen damage. On a hit, if the outlaw boss had at least one advantage on this attack, they can also knock the target Prone. *Pierce:* This damage can't be reduced by the target's deflect. *Loaded [4]:* Reload this weapon to full ammunition as ▶.

▶ **Reckless Menace.** The outlaw boss makes a Strike action with a disadvantage, spending an additional 1 ammunition if they're using a Loaded weapon. On a hit or graze, the attack also damages all characters (other than the boss) within 5 feet of the target as if they'd been grazed by that attack.

▶▶ **Rile 'Em Up.** The outlaw boss makes an Intimidation test against the Cognitive defense of a target they can influence. On a success, all allies within 60 feet of the outlaw boss recover 1d4 focus.

▶▶ **Get 'Em, Boys! (Costs 2 Focus).** The outlaw boss orders each ally they can influence within 30 feet of them to use ⮌ to make a melee attack against an enemy, if they can.

⮌ **Don't Disappoint Me (Costs 1 Focus).** When an ally the outlaw boss can influence misses on an attack, the outlaw boss allows them to reroll the d20 on the attack roll, potentially changing the miss into a hit. The ally must use the new result, and they can choose whether to graze after seeing the result.

Opportunities and Complications

Opportunity. An enemy can spend ◈ to prevent the outlaw boss from using their Rile 'Em Up action and Don't Disappoint Me reaction until the end of the outlaw boss's next turn.

Complication. The GM can spend ✳ from an enemy's test to have the outlaw boss use their Get 'Em, Boys! action as ⮌.

Rebel

When the system fails, rebels rise up, striving to force real and lasting change. These insurrectionists are cleverly disruptive, loyal to their cause, and formidable, especially in groups. Even when equipped with only threadbare armor and the crudest weapons, rebels wield sheer willpower and strength in numbers, and they can topple unjust leaders—even those who previously thought themselves eternal.

Disruption Tactics

A rebel group may use any number of tactics to disrupt and strain the opposing side, committing thefts and staging raids, kidnapping minor nobles, and hiding runaways. Rebels smuggle and distribute weapons and other resources in secret, training those who would willingly join their cause to fight and survive.



Rebel

Tier 1 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	14	2	1	14	3	3	15	2

Health: 20 (15–25) **Focus:** 5 **Investiture:** 0

Movement: 25 ft.
Senses: 20 ft. (sight)
Physical Skills: Athletics +4, Light Weaponry +4
Cognitive Skills: Discipline +5, Intimidation +5
Spiritual Skills: Leadership +4, Persuasion +4, Survival +5

Features

For the Cause. When the rebel is defeated, each ally within 30 feet of the rebel who can sense them recovers 1 focus.

Actions

▶ **Strike: Sidesword.** Attack +4, reach 5 ft., 1d6 + 4 keen damage. On a hit, the rebel can also spend 2 focus to grant an advantage to the next attack an ally makes while within 5 feet of the rebel.

▶ **Strike: Improvised Weapon.** Attack +4, reach 5 ft. or range 15/30 ft., 1d4 + 4 impact damage. If the attack also hits against Cognitive defense, the target is Disoriented until the end of their next turn.

▶ **Strike: Snub Nose Pistol.** ERA 2 Attack +4, range 20/60 ft., 1d4 + 4 keen damage. *Pierce:* This damage can't be reduced by the target's deflect. *Loaded [6]:* Reload this weapon to full ammunition as ▶.

▶▶ **To Ashes.** The rebel chooses a Large (10-foot) space within 10 feet of them, igniting the ground and unattended objects in that area. While on fire, that area becomes dangerous terrain that deals 1d8 energy damage. A character can use ▶ to extinguish a 5-foot area.

⮌ **Stronger Together (Costs 1 Focus).** When an ally within 5 feet of the rebel grazes with an attack, the rebel can turn that graze into a hit and allow the ally to immediately Disengage (no action needed).

Rebel Tactics

Rebels band together during combat, inspiring each other to fight harder through their Stronger Together reaction and Sidesword attack. In a pinch, they use Improvised Weapon attacks to disorient enemies—which can provide an opportunity for fiery chaos caused by the rebel's To Ashes action. Even if a rebel falls in battle, their sacrifice is never in vain, as their For the Cause feature bolsters their allies until the bitter end.

STEVE PRESCOTT



STEVE PRESCOTT & DARKO STOJANOVICH

Socialite

Whether a product of high birth or fortunate circumstance, socialites ooze wealth and influence wherever they go. Typically hailing from a prominent—or at least adequately renowned—noble house, socialites wield words and political nuance as adeptly as the keenest weapons. A direct fight is hardly the only way to destroy one's enemies, and a well-connected socialite can make a dangerous enemy indeed.

While many of the games socialites play can be frivolous and unimportant, not all of their concerns are petty ones. Wisely navigating the etiquette and politics of noble houses can mean the difference between a life of comfort and total personal ruin.

Socialite

Tier 2 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	14	2	3	16	3	2	17	5

Health: 38 (30–46) **Focus:** 5 **Investiture:** 0

Movement: 25 ft.
Senses: 10 ft. (sight)
Physical Skills: Light Weaponry +5
Cognitive Skills: Deduction +4, Discipline +4
Spiritual Skills: Deception +8, Insight +5, Perception +8, Persuasion +8

Features

Charming Personality. Once per conversation, after the socialite spends focus to resist influence, the socialite can choose one character in the conversation to lose 2 focus.

Actions

▶ **Strike: Knife.** Attack +5, reach 5 ft. or range 20/60 ft., 1d4 + 5 keen damage. The first time the socialite uses this action during a scene, they gain an advantage.

▶ **Distracting Countenance (Costs 1 Focus).** The socialite chooses an enemy within 15 feet who can sense them. The target's deflect value becomes 0 until the end of the socialite's next turn.

▶▶ **Beguiling Influence.** The socialite makes a Persuasion test against the Spiritual defense of an enemy within 30 feet of them who can sense them. On a success, the target loses 2 focus.

⮌ **Down the Grapevine.** When a character rolls a Complication during a conversation, the socialite reveals they know a compromising secret about a character involved in that conversation.

Socialite Tactics

A **socialite** shines in conversations, where their Charming Personality feature allows them to maintain composure while wearing down their opponents' focus, and their Down the Grapevine reaction gains them further social leverage. Socialites aren't likely to engage in combat unless forced, and when they must, they prioritize fleeing to safety. When cornered, they use their Beguiling Influence and Distracting Countenance actions to weaken foes (hoping for stronger allies to help finish them off), finally leaning on their Knife attack only as a last resort.

STEVE PRESCOTT & DARKO STANOVICH

Society Member ERA 2

It's not uncommon for entitled nobles to gather in secret to pursue goals political, societal, or esoteric. Such is true of the Order of a Thousand Eyes, a fraternal secret society for elite students of the University of Elendel. Membership is determined by bloodline and reinforced by familial spikes, passed down through generations.

Before a pledge becomes a society initiate, they must undergo the Midnight Trials, a demanding competition where only the worthy are fully inducted into the Order and its secrets. Over time, access to knowledge and influence within the Order have tightened, leaving most members aware only of the role they're expected to play.

Society Pledge Variants

You can adapt the **society pledge** stat block to represent Misting pledges by removing the Invoke Status action and replacing it with the actions listed in this section.

For a Coinshot pledge, add the following Metallic Arts skills and actions:

Metallic Art Skills: Allomancy +4 (2 ranks; Steel)

ACTIONS

▶ **Burn Steel.** Until the end of the scene, the pledge senses all sources of non-aluminum, non-Invested metal within 40 feet.

▶ **Steelpush (Costs 1–2 Investiture).** The pledge chooses a metal object they sense with Burn Steel, and they move themself or the object straight away from the other, up to 20 feet per Investiture spent. Objects of a smaller size move away from the pledge, whereas the pledge moves away from objects of their size category or larger; if an object is attached to something else, that counts toward its size. This ability can be used creatively (such as to disarm enemies or allow the pledge to "fly" for short distances). To affect an unwilling character in such a way, the pledge must succeed on an Allomancy test against the Physical defense of the target.

For a Lurcher pledge, add the following Metallic Arts skills and actions:

Metallic Art Skills: Allomancy +4 (2 ranks; Iron)

ACTIONS

▶ **Burn Iron.** Until the end of the scene, the pledge senses all sources of non-aluminum, non-Invested metal within 40 feet of them.

▶ **Ironpull (Costs 1–2 Investiture).** The pledge chooses a metal object they sense, and they move themself or the object straight toward the other, up to 20 feet per Investiture spent. Objects of a smaller size move toward the pledge, whereas the pledge moves toward objects of their size or larger; if an object is attached to something else, that counts toward its size. This ability can be used creatively (such as to disarm enemies or strike at an enemy in the object's flight path). To affect an unwilling character in such a way, the pledge must succeed on an Allomancy test against the Physical defense of the target, or if the effect deals damage, they must make an Allomancy attack, rolling 1d6 + 4 impact damage.

If you'd like to include other Misting pledges, you can use the Allomancy modules presented in chapter 8 of the *Mistborn World Guide*, granting them the same ranks in Allomancy as the Coinshot and Lurcher variants.

"The fire reveals the purity of the ore."

—Words of the Order



SOCIETY PLEDGE

PIERRE IGNASZEWSKI

Society Pledge

Tier 1 Minion – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	14	2	2	14	2	1	13	2

Health: 11 (8–14) **Focus:** 4 **Investiture:** 4

Movement: 25 ft.
Senses: 10 ft. (sight)
Physical Skills: Athletics +4, Light Weaponry +3, Stealth +4
Cognitive Skills: Intimidation +6, Lore +4
Spiritual Skills: Deception +4

Features

Minion. The society pledge's attacks can't critically hit, and they're immediately defeated when they suffer an injury.

Life of Privilege. Once per test, the society pledge can reroll all natural 1s from a roll.

Powerful Name. The society pledge gains an advantage on Intimidation and Persuasion tests made while invoking their family name.

Actions

▶ **Strike: Gilded Cane.** Attack +3, reach 5 ft., 1d8 + 3 impact damage. On a hit, if the target has no focus, they take an extra 2d4 damage.

▶▶ **Invoke Status (Costs 2 Focus).** The society pledge makes an Intimidation test against the Spiritual defense of an enemy within 10 feet of them who can sense them. On a success, the target must (if they can) either spend 2 focus or use a reaction to move as far away as they safely can from the pledge, up to half their movement rate.

Society Pledge and Initiate Tactics

A **society pledge** uses Invoke Status to force movement or strip focus before attacking (or if they're a Coinshot or Lurcher, they use Steelpush or Ironpull). Once a foe is reduced to 0 focus, the pledge attacks them with Gilded Cane strikes.

A **society initiate** uses This Is Beneath Me against an enemy they think is likely to make several skill tests, then they attack enemies with their Revolver or Gilded Sidesword. Once a foe is reduced to 0 focus, the society initiate focuses on them with Eradicate the Weak and with Strikes.

Society Initiate

Tier 2 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	15	3	2	15	3	2	15	3

Health: 35 (26–44) **Focus:** 5 **Investiture:** 0

Movement: 30 ft.
Senses: 10 ft. (sight)
Physical Skills: Athletics +5, Light Weaponry +6, Stealth +6
Cognitive Skills: Discipline +6, Intimidation +6, Lore +5
Spiritual Skills: Deception +6, Leadership +6
Metallic Art Skills: Feruchemy +5 (3 ranks; Gold)

Features

Life of Privilege. Once per test, the society initiate can reroll all natural 1s from a roll.

Powerful Name. The society initiate gains an advantage on Intimidation and Persuasion tests made while invoking their family name.

Untouchable. The society initiate can spend 1 focus to turn a graze into a miss.

Actions

▶ **Strike: Gilded Sidesword.** Attack +6, reach 5 ft., 1d6 + 6 keen damage. On a hit, if the target has no focus, they take an extra 2d6 keen damage.

▶ **Strike: Revolver.** Attack +6, range 20/80 ft., 1d6 + 6 keen damage. *Pierce:* This damage can't be reduced by the target's deflect. *Loaded [6]:* Reload this weapon to full ammunition as ▶.

▶▶ **Eradicate the Weak.** The society initiate makes an additional Strike against a target with no focus (even if the initiate has already used that Strike action).

▶▶ **This Is Beneath Me (Costs 1 Focus).** The society initiate makes an Intimidation test against the Cognitive defense of an enemy they can influence within 30 feet of them. On a success, the target experiences the following effects until the end of their next turn:

- They gain a disadvantage on all tests.
- After they fail a test, they lose 2 focus.

A character can resist this influence, but after they do, they lose an additional 2 focus.

▶ **Tap Health.** Now and at the start of each of the society initiate's turns until the end of the scene, they recover 1d8 health.

APPENDIX B

ITEMS

This appendix details the unique items that appear in the *Mistborn Legacy* adventure. Other items mentioned in this adventure are detailed in chapter 7 of the *Mistborn Handbook*.

Flamethrower ERA 2

Special Weapon, 50 lb.

Skill: Heavy Weaponry
Damage: 2d4 energy
Range: Ranged [10/20]
Traits: Dangerous, Loaded [5], Two-Handed, Unique
Expert Traits: Unique: loses Dangerous trait

This incendiary device consists of a metal tank, filled with flammable liquid fuel and worn like a backpack, hose, and handheld spray shaft. When triggered, fuel flows from the tank through the hose to the spray shaft, which ignites it, creating a jet of fire.

Unique Traits. Flamethrowers have the following unique trait:

Blast of Fire. When you hit a target with this weapon, you also graze every other character whose space is directly between you and the target (GM's discretion). You can spend ◈ from the attack to instead hit those grazed characters.

Founder's Key

Special Equipment, 0.25 lb.

This large golden key is ornately decorated. The key's bow depicts an eye with a star for an iris.

Gas Mask ERA 2

Equipment, 1 lb.

This mask is made of rubberized fabric and khaki, inset with circular goggles. A long rubber hose connects a canister with chemical absorbents, providing protection against noxious fumes and smoke.

Unique Traits. Gas masks have the following unique traits:

Unwieldly. While wearing the mask, the Banter free action costs ▶ and the wearer is Diminished [Awareness −2].
Air Filter. While wearing the gas mask, the wearer is immune to effects that require the target to breathe in a noxious substance.

Landmine ERA 2

Equipment, 4 lb.

Skill: Heavy Weaponry
Damage: 2d6 impact
Range: Melee
Traits: Blast [10], Dangerous, Single-Use, Unique
Expert Traits: None

This metal cylinder has a six-inch diameter and consists of a pressure plate, trip wire, and explosives. Meant to be buried, the landmine is activated by pressing the plate or crossing the trip wire, which results in a deadly blast.

Unique Traits. Mines have the following unique traits:

Trip Wire. While touching this mine, you can use ▶▶ to set it up, establishing a trip wire of 5 to 15 feet. A character can safely cross the trip wire if they Use a Skill (▶) and succeed on a DC 15 Perception test. Otherwise, when a Medium or larger character enters a space with the mine or trip wire, the mine detonates. When it does, make a Crafting attack against the Physical defense of each character within 10 feet of the explosive. At the GM's discretion, this blast can also damage objects within that area.
Chain Reaction. If the blast radius of a detonating mine overlaps with the space of another mine or its trip wire, that mine also detonates.

Midnight Mistcloak

Special Armor, 5 lb.

Deflect Value: 1
Traits: Unique
Expert Traits: Unique

This one-of-a-kind mistcloak is especially well made. A unique, bold blue color, its mantle features complex embroidery in silver and blue thread.

Unique Traits. The Midnight Mistcloak has the following unique trait:

Flowing Tassels. While wearing this armor in an area that obscures vision, such as in darkness or mist, you gain an advantage on Stealth tests you make against characters whose primary sense is obscured by that area. Additionally, those characters gain a disadvantage on Perception tests against you.

If you have the Mistcloak specialist expertise, also add the following special expert trait:

Mistborn Gravitas. While wearing this armor, you gain an advantage on Intimidation tests against non-Mistborn characters who can sense you and who have no reason to believe you're not Mistborn.

National Archives Badge ERA 2

Special Equipment, 0.25 lb.

Board members of the National Archives receive this golden metal badge, which can be used as a key to unlock and access any room in the Archives.

Phonograph ERA 2

Equipment, 10 lb.

This small mechanical device can play back sounds recorded on a specially engraved cylinder or disk.

Raven Mask

Special Equipment, 0.5 lb.

Made of a dark metal, this masquerade mask resembles a flock of ravens in flight.

Raven Whistle

Special Equipment, 0.25 lb.

This black wooden whistle makes a sound similar to a raven's caw when blown.

Robe of Silenced Steel

Special Equipment, 6 lb.

This robe prevents objects carried by the wearer from being targeted by Allomancy, so long as they're hidden under the robe.

Unity Medal

Special Equipment, 0.5 lb.

Created by skaa crafters, this metal disc is engraved with a circle of black handprints, commemorating the 1024 FE Workers' Rights Protest (featured in chapter 3).



MIDNIGHT MISTCLOAK

RAVEN MASK



UNITY MEDAL

PHONOGRAPH

ANNA VERHOOG & LUCAS TORQUATO

APPENDIX C

ETERNITY SPIKE

The Eternity Spike anchors the story of *Mistborn Legacy* in both eras. Created through a process involving the torture and murder of over a thousand people, the Eternity Spike is a heavily Invested Hemalurgic spike made of nicrosil. Vadilek Elariel (see "Adventure Background" in this book's introduction) aspired to use the Spike to empower a worthy successor for the Lord Ruler, fathering a legacy of ambition, power, and secrecy destined to echo across centuries.

Constructing a God

The Eternity Spike was intended to be used with a "latticework" of supporting spikes, created from sacrificing Allomancers and Feruchemists. Vadilek's original latticework includes at least eight spikes: a combination of Vadilek's own Steel Inquisitor spikes, and spikes born from Vadilek's own secret cadre of students, the Gilded Few, who willingly sacrificed themselves for their mentor's vision. In Era 2, the descendants of the original Gilded Few secretly carry these "familial" spikes, including Vadilek's spikes and others created later.

For GM Eyes Only

Discovering the Eternity Spike's properties and usage are major plot points in *Mistborn Legacy*. The following description is meant for GM eyes only.

Eternity Spike

Special Equipment, 1 lb.

This silvery-gray spike is about as long as an adult human's hand. The shaft of the spike is formed in a pattern of twisted striations, and its head is a polygon with 16 facets. The Eternity Spike is made of nicrosil, supercharged with Investiture harvested from more than a thousand victims.

Unique Traits. The Eternity Spike has the following unique traits:

Indestructible. No known means in Era 1 or Era 2 can destroy the Eternity Spike. The sheer amount of Investiture in the Spike makes it nigh invulnerable; it can't be bent, scratched, melted, or otherwise harmed.

Highly Invested. Because of the amount of Investiture stored within the Eternity Spike, it doesn't function like normal Hemalurgic spikes and doesn't lose power outside of a storage medium (such as blood).

Mist-Repellant. The Scadrian mists are repelled by the Eternity Spike.

Reactive to Touch. When touched with bare skin, the Spike sends out an Allomantic pulse. The wielder and each adjacent character feel a perceptible wave of energy, which can be detected without a test by any character burning bronze within 80 feet.

Ascension Ritual. To use the Spike, the bearer must already have an Inquisitor's latticework of Allomantic and Feruchemical spikes. Once implanted, the Eternity Spike transforms its host into a **Hemalurgic monstrosity**.



ANNA VERHOOG

APPENDIX D

HANDOUTS

THIS APPENDIX LISTS ALL THE ESSENTIAL PLAYER HANDOUTS provided in the *Mistborn Legacy* adventure, presenting them in the order they appear in the adventure.

Enge Letter

CHAPTER 1

I'm out for a quick personal errand, but I'll be back before nightfall—with spirits for the ride! Take the day to relax and rest up. You all deserve it.

Here's to many more jobs ahead—with the best bloody crew I could ask for!

—Enge

Vadilek Letter 1

CHAPTER 1

Engeanthe,

I deeply regret our last words. What I asked of you is what I believed necessary. I did not understand what I was truly asking. I now know the full cost.

You are owed an apology and an explanation. Allow me to make things right. Return to Velstane's. Know that you are worthy, and there will always be a place for you here.

—V.

Vadilek Letter 2

CHAPTER 1

Eternity awaits. The Ascension ceremony begins at nightfall. Only the worthy will endure what follows; the fire reveals the purity of the ore.

—V.

Vadilek's Journal

CHAPTER 1

Entry 47

The spikes sing louder. Still, I hold the line. Reflection, sacrifice, nobility. That is what the Lord Ruler lacked—and what I will perfect.

The Gilded Few are not ready. The Midnight Trials make that clear. Delina masks ambition as loyalty, but I see the hunger in her eyes. Engeanthe refuses me… and perhaps that is her strength. Willing or not, she is our way forward.

My sacrifice will catalyze our grand future. My chosen heir shall ascend. And should I falter at the end, my contingencies are in place to ensure the Ascension of a worthy successor for the Empire.

The legacy will endure.

Letter to Idren

CHAPTER 1

Idren,

You do not need to assent to Vadilek's whims or his damned system. He knows many things, but he cannot measure or judge a man's worth. You do not need to "remake the world" or be "forged." Leave Urteau. It does not make you a disgrace or failure to choose survival. Come home.

—Your Father

Ball Invitation

CHAPTER 2

Dearest Engeanthe (and Friends),

You are cordially invited to a secret masquerade at the Seeris Estate in Fellise (details enclosed). I look forward to enjoying your company at the most exclusive and clandestine event of the season.

Present this invitation to secure admittance. Your entire contingent is welcome, regardless of rank or station. There is no dress code, to suit our new era—but do come wearing a mask.

Be sure to bring the curio you retrieved from Urteau. Await my summons after the second dancing set concludes, and your reward will be as handsome as I, if not more so!

Your utmost discretion is appreciated, to avoid unwanted attention.

With Great Affection,
—Lord Guiverre Seeris

P.S. A little mist-sprite told me you may have brought an unwanted problem back with you from Urteau. If so, I might have some insights to consider.

Eternity Vault Map

CHAPTER 4



Vault Traps chapter 4

The Vault Traps table and the Trap Modifications table list the traps and modifications you can build in your vault. Each has the following attributes:

Prerequisites. Requirements for building the trap or modification. Building doesn't expend plans (unlike labor and materials); if you have a plans score of 2, you can build all items that require "Plans 2" or lower. For trap modifications, their prerequisites include the traps they modify.

Materials. The number of materials deducted from your materials total. Expend materials when you attempt to build the trap (succeed or fail).

DC. The test result you need to reach to successfully build the trap. Lower this by expending labor.

Effect. What the trap does.

Size. The space the trap covers on the map. This is expressed in both feet and grid squares. Sizes are approximate suggestions.

Base traps can be built any number of times, so long as you have the materials to do so. However, each modification (such as Acid Coating) can be added to a particular trap only once.

Got a Better Idea?

You might have ideas for other components to build in your vault. Work with your GM and use the attributes of a similar component from this list to help determine the attributes of the new component you'd like to propose.

Vault Traps

Type	Prerequisites	Materials	DC	Effect	Size
Acid Pool	Plans 4	3	DC 19	Stepping on the floor over this trap causes it to open up into a massive pool of acid. This can harm kandra.	15 ft. by 15 ft. (3×3) or 20 ft. by 20 ft. (4×4)
Decoy Case	Plans 2	1	DC 16*	This case looks like the actual case that houses the Eternity Spike. This could distract and slow down intruders.	5 ft. by 10 ft. (1×2)
Pit Trap	Plans 1	1	DC 17	This is a pit filled with deadly spikes, with rubble on top to make it look like sturdy flooring. This trap damages and slows intruders.	10 ft. by 10 ft. (2×2)
Rolling Boulder Trap	Plans 3	2	DC 16	When triggered, a boulder drops from the ceiling and rolls down the hallway. The PC determines the direction it rolls when placing the trap.	10 ft. by 10 ft. (2×2)
Spike Trap	—	1	DC 15	When triggered, spikes rise from the ground or descend from the ceiling, damaging an intruder.	10 ft. by 10 ft. (2×2)
Swinging Axes	Plans 3	2	DC 18	When triggered, these metal axes begin swinging back and forth across the room.	10 ft. by 25 ft. (2×5) or 15 ft. by 25 ft. (3×5)
Wall Darts	Plans 1	1	DC 15	When triggered, darts shoot from the walls, damaging an intruder.	5 ft. by 15 ft. (1×3)

**Using a real Hemalurgic spike in the decoy's construction adds an advantage to PC tests to build this trap.*

Trap Modifications

Type	Prerequisites	Materials	DC	Effect	Size
Acid Coating	Spike Trap or Wall Darts; Plans 2	1	DC 17	The spikes or darts in this trap are coated in a long-lasting acid, which deals more damage. This can harm kandra.	Any trap
Reinforced	Any trap; Plans 1	1	DC 13	Reinforcing a trap makes it sturdier, able to withstand the ravages of time.	Any trap
Well-Hidden	Any trap; Plans 1	1	DC 14	Hiding a trap well makes it more effective.	Any trap

If you're reading this, I am gone. After everything you've done to help me, you deserve an explanation.

My real name is NeBaal. I'm a kandra, and my Contract was with Vadilek. He tortured thousands of people, then left them to die, but I was bound to serve him. So, I did. I was charged to watch over his niece. Thus, I had the honor of knowing Enge—and all of you.

Vadilek did one thing right: He saw Enge's promise. But the only thing she shared with her uncle was her passion. She was good. I watched her grow up. And when Vadilek lured her back in, I watched Delina kill her. I grieved for Enge, and then I became her.

I understand if you feel betrayed. While I deceived you, you gave me a gift. Over these past months, I got to see the world through Enge's eyes. I saw how much you all loved her, and I felt how much she loved all of you. How much we loved you. I am only sorry I didn't tell you the truth sooner.

For now, the Spike is secure—but when you live as long as I have, you realize how uncertain our future truly is. I'm not really your boss, so I have no right to ask, but one last smuggling job awaits this crew. I've created a map, pointing to the vault's location, so we may safeguard the Spike for the future... no matter what happens to me, or you. I've split the map into two pieces and made arrangements with trusted contacts in Cresting to ensure those pieces are kept safe—by very different groups of people. I hope to ensure all of humankind, not just one individual, decides how the Eternity Spike's story ends. But first, we must smuggle the map pieces safely out of the city, beyond the grasp of the Gilded Few and those invading Luthadel.

I wish I did not have to ask this of you. The job will be incredibly difficult, made deadly by the siege, and you might die doing it. But I trust you—just as Enge trusted you. Vadilek was her blood, but you were her family. And this map is my last, best hope. Perhaps one day, humankind will learn. Perhaps the future will be kinder. In a world without the Gilded Few, the Spike could be used for good. Or perhaps knowledge of the Metallic Arts will grow until someone can finally destroy the Spike. Either way, the map must survive, to secure the future of the Spike—and the future of the world.

Please, do not make this decision lightly. Take the night to think it over. Refusing is certainly the safer option. But if you choose to help, rest well tonight, and leave before the dawn.

I leave you with some final gifts. I hope you'll accept them, and carry the map to safety. I hope you'll survive, and earn a chance to lay down your burdens—as I have, perhaps, finally laid down mine. I may be gone, but for everything you've done, for everything you've given, and for giving Enge a true family—I love you. Always.

Yours with eternal gratitude,
NeBaal.

My Legacy
Chapter 4

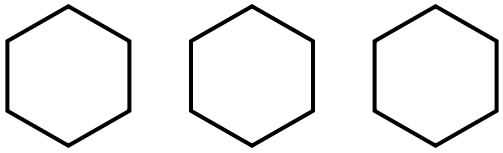
Player Name: **Character Name:** **Legacy:**

What does your character want their legacy to be? How do they want to be remembered?

Does your character show up at dawn to accept NeBaal's mission, even though they may die doing it?

- ❍ **YES**, I accept the mission
- ❍ **NO**, I reject the mission

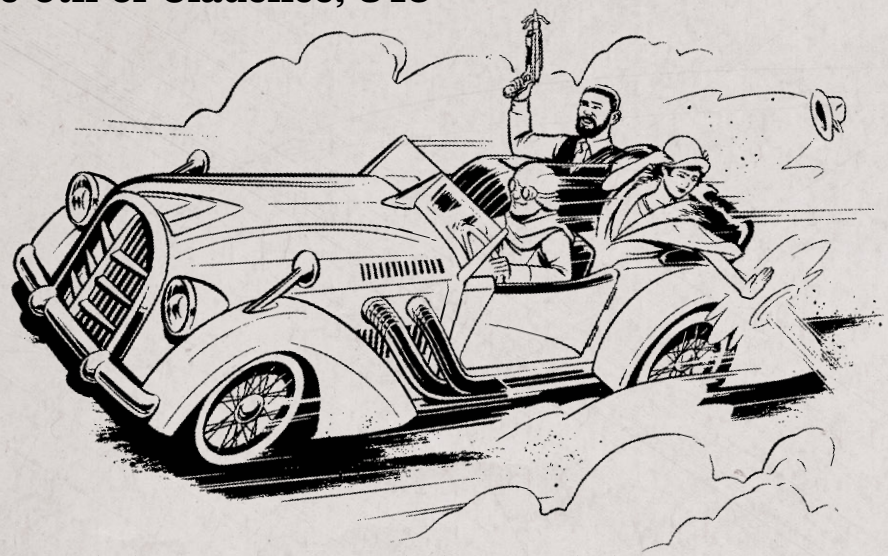
Date, Time, and Manner of Death:



The Elen

Newsworthy C

The 6th of Cladence, 345 **Edition**



MOTORCAR STREET RACING

Sign of Progress or Modern Menace?

The mechanical wonders of our age have found eager champions among Elendel's youth, particularly those with the leisure and means to acquire the newest motorcars. After dusk, these engines roar through otherwise respected avenues, their drivers testing speed and nerve in contests more resembling sport than transport.

Concerned observers report these brazen displays seem organized. While no names have been formally attached, the motorcars themselves speak volumes. The vehicles are costly, yet operated without regard to damage sustained or caused, suggesting repairs and fines are little more than inconveniences to the mavericks who drive them.

Advocates of innovation, such as noted industrialist and inventor Bayron Conrad, argue such excess is an inevitable companion to progress. Others ask whether indulgence, mistaken for daring, risks eroding the discipline that built Elendel from ash. The constabulary has yet to issue comment on the

Enjoy EXQUISITE Excursions

Fine Malwish chocolates and heated confections prepared in the southern manner by Trellis Draam. A novelty of rare richness—
now serving Elendel!

Trust Tekiel Breaknaughts!

Tekiel Breaknaughts: Linking Elendel to Opportunity Beyond the Basin.
Reliable carriage of goods and passengers by rail!
Punctual service and stout security!

Elariel Spring Salon Set to Dazzle

The Elariel Spring Salon returns with renewed splendor this year, hosted by Lady Lysarra Tekiel at the newly completed Tekiel Tower. Exclusive invitations circulate as Elendel anticipates the most selective social engagement of the season.

The Salon's centerpiece is "Gilt and Glamor," a fashion show and auction showcasing Scadrian splendor through the ages. Organizers promise to revive historic silhouettes with designs executed at a level of expense few outside the wealthy nobility will ever see firsthand. Proceeds benefit the Young Ascendants, an Elendel charity founded by Lady Tekiel herself, dedicated to preparing the youth of today to become the leaders of tomorrow.

Society watchers, take note! The city's most prominent families are sure to use this annual event to see and be seen, ensuring the continuity of tradition lives on in an age of accelerating change. With Tekiel Tower opening its doors to such an august body for the first time, this year's Salon promises to set the tone for the season!

Historic Scadrial on Display at University

Students of history, rejoice! The city is generous this season. The University of Elendel has opened its library for an exhibition of the *Words of Founding*, displaying the rare Pledfellow edition to the public for the first time. Meanwhile, the nearby



accounts of the tumultuous time after the Final Empire's fall.

This unusual alignment is largely thanks to Kwylliam Elariel, an alumnus of the University and now a Director of the National Archives. The Elariel scion has donated support to both exhibitions, a public display of seriousness some have called "newly pronounced."

ndel Daily

ontent for Every Octant!

Price 2¢

Progress in Practice!

This week, the Elendel constabulary began trials with new technological marvels furnished by Conrad Industries. Sources say these modern wonders could revolutionize lawkeeping in the Basin and beyond.

Officers conducted testing on a redesigned pistol whose discharge was scarcely perceptible beyond its immediate station. Also trialed were compact speaking instruments. These marvelous devices carry voices across a distance, allowing precinct offices to communicate with hitherto unheard-of speed. Further trials are expected as the constabulary assesses the new tools at its disposal.

Academic Ascendancy

During an interview on campus, a first-year student opined, "I wouldn't have applied to the University at all without the Young Ascendants." The charity covered her fees and arranged lodging, allowing her to leave factory work and begin higher studies.

Founded and directed by philanthropist Lysarra Tekiel, the organization partners with the University of Elendel to offer advanced placement to promising youths. "It gave me the means to begin, and all I need do is maintain my grades and help with the occasional event. It's a dream come true!"

Story continues on reverse.

VIF SPARKLE TONIC

A brisk, effervescent draught much favored for lifting the spirits and settling the constitution. Remember what the doctors say: Drink Vif Sparkle Tonic every day!

A Stitch in Time

FINE TAILORING AND ALTERATIONS EXECUTED WITH UNCOMMON CARE. ORLEN'S STITCH, TRUSTED BY PROFESSIONALS WHOSE GARMENTS MUST WITHSTAND LONG DAYS AND HARD USE.

WE BUY METALS!

We will purchase your scrap metals at competitive rates! Purity not a problem!

Briggs & Sons,

Licensed Metallurgists.

3217 Smelter's Row, 6th Oct.

Riled-Up Roughs

The Roughs continue to defy all efforts to establish law and order, remaining a violent and uncivilized expanse beyond the Basin's reach. Recent attempts by Tekiel interests to extend vital rail lines have once again been attacked by bandits and outlaws, emboldened by distance and disorder.

Foremost among these threats is the menacing figure known only as "The Anvil," a name increasingly tied to Roughs brutality. Reports lay sabotage and violence at her feet, stoking fears that progress itself has become a provocation beyond Basin borders.

Accounts continue on reverse.

Love and the Law!

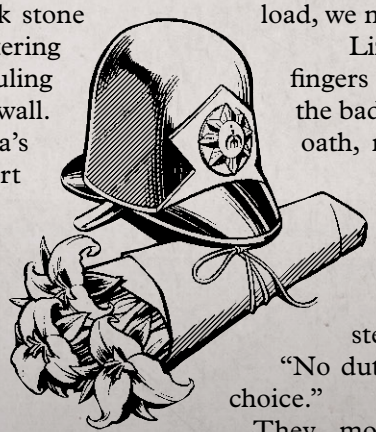
A Continuing Serial

by P. Maylor
Part 18 of 48

The shot rang out and struck stone above them, splinters scattering across the ice. Vane swore, hauling Liza down behind the low wall. Her arm tightened across Liza's shoulders as another report cracked through the ruins.

"Keep low," Vane growled.

"This is my undertaking," Liza whispered fiercely. "I brought us here. You needn't pay for it."



Another shot, closer this time. Vane glanced toward the broken arch ahead. "When they reload, we make for that passage."

Liza caught her sleeve, fingers tight. "You don't wear the badge anymore, Vane! No oath, no duty binds you to die because I chose to chase a better fortune for my house."

Vane turned to her then, eyes steady in the dim light. "No duty," she said. "Just my choice."

They moved together, boots skidding on ice, and slipped beneath the archway into its narrow shelter. Liza pressed back against the stone as Vane stood before her, blocking the opening.

"Dammit, Vane," Liza murmured. "I won't see you bleeding in the snow for me."

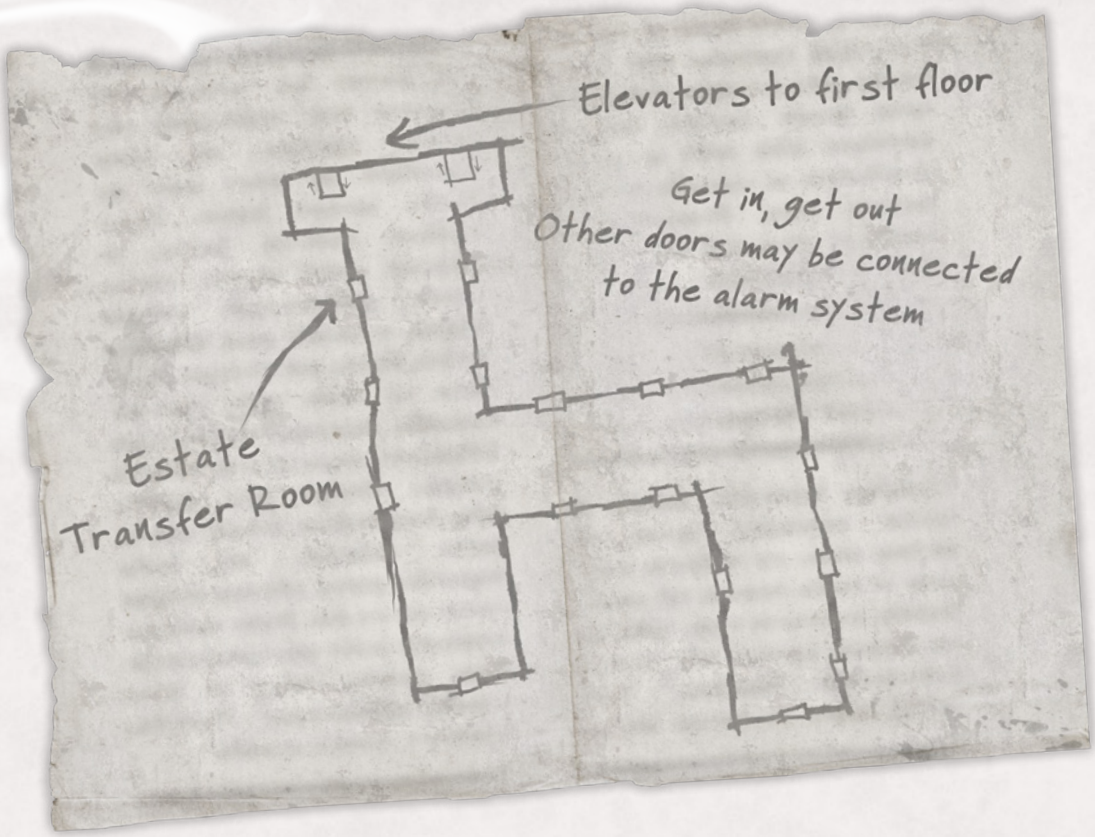
Vane held her gaze, enough fire in her eyes to push back the icy cold. "I may not have the badge anymore," she whispered, "but I know something worth protecting when I see it."

For a breathless moment, there was only the heat between them, the cold forgotten. Liza's hand found Vane's coat, drawing her nearer …

As unexpected footsteps crunched in the snow next to them!

National Archives Heist Map

CHAPTER 5



National Archives Badge

CHAPTER 5



HEROIC MAPS; ANNA VERHOOG

University of Elendel

Good news: I've turned up some answers about the crate's contents. I believe we have a "Founder's Key." As legend has it, three such keys were created by an early university teacher, who hid a precious treasure underneath the campus. The keys were handed down to noble students to safeguard. I believe this treasure is the "Gilded Map"... which we should talk about more in person.

Right now, I have a more pressing problem: A former student of mine has been wolfhounding me about the key—Harmony knows how she found out. She's a reporter for the Student Voice, and if she keeps digging, I fear she'll learn about our recent activities.

She claims to have important information about the key. Can you talk to her? I feel foolish for asking, but I'm a terrible liar.

Sincerely,
A. Wilko

P.S. Speaking of feeling foolish—it's probably just my nerves, but I keep feeling like I'm being watched. If anything happens to me, the mask and key are hidden in my copy of Trials of Monument. **And please destroy this note!**

Midnight Trials Bid Letter

CHAPTER 6

Child of Noblest Blood—

The Midnight Trials are at the final bell on the 16th day of Cladence. Those judged Worthy shall inherit our Legacy. In preparation:

- *Don proudly the Mask of the Order.*
- *Come bearing a Cazzian offering.*

The Worthy must seek the Trial's starting location. On the map, chart a Nelazan Route, connecting the pairs of Strange Eyes. Read the Letters in Steel. Hidden at the Crossings are the directions you seek.

The fire reveals the purity of the ore.



opposite: University of Elendel Campus Map

CHAPTER 6

MATT DEMINO; RYAN SMITH


ENJOY THE UNIVERSITY OF ELENDEL
GYMNASIUM AND ATHLETIC FIELDS
SOCIETY ROW
CHAPEL AND GRAVEYARD
BELL TOWER
LASTRUM HALL
ADVANCED SCIENCE AND METALLURGY LABS
UNIVERSITY OF ELENDEL LIBRARY
PASHADON HALL
STUDENT CENTER
ELECTRUM HOUSES
GATES AND GROUNDS
COPPER HALL

APPENDIX E

DOWNTIME

During the *Mistborn Legacy* adventure, the PCs have downtime between scenes to spend in Luthadel (in Era 1) and Elendel (in Era 2). During downtime, each PC can address their individual goals, projects, and interests, as described in the "Downtime" section in chapter 9 of the *Mistborn Handbook*. This appendix contains guidance for downtime activities that support the story of *Mistborn Legacy*.

Some downtime activities progress a PC's personal goals, and others can provide rewards such as companions, patrons, hideouts, or status in organizations. For more information on these rewards, see "Rewards" in chapter 8 of the *Mistborn Handbook*.

Downtime in Luthadel Opportunities and Complications

Result	Example
◈	The PC's actions are so successful that they have additional time to relax and care for a party member. Ask that player and one other player of their choice to describe how and where their characters decompress and bond. Both PCs gain the Determined condition when they conclude downtime.
◈	A priest of the Church of the Survivor takes note of the PC. The PC can start a "Gain the Church of the Survivor as a Patron" goal with 1 milestone already marked.
◈	The PC gains a windfall of 50 boxings (or if they were expecting pay, they receive 50% more pay).
✳	Gilded Few agents sabotage the PC's work. Have the player choose one: They lose all progress toward the downtime activity, suffer an injury (make an injury roll; see chapter 9 of the *Mistborn Handbook*), or require an additional milestone to complete one of their goals.
✳	Gilded Few agents are getting too close to finding the canal boat. The PC may describe how they find a new dock and make a relevant DC 15 skill test. On a failure, the hideout is not available for the next chapter, as Enge and the PCs struggle to keep the crew's hideout hidden from the Gilded Few.
✳	Gilded Few nobles frame the PC for a crime. Another PC must spend a week of downtime clearing their name, or the framed PC becomes wanted by the city guard.

Downtime in Luthadel ERA 1

The following section provides some additional options for downtime activities in Luthadel, during Era 1. Not all chapters offer downtime, and a few of these options are only available at certain points in the adventure. Optionally, consult "Luthadel" in chapter 6 of the *Mistborn World Guide* for more information on the locations mentioned in this section. The Era 1 Downtime Timelines table outlines downtime in Era 1.

Era 1 Downtime Timelines

Chapter	Downtime	Length
2	Downtime on the Canal	21 days
2	Downtime Before the Ball	14 days
3	Downtime on the Down-Low	21 days
4	Downtime in Luthadel	14 days

If a character gains an Opportunity or Complication during downtime, use the Downtime in Luthadel Opportunities and Complications table for inspiration.

Crafting

Key Locations: Hotel District, Kenton Street, PC Canal Boat Hideout, and Southbridge

Workshops and resources previously out of reach of the skaa become more accessible after the revolution, though the siege makes materials scarce. Crafting in Luthadel could involve:

Canal Boat Maintenance. The crew's canal boat counts as a hideout, which the PCs could upgrade, repair, redesign, or improve.

Metalmind Mentoring. Feruchemists can make progress toward their "Construct Your Metalminds" goals as usual. If they search for a mentor, they may meet Bezryl from chapter 3.

Dancing Lessons

Key Locations: PC Canal Boat Hideout

This special downtime activity is most useful during "Downtime Before the Ball" in chapter 2. If PCs don't have the High Society expertise, they probably don't know how to dance. Enge offers to teach them.



Disrupting the Gilded Few

Key Locations: Fellise, Keep Haught, Keep Buvidas, and Hotel District

After the events in Urteau, the Gilded Few hunt the party. PCs can use downtime to lay false trails or disrupt Gilded resources; this is a good place to raise the stakes. Disrupting the Gilded Few could involve:

Gaining Infamy. PCs could progress a goal to "Intimidate the Gilded Few's Forces." Once complete, PCs gain an advantage whenever they attempt to convince rivals and minions from the Gilded Few to back down from a combat or conversation.

Intercepting Resources. Damaging trade negotiations, souring deals between noble houses, and hijacking supply shipments could disrupt Gilded Few members and their cash flows. PCs might gain boxings or narrative rewards from these activities.

Improving Relationships

Key Locations: Brassgate, Kenton Street, and PC Canal Boat Hideout

New faces and new factions are gaining power in Luthadel. PCs can use downtime to gain status with organizations or develop relationships with NPCs. Improving relationships could involve:

Spreading the Faith. A PC can join the growing Church of the Survivor movement, rising in the organization's ranks, or they could gain companions by attending services. A PC might even approach a notable member of the church (such as Demoux) for patronage.

Repairing Relationships. PCs who want to improve their relationship with an NPC (such as the Urteau refugees, Cynwise, Cadme, Anastas, Bezryl, Kandor, or Enge) could spend time with or do favors for an NPC. This could progress a goal to turn a sour relationship into a positive one, or unlock companions or patron benefits.

ISAAC STEWART

Recuperating

Key Locations: Canton of Resource Headquarters, Kenton Street, Luthadel Garrison, and Keep Haught (see chapter 3)

Organized healing services are sparse in Luthadel, which only grows worse during the siege.

Researching

Key Locations: Canton of Finance Headquarters, Kenton Street, Fourwell Crossroads, and Old Gate

In the revolution, libraries burned alongside noble keeps, but many repositories of knowledge remain. Researching in Luthadel could involve:

Hidden Knowledge. Procuring a rare tome could gain the PC an advantage on tests to learn about Hemalurgy (see "Handling Hemalurgy" in this book's introduction).

Legalese. Cross-referencing legal records could reveal Gilded Few connections and resources, giving advantage on a future effort to "Disrupt the Gilded Few" or foreshadowing future chapter events.

Rumors. PCs can research current events by hitting the streets and making a DC 12 Deduction, Insight, Perception, or Persuasion test. Succeed or fail, they always learn at least one rumor about upcoming chapter events, NPCs, or the siege. (During chapter 2, refer to the Rumors table.) On a success, they learn two rumors.

Resettling Refugees

Key Locations: Kandor Construction (see chapter 3) and Brassgate

If the party escorted Cynwise and the prisoners to Luthadel, PCs can use downtime in Luthadel to help these refugees settle in. Cynwise finds a job on their own (working for Kandor Construction—see chapter 3), but the other refugees (Aime, Roben, Tuss, and Pella) could use assistance finding employment or making the empty warehouse Cynwise found them more hospitable. Two local groups—the Church of the Survivor and Kandor Construction—can potentially provide employment or community.

Ask what the PC does to assist and have them make a DC 12 test with a relevant skill; on a success, their efforts are helpful, and the refugees are forever grateful. Depending on the PC's choices, the refugees might seek to return the favor by providing rumors from the skaa community, assistance during downtime, or help during later chapters.

Regardless of the outcome, one refugee, Roben (**commoner**, he/him), offers to stay with the PCs' canal boat as a companion.

Self-Reflection

Key Locations: Fountain Square and Kredik Shaw

Luthadel is finding its new identity after the revolution upset a thousand years of rule. As the city reinvents itself, so too might the PCs. Places of recent history might offer the PCs needed introspection.

Suiting Up

Key Locations: Hotel District, Commercial District, and Kenton Street

PCs can use downtime to find suitable formal wear (see "Armor" and "Items" in chapter 7 of the *Mistborn Handbook*):

Shopping. Tailor and dress shops sell ***fine clothing*** (100 boxings) and ***breakaway clothing*** (150 boxings). Prices in Luthadel are high, but if PCs succeed on a DC 15 Persuasion test to negotiate with the tailor, they can earn a 25-boxing discount.

Crafting. The PCs can engage in crafting to manufacture outfits, improve purchased outfits, or make armor Presentable. See the "Crafting" rules in chapter 7 of the *Mistborn Handbook*. If Enge assists, PCs gain an advantage on their Crafting tests. Raw materials for clothing cost 20 boxings.

PCs who successfully acquire fine clothing gain an advantage on their first social test at parties or meetings with nobility, such as during chapter 2's "Soiree of Secrets." If all PCs have fine clothing, the Rising Reputations event in chapter 2 starts with one slot already filled.

Training

Key Locations: Kenton Street, Luthadel Garrison, and Southbridge

Skilled mentors can be found, but their time is in great demand due to the upheaval of the revolution and collapse of the Great Houses. Alternatively, experts can be found among friendly NPCs (or PCs). Training in Luthadel could involve:

Becoming Cosmopolitan. PCs can spend time in social situations that used to be barred to them, enabling them to gain the Underworld expertise, the High Society expertise, or other cultural expertises of interest.

New Tricks. When you use a mentor to train in a weapon expertise you already have, you gain the Focused condition for the next combat scene in which you use that weapon.

Working a Profession

Key Locations: Commercial District, Industrial District, and River Channerel

From clearing the wrecks of burned noble keeps to manual labor in the streets, canals, and factories, there are many opportunities to make money in Luthadel. Working a profession in Luthadel could involve:

Reputable Work. PCs who engage in reputable work earn 4d6 boxings every five days. They can earn an additional 1d6 boxings if their work is related to a relevant expertise or if they return to the same job over multiple downtimes.

Smuggling. Smuggling pays more, but at least two PCs must be involved, and each involved PC must make a relevant DC 12 skill test with the stakes raised. On a success, that PC makes 5d10 boxings every five days. Unsuccessful PCs are caught, earn no boxings, and spend 1d4 days dealing with the consequences.

Downtime in Elendel ERA 2

The following section provides some additional options for downtime activities in Elendel, during Era 2. Not all chapters offer downtime, and a few of these options are only available at certain points in the adventure. Optionally, consult "Elendel" in chapter 7 of the *Mistborn World Guide* for more information on the locations mentioned in this section. The Era 2 Downtime Timeline table outlines downtime in Era 2.

Era 2 Downtime Timeline

Chapter	Downtime	Length
6	Lying Low: Downtime in Elendel	7 days
7	Downtime to Research	10 days
8	Downtime Before the Salon	Up to 10 days*

**See "Downtime Before the Salon" in chapter 8.*

If a character gains an Opportunity or Complication during downtime, use the Downtime in Elendel Opportunities and Complications table for inspiration.

Downtime in Elendel Opportunities and Complications

Result	Example
◈	The PC discovers something (such as a story, item, or historical account) related to their Era 1 legacy connection. If they use this discovery in a scene later, they gain the Focused condition until the scene ends.
◈	A member of a noble house (such as Ladrian, Entrone, or Tresting) takes note of the PC. The PC can start a goal to gain the house as a patron with 1 milestone already marked.
◈	Wilko or NeBaal knows something relevant and helpful, allowing the PC to accomplish the task better or faster.
✳	Conrad operatives sabotage the PC's work. The PC gains a disadvantage on their next test to complete this downtime activity in the future, and they also start the next scene with 2 fewer focus.
✳	A hit piece about the PC appears in one of Kwylliam Elariel's broadsheets, uncovering a secret the PC would prefer remained hidden.
✳	Lysarra's Morgenthax contacts abduct an ally. A PC must spend 1d4 days of downtime rescuing the ally, or that ally's services can't be called on until the end of this chapter.

Crafting

Key Locations: The Village (Fifth Octant), Independent Craftfolk (Third Octant), and University of Elendel (First Octant)

Laboratories and inventors abound in Elendel, and advances in the electrical, chemical, and industrial sectors happen every day. Crafting in Elendel could involve:

Hazekilling. The PCs could acquire or craft bespoke weapons and ammunition to counter Metalborn foes.

Reverse Engineering. If the PCs gained access to some of Bayron's inventions, successfully investigating them could gain the PCs an advantage on tests to disable similar devices in future scenes.

Safehouse Upgrades. The crew could repair, redesign, and improve their hideout, which they may reestablish in chapter 6 (see "Hideouts" in chapter 8 of the *Mistborn Handbook*).

Disrupting the Gilded Trio

Key Locations: Conrad Industries offices (Seventh Octant), Tekiel Trainyard (Eighth Octant), and *The Truth in Elendel* offices (Tekiel Tower and Sixth Octant)

After the National Archives heist, the Gilded Trio are on the lookout for the party. PCs can use downtime to lay false trails or disrupt the Trio's resources; this is a good place to raise the stakes. Disrupting the Gilded Trio may involve:

Expert Espionage. PCs could gain access to Conrad Industries designs to learn about operatives' gear (see chapter 8) or armored cars (see chapter 7) before they appear in later chapters.

Dirty Laundry. Looking into the Young Ascendants or poking around the Tekiel trainyard could provide evidence of Lysarra's connection with the Morgenthax crime family.

Redefine the Truth. A PC could fight fire with fire by taking out ads in broadsheets owned by Kwylliam's competitors. Appreciative noble houses might become patrons to any PCs who publicly stand up to Kwylliam.

Improving Relationships

Key Locations: The Drunken Spur (Fourth Octant), Marehope Botanical Gardens (First Octant), Razzy Gillespie Carnival (Eighth Octant), and Warren Tresting's Social Club (The Trustwarren, Fourth Octant)

Elendel is a massive city with residents from all walks of life. PCs can use downtime to gain status with organizations or improve or repair relationships with NPCs. Improving relationships could involve:

Completing Goals. PCs may have goals to help Marthis or NPCs related to their legacies; downtime is the perfect chance to foster those relationships.

Repairing Relationships. PCs who want to improve their relationship with an NPC (such as Professor Wilko, K.T., NeBaal, Marthis, or Merid) could do favors for or spend time with the NPC. This could turn a sour relationship into a positive one, or it could unlock companions or patron benefits.

Show NeBaal Around. A PC could introduce NeBaal to the post-Catacendre world, showing them technological or culinary innovations or otherwise acclimating them to Era 2. Kandra PCs may know of the Trustwarren, a kandra speakeasy.

Recuperating

Key Locations: Galivan Memorial Hospital (First Octant), and the Village (Fifth Octant)

Healthcare services in Elendel are advanced and prevalent, with medical practices in every octant.

Researching

Key Locations: Exquisite Excursions (Fourth Octant), University of Elendel (First Octant), and National Archives (Second Octant)

Higher learning is held sacred in Elendel, with museums, libraries, and experts in every field available in the city. Additionally, books aren't the only places to research; hitting the streets and visiting various locations in Elendel is a great way to gather gossip. Researching in Elendel could involve:

Appeals and Red Tape. Engaging with the legal system could protect the PCs against repercussions from the constabulary, the National Archives, or University of Elendel blackcoats.

Hidden History. Studying historical records could help advance a goal to discover more about the Gilded Few's history. If the PCs are members of the Guardians (see chapter 7), Archivist Wynn can help with access to the Archives and research.

Rumors. PCs can research current events by hitting the streets and making a DC 12 Deduction, Insight, Perception, or Persuasion test. Succeed or fail, they always learn at least one rumor about upcoming chapter events or NPCs. On a success, they learn two rumors. Trellis Draam's chocolate café, Exquisite Excursions, is a great place to catch high society gossip.

Self-Reflection

Key Locations: Augur's Well Soothing Parlor (Eighth Octant), Church of the Survivor (Fourth Octant), Field of Rebirth, and the Village (Fifth Octant)

A locus of culture and history for the entire Basin, Elendel is a city of contradictions, and its people must find their place in the tension between tradition and advancement. Self-reflection in Elendel could involve:

Sacred Places. The Field of Rebirth and various religious institutions throughout Elendel are excellent locations for soul-searching.

Past Lives. Locations related to the PC's Era 1 legacy connection could reveal new self-revelations via stories or flashbacks from the Era 1 player. Superstitious PCs may visit the Augur's Well, a Soothing parlor with a fortune teller who claims to connect people with their past lives.

Training

Key Locations: The Silver Voyager (First Octant) and University of Elendel (First Octant)

Businesses, guilds, and noble houses provide training in all their disciplines—for a price. Training in Elendel could involve:

New Tricks. When you use a mentor to train in a weapon expertise you already have, you gain the Focused condition for the next combat scene in which you use that weapon.

Higher Education. If the PCs didn't run afoul of campus security (see chapter 6), the University of Elendel offers world-class instructors in many subjects. With Wilko's help, PCs can audit a class or gain an audience with Elendel's finest academics. This reduces the time needed for training to 7 days but increases the cost to 25 boxings a day.

Guardian Resources. If the PCs are inducted into the Guardians (see chapter 7), they can find mentors in expertises related to the Guardians, and they gain training through the organization at no cost.

Working a Profession

Key Locations: World-class Restaurants (Fifth Octant), Elendel's Factories (Seventh Octant), Metalurgistics Allied (Seventh Octant), and Office Buildings (First or Second Octant)

In a city of millions, there's always work to be done. Working a profession in Elendel could involve:

Reputable Work. PCs who engage in reputable work earn 4d6 × 2 boxings every five days. They can earn an additional 2d6 boxings if their work is related to a relevant expertise or if they return to the same job over multiple downtimes.

Object Liberation. Less scrupulous work pays more but at least two PCs must be involved, it takes 1d6 days, and each involved PC must make a relevant DC 12 test with the stakes raised. On a success, that PC can fence or keep a historical Era 1 item worth 6d10 × 2 boxings per five days. Unsuccessful PCs are caught, earn no boxings, and spend 1d4 days dealing with the consequences.

ISAAC STEWART



APPENDIX F

THE GUARDIANS

This appendix provides information on the Guardians organization featured in the *Mistborn Legacy* adventure (see "Organizations" in chapter 8 of the *Mistborn Handbook*). The Guardians are a secret society dedicated to protecting the Eternity Spike and opposing the Gilded Few—a mission spanning the centuries.

Organizational Priority

The Guardians initially formed in the wake of the labor negotiations at Kandor Construction in the year 1024 FE, when the Era 1 party's trusted NPCs became involved in opposing the Gilded Few. The primary purpose of the Guardians organization is always to protect and preserve the Vault Map across the eras—and with it, the Eternity Spike.

However, the Guardians' core philosophy and values are determined by the Era 1 PCs' choices in chapter 3. Each possible Kandor Construction leader (Kandor, Bezryl, or Cynwise) has their own lasting impact on the organization's future path and priorities. As the vault's project supervisor and (usually) the first protector of the Vault Map, this NPC becomes an influential leader within the Guardians. Era 1 PCs who survived the Battle of Luthadel may also become fundamental to founding the Guardians; the players can learn about this from Merid (or Wynn) if the Era 2 PCs are inducted into the Guardians.

The full name of the Guardians organization reflects the priorities of its founders: either the Guardians of Industry, the Guardians of Wisdom, or the Guardians of Labor. Each offers different membership benefits, and any organization goals the Guardians assign the Era 2 PCs should align with this priority.

Organization Scale

The Guardians organization starts at scale 1. The organization's scale then adjusts in response to the PCs' actions during the adventure. The following events affect the scale of the Guardians organization:

- If the PCs successfully completed "Red Dawn in Luthadel" in chapter 4, increase the scale by 1.
- If the PCs secured the Unity Medal (and didn't take Bayron's deal) in chapter 7, increase the scale by 1.
- If Merid died, decrease the scale by 1 (to a minimum of 1).

The above determines the organization's scale (a possible value of 1–3), which can change throughout the adventure.

Guardians of Industry

If the party chose Kandor, the Guardians prioritize merchant skaa in the years to come. They hate the nobility, but they're hierarchical and pragmatic, ignoring the plight of the less fortunate.

Return on Investment

As an organization of merchants, the Guardians can provide interest-free loans to the party. Taking out a loan requires one day of downtime, the money is typically due back within a month, and only one loan can be made at a time.

In addition, if a PC uses three days of downtime in any major city, they can locate a Guardians-affiliated merchant for a particular type of good (guns, musical instruments, metallurgist supplies, etc.), who sells to the PCs at a discount.

Guardians of Industry Benefits

Scale	Loan	Store Discount
1	Up to 500 boxings	5%
2	Up to 1,000 boxings	10%
3	Up to 2,000 boxings	20%
4+	Up to 4,000 boxings	30%

Guardians of Wisdom

If the party chose Bezryl, the Guardians prioritize information, historical context, and coalition building. They're level-headed and knowledgeable, but bureaucratic and slow to act.

We Can Find Out

The organization can find the answer to any one question, if it was ever recorded at any point in Scadrial's history. The GM determines how long getting this information takes, but obscure information should generally take days, while esoteric information takes weeks.

Guardians of Wisdom Benefits

Scale	Knowledge Obscurity	Additional Effects
1	Specialized, dense, or academic.	—
2	Hidden or lost knowledge (low importance or lost on accident).	Knowledge is enough to progress a related PC goal by 1.
3	Hidden knowledge (high importance, or hidden by powerful people).	Knowledge is enough to progress a related PC goal by 2.
4+	Knowledge only ever recorded once in all of history.	The organization can research 2 questions at once.

Guardians of Labor

If the party chose Cynwise and the workers, the Guardians take a collective, decentralized approach. Agile and adaptive, they favor retaliation, disruption, and anonymity.

Common Cause

The Guardians have agents placed among laborers, service workers, and mercenaries. During downtime, the PCs can approach the Guardians to identify agents who have infiltrated the ranks of an enemy organization (such as the Gilded Few). During a subsequent scene involving that organization, the specified number of NPCs surrender or withdraw, rather than opposing the party.

Guardians of Labor Benefits

Scale	Effect
1	One minion
2	Two minions or one rival
3	Four minions or two rivals
4+	Up to six minions or three rivals



DEANDRA SCICLUNA & LOGAN FELICIANO

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> WE CREATE THINGS TO WATCH THEM GROW, RUIN... TO TAKE PLEASURE IN SEEING THAT WHICH WE LOVE BECOME MORE THAN IT WAS BEFORE. YOU SAID THAT YOU WERE INVINCIBLE—THAT ALL THINGS BREAK APART. ALL THINGS ARE RUINED. BUT THERE ARE THINGS THAT FIGHT AGAINST YOU—AND THE IRONIC PART IS, YOU CAN'T EVEN UNDERSTAND THOSE THINGS. LOVE. LIFE. GROWTH.
>
> —VIN, THE ASCENDANT WARRIOR





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