

MISTBORN® WORLD GUIDE

A Lore Companion and Art Book for
Brandon Sanderson's Mistborn Saga


COSMERE®
ROLEPLAYING GAME
MISTBORN®
WORLD GUIDE



COSMERE®
ROLEPLAYING GAME

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INTRODUCTION

SCHOLARS OF THE COSMERE,

I write these words in metal, for the facts of Scadrial's history have long been subject to... reinterpretation. Nevertheless, some of the truths of this planet are clear to the historians and Realmatic theoreticians among us.

Though the Shards of Preservation and Ruin seemed diametrically opposed, they were able to create the planet and its people from nothing—albeit with the understanding the world would one day be unmade. Their warring Intents have seen Scadrial rise and fall and rise again, though we now find their surprising oneness in Harmony.

When my research first brought me here, I found the world all but inhospitable: choked in ash, thick with mists, and upheld by a regime of cruelty and inequity. The grip of the Lord Ruler and his Inquisitors seemed absolute. In those dark times, wise travelers stayed clear of Scadrial—or at least took extreme caution.

Now, with the Lord Ruler long dead, I find Scadrial among the most exciting worlds in the cosmere. I have no doubt the technologies developed here will soon permeate other worlds. More to my interests, the vast potential of the Metallic Arts may now be more fully explored. It seems few can match the soaring yet subtle Allomancers burning their vials of metals, save perhaps the Terris Feruchemists and their philosophy of balance. Indulge in their excesses (as I have), but remain vigilant: As Scadrial's Northern and Southern nations posture against each other, the world's advances have caught attention from elsewhere.

Whether you be noble or skaa, Malwish or Northerner, I hope my research will guide you on your way. Develop your power, find your justice, and make the next revolution yours.

—Khrissalla

KLAUS PILLON

OPPOSITE: KREDIK SHAW RISES OVER LUTHADEL, THE HEART AND CAPITAL OF THE LORD RULER'S FINAL EMPIRE.

Using This Book

The *Mistborn World Guide* is a companion to the Cosmere RPG's *Mistborn Handbook*. If you're a game master, you can use the information within these chapters to set games on Scadrial—both during the Final Empire and after the Catacendre—and to challenge your players with dynamic adversaries. If you're a player, you can use the information about regions and cultures to add depth to your character's backstory, then use the accounts of historical events to form goals that drive their ongoing adventures. Even if you aren't currently playing the Cosmere RPG, any fan of the Mistborn books can enjoy the collected lore and new insights offered in this richly illustrated guide to Scadrial.

The information in this book is divided into the following parts:

Introduction. This provides an overview of the *Mistborn World Guide* and a few basics about the cosmere.

Chapter 1: The World. This delves into the ecology and magic of Scadrial with information on the world's flora and fauna, Ashmounts, and Metallic Arts.

Chapter 2: Regions and Cultures. This presents information about notable peoples and their domains on Scadrial, including important cultural, military, economic, and political touchpoints.

Chapter 3: Cosmology and Religion. This explains the world's deities, other sources of extraordinary power, and how organized religions interpret and worship them.

Chapter 4: History of Scadrial. This details major world events from Classical Scadrial through the activities of the Set in the Elendel Basin, including an examination of false historical accounts perpetuated by the Steel Ministry and Ruin.

Chapter 5: Allies and Organizations. This introduces key characters from the novels, suggesting how to incorporate them into games and how to reward player characters who ally with them.

Chapter 6: Points of Interest in Era 1. This describes some of the richest campaign locales on Scadrial during the Final Empire, including regional details, adventure hooks, and inspiration for scenes.

Chapter 7: Points of Interest in Era 2. This describes some of the most exciting campaign locales on Scadrial after the Catacendre, including regional details, adventure hooks, and inspiration for scenes.

Chapter 8: Adversaries. This presents profiles for many creatures who inhabit Scadrial, including stat blocks the game master can use to challenge or aid player characters.

Appendix A: Pronunciation Guide. This presents important Scadrian terms and their pronunciations.

Appendix B: Stat Block Index. This presents an alphabetical list of stat blocks and their page numbers.

Appendix C: Index of Terms. This provides page references for where you can find important information about major terms.

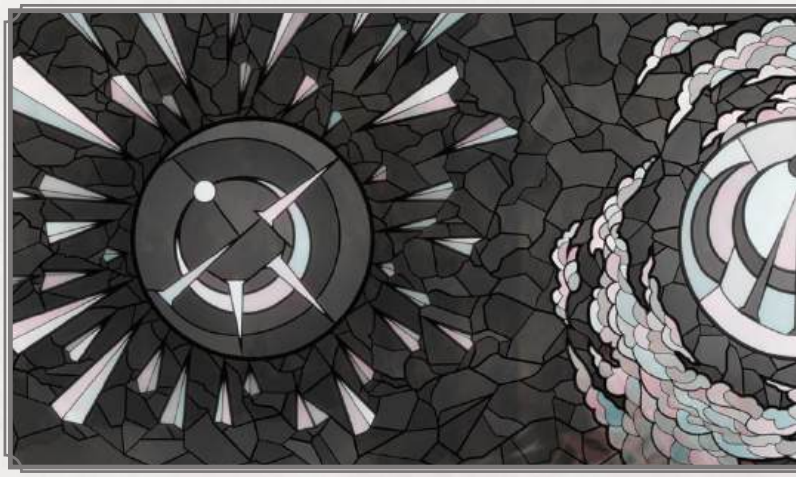
Acknowledgments. This expresses profound appreciation for this book's gamma readers.

Events From the Novels

This book encompasses the first seven Mistborn novels and includes spoilers for those books. Unless otherwise specified, each chapter describes the world as it exists during the events of *The Final Empire* (Era 1) and as it exists three years after *The Bands of Mourning* (Era 2). The events of *The Well of Ascension*, *The Hero of Ages*, and *The Lost Metal* are primarily covered in chapter 4 and in sidebars within other chapters.

Adapting Mistborn

In adapting the Mistborn novels into a tabletop role-playing game, great care was taken to remain faithful to Scadrial and the cosmere. New lore and powers described in this book are canonical, developed in close partnership with Brandon Sanderson. However, a few adjustments were made to fit the medium of this collaborative game. For example, some flexible Metallic Arts have been codified into specific mechanical effects and some lore is merely hinted at, preserving surprises for new readers of the novels. This game is simply a foundation to build on, so choose whichever elements work for you—you're embarking on adventures in *your* Scadrial now.



About the Cosmere

A description of the cosmere would fill endless libraries, but since you're reading this manuscript, surely your people know much of it already. In short, the cosmere encompasses everything that exists. All the worlds, realms, powers, and peoples find their place somewhere within the cosmere. (See chapter 3 for information on Scadrial's place in the greater cosmere.)

Investiture

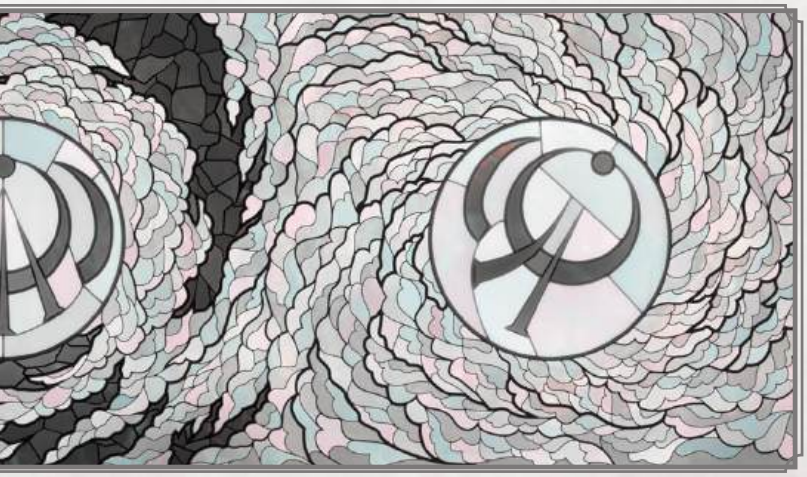
Investiture is the indestructible energy suffusing everything that exists across all worlds. All Investiture derives from Adonalsium, the very power of creation (see "Adonalsium" in chapter 3).

Though Investiture flows through all living things, some creatures are Invested—specially empowered with a greater concentration of this energy. A few Invested creatures can even pour a measure of their power into an object, causing it to become Invested and gain unique properties. Some creatures can use destructive arts to steal powers and graft them onto other creatures.

A person needn't understand Investiture, nor even know it exists, to wield its power. Investiture manifests differently across the worlds, and its substance changes across the Physical, Cognitive, and Spiritual Realms as well. On the world of Scadrial, Investiture primarily manifests as mist (see "The Mists" in chapter 1). Some Scadrians can access Investiture through the Metallic Arts of Allomancy and Feruchemy—or steal the powers of others through Hemalurgy (see "Metallic Arts" in chapter 1).

AUSTIN HARTELL

STAINED-GLASS WINDOW WITH THE ALLOMANTIC SYMBOLS FOR ATIUM, HARMONIUM, AND LERASIUM.



Shards and Slivers

In both Classical Scadrial and the World of Ash, the world was shaped by two Shards: Preservation and Ruin. During the Catacendre, the world was reshaped by a single Shard: Harmony. These Shards are fragments of divinity whom most mortals regard as gods. When a mortal holds the power of one of these Shards for a short period of time, they become a Sliver; the Lord Ruler is an example of a Sliver. For more details on Shards and Slivers, see "Shards of Adonalsium" in chapter 3.

The Three Realms

All that exists across all the worlds does so in three realms: the Physical, Cognitive, and Spiritual. Mortal minds struggle to grasp this, but the realms can be conceptualized as if the Physical Realm were the body, the Cognitive Realm were the mind, and the Spiritual Realm were the soul.

Physical Realm

The Physical Realm is the realm of the tangible aspects of reality, home to particles, mass, and planets. This realm is what mortals most readily think of as reality.

Cognitive Realm

The Cognitive Realm (sometimes called Shadesmar) is the realm of thought, home to the cognitive aspects of living and nonliving things. It can give form to the sheer concepts of things, even those from the Spiritual Realm which are normally without form. The denizens of Scadrial are mostly unfamiliar with the Cognitive Realm.

Spiritual Realm

The Spiritual Realm is the timeless realm of the essence of things, home to concepts like Identity and Connection. Though this realm is outside space and time, everything that exists has a Spiritual aspect. Regardless of how these aspects manifest in the other realms, in the Spiritual they hold their truest form.

Perpendicularities

While the three realms are usually separate, it's possible to bend them into a junction—generally in areas with enormous amounts of Investiture—forming a perpendicularity that allows travel between realms. Most perpendicularities are created by Shards.



CHAPTER 1

THE WORLD

As a world suffused with the intent of the Shards of Ruin and Preservation, Scadrial has been shaped and reshaped throughout its tumultuous history. The planet was created as part of an uneasy deal between its Shards: By Ruin's demand, he'd one day be able to destroy Scadrial. Nevertheless, Scadrial endured its time of ash under the all-powerful Lord Ruler, then it flourished with the Ascension of its new god Harmony.

Eras of Scadrial

From the coming of the Deepness to the remaking of the world by Harmony, Scadrial has changed substantially over the millennia. The world's history is commonly classified into three eras, each of which is detailed in chapter 4:

Classical Scadrial. The time before the Final Empire is shrouded in mystery and recorded only in the mythology of the Steel Ministry (the Lord Ruler's church), and in the records of the Keepers (a secretive sect of historians).

Era 1: The World of Ash. Encompassing the thousand-year reign of the Lord Ruler and his Final Empire, the World of Ash is an era of authoritarian control and rebellion. This time also includes the rise of the New Empire after the Lord Ruler's fall. (Era 1 includes the time period of the original Mistborn trilogy of novels.)

Era 2: The Post-Catacendre World. Following Harmony's remaking of the world in the Catacendre, Scadrial entered a period of freedom and innovation. This era is one of adventure and opportunity. (Era 2 includes the time period of the Wax and Wayne series of Mistborn novels.)

OPPOSITE: THE IRONSPINE BUILDING AND TEKIEL TOWER FLANK THE CANAL BETWEEN ELENDEL'S FOURTH AND FIFTH OCTANTS.

LEON TUKKER

Push and Pull

Reflecting the Shards who created it, Scadrial is a world of contrasts and conflicts. When playing the Cosmere RPG on Scadrial, you might explore major themes like the following:

Revolution. In Era 1, the Lord Ruler's Final Empire is an oppressive and hierarchical state. As the nobility wields its power against the oppressed skaa, some skaa seek to seize a better place in the world. In Harmony's world in Era 2, the rise of industry and capital has opened a chasm between the rich and poor that must be challenged.

Intrigue. In Era 1, the nobles of the Final Empire are in constant conflict, vying for political and economic gain in a system that deliberately drives competition. Those who wish to secure their fortunes might build coalitions on the ballroom floor or battle with Allomancers on the rooftops of Luthadel. In Era 2, tensions rise between the cities of the Elendel Basin, and the political landscape is further complicated with a new factor: the Southern Scadrians. This remade world is a powder keg waiting to be exploited.

Eras of Play

Deciding when to set your Scadrial campaign is crucial, as it helps determine the genre and tone of the experience. When a section applies to a single era, this book often denotes that with a symbol: ERA 1 for Era 1, and ERA 2 for Era 2.

The Era 1 materials assume your campaign begins about one year before the death of the Lord Ruler. The Era 2 materials assume your campaign begins after the Set is revealed and before the Southern Scadrians unify.

However, you can set a campaign at any point during Scadrial's history, such as in the early years of the Final Empire or during Alendi's conquests of Classical Scadrial. The novels reference earlier eras, but many details—such as dates, concepts, and specific events—have yet to be fully explored. If your players don't mind working with fewer canonical details, a setting like this allows for considerable creative freedom.

Cultures on Scadrial

Several sapient species inhabit Scadrial, most notably humans, kandra, and koloss—and in Era 2, koloss-blooded as well. Chapter 2 details the cultures of these peoples.

In Era 1, humans were culturally and socially split between the nobles, skaa, and Terris people. During this time, humans were genetically adapted to the ash-filled air and low-nutrition produce of Scadrial. In Era 2, all humans were considered either Northerners (those from the Elendel Basin) or Southerners (those who hail from a distant group of nations). Noble houses and the Terris were numbered among the Northerners, but nobody was considered skaa anymore.

The secretive and reclusive kandra were created by the Lord Ruler. They can reshape their bodies, taking on the exact appearance of a body they consume. As such, they frequently acted as spies and infiltrators during Era 1.

Also created by the Lord Ruler, the koloss of Era 1 were a human-like people with deep blue skin only loosely attached to their muscles. Ranging in height from five to twelve feet, the Lord Ruler's koloss armies were known for their brutality and were feared across the Final Empire.

After the Catacendre, the koloss were reborn as an autonomous species with the ability to reproduce. People born with koloss ancestry are called koloss-blooded people.

Other Cultures in Era 1

When this chapter discusses Era 1, the information focuses on the Final Empire. Chapter 2 provides details on the burnlanders who lived at the empire's edges and the Southern Scadrians who lived in the southern polar regions.

The Mists

An inextricable feature of Scadrial, the mists flow across the landscape in the Physical Realm. They're so connected to life on Scadrial that in the Cognitive Realm, the thoughts of Scadrians influence the Scadrian subastral to appear as constrained mists. Most Scadrians in Era 1 fear the mists, and they believe being caught outdoors at night invites attack by mistwraiths and monsters. However, for some people, the mists are enigmatic, even playful.

Properties

During the Final Empire, the mists rose every night, blanketing the land in a dense haze. They rarely entered buildings, and they were distinct from mundane fog or haze. Allomancers had a particularly close connection to the mists, which curled and twisted toward them as they burned metals.

After the Catacendre, the mists still appeared, but they were transient and less widespread.

Origin

Comprised of the gaseous Investiture of the Shard Preservation, the mists have always been present on Scadrial. They're one of the major means by which Preservation influences the world.

In the years prior to the Lord Ruler's Ascension, the mists thickened and were named the Deepness. During the Final Empire, most people believed that the Deepness was a single, monstrous creature, and that the Lord Ruler brought the mists to punish the people for opposing him. In truth, Preservation was using the mists to create Mistings—the earliest type of Allomancer—while Ruin was enhancing the mists to cause a catastrophe (see "The Deepness" in chapter 4).

Cultural Impact

During the Final Empire, people viewed the ever-present mists with suspicion. Most skaa refused to go out at night, fearing the mists—or lurking mistwraiths—would steal their souls. This superstition was stronger among rural communities, though still prevalent in cities. The nobility also tended to be uncomfortable around the mists, but most covered this with bravado. Conversely, skaa thieving crews inured themselves to their fears, as misty nights allowed them to act more freely.

Meanwhile, the powerful Allomancers known as Mistborn claimed the mists as their own. They wore mistcloaks—dark garments cut into strips that flare around the wearer—as they prowled the nights and rooftops of the Final Empire.

After the Catacendre, the mists were seen as the presence and attention of Harmony. The Church of the Survivor revered them, and criminals saw them as a convenient way to hide their clandestine activities.

Metallic Arts

Investiture on Scadrial is manipulated using three Metallic Arts: Allomancy, Feruchemy, and Hemalurgy. Allomancy and Feruchemy are heritable, driving many of Scadrial's class and cultural divides; a person with Allomantic or Feruchemical abilities is considered Metalborn. By contrast, Hemalurgy can be performed by anyone with the proper knowledge and materials, but only a few people understand this forbidden art.

All three arts interact with sixteen pure metals and alloys, as well as with the rare God Metals. During the Final Empire, the commonly known metals were categorized into the four physical metals (iron, steel, tin, and pewter) and the four mental metals (zinc, brass, copper, and bronze). Two temporal metals (gold and electrum) and two enhancement metals (aluminum and duralumin) were less commonly known and understood; this led to metallurgists and Allomancers outside the Steel Ministry incorrectly pairing gold with atium (one of the God Metals) as temporal "higher metals."

After the Catacendre, the remaining temporal metals (cadmium and bendalloy) and the remaining enhancement metals (chromium and nicrosil) became commonly known.

Beyond the information in the following sections, you can learn more about Scadrial's metals and Metallic Arts in chapter 6 of the *Mistborn Handbook*.

Allomancy

Allomancy is the Metallic Art of Preservation, allowing Allomancers to draw power from Preservation's Investiture. To access this power, an Allomancer usually burns a metal they've ingested, manifesting the corresponding Allomantic power; however, with the blessing of Preservation or Harmony, Allomancers can instead draw directly on the mists themselves.

During the Final Empire, humans with noble heritage sometimes discovered they had Allomantic abilities after suffering severe pain or trauma—a difficult process called Snapping. After the Catacendre, Allomantic powers developed around puberty, with no traumatic experience required.

DEANDRA SCICLUNA

VIN STEELPUSHES COINS AT A PURSUER.



Prevalence

Allomancy was mostly unknown in Classical Scadrial, with only scattered Mistings who had little knowledge of their abilities. To combat Ruin's rising influence, Preservation began using the mists to Snap new Mistings, each of whom could wield one Allomantic power. During this time, Snapping a Misting was even more difficult and traumatic than in later eras (where the concentration of Allomantic ancestry reduced the required trauma). Scadrians assumed these were malevolent attacks, thus sparking their fear of the mists.

During the Final Empire, Allomancy was much more common among nobles than among skaa, and all skaa Allomancers had a noble in their recent ancestry. To maintain the social hierarchy, the Canton of Inquisition relentlessly tracked down and executed all known skaa Allomancers. As such, Allomancers became mythologized in skaa folk tales, and full Mistborn (who could wield all Allomantic powers) were all but unheard of among skaa.

Classifications

Allomantic metals and their powers can be classified as follows:

Category. Allomancy recognizes four primary categories of metals: physical, mental, enhancement, and temporal. Additionally, there are several powerful and enigmatic God Metals. These five categories roughly indicate the type of effect produced by burning a metal of that category.

External or Internal. Each Allomantic power is classified either as an internal metal (affecting its user) or an external metal (affecting the world around its user). The paired alloy of each pure metal typically has the same classification.

Pulling or Pushing. Allomancers classify each pure metal's effects as Pulling and the paired alloy's effects as Pushing. Though these names originally described the Allomantic effects of iron and steel, they became standard terms for all metals.

Main Allomantic Metals

There are sixteen main Allomantic metals. The Mistborn of Era 1 could use all metals available to them, whereas Mistings of either era could only use one metal.

Each metal's classifications appear in italics, then the description summarizes the metal's most commonly known Allomantic effects.



Iron

Physical, External, Pulling

Iron is burned to Pull nearby metals toward the Allomancer. Iron Mistings are called Lurchers.



Steel

Physical, External, Pushing

Steel is burned to Push nearby metals away from the Allomancer. Steel Mistings are called Coinshots.



Tin

Physical, Internal, Pulling

Tin is burned to enhance the Allomancer's senses. Tin Mistings are called Tineyes.



Pewter

Physical, Internal, Pushing

Pewter is burned to enhance the Allomancer's strength, agility, and endurance. Pewter Mistings are called Pewterarms or Thugs.



Zinc

Mental, External, Pulling

Zinc is burned to enflame emotions in others. Zinc Mistings are called Rioters.



Brass

Mental, External, Pushing

Brass is burned to dampen emotions in others. Brass Mistings are called Soothers.



Copper

Mental, Internal, Pulling

Copper is burned to hide the use of Allomancy in an area around the Allomancer. Doing so also makes the Allomancer immune to the emotional Allomancy of zinc and brass. Copper Mistings are called Smokers or Copperclouds.



Bronze

Mental, Internal, Pushing

Bronze is burned to detect the use of Allomancy—and with sufficient skill, to sense different pulses from different categories of metal. Bronze Mistings are called Seekers.



Cadmium

Temporal, External, Pulling

Cadmium is burned to create a bubble of slowed time around the Allomancer. Cadmium Mistings are called Pulsers. Cadmium wasn't produced until Era 2.



Bendalloy

Temporal, External, Pushing

Bendalloy is burned to create a bubble of quickened time around the Allomancer. Bendalloy Mistings are called Sliders. Bendalloy wasn't produced until Era 2.



Gold

Temporal, Internal, Pulling

Gold is burned to reveal shadowy projections of who the Allomancer might've been if they'd made other choices in their past. Gold Mistings are called Augurs. The Steel Ministry hid the existence of gold Mistings for most of Era 1, though full Mistborn regularly burned gold.



Electrum

Temporal, Internal, Pushing

Electrum is burned to reveal shadowy projections of what the Allomancer might do in the immediate future. Electrum Mistings are called Oracles. The Steel Ministry suppressed knowledge of electrum for most of Era 1.



Chromium

Enhancement, External, Pulling

Chromium is burned to drain the Allomantic reserves of someone the Allomancer touches. Chromium Mistings are called Leechers. Chromium wasn't produced until Era 2.



Nicrosil

Enhancement, External, Pushing

Nicrosil is burned to expend the Allomantic reserves of someone the Allomancer touches, manifesting the target's power in an explosive burst. Nicrosil Mistings are called Nicrobursts. Nicrosil wasn't produced until Era 2.



Aluminum

Enhancement, Internal, Pulling

Aluminum is burned to empty all of the Allomancer's own Allomantic reserves. Aluminum Mistings are called Aluminum Gnats. The Steel Ministry suppressed knowledge of aluminum for most of Era 1.



Duralumin

Enhancement, Internal, Pushing

Duralumin is burned to expend the Allomancer's own Allomantic reserves, manifesting their power in an explosive burst. Duralumin Mistings are called Duralumin Gnats. Duralumin's Allomantic properties were unknown for most of Era 1.

God Metals

The following metals are important to the Metallic Arts, but they don't fit into the standard classifications. Instead, each of these God Metals is either a Shard's Investiture in physical form—sometimes called their body—or an alloy of such a metal.



Atium

The God Metal of Ruin, atium was of incomparable importance in the Final Empire as an Allomantic metal. Since burning it allows an Allomancer to see shadows of others' immediate futures—and to intuitively process and react to those potential futures—an Allomancer burning atium generally can't be defeated except by another Allomancer burning atium. Atium Mistings are called Seers.

In Era 1, most Scadrians were unaware of atium's true nature and of how it was produced (see "Pits of Hathsin" in chapter 6). They simply believed it was a powerful but mundane metal that was traded by the Lord Ruler and the noble houses. The power of a noble house was often measured by its number of Mistborn and its atium reserves. In Era 2, atium was no longer produced.



Lerasium

The God Metal of Preservation, lerasium is exceedingly rare. With the necessary preparations, any person in the cosmere can burn lerasium—and in so doing, become a Mistborn.



Malatium

An alloy of atium and gold, malatium reveals shadowy projections of who someone else could've been if they'd made other past choices. Malatium Mistings are called Diviners. In the closing days of the Final Empire, malatium was known as the Eleventh Metal. In Era 2, malatium was no longer produced.



Harmonium/Ettmetal

The God Metal of Harmony, harmonium was known as ettmetal by the Southern Scadrians of Era 2. Harmonium is dangerously reactive with water, and its Allomantic uses are as yet unknown. (See "Invested Technologies" later in this chapter.)

ON THE NEXT SPREAD: THE TABLE OF ALLOMANTIC METALS ORGANIZES ALLOMANTIC METALS BY THEIR CLASSIFICATIONS.

TABLE OF ALLO

Physical

Iron
Lurcher
Pulls nearby metals toward the Allomancer.

Steel
Coinshot
Pushes nearby metals away from the Allomancer.

Tin
Tineye
Enhances the Allomancer's senses.

Pewter
Pewterarm (Thug)
Enhances the Allomancer's strength, agility, and endurance.

Enhancement

Aluminum
Aluminum Gnat
Empties all of the Allomancer's own Allomantic reserves.

Duralumin
Duralumin Gnat
Expends some of the Allomancer's Allomantic reserves in an explosive burst.

Chromium
Leecher
Drains some of the Allomantic reserves of a target the Allomancer touches.

Nicrosil
Nicroburst
Expends some of a target's Allomantic reserves in an explosive burst.

Key

EXTERNAL

INTERNAL

PULLING

PUSHING



MIST

MANTIC METALS



Mental

Zinc
Rioter
Enflames emotions in others.

Brass
Soother
Dampens emotions in others.

Copper
Smoker
Hides the use of Allomancy in an area around the Allomancer.

Bronze
Seeker
Detects the use of Allomancy.

Temporal

Gold
Augur
Reveals projections of who the Allomancer might've been if they'd made other choices.

Electrum
Oracle
Reveals projections of what the Allomancer might do in the immediate future.

Cadmium
Pulser
Creates a bubble of slowed time around the Allomancer.

Bendalloy
Slider
Creates a bubble of quickened time around the Allomancer.

God Metals

Lerasium
After necessary preparations, turns any person into a Mistborn.

Atium
Seer
Reveals shadows of others' immediate futures.

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ISAAC STEWART

Feruchemy

Feruchemy is a Metallic Art of balance, belonging to both Preservation and Ruin. Unable to create or destroy power, Feruchemists instead store their own reserves of power in metalminds, then tap that power later—and in so doing, maintain the balance of power.

In both Classical Scadrial and the Final Empire, Feruchemy was found only among the Terris people. The Lord Ruler spent centuries attempting to control Feruchemy by subjugating the Terris and trying to remove their Feruchemical abilities through strictly controlled reproduction. Nevertheless, Feruchemical heritage was kept alive by the secretive Keepers.

Classifications

Feruchemical powers are commonly classified into four categories: physical, cognitive, spiritual, and hybrid. Each includes four metals (two pure metals and their alloys). Additionally, there are several powerful and enigmatic God Metals; this section introduces the best known of these, atium.

SAZED'S METALMINDS.



Feruchemical Metals

There are sixteen Feruchemical metals, each allowing a Feruchemist to store a different attribute. The full Feruchemists of Era 1 could access all sixteen metals; in Era 2, they were replaced with Ferrings who could only access one.

Each metal's category appears in italics, then the description summarizes the metal's most commonly known Feruchemical effects.



Iron
Physical

Iron is used to store weight.
Iron Ferrings are called Skimmers.



Steel
Physical

Steel is used to store physical speed.
Steel Ferrings are called Steelrunners.



Tin
Physical

Tin is used to store senses.
Each tinmind can only store one type of sense.
Tin Ferrings are called Windwhisperers.



Pewter
Physical

Pewter is used to store strength.
Pewter Ferrings are called Brutes.



Zinc
Cognitive

Zinc is used to store mental speed.
Zinc Ferrings are called Sparkers.



Brass
Cognitive

Brass is used to store warmth.
Brass Ferrings are called Firesouls.



Copper
Cognitive

Copper is used to store memories.
Copper Ferrings are called Archivists.



Bronze
Cognitive

Bronze is used to store wakefulness.
Bronze Ferrings are called Sentries.

SAMI RYTKÖNEN

Cadmium
Hybrid

Cadmium is used to store breath.
Cadmium Ferrings are called Gaspers.
Cadmium wasn't produced until Era 2.

Bendalloy
Hybrid

Bendalloy is used to store sustenance.
Bendalloy Ferrings are called Subsumers.
Bendalloy wasn't produced until Era 2.

Gold
Hybrid

Gold is used to store health.
Gold Ferrings are called Bloodmakers.

Electrum
Hybrid

Electrum is used to store determination.
Electrum Ferrings are called Pinnacles.
The Steel Ministry suppressed knowledge of electrum for most of Era 1.

Chromium
Spiritual

Chromium is used to store Fortune.
Chromium Ferrings are called Spinners.
Chromium wasn't produced until Era 2.

Nicrosil
Spiritual

Nicrosil is used to store Investiture.
Nicrosil Ferrings are called Soulbearers.
Nicrosil wasn't produced until Era 2.

Twinborn

In Era 2, some very rare individuals with mixed heritage are born with both an Allomantic power and a Feruchemical power. These Metalborn are called Twinborn. There are 256 possible combinations of Twinborn; if both of a Twinborn's abilities use the same metal, they're called a Compounder. These powerful Twinborn can use their Allomancy to Compound—to fuel—their Feruchemy, achieving near-infinite Feruchemical reserves.

Aluminum
Spiritual

Aluminum is used to store Identity.
Aluminum Ferrings are called Trueselves.
The Steel Ministry suppressed knowledge of aluminum for most of Era 1.

Duralumin
Spiritual

Duralumin is used to store Connection.
Duralumin Ferrings are called Connectors.
Duralumin's Feruchemical properties were unknown for most of Era 1.

Atium
God

In Feruchemy, atium is used to store youth.
Atium was no longer produced after Era 1.
To learn more about this prized metal, see the earlier "God Metals" section.

Further Secrets of the Metals

Atium, as it was called in the Final Empire, wasn't actually the pure God Metal of Ruin. All atium in the Final Empire was the result of a natural process that tainted the God Metal with electrum at the Pits of Hathsin. This alloy of atium and electrum produced the effects historically associated with the metal: seeing atium shadows and storing youth. Like harmonium, the Metallic Arts uses of pure atium are as yet unknown.

As the Final Empire crumbled and the people moved forward into an industrial age, Scadrians revised their previous understanding of ten metals to encompass new discoveries—but the updated table of sixteen remained an imperfect creation of scholars seeking to understand the Metallic Arts and the cosmere. These tools don't reveal the whole truth, but throughout the centuries, the assumptions based on them have been used to convey meaning, such as when Preservation used the number sixteen as a message to Scadrians before the Catacendre.

ON THE NEXT SPREAD: THE TABLE OF FERUCHEMICAL METALS ORGANIZES FERUCHEMICAL METALS BY THEIR CLASSIFICATIONS.

TABLE OF FERUCH

Physical

Iron
Skimmer
Stores weight.

Steel
Steelrunner
Stores physical speed.

Tin
Windwhisperer
Stores senses.

Pewter
Brute
Stores physical strength.

Spiritual

Chromium
Spinner
Stores fortune.

Nicrosil
Soulbearer
Stores Investiture.

Aluminum
Trueself
Stores Identity.

Duralumin
Connector
Stores Connection.

Feruchemy

In Feruchemy, each metal acts as a medium through which the practitioner's abilities are shuttled through time: Invest that metal on one day, withdraw the power on another day.



MISTE

HEMICAL METALS

Cognitive

Zinc
Sparker
Stores mental speed.

Brass
Firesoul
Stores warmth.

Copper
Archivist
Stores memories.

Bronze
Sentry
Stores wakefulness.

Hybrid

Cadmium
Gasper
Stores breath.

Bendalloy
Subsumer
Stores sustenance.

Gold
Bloodmaker
Stores health.

Electrum
Pinnacle
Stores determination.

God Metals

Atium **Lerasium**

It's theorized that if one could construct metalminds using a God Metal's alloy, other abilities could be discovered.

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ISAAC STEWART

Hemalurgy

The least known of Scadrial's Metallic Arts belongs to Ruin. The practice of Hemalurgy is one of destruction, pain, and cruelty, and in almost all cases requires great sacrifice and suffering to function. The power's focus is on metallic spikes; when precisely placed by a Hemalurgist and driven into flesh, they siphon a fragment of power from the victim (generally losing some power in the process). That stolen power can then be granted to another creature by driving the spike into them. This granted power can unlock access to Allomantic or Feruchemical abilities, or it can mutate the bearer of the Hemalurgic spike.

Applications

The result of applying a Hemalurgic spike depends on the metal used, the placement of those spikes, and the abilities of the people victimized. The most common results include the following:

Hemalurgic Creatures. By precisely placing spikes, a Hemalurgist can reshape creatures into new forms.

Control. Hemalurgic creatures with more than one spike can be directly controlled by Ruin or Harmony—or by a sufficiently powerful Soother or Rioter. Ruin and Harmony can even control humans who have four or more spikes.

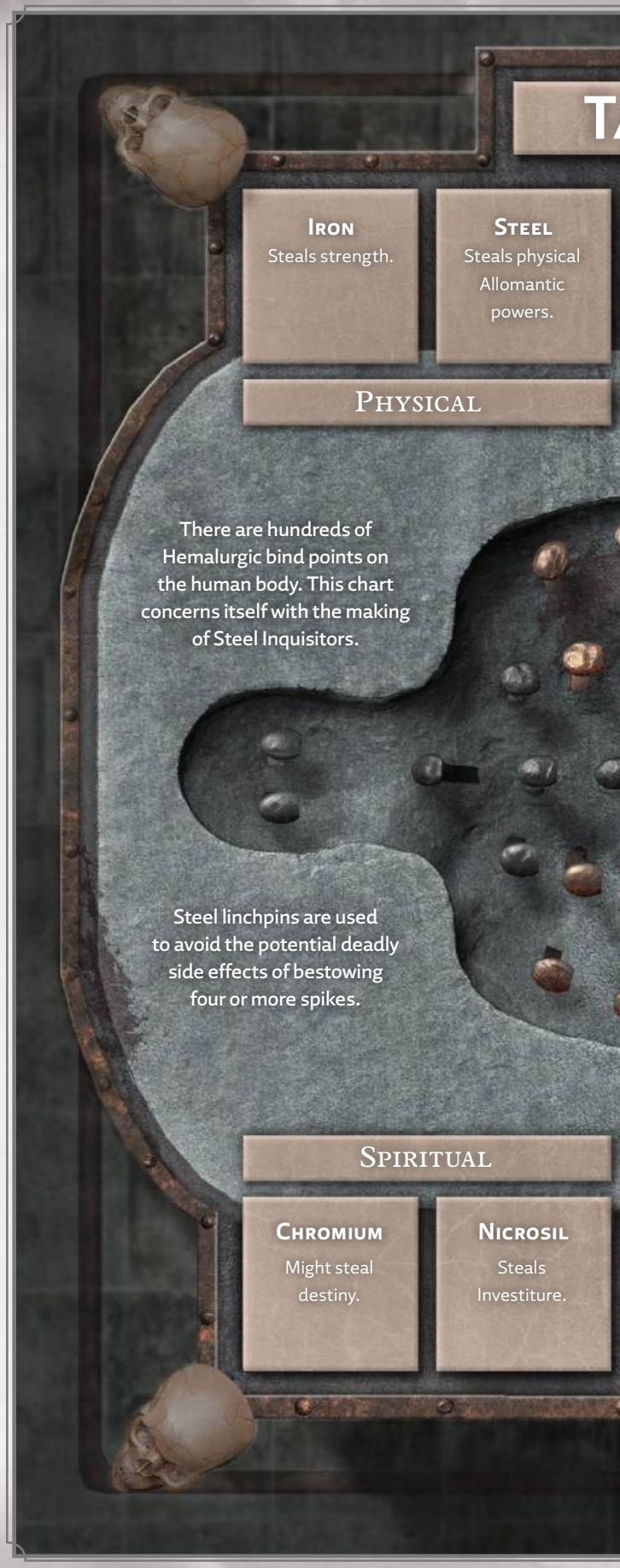
Theft of Power. By driving a spike through the heart of an Allomancer or Feruchemist, one of their powers can be transferred to the spike's final recipient. The amount of power lost in the transfer varies, depending on the purity of the metal spikes and the time they remain outside a body.

Voices of Gods. Ruin and Harmony can speak into the mind of someone pierced by at least one spike.

Spiritwebs and Hemalurgy

Every person in the cosmere has a spiritweb—a network of interwoven Connections and Investiture that forms their soul and other aspects of their non-physical self. In practices such as Hemalurgy, the recipient's spiritweb is damaged by an Invested spike, and new Investiture is added to their spiritweb.

STEEL INQUISITORS WERE MADE WITH THE TWO ARCHETYPAL EYE-SPIKES, THE HIDDEN LINCHPIN SPIKE, AND FIVE OR MORE ADDITIONAL SPIKES.



ABLE OF HEMALURGIC METALS



Mental

Tin
Steals senses.

Pewter
Steals physical Feruchemical powers.

Zinc
Steals emotional fortitude.

Brass
Steals cognitive Feruchemical powers.

Copper
Steals mental fortitude, memory, and intelligence.

Bronze
Steals mental Allomantic powers.

God Metals

Atium
Steals any power. Must be refined.

Lerasium
Steals all abilities.

Temporal

Aluminum
Removes all powers.

Duralumin
Steals Connection/ Identity.

Cadmium
Steals temporal Allomantic powers.

Bendalloy
Steals spiritual Feruchemical powers.

Gold
Steals hybrid Feruchemical powers.

Electrum
Steals enhancement Allomantic powers.

MISTBORN™

ISAAC STEWART

Practitioners

Throughout Scadrial's history, there have only been a few practitioners of Hemalurgy. Under the influence of Ruin, the Lord Ruler came to understand Hemalurgic theory during his Ascension. His experiments typified his ruinous policies, leading to the creation of kandra, koloss, and Steel Inquisitors. This knowledge of Hemalurgic experiments was then entrusted only to the Inquisitors.

In Era 2, the study of Hemalurgy has survived in the hands of the Set (described in chapter 5). This organization, which has ambitious and tyrannical goals, has used Hemalurgy to grant powers to their members and create horrifying abominations.

Before the Empire

Before the rise of the Lord Ruler, Scadrial was a verdant and flourishing world, enjoying blue skies and a yellow sun. Many of its nations industrialized, achieving a relatively advanced scientific understanding. Though these advances were lost under the Final Empire and remained unmatched until centuries after the Catacendre, the influence of Classical Scadrial was felt long after its fall. For more details, see "Classical Scadrial" in chapter 4.

In the classical era, Terris Feruchemists were numerous, though their abilities weren't widely understood. Mistings were all but unknown, and there were no Mistborn.

Secrets of Ascension

Setting the stage for the classical world's end and the reign of the Lord Ruler, a long-prophesied Hero of Ages rose in the powerful kingdom of Khlennium.

Using the power at the Well of Ascension, the Lord Ruler moved the planet closer to the sun to burn away the mists. When this raised the temperature of the planet, he created the Ashmounts to protect from the resulting heat. Then he modified the people, flora, and fauna in the Final Empire so they could survive the new ecology. The specifics of these events were kept secret until the years before the Catacendre.

For more details on the Lord Ruler's rise to power, see "Ascension of the Lord Ruler" in chapter 4, and to learn more about him as a religious figure, see "The Lord Ruler" in chapter 3.

The Lord Ruler's World ERA 1

Comprising the thousand years between the Lord Ruler's rise and Harmony's remaking of Scadrial, the World of Ash was dominated by the Final Empire. This section presents general information about the World of Ash; see chapter 4 for details on specific historical events during Era 1.

Hierarchy and Oppression

The Lord Ruler's control of Scadrial was complete. To reward his allies and entrench his own prejudices, he established a system of oppressive hierarchy that lasted for a thousand years.

Nobility

The noble class of the Final Empire was rich and politically powerful. Nobles were descended from the Lord Ruler's supporters, whom he made the original Mistborn. As such, nobles were much more likely than skaa to possess Allomantic abilities.

Skaa

Poor and downtrodden, the skaa were forced into backbreaking labor such as factory work, mining, or food production. Most enslaved skaa were bound to the land and nobility, unable to choose how and where to live their lives. A rare few skaa managed to earn riches as merchants or crafters, but only in tightly controlled roles or in the Outer Dominances far from Luthadel regulation.

Terris

The Lord Ruler brutally subjugated the Terris people for reasons unknown to many. Most Terris were forced to live apart from the rest of the Final Empire in the Terris Dominance, where their population was strictly managed in the Lord Ruler's breeding programs. A select few were forced into a life of servitude for the nobility as Terris stewards. Despite the Lord Ruler's best efforts, the Keepers—a scholarly sect of Feruchemists—worked in secret to maintain the histories and knowledge of the world that came before.

Imperial Bureaucracy

Religion in the Final Empire was inextricably tied to the imperial bureaucracy, existing entirely to govern and control Scadrial in the Lord Ruler's

GAL OR



name. Its practice was centralized in the Steel Ministry, which stood alongside the greatest noble houses as one of the empire's most powerful institutions.

Cantons

The Ministry was divided into Cantons, which oversaw different aspects of governance. The Canton of Finance oversaw banking and other matters of wealth. The Canton of Resource managed trade, taxation, and imperial infrastructure. The Canton of Orthodoxy oversaw the religious and bureaucratic aspects of the Ministry, and the fearsome Canton of Inquisition enforced the Lord Ruler's laws.

Obligators

Members of the Ministry were known as obligators and were identified by black tattoos around their eyes, sometimes including Allomantic letters denoting Misting status. Misting obligators in the Canton of Inquisition had a red symbol instead of black.

As an obligator rose through the Ministry's ranks, their tattoo grew more intricate. In addition to managing the work of the Cantons, obligators witnessed and approved all agreements between the nobility, including marriages. Many corrupt obligators played the same political games as the nobles they oversaw, seeking favor and fortune for themselves or their Canton.

Steel Inquisitors

A special class of obligator, the Steel Inquisitors served as direct instruments of the Lord Ruler's will, tasked with policing the use and spread of Allomancy throughout the empire. Empowered with Metallic Arts through Hemalurgy, Inquisitors were easily identified by the large steel spikes driven through both their eyes. See "Steel Inquisitors" in chapter 3 and "Steel Ministry" in chapter 5 for more details.

STEEL INQUISITORS PROWLED THE FINAL EMPIRE SEEKING SKAA ALLOMANCERS.





Currency and Economy

Imperials were the currency of the Final Empire. The imperial gold coin—colloquially known as a boxing—was the Final Empire's most iconic coinage. Its common name derived from its image of the Kredik Shaw palace: the Lord Ruler's "box."

A boxing was worth 100 copper imperials, which were colloquially known as clips. Despite their low value, clips served an important purpose among Allomancers: Mistborn and Mistings who burn steel or iron often used these coins as affordable ammunition, or as anchors to Steelpush and Ironpull themselves through the skies.

Paper notes existed, but their lowest denomination was worth 10 boxings; as such, these bills were generally found only in noble hands. Nobles also dealt in letters of credit authorized by the Lord Ruler's obligators.

Though boxings were the day-to-day currency of most Scadrians, the true wealth of the noble houses was measured by their stores of atium. The Lord Ruler controlled the economy—and the nobles—by selling atium stipends to the noble houses. High-level political deals, trade agreements, and even marriages might be backed by a portion of a house's atium reserves.

Canals

Crucial to the Final Empire's economy was its extensive network of canals. These trade routes connected all major cities and farmland across the Final Empire. Barges drawn by skaa and horses transported vast shipments of food and materials, while nobles used slimmer narrowboats for business and leisure trips. Though the skaa were forced to keep the canals clear of ash, they weren't usually permitted to travel through the empire themselves.

Calendar

In the World of Ash, the years were counted from the founding of the Final Empire (FE). The 224-day year was divided into 8 months, each of which had 28 days and four 7-day weeks. As part of the Lord Ruler's cultural erasure, the months were simply named First Month, Second Month, and so on to the Eighth Month. The days of the week were named for seven of the eight base Allomantic metals known to most Scadrians: Ironday, Steelday, Tinday, Pewterday, Zincday, Brassday, and Copperday.

EVERY NIGHT, THE MISTS ARRIVE TO CURL AROUND THE ARCHITECTURE OF LUTHADEL.

LOGAN FELICIANO

Outside the Final Empire

In the wake of the Lord Ruler's Ascension, much of Scadrial was left uninhabitable. These expansive deserts, scorched mountains, and boiling oceans were called the burnlands. However, isolated communities of nomads, bandits, and rebel skaa in Northern Scadrial managed to eke out a living in the hostile borderlands—the fringes of habitable land between the Final Empire and the wastes beyond.

In Scadrial's far south, a small population of humans dwelled. For more details about these peoples, see "Southern Scadrial" in chapter 2.

Ashmounts

The towering volcanoes known as Ashmounts filled the atmosphere with black ash, cooling the lands of the Final Empire to a habitable level. Due to the blanket of ash in Scadrial's upper atmosphere, both the sun and the sky had a rich red hue when seen from the ground.

Seven distinct Ashmounts stood sentinel across the lands of the Final Empire: Doriel, Faleast, Kalling, Morag, Torinost, Tyrian, and Zerinah. All were raised in the lowlands of the Inner Dominances, standing starkly alone rather than as part of a mountain range. Each loomed over the cities and towns of the empire, acting as a monument to the Lord Ruler's power. Best known was Mount Tyrian, which rose from a lake of the same name just hours to the west of Luthadel. For more details on the Ashmounts' history, see "Ascension of the Lord Ruler" in chapter 4.

Ashfalls

Ash from the seven mounts fell to Scadrial's surface in intermittent ashfalls. The downpour was largely continuous across the Inner Dominances, though local variations were driven by changes in the wind and weather. The Outer Dominances saw intermittent ashfalls.

The ash released by the mounts was unlike mundane ash produced by fires. Pure black without white or gray flakes, it left stains of black on buildings and landscapes across the empire.

The buildup of ash was too vast to simply wash or drift away. In the cities, skaa laborers were forced to sweep the streets and clean noble estates. In the countryside, skaa farmers constantly cleared the fields to maintain crop health. Likewise, trade and transport throughout the Final Empire was only possible with the regular removal of ash from the canals by enslaved skaa.



ANTHONY AVON

MOUNT TYRIAN, RISING FROM LAKE TYRIAN AND CONTINUOUSLY SPEWING ASH INTO THE SKY.

Exploitation

Over the millennium of the Final Empire, the Lord Ruler and his obligators found ways to exploit the Ashmounts as a natural resource. Most importantly, the mounts were mined for metals that were otherwise rare, particularly aluminum in the form of bauxite. To maintain the Lord Ruler's control over these valuable metals—and to keep the secret Allomantic metals unknown to the general population—mining near the Ashmounts was forbidden to all but to the Ashwalkers, a discrete organization within the Canton of Resource.

After the Final Empire

During the final years of the World of Ash, the ashfalls were one of Ruin's greatest weapons. Ruin drove the Ashmounts to increase their ceaseless burning, spewing ever more ash into Scadrial's atmosphere. The ashfalls increased in kind, and toward the end of that era, the land was buried in up to four feet of ash.

Upon Harmony's Ascension, the Ashmounts were no longer needed to protect Scadrial's inhabitants from the sun. Harmony halted the millennium of continuous eruption, bringing an end to the reddened and smoke-filled skies. Most Ashmounts were flattened in Harmony's shaping of the Elendel Basin or otherwise incorporated into the new geography. Mount Faleast, for example, was incorporated into the Faleast Range along the Basin's northern edge, whereas the city of Doriel was built into the flats where Mount Doriel once stood.

Flora

In Classical Scadrial and after the Catacendre, Scadrial's flora was like many life-harboring worlds throughout the cosmere. However, during the Final Empire, the plant life suffered and changed under the Lord Ruler's oppressive reign.

Beneath the Ash

With the skies and earth blanketed by ash, the flora of Classical Scadrial could no longer survive, so the Lord Ruler modified plants to more efficiently extract energy from the reduced sunlight. Where once they were green, the plants became brown with thick stalks and hardy leaves. To complete his ecosystem, the Lord Ruler created new plants and microbes that could break down the ashfalls.

After a few generations, the people of the Final Empire remembered nothing of the verdant garden of Classical Scadrial. The idea that plants could be green, let alone bear flowers, was considered a strange fantasy.

Despite these changes, many familiar (if modified) food crops grew across the Final Empire. Grains, corn, barley, apples, and mushrooms—all in shades of deep browns and dirty whites—were staples of the Scadrian diet. In the Western Dominance, tart speckleberry pies were a favored dessert. Wines derived from rust-colored grapes graced the dining tables of the nobility, while hearty brown ales were common in skaa establishments. With a good contact and enough boxings, enjoyers of the finer things could even acquire luxury spices and tobacco.

Hierarchical Divides

Under the Final Empire, the nobility predictably enjoyed a far more comfortable and varied relationship with Scadrial's plant life than did other Scadrians. Noble estates commonly boasted ornamental gardens, rich in vibrant reds, yellows, and oranges. Cultivated arboretums and sculpted topiaries were valued not only as status symbols but also as shelter from the ashfalls for promenading nobles.

Contraband

The political games played by nobles also propagated more dangerous flora. Subtle poisons such as birchbane were staples of clandestine noble scheming. Similarly, addiction to expensive stimulants such as Black Frayn might push a noble to seek underworld contacts.

Farming

Skaa and Terris people were forced into a more utilitarian relationship with the world's flora. Throughout much of the Final Empire, farming was the sole purview of the skaa. In the mountainous Terris Dominance to the north, the hardy, ash-resistant foliage was used to graze sheep.

A Touch of Color

Growth of plant-based dyes further exemplified the class divide. The laborious process of extracting pigments—such as yellow from callowfield tree bark or maroon from laget roots—was forced on the exploited skaa, and pulling blues and greens in minute quantities from ramshadow leaves was even more intense. Nobles wore these colors to their elegant balls as a sign of their dominance.

After the Final Empire

After the fall of the Lord Ruler, the mists became increasingly common even during the daytime. Thick blankets across the skies and over the fields significantly reduced sunlight hours, causing widespread crop failures across the New Empire. The threat of famine drove major unrest even after the Lord Ruler's death.

Fauna

When Ruin and Preservation created Scadrial many millennia ago, they populated the world with fauna familiar to other worlds across the cosmere, including humanity itself. However, upon his Ascension, the Lord Ruler subtly altered the physiology of many of the world's animals to better survive in his new World of Ash.

With newfound hardiness, horses, dogs, goats, and sheep (among many other animals) remained an important part of the world's ecology. Nevertheless, the Lord Ruler recognized the need for caution. He left a population of people and animals in Southern Scadrial unchanged by his genetic manipulations—a control group in case his experimentation failed.

Mistwraiths

Perhaps the best known of Scadrial's unique wildlife was the mistwraith. Their amorphous mass of translucent flesh surrounded a frame of mismatched bones incorporated from many different species. The largest and oldest mistwraiths could tower over humans, especially after absorbing the bodies of large animals such as horses, deer, and cattle. As implied by their name, mistwraiths were only active at night, when the mists were thick.

The fearsome appearance of mistwraiths inspired myth and superstition among the skaa. The mistwraiths were said to be able to steal the face of a person caught out in the mists, or even to replace them entirely. As such, many skaa feared to step foot into the mists, keeping to their homes and shelters. Given their confinement, most skaa never saw a mistwraith, and many considered them to be the stuff of stories.

In truth, mistwraiths were largely harmless. Typically docile roamers, they sustained themselves by scavenging discarded bodies. Though mistwraiths wouldn't hesitate to consume human flesh, they didn't seek it with any particular preference.

After the Final Empire

The mistwraiths apparently disappeared with Harmony's recreation of the world. Drifting into Basin legend, mistwraith statues became common as wards in cemeteries.

However, Harmony created hidden sanctuaries of surviving mistwraiths far from human settlements. In the far northern mountains surrounding Old Terris, the mistwraiths continued an uninterrupted life across stunning vistas, in deep caves, and with a wide selection of natural fauna.

JORDAN KERBOW

MISTWRAITH CRAWLING OVER A RUINED BUILDING ON A MISTY NIGHT.





Harmony's World ERA 2

Just over a thousand years into his rule, the Lord Ruler was killed and the skaa rose up in revolution. Soon after, Ruin escaped from his imprisonment and brought Scadrial close to its end. However, in a direct clash between the powers of Ruin and Preservation, their Vessels were destroyed and Sazed, Keeper of Terris, took up both powers, becoming Harmony.

Upon his Ascension, Harmony reversed the damage inflicted on the planet by the Lord Ruler, restoring its original orbit, reseeding the lands with classical plant and animal life, and reversing the genetic modifications of the Lord Ruler. Harmony's remaking of the world was known as the Catacendre—the end of the World of Ash.

In reshaping Scadrial, Harmony meticulously crafted an especially fertile region known as the Elendel Basin. The region was designed to help repopulate Scadrial in the wake of the Catacendre. However, the changes to the planet's orbit caused temperatures at the planet's south pole to plummet. This led to the Ice Death, creating famine and a near-collapse of Southern society—a stark contrast to the thriving societies in Northern Scadrial. For more details about these events, see "Harmony's Ascension" and "The Ice Death" in chapter 4.

The upcoming sections present general information about the post-Catacendre world; see chapter 4 for details on specific historical events during Era 2.

The Preservers

Given their role in the fall of the Lord Ruler and Ruin, the members of Kelsier's crew became historical icons known as the Preservers. Their names and stories were remembered in religion, art, and even geography.

- The Lord Mistborn, once known as Lestibournes or Spook, reigned as emperor over the Elendel Basin for a hundred years.
- Many of the Preservers penned foundational literature to guide the new society. These exist alongside the Words of Founding, a written account of all records within Sazed's copperminds.
- Although many gender prejudices of the old world made their way into the new, some societal expectations changed. Vin, as the Ascendant Warrior, firmly established the archetype of fighting women, while Allrianne espoused the value of noble femininity.

For more information on the Preservers, see "Kelsier and his Crew" in chapter 5.

Shape of Society

The survivors of the Catacendre became known as the Originators. Naturally, society was heavily shaped by their values, their heritages, and their stories of the fall of the old world. A fifth of the survivors were Terris, whose traditions could now propagate openly.

High Society

Surviving noble lines maintained significant power in the Elendel Basin. After the Catacendre, the noble class claimed land and administered the rebuilding of society.

Koloss-Blooded

With Harmony's rise, the koloss were given freedom and the ability to reproduce. Their children—called koloss-blooded—closely resembled humans with blue or gray skin. Koloss-blooded youths were given the choice to accept Hemalurgic spikes (thus becoming full koloss) or continue as koloss-blooded people.

Religion

Several religions thrived in the Elendel Basin, including the Church of the Survivor, the Path, and Sliverism (see "Major Religions" in chapter 3). Adherents recognized the various powers and divinities of Scadrial and its history.

The Roughs

Outside the fertile lands of the Elendel Basin stretched the dry grasslands of the Northern Roughs and the tangled frontier of the Southern Roughs. Both areas were nearly lawless and sparsely populated.

Terris Enclaves

Several Terris communities thrived in the Elendel Basin, most notably the Village in Elendel. The people of these communities developed a unique culture, melding their thousand years under the Final Empire with their historical culture revealed by Harmony.

Working Class

No longer slaves or skaa, the working class ranged from wealthy business owners to common laborers. They even had representation in the government, though the nobility still wielded a disproportionate share of political power.

OPPOSITE:
KELSIER IN THE MISTS.

MIRANDA MEEKS

Currency and Banking

The cities of the Elendel Basin adopted boxings and clips as their formal currency. The coinage no longer bore the fearsome image of Kredik Shaw, but instead the profile of the Lord Mistborn. Paper money became more widespread; 1-note bills worth 10 boxings were most common, but 5-, 10-, 20-, and 50-note bills were all circulated.

In an economy driven by private enterprise, the banking sector became well established throughout the Basin. Many noble houses maintained a strong interest in banking firms, including the formidable First Central Bank and First Insurance Bank. Though their services were traditionally the concern of the rich, many companies were eager to wield the system to exploit the poor and working classes.

Calendar

In the Elendel Basin and surrounding lands, the years were counted Post-Catacendre (PC). The 368-day year was divided evenly into 16 months of 23 days each. The seven days of the week were named for seven of the Allomantic metals: Ironday, Steelday, Tinday, Pewterday, Zincday, Brassday, and Copperday. The months in this calendar were named to honor the Preservers and the Shards, and each new year began in autumn with the month of Lers. The Post-Catacendre Months and Holidays table lists the months and most notable holidays of the year.

Post-Catacendre Months and Holidays

Season	Months	Holidays
Autumn	Lers	—
	Kels	**Survivorday.** The holiest day for the Survivorist Church. Observed on the first of Kels.
	Marsh	**All Slivers' Night.** A Sliverist holy day where people wear festive Inquisitor masks and stay out late. Observed on the last night of Marsh.
	Doxil	—
Winter	Hammondar	**Day of Founding.** Celebrates the official founding of the city of Elendel. (Also known as the Tinth of Hammondar.)
	Tenson	**Vershaday.** Celebrates the koloss hero called Human and of the heritage of koloss-blooded people.
	Alcett	**Harmontide.** A midwinter holiday celebrated from the end of Tenson to the start of Alcett.
	Lestib	—
Spring	Belsdret	—
	Cladence	—
	Marewill	**Mistwatch Eve.** A Pathian holy day.
	Breezin	—
Summer	Vinuarch	**Day of Ascent.** A celebration of Vin, the Ascendant Warrior.
	Elendar	—
	Tindwylar	**Mareweather.** A summer holiday.
	Sazembar	—

DAVID FRASHESKI



SCADRIAL AFTER THE CATACENDRE.

Toward the Future

During the height of internal tensions on the Northern Continent, the people of the Elendel Basin established contact with the nations that had grown on the Southern Continent, particularly the Malwish (see "Southern Scadrial" in chapter 2). Cultural and political tensions between the Northern cities and the Malwish became fraught, and for many, war seemed inevitable.

Nevertheless, Malwish advances in Invested technology revolutionized Scadrial. One of their most impactful creations was the Feruchemical medallion, which allowed anyone to access Feruchemical abilities. As airships based on these technologies took to the skies, the world found itself on the brink of major change.

Science and Technology

With Scadrial's history of cataclysms, scientific growth on the planet was far from linear. Nevertheless, the post-Catacendre world quickly sprang to the forefront of technological progress across the cosmere.

Through the Ages

At the end of the classical era, Scadrial was poised for industrial revolution. In particular, the kingdom of Khlennium was known for advanced clockwork and steam applications. However, the Deepness caused the collapse of the ancient nations and their technology.

Preservation and Stagnation

To maintain his power—and to ensure his guardianship of the Well of Ascension—the Lord Ruler enforced a millennium of technological stagnation. He even suppressed many burgeoning technologies of Classical Scadrial. However, as a Sliver of Preservation, the Lord Ruler oversaw the emergence of several technologies that supported his contingencies against Ruin's release. Perhaps best known were Scadrial's canneries, which enabled long-term storage and transport of food across both Scadrial and the wider cosmere.

Harmony and Progress

After the Catacendre, Scadrial again set on a path of technological progress. With the combination of Preservation and Ruin, Harmony subtly guided Scadrial's development to help reestablish society.

For many years, much scientific advancement came at the hands of lone scientists working in their private laboratories; for example, the rise of Remmingtel Tarcsel and Professor Yennev Hanlanaze sparked their rivalry over the future of electricity. However, that era drew to a close as the Elendel Basin reached a historic turning point: a looming technological arms race between organizations, cities, governments, and nations.

Metallurgy

The sciences of metallurgy and mineralogy have always held great significance on Scadrial. Advances were driven in part by the need to refine pure metals or precisely balanced alloys for use with Allomancy, Feruchemy, and Hemalurgy.

Aluminum refinement was a secretive and costly process during the Lord Ruler's reign. Even once its secrets became known, aluminum remained an exceptionally expensive metal in the Elendel Basin. Prized for being Allomantically inert, it offered a vital advantage against Metalborn; for example, steel and iron Mistings (commonly called Coinshots and Lurchers) couldn't disarm a foe with an aluminum weapon, nor alter the trajectory of an aluminum projectile.

Firearms

Though gunpowder weaponry existed in Classical Scadrial, the Lord Ruler suppressed that technology, limiting its threat to his carefully crafted hierarchy. After the Catacendre, firearms became not only widely available but dominant in combat, offering an equalizer between Allomancers and people without those powers.



AN ERA 1 GLASS DAGGER AND AN ERA 2 REVOLVER.

LUCAS TORQUATO

Advanced Firearms

Inspired by hazekillers—specialists trained to fight Allomancers—Era 2's inventors began to experiment with firearms designed specifically to combat Metalborn. Some were as simple as ceramic-tipped bullets that couldn't be deflected by Coinshots, while others contained more complex mechanisms such as compartments of shrapnel that released when Pulled by a Lurcher. Fortunately for Mistings, these experimental rounds remained uncommon.

As aluminum became easier to produce or acquire, firearms and bullets made entirely of the Allomantically inert metal grew more common, though they remained costly.

Invested Technologies

As Scadrial reached new frontiers of discovery after the Catacendre, its people found more opportunities to combine their technology with the Metallic Arts. Inventors developed locks that could only be activated with a Push or Pull from a skilled Coinshot or Lurcher; subtle invisible inks that could only be read by a tin Misting (commonly called a Tineye) who flared their power; and diving equipment usable only by a cadmium Ferring (commonly known as a Gasper).

Ettmetal

Ettmetal lay at the heart of Southern Scadrial's technological wonders. Known as harmonium among Northern scholars, this God Metal is the solid form of Harmony's Investiture. Although Allomancers can't burn ettmetal due to its high reactivity with water, it has other unique interactions with the Metallic Arts:

Primer Cubes. When imbued by an Allomancer, ettmetal primer cubes can reproduce their abilities. For example, a Coinshot can touch a primer cube to cause it to continue Steelpushing without their input; this effect is crucial to Malwish airship technologies. Similarly, Metallic Arts that usually originate from a person can be displaced, allowing a primer cube to create localized speed bubbles.

Explosives. Ettmetal's explosive interaction with water can be used as the basis of simple (if expensive) bombs. As Era 2 progressed, some scientists in the Basin also began experimenting with ettmetal's inherent instability, exploring the potential for catastrophically powerful explosions.

Advanced Metalminds

After the Catacendre, the people of Scadrial developed new ways to access Feruchemical abilities:

Unkeyed Metalminds. Through combining specific Metalborn powers and Hemalurgy, an organization called the Set learned to create metalminds accessible to any Ferring who had the corresponding power.

Unsealed Metalminds. The Southern Scadrians developed metalminds anyone can use, even without Feruchemical powers. These medallions were initially used by the Firemothers and Firefathers to help their people survive the Ice Death. Later advances included medallions that allow users to speak other languages or manipulate their weight to help airships fly.

Transportation

With the overturning of geography in each age, the Scadrians developed and redeveloped their methods of transportation, leading to significant advancements after the Catacendre.

Canals and Shipping

A radial network of canals spanned the Elendel Basin, with the city of Elendel at their center. Improvements in mechanization, mass production, and metallurgy allowed for rapid improvement in long-distance shipping on Scadrial. Though some goods were shipped along the coast, this network was less developed, and oceangoing vessels were exceedingly rare.



A PRIMER CUBE FROM SOUTHERN SCADRIAL, CALLED AN ALLOMANTIC GRENADE BY NORTHERN SCADRIANS.

ANNA VERHOOG

Trains

Engineers devised new transportation methods using steam engines, which Harmony hinted at in the Words of Founding. The Elendel Basin's rail technology flourished, serving the cities in a network centered on Elendel, mirroring the canals.

Since the Basin had few railway interchanges (the most notable of which was in Doriel, southeast of Elendel), most trains traveled to Elendel before reaching other cities. Both Elendel and Bilming also provided public rail transportation; Elendel expanded into subways and Bilming focused on an elevated rail. Rail lines in the Roughs included routes to larger settlements as well as poorly maintained routes to mineral claims, though many of those lines became abandoned.

Foremost among Basin train technology was the Breaknaught, a vault-style train car designed by House Tekiel. Breaknaughts transported valuable goods with leading security measures.

Automobiles

The first experimental motorcars were unreliable steam-powered curiosities. As advancements led to the Basin's first gas-powered motorcars, city infrastructure soon shifted to accommodate automobiles.

In the Roughs, vehicle styles tended toward boxy, rugged motor carriages used by farmers. Elendel aesthetics tended toward refined automobiles with enclosed cabins. In Bilming, factories churned out aerodynamic steel motorcars as well as larger vehicles for commercial use; the city also led in producing affordable vehicles and fuel alternatives like biodiesel.

Airships

Perhaps the most impressive Southern Scadrian innovation was the airship. These varied in size from small skimmers bearing fewer than a dozen occupants to large warships suited for long military campaigns.

Each Scadrian airship required a combination of ettmetal, Allomancy, and Feruchemy to function. Propulsion and lift were provided by impellers driven by either a Coinshot or a primer cube charged with Steelpushing. The weight of crewmembers was reduced by unsealed iron metalminds—medallions enabling their wearers to store weight as would an iron Ferring.

LUCAS TORQUATO

A LURCHER VIGILANTE PURSUES GANGSTERS THROUGH THE STREETS OF ELENDEL.





CHAPTER 2

REGIONS AND CULTURES

The people of Scadrial are clever and innovative, adapting to the world's drastic environmental changes and technological leaps. This chapter details many of Scadrial's peoples and cultures over two distinct eras.

In Era 1, each region is presented as it was during the Final Empire, then a section describes how it changed after the Lord Ruler's fall. In Era 2, each region is presented as it was three years after the events of *The Bands of Mourning*. (Chapter 4 provides information about Classical Scadrial and about the Catacendre that divided Era 1 and Era 2, along with important historical context for each era.)

People of Scadrial

Scadrial's people include humans with heritable Invested Arts, the kandra and the koloss (two species of sapient Hemalurgic creatures), and the latter's koloss-blooded descendants.

Humans

Throughout Scadrial's recorded history, humans have called the planet home. During Era 1, the people of Northern Scadrial were classified into three main groups: the Terris people, nobles, and skaa. These people were genetically altered by the Lord Ruler to survive in a world of ash, but those origins aren't widely known. In Era 2, a population of Southern Scadrians revealed themselves, untouched by the Final Empire.

Nobles

The ruling class of nobles were chosen by the Lord Ruler at his Ascension. He gave them the gift of Allomantic powers, which could be passed down through their bloodlines.

Skaa

The skaa were humans enslaved by the Lord Ruler. In the Final Empire, most were forced to work for oppressive masters, though a fortunate few managed to independently ply a trade in the cities.

The first skaa possessed no heritable Invested Arts. However, as the centuries passed, skaa and nobles interbred; this mixed lineage introduced the potential for Allomancy into skaa populations. While the distinction of being skaa held societal relevance during the time of the Final Empire, it fell into obsolescence after the Catacendre.

Southern Scadrians

Relegated to the south pole by the Lord Ruler, Southern Scadrians lived in isolation until the Catacendre. They were genetically unaltered and closely resembled the humans of Classical Scadrial. (See "Southern Scadrial" at the end of this chapter.)

Terris

Throughout Era 1 and Era 2, the Terris people cherished their rich culture and were intentional about passing down knowledge and customs. Along with their wealth of historical insight, Terris culture prized humility and open-mindedness.

Many Terris family lines carry the Metallic Art of Feruchemy, though the Lord Ruler went to appalling lengths to control and hinder this powerful heritage (see "Terris Dominance" later in this chapter). After the Catacendre, many Terris people opted to live in enclaves, allowing them to be close to major centers of dominant human society without fully assimilating and risking losing their customs and traditions (see "Terris Enclaves" near the end of this chapter).

OPPOSITE: PEOPLE OF SCADRIAL—SKAA, NOBLE, TERRIS, MALWISH, AND KOLOSS-BLOODED.

IVANA ABBATE

Kandra

Adept shapeshifters, the kandra people can imitate humans and other beings with careful practice. In their natural state, their bodies are much like mistwraiths, though they eventually developed True Bodies with artificial bones, which they wear in their Homeland. The Lord Ruler created the kandra as nearly immortal Hemalurgic creatures. Chapter 2 of the *Mistborn Handbook* presents more information about kandra.

Kandra Generations

Every kandra generation has a distinct culture, and every individual kandra has a unique relationship with their generation's culture. At the end of the Final Empire, there were eleven generations of kandra.

The First Generation kandra were once humans who were the Lord Ruler's Feruchemist friends. He convinced them to trade their power for immortality. Becoming his loyal spies, they then created the Second Generation from mistwraiths by using Blessings—pairs of Hemalurgic spikes given by the Lord Ruler.

The centuries-old First Generation kandra were reclusive, opting to rule by proxy through the Second Generation. After the Lord Ruler's demise, the kandra population remained stagnant, as they had no access to new Blessings.



KANDRA ARTISANS CRAFTED TRUE BODIES INTO INCREDIBLE WORKS OF ART.

MARIE SEEBERGER

Kandra Contracts

During the Final Empire, most kandra only ever left the kandra Homeland under the bond of a Contract with a human noble house—a charge to impersonate a person to fulfill that house's needs. After the Catacendre, Harmony freed the kandra from both their First Contract with the Lord Ruler, and from their Contracts with nobles.

The First Contract was based on a set of promises the First Generation created to guide their society. The Lord Ruler had these promises codified into the First Contract, which included the following core tenets:

- Dedication to the Lord Ruler.
- Reverence toward earlier generations of kandra.
- Legal rights guaranteed to each kandra.
- Provisions for creating new kandra.
- A command to remove their spikes—and therefore abandon their sapience—if the First Generation ordered it.

The final provision was included to prevent Ruin from gaining control of the kandra, should he ever escape his prison.

In the early years of the Final Empire, the kandra created the Contract, an additional agreement that effectively enslaved the kandra to humanity in exchange for protection from murderous Allomancers. Many kandra resented humans for the danger they presented and for their exploitation of the kandra. The Contract included the following agreements:

- They would serve humans.
- They would stay in their Homeland unless under Contract to a human.
- They would never kill a human.

Lifespan

Kandra are functionally immortal. Their bodies don't fail with age, and they aren't subject to diseases or maladies the way other ancestries are. They are, however, still subject to the effects of a very long life on a sapient mind.

In the centuries after the Lord Ruler fell and the kandra were able to live freely, many First and Second Generation kandra took "the escape" gifted to them by Harmony. This allowed them to choose to end their lives. The escape was considered a very personal and intimate choice for a kandra.

Some kandra chose to mark the ending of their long life with a celebration, often sharing memories and stories with close companions and loved ones. Others treated the escape as a solitary and solemn occasion. When ready to take the escape, many kandra of Era 2 returned to the former kandra Homeland—which was now located beneath the Field of Rebirth in Elendel.

Koloss

Blue skin tones, tall statures, and astounding physical prowess made koloss stand out among the peoples of Scadrial. Unknown to the people of the Final Empire, the Lord Ruler created the koloss by transforming humans into giant Hemalurgic creatures he could control.

Full Koloss

The term "koloss" generally refers to full koloss—humans who were the recipients of four iron Hemalurgic spikes, which granted them the strength and large stature the koloss were known for.

During the Final Empire, the Lord Ruler stationed koloss companies in the more sparsely populated dominances. Following the Catacendre, the koloss ultimately became free to live as they wished; most chose to live in clans that traversed the wilderness, periodically establishing contact with other clans.

Each koloss's spikes caused their body to strain against physiological limits and harm their spiritwebs (see "Hemalurgy" in chapter 1). New spikes greatly disrupted the recipient's cognitive and emotional functions. However, as the spikes were reused and aged over the centuries, the impact of the spikes lessened, the diversity of spiritwebs they'd pierced helping to stabilize them. Accordingly, later generations of koloss were able to maintain more cognitive and emotional nuance.

Koloss-Blooded

After the Catacendre, Harmony granted the koloss the ability to reproduce as humans do. This was the origin of koloss-blooded people, born from koloss heritage and bearing a close resemblance to humans. Their skin tones ranged from typical koloss blues to shades of gray, often mixed with human skin tones. Anyone born with koloss ancestry was considered koloss-blooded, even if they had human ancestry as well.

Koloss-blooded tended to live among humans in cities, as well as in their own communities in the Roughs. In adolescence, some chose to become full koloss by receiving iron spikes (see "The Roughs" near the end of this chapter for an example of this tradition in Roughs culture).

Chapter 2 of the *Mistborn Handbook* presents more information about koloss-blooded people.



PEDRO DUTRA

Lands of Scadrial

IN ERA 1

Historians recorded the events of the Final Empire, its fall, and the New Empire which established order in its wake. This section offers a glimpse into Scadrial during the Final Empire and the ensuing revolution, while the sections to follow offer more details on the dominances of Era 1. (For more context on the events that wrought these changes on the world, see chapter 4.)

Ten Dominances

In Era 1, the dominances were ten territories under the Lord Ruler's control. The influential Inner Dominances were closely surveilled and regulated by the Lord Ruler's Steel Ministry and its Cantons. The Outer Dominances varied in importance to the Final Empire; for example, the Terris Dominance was aggressively overseen, while the wastelands of the Crescent Dominance and the Remote Dominance were nearly autonomous havens for skaa rebels known as burnlanders.

Languages in the Final Empire

The Lord Ruler outlawed all languages other than Imperial, though dialects such as Eastern street slang and pockets of surviving pre-Empire languages could be found in some regions.

Inner Dominances

The following regions were the most populated in the Final Empire:

Central Dominance. Home to the Final Empire's capital city of Luthadel, the Central Dominance was the primary venue for political planning. Great Houses maintained noble keeps here, regardless of what other lands they controlled.

Northern Dominance. Rich in natural resources, the Northern Dominance supplied other dominances with coal and crops through trade.

Eastern Dominance. Bordering the Crescent Dominance, the Eastern Dominance held large bodies of water and gold deposits.

Southern Dominance. Adjacent to the Southern Sea, the Southern Dominance traded in copper and zinc from its mines. Otherwise, it largely kept to itself and maintained an inoffensive profile.

Western Dominance. The high elevation of the Western Dominance was punctuated by a rocky landscape that included two Ashmounts.

Outer Dominances

The following regions were furthest away from the Lord Ruler's capital and center of power:

Terris Dominance. The Lord Ruler sought to tightly control the population of the Terris Dominance, as each Terris person had a chance of being born with a genetic trait that granted Feruchemical abilities.

Farmost Dominance. Though a relatively stable region, the Farmost Dominance experienced minor conflicts involving garrisons and koloss clans. Their actions remained mild enough to mostly escape the Lord Ruler's attention.

Crescent Dominance. A land of expansive dunes, the Crescent Dominance was inhabited primarily by fugitive skaa rebels who raided the Eastern Dominance for food and supplies.

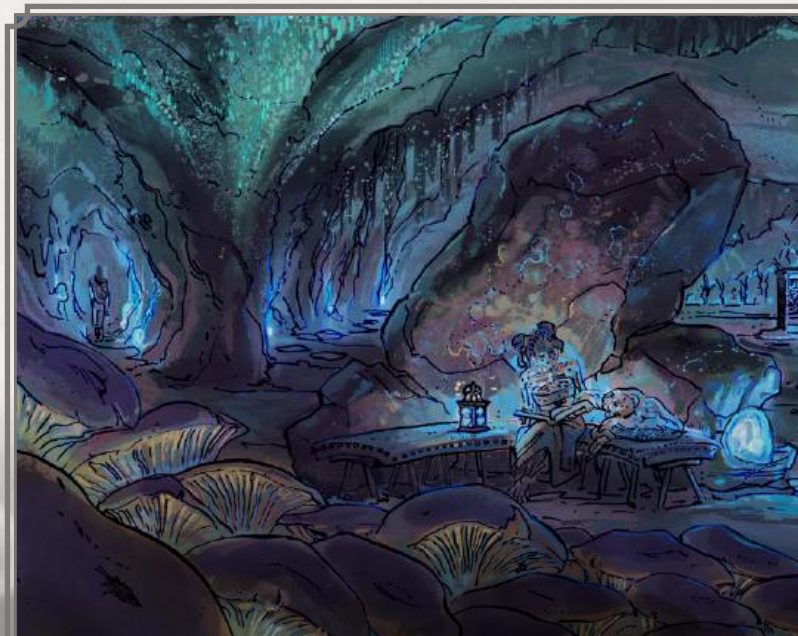
Southern Islands. Two major islands and several smaller ones made up the Southern Islands, which produced iron and sea crops for trade.

Remote Dominance. Secluded and of little note to the Lord Ruler, the Remote Dominance acted as a meager refuge for people avoiding the notice of the Steel Ministry.

Other Lands

The Outer Dominances were considered less important to the Final Empire's regular dealings than the Inner Dominances, but some of the lands to the south lay even further outside the empire's consideration. The most significant of these lands were on an adjoined continent referred to as Southern Scadrial.

With no Ashmounts, Southern Scadrial was almost unrecognizable when compared to the rest of Scadrial. There was no contact between the Final Empire and Southern Scadrial, and hardly anyone from beyond this land knew of its existence.



MARIE SEEBERGER

The Lord Ruler's Design

The Lord Ruler was brutal and controlling, but he considered himself the savior of humankind for ruthlessly shaping the land and people of the world to withstand the Shards and their dealings. The Lord Ruler created the Ashmounts, assembled resources, and organized his empire to be productive at all costs.

Hidden Caches

In preparation for a world-ending catastrophe, the Lord Ruler maintained hidden caches of resources to help humanity survive. Placing them in the Inner Dominances, he kept them secret so they couldn't be used unnecessarily.

Plantations and Cities

Most enslaved skaa worked the plantations that fed the people of the Final Empire and filled the caches. Skaa labored in terrible conditions, breathing in ash and enduring beatings and other atrocities at the hands of their masters. Some desperate skaa tried to fight back, but these rebellions often ended in the Lord Ruler sending forces to slaughter them all.

Skaa who lived in cities worked the mills, forges, and lumberyards to process raw materials. They had more freedom than those in the country, and they were less beholden to traditional norms and superstitions. A few city skaa even secured a modest living through various trades. Even so, skaa were mistreated by the nobles who claimed authority over them, and skilled crafters were underpaid for their wares. Many skaa turned to crime as a matter of survival.

After the Final Empire

Following the death of the Lord Ruler and the collapse of the Final Empire, the ensuing power vacuum and the instability of Scadrial's Shards threatened to destroy the world. The cruel order of the Final Empire gave way to chaos as would-be leaders fought to assert control. These violent clashes, along with fallout from Ruin and Preservation, began to tear the world apart.

Shifting Territorial Control

The collapse of the Final Empire instigated a race for new leaders to conquer territory. Some fought with raw military force, while others pushed propaganda or gained ground through clever schemes. It was difficult for the average person to know what the political climate was like outside their immediate location.

Koloss Armies

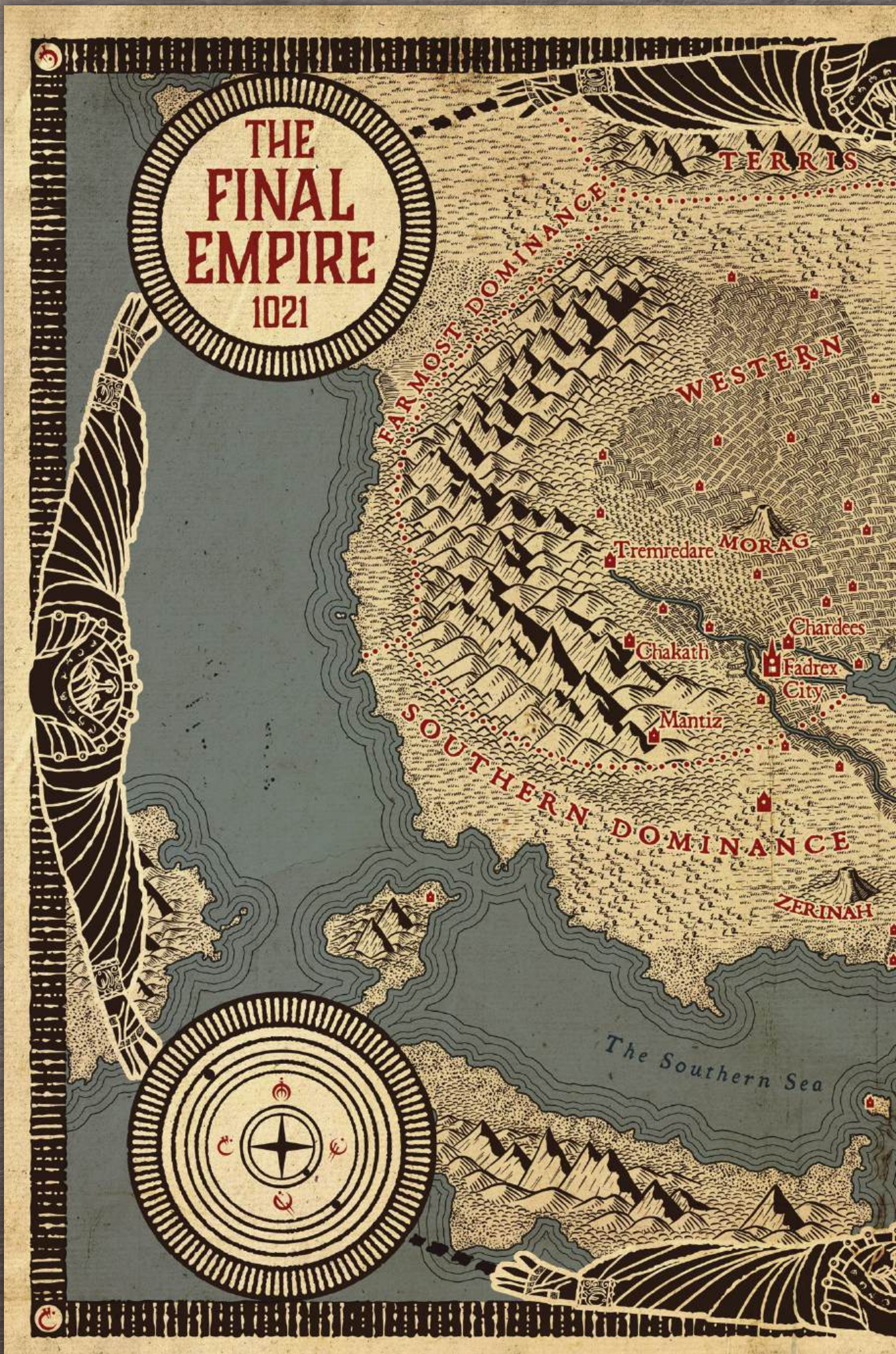
Free of the Lord Ruler's control, koloss armies formed new allegiances through deals and were enslaved through emotional Allomancy. They could devastate enemy cities, but they also commonly fought each other when not unified against an external foe.

Environmental Havoc

The Inner Dominances rarely experienced earthquakes before Ruin's release. Afterward, tremors began to shake the land every few weeks, gaining in frequency. Many people perceived this as a sign the world was ending.

THE KANDRA HOMELAND, ILLUMINATED BY ART, LEARNING, AND GLOWING FUNGUS.




THE
FINAL
EMPIRE
1021
TERRIS
FARMOST DOMINANCE
WESTERN
Tremredare
MORAG
Chardees
Chakath
Fadrex
City
Mantiz
SOUTHERN DOMINANCE
ZERINAH
The Southern Sea



ISAAC STEWART



THE LORD RULER'S PALACE OF KREDIK SHAW.

VLADIMIR ISHELIN

Central Dominance ERA 1

The Lord Ruler's mandate is best fulfilled in the Central Dominance. Gilded balconies overlook skaa tilling fields and pulling barges, while wealth flows faster than water down the River Channerel. A perfumed thief pays a passwall toll using stolen clips. A noble weathers scandal under the cultivated boughs of his private garden. A skaa laborer cradles a fortune in hands stained with her own blood. All, like the point of a compass, feel the undeniable pull toward Luthadel, where imperial elites dance behind stained-glass windows and the victims of noble excess navigate ash-stained alleys with one goal: to survive.

The Central Dominance modeled the imperial ideal to guide the other dominances like well-taught children. Skaa and Terris people caught in Luthadel's orbit faced the brunt of their emperor's oppression.

The dominance's climate was moderate, ideal for agriculture. Winters were relatively short and mild, and some years passed without a single flake of snow. Its cultivated plains were interspersed with hardy shrubland and small aspen forests. Tyrian, the only local Ashmount, rose from the waters of the lake sharing its name.

Government

The Lord Ruler left day-to-day governance of the Central Dominance to the Steel Ministry and the nobility. His residence and most obvious symbol of power was Kredik Shaw, a towering palace in the center of Luthadel, the capital of the Final Empire. Luthadel and Kredik Shaw are detailed in chapter 6.

The Lord Ruler checked the power of the nobility—and especially of the Great Houses—through his control of their atium stipend, his exorbitant keep taxes, and the oversight of his obligators. The Steel Ministry was the Lord Ruler's eyes, ears, and hands, facilitating his continued rule of the empire. Its authority was strongest in the Central Dominance, and the major Cantons and many high prelans (including the lord prelan) were based in Luthadel.

The nobility were responsible for their holdings and the skaa living there. The Lord Ruler fostered a competitive environment among nobles, keeping them focused on outdoing one another rather than questioning his authority.

The Great Houses

From their keeps in Luthadel, the noble Great Houses reigned over mercantile empires and private armies of lesser cousins, vassals, and skaa. Central Dominance nobles who didn't belong to a Great House either served them or sought to join their illustrious ranks. Most Great Houses had primary financial avenues, but all possessed diverse portfolios of assets and business dealings.

The Great Houses had an unspoken agreement against using Mistborn to assassinate each other. The previous devastating house war took place over a century before the end of the Final Empire, as the high nobility preferred pursuing their bitter rivalries in offices and ballrooms. However, rebel skaa began secretly stoking tensions between the nobility, and the Great Houses erupted into conflict once more (see "Fall of the Final Empire" in chapter 4).

House Venture

House Venture maintained their preeminent position among the Great Houses through sheer financial power. They were an authority in the Central Dominance and the Northern Dominance (Venture's ancestral home). The house's political rivals included Hasting and Lekal.

As far as other nobles knew, Venture relied on no specific industry or enterprise to fuel its wealth. However, Venture's wealth had a closely guarded secret: The house contracted with the Steel Ministry to administer the Lord Ruler's atium mines at the Pits of Hathsin.

Members of the Venture family, including Lord Straff Venture, are described in chapter 5.

House Hasting

House Hasting was a strong mercantile house beholden to lucrative weapons contracts. Many Luthadel skaa worked in Hasting forges and steel mills. Outside Luthadel, Hasting controlled mines and plantations throughout the Central and Southern Dominances.

Hasting had a reputation for extreme subterfuge. Before the fall of the Final Empire, Lord Hasting was rumored to have stretched his house's resources to the limit, and in so doing, attained a position second only to the family's chief political rival, House Venture.

House Elariel

House Elariel, one of the oldest Great Houses, relied on reputation and proficient political maneuverings to sustain their third-place rank and extensive influence in the Central and Western Dominances.

Elariel carefully negotiated marriage contracts to normalize relations with other Great Houses and establish vassals among the lesser nobility. Elariel also leveraged familial connections, predatory financing practices, and an extensive network of spies, assassins, and saboteurs to subsume vulnerable lesser houses and preserve Elariel's ancestral wealth.

House Tekiel

House Tekiel controlled the canal routes connecting the eastern plains to the Central Dominance. They also secured many advantageous contracts with the Steel Ministry following the appointment of Tevidian Tekiel as lord prelan.

The main branch of the Tekiel family boasted a potent Allomantic bloodline, producing not only skilled Mistings but multiple Mistborn.

House Lekal

House Lekal's expansive land holdings throughout the Central and Southern Dominances allowed the house to not only weather regional floods and droughts, but to dominate the market for plant-based foods and textiles. In the Central Dominance, Lekal leased a sizable portion of the skaa population to work the house's many plantations.

Though Lekal was a political rival of Venture, Lekal prioritized defense of their holdings over aggression against other Great Houses.

Houses Erikeller and Erikell

The houses of Erikeller and Erikell were once a single united house on a rapid rise to power. Following a violent schism, the newly divided houses fell in the rankings, becoming bitter enemies. Both houses were major armaments suppliers, making them competitors of Hasting. Erikell had supply contracts with Venture and Tekiel, and Erikeller outfitted Lekal security forces.

House Haught

House Haught spent the decade preceding the Lord Ruler's fall by recovering from a close call with financial ruin. Haught's primary market was the paper, pulp, and lumber trade. The house's forest holdings, paper mills, and allies were spread across several different dominances, most far from Luthadel. Haught struggled to forge alliances with the other Great Houses and lacked significant assets and influence within the Central Dominance.

House Urbain

House Urbain originated in the Central Dominance. They had no holdings in other dominances, but their deep understanding of Central Dominance politics compensated for their relative lack of resources. Urbain was renowned for the skill of their hazekiller guards, who were contracted out as mercenaries or trainers for other houses.

House Buvidas

At the beginning of the house war leading to the fall of the Final Empire, House Buvidas was the newest and weakest of the Great Houses, having only recently finished construction of their keep. As part of their rise to power, Buvidas unsuccessfully attempted to destroy House Haught. The other Great Houses treated Buvidas with caution due to their reputation for duplicitous business practices and combative approach to diplomacy.

Military

The bulk of the Lord Ruler's armies were stationed at the edges of the empire, and koloss were a rare sight in the Inner Dominances. The five Inner Dominances saw no major uprisings in the last two centuries of the Final Empire. Roads, fields, and mines were defended by private armies controlled by the nobility or community garrisons.

House guards and high-ranking officers in the garrisons were usually noble. Skaa with fighting prowess were recruited as foot soldiers for the nobility or local garrisons. Such soldiers developed a mercenary mindset, becoming accustomed to fighting or policing former friends when on duty—and even fighting each other during conflicts between noble houses.

Luthadel Garrison

The largest and most disciplined fighting force in the Central Dominance was the Luthadel Garrison, with approximately twenty thousand soldiers. The Garrison usually policed the streets of Luthadel, though it was sometimes sent out of the city when smaller garrisons proved insufficient against their local threats.

Kredik Shaw was defended by armored guards recruited from the ranks of the Luthadel Garrison, along with a strong contingent of hazekillers.

Culture

Despite having the smallest land area of the dominances, the Central Dominance was the most populous. Especially in its urban centers, it contained a higher concentration of nobles than did the rest of the empire.

Both skaa and nobles varied widely in appearance, with a wide variety of skin tones, eye colors, hair and body types, and other physical features. Historically, dark hair and lighter skin were most common in the Central Dominance, but the steady flow of immigration from other dominances made the Central Dominance the most diverse in the empire.

Noble houses took turns hosting nightly balls and other events. Stately carriages crossed the dominance daily, carrying nobles between country villas and the grand keeps of Luthadel. Nobles used these gatherings to develop alliances and showcase their wealth.

Skaa communities looked out for their own. Though many skaa—especially those on plantations—couldn't read, they maintained oral folklore and histories. Like the nobility, skaa marriages legally required an obligator's witness, but many skaa developed their own informal ceremonies to mark spousal relationships.

The most talented skaa artisans could live in relative freedom, sometimes operating their own businesses or overseeing shops nominally owned by a noble patron or benefactor. Most skaa artisans were reluctant to risk their positions of security, but some allied with skaa thieving crews and rebels, loaning out space in their shops as hideouts.

Luthadel

Luthadel (detailed in chapter 6) was a nexus for imperial power and trade, and it was known for its textile factories, forges, and refineries.

The architecture of the city was blocky, with tiled roofs for the wealthy and peaked wooden roofs for the rest. The keeps of the ten Great Houses, modeled after the Khlenni cathedrals of Classical Scadrial, were interspersed throughout the city.

Kredik Shaw, the Hill of a Thousand Spires, loomed over the city like a many-spined insect, dwarfing noble keeps and Ministry headquarters.

Most skaa in Luthadel and other large industrial centers worked in factories or mills and lived in crowded tenements owned by their noble employers. Skaa were usually paid in tokens that could be redeemed for specific food or resources, rather than in clips and boxings.

Noble Settlements

Other cities in the dominance were much smaller than the capital. These settlements were either dominated by a particular industry, or they housed nobility who commuted to Luthadel. The following are examples of these settlements:

Fellise. Mostly populated by nobles and their retainers, Fellise was a small but lavish city an hour outside of Luthadel by carriage. It was filled with manors and villas, and ornamental aspens lined its fine streets.

Lakeside Towns. Lake Luthadel was more ash than water, requiring full-time attention from canal workers to remain navigable. While not ideal for swimming or sporting, the lake's northwest and south sides were home to several noble estates and resort villages, which overlooked the dark, uninviting waters. Meanwhile, the crowded settlements of the canal workers stood beside the enormous ash deposits they dredged up from the lake.

Plantations and Working Camps

Skaa tenements on plantations and mining encampments functioned like small villages. Noble overseers controlled day-to-day operations, exploiting the skaa and perpetuating a system of all-encompassing slavery. Skaa elders provided blessings for marriages, births, and funerals—and passed down longtales of mistwraiths, sprites, and brollins.

Pits of Hathsin

The Pits of Hathsin were infamous as the empire's harshest prison for skaa rebels and traitors. Only the Steel Ministry and House Venture knew the Pits hid Scadrial's only atium mine. Prisoners navigated its labyrinthine tunnels, reaching into niches lined with razor-sharp crystals to retrieve precious atium geodes.

Few Scadrians knew the Pits also contained Ruin's Perpendicularity, the most stable way for worldhoppers to travel to and from Scadrial.

Near the Pits, the kandra Homeland lay within the wider Hathsin cave system. The Homeland housed the kandra leadership from the First and Second Generations, as well as any kandra who weren't out serving on Contracts.

The Pits of Hathsin and the kandra Homeland are described in more detail in chapter 6.

ARTUR MÓSCA

ENSLAVED SKAA PULL A CANAL BOAT THROUGH THE CENTRAL DOMINANCE.



Resisting the Final Empire

The power of the nobility and the Steel Ministry wasn't absolute, even in the Central Dominance. People who resisted the Final Empire's oppression might find allies in the criminal underground or with the skaa rebellion.

Thieving Crews

Wealth and power inevitably produced corruption, and corruption created opportunity. Skaa thieving crews executed ingenious heists, surviving off the excess of Luthadel's corruption.

There were two sides of the criminal underground: regular skaa thieving crews, and elite crews known for their skill, daring, and recruitment of skaa Mistings. Lesser crews conducted minor burglaries and schemes, while some skaa thieves developed noble aliases and identities to facilitate more elaborate cons.

The two sides of the underworld usually didn't mix. If an elite crew hired a lesser crew to do some mundane work, they chose a twixt—a go-between—to work with both crews.

Skaa Rebellion

Overt rebellion in the Central Dominance was all but impossible, and the rebellion's few accomplishments were quickly covered up by the Steel Ministry. However, the rebellion established underground bases throughout the Central Dominance, including within the Arguois caverns.

While skaa Mistings were generally sympathetic to the rebel cause, many found their innate abilities were better rewarded by thieving crews. This left the rebellion without a significant contingent of Mistings.

Resources

Imperial wealth, resources, and Allomancers were all concentrated in the Central Dominance.

Allomancy

Allomancers were most commonly found in the Central Dominance, where nobles—and skaa with mixed noble heritage—were more likely to have a noble ancestor capable of passing down Allomantic abilities. The Great Houses tracked Allomantic bloodlines carefully, prizing any opportunity to increase their house's potential for Mistborn. Almost all Mistborn on Scadrial hailed from the Great Houses or came from lesser houses in Luthadel.

Canals and Tariffs

The River Channerel flowed through the heart of the Central Dominance, connecting to river systems from almost every dominance, either naturally or by canal. The canals and waterways of the Central Dominance were the linchpin of trade in the Final Empire. By design, the Central Dominance was almost always the quickest route for shipping goods between dominances. The Great Houses controlled the major canals running through Luthadel, using tariffs and taxes to maintain their supremacy over lesser nobles.

Natural Resources

The flat plains of the region were ideal for agriculture, but a dedicated force of enslaved skaa was needed to keep fields clear of ash and to cultivate sufficient crops for food and textiles.

Metals—both raw and refined—were a primary export for the Central Dominance, as its land was infused with metal. Raw metals were shipped to Luthadel for refinement and processing.

After the Final Empire

After the fall of the Final Empire, the Central Dominance came under the rule of King Elend Venture. Elend established the Assembly, a parliament of twenty-four elected representatives: eight nobles, eight skaa laborers, and eight of the newly emerging middle class (comprised of skaa merchants and tradespeople).

Elend's rule was challenged by the rulers of other dominances, including his father, Straff Venture. With help from his spouse Vin, Elend overcame these threats, expanding his kingdom into a New Empire.

Later in his reign, Elend adopted a more totalitarian rule, limiting the Assembly's powers in hopes of addressing the rising threat of Ruin and the end of the world.



The late-autumn air was cool, but winters were generally mild in the Central Dominance. Some years passed without even a flake of snow.

Eastern Dominance ERA 1

Dressed in gray from head to toe, skaa workers scramble to scrub loose ash from the cobbles as a bell chime warns of the approaching hour. A noble in a white suit coat and lush skirt struts onto the promenade, directing another group of workers as they assemble decorative tents for shade. In the center of the walkway, nobles carefully lower a disk of solid gold into a dedicated crevice. As a nobleman begins his afternoon stroll, he stops to strike a boot heel against the gold, marking it with a sign of his attendance. Here in the manicured Eastern Dominance, order and social caution are prized, but kicking up dust draws dangerous attention.

North of the Ashmount Faleast, the Black Lake's waters connected the Eastern Dominance with the Central Dominance. This massive lake was seen as a symbol of the Eastern Dominance's commitment to serving and accommodating the Lord Ruler. Two centuries ago, the Eastern Dominance was the setting of a mass rebellion dubbed the Age of Collusion. In the wake of that uprising, the dominance became a stalwart example of compliance and decorum, deterring further insurgency.

Government

In the Eastern Dominance, obligators were watched just as everyone else. During the Age of Collusion, rebellion efforts were fueled by corruption scandals in which nobles, skaa, and obligators worked together. After that rebellion was quashed, even people charged to uphold the Lord Ruler's power were subjected to frequent audits so the past didn't repeat itself. Accordingly, when obligators investigated and punished civilians, they did so in temporary groupings of three to five, and they were reassigned before the next case to avoid the risk of conspiring together.

Culture

Ash played a heavy role in the culture of the Eastern Dominance. Nobles wore all white for formal occasions, as they considered the absence of ash smudges to be the pinnacle of propriety. In contrast, skaa were required to wear dingy colors so they blended in with the ash they were responsible for cleaning.

Nobles spoke to skaa as little as possible, distancing themselves from their ancestors who, in some cases, worked together with rebel skaa. To reduce the need for complex communication, nobles clapped their hands together or pounded the ground with their dueling canes in designated patterns, thus conveying common instructions. Due to this tradition, the nobles of this dominance considered it rude to clap in polite company.

One notable feature of Eastern Dominance culture was the development of Eastern street slang. Gangs of skaa youths spoke in a dialect that was intentionally difficult to understand and filled with nonsense words and phrases, such as those on the Eastern Street Slang Phrases table.

Eastern Street Slang Phrases

Slang Phrase	Meaning
Alling the bestings wasing outing about.	I have friends everywhere.
Darking wasing is notting the worse of wearing.	Nice night for a stroll.
Eyes wasing of ising on the having sharp?	Did you see that?
Getting the got.	Take that!
Gotting the get.	I'm in bad shape.
Knocking three?	What's the password?
Knowing the wasing of having of now?	What's going on here?
Lefting I'm born.	I've been abandoned.
Looking or notting?	Did you check?
Lowing the feets, notting ising.	Wait here, I'm going in.
Minding the having.	I'll take care of it.
Not of the yetting yet.	I haven't yet.
Notting hasing the now.	Not anymore.
Outting the wasing.	Tell me.
Passing the tower wasing passing the farther.	It's just down the street.
Plates.	Let's get food after this.
Slowing the feets.	Be careful.
Smalling wasing bigger.	There's something more going on here.
Upping wasing eyes of gotting.	Watch out for the obligator.
Working your breading wasing?	Who do you work for?
Youing the knowing?	Who's there?

Lakeside Promenade

Some said the Black Lake was shaped like an outstretched hand, holding a gift of fruit, ever reaching for the Lord Ruler's approval. Nobles from throughout the dominance were summoned annually to walk the promenade, escorted by obligators who asked prodding questions about business dealings and social connections. These audits were conducted in public, where other nobles could observe and offer witness when called on. However, due to societal reluctance to act in any way that could draw criticism, there was rarely anything for the obligators to find. In turn, the audits became a venue for nobles to boast about their uprightness. On the rare occasions when obligators exposed misconduct, onlookers clapped to show disdain for the offending noble.

In the years before the Catacendre, wealthy nobles hosted evening balls after their yearly audits. Large tents at venues around the Black Lake offered luxury. With candles flickering merrily on the nobles' all-white attire, invitees celebrated the host's enviable conduct. Obligators declined to directly participate in these balls to avoid any appearance of being overly friendly or involved with the nobles they oversaw; instead, the obligators congregated at tables outside the tents, while nobles sent the very best food and drink their way, insisting it was excess or not to the taste of their guests.



CLEARING ASH FROM FARMS IS GRUELING WORK FORCED ON ENSLAVED SKAA.

JORDAN KERBOW

Stairperch Tree Forts

The abundance of winding streams, tender grasses, and limited predators in the lower Eastern Dominance made the region ideal for raising livestock, especially the Seranese long-haired goat. Skaa herded flocks in the vast grasslands spanning from the city of Urbene all the way to the foothills above Lake North Seran. The shepherds migrated as the seasons changed, and when they needed shelter, they sought it in a shared network of robust tree forts.

Aged stairperch trees had wide trunks, broad overlapping branches, and thick coniferous canopies that helped keep ash out. The strong branches were easy to climb and supported constructed structures well. Sick or injured skaa shepherds often waited in stairperch forts for days at a time, allowing their flocks to wander unguided while the shepherd recovered. When they grew well enough to climb out of the fort to the top of the trees, the vantage point usually made it easy to locate their flocks in the valley beyond.

When departing from a fort, it was customary for the shepherd to tear a strip of fabric from the hem of their robes and tie it to the end of a knotted rope that dangled by the door. This rope not only offered an alternative way to descend the fort, but it served as a customary thanks to the stairperch tree for the safety it provided.

Resources

The Eastern Dominance was rich in gold deposits, though due to the metal's lackluster Allomantic properties, gold contributed very little to the dominance's trade revenue. The dominance also had farmland rich in clay where enslaved skaa labored. In the grasslands, skaa herded sheep and goats. Aristocratic slave masters worked skaa hard, rejecting agricultural innovation in favor of tradition.

After the Final Empire

The Eastern Dominance found itself at a major disadvantage after the Lord Ruler fell. The people's dependence on his leadership—and their aversion to making decisions for themselves—led to chaos and disorganized violence. Sazed, the Terris Keeper, visited the Eastern Dominance to educate them in modern farming techniques and methods for governing themselves.

Northern Dominance ERA 1

A young skaa boy in threadbare trousers and an ashy shirt grasps for fish at the river's edge while his tired mother shakes her head affectionately. They scramble out of sight as an ornate boat drifts toward them, carrying two scheming noblewomen in excursion dresses and a rower servant in the back. An Ashmount stands proud on the horizon, lazily spewing darkness against the vermilion sky. Both nobles hold their parasols low, keeping falling ash—and potential eavesdroppers—at bay with shields of frilly silk. The Northern Dominance is a land of atrocious abundance for the nobility and ever-diminishing hope for the skaa they exploit.

Relatively lush compared to other dominances, the Northern Dominance boasted a landscape of mountains (including the Ashmount Kalling), valleys, and forests. A series of waterways ran through the region, supporting farming efforts and facilitating the transport of trade goods. The Lord Ruler was especially interested in maintaining order in this dominance due to its proximity to the Central Dominance.

Government

A substantial obligator presence oversaw the will of the Lord Ruler in the Northern Dominance. Any whisper of a skaa rebellion was investigated promptly and thoroughly.

The city of Urteau was the capital of the Northern Dominance and one of the oldest cities in the empire. It was known for its streetslots—ash-stained canals empty of water for centuries. The two most prominent streetslots were the Market Pit, a district where skaa bartered for simple goods and services, and the Harrows, a cramped and chaotic area that housed skaa without permanent occupations. Wooden buildings, exquisite stained glass, and fanciful gardens decorated Urteau's noble neighborhoods, while the areas relegated to skaa were dilapidated and overcrowded.

Culture

The Great Houses of the Northern Dominance were known for being especially attentive to their investments and trade relations. House Venture, the most powerful Great House in the Final Empire, owned hereditary lands in the Northern Dominance and had a strong influence in the region.

There was little sense of true community in the Northern Dominance. Most Great Houses treated the skaa they ruled with extreme cruelty—but whether noble or skaa, society presented everyone countless chances to undercut peers to get ahead, or to at least spare themselves. A person who displayed too much kindness on a first meeting was viewed with great suspicion. Most chose their words carefully, aiming for moderate agreeableness with others in their social class until they got to know them better.

Noble Heirs

Legitimate children of Great Houses practiced their future roles by forging mock alliances with other children at balls. As these alliances held no real weight, they allowed children to test out partnerships without the pressure of making mistakes. At times, parents took advantage of this, prompting their children to feel out potential deals under the guise of practice negotiations. While these experiences enriched a young noble's social instincts and negotiation skills, they could also inadvertently spur lifelong grudges.

For adolescents and young adults, courting was viewed purely as alliance negotiation, with no regard for the heart. Nobles were expected to marry for convenience or material gain, with the more powerful partner often seeking intimate company outside the marriage. Betrothal was thus celebrated as an accomplishment much like a graduation, heavily focused on each individual and their pursuits.

Canal Towns

Merchants, porters, and sailors frequented canal port towns throughout the Northern Dominance's waterways, and occasionally, a traveling Allomancer might visit. The amenities in canal towns left much to be desired, but traveling Allomancers were provided accommodations in lavish port keeps. Marked by a single large spire, these luxurious cylindrical towers sported as many as sixteen floors. The floors could be accessed through a spiral staircase—or for visiting Mistborn or Coinshots, they could instead Push on a central disk of steel installed on the bottom floor, thus ascending through an open passage in the center of the staircase.

Although noble Allomancers didn't typically use their powers for physical labor, they might volunteer to do so when they stayed in port keeps. For example, when water levels ran low, vessels could get stuck, prompting the aid of Mistborn, Coinshots, Lurchers, and Pewterarms to expedite recovery. Even a single day's blockage in a major canal could cost enterprises thousands of boxings, so when vessels passed through a town with a port keep, they paid a tax to maintain the keep's posh allure and service staff. Steel Inquisitors could also book port keeps for official business, though they weren't asked to perform services.

Resources

The Northern Dominance was rich in natural resources, including tin and coal mines near its capital and fertile soil with good irrigation from the waterways. Sap from a variety of coniferous forest trees was distilled and made into syrups, glues, and alcohol. Trade was conducted through rivers and canals. Beneath the capital city, Urteau, the Lord Ruler secretly hid an enormous cache of water.

After the Final Empire

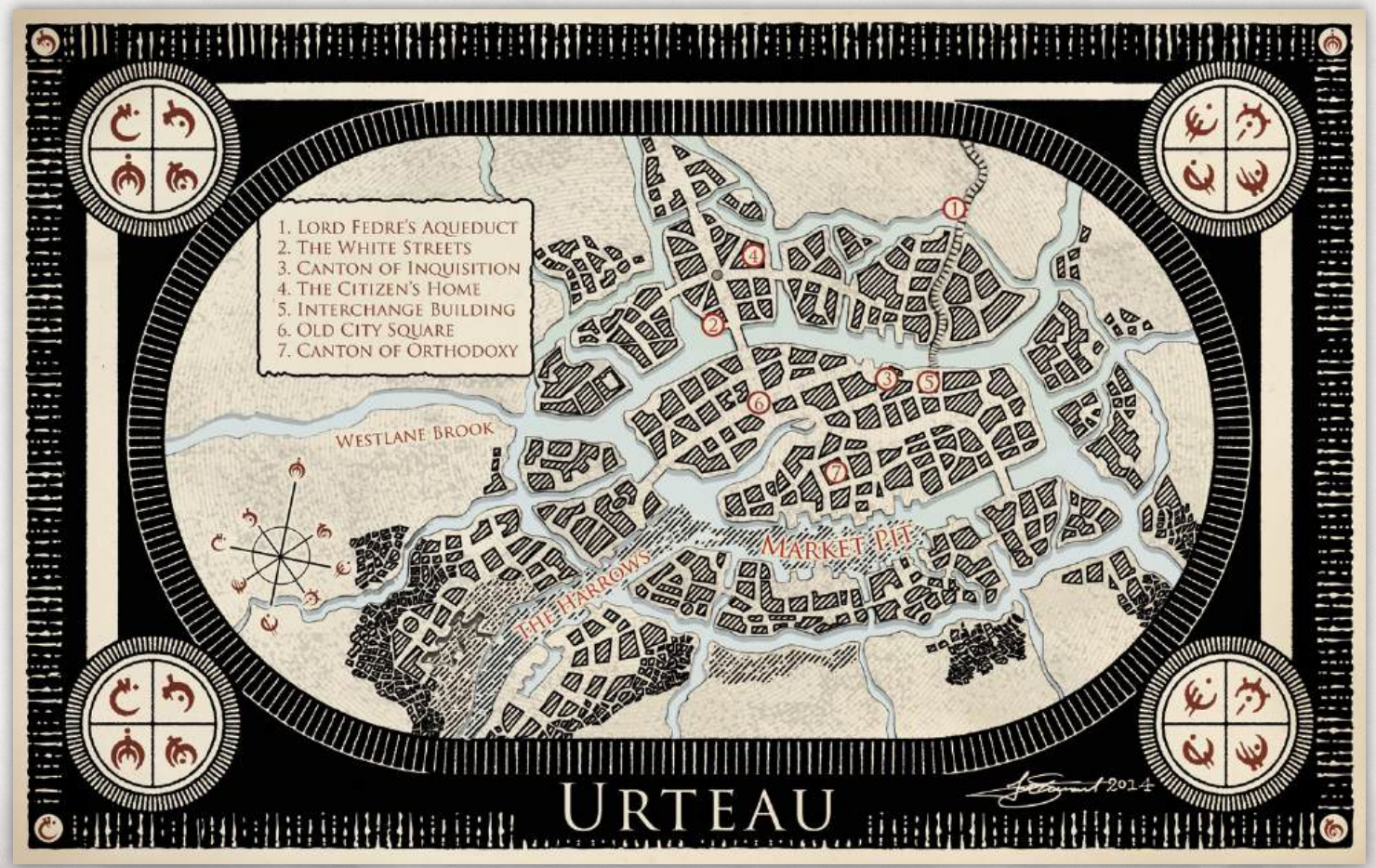
In the power vacuum the Lord Ruler left behind, Lord Straff Venture appointed himself king of the Northern Dominance. After Vin killed Straff, his general Janarle swore allegiance to Elend's New Empire and became king of the dominance.

After a skaa rebellion in the capital city of Urteau resulted in Janarle fleeing, a new skaa government was established under Quellion, who was known as the Citizen. Taking inspiration from Kelsier, Quellion pursued justice, hunting nobles for their cruelty and elevating the standard of living for skaa. He proved to be a ruthless leader, willing to go to extreme and unethical ends to maintain power and to deliver punishment as he saw fit.

Quellion invented a new type of currency called the pek, creating a coin of lesser value than a clip. He also required most people to wear gray to signify equality; officials instead wore red, while dark blue attire was reserved for Quellion himself. In the coup of Urteau, Sazed, Spook, Breeze, and Allrianne (see "Kelsier and his Crew" in chapter 5) joined with the local skaa underground (led by Durn) to take the city back from Quellion.

ISAAC STEWART

URTEAU AFTER THE FALL OF THE CITIZEN.



Southern Dominance ERA 1

As a barge drifts across the Southern Sea, skaa workers wait at the dock's edge for a team of obligators to finish inspecting the next load of cargo. A skaa woman stirs a pot of steaming pickled fish porridge, sweeping the sweat from her brow with a scarred hand as a group of nobles walk by and turn up their noses at the smell. Two obligators burst through the doors of an apothecary, hauling a teenage skaa to the street, where onlookers grow quiet in charged anticipation. The Southern Dominance is a hub of transitory work and shifting tides.

The Southern Dominance was bordered on three sides by water, including the Southern Sea, the River Longsfollow, and the River Channerel. With prime access to these waterways and advanced logistical prowess, noble houses throughout the empire often outsourced their transport needs to dock companies in the Southern Dominance. Two Ashmounts—Doriel and Zerinah—overshadowed the lands to the east and north of the Southern Sea.

Government

In the north, waterways connected the Southern Dominance's capital of Austrex to major cities in the Western Dominance. Obligators kept a close eye on port cities, searching for hidden clues of smuggling or of brewing skaa rebellions.

Culture

People in the Southern Dominance tended to be adaptable, hard-working, and adventurous. Fashion customs were practical, favoring lightweight fabrics to better tolerate the humidity.

Skaa rebellions were fairly common, but they were also usually small and spontaneous. Regardless of social class, when other conflicts arose, grudges were generally explosive but short-lived. Street justice was more common here than in the other Inner Dominances. Obligators could step in at any time, but they usually didn't; conflicts between members of the same social class were often left to those involved to work out. However, conflicts between different social classes were seen as serious and deserving of obligator interference.

Seasonal Workforce

Skaa worked the plantations in the planting and harvesting seasons, while during off-seasons, they worked the docks. This enabled nobles to grow rich by maximizing the output of their enslaved workers, leaving the skaa trying to tolerate the seasonal shift between masters. Twice a year, as the need for seasonal work changed, mass skaa migrations occurred—but for the skaa, these journeys, called Worktides, were joyous celebrations.

The length of the migration process depended on where the skaa primarily lived and which docks their masters sent them to. Worktide could span days or weeks of travel—and many skaa tried to stretch out the trip while avoiding their masters' suspicion. During Worktide, the skaa camped in tents and hunted and gathered for food, sharing everything they sourced with their camp. Though they knew the journey would end in more forced labor, these times of relative independence offered a treasured respite from the brutality of working the plantations and docks.

Enslavers kept tight records of each skaa they claimed ownership of, ensuring each returned to their plantation after the dock work was done. If anyone escaped, the slave masters inflicted harsh punishments on their remaining workforce. Meanwhile, Steel Inquisitors hunted the escapees through smuggling routes throughout the dominance, then exacted merciless punishment.

Copper and Zinc Mines

Much of the Final Empire's copper and zinc were mined in the Southern Dominance. Lucky nobles generated much wealth from their mines, while others wasted their fortunes on unproductive mines. In the later years of the Final Empire, con artists began falsifying documents to sell mines that didn't belong to them, or tricking wealthy nobles from other dominances into investing in mines that would never recoup the boxings spent. Though obligators worked to crack down on this fraud, some were rumored to be corrupt, taking a cut from the con artists to look the other way.

Metallurgy was considered a safer business endeavor than mining, and the metallurgists in the Southern Dominance had a reputation for churning out some of the purest metal flakes for Allomancer consumption.

Metallurgy warehouses required heavy security; many would-be hazekillers got their start by guarding these warehouses, then later leaving for Luthadel to seek employment with a noble house. While the thieves targeting metallurgists were typically skaa rebels, not Allomancers, this allowed the hazekillers to learn strong fighting skills on ordinary combatants before moving to more challenging foes.

Resources

Mining, fishing, farming, and seafaring made up much of the Southern Dominance's economy. The Lord Ruler hid his secret cache of iron, steel, tin, pewter, zinc, brass, copper, and bronze in the city of Vetitan.

After the Final Empire

Jastes Lekal initially attempted to lead the Southern Dominance in accordance with his political theories, until some close family members died during the ensuing political unrest. Blaming their slaughter on Elend, his former friend, Jastes led a koloss army to Luthadel to seize the Lord Ruler's atium cache. When he lost control of his army in the siege, he tried to flee, but Elend tracked him down and executed him for his war crimes.

Jastes's uncle, Audil Lekal, took over as king, and Lekal City became the new capital of the Southern Dominance. When bandits and koloss afflicted the region, threatening to end his short reign, Audil reluctantly swore fealty to Elend and his New Empire.



Did you even pay attention to what was happening in the Southern Dominance while you played in Luthadel?

Western Dominance ERA 1

The last whispers of day fade as a middle-aged skaa farmer hurries across a jagged plateau, chased by approaching mists. His brother awaits him at home, peering into the night and clutching the hoof of a sunwraith scarecrow. In the elegant dining hall of the nearby estate, a family of nobles laughs boisterously as they feast on roast lamb and speckleberry pie. Eclectic paintings hang frame to frame on the wall behind them. The Western Dominance is defined by rocky wildernesses, peculiar traditions, and an insatiable yearning for art in an ash-ladened world.

Supplying the Final Empire with crops that grow at high elevations, the Western Dominance made the best of a challenging landscape (which included two Ashmounts, Morag and Torinost). The people of this dominance found fulfillment in artistic self-expression—and they carefully veiled any discontent behind pretty colors and layers of obscurity.

Government

Tremredare, the dominance's capital, was one of the most influential centers of culture in the Final Empire and was heavily staffed with obligators. Luxury goods fetched shocking prices in its markets, generating a handsome revenue for the dominance and ensuring a nice cut for Luthadel.

Culture

In the Western Dominance, art was everywhere, from architecture that drew inspiration from the softer side of nature to the social emphasis on creating fine goods. The people of the Western Dominance tended to be proud, aloof, and filled with wonder. Outsiders often mocked them as countryfolk, though most lived in various cities across the dominance.

Most nobles in the Western Dominance preferred to ignore Luthadel's social and artistic customs in favor of their own, but they remained eager to strengthen their connection to the Lord Ruler's seat of power through exporting fine goods that pandered to the wealthy and influential Great Houses.

Morag Ranches

In the plains surrounding the Morag Ashmount, nobles owned ranches and raised cattle. Their livestock was once incredibly lucrative, but when disease began thinning the cattle, this led to economic instability in the dominance. Some ranchers banded together to demand economic aid from Luthadel to little effect.

An acquired taste, Morag meat cured with ash and salt was exported throughout the Final Empire. Each

noble family of ranchers had its own recipe that could be differentiated by discerning palates. While the leather from these cattle was low quality, the tallow was excellent.

Cattle dung made great fertilizer for speckleberries, which grew on thick vines over fences. Once only tolerated as a weed, ranchers found that when cattle fed on these berries, their beef gained a subtle yet distinctive tart flavor. The ranchers tasked skaa with cultivating the berries, then collecting those the cattle couldn't reach to make speckleberry wine, pie, pudding, and other traditional desserts for the nobles they serve.

Tremredare Finery Trade

Tremredare was the primary city in the Final Empire where nobles could purchase goods made by their own social class. The sprawling capital city boasted showrooms for fine fashions, bespoke pottery, decorative dueling canes, and exquisite paintings. It was common for nobles from other dominances to send stewards to Tremredare to shop for them.

After whispers spread of noble showrooms selling skaa-made goods as their own, obligators raided and shut down multiple showrooms. Even more concerning, they found artifacts of communication between skaa rebels in many items, sewn into garments and hidden in paintings. After that, obligator art auditors regularly perused the Tremredare markets from dawn until dusk in search of criminal activity.

While the skaa also produced fine goods, those were sold at much lower prices and weren't celebrated for their craft. To avoid competition, nobles prohibited skaa from selling handicrafts that were also made by nobles. Skaa artisans often produced knickknacks based on their superstitions, such as small sunwraith guardian effigies. Designed to ward off especially thick mists at night—and often collected by skaa who were most fearful of the mists—these effigies were shaped like mistwraiths, made of crop byproducts, and traditionally placed outside of dwellings. As the natural materials degraded over time, the skaa attributed it to hungry mistwraiths fighting the sunwraith idols at night. Most nobles regarded such figures with disdain and incredulity, but some found them charming.

Resources

The Western Dominance was known for producing and drying the sweetest stone fruits and berries, raising sheep and cattle as livestock, and serving as the Final Empire's primary source of textiles and dyes. Finwick blue, ramshadow green, blushdip red, and callowfield yellow were among the most popular dyes, which were harvested from tree bark, snails, roots, and leaves. Under Fadrex City lay the Lord Ruler's secret cache containing a cryptic clue about his atium stash.

After the Final Empire

As the empire crumbled, Ashweather Cett took control of the Western Dominance and named Fadrex City its new capital. Compared to the former capital Tremredare, Fadrex was not only more accessible for trade through the canals, but it was also much easier to defend given its natural fortifications of rock.

When Cett led an army to attack Luthadel, an obligator named Aradan Yomen claimed control. He attempted to reinstate societal norms from the Final Empire, placing nobles back in a position of lavish overconsumption and finery.



TWO NOBLES AND A SKAA PORTER ADMIRE THE WARES OF FENROD'S FINERIES IN TREMREDARE.

ZUZANNA WUZYK

Outer Dominances ERA 1

Travelers at a frontier market tell tales of ferocious koloss armies guarding unforgiving desert wastes and untamed wilds. An elderly con artist enjoys the fragrant spice of an islander red while surveying her vineyards, the spoils of her success. Soldiers cheer at the wedding of their skaa commander and his noble lover—meanwhile, the local obligator counts the coins of her bribe. The forgotten frontiers of the Final Empire are diverse in their deviations from the imperial standard, each with subtle signs the Lord Ruler's authority is anything but absolute.

The Outer Dominances were known as wild frontiers at the edges of imperial influence, held in check by koloss garrisons. In most Outer Dominances, the skaa outnumbered nobles by at least ten to one, and the line between lesser nobles and skaa became blurred further out from major centers. In these distant lands, mixed skaa and noble families were surprisingly common.

While the Terris Dominance was commonly considered an Outer Dominance, its people had a distinctive heritage and culture established long before the rise of the Final Empire. As such, it's presented in a separate section following the other Outer Dominances.

Crescent Dominance

In the Crescent Dominance, heavily fortified military citadels controlled a buffer region between the empire and the Crescent Wastelands. The koloss population was substantial, and rampages were common. The Crescent Wastelands are described in more detail in chapter 6.

Government

The Steel Ministry directly administered the Crescent Dominance. Those who violated Ministry edicts were executed—or turned into koloss, if the Ministry wished to make an example of them. The scattered villages in the Crescent Dominance lived in fear of the Ministry's harsh depredations.

Culture

Crescent nobles either served military postings or oversaw the extraction of the region's few resources. Skaa, who lived in brutal labor camps or impoverished villages, took pride in their resilience that withstood such harsh conditions. Frontier towns had rich folktale traditions that often incorporated Steel Ministry doctrine to disguise seditious themes and morals. Bandits and rebel groups staged raids out of hidden cave complexes throughout the region.

Resources

The Final Empire held the Crescent for strategic rather than economic reasons. The dominance's primary export was sand; some was used to manufacture glass, while barges carted away the rest to soften the obsidian beaches of Inner Dominance resort towns. Mines produced minerals used in fertilizers to enrich the failing soil of the Inner Dominances.

Farmost Dominance

After the Terris Dominance, Farmost was the most stable of the Outer Dominances. Koloss garrisons deterred outright rebellion, but the stability of the region left the koloss restless for combat and prone to unprovoked rampages.

Government

Farmost obligators seldom left the capital city, Lejanos, where the Cantons shared a single headquarters. Most Farmost nobles were vassals to Western Dominance houses.

Outside the major cities, charismatic garrison commanders—many of whom were skaa locals—held the true power in Farmost. The nobles and obligators preferred the illusion of peace and control, so they cooperated with these formidable military leaders to avoid open rebellion, even as the garrison leaders waged minor conflicts against one another.

Culture

Farmost nobles followed the art, architecture, and fashion-focused culture of the Western Dominance. Some strategically displayed wealth in their choice of travel and evening wear while often neglecting the maintenance of their ancestral home. To better defend against rebel or koloss attacks, most nobles favored towers over sprawling estates.

Farmost skaa were proud of their distinct heritage and took offense when mistaken as "Western." They had a reputation for being fierce combatants and often distinguished themselves in the Lord Ruler's armies.

Resources

Though ashfalls occurred only monthly in Farmost, the growing season was short due to heavy seasonal snowfalls. However, livestock bred to adapt to the grasslands thrived, generating a steady supply of meat, wool, and cheese.

Remote Dominance

True to its name, the Remote Dominance was only accessible through dangerous mountain passes or by sea, and it was often omitted on maps of the empire. The dense forests and swamps deterred extensive road building, and the deadly reputation of the terrain, flora, and fauna discouraged tourism. Imperial settlements clustered along the northeastern coastline served more as outposts for resource extraction than true cities or towns.

Government

House Delvrais, the region's lone noble house, shielded the Remote Dominance from direct Ministry oversight by exaggerating the extent of their control and under-reporting the region's resources.

House Delvrais suffered from weak leadership, and the house feared losing their contracts if the Ministry looked too closely at skaa freedoms in the area. However, the house feared a skaa rebellion even more—especially because the local koloss garrison struggled to traverse the region's challenging terrain.

Culture

The isolated communities scattered throughout the wilds had distinct accents and dialects, some as different from one another as they were to the standard Imperial tongue. Most communities worshipped the Lord Ruler, but obligator visits were nearly unheard of, so over the centuries, the common faith diverged from standard Ministry doctrine.

Resources

The Remote Dominance's primary export was lumber, followed by spices and other rare ingredients. Some of the empire's most deadly or intoxicating substances, including the stimulant Black Frayn, were harvested from local plants and wildlife.



There are places in the Final Empire that a lot of people don't know about—places where a man with enough money can live the life of a nobleman.

Southern Islands

Most marine trade routes hugged the mainland coast, bypassing the Southern Islands (not to be confused with the Southern Dominance, which lay closer to Luthadel). As koloss are difficult to transport on ships, the islands were the only Outer Dominance without a regular koloss garrison.

Government

House Fathvell ruled over the local nobility from the house's seat in Tavira, the island capital, balancing atop a precarious web of alliances with local criminal kingpins. Island gangs and the occasional seafaring bandit crew were paid for protection or for targeting rival houses. Local obligators could build a small fortune from regular bribes—or they could go missing and be reported lost at sea.

Culture

Coin was the true ruler of the islands, no matter the spender's heritage or history. Nobles fleeing scandal or assassination found a home in the islands, as did wealthy skaa thieves enjoying lavish retirements. For further security, some skaa leveraged their wealth and influence to marry into local noble houses.

Skaa from the fishing villages were free to visit friends and relatives on plantations when work permitted. Some islander skaa incorporated traditions from their ancient Bennet heritage, which valued seafaring and cartography, though the skaa no longer followed the Bennet religion.

Resources

The islands were home to many fishing villages and iron mines. Primary agricultural exports included sugar, tea, nuts, and bulb fruits. Island vineyards produced some of the finest wines in the empire.

After the Final Empire

After the fall of the Lord Ruler, the Outer Dominances were the first to succumb to the Deepness and Ruin. Those who survived the early rampages of uncontrolled koloss faced starvation as their crops were smothered by the mists. Refugees made their way to the Inner Dominances, falling under the sway of the various successor states of the Final Empire.

Terris Dominance ERA 1

A tattooed obligator watches with dour sternness as steward children practice their formal dining etiquette. Sharp-tongued elder stewards in vibrant robes stalk between the tables, adjusting place settings and straightening postures. Outside the stark stone building, a shipping barge pulls to a halt at the docks, overseen by a spike-eyed Steel Inquisitor. Terris women with graying hair unload the barge, their hands strong from hard work. Hardy short-legged sheep wander between eight-sided wooden huts as genteel stewards in immaculate robes stroll by, discussing house politics. In the huts, fires burn and the Terris share stories, poetry, and songs. Every aspect of life in the Terris Dominance is under scrutiny by the Steel Ministry. Still, the Terris wait. And remember.

A desolate and snowy region in the far north, the Terris Dominance was mountainous and sparsely populated. The capital city of Tathingdwen held the training academies of the stewards, the headquarters of the Lord Ruler's Terris steward program and breeding program, and the Synod—the secret leaders of the Terris people.

Tathingdwen, a city of enduring thatched log huts, sat at the mouth of a great river. Many small villages dotted the landscape, most of them populated by Terris women who weren't chosen for the breeding program and stewards who weren't sold to a noble house. The most remote villages were populated exclusively by Terris men.

The following sections focus largely on the dominance's history and Ministry control. Chapter 6 details specific locations and offers inspiration for stories set in the Terris Dominance.



Terris is now a tundra of frozen dirt—why, almost no plants can survive there. But, once it was green and beautiful, like the text says.

Government

In the sixth century of the Final Empire, the Canton of Inquisition proposed the steward program as a means of population control. After that, the Canton of Inquisition ruled the Terris Dominance, overseeing the genealogies, the breeding program, and the steward program.

The Terris had no army of their own and weren't trained in martial disciplines. Nonetheless, the Ministry operated small traveling teams that monitored the Terris villagers.

Culture

Even as a conquered society, the Terris celebrated the inherent value of people, places, and cultures. Though they lost their ancestral religion (see "Terris Religion" in chapter 3), they unknowingly maintained its precepts in Terris culture—temperance, faith, and understanding. Even the word "Terr" means "to preserve."

When not engaged in physical labor, Terris wore numerous pieces of metal jewelry. Stewards wore robes with a distinctive V-shaped pattern repeating down the front. When a noble family purchased a Terris steward, the steward was assigned new robes made in the colors of that house.

Because so much of their culture was shaped to rely on outside approval, most Terris valued perfectionism either as an ideal, a survival mechanism, or both. For some, this also promoted the use of meditation as a cultural practice for centering themselves.

Keepers of Terris

Founded in the third century of the Final Empire, the Keepers were a group of scholarly Feruchemists who hid in the Terris population. They not only safeguarded the world's cultures and knowledge by storing them in copperminds, but they worked to preserve the Feruchemical heritage carried by the Terris people. The Keepers and their ruling council, the Synod, clandestinely directed the Terris people to be patient and resilient.

Although the Synod and the Keepers had notable successes in their mission to keep Feruchemy alive, some Terris were frustrated that their hidden leaders focused on maintaining their conquered state.

Steward Program

Most male Terris were castrated soon after birth, and the survivors were raised as stewards. The Ministry's steward program was designed to create docile servants for the Final Empire, people trained from their earliest days to fulfill the Lord Ruler's wishes. The children in this program were cloistered from other parts of Terris culture until their early teens; during that time, they underwent rigorous schooling in the etiquette and society of the Final Empire. This demanding training required the import of goods to simulate courtly functions, such as food, fine clothing, instruments, instruction manuals, and expensive wines and teas.

Breeding Program

The Lord Ruler's breeding program aimed both to eliminate Feruchemy and to create a servile population. No births were permitted outside the breeding program, and obligators monitored the population closely. Children born in the program were sequestered in Ministry buildings and raised under strict surveillance and exacting, segregated curricula.

When young Terris reached their early teens, non-steward male teens were exiled to the outer villages to mine, farm, and tend herds. Most female teens joined Terris communities in Tathingdwen and the inner villages. The teen stewards also joined the inner villages, continuing their practice and training until they were purchased by a noble house.

Program Selection

A small minority of young Terris who displayed exceptional docility, elegance, and temperance were selected to be Terris parents. When selecting breeding program "fathers," the obligators toured the outer villages for candidates with the desired traits. Meanwhile, those assigned to be "Terris mothers" were moved to another Ministry facility and given fertility drugs. The obligators forced them to bear children, often with pregnancies engineered to produce twins or triplets. A Terris mother could bear dozens of children in a lifetime, raising them in Ministry buildings under strict supervision.

Resistance Within

Keepers infiltrated the Ministry's steward program and breeding program, seeking budding Feruchemists and teaching them to hide their abilities. The Keepers also worked to undermine the Ministry genealogies and place Feruchemists in the breeding program.

Midwives in the breeding program worked under the obligators but also resisted in their own ways. Their efforts to develop and refine medical practices enabled them to ease suffering and care for Terris mothers, recording their techniques to benefit future generations.

Terris Villages

The steward and breeding programs undermined Terris culture by emphasizing rigid indoctrination and control, but by comparison, the customs of inner and outer villages were remarkably distinct from the Final Empire. Communal homes included siblings—twins and triplets tended to be very close—as well as different generations and multiple romantic or platonic partners. Diversity in gender expression, sexuality, and relationship structures was common among the Terris, particularly in the non-steward populations. The inner villages expressed this openly, but the male-only outer villages upheld an appearance of program conformity for the obligators.

When Terris teens or aging mothers entered the villages for the first time, they discovered an extended family system and tight-knit community of thoughtful, kindly people. Newcomers were welcomed with shared meals, gifts of art, and storytelling contests around blazing fires in the Terris eight-sided huts.

Resources

The Terris Dominance was a barren tundra, and though they exported some metal and furs, the region's main export was people from the steward program. Occasionally, a choosy noble would visit the dominance to evaluate steward candidates, rather than wait for them to be sent to other dominances. The obligators often treated such visitors to hot springs and fantastic views from mountain chalets while displaying stewards like prized livestock.

Terris Healers

Terris culture greatly valued medical knowledge, and their healers and midwives were as highly respected as Terris elders. This specialized knowledge, made necessary by the physical damage done by the breeding program, was then disseminated by Keepers.

After the Final Empire

After the Terris Dominance learned of the Lord Ruler's death, the Steel Inquisitors disappeared. The Canton of Inquisition attempted to establish itself as the government, but the Synod emerged from hiding and took their place as the leaders of the Terris people.

Unprepared for this stolid resistance from the Terris people, the fledgling Ministry government collapsed, and many obligators left the dominance looking for the Inquisitors.

Over the following year, the Synod governed, the Keepers taught openly, and the breeding and steward programs were abolished.

During the events of *The Well of Ascension*, dozens of Steel Inquisitors brought an army of koloss to Tathingdwen to capture the Synod and the Keepers. Many brave Terris fought to give the population a chance to escape; during this battle, the attackers captured and killed most Terris Feruchemists, stealing their powers with Hemalurgy.

The surviving Terris—about forty thousand of them—made their way to the Central Dominance, looking for Tindwyl, the last known surviving member of the Synod. They eventually settled at the Pits of Hathsin until the Catacendre.

The Terris gave of their goods freely, helping those who had fled Luthadel.

SVETLANA KOSTINA

AFTER THE FALL OF THE FINAL EMPIRE, A KEEPER INSTRUCTS TERRIS CHILDREN ON THEIR HERITAGE.



Lands of Scadrial
IN ERA 2

The story of Scadrial spans millennia, and its different eras were marked by periods of acute transformation. The changes between the eras were so vast that the Elendel Basin and the Final Empire could easily be mistaken for civilizations on different planets, rather than one land transformed by immense expenditures of Investiture. This section provides an overview of how Scadrial changed in the transition from Era 1 to Era 2, while the sections that follow offer more details on the regions of Era 2.

A World Transformed

Harmony reversed the Lord Ruler's changes to Scadrial, moving the planet back into its original orbit. He resculpted continental features, reshaped oceans, and resurrected extinct species.

In the new world, green plants grew under a blue sky, and golden sunlight was unobscured by oppressive ashfalls. Scadrial's characteristic mists still occasionally blanketed the land, but in their absence, stars twinkled in a clear night sky.

Heroes of Ages

The heroes who brought about the fall of the Final Empire became enshrined in legend and history. The most common religions in Era 2 (see "Major Religions" in chapter 3) recognized Kelsier, Vin, Marsh, and Sazed as religious figures:

Survivorism. The Church of the Survivor persisted, and its modern incarnation, Survivorism, became one of the most prominent modern religions.

Sliverism. Obligators who survived the empire's fall passed down the faith of the Steel Ministry, which became Sliverism. Sliverists revered Ironeyes and other bearers of divine legacy.

The Path. Those dedicated to Harmony's teachings followed the Path. Pathians studied the beliefs of the three hundred ancient religions preserved by Terris Keepers.

Evolution of the Metallic Arts

The Metallic Arts were once treated as arcane secrets closely guarded by the nobility, the Steel Ministry, and Terris Keepers. In Era 2, Allomancy and Feruchemy were no longer restricted to specific cultures or origins, and the general populace understood the basics of both arts. Coinshots and Steelrunners were hired as premium couriers. Regulated Soothing and Rioting were used for therapeutic purposes, but they were restricted in economic and political contexts.

In Era 2, most Metalborn developed only a single ability—making them either a Misting or Ferring—and no Mistborn or full Feruchemists were born for generations. The rare Twinborn instead possessed one Allomantic and one Feruchemical power; as this offered 256 potential combinations of paired abilities, many Twinborn were unique.

Harmony attempted to suppress knowledge of Hemalurgy, but secretive groups like the Ghostbloods and the Set (described in chapter 5) were aware of the dark art.

The Elendel Basin

The diverse descendants of the Final Empire lived primarily in the city of Elendel or its environs, in an area collectively known as the Elendel Basin. Harmony designed the Basin as a cradle for a fledgling civilization, increasing the fertility of the earth and positioning the Basin in an ideal climate for growing food.

Terris Renaissance

Terris culture experienced a renaissance in Era 2. Many Terris fully integrated into Basin culture and society, but others preserved their culture while living in self-administered Terris enclaves. Enclave residents wore traditional Terris clothing, including the V-patterned robes—now called tinningdar—once worn by imperial Terris stewards.

Languages in the Basin

In the centuries since the Catacendre, dialects of Imperial remained in use across the Elendel Basin, though it became known as skaa. Meanwhile, Eastern street slang evolved into the scholarly language of High Imperial, and the Terris reclaimed their ancient language. Nearly two hundred ancient languages were preserved in the Words of Founding, but skaa remained the main language spoken in the Elendel Basin and the Roughs.

The Roughs

The Roughs were the frontier regions outside the protective mountain ranges encircling the Basin. The Roughs were policed by independent lawkeepers with broad authority and few regulations.



ISAAC STEWART

Emerging Clans

Harmony remade the koloss of the Final Empire so they could reproduce, giving birth to the koloss-blooded, a new people with their own culture and society.

The Roughs were home to koloss clans who used Hemalurgic spikes inherited from past generations to turn willing individuals into full koloss. Most full koloss were born koloss-blooded, but some were non-koloss-blooded humans who wished to join the clans. Some youths who chose not to become koloss emigrated to larger centers, but many remained in the Roughs to maintain connection to their families and culture.

An Empire Ruined

The Final Empire was largely consumed by earthquake, storm, and tidal wave, but ruins still existed beyond the Roughs. Treasure hunters trod forgotten imperial roadways, unearthing noble keeps and Steel Ministry fortresses in search of treasures from the World of Ash.

Southern Scadrial

The civilizations of Southern Scadrial adapted to the World of Ash with limited access to the Metallic Arts, only to face an unprecedented drop in temperatures. Known for their distinct mask customs, the Southerners established contact with their Northern neighbors three centuries after the Catacendre.

The Malwish Unifiers

Partially in response to the potential threat of war with the people of the Elendel Basin, the five major civilizations of the south slowly began forming a consortium under Malwish leadership.

Unfettered Innovation

After the Catacendre, the nations of Scadrial experienced an age of industrial revolution and rapid technological advancement. Eventually, electricity illuminated the Basin's urban centers and motorcars outnumbered carriages in the streets.

Gunpowder Plots

The Lord Ruler suppressed the secrets of gunpowder to preserve the power and supremacy of Allomancers. After his reign ended, firearms were rediscovered and became the weapon of choice. A powder keg of progress had exploded on Scadrial, and there was no turning back.

New Uses of Metallic Arts

The Southern Scadrians developed new applications of the Metallic Arts. Unkeyed metalminds could be used by multiple Feruchemists, unrestricted by the Identity of the Feruchemist who created them. Invested medallions bestowed Feruchemical abilities on their wearers. Primer cubes (commonly called Allomantic grenades by Northerners) permitted Mistings to apply their abilities in new ways and at increased range.

Invested Aeronautics

The Malwish invented airships powered by the Metallic Arts. These incredible vessels were used as vehicles of trade, exploration, and war. More information about Invested technology and Southern Scadrian airships can be found in "Science and Technology" in chapter 1.

North and South

The adjoined Northern and Southern Continents were uneasy neighbors. The Basin had more Metalborn and natural resources, but they increasingly feared that the Malwish might use their superior technology to invade. Militant factions among the Southern Scadrians pushed to initiate conflict, hoping to attack while they held a clear technological advantage. The two sides continued testing each other while maintaining a fragile peace.



KEVIN SIDHARTA

COINSHOT AND LURCHER COURIERS CAN MAKE A GOOD LIVING IN ELENDEL.

Elendel Basin ERA 2

Steel workers pour molten metal into molds at one of the many mills in Elendel's Seventh Octant. On the other side of the city, well-dressed nobles laugh demurely over expensive spirits in a social club. Above them, a Coinshot hangs from the side of a skyscraper, staring over the expanse of the city as the mists roll in and obscure the twinkling electric lights. Below the mists, the central hub comes alive with the roar of street racing. To the east, a shipping barge makes its ponderous way up one of the eight canals. Its workers check their cargo, ensuring their undeclared goods are adequately hidden as they pass between the sprawling canalside estates of wealthy nobles. Parallel to the canal, a train picks up speed toward an Outer City—a community rumbling with political discontent.

The Elendel Basin was bordered by the Sea of Yomend and the Sea of Lennes, as well as by three mountain ranges—the Channerel Range, the Faleast Range, and the Seran Range. This bountiful paradise was loved for its temperate weather and comfortable excess.

Over ten million people lived in the Basin, with industry and modern conveniences for all. Nevertheless, the Basin wasn't as calm and peaceful as it might seem. The government of Elendel used economic policies to maintain its control over the other Basin communities—and in response, those Outer Cities spoke out against centralized power and rule.

Cultures mixed and clashed in the Elendel Basin, from Elendel itself to the Outer Cities, from the wealthy to the working class, and from the Terris and the koloss-blooded to the newly introduced Southern Scadrians. And all throughout, the intermittent mists of Harmony watched and guided.

Elendel

Named in memory of Elend Venture, whom the residents called the Last Emperor, the city of Elendel centered on the Field of Rebirth, the very field where the survivors of the Final Empire walked out into Harmony's newly remade world.

The largest city on Scadrial, approximately five million people called Elendel home. It once held most of the people in the Elendel Basin, but after developments in the Outer Cities, new estimates showed there were more people outside of Elendel than in it.

Elendel was a city of wealth. With a large concentration of Great Houses and nobility, it fell prey to the legacy of inequality the Final Empire established, despite the best efforts of its early rulers.

The following sections focus largely on the city's history. Chapter 7 details specific locations and offers inspiration for stories set in Elendel.

Government

The Lord Mistborn, once known as Spook, ruled Elendel for about a century before disappearing. The Senate then elected a governor. From that point on, elected governors comprised the executive branch.

The government included a legislative branch of 243 seats split between senators with hereditary titles and elected senators. The elected positions were held by professional guilds, and most guild heads were based in Elendel. The third section of the government was the judicial branch, which oversaw the solicitor's office.

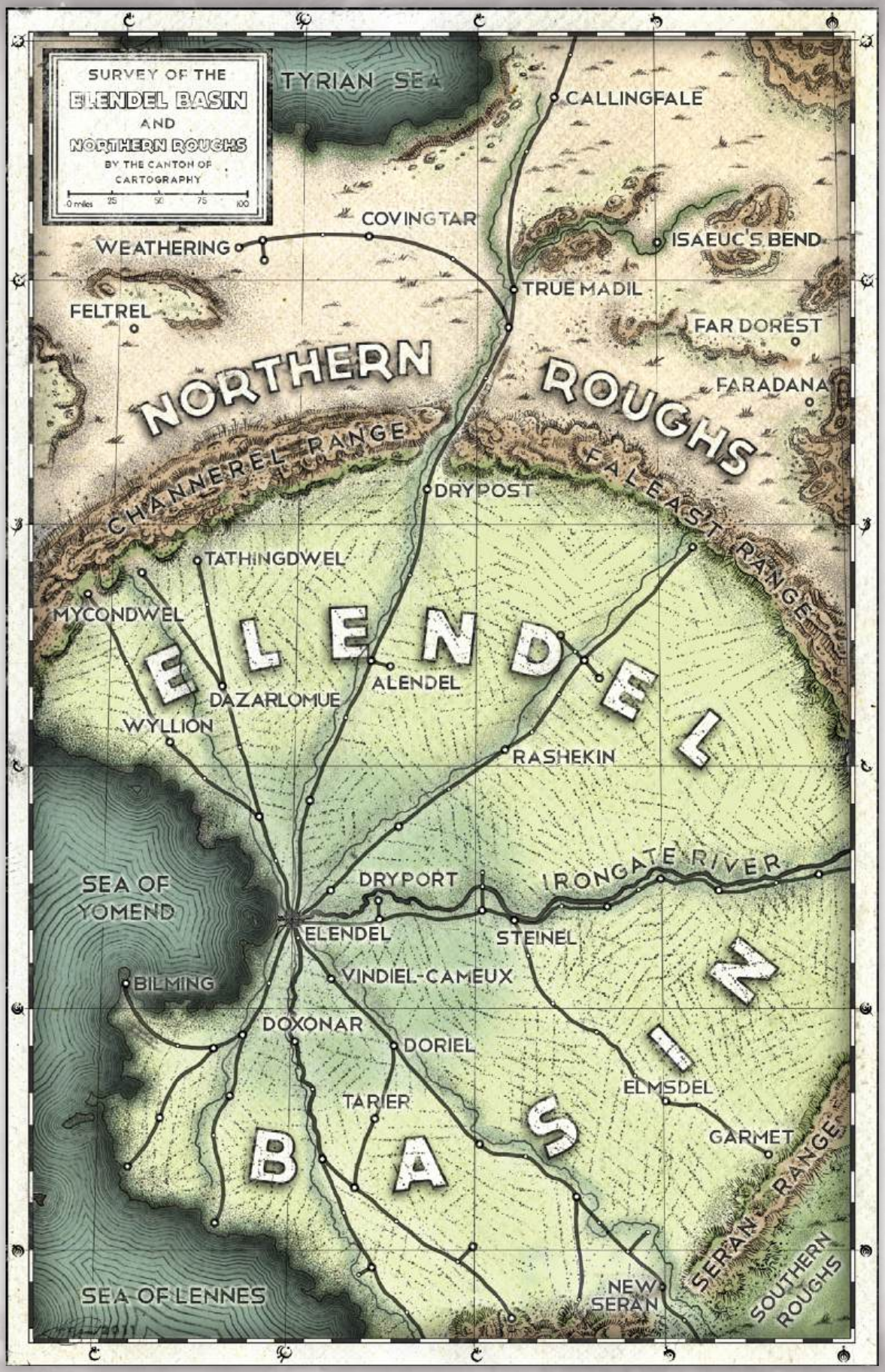
The city was divided into eight octants, each with its own constabulary of about six hundred officers. Octant constabularies competed with the others for prestige regarding arrests and prosecution.

Although Elendel wasn't a national government for all areas in the Basin, its economic reach gave the Senate a lot of power over other cities. Though the Outer Cities considered it meddling, constables had limited authority to operate outside of Elendel, including sending constables to other jurisdictions and operating as a policing force outside the chain of command of each local constabulary.

The government established taxes and tariffs as well as bills and legislation, such as the Allomantic Agreement of '94. This agreement restricted the use of Allomancy, including prohibiting the use of Rioters and Soothers for illicit commercial gain; however, businesses could register as Soothing parlors that require consent for services rendered.

Military

Elendel maintained a military of approximately ten thousand troops, including a small navy protecting southern shipping. The people of the Elendel Basin never faced serious warfare, though there were skirmishes with the more violent koloss clans from the Roughs. As the threat of conflict with Southern Scadrial loomed ever closer, however, the Senate approved an increase in military recruitment, aiming to build a sizable army within a few years.



ISAAC STEWART

Culture

Elendel was a stratified society, with hereditary nobility owning large percentages of the land and businesses. Though guilds and professionals continued gaining economic ground and political clout, the noble houses—particularly the Great Houses—maintained a significant advantage. The city had a large working class, and a significant portion of the population lived in poverty. Slums in Elendel weren't as grim as those of the Final Empire, but older, run-down districts were still noticeably disadvantaged.

Formal Education

Elendel prioritized education to further society and reduce inequality, as Harmony's rules in the Words of Founding mandated a broad and accessible education for all. Children in Elendel attended neighborhood-run schools throughout their younger years. For adults, the University of Elendel was the most prestigious and expensive option for university education, but there were other free or affordable academies and colleges.

Broadsheets

Dozens of small presses printed daily broadsheet newspapers in Elendel, sometimes with morning and afternoon printings from the same press. These papers ranged from the *Elendel Daily*, a sensationalist paper serving the working class, to *The House Record*, a conservative series of reports focused on the tastes and sensibilities of high society, to *The Truth in Elendel*, a notoriously biased publication.

In the Outer Cities, New Seran's *New Ascendancy* published anti-Elendel sentiment and workers' rights pieces. In Bilming, *The Two Seasons* featured investigative journalism, and *Sentinel of Truth* printed anything sensational or exciting.

Broadsheets were commonly used by businesses for advertisements and often included serialized adventure stories such as the popular tales of Allomancer Jak and Nicki Savage—formerly published as Nicelle Sauvage.

Fashion

Clothing was central to the Elendel experience. People in Elendel viewed a well-tailored suit or a well-cut dress as a representation of status, wealth, and success.

The dresses of upper-class women usually sported rich colors with thick floor-length skirts, lace, and tight vest-like coats over top. More daring fashion included sleek dresses with sequins. Upper-class men tended toward vests and plain shirts under dark suits, with brightly colored cravats offsetting their dark dress.

Working-class Elenders usually wore simple dresses of a muted color or buttoned shirts with suspenders and trousers. Though women tended to wear dresses, trousers became more commonplace in professions such as the constabulary.

When dressing up, Elenders of all classes often added interesting accents like necklaces, earrings, hats, and ties.

Legacy of the Preservers

Many of the societal norms in Elendel and the Basin came from the Preservers, the historical name for Kelsier's crew in the Final Empire, including the following:

The Ascendant Warrior. Like Vin, all women deserve equality and opportunity.

The Last Emperor's Ideal. Put power in the hands of the common people.

The Lord Mistborn. "Ever hasing the better of society ising." Society must strive to progress itself.

The Survivor's Mandate. SURVIVE.

A City of Changes

With the advent of electricity, working hours expanded, forcing many working-class people to either work later into the night or be fired. This caused several flare-ups of civil unrest, including labor disputes in the steel and textile industries and union strikes for construction and dock workers.

Technological advances continuously altered the fabric of the city, from motorcars replacing coaches to the rise of taller and taller skyscrapers—leaving some Elenders exhilarated by the rapid progress, and others alarmed.

Upper Class

Despite legislation which enshrined shared influence, noble lines still held a significant amount of power in Elendel, thus slowing societal change. For example, even with the legacy of Vin the Ascendant Warrior, polite society expected women to align with the gender norms of the Final Empire.

Just over a hundred noble houses were represented in the Basin, and high society in Elendel included several hundred individuals of varying rank, wealth, and responsibility. Noble titles could be conferred after ratification by a quorum of the hereditary noble seats in the Senate.

MARCO BERNARDINI


AN ACCURATE MAP OF
THE FOURTH OCTANT OF THE CITY OF
ELENDEL
AND ITS SURROUNDINGS
AS OF 340 PC
MILES
0
1/4
1/2
PLACES OF INTEREST
1. Field of Rebirth
2. Longard
3. The Drunken Spur
4. Ahlstrom Tower
5. Dampmere Park
6. Ladrian Mansion
7. 4th Oct. Constabulary
8. Ironspine Bldg.
9. Tekiel Tower
10. Demoux Promenade
11. Yomen Manor
12. Ranette's
13. ZoBell Tower



The sixteen Great Houses owned a large percentage of the city, including approximately a third of the land and most large businesses. As senators, nobles also represented the constituents who lived in those areas, and they were responsible for paying wages and managing associated businesses.

Religion

Harmony was recognized as a god and the holder of the powers of Ruin and Preservation, but the largest religion in the Basin was Survivorism.

Society viewed Survivorists as pious and not too daring. Sliverism, on the other hand, was more divisive; some saw the religion as distasteful, while others found great comfort in it as a legacy of righteousness. The other primary religion of the Basin was the Path, which practitioners of other religions saw as simple and often baffling. (See "Major Religions" in chapter 3 for more details about Scadrial's religions.)

THERE'S NEVER A DULL MOMENT ON THE STREETS OF ELENDEL.

Resources

Shipping canals flowed from the mountains into Elendel, and railways radiated outward from Elendel, following the canal routes like spokes in a wheel. Local nobility maintained the Basin's railways and stations, but once the railways left the Basin through the mountain passes, they were maintained by businesses operating in the Roughs. Some of those businesses were sponsored by nobles, and others were maintained by venture capitalists.

Elendel levied taxes on the Outer Cities to maintain infrastructure and the government while the city itself focused on shipping, manufacturing, and processing. Raw materials were shipped in from the Roughs and from mines and industries in the Outer Cities, bound for Elendel's use and exploitation.

ROMAIN KURDI

Modernization

After three centuries of growth, the city needed improved transit infrastructure. Elendel began prioritizing these shifts, expanding its train lines, introducing subway lines, and smoothing roads to accommodate motorcars.

The transition to cars was remarkably fast in Elendel—and even faster in Bilming, a city that prioritized advances in biodiesel production and oil processing.

Outer Cities

Although the people of Elendel thought of themselves as the center of the Basin, cities thrived throughout the region. The main political powers of these so-called Outer Cities—a term applied to any Basin city beyond Elendel—were the cities of Bilming and New Seran. For more details on these two cities, see chapter 7.

Government

The Outer Cities operated under a variety of municipal governments. Many of them had a mayor, including Bilming and New Seran; Bilming also had a council representing various political parties.

Some cities, such as Steinel and Rashekin, were overseen by the most powerful local noble family or religious body. Other cities like Drypost—a gateway to the Northern Roughs—were run by a council of executives from mining and rail companies. Meanwhile, Terris communities such as Tathingdwel and Mycondwel operated under the authority of their respective Synods.

Military

The most notable military force in the Outer Cities was the Bilming navy and its three Pewternauts—warships with turrets, reinforced hulls, and the latest electrical rangefinders. Other Outer Cities and their nobles maintained small military forces to deter attacks from the Roughs and to hunt bandits within the Basin, but they had no wars of any kind since before the Catacendre.

JOSHUA CHIA



AN ARGUMENT ERUPTS BETWEEN CITIZENS OF ELENDEL, NEW SERAN, AND BILMING.

Culture

The economic treatment of the Outer Cities incubated a simmering hatred toward Elendel. Outer City politicians, nobles, and broadsheets argued that the 'Del—as many called Elendel—was constantly lining its pockets at the expense of the Basin's other communities.

Fashion in many Outer Cities intentionally differed from Elendel. For example, instead of Elendel's darker clothing, Bilmingers tended to wear brightly colored outfits, often in clashing, eye-catching styles. On the other hand, the people of New Seran preferred suits of lighter fabrics—often in pinstripes—or pastel-colored dresses.

Higher education, art, and science were just as prevalent in the Outer Cities as in Elendel. In fact, they were often even more advanced, thanks to fewer restrictions and the patronage of organizations such as the Set.

Resources

For centuries, the Outer Cities produced raw materials such as food, textiles, ore, stone, and lumber for Elendel. In turn, manufacturers in Elendel processed these resources and shipped goods back to the cities.

That dynamic began to change as some Outer Cities accrued enough wealth to build manufacturing and production infrastructure. At last, the goods of the Outer Cities could equal the quality of Elendel's. Some industries even exceeded Elendel's, such as the advanced and efficient oil refineries of Bilming. However, between Elendel's trade restrictions, import taxes, and the lack of direct shipping between most cities, Outer Cities goods often remained more expensive.

Shipping and Logistics

Travel between Outer Cities on the roads wasn't as efficient as the canals (which all flowed toward Elendel) or the railways (which all led to Elendel with very few interchanges or lateral routes). This enabled Elendel to set prices and manipulate markets in its favor.

For example, metal ores from the Roughs and stone quarried in Garmet near the Seran Range had to pass through Elendel before being sent on to Bilming or New Seran. As a result, transporting stone from Garmet to New Seran required a trip of almost five hundred miles, though they were only one hundred miles apart overland.

Kandra

Called Faceless Immortals by the people of the Basin, the kandra left their ancestral Homeland after the Catacendre and joined Basin society. Fewer than a thousand kandra remained, some of whom Harmony sent offworld as agents. Whether on Scadrial or elsewhere, most kandra acted as his eyes and ears, gathering information about the wider cosmere.

Gender

As shapeshifters, kandra had different perspectives on sex, gender presentation, and gender identity than other groups in Basin culture. A kandra might present as a woman one day, then as another gender the next day—or even at a different event on the same day. Some kandra preferred to maintain a consistent gender expression and anatomical sex, but a high percentage were genderfluid.

Life in the Basin

Both in Elendel and the wider Basin, kandra lived regular lives with homes, jobs, and friends, taking on a persona they created rather than employing "the performance," as they called it during the Final Empire. Kandra tended toward highly specific interests and practices, having had centuries to grow into their eccentricities, and they developed a new relationship with Harmony and with their traditions around Contracts. For more details, see "Kandra Contracts" near the beginning of this chapter.

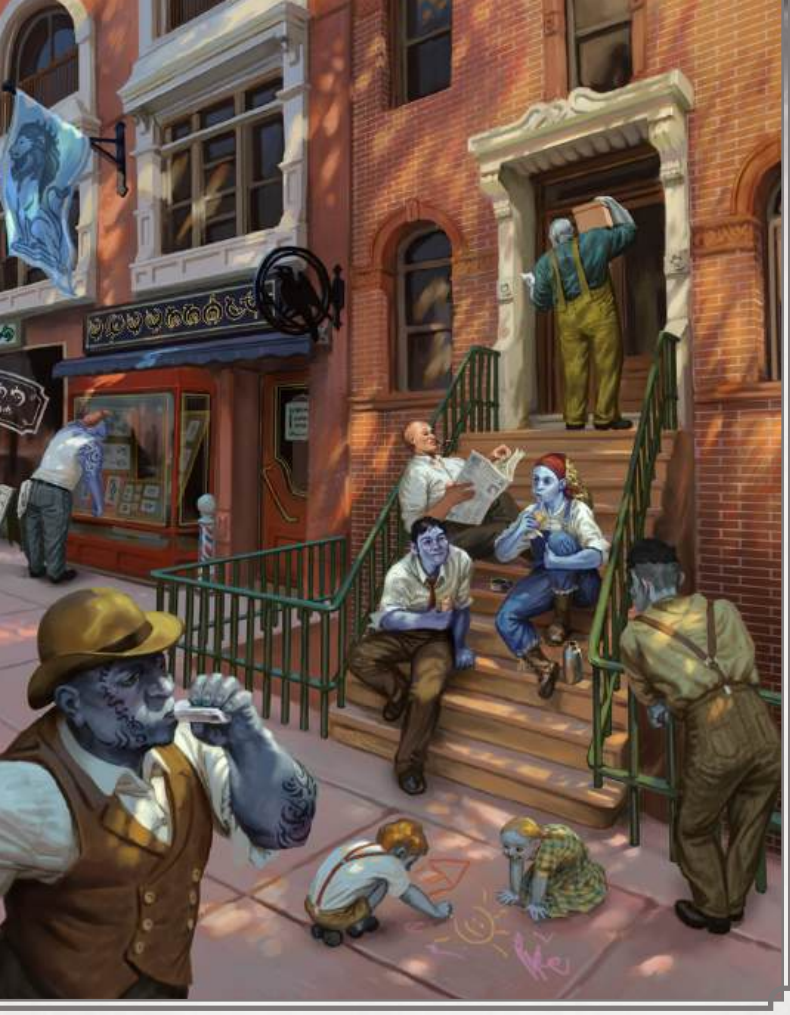
As the centuries progressed and the kandra found their places in society, Harmony directed kandra to mentor and care for young or at-risk human or koloss-blooded children, sometimes as guardians and sometimes as foster parents.

Koloss-Blooded Communities

In all the cities in the Basin and several of the larger towns, neighborhoods or districts sprang up where koloss-blooded people congregated in communities. Whether hailing from the raucous Granite Row in Bilming, the cosmopolitan Clan Estates in Elendel, or the cozy Flint's Hollow district in New Seran, koloss-blooded culture varied widely despite some commonalities.

Home and Hearth

Most koloss-blooded communities had family structures very similar to koloss clan dynamics, with aunts, uncles, and cousins considered as close as parents and siblings. Large family meals and open-air gatherings were common, and even those koloss-blooded who didn't live in the districts were welcome to visit and bring their families.



FRIENDS AND NEIGHBORS ON A MAJORITY KOLOSS-BLOODED BLOCK RELAX TOGETHER.

ROMAIN KURDI

Koloss-blooded families tended to respect and encourage the drive to wander and explore. It was common for individuals to break off from these communities and find their own way for months or years at a time—with confidence they would always be welcomed back.

Cultural Exchange

In Basin communities near the Roughs, such as New Seran and Drypost, koloss-blooded children traditionally spent a few weeks each summer with koloss clans in the Roughs. Meanwhile, koloss-blooded children from the Roughs spent a few weeks each winter with koloss-blooded communities in the Basin.

This exchange helped children understand both cultures and learn what accepting or rejecting the spikes of a koloss clan would mean for them. This practice was rarer for Elendel koloss-blooded communities, but in the summer months, it wasn't uncommon to see a half dozen koloss-blooded youths riding the trains from Elendel to the Roughs to seek out koloss clans.

Terris Enclaves ERA 2

Terris children in white smocks run between tall trees on the verdantly overgrown streets of the Village. Their echoing laughter draws a prim frown from a man in tinningdar robes as he closes the classroom shutter. In the school, behind curving walls covered in sculpted mountain vistas, the teacher strides between rows of orderly Terris teens practicing a guided meditation. In a traditional Terris hut across the street, a tired-looking woman speaks to the Synod and fiddles with a bulging satchel of healing supplies. She reports her worries about a sickness in one of Elendel's poorer districts. One of the Synod, a white-haired woman with light brown skin, taps a walking cane and smiles at the sounds of playing children before turning to the matter at hand.

Nearly one-fifth of the Originators who survived the Catacendre were Terris. Their descendants faced an interesting challenge—how much of their traditional culture and values were relevant in a rapidly changing world? Every Terris child had a home in their communities, but those communities came with expectations and obligations.

The Terris enclaves across the Basin served as self-governing districts where the Terris congregated and carried on a shared culture.

The most influential and well-known of the Terris enclaves was the Village, a large overgrown area in Elendel's Fifth Octant. Most of the Village was covered by a dense tree canopy, and thick tree roots turned the city's cobblestone streets into a rolling landscape of forest-disturbed stone. The buildings included a mix of Elendel architecture—overgrown and absorbed by uncultivated flora—as well as traditional eight-sided Terris huts with central fireplaces.

Whether a Terris person chose to live in an enclave or not, Terris people were integrated within Basin culture at all levels.

Government

Each enclave had its own Synod with its own methods of determining membership. In the Village, the Synod was ruled by volunteer elders, most recently guided by Elder Vwafendal.

Paralleling Elendel's relationship with the Outer Cities, the Village's Synod conducted itself as if it ruled over all Terris in the Basin. Other Synods were local governing bodies but lesser in authority.

Basin enclaves included Tathingdwel, a Terris-majority city in the Channerel foothills; Terristown, a progressive enclave and suburb of Bilming; and the Reaches, a trendy neighborhood in New Seran seeing an influx of non-Terris residents.

Other enclaves included Terris fundamentalist settlements in the mountains surrounding the Basin.

Military

The Terris Synods agreed on one thing: The best protectors of Terris safety and security were the Terris. The enclaves sought and maintained agreements with their municipalities that ensured the Terris could police themselves. This was respected in Elendel and New Seran, but in Bilming, the agreement was strained as Terristown residents clashed with divisive local politics.

Feruchemists—such as pewter Ferrings with their physical strength and tin Ferrings with their enhanced senses—were often used to patrol enclaves, but this was seen as a responsibility to one's community, not a commodity to be bartered. Traditional-minded Terris sometimes found it distasteful to exchange money for Metalborn abilities, but as time passed, this attitude gradually became less prevalent.

Culture

Traditional Terris culture valued submission, meekness, and respectful dignity—an evolution of the steward culture that was forced on them for centuries by the Steel Ministry. Terris elders taught that introspection and compromise were more valuable than confrontation.

Terris schooling focused heavily on education and scholarship, a legacy of the Keepers of Terris and their mission to maintain knowledge. In addition to focusing on healing and medicine, teachers were careful to educate children about the toll of the Lord Ruler's programs while also celebrating how the Terris weathered their darkest eras of history. After the Catacendre, several midwives' journals—detailed books kept secret from the obligators—became the cornerstone of Terris medical practices.

Evolving Fashion

In the enclaves, most Terris adults wore the tinningdar—a colorful, V-patterned robe descended from Terris steward robes. Each tinningdar's designs and colors marked the wearer's roles and occupations, such as healer or teacher, as well as any Ferring abilities. When choosing to dress traditionally, Terris outside the enclaves might wear the full tinningdar or include V-patterned designs in their wardrobes.

MARIE SEEBERGER



Meditation and Mindfulness

All Terris enclaves practiced a variety of robust meditation techniques, from mindfulness and affirmations to repeated phrases, focused breathing, or concentration on a physical object. They meditated individually, in silent groups, or in guided sessions, and they prescribed specific types of meditation or combinations of focuses for specific ailments and challenges.

Religion

The Terris enclaves respected Harmony as both the Hero of Ages and the last Keeper of Terris, but they were divided on worship. Some communities saw Harmony as the successor to Preservation. Others worshipped Preservation as their ancestors did, seeing Harmony as corrupted by Ruin. However, most denominations agreed to work to preserve rather than ruin, to teach rather than dominate, and to make peace rather than stoke conflicts. (See "Terris Religion" in chapter 3 for details on common Terris beliefs.)

Resources

The Terris were regarded as the preeminent healers and medical practitioners in the Elendel Basin. Some practiced using strictly Terris lore passed down in the Words of Founding and in their journals, while others also attended the University of Elendel to add modern methodologies to their repertoire.

Many Terris healers specialized in maternal healthcare, with a focus on choice of care, medical support, and a low maternal fatality rate. This was seen as a way to reclaim and own the knowledge that resulted from the Lord Ruler's abuses of the Terris people.

Mixed Heritage and a Changing World

The Terris culture held a deep stigma against mixing Feruchemy and Allomancy, believing it carried too much risk of introducing someone into the world like the Lord Ruler. The most conservative of the sects, such as the fundamentalists in the Channerel Range, believed Allomancy should never have existed at all.

People with Terris heritage often had to decide how much they would conform to their culture. The elders in most enclaves tended toward indoctrination and isolation, and tension grew as the Terris elders seemed to be comfortable letting the world move on without them. Many younger Terris wanted to advance with the world, each deciding for themselves whether they would embrace doctrine, abandon teachings, or find a balance for themselves within and outside the enclaves.



TERRIS TEENAGERS PRACTICE THEIR FERRING ABILITIES.

Feruchemists for hire were much scarcer than Allomancers, perhaps because Terris traditions viewed their powers with such reverence.

SONDERFLEX STUDIO

The Roughs ERA 2

An off-key piano in the corner of a crowded saloon calls out a jaunty melody. The patrons look up from their drinks as thundering hoofbeats sound in the distance. Outside the small town, a desperate stagecoach driver coaxes every ounce of speed from her four horses. Bandits, kerchiefs covering their faces and pistols raised, chase her just as desperately on their own small horses. At the town limits, two deputies with rifles settle into position behind wooden crates and take careful aim, waiting for the bandits to come within range. In the distant foothills above an abandoned mine, a blue-skinned koloss watches the dust plume of the altercation. Behind, a leather-wrapped koloss ancient smiles while watching koloss-blooded children perform a play they saw on their last trip into the Basin.

Considered to hold lands of adventure and danger by those in the Basin, the Roughs were a sparsely populated frontier in an economic boom. The Northern Roughs had poor soil and was prone to terrible weather—most notably flash floods and tornadoes—but it also held minerals and other precious natural resources. The Southern Roughs, for the most part, was a wild and untamed jungle.

The people in the Roughs tended to be fatalistic and practical. They usually distrusted authority—especially authority from the Elendel Basin—and they were self-reliant to a fault.

Between mining accidents, banditry, conflicts with koloss clans, and the ever-looming threat that a settlement might become a ghost town if its resources dried up, the people of the Roughs were practiced at making the best of a tough situation.

Government

Discussions about Roughs independence cropped up every few years, but such talk was heavily opposed by Elendel nobles and business interests. Rumor told of some independence groups being discouraged violently, but nothing was ever proven or traced back to Elendel financiers.

Larger cities such as True Madil and Covingtar elected mayors, though True Madil's real power lay in the mining companies. Smaller cities and other towns operated town halls or empowered individual lawkeepers as local government. Commonly, a wealthy or charismatic community member such as a homesteader, blacksmith, saloon owner, or grocer would take the lead, even if they didn't hold an official title.

A MINE OVERSEER LOOKS OUT OVER THE BLEAK LIVING QUARTERS OF HIS EMPLOYEES.

PENG LU



Mining Companies

Equally headed by nobles from the Elendel Basin and wealthy entrepreneurs, the mining companies valued profit and results above all else.

The main companies of the Northern Roughs included the Diamond Rock Shipping Company, Lekal Logistics and Minerals, Truesteel Metals, and Tyrian Iron. These companies and many other smaller groups constantly competed with each other by sabotaging mines, funding bandit groups, and smuggling weapons.

Company executives regularly traveled between True Madil and the Basin, sometimes on lavish riverboats, but more often in luxurious private train cars.

Lawbreakers and Lawkeepers

People moved from place to place not only to find work but to distance themselves from previous crimes. Bandits were common in the Roughs, and they masked their faces with kerchiefs to avoid bounties and to enter towns that had dedicated lawkeepers.

When bandits stopped trains, ran stagecoaches off the road, or smuggled contraband, they crossed the mining companies. These companies maintained bounty rolls that described each criminal, outlined their crimes, and offered a reward for bringing them to justice.

Some of the warranted—as these criminals were called—were part-timers who turned to lawbreaking when times got tough. This type of criminal typically laid low in safehouses after a heist or job.

Then there were the professional bandits. Gangs like the Surefires, Doral's Gang, and Billi and the Brutes were notorious for their daring and audacious exploits. They usually made their homes in hidden criminal bastions—sometimes in ghost towns, other times in canyons or caves—but some were completely itinerant, roaming the badlands and camping in the wilderness until ready to pull a job.

Over the years, these criminals and vagabonds were pursued and apprehended by lawkeepers like Waxillium Ladrian, Lessie, Barl, John Deadfinger, Lucille Penrod, and Miles Hundredlives.

Settlements

Most settlements had a population in the hundreds, though cities such as True Madil, Far Dorest, and Weathering numbered in the thousands.

Architecturally, Roughs cities were low and spread out, with a focus on ranches and homesteads plus a few buildings in a town center. Most buildings were wooden, though some were made of brick. Few buildings in the Northern Roughs reached three stories tall; most of those were in True Madil, a city with brick-paved main streets and awnings on the business fronts.

Most Roughs cities had a significant minority of koloss-blooded people; Faradana's koloss-blooded population was noticeably larger, and they traded with several of the more peaceable koloss clans.

Subsistence Towns

Settlements in the Northern Roughs survived on the flow of resources, most often from nearby mines, but sometimes also from homesteading. When a mine dried up or a bad winter claimed the livestock, a settlement risked becoming an empty ghost town as residents sought better prospects elsewhere.

Culture

Most residents in the Northern Roughs moved to the region recently. A few families had longer histories there, but even those only went back three or four generations.

For the most part, residents in the Roughs disdained Basin culture. They believed the Basin was overfull of rules and regulations, and they wanted freedom. These Roughians were hardy laborers and homesteaders who worked to build close-knit communities where people relied on each other.

However, there were also the prospectors who believed they could strike it rich if they just got lucky enough. Compared to homesteaders, these prospectors were individualistic and selfishly motivated.

Regardless of motives, most Roughians labored at least a few seasons on a homestead or in the mines. Many were transient, traveling between settlements in search of work.

Education

Each local community funded education, so small towns might only have a single teacher operating in a one-room building. Some companies provided primary school for local children, except without the funding—or standards—of Basin schools.

Fashion

Fashion was simple and sturdy, and all genders commonly wore broad-brimmed hats, Roughs trousers, and hardy buttoned shirts. Dusters were common, and people who wanted to stand out decorated their coats with colorful patterns.

Terris in the Roughs

So far away from the enclaves, Terris families in the Roughs tended to integrate with their local cultures and lose touch with their heritage. However, Terris enclaves became more interested in the Northern Roughs as Terris who called themselves Hearthseekers began organizing expeditions to find the mythical Old Terris in the unexplored North.

Religion

Most Roughians followed the Path, the Church of the Survivor, or Sliverism (see "Major Religions" in chapter 3). Covingtar was the spiritual capital of the Northern Roughs, with two Survivorist churches, a Sliverist church, and the modest but beautiful Pathian gardens.

Survivorist churches were common, particularly in mining towns. When traveling the Roughs, it was common to find roadside Survivorist shrines erected at crossroads and marked by a standing spear and a plaque. Further north—closer to the heart of the historical Final Empire—the number of Sliverist churches increased. The Pathian faith appealed to many individualist homesteaders, and the Pathian gardens offered an opportunity for meditation and consultation with Pathian missionaries.

Resources

Rail lines ran haphazardly across the Northern Roughs to mineral claims, with shuttered mines and abandoned railways scattered across the region.

Exports

The main resources in the Northern Roughs were raw materials such as coal, oil, rock salt, clay, and gravel, along with common metals which could be refined for industrial or Allomantic use. Veins of precious metals such as gold and silver were also found in relative abundance throughout the region.

Mining companies extracted resources and shipped them to Elendel for processing. Whether these shipments traveled by stagecoach caravan, by railway, or by barge, they were often targets for bandits engaging in paid sabotage.

Imports

Shipping into the Northern Roughs consisted mostly of foodstuffs, manufactured goods, and medicines. Though many homesteads and farms stood in the region, importing food from the abundant Basin was significantly less work. These valuable commodities—and the occasional mining payroll box—were tempting targets for robbery, so these trains were heavily guarded by company officers.

Conrad Delta

Though most of the Southern Roughs—particularly the lands directly south of New Seran—were dense jungle, some settlements developed in the region. Most notably, New Tremredare was a port on the Sea of Lennes at the head of the Conrad Delta. This bayou region boasted rare flora and fauna found only in that microclimate, as well as ruins from lost Final Empire cities throughout the swamp.

DAVID ALUNAN

HUMAN AND KOLOSS TRADERS NEGOTIATE.



Culture

The culture of New Tremredare largely resembled the refined criminal enterprises of Elendel, with hints of high society fortified by cutthroat ruthlessness and criminal practicality.

Resources

Exotic flora and fauna provided unique medicines such as sunken willow salve and new commodities such as gator leather. These resources flowed through New Tremredare and sold at a premium in Elendel and Bilming.

Beyond the region's natural resources, there were always gentlefolk adventurers seeking archaeological sites throughout the Conrad Delta, the greater Southern Roughs, and the wastelands beyond.

Koloss Clans

Centuries of koloss history created an overlapping patchwork of alliances, feuds, areas of interest, and influence. Clans clashed with each other but also recognized a shared origin and a set of core values.

The highest value in koloss culture was self-determination—both for themselves and for their neighbors, be they koloss or human. Their forebears were enslaved first under the Lord Ruler and then by Ruin. Post-Catacendre koloss culture grew from the example of the first koloss hero—Human. Koloss believed it was beautiful when someone chose for themself or created something new.

Spike Traditions

When a koloss-blooded youth accepted or refused Hemalurgic spikes, they shaped the clan's legacy and long-term spiritual essence. Whether the youth chose to add or withhold their spiritual individuality, this was a time of celebration and ceremony for a clan, as the elders appreciated when a child chose their own path.

Some koloss clans accepted the petitions of humans to become koloss. Before an outsider human could be offered spikes, the clan generally required years of dedication and loyalty. A person who accepted spikes was expected to reproduce or become a caregiver to those who gave birth, furthering the physical and spiritual growth of the clan.

Assemblies

When clans met peacefully, the event became a week-long celebration called an assembly. There were feasts, contests, and the trading of stories and spike reserves. As the clans mingled completely then separated after, some members changed clans. When multiple clans were involved, the event became a grand assembly that could last months, becoming a small city unto itself.

Koloss believed that by exchanging spikes with other clans, they maintained their spiritual diversity. Their lore held that if a spike was reused by the same community, it became too emotionally and spiritually concentrated, putting the clan at risk of stagnation.

Religion

The koloss prioritized choice. They didn't believe conformity or traditions should bind a person, but merely inform their choices. Many clans personified this ideal in a semidivine entity called Kohreia.

Scholars from the Basin believed this entity was an expression of Harmony, but the koloss maintained that Kohreia was different. The koloss acknowledged they came from both Preservation and Ruin, but they chose to "tend to their own destiny now." The koloss called Kohreia the "chosen spirit" as well as "she who brings the dews at dawn."

Clans and Human Relations

Dozens of clans were spread across the Roughs. In the northwest region, the Kogarroch, Hinnaird, and Hudowen clans were known for their raids and warlike temperament. They clashed regularly with the northern settlement of Callingfale and the Tyrian Iron mining company, and they mingled with the Hularen and Calder to the west in Zerinah.

In the northeast area of the Northern Roughs, the Chennant and Hukainly clans had favorable trade relations with Faradana, a town with a large koloss-blooded community. In the Southern Roughs, the Douglan clans roamed the jungles while the Kovlair lived in permanent settlements in the foothills. The Dramal navigated the Conrad Delta and skirmished with the region's other residents.

All clans practiced some measure of cultural exchange with koloss-blooded youth, either those in Roughs settlements or those in koloss-blooded communities in the Basin.

Relationship with the Terris

Most koloss clans vowed to never harm the Terris people. This promise was due in part to the clans' role in destroying the Terris homeland under Ruin, and in part as thanks for Harmony's role in freeing them.

Southern Scadrial ERA 2

Laden with Northern goods and a small group of tourists, a three-story airship turns from Elendel and begins its long journey home. In the city, construction for a permanent anchorage is well underway. Aboard the vessel, the lowship crew completes final checks and looks over the cargo. On the upper decks, a masked gentlewoman demonstrates several complicated dance moves while musicians tune instruments.

As Northern Scadrial experienced the Catacendre, Southern Scadrial suffered the Ice Death, a cataclysmic event that destroyed their society (see "Harmony's Ascension" in chapter 4). This was seen as a punishment from the Jaggenmire, their dualistic god comprised of Herr and his sister/wife Frue.

The Southern Scadrians were saved from the Ice Death by a figure they called the Sovereign. He taught them how to make medallions, the first of which allowed non-Metalborn to use brass Feruchemy. "Firemothers" and "Firefathers" sacrificed their heat so their people could survive. The Southern Scadrians then innovated on the technology, taking advantage of their access to ettmetal (Harmony's God Metal, also called harmonium).

After the Ice Death, the five nations of Southern Scadrial had little contact with Northern Scadrial for three centuries, during which time the Southerners made grand technological strides. Eventually, a Malwish airship crashed in the Basin town of Dulsing, sparking a new period of intercontinental relations.

Culinary Legacy of the Ice Death

Even centuries after the Catacendre and the Ice Death, cold-resistant crops such as sour boxroot, red gritmoss, and mousetail mushrooms remained popular among Southern Scadrians.

Malwish

The only nation with connections to the Elendel government, the Malwish were a reserved and suspicious group. They spoke the Malwish language and used Feruchemical medallions to communicate with other Southern nations and with Northern Scadrians (see "Invested Technologies" in chapter 1).

ANDREA PIPARO

A SKIMMER TAKES OFF FROM A MALWISH AIRFIELD.



Government

The Malwish worked hard to forge alliances in Southern Scadrial, with the goal of uniting the Southern nations into the Malwish Consortium (see "Forging of the Malwish Consortium" in chapter 4). Several of their politicians and admirals argued that Northern disasters were the cause of all their troubles. The first ambassador to the Elendel Basin was Admiral Jonnes, a reasonable woman who worked with the Elendel Senate.

Culture

Valuing commerce, innovation, and artistry, the Malwish greatly emphasized the importance of hospitality. Neglecting the needs of a guest was considered extremely embarrassing, just as a guest imposing on a host was seen as extremely rude.

The Malwish spoke in artful, descriptive language to convey emotion alongside meaning. Just like dancing, piloting, and music, speaking well was a skill the Malwish honed. Common clothing included knee-length trousers and high socks with double-buttoned vests over white shirts. Trousers were popular, as were long striped skirts.

Most Malwish believed each Metalborn held divinity within them, and was therefore a god themself. They greatly respected people with Allomantic or Feruchemical powers.

Masks

Masks were central to Southern Scadrian culture. All Malwish people wore a mask, which they changed to reflect their profession or personal style. Masks served to reduce public scrutiny and maintain an appearance of self-discipline; for example, chewing visibly was considered impolite. Though removing the mask was once taboo, customs changed, and making gestures that included moving the mask became a way to communicate strong emotions or convey emphasis.

Resources

Ettmetal was the most valuable Malwish resource, used to fuel airships and create technology such as Allomantic primer cubes and Feruchemical medallions. See "Science and Technology" in chapter 1.

Other Nations

Southern Scadrial was made up of five nations including the Malwish, and each nation had its own traditions regarding mask wearing. Northern Scadrians knew almost nothing of the other four nations, but a few Elenders became aware of the following two:

The Fallen. Once the leaders of Southern Scadrial, the Fallen were censured after the Ice Death. The Southern Scadrians assumed the Fallen had done something to offend the Jaggenmire. The Fallen were usually restricted to plain, unpainted masks, but once a person achieved something particularly praiseworthy—as if making penance for their people's failure—they earned the right to wear a more ornate mask.

The Hunters. The Hunters were once known as warriors, but after the Ice Death, they dedicated themselves to seeking the cause of the cataclysm that ruined Southern Scadrian society. Though stern and demanding, they're usually fair and just. Among the Hunters, each person was given one mask in childhood, which was replaced by another upon reaching adulthood.

A MALWISH MASK.



They made constant noise about how small and weak the Basin was. Aggressive, militaristic posturing.

ANNA VERHOOG



CHAPTER 3

COSMOLOGY AND RELIGION

A world created by two Shards, Scadrial once had hundreds of faiths representing its many different peoples and regions. However, through the actions of the Steel Ministry and the Lord Ruler's armies, those religions faded into time and the memories of the Keepers. After the Catacendre, new faiths based on the fall of the Lord Ruler and the Ascension of Harmony arose to inspire the people. And though many ancient faiths remained dead, some gained new life and exceptional patronage.

This chapter discusses the great forces of Scadrial, the Scadrian system and other systems of the cosmos, and the world's predominant religions in both eras.

Secret History

This chapter presents information from across the cosmere, including spoilers for important revelations and events in the Mistborn Saga (and in other Cosmere novels).

Adonalsium

The exact nature of Adonalsium is shrouded in mystery. Whether a cosmic force of nature or an intelligent—perhaps even deific—being, Adonalsium is the power of creation itself.

Seemingly driven to create life, Adonalsium used four Commands—which became the Dawnshards—to create the cosmere, its realms, and its powers. Many facets of the cosmere still reflect Adonalsium's designs, and other aspects can be glimpsed through its Shards and their names.

Shattering of Adonalsium

The defining moment in the history of the cosmere was the Shattering of Adonalsium—the moment when a group of conspirators used the Dawnshards against Adonalsium, sundering and killing this most powerful entity in the cosmere. In that moment, the power of creation fractured into sixteen Shards, each bearing an aspect of Adonalsium's nature. The conspirators then seized that power, each choosing Shards they felt a connection to or that they felt they could control. In so doing, they changed the cosmere forever.

Those who shattered the power of creation had varying motivations. Some craved its power themselves, while others believed Adonalsium's death was necessary. Regardless of their motives, the Shattering had an immeasurable effect on the cosmere. Very little is known about the cosmere pre-Shattering, but the event affected magic and society throughout the many planets of the cosmere.

Shards of Adonalsium

The Shards are sixteen pieces of the power of creation. They exist in all three realms, but their power is concentrated in the Cognitive Realm and Spiritual Realm. Each Shard has a specific motivation, reflected in its name: Ambition, Autonomy, Cultivation, Devotion, Dominion, Endowment, Honor, Invention, Mercy, Odium, Preservation, Reason, Ruin, Valor, Virtuosity, and Whimsy.

The Shards are the most powerful known entities in the cosmere, functioning as the gods of the cosmere. Each began with power equal to the others, but conflict has weakened many, while others have Invested their power in other beings and worlds. (See "Scadrial's Shards" later in this chapter for details on that planet's Shards.)

When the Shards Invest a world, this infuses the world with Investiture and defines the natural laws of the world, which are tied back to the Shard. The Shards can also move planets and alter living beings.

Despite their immense power, Shards are limited. They're predisposed to act in accordance with their divine Intent, and acting in the opposite manner is often nearly impossible. The Shards can't break any deals, oaths, or rules without leaving weaknesses in themselves that can be exploited by other Shards. Furthermore, a Shard must be wielded by a sapient creature who has Ascended to become a Vessel.

OPPOSITE: HARMONY SEES THE STORY OF SCADRIAL AND SHAPES ITS FUTURE.

CHRIS RALLIS

Dead Shards and Combined Shards

Odium killed the Shards of Ambition, Devotion, Dominion, and Honor. Since then, the remnants of Devotion and Dominion exist in the Cognitive Realm as a combined power known as the Dor. On Scadrial, Ruin and Preservation have united in the same Vessel, creating Harmony. On Roshar, Honor and Odium have united in the same Vessel, creating Retribution.

Splinters

A Splinter is a fragment of a Shard's power. When a Shard is killed, its power can be Splintered, but a Shard can also split off Splinters of its own choice. Either way, Splinters act independently and with free will. No Shards on Scadrial have ever been Splintered.

Vessels and Slivers

Shards require Vessels—sapient creatures from the Physical Realm who become intertwined with the Shards through an act called Ascension. The Shards of Adonalsium table lists the sixteen Shards, their original Vessels, and the worlds closely tied to each Shard.

Shards of Adonalsium

Shard	Original Vessel	World
Ambition*	Uli Da	Threnody
Autonomy	Bavadin	Taldain
Cultivation	Koravellium Avast	Roshar, *Unknown*
Devotion*	Aona	Sel
Dominion*	Skai	Sel
Endowment	Edgli	Nalthis
Honor†	Tanavast	Roshar
Invention	Chan Ko Sar	*Unknown*
Mercy	*Unknown*	*Unknown*
Odium†	Rayse	Braize, Roshar
Preservation†	Leras	Scadrial
Reason	Euridrius	*Unknown*
Ruin†	Ati	Scadrial
Valor	Medelantorius	*Unknown*
Virtuosity*	*Unknown*	Komashi
Whimsy	*Unknown*	*Unknown*

**Splintered*

†*Preservation and Ruin are now intermingled as Harmony, and Honor and Odium are now intermingled as Retribution.*

Ascension

When a Vessel claims a Shard, they undergo Ascension, their body is subsumed, and their mind expands. The Vessel interprets the Shard's power and has some effect on how it'll manifest, but the Shard is ultimately bound by its Intent. For example, though Ati—Ruin's original Vessel—was known as a kind and generous man, his actions were eventually guided by Ruin's natural drive to end all things.

The Shard's power sustains the Vessel and drives the relationship. Fighting against that Intent weakens both the Vessel and the Shard, and many Vessels' minds have changed over time to align with their Shard's Intent.

Slivers

A Sliver is a person who once held a Shard's power, leaving their soul forever altered. For example, the Lord Ruler was a Sliver of Preservation.

Scadrian System

After the Shattering of Adonalsium, Ruin and Preservation selected the Scadrian system as their home. While neither Shard was capable of creation on their own, the two worked together to create the world of Scadrial from nothing. The other planets of the system had already been created by Adonalsium. After the Shards collaborated to create Scadrial, the system included the following:

Scadrial. Closest to the sun, this terrestrial planet was largely uninhabitable under the reign of the Lord Ruler, and ash covered its most populous region surrounding the north pole. Harmony changed Scadrial's orbital position during the Catacendre, allowing it to grow lush with greenery and flora. Scadrial has no moon.

Aagal Nod. An uninhabited blue gas giant with six large moons, Aagal Nod is positioned second from the sun, orbiting at a great distance from Scadrial. Named by the Nelazan people of Classical Scadrial, the planet's name means the Near Eye.

Aagal Uch. An uninhabited red gas giant with rings and five large moons, Aagal Uch is positioned third from the sun, between Aagal Nod and the comet belt. The Nelazan people knew it as the Far Eye.

Comet Belt. An active comet belt separates Scadrial and the two gas planets from the outer two dwarf planets.

Dwarf Planets. Two small planets, both unnamed and uninhabited, lie beyond the comet belt.

The Planet Scadrial

To create their ideal world, Ruin and Preservation placed Scadrial in an optimal orbit away from the sun. They created the planet itself in precisely the same dimensions as their homeworld, Yolen, though it didn't include all Yolish forms of life.

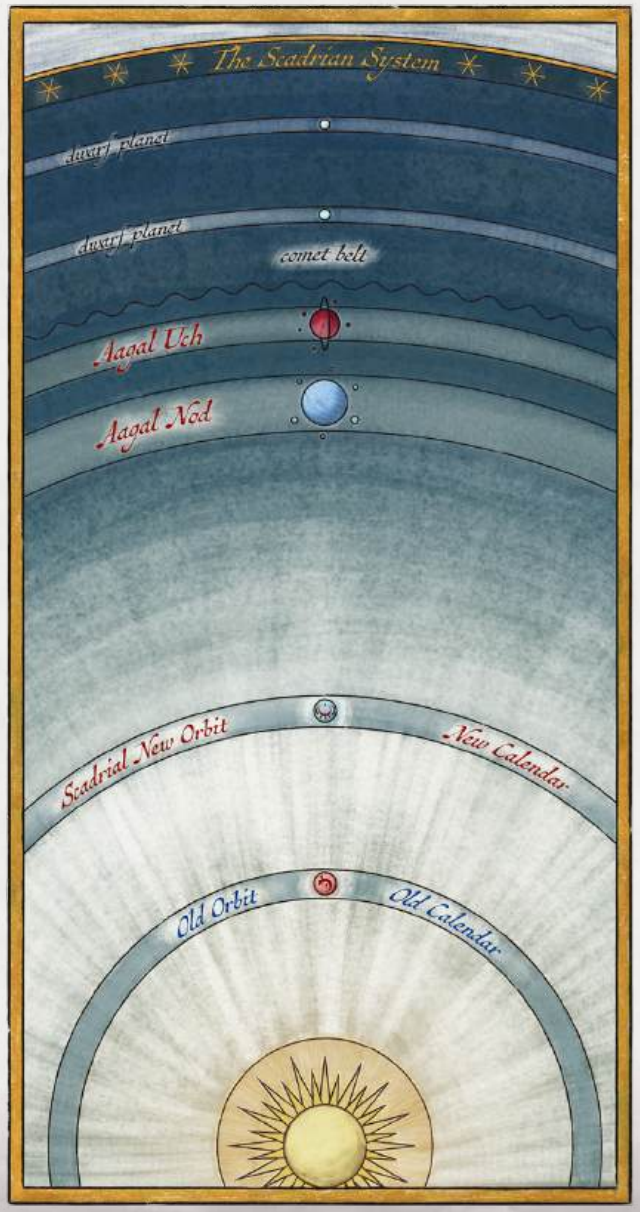
Due to the actions of the Lord Ruler and Harmony, the planet's orbit was repositioned twice, fundamentally changing the planet's nature each time.

Scadrial in Era 1

During Era 1, Scadrial had two habitable zones, each clustered around the planet's poles. In the northern habitable zone, home to the Final Empire, massive volcanic Ashmounts created cloud cover against high temperatures and radiation. Because of the ash and mist in Scadrial's atmosphere, stars could only be seen when using sense-enhancing Metallic Arts.

At the south pole, the climate was harsher without cover from the Ashmounts, but it was inhabited by peoples who naturally adapted to the higher temperatures.

Outside the habitable areas stretched vast deserts and boiling seas known as the burnlands. These regions, which encompassed most of Scadrial's surface, were completely impassable. While the planet was in this shorter orbit, a Scadrian year was 224 days long, and each day was 24 hours long.



ISAAC STEWART

Scadrial in Era 2

Following his Ascension, Harmony remade the world, closing the Ashmounts and restoring its original orbit from before the Lord Ruler's Ascension. Harmony recreated classical flora and fauna, and he remade the oceans and landscapes.

Although Harmony returned the world to its natural state, Scadrial remained only sparsely populated. During Era 2, nearly all Northern Scadrians lived either in a fertile region named the Elendel Basin or in the untamed Roughs immediately outside the Basin. Meanwhile, Harmony's changes plunged the Southern nations into colder temperatures, leading to a period known as the Ice Death. Many Southern Scadrians didn't survive, and the Southern nations struggled to establish new ways of life in the colder climate. With the planet's restored orbit, a Scadrian year was 368 days long, and each day remained 24 hours long.

Scadrial and the Cosmere

Scadrial connects in time and space to the rest of the cosmere; these connections exist not only within the Physical Realm but in the Cognitive Realm.

In the Physical Realm, distances between different worlds are vast. Other inhabited systems, which are unknown to most Scadrians, can be seen only as constellations in the night sky—though in Era 1, these were obscured by Scadrial's mists and ash.

In the Cognitive Realm, the space between inhabited systems is vastly compressed. Thus, the Scadrian subastral—also known as the Expanse of the Vapors—lies relatively near the Rosharan subastral (which leads to Roshar), the Expanse of the Broken Sky (which leads to Taldain), and the Expanse of Vibrance (which leads to Nalthis). The Expanse of the Densities (which leads to Sel) is on the far side of the Rosharan Sea of Beads.

Other Worlds

Beyond the Scadrian system, the cosmere is home to many planets, including Bjendal, Canticle, Dhatri, First of the Sun, Komashi, Lumar, Mythos, Nalthis, Obrodai, Roshar, Sel, Taldain, Threnody, UTol, Vax, and Yolen. Many of these host Shards of Adonalsium who influence the Investiture, history, and culture of that planet.

The following sections introduce some of the most important planets, as well as the Shards who inhabit them, their power, and their relationship to the cosmere.

Scadrial and Worldhoppers

Due to the close connections between planets in the Cognitive Realm, it's possible to travel between worlds. Those who travel (and often trade) between worlds are known as worldhoppers. The letter from Khriss in this book's introduction was written by one such worldhopper.

While most Scadrians are unaware of the greater cosmere, Scadrial has a long history of offworld activities. For much of its history, the world was open to worldhoppers through Ruin's Perpendicularity. Transportation through Preservation's Perpendicularity—the Well of Asccension—was possible, but dangerous due to Ruin's presence. However, just before the Final Empire fell, Ruin's Perpendicularity was disrupted, temporarily halting trade through Scadrial.

After the Catacendre, Harmony's Perpendicularity formed in the south, and the Southern Scadrians began trading with offworld individuals and organizations (such as the city of Silverlight and the worldhoppers known as the Ire). During this time, the Ghostbloods entered a period of exploration and recruitment. A powerful but highly secretive organization, the Ghostbloods were founded by Kelsier to protect the world of Scadrial at all costs. Its agents came from all across the cosmere, bringing their knowledge, technology, and Invested Arts to help protect the planet. Scadrian Ghostbloods can be found on many planets pursuing various schemes and plans, and many Ghostbloods on Scadrial are natives of other planets in the cosmere. (See "Ghostbloods" in chapter 5 for more details on this organization.)

After the interference of Autonomy, Harmony also decided to reach out into the cosmere. He desired not only to learn more about the worlds and other powers, but to establish allies. He sent several of his kandra agents, including MeLaan, offworld to seek these secrets.

First of the Sun

First of the Sun is a world in the Drominad system. The people who inhabit the homeisles trade with hunters and trappers who are willing to brave the deadly archipelago called the Pantheon. Many Shards have intervened in First of the Sun's history, but Autonomy's avatar Patji is the most notable instance.

The magic on First of the Sun is noticeable throughout nature. Many animals can detect other creatures' thoughts, and some plants can emanate the thoughts of other creatures. Birds known as Aviar are used by trappers to block thought waves and protect themselves from predators.

Nalthis

Nalthis is a world in the Nalthian system. Its kingdoms include Idris and Hallandren, the latter of which is a jungle rich with plant life that produces dyes. Endowment, the Shard hosted here, causes humans to be born with one Breath. Through Breath, they can animate objects by combining color and an Awakening Command.

The Awakened technology of the Nalthians has spread throughout the cosmere, and they're researching the use of perpendicularities for trading.

Roshar

Long before the Shattering, Adonalsium created the Rosharan system. During Era 1 on Scadrial, the planet Roshar is a world of fractal growth and infinite potential, one attuned to the rhythms of creation. The planet's rocky, mountainous landscape is swept with Investiture known as Stormlight, carried by massive highstorms. During this time, Roshar felt the influence of three Shards—Cultivation, Honor, and Odium.

The Ghostbloods (described in chapter 5) are deeply intertwined in events on Roshar, acting on Kelsier's orders to find ways to move Investiture and Invested beings between planets. The Ghostbloods bond corrupted spren, recruit influential targets, and clash with people and organizations such as Jasnah Kholin, the Sons of Honor, and Shallan Kholin.

But during Era 2 on Scadrial, Roshar's highstorms fall silent, and confrontations between powers cause Roshar to experience time dilation. This presents challenges for trade and communication between the worlds. At that time, Cultivation flees the system and Roshar becomes home to Retribution—the combined Shard of Honor and Odium.

Sel

Sel is a large world in the Selish system. The Shards Devotion and Dominion settled there, which gave Odium an excuse to attack and Splinter them (as Shards interfering with one another was against the Vessels' rules). Their remnants became the Dor, which powers Invested Arts on Sel.

Sel has many region-specific methods of wielding Investiture across its continents and empires, including AonDor, Bloodsealing, ChayShan, Dakhor, and Forgery. Each uses symbols or shapes as "code" to create magical effects. People also form bonds (similar to the Nahel bonds seen on Roshar) with seons and skaze, which are Splinters of Devotion and Dominion, respectively.

Taldain

Taldain is a world in the Taldain system. It's the current residence of the Shard Autonomy, who keeps the world isolated from the rest of the cosmere.

Taldain is tidally locked—one side (Darkside) experiences eternal night, while the other (Dayside) swelters in eternal daylight. Darkside's magic functions through tattoo-like starmarks. Dayside contains more Investiture, and its magic manifests as sand mastery, allowing the manipulation of white sand.

White sand's ability to measure and detect Investiture makes it valuable to worldhoppers studying the cosmere. Ghostbloods have made use of it on other worlds.

Threnody

Threnody is a world in the Threnodite system. Here, Odium dealt Ambition a grievous blow, and though Ambition ultimately perished elsewhere, the trauma of that battle had a profound effect on Threnody. Humans huddle in fortress towns and precarious homesteads, surrounded by the haunted Forests of Hell. But even those areas are safe compared to the Fallen World, an entire continent controlled by a collection of entities called the Evil.

Threnody has no Investiture usable by humans. Instead, the shades that haunt the Forests of Hell are the manifestation of Investiture, and the only way to combat them is with silver.

Yolen

Yolen, a world in the Yolish system, is one of the oldest inhabited planets in the cosmere and former home of Adonalsium. Adonalsium's murderers were Yolish people; after the Shattering, they became the Shards and left Yolen to travel to other planets. Nowadays, Yolen's remaining population of humans, dragons, and Sho Del is very small.

HOWARD LYON

WORLDHOPPERS SUCH AS HOID COLLECT THE SECRETS OF THE COSMERE.



Scadrial's Shards

For most of its history, the world of Scadrial was influenced by two Shards of Adonalsium: Preservation and Ruin. Despite a contract made by the sixteen Shards to keep their distance from one another, these two diametrically opposed forces sought equilibrium together.

Scadrial's greater story reflects this fundamental question of balance—of how a world shaped by such opposite Intents could exist and function, let alone thrive. Although the conflict between the Shards was central to this story, the manifestation of Preservation and Ruin's traits in the people of Scadrial ultimately determined the fate of the world.

Following the deaths of the Vessels of Preservation and Ruin, both Shards were joined as Harmony in a single Vessel, beginning the Catacendre. Harmony later found himself at odds with another Shard of Adonalsium, Autonomy.

Preservation ERA 1

At the Shattering of Adonalsium, the Shard of Preservation was claimed by Leras, who became Preservation's Vessel. Until Preservation combined with Ruin during the Catacendre, Preservation was the Shard of stability and stasis.

Vessel

Leras was the first Vessel of the Shard of Preservation. A short Yolish man with dark hair, he wore a coat and long skirt that trailed at his feet, and he carried a bone-handled knife on his belt.

As the Vessel of Preservation, he had an excitable personality, full of enthusiasm for stability and order, even when maintaining it ultimately caused harm. He had a particular fondness for the Lord Ruler and how enduring he was, even if he disagreed with the Lord Ruler's actions. When presented with the chaos of change, Leras's mood shifted from excitement to an anguished, erratic concern.

Toward the end of the Vessel's existence, his form began to trail away into mist and he forgot much of himself, taken over almost entirely by the Intent of the Shard.

Preservation's power was held by the Lord Ruler and Vin as Slivers, and later, by Kelsier and Vin as Vessels after Leras died.

Power and Works

Alongside his counterpart Ruin, Preservation created Scadrial and all living things within it. Wishing to create something grand that could think and feel for itself, Preservation put a disproportionate amount of his own power into the creation of humans, despite knowing it would weaken him compared to Ruin.

During Era 1, Preservation's Investiture manifested in gaseous form as the mists, in liquid form at the Well of Ascension—Preservation's Perpendicularity—and as solid lerasium. Using the mists, Preservation could empower Allomancers and even visit his creations as a mist spirit. Preservation could also listen to minds, but unlike Ruin, he couldn't speak to them.

Preservation created Allomancy, the Metallic Art used by Mistborn and Mistings. Together with Ruin, he created a second art, Feruchemy, used by Feruchemists and Ferrings to store up their own essence and abilities for later use.

LERAS, VESSEL OF PRESERVATION.



NINO VECIA

Fearing Ruin's destruction of their shared creations, Preservation trapped Ruin's mind inside the Well of Ascension, breaking their agreement. Preservation believed this left him open to a deadly counterstrike by Ruin, but in reality, Preservation simply gave too much of his mind to maintaining the prison and slowly faded away. Leading up to the Catacendre, Preservation unraveled his power into the mists in a last effort to force the people of Scadrial to Snap. Leras then died, leaving the power of Preservation for the next Vessel.

Religious Interpretations

The Lord Ruler suppressed the Terris religion, and with it, the stories of Preservation. However, in the oldest accounts of the Terris religion kept by the kandra, there was a god known as Terr. Namesake of the Terris people, this divine being's name translated as "to preserve." For followers of the Terris religion, a core tenet of faith was the idea that it's better to preserve than to destroy.

During the same period, the skaa feared the mists and avoided going out at night. Most nobles considered fear of the mists a silly skaa superstition, but many were still discomfited by the mists. Allomancers were an exception, particularly Mistborn, who expressed feeling kinship with the mists.

Between the Final Empire's fall and the Catacendre, the mists grew increasingly prevalent, sometimes persisting through the day or even sickening or killing people. The skaa believed this was a punishment sent by the Lord Ruler after his betrayal, but in truth, it was a gambit by Preservation to Snap more Allomancers and send a hint about how to defeat Ruin.

In the Southern Scadrian teachings of the Jaggenmire, a force similar to Preservation was personified as Frue.



ATI, VESSEL OF RUIN.

Ruin ERA 1

At the Shattering of Adonalsium, the Shard of Ruin was claimed by Ati, who became Ruin's Vessel. Until Ruin combined with Preservation during the Catacendre, Ruin was the Shard of destruction, entropy, and decay.

Vessel

Ati, Ruin's Vessel, had flame-red hair and wore simple robes that hung open, exposing some of his skin. Beneath his skin, insect-like shadows appeared to crawl and move, at times even protruding out from him, as though trying to escape.

Known as a kind and generous man, he was well-positioned to take on the Shard of Ruin, as he was believed most capable of resisting Ruin's influence. The warmth of his presence persisted for a time, even as he bore the impulse of devastation. As Ruin's Vessel,

"Opposition. Balance. You'll learn to hate it, I suspect, though Preservation never could."

—Ruin

NINO VECIA

he attempted to steer the Shard's Intent away from absolute destruction and toward the natural processes of entropy and decay.

Over time, Ati became more susceptible to the Shard's Intent, growing manipulative and cruel, and often seeking others to do his bidding.

Power and Works

Alongside Preservation, Ruin helped to create the world of Scadrial and all living things within it. The two forged an agreement: Whatever they created together, Ruin would one day destroy.

During Era 1, Ruin's Investiture manifested in gaseous form as a black mist, in liquid form beneath the Pits of Hathsin—Ruin's Perpendicularity—and as solid atium. (The atium geodes at the Pits of Hathsin weren't the pure form of Ruin's God Metal, but a naturally occurring alloy of atium and electrum.) Ruin could speak into the minds of people pierced by a Hemalurgic spike, but unlike Preservation, he couldn't hear them.

Together, Ruin and Preservation jointly created the power of Feruchemy from equal portions of each Shard's Investiture. However, Ruin's power alone fueled the Metallic Art of Hemalurgy, which requires the breaking and harming of one living thing to grant power to another.

Ruin's presence or attention could sometimes be perceived as a swirling black mist. This appeared mostly in the Cognitive Realm, but during Ruin's imprisonment, it could also be seen near the Well of Ascension in the Physical Realm.

Imprisonment

Before Ruin could enact the destructive end he was promised, Preservation betrayed him, imprisoning his mind at the Well of Ascension—Preservation's Perpendicularity.

Seeking freedom, Ruin continued to meddle with humankind. His imprisonment limited him, but he was patient and strategic, always looking for ways to subtly nudge the Final Empire in his chosen direction. He manipulated the Lord Ruler over his thousand-year reign, and he changed written text to alter prophecy and religion. His plans bore fruit, and Ruin's mind was ultimately freed by Vin, the Ascendant Warrior, at the Well of Ascension.

Ruin's Agents

Still missing a large portion of his power, Ruin spoke directly into the minds of those spiked with Hemalurgy, influencing their emotions and perceptions. He often took on a persona to better exploit his targets, masquerading as dead mentors, lost loved ones, and even a god. He secretly targeted some people to force their first spike on them—and convinced others to take on additional spikes, granting himself the ability to overtake their will and forcibly direct their actions. Many agents of Ruin were unaware they were under his influence, but others—including the Steel Inquisitors and the koloss—acted as his direct agents.

As Ruin drove the world toward its end, he baited and taunted his enemies. He conducted military campaigns with the Steel Inquisitors and hundreds of thousands of koloss—each one created from the people of the Final Empire. He even unsettled the face of Scadrial itself, causing earthquakes, volcanic eruptions, and denser ashfalls. More subtly, Ruin also undermined governments and isolated individuals, confident that as society broke down, people would lose hope.

Although Ruin searched for his body, he was never able to claim it. Leading up to the Catacendre, Vin took up the Shard of Preservation and eventually sacrificed herself, pitting her mind against Ati's to destroy him.

Religious Interpretations

Old accounts of the Terris religion referred to an unnamed counterpart to the god Terr. It was characterized as a vaguely evil force, with religious scholars citing it was "better to build than to destroy."

In the Southern Scadrian teachings of the Jaggenmire, a force similar to Ruin was personified as Herr.

Cycles of Power

Preservation's power filled the Well of Ascension every 1,024 years. Someone who stepped into the Well gained access to this power and could act as Preservation for a short time.

As a Sliver of Preservation, this person could affect the agreements between Preservation and other Shards. Ruin used this opportunity to design his escape plan.

Harmony ERA 2

Harmony was the combined Shard of Preservation and Ruin. During the Final Ascension at the end of Era 1, after Vin sacrificed her mind to destroy Ruin's, Sazed claimed the Shards of Preservation and Ruin. Choosing Harmony as the Shard's new title, Sazed became its Vessel—and one of the most Invested beings in the cosmere.

Vessel

As a Keeper of Terris, Sazed spent much of his life recording, cataloging, and sharing information. He specialized in religions, and he believed there was beauty and truth within the myriad faiths of Classical Scadrial.

Tall and willowy, Sazed wore steward robes that fell in a pattern of layered V-shaped cuts. He wore his metalminds as bracers, bracelets, rings, and earrings.

As part of Kelsier's crew, Sazed was instrumental in the fall of the Final Empire.

Shortly before the Catacendre, Sazed lost several loved ones, causing him to question his dedication to his calling and the value of faith. In the wake of this devastation, Sazed picked up both Shards—Ruin and Preservation. Using his remaining knowledge of the world's religions, he combined the powers and became Harmony, fulfilling Terris prophecy as the Hero of Ages. To learn more about Sazed before his Ascension, see "Sazed" in chapter 5.

As the wielder of the power of two Shards, Harmony was considered one of the most powerful beings in the cosmere. Despite this, he often felt constrained by the opposite Intents of his two powers, and Harmony believed it was best not to interfere when possible.

In his guise as a Shard, Harmony appeared as he did in life—except instead of simple Terris robes, he was cloaked in impressions of timelessness and natural features.

Power and Works

Upon his Ascension, Harmony reformed the world of Scadrial using the knowledge from his learned religions. He moved the planet's orbit farther from the sun, closed the Ashmounts, and returned classical fauna and flora. For more details, see "Harmony's Ascension" in chapter 4.

PETAR PENEV



SAZED, VESSEL OF HARMONY.

Harmony's Investiture manifested in gaseous form as the mists, in liquid form at Harmony's Perpendicularity in Southern Scadrial, and as solid harmonium (also known as ettmetal). With the power of both Shards, Harmony could both listen and speak into the minds of people pierced by a Hemalurgic spike.

Harmony's Perpendicularity, which is carefully controlled by the Southern Scadrians, provides the primary means of transit between Scadrial and other worlds. The area around the perpendicularity is the source of ettmetal, a key component in Malwish technology.

Harmony's Agents

As the only resident Shard on Scadrial after the Catacendre, Harmony tried not to directly involve himself in the affairs of most mortals. However, Harmony communed with people who bore Hemalurgic spikes, using them as intermediaries to shape events on Scadrial. The kandra—known as the Faceless Immortals to the people of the Basin—were his primary agents. Chapter 5 describes the kandra and provides details on two of his agents, MeLaan and ReLuur.

Some kandra resented Harmony's subtle puppeteering, such as Paalm, also known as Bleeder. To escape Harmony's control, Paalm entered the service of Trell—an avatar of the Shard Autonomy (see "Rise of Trell" in chapter 4).

Other agents of Harmony included the former Steel Inquisitor known as Ironeyes (see "Marsh" in chapter 5), as well as followers of the Path (see "Major Religions" later in this chapter).

Discord

Signs suggested that Ruin and Preservation's equilibrium might be more aspiration than reality, and Terris prophecies stated that the name of the Hero of Ages "shall be Discord."

Religious Interpretations

Most post-Catacendre religions recognized the figure of Harmony.

Early Survivorists, in the days prior to the Catacendre, recognized the man Sazed as the Holy First Witness. After his Ascension, Survivorism regarded him as a god, though Survivorists didn't worship him.

Pathians followed Harmony directly, but they also followed the instruction to not worship him. Instead, they studied the classical religions recorded in the Words of Founding and sought their own truth. Many followers of the Path wore a Pathian earring; some of these were small Hemalurgic spikes that allowed Harmony and the wearer to speak directly to each other.

Sliverism saw Harmony as a failed Hero of Ages. They believed Ruin was always meant to be contained, and they venerated the Lord Ruler for the thousand-year reprieve he gave the world.

Trellism—the worship of the Shard Autonomy, built on the historical religion of Trelagism—saw Harmony as a smothering influence who stood in the way of progress and independence.

Trell demands that her servants prove themselves. Against adversity. Against society. Against the roles we take. And when there are several who fit the same slot in life… well, only the strongest can survive and be rewarded.



A TRELLIUM SPIKE.

Autonomy ERA 2

Autonomy was the Shard of individualism, agency, and perseverance. At the Shattering of Adonalsium, the Shard of Autonomy was claimed by Bavadin, who became Autonomy's Vessel.

Vessel

Bavadin had long worked to infiltrate or control other planets, and her actions on Scadrial showed she had no compunctions against acting directly against other Shards.

Power and Works

Autonomy's reach extended throughout the cosmere. Unlike Ruin and Preservation, who settled onto one planet, Autonomy wasn't content to find a singular home. Instead, she sought to extend her influence to other stars and systems within her reach.

In her pursuits, Autonomy settled initially on Taldain. On this planet, her powers manifested in the Invested Arts of sand mastery on the Dayside and starmarks on the Darkside.

When Autonomy wanted to involve herself on a different planet, she often chose a notable individual as an avatar to hold a portion of her power. While Autonomy's Vessel, Bavadin, remained on Taldain, the Shard's avatars had been central to events on many worlds in the cosmere. Autonomy's avatar on Scadrial was known as Trell—an ancient god of Classical Scadrial.

After the Catacendre, Autonomy saw Scadrial's advancing technological development as a threat. Beginning to act against Scadrial through the Set (described in chapter 5) and the new religion of Trellism, Autonomy threatened to destroy Scadrial unless the Set could gain control of the planet.

Autonomy's Investiture and influence manifested on Scadrial as glowing red eyes in those Invested and as solid trellium (also known as bavadinium). Autonomy could speak into the minds of people pierced by a Hemalurgic spike, but she couldn't hear them. Due to trellium's unique Hemalurgic applications, someone spiked with trellium would similarly gain the ability to speak into the minds of people pierced by a Hemalurgic spike.

Religious Interpretations

During the era of Classical Scadrial, Autonomy encouraged the founding of Trelagism, a religion of the Nelazan people. Though this religion was later destroyed by the Final Empire, Trelagism's practices were recorded in Harmony's Words of Founding.

After the Catacendre, the Set created an offshoot of Trelagism—Trellism—as a way to gain the patronage of a Shard. While Trelagism focused on finding beauty in darkness, Trellism taught that Trell was a creator who favored those who wield power to achieve their aims. (For more details on these religions, see "Trelagism and Trellism" later in this chapter.)



BAVADIN, VESSEL OF AUTONOMY.

ERNANDA SOUZA

The Lord Ruler ERA 1

An immortal tyrant with a wellspring of unimaginable power and skill, the Lord Ruler shaped and reigned over the Final Empire for a millennium. He formed the Steel Ministry to subjugate the people and administrate his empire, and he perpetuated the belief that he was the land's only god. In the Final Empire, everyone knew him, they swore by him, and they feared him.

The Lord Ruler usually appeared as a handsome young man, despite his unnaturally advanced age. His presence was both oppressive and captivating, from the way he commanded attention to the way he dulled emotions with powerful emotional Allomancy. Though calm and melancholic, he was also capable of explosive and sudden displays of anger and passion.

His perspective was as wide as his rule was long. The Lord Ruler conquered kingdoms, shaped society, subjugated peoples, created religion, destroyed rebellions, imposed order, and burned entire cities.

Mythology

The Steel Ministry taught that the Lord Ruler was a powerful monarch before the Final Empire. The Ministry referred to him as the Sliver of Infinity, and for most people in the Final Empire, he was the only god they'd ever known.

The assertions of the Lord Ruler's divine providence were based on two stories: his defeat of the Deepness and his acceptance of power at the Well of Ascension.

His Heroic Story

Over the centuries, the Steel Ministry spun a legend of the Deepness, a formless beast of ravenous chaos whom the Lord Ruler defeated. In so doing, he reportedly saved the people and earned their everlasting loyalty—and to punish them for their lack of faith, he brought the ash and the mists.

The Lord Ruler's Emotional Allomancy

The Lord Ruler constantly suffuses the area around him with an overwhelming Soothing. Other characters within 500 feet of him gain a disadvantage on tests related to rebellious or positive emotions. At the GM's discretion, a coppercloud might lessen the effect of this Soothing.

THE LORD RULER PIERCED BY REBEL SPEARS.

GAL OR



Generations Devoted

The Steel Ministry also taught that the Lord Ruler greatly rewarded his closest allies. The friends who helped him defeat the Deepness were gifted Allomancy, and their descendants—the nobility—were given prestige, power, and freedom because of their devotion.

Reality

In truth, the man who became the Lord Ruler was a Terris guide and Feruchemist named Rashek. On orders from his uncle—the Terris Worldbringer Kwaan—Rashek betrayed and murdered a man named Alendi, who was a king seeking the Well of Ascension.

Ascension of a Fullborn

Rashek became a Sliver of Preservation by holding the Shard's power at the Well of Ascension. He used this power to remake the world and lessen the impact of the Deepness—which in reality wasn't a monster, but Preservation's mists enhanced by Ruin. Rashek also granted himself the abilities of a Mistborn, becoming the world's first Fullborn—a person wielding all Allomantic and Feruchemical abilities. Fearful that another Fullborn could threaten his dominance, Rashek turned nearly all living Feruchemists into mistwraiths.

With his combination of two Metallic Arts, Rashek was also able to Compound his powers, greatly multiplying their effects. Notably, through Compounding atium, he artificially extended his life.

Doctrine of Dominance

While holding the power at the Well of Ascension, Rashek learned of Ruin's imprisonment and the cycles of power at the Well. He knew Ruin would destroy the world if freed, so Rashek determined to forge a single empire that could resist Ruin.

Seeing himself as the world's savior, Rashek began to conquer as the Lord Ruler. He bribed other monarchs and warlords to join his cause by turning them into Mistborn, creating the nobility. He ruthlessly destroyed any threats to his power, including armies, religions, and his own Terris people. And thus the Final Empire was born.

Influence of the Shards

In his youth, the Lord Ruler had been a controlling and hateful man, and a thousand years at the head of the Final Empire deepened those hatreds and hardened him. The Shards who influenced him played their part in this gradual change: His closeness to Preservation brought out his desire for suffocating control, and Ruin's whispers encouraged him toward greater violence and cruelty in the name of the greater good. In the end, the Lord Ruler's determination turned to bitterness and weariness.

Immortal Tyranny

With his armies, Steel Ministry, and oppressive subjugation, the Lord Ruler reigned for over a thousand years. To learn more about his rise to power and his reign, see chapter 4.

Class Structures

The Lord Ruler maintained his power by dividing the people. He worked to restrict Allomancy to the nobility by segregating nobles and skaa, and he tried to eradicate Feruchemy by subjugating the Terris people. The skaa were kept in poverty and despair, and the nobles worked against their own freedom by perpetuating the systems the Lord Ruler and his Steel Ministry put in place.

Toil and Industry

The Lord Ruler spent centuries consolidating his power so that a millennium after his first Ascension, he could be the one to reenter the Well—which was hidden beneath his palace of Kredik Shaw—and keep Ruin trapped. Fearing he might fail, the Lord Ruler used the kandra to hide Ruin's body, and he prepared storage caverns with food stores and information across the empire.

After the Final Empire

Following the Lord Ruler's death, many skaa didn't know how to survive without his meager provisions, in part because of his tight control over the dominances. Despite all his precautions, he left the people unprepared to care for themselves when he was gone.



You don't know what I do for mankind.
I was your god, even if you couldn't see it.

Steel Inquisitors ERA 1

The most feared of the Lord Ruler's instruments, the Steel Inquisitors were the enforcers, generals, and executioners of the Steel Ministry. They formed the highest levels of the Canton of Inquisition, and their powers were whispered about in dark corners by nobles and skaa alike.

Each Steel Inquisitor was an intimidating sight, with flowing black vestments and tattoos swirling around the spikes where their eyes used to be. Many Inquisitors guarded Kredik Shaw within the city center of Luthadel, but they might also attend other Ministry buildings, accompany obligators at hidden Soothing stations, or operate throughout the empire. Inquisitors were common in the Terris Dominance, where they oversaw the Canton of Inquisition's breeding and steward programs. If the need arose, they could even be used to thwart a rebellion or rampaging army of koloss. (See "Steel Ministry" in chapter 5 for more information about their role in the Final Empire.)

Mythology

Steel Inquisitors had a fearsome reputation, and both skaa and nobles regarded them as practically inhuman—creatures imbued with the dark will of the Lord Ruler himself.

The Steel Inquisitors and the Canton of Inquisition focused on enforcing the Lord Ruler's laws, particularly those regarding prohibited uses of Allomancy or the mixing of bloodlines. The Inquisitors meted out horrifying punishments, engaging in incredible acts of violence which left chambers coated in blood. The people of the Final Empire believed Inquisitors were impossible to resist, let alone kill.



One Steel Inquisitor was said to be more powerful than a thousand troops.

Method

Steel Inquisitors were created through Hemalurgy. First, the Hemalurgist killed a person using a metal spike, imbuing it with a single Allomantic or Feruchemical power from the victim. That spike was then implanted in a new Inquisitor to grant them the stolen power. The archetypal Inquisitor had eight Allomantic powers granted by nine spikes:

- Four steel spikes—one in each eye and two in the ribs—granted the four Allomantic physical powers of iron, steel, tin, and pewter. The eye-spikes also granted an enhanced form of steelsight, allowing Inquisitors to "see" the world outlined in blue Allomantic lines. They could see equally well in any illumination and could learn to perceive color.
- Four bronze spikes—each in the ribs—granted the four Allomantic mental powers of zinc, brass, copper, and bronze.
- A final steel linchpin spike placed in the shoulders bound the set together. If the linchpin was removed later, this killed the Inquisitor.

Supernatural Abilities

Steel Inquisitors were terrifying foes. They had heightened senses, increased speed and strength, and incredible focus, though they tired easily and rested often.

Though most Inquisitors were created with the standard nine spikes for physical and mental Allomancy, some received different spikes or additional ones. For example, some Inquisitors had a gold spike, which granted gold Feruchemy, and many Inquisitors had an atium spike, which granted atium Allomancy.

Many bronze Mistings were recruited as Inquisitors, as giving them a bronze spike amplified their existing ability to sense Allomancy. Mistborn were especially formidable Steel Inquisitors, as each Allomantic spike made them even more powerful when burning that metal.

Hemalurgic Weakness

During the Final Empire, the Lord Ruler controlled the Inquisitors. Due to how many spikes each Inquisitor had, their will was subject to outside control, usually through duralumin-enhanced emotional Allomancy.

Notable Steel Inquisitors

During the last years of the Final Empire, there were around twenty Steel Inquisitors; this section introduces a few notable ones. Half remained in Luthadel, and many spent time in the Terris Dominance.

Bendal

Bendal was dedicated to investigating corruption within the Ministry, seeking to justify the removal of the lord prelan and the installation of the Inquisitors as the rightful leaders of the church.

Kar

Kar was one of the oldest and highest-ranking Inquisitors. Formerly a soldier, he remained a fearsome combatant. Patient and conniving, Kar believed Steel Inquisitors should be the Lord Ruler's foremost servants.

Marsh

The last Inquisitor created during the Final Empire, Marsh played a pivotal role in the empire's last days. Unlike other Inquisitors, he survived the Catacendre and became a figure of myth (see "Marsh" in chapter 5).

After the Final Empire

On the night of the Lord Ruler's death, Marsh—the newest Steel Inquisitor—killed many other Inquisitors. Over the next year, the remaining Inquisitors served as Ruin's primary agents and acted under his direct influence. They gathered in the Conventical of Seran, increased their numbers, and prepared for the first strokes of Ruin's plan.

The Inquisitors grew stronger and deadlier with time, and Ruin removed the few restrictions the Lord Ruler had placed on them, granting them additional spikes and more license to engage in butchery and destruction.

After seizing command of an army of koloss, the Steel Inquisitors marched on the Terris Dominance. They murdered the Keepers they captured to create more Hemalurgic spikes, granting the Inquisitors Feruchemical powers. After Ruin was released from the Well of Ascension, the Steel Inquisitors acted as his generals until they eventually faced Vin in Luthadel and met their end.

KEVIN O'NEILL



A STEEL INQUISITOR AND AN OBLIGATOR FROM THE CANTON OF INQUISITION.

Major Religions

Scadrial has a rich history of hundreds of distinct religions, each with diverse practices. The following sections present religions as they existed in the Final Empire and after the Catacendre, with information on how they were founded and grew over time.

Ancient and Classical Religions

Before the world was covered in ash, hope was found in hundreds of faiths around the world, including Dadradah, Jaism, and Trelagism. The Religions of Classical Scadrial table summarizes the beliefs of a few classical religions.

Many early religions spoke of Ruin and Preservation in some form. Cultures in Southern Scadrial worshipped the Jaggenmire—composed of forces known as Herr and Frue. The ancient Terris religion contained warnings of Ruin, and the people who practiced it considered themselves to be of Preservation.

Religion in Era 1

Though the Lord Ruler and Steel Ministry destroyed many religions, the practices and beliefs of some faiths were recorded and passed down by Terris Keepers. The fall of the Final Empire gave rise to the Church of the Survivor, as Kelsier became a symbol of the skaa rebellion. And the Terris religion—remembered by the kandra—proved instrumental in defeating Ruin. (For more about the Steel Ministry, see chapter 5.)

Religion in Era 2

The Church of the Survivor, also known as Survivorism, took on new life following the Catacendre. It evolved as a dominant religion in the world, venerating Kelsier, Vin, and the Lord Mistborn. Other major religions included the new Terris faith (which focused on Preservation) and Sliverism (which venerated the Lord Ruler and the heirs to his power). Smaller religions also emerged, such as the Path, a simple and self-deterministic religion, and Trellism, the worship of the Shard Autonomy.

Religions of Classical Scadrial

Cultures and Faiths	Beliefs
Astalsi	Each person is born with a finite amount of ill luck. Unfortunate events are considered blessings—after such an event, the person's life can only get better. Different colors indicate different kinds of fortune.
Cazzi	After death, a death chant must be performed to awaken the spirits of the dead. With this chant, the spirits can free themselves from their flesh and return to the mountain of souls.
Dadradah	There is only one god, and there is only one right way to worship. Being an artist is the highest calling in the world—even higher than being a priest.
HaDah	Focus on agriculture, the land, and things that grow. HaDah rituals for the dead included a prayer and a grave marker taken from a tree.
Jaism	Greater devotion earns greater happiness. Overt protestations of faith are rewarded. Many Jaists finished their sentences with "Praise the Ja."
Larstaism	Life is about seeking the divine. Art draws us closer to understanding divinity. Great works of art elevate those who experience them. Because not everyone can devote their time to art, it's to the benefit of society to support artists. The Larsta donated money to support monks who composed poetry, painted, and sculpted art.
Truths of the Bennet	Discovery and knowledge are the highest forms of worship. Once all of the world is known, understood, and catalogued, peace and harmony will be achieved. Making maps is a reverent duty. The Bennet were seafarers who designed their religion to be practiced aboard ships.

Church of the Survivor

One of Scadrial's most influential religions in the last years of Era 1 and in all of Era 2, the Church of the Survivor dates back to the collapse of the Final Empire. Early believers claimed that Kelsier, the Lord of Mists, transcended death.

A figure of hope for those oppressed by the nobility, Kelsier was slain publicly by the Lord Ruler and became a martyr. His gift of hope remained with the skaa people, and many claimed to have seen him in the years following his death, walking the mist-covered streets of Luthadel.

After the revelations in the Words of Founding, the Church's faith was confirmed. Harmony revealed that Kelsier had persisted past death and safeguarded the power of Preservation before Vin took them up to defeat Ruin.

Core Tenets

Because of the mythology surrounding the Survivor's rejection of authority, Survivorism appealed most to those who found virtue in independence and personal autonomy, including those who operated outside—or against—the law. The people drawn to this faith often sought to pave their own way and to question the power of authoritative figures and regimes.

Nevertheless, as the years passed, the Church itself became more and more conservative, often focused on the words and doctrine of early Church members rather than the individuality of each believer.

While much of the religion focused on the command to survive, Survivorists also believed that the Survivor's Ascension was an act of protection for the people of Scadrial. The Church taught that the Ascendant Warrior joined with the mists once she Ascended—sharing her essence with theirs to guard over those who enter the mists at night.

Religious Practice

After the Catacendre, Survivorist churches were found across the Elendel Basin. Each church was typically headed by a priest and tended to by conventicalists, the latter of whom could be identified by the ceremonial ash worn on their faces. Survivorist churches could often be recognized by their glass domes, which provided a clear view of the mists, and their large naves filled with wooden pews and golden ornamentation.

Whether they be thieves, scholars, anarchists, or a farmer who lived on their own land, anyone who survived on their own—or who thought for themself—was someone who followed the Survivor, whether they knew it or not.



SURVIVORIST PRIEST

MARIE SEEBERGER

Survivorist priests wore robes with stitching up the arms in homage to the Survivor's scars, which he received during his time in the Pits of Hathsin. The clergy presided over services, presenting the mistdawn sermon to those who came to worship and conducting marriage, funeral, and other ceremonies. The holiest day of the church was Survivorday in the month of Kels.

Many worshippers regularly attended services—often wearing formal attire—while others kept a skeptical distance. Worship took many forms; though some chose to worship during the day, many Survivorists flocked to church at dusk in anticipation of the mists, hoping to catch a glimpse of the Survivor for themselves.

Survivorist Blessings

Blessing	Origin of Meaning
Mists guide you.	Invoked in reverence of Kelsier, the Lord of Mists.
The Survivor watches.	Referencing Kelsier's guidance of the skaa and how the faithful must look out for one another.
May joy light the torch.	Encouragement to face adversity with determination and defiance.
Walk without ash.	Encouragement to shed the barriers that hold you back.
Be not pierced by hubris.	Referencing the two mundane spears that pierced the Lord Ruler and presaged his downfall.
Bare your scars.	Invitation to seek counsel or guidance.
Be blessed in the eyes of the Lady Heir. ERA 1	Invoked in reverence of Vin, who was Kelsier's heir.
Ascendant Warrior gaze upon you. ERA 2	Invoked in reverence of Vin, who was Kelsier's heir.
SURVIVE.	The Survivor's mandate.

The Path ERA 2

Established after the Catacendre, the Path was a simple religion, philosophy, and way of life. It emphasized the believer's personal connection to their god, Harmony, and it encouraged an individual search for truth.

Core Tenets

The main commandment of the Path was simple: to do more good than harm. Beyond this pivotal belief, Pathians studied hundreds of religions from Classical Scadrial, which Harmony recorded in the Words of Founding, and learned from those moral codes.

As Pathians interpreted each religion and code with guidance from their own conscience, followers of the Path had greatly divergent practices and views. However, some common shared beliefs included not seeking lust without commitment and seeing the strengths in all flaws. Many Pathians also believed it was right to give more than they took.



PATHIAN MISSIONARY

MARIE SEEBERGER

Religious Practice

Practicing Pathians were encouraged to meditate or pray for fifteen minutes every day, sharing their minds and experiences with Harmony. However, they were discouraged from worshipping Harmony directly. Instead, their demonstrations of faith were shown in actions—doing good was their worship. While a Pathian prayed, they usually wore a metal earring, often marked with the ten interlocking rings of their faith; some of these earrings were made from reused Hemalurgic spikes, allowing devout Pathians to commune directly with Harmony.

Pathian sanctuaries—small buildings with large doorways on their eight sides—resembled the huts of Old Terris and could be found all across the Elendel Basin. The sanctuaries were usually empty except for two chairs: one for the Pathian and one for Harmony.

The Path's clergy, known as Pathian missionaries, wore robes of purple, white, and blue, and they shared their beliefs with any curious enough to ask. There was no formal priesthood, and Pathian missionaries had no formal duties other than being available to speak to those in need.

Without ceremonies, meetings, or services, the Path was a flexible religion followed by many in the Elendel Basin. It seemed inscrutable to others, but it was comfortable and comforting for its adherents.

In a way, its very simplicity made the Path much harder to follow. It left interpretation up to one's own conscience.

Sliverism ERA 2

Founded by former obligators after the Catacendre, Sliverism was an evolution of Steel Ministry doctrine. Sliverists taught that the Lord Ruler was a harsh but protective leader, a defender who kept the world from falling to Ruin. He was the Sliver of Infinity, an independent and active piece of an omniscient and omnipresent god. Though Sliverists acknowledged the existence of this god, they worshipped the Lord Ruler and related powers.

Sliverists believed the Lord Ruler's death Splintered him into smaller Slivers that lived on in powerful entities such as Ironeyes—the last Inquisitor—and other beings in the cosmere.

As the church grew and developed over generations, the clergy adapted many original Steel Ministry rituals and customs. They distanced themselves from the authoritarian control that marked the Ministry and focused more on the spiritual health of their congregants.



SLIVERIST PRIEST

MARIE SEEBERGER

Core Tenets

The central belief of Sliverism was that there was a god higher than the Shards such as Ruin, Preservation, and Harmony. They also believed there were singular entities who wielded a portion of this god's power and gained a divine right to rule.

Sliverist priests argued the Lord Ruler was the true Hero of Ages, a common person who held the power of a god and thwarted Ruin, rather than freeing him or joining with him. They also taught that the holiest act one could perform was a service to the greater good. They were an altruistic church, with many adherents and priests acting on behalf of the less fortunate.

Religious Practice

Sliverists gathered for worship in small chapels on the sixteenth day of every month. The priests gave a sermon, then congregation members were expected to engage in public service, each according to their own gifts and aptitudes. Four times a year, believers gathered near the sites of former Ashmounts in Doriel or the Faleast Range to bless the Lord Ruler for one thousand years of reprieve from destruction. The death of the Lord Ruler was recognized on All Slivers' Night, which began at sunset on the last day of Marsh and continued until dawn on the first day of Doxil. On this holiday, which was enjoyed even by many who weren't religious, people wore Inquisitor masks and celebrated all night.

Priestly Orders

Sliverist priests were encouraged to study broadly but to dedicate themselves to a discipline. Their three disciplines paralleled the Cantons of old: the Order of Finance, the Order of Resource, and the Order of Orthodoxy. Priests of Finance administrated programs in their communities, priests of Resource took on public works and engineering, and priests of Orthodoxy studied philosophy and preached to the faithful.



The Lord Ruler touched divinity at the Well of Ascension. That imprinted the Sliver of Infinity upon him, and gave him the Right of Inference.

Rumor held that there was a secret fourth discipline in Sliverism, the Order of Inquisition. This clandestine group reportedly dedicated itself to the art of murder and assassination in service of the greater good. However, the existence of this group was never proven.

Priests of all orders wore high-collared black vestments with white trim, but unlike their predecessors, they weren't required to shave their heads. As a priest advanced in their discipline, their accomplishments were recognized with intricate tattoos around their eyes.

Terris Religion

One of the world's oldest faiths, the Terris religion was the ancestral belief system of the Terris people.

Religion of the Ancient Terris

Before the Final Empire, the early Terris people revered the Shards. Accounts of gods who created their world were passed down as doctrine and religious teachings, including prophecies of what was to come. These prophecies, known as the Anticipation, were maintained by the Terris Worldbringers and foresaw the coming of the Hero of Ages.

These Terris primarily reserved worship for Preservation, as they feared what Ruin would bring to them and their world. However, rather than viewing Preservation as all-powerful, they recognized their god as one force among many. Their teachings included theories about the realms beyond, where the power of the Shards came from, and what similar forces might exist beyond the world of Scadrial.

These teachings and early histories were distinct from Southern Scadrial worship of the Jaggenmire, despite some similarities.

In the Final Empire

Although generations of Terris Keepers worked to preserve ancient Scadrian religions, their own was lost to them. The Lord Ruler, determined to maintain his control over the Final Empire, couldn't risk the threat posed by the knowledge contained within the Terris faith. He thus destroyed the religion rather than risk the rise of a new Hero of Ages.

Only the First Generation of kandra—who had once been Terris Feruchemists—retained the knowledge of their faith. These kandra remained obedient, in service to Preservation, until the prophecies outlined in the Terris religion were fulfilled and a new Hero of Ages rose to claim both Shards.

"Metal is your life," Tellingdwar said from the front of the hut, moving into the final parts of the evening recitation.

Waxillium knelt in meditation, listening to the words. Around him, rows of peaceful Terris were similarly bowed in reverence, offering praise to Preservation, the ancient god of their faith.

After the Catacendre

As Harmony Ascended to hold both Shards during the Catacendre, he left behind his knowledge of religions in the Words of Founding. These volumes included the Terris religion in its entirety. Although the Words of Founding became an important historical record, its use as religious doctrine differed across faiths.

Most practitioners of the reborn Terris religion continued to worship Preservation as a god, distinct from Harmony. They practiced communal prayers, daily recitations of catechisms, and other forms of worship. However, beliefs varied between communities. Some denominations saw Harmony as Preservation's successor and worshipped him directly. Other groups believed Ruin's essence corrupted Harmony; these factions worshipped Preservation alone and looked forward to a day when the powers would be divided once again.

Trelagism and Trellism

One of the faiths destroyed by the Lord Ruler during his religious purges, Trelagism disappeared from the world for a millennia. Its existence was known only by Terris Keepers and those they instructed. After the Catacendre, the ancient religion of Trelagism was recorded in the Words of Founding, and its ties to the Shard of Autonomy came under scrutiny.

Trelagism: Religion of the Nelazan

During the Classical Scadrial era, a people called the Nelazan lived in a region to the far north, where their diurnal cycles changed with the seasons, leading to polar nights and midnight suns.

The Nelazan people's faith revolved around two sibling gods: Trell, who had a thousand eyes (the stars), and Nalt, who had only one eye (the sun). Nalt was jealous and forced his one eye to outshine Trell, but the Nelazan believed there was beauty in the darkness. They worshipped Trell, believing their god watched over them at all times.

Trellism: Religion of Autonomy ERA 2

When the Set—a secretive organization described in chapter 5—searched ancient records for powers to aid their ambitions, they discovered that the Nelazan god Trell was an avatar of Autonomy. Making contact, the Set forged a pact with the Shard, leading to the founding of Trellism. In serving Autonomy, the leaders of the Set could shape Scadrial as they saw fit, and Autonomy could turn the industrious world to their ends.

Trellism had no priests, no temples, and no religious doctrine. At first, adherents belonged only to the leading group of the Set, but as the years passed, lower-level members, particularly those in the Set's private army, the Hidden Guard, joined the faithful.

The core belief of Trellism was that an adherent must be individual, bold, and competent. It wasn't enough to be a dreamer—they must envision great goals and accomplish them.

Prophecies of Rule

Prophecies and promised victories were important to Trellists and served as their scripture. Autonomy's offworld agents warned that Autonomy's army—the so-called men of gold and red—would come to Scadrial to destroy and rule. Most Trellist cultists zealously believed by serving Autonomy, they would rule in this new world.

The God Beyond

Most, if not all, planets in the cosmere have entities in their mythology and powers whom they worship as deities. However, some people believe that the God Beyond (also known as the Unknown God) is a force that transcends these planar deities. Little is known about this God Beyond, and beliefs vary on whether it's related to Adonalsium, and whether it has ties to the Beyond, the place where souls are drawn after they die.

Harmony's allusions in the Words of Founding imply the existence of a place of happiness after death, and some Scadrians swear by the God Beyond.



CHAPTER 4

HISTORY OF SCADRIAL

The world of Scadrial, created shortly after the Shattering, was shaped and reshaped by the conflicting forces of Preservation and Ruin, with eternal regimes and stagnation giving way to violent revolution and rapid advancement. It's a world of myths, legends, action, and impact. As its history unfolds, Scadrial draws the attention of other beings. They ponder what might come next—and what ripples Scadrial might send throughout the cosmere.

As described in "Eras of Scadrial" in chapter 1, historians commonly divide Scadrial's past into three major eras: Classical Scadrial, the World of Ash (Era 1), and the post-Catacendre world (Era 2). This chapter traces the world-shaping events in each era.

False History

As part of his quest for domination and control, the Lord Ruler destroyed cultures, religions, languages, and histories. Doctrine mythologized him as the savior of the world, and the truths of Classical Scadrial were largely lost. Even the histories of the Final Empire were regularly modified over the centuries by the Steel Ministry, with hints of the truth relegated to dusty tomes and hearsay.

Some truths persisted, and those histories were collected by the order of Terris Keepers. Records of languages, religions, historical figures, ecology, architecture, and more were carefully gathered and stored in copperminds, preserving them until the eventual fall of the Final Empire.

After Harmony's Ascension during the Catacendre, the full record of the order of Keepers was collected into the Words of Founding, a set of tomes recording Scadrial's history. The information presented in this chapter is the truth of history as known after the Catacendre. However, the sections labeled "False History" provide context for what most humans believed during the Final Empire.

Secret History

This chapter compiles information revealed in the first seven books of the Mistborn Saga. During the Final Empire, most Scadrian history has been suppressed or forgotten. Many events in this chapter are important revelations in the novels, which the reader learns alongside the books' protagonists. As such, this chapter contains major spoilers for all seven novels.

Classical Scadrial

In its earliest days, Scadrial was like many planets of the cosmere—and most notably, it was similar in many respects to Yolen, the world of Preservation and Ruin's origins. The era known as Classical Scadrial began with the creation of the planet itself, then wound through nine millennia of diverse cultures and steadily advancing civilizations.

During this time, Preservation began his plan to defeat Ruin, and Ruin's counterstroke and manipulation of the world's prophecies prepared the way for his release. This era ended when a man hailed as the Hero of Ages went to the Well of Ascension, only to be murdered by the man who became the Lord Ruler.

Creation and the Bargain

Preservation and Ruin worked together to create life on Scadrial, with Preservation giving up some of his power to endow sapient life with more of his essence. Ruin agreed to this imbalance on the condition that he'd have the opportunity to destroy Scadrial in the future.

Determined to prevent this destruction, Preservation sacrificed his mind to imprison Ruin at the Well of Ascension—Preservation's Perpendicularity. Though Preservation's power was distributed throughout the world, it refilled at the Well every 1,024 years.

OPPOSITE: VIN, THE HEIR OF THE SURVIVOR, SURROUNDED BY REFLECTIONS OF HER PAST AND FUTURE.

RANDY VARGAS

Nations and Cultures

The people of the ancient world grew into diverse groups and cultures, with many nations, empires, and religions. The kingdom of Khlennium pursued advanced architecture, steam engines, and clockwork, while their neighbors in Kordel pursued the arts and sciences. The nations to the east were known as peacemakers and explorers, while the lands to the west were torn by imperialism and constant war.

One of these cultures was the Terris, a group of pastoral herders who lived in the north. Among the Terris were the philosophers and teachers known as the Worldbringers, a group who would become instrumental in the rise of a new king—Alendi.

Rise of Alendi

Once a humble blacksmith's son, Alendi became an assistant to Kwaan, a Terris Worldbringer. Alendi traveled and grew in power and influence, eventually marrying into the royal family of Khlennium and becoming king. He waged wars, conquered kingdoms, and created a unified empire.

The Deepness

As the Well of Ascension filled with power, Preservation sought to arm the world against Ruin. He brought the mists, a gaseous form of his Investiture which would Snap some of the first Allomancers, creating Mistings. Unfortunately, Ruin manipulated the mists into a smothering force which blocked the sun, causing widespread famine and death.

False History

The Steel Ministry taught that the Deepness was a formless monster of ancient times, which the Lord Ruler killed to save the world. This falsehood played on the fact many of the Deepness's attributes resembled Ruin, the Shard opposed by the Lord Ruler throughout his reign.

Obfuscating that the Deepness was in fact the mists of Preservation, the Ministry also taught that the Lord Ruler then summoned the ash and mists to punish people for their lack of faith in his protection.

Alendi, the Hero of Ages

Kwaan declared Alendi the Hero of Ages—a figure from Terris prophecies who was also known as Rabzeen, the Anamnesor, and the savior of the world. After years of war and desperation, the world began to believe it. During this time, the Deepness Snapped Alendi, making him a Seeker and enabling him to sense the pulses of the Well of Ascension.

Ascension of the Lord Ruler

Preservation's power gathered at the Well of Ascension, and Ruin's plan came to fruition. On the urging of his advisors and the Terris Worldbringers, Alendi set out to the Well of Ascension to save the world.

Corruption of the Prophecies

As part of Ruin's plot to secure his freedom, Ruin subtly altered the Anticipation—the prophecies and beliefs of the Terris religion that had been adopted by the nations of Classical Scadrial. However, some prophecies suited his schemes well in their original form, such as those referencing the piercings of the Hero of Ages or the fact the hero would hold the world's future on their arms; Ruin left those intact.

After years of observing and guiding Alendi, Kwaan noticed Ruin's alterations, though Kwaan didn't know Ruin was their source. He suspected the prophecies had been modified to trick Alendi into releasing something imprisoned at the Well of Ascension.

When Kwaan couldn't convince the Conclave of Worldbringers, the king's advisors, or Alendi himself of the dangers, Kwaan arranged for his nephew Rashek to guide Alendi through the Terris Mountains to the Well. Kwaan charged Rashek with leading Alendi astray—or killing him if the need arose.

Journey to the Well

Rashek was a young Terris guide and Feruchemist, embittered by the oppression of his people by the king of Khlennium. While accompanying Alendi on his journey to the Well of Ascension, Rashek and his allies—a group of Terris Feruchemists—attempted to lead Alendi away, but the king could sense the Well. At the end of their journey, Rashek resorted to more severe measures: He attacked and killed Alendi, then entered the Well of Ascension.

A Sliver of Preservation

In the Well of Ascension, Rashek claimed the power of Preservation for himself and Ascended. Though Preservation's true Vessel, Leras, remained, the power Leras had used to bind Ruin was available for the taking.

Instead of giving up the power—as a self-sacrificing hero like Alendi might have—Rashek used it in his attempt to save and order the world. He tried to burn away the Deepness by moving Scadrial closer to the sun. When this raised the world's temperature, he raised the Ashmounts to provide cover. He then modified the plants, animals, and peoples of the world to survive in the new ash-filled world.

Reshaping the People

One side effect of Rashek's changes was that the plant life lost nutritional value. Rashek addressed this by modifying human genetics to subsist on the new plants and survive breathing the black ash of the Ashmounts.

As a reserve, he placed an unmodified population of humans at the south pole, leaving them to fend for themselves. Over generations, the Southern Scadrians adapted to the planet's warmer climate, becoming tolerant of heat and unaccustomed to cold.

Changing the World

As one of his final acts while holding Preservation's power, the Lord Ruler reorganized the geography of Scadrial. He flattened the Terris Mountains, thus hiding the Well of Ascension in what would become the center of his empire. He also created new mountains in the north and called them the Terris Mountains, hoping that future generations would mistakenly seek the Well there instead.

Terris, Kandra, and Mistwraiths

With his expanded mind, Rashek understood the incredible powers he could control if he gained Allomancy—Preservation's Metallic Art—in addition to his natural Feruchemy. He used the Well of Ascension to turn himself into a powerful Mistborn, planning to offer Allomantic powers to others as bribes to control them. However, he feared that another Terris person would be born with both powers—and thus, with the ability to challenge him.

He spoke directly into the minds of his closest friends as well as his uncle Kwaan, the Worldbringer. He offered these Feruchemists a "choice": immortality as kandra or existence as nonsapient mistwraiths. His friends chose to become the First Generation of the kandra, but Kwaan refused. Though Rashek attempted to destroy his uncle, the power of Preservation wouldn't let him, and Kwaan escaped. Rashek turned all other living Feruchemists into mistwraiths—but he didn't erase the latent Feruchemical heritage carried by other Terris people.

False History

The Steel Ministry taught there were physiological and intellectual differences between nobles and skaa. They referred to these differences as the Balance—but this teaching was mostly a fabrication. In truth, the Lord Ruler sought to modify humanity in this manner, but he was unable to create any significant lasting differences. After a thousand years, any small variances were once again normalized. Though some differences between these populations seemed to reinforce belief in the Balance, these were actually cultural and nutritional.

SIRAJ FAKHRI



KWAAN AND ALENDI DREAM OF A BETTER WORLD.



KEEP VENTURE IN LUTHADEL.

ERA 1

The World of Ash

Using the power at the Well of Ascension, Rashek began his rule by drastically altering the planet and its inhabitants, desiring to bring about order and maintain Ruin's prison. But as time passed, Rashek eventually became what he'd always hated most—an oppressor who forced their will onto entire peoples. As his grip became ever more authoritarian, he started on the path to becoming the Lord Ruler, perpetrator of a millennium of atrocities.

Era 1 saw the rise of Allomancy and the first Mistborn, the near-destruction of Feruchemy, and the exploration of Hemalurgy. The Lord Ruler's Final Empire lasted for over a thousand years before he was deposed in an uprising. Three years of chaos and war followed before Preservation's plans came to fruition and the Shards of Preservation and Ruin fused into Harmony, ending the World of Ash.

Unification of the Final Empire

The first few centuries of the Final Empire were filled with conflict as the Lord Ruler shaped his vision of a perfect government and society. He adopted aspects of other cultures, such as the architecture of Khlennium for his capital and the slavery systems of the Cazzi for his newly created skaa class. He suppressed technological advancement, employed his koloss armies against enemies, and continued to experiment with Hemalurgy.

The First Mistborn

Following the Lord Ruler's Ascension, he took over Alendi's government and finished the conquest Alendi began. The Lord Ruler used beads of lerasium, the God Metal of Preservation, to turn his rivals into the first nine Mistborn, bribing them to his cause and establishing the nobility.

Kandra Spies

The Lord Ruler charged the First Generation of kandra with gathering and protecting Ruin's body—the metal atium. Kandra society and culture formed around fulfilling this duty. However, as the Lord Ruler used the kandra as spies, many kandra of the Second Generation were hunted and killed by Allomancers. Seeking to end this genocide, the kandra developed the Contract: an agreement with humanity meant to keep the kandra safe (see "Kandra" in chapter 2).

VLADIMIR ISHELIN

Entrenched Bureaucracy

The Lord Ruler used the mercantile system of the ancient Hallant people as a pattern for his Steel Ministry, whose obligators served as priests, bureaucrats, legal experts, and more. The Ministry assigned its obligators to Cantons, each reflecting different portfolios of influence, and worked to oppress the people and maintain the Final Empire.

Religious Eradication

The Lord Ruler installed himself as an enduring god for his empire by outlawing all religions and religious practices other than the Steel Ministry. This erasure took nearly five centuries of war and subjugation, during which the Lord Ruler's armies destroyed hundreds of religions and devastated countless cultures.

Terris Purges

The Lord Ruler specifically targeted the Terris people and their religion, as both posed threats to his power. In the early years of the Final Empire, the Terris were hunted nearly to eradication. After two centuries, the Terris religion was destroyed—except among the First Generation of kandra, who had practiced it. Other aspects of Terris culture, including their knowledge of Feruchemy, were preserved by Terris descendants (see the upcoming "Order of Keepers" section).

Consolidation of the Final Empire

The middle centuries of the Final Empire saw the development of different methods of rule. Some persisted to the end of the empire, and others were revised or abandoned.

Order of Keepers

Formed in the third century, the Keepers were a group of Terris Feruchemists who followed in the footsteps of the original Terris Worldbringers. Operating in secret under the leadership of their Synod, this order gathered knowledge of Classical Scadrial and avoided the purges of the Final Empire and the scrutiny of the obligators.

VALERIA CASALE



AN OBLIGATOR IN THE FINAL EMPIRE.

Unity Movement and Languages

In the fifth century of the empire, the Lord Ruler introduced a program to abolish all languages other than his own chosen language, a derivative of ancient Terris. By outlawing the languages of his people's ancestors, the Lord Ruler further subjugated the people of the Final Empire. Nevertheless, some spoken languages survived in the remote areas of the empire as well as in the metalminds of the Keepers.

Governorship Program

After a period of relative stability, the Lord Ruler empowered several trusted noble families in the fifth century, granting them provisional governorship over their regions. This was the first time the Lord Ruler gave his nobles any direct control over his armies, and it marked the beginning of a time when the Lord Ruler distanced himself from the regular operations of the Final Empire. Skaa uprisings and house wars still occurred, but they were short and bloody conflicts.

Terris Subjugations

In the sixth century of the empire, the newly formed Canton of Inquisition proposed two programs as population control for the Terris people. The first was a breeding program, which would monitor Terris bloodlines for Feruchemical ability and cull it from the population. The second was the steward program, based on the servant caste system of the Classical Scadrial Urtan people. As described in "Terris Dominance" in chapter 2, the Terris people suffered under these restrictions for centuries, but the Lord Ruler never succeeded in fully implementing his vision of complete genetic and population control.

Dominances and the Rise of Skaa Plantations

After three hundred years of relative peace under the governorship program, the Canton of Resource successfully codified the dominance and plantation systems.

Ruling nobles became directly responsible for the skaa populations in their dominances, and they entered a period of structured competition for wealth and influence. This gave the aristocracy significant freedom, while for the skaa, it sparked an even harsher and harder period of history. Skaa freedoms were further restricted, and nobles grew even wealthier.

The borders of the ten dominances were established and remained stable for the remainder of the Final Empire. As described in chapter 2, the five Inner Dominances included the Central, Eastern, Northern, Southern, and Western Dominances. The five Outer Dominances included the Crescent, Farmost, Remote, and Terris Dominances, along with the Southern Islands.

The Modern Final Empire

As the centuries passed, the Final Empire calcified into an unchanging and oppressive regime. Rebellions became few and far between, the nobility reveled in their power over the skaa, and the Steel Ministry and the Lord Ruler prepared for the Well of Ascension's next cycle.

Military Might

In the early centuries of his rule, the Lord Ruler kept large standing armies. Toward the end of the Final Empire, the military instead maintained garrisons in all major cities and small standing armies in the Outer Dominances, though the Final Empire could muster millions of troops if needed. Koloss armies were overseen by Steel Inquisitors and distinguished obligators. These garrisons and armies were mostly deployed against rebel bands at the outskirts of the empire or in suppression campaigns against civilian populations.

Segregated Peoples

The Lord Ruler used the Steel Ministry to enforce segregation in the Final Empire. Nobles, who were genetically more likely to be Allomancers, were raised to consider skaa as less than people.

Although some skaa worked as skilled merchants and shop owners under heavy restrictions, most skaa provided menial labor. In cities, skaa thieving crews had an opportunity to improve their fortunes, whereas skaa in rural lands were usually destined for the plantations, regardless of their individual aptitudes.

The Terris were sequestered in the Terris Dominance to the north—except for the Terris stewards who were castrated and forced to become master servants.

Economy of Atium

The last pillar of the Lord Ruler's regime relied on economic manipulations. Knowing that atium contained Ruin's God Metal—the solid form of his Investiture—the Lord Ruler carefully controlled atium's production and distribution.

Though distributing atium presented a large risk during the Final Empire due to the Allomantic power fueled by that metal, the Lord Ruler accepted that danger for the social control it afforded him. Atium was produced in the Pits of Hathsin in the Central Dominance. Most of it was kept hidden by the kandra, but small quantities of the metal were used as a secondary currency by the noble houses of the Final Empire. For more details on atium, see "Metallic Arts" in chapter 1 and "The Pits of Hathsin" in chapter 6.

Fall of the Final Empire

After a millennium of oppression, the Lord Ruler finally fell and the Final Empire met its end.

The Skaa Rebellion

Decades had passed since the last skaa rebellion that accomplished anything notable. However, after Kelsier—the Survivor of Hathsin—returned to Luthadel, he outlined an audacious plan to Yeden, leader of the skaa rebellion (see "Kelsier and his Crew" in chapter 5).

With a skilled team of thieves and operatives, Kelsier and Yeden secretly recruited and outfitted an army. While they coordinated a strike between the rebels and Kelsier's crew, other members focused on recruiting, inspiring the skaa, and infiltrating strategic positions.

House War

Kelsier and the crew pressured the nobility of Luthadel on all sides. Between the assassinations, foiled business dealings, raids, and inflammatory rumors, the Great Houses of Luthadel descended into conflict. Many smaller houses fled the city, and even Great Houses suffered significant defeats.

Loss of the Army

The crew's plan came to a halt when, unbeknownst to Kelsier, Yeden led the secret rebel army in a night raid against the Holstep Garrison. Although Yeden's raid succeeded, this revealed the army, which was quickly slaughtered by the Lord Ruler's Valtroux Garrison.

GAL OR

KEEP HASTING BURNS IN THE HOUSE WAR.



Survivor's Gambit

After a large portion of the crew's support team was captured and sentenced to execution, Kelsier attempted to free the condemned. This culminated in a confrontation with the Lord Ruler in Luthadel's fountain square. Kelsier burned the Eleventh Metal—a mysterious metal of legend that he hoped might offer a way to kill the Lord Ruler. When he did, he saw a malatium shadow of who the Lord Ruler might have become if he'd made different choices in life. However, when Kelsier couldn't find a way to kill the Lord Ruler, he ultimately let the Lord Ruler kill him. With his last words, Kelsier declared he was the one thing the Lord Ruler couldn't destroy: hope.

In death, Kelsier's final plan unfolded without him. The kandra OreSeur abandoned the bones of the crewmember Lord Renoux, taking on Kelsier's form; the martyrdom of the Survivor of Hathsin had impassioned the rising skaa rebellion, but his reappearance gave them something to put their faith in.

The Lord Ruler Falls

In the glowing light of the rising skaa rebellion, Vin confronted the Lord Ruler in his fortress of Kredik Shaw. Using the Eleventh Metal that Kelsier burned before his death, she realized the Lord Ruler was truly Rashek, the Terris guide. Using that knowledge—and the power of the mists—to tear away the Lord Ruler's metalminds, Vin exploited this weakness and finally killed him.

With its figurehead removed, the empire fell. Nobles fled the city as the skaa rebellion rose, but some few stayed to usher in a new era. With support from Kelsier's former crew, Elend Venture created a new government in Luthadel and became king of the Central Dominance.

Chaos in the Empire

Following the Lord Ruler's death, governments and long-standing political balances across the Final Empire collapsed. Nobles and obligators seized power and went to war. Koloss ran rampant in the Outer Dominances, and refugees fled inward. Food became scarce as shipping and infrastructure broke down, and many new players vied for power.

Rise of the New Empire

After a year of successes and struggles, the fledgling nation centered in Luthadel was besieged. Armies led by warlords from other dominances arrived to claim the wealth of the old Final Empire. In some regions, the mists began to attack people; most of these targets merely fell ill to "mist sickness," but some died.

Siege of Luthadel

Straff Venture, after consolidating his power in the Northern Dominance, arrived in Luthadel to make his claim and take the city from Elend. Ashweather Cett, who was losing influence in Fadrex City, attempted the same. Along with Elend and his Assembly, the three forces were at a stalemate. The situation was further complicated when Jastes Lekal arrived with a powerful force of koloss to make his own bid for the city.

Though Elend tried to politically maneuver through these challenges, his own rule was undermined. The Assembly used Elend's idealistic governmental protections to remove him from power, and they installed Ferson Penrod, a noble member of the Assembly, as king.

Battle of Luthadel

Jastes Lekal unexpectedly lost control of his koloss army, and the koloss attacked the city of Luthadel. The forces of the Central Dominance clashed against the koloss while the Venture and Cett armies remained separate.

In the city's most desperate hour, Vin arrived and seized control of the koloss, then led her new forces against Straff's army. Victorious, Vin beheaded Straff and demanded Cett and Penrod swear allegiance to Elend as emperor of the New Empire.

Well of Ascension

Luthadel settled into an uneasy peace, and Vin, Sazed, and Elend entered Kredik Shaw to find the Well of Ascension. After the full cycle of 1,024 years, Preservation's power had returned to the Well and was ready to be used or released.

Preservation had done what he could to prepare Vin to accept the Well of Ascension's power and, in so doing, to keep Ruin imprisoned. However, Ruin had impersonated Preservation and set false clues to manipulate Vin. Thus, she was ready to accept the power and give it up, as she believed Rashek should have.

In the Cognitive Realm, Preservation and Kelsier (now a Cognitive Shadow) watched as Vin and Elend approached the Well of Ascension. Kelsier intervened, leaving Elend mortally wounded in the hope Vin would

use the power to save Elend's life, instead of releasing it and freeing Ruin. Vin initially accepted the power, but unlike Rashek a millennium before, she ultimately gave it up, sacrificing Elend.

A Bead of Lerasium

Once Vin released the power and unintentionally unleashed Ruin on the world, Preservation drew her attention to a single bead of lerasium. Vin fed this to Elend, saving him and turning him into a powerful Mistborn, like the first nine once empowered by Rashek.

The End of the World

Unleashed on Scadrial after millennia of imprisonment, Ruin began to tear the world apart through destruction and subtle, complex manipulations. At the same time, the mists came with greater frequency and remained during the day more often, inflicting mist sickness on more people.

Ruin Gathers Strength

The koloss grew in number and the Steel Inquisitors searched for more power. In a brutal attack on the Terris Dominance, nearly a quarter of all Terris were killed by koloss under Steel Inquisitor control. The entire Synod and all the Keepers were captured and killed, their Feruchemical powers stolen by Hemalurgy. Refugees from the Terris Dominance eventually settled in the Pits of Hathsin.

As Ruin began Scadrial's final destruction, he manipulated leaders, enhanced the Ashmounts, caused earthquakes, and even pushed lava flows to the surface. These ecological disasters forced all residents of the former Final Empire to prepare for the worst.

Coup of Urteau

Quellion, leader of the skaa workers' coalition, rose to power in Urteau as the Citizen. Initially regarded as a champion of the people, he grew increasingly corrupt under Ruin's influence. A bronze Hemalurgic spike granted him the power of a Seeker. He used this power to detect and execute nobles within the city, establishing a totalitarian regime over the people of Urteau.

As the Citizen's choices divided the skaa of the city, riots broke out, leaving fire and ash in their wake. Spook, one of Kelsier's original crew, fought Quellion's soldiers, who left Spook to die in a burning building. However, Spook survived, in part due to a Hemalurgic spike he'd unknowingly been pierced with during the battle.

Ruin attempted to use Spook—now acclaimed as the Survivor of the Flames—to destroy Urteau, but Spook resisted him and removed both his own spike and Quellion's. With Ruin's influence thwarted, Urteau began to resolve its conflicts.

Siege of Fadrex City

Elend Venture, now emperor of the New Empire, was set on conquering Fadrex City. He planned to commandeer the resources in the city's storage cache and to earn favor with Ashweather Cett, his general and the city's former ruler.

Elend and Vin arrived outside Fadrex City with a human army, along with thousands of koloss under the pair's control. The city's ruler, the obligator Aradan Yomen, refused all offers of diplomacy and was unwilling to cede to the threat of war. Yomen outmaneuvered Elend and attacked the New Empire's army. Thousands of Elend's koloss died in the assault.

After Ruin seized control of the remaining koloss forces, Yomen reluctantly allowed the human army into the city. As Ruin's koloss gathered, it seemed inevitable the city would be overrun. However, Yomen and Elend realized the true cause of the mist sickness—it was Snapping their soldiers and creating Allomancers. With this unexpected discovery of many new Allomancers in their ranks, the combined forces fended off the koloss besiegers.

Secrets of the Kandra

For years, Kelsier's crew, the warlords, and the New Empire had searched for the Lord Ruler's atium cache. Finally, when Sazed and TenSoon—a kandra who formerly served House Venture and was now loyal to Vin—traveled to the kandra Homeland, this secret was revealed. In the early days of the Final Empire, the Lord Ruler had charged the kandra with carefully hoarding atium, which was the physical body of Ruin. This collection, called the Trust, held a significant portion of the Shard's power.

Sazed worked with the First Generation to understand the lies Ruin had introduced into the prophecies, seeking to uncover the Shard's plans before it was too late to stop him.

Corruption of Luthadel

Under Ruin's influence, King Ferson Penrod drove Luthadel into chaos. Ruin appeared to the king as the Lord Ruler, and Penrod decreed only the strong should survive. The skaa fought each other, the nobles began another house war, and significant portions of the city burned, but many refugees escaped to the Pits of Hathsin.



VIN TAKES UP THE POWER OF PRESERVATION TO OPPOSE RUIN.

DANIEL CORREIA

Preservation Reborn

While Elend and Yomen defended Fadrex City, Vin worked to draw Ruin's attention away. Her diversion succeeded and the Steel Inquisitors followed her to Luthadel.

Leras, the Vessel of Preservation, had finally died and left the Shard's power unclaimed. Ruin attempted to Splinter Preservation, but Kelsier (as a Cognitive Shadow) attuned himself to the power and became a temporary Vessel. During Vin's desperate battle against the Inquisitors, Kelsier released the power, and Vin was able to draw the mists to herself.

She filled herself with Investiture, killing nearly all the Steel Inquisitors and Ascending as the new Vessel of Preservation. This hastened the end of the world, as the mists were no longer protecting it, so the surviving humans sought shelter underground.

Battle of Hathsin

In a final frenzy against humanity, Ruin sent his forces to the Pits of Hathsin to claim its atium. The only soldiers remaining at the Pits were the mistfallen—a group of soldiers who'd suffered the most from the mist sickness, but mysteriously showed no signs of any new Allomantic powers.

At a crucial moment, Elend realized these soldiers were in fact atium Mistings; their Allomantic powers had gone unnoticed because they previously had no access to atium. The mistfallen army consumed the cache of atium and burned it, defeating Ruin's army and dissipating his physical essence into the world.

A Final Sacrifice

Empowered by Vin (now acting as Preservation), Elend fought with Marsh, the last Steel Inquisitor. In a moment of clarity brought on by a duralumin-enhanced flare of atium, Elend realized there was only one way to truly end the fight. He accepted death, and Marsh beheaded him.

Though Ruin thought this brutality would break Vin, it instead galvanized her. As a Scadrian, Vin had both Preservation and Ruin imprinted on her soul and her upbringing; that essence of Ruin allowed her to overcome Preservation's Intent and seek Ruin's destruction. She sacrificed her mind to destroy Ruin's, and the two powers were left without Vessels.

ERA 2

After the Catacendre

Scadrial began to burn. The end of the world appeared inevitable with the death of the Vessels of Preservation and Ruin—but the end was a new beginning, for the two Shards intermingled to create Harmony. In an event that became known as the Catacendre, Harmony restored Scadrial to its historical geography and ecology, then gathered the empire's survivors into a haven where they could thrive.

As Era 2 progressed, Northern Scadrial entered a prosperous—though stagnated—industrial age. Southern Scadrial, by comparison, innovated technologically with the Metallic Arts. This disparity led to considerable tensions when the two groups first made contact.

This era also saw the influence of the Shard Autonomy and the defeat of her machinations by agents of Harmony.

Harmony's Ascension

As Sazed knelt over the bodies of Vin and Elend, losing his faith, he saw the Shards' powers waiting for new Vessels. Reaching out toward Preservation and Ruin, he thought of the ancient Terris prophecies. He worried he'd be clumsy with the power like the Lord Ruler had been, but he had a resource the Lord Ruler didn't have—knowledge.

Using the accumulated knowledge of the Keepers, Sazed accepted his role as the Hero of Ages. He took up both Shards and intermingled them, becoming Harmony.

Remaking the World

With the knowledge stored in his copperminds, Harmony restored the planet to what it had been before the World of Ash. Islands, mountains, rivers, and oceans once lost were returned, and the Ashmounts receded or were stilled. He returned the planet to its natural orbit, lowering temperatures to habitable ranges.

Secret History

In the first weeks after the Catacendre, the Lord Mistborn was visited by a Cognitive Shadow. Kelsier, the Survivor of Hathsin, revealed he had a plan—to unravel the mysteries of the cosmere.

Restoring Ecology

A millennium before, the Lord Ruler had altered Scadrial's life-forms to survive in a desolate climate filled with ash. Harmony reversed these changes. Skies, lands, flora, and fauna returned to their original states and colors, which the people of the Final Empire had only imagined.

Though Harmony's intention was to restore, he also made places for the Lord Ruler's creations. The koloss gained the ability to reproduce. The kandra gained control over their mortality, and Harmony gathered the mistwraiths and secreted them away.

Shaping a Civilization

With the world repaired, Harmony ensured the survival of the people of the Final Empire. He formed a circular basin on the coast, south of the old Central Dominance. He brought together the Lord Ruler's caverns and other underground shelters so survivors could find one another and stored resources could be shared.

This cave network opened onto a green field that was later named the Field of Rebirth. There, Harmony left the Words of Founding—dozens of books recording the accumulated knowledge of his copperminds and his reflections on all that had transpired. These volumes also included the true history of Preservation and Ruin, along with the unseen actions of Kelsier and Vin as they held the power of Preservation. Like Preservation's prophecies, Harmony left behind a plan to guide the survivors who emerged.

The Ice Death

For Southern Scadrial, the Catacendre was a cataclysm that nearly drove them to extinction. Over the centuries, they'd adapted to the world's scorching heat; when Scadrial's remaking cooled their climate, the people struggled and systems of government fell apart. The Southern Scadrians named this apocalypse the Ice Death.

Around a decade passed before salvation arrived in the form of a man who gifted them words, morale, and instruments of survival called the Excisors. With this new technology, the Southern Scadrians gained the ability to store and share warmth. Their savior became revered as the Sovereign.

The Sovereign eventually departed, but he left his people with a legend: The Bands of Mourning were an artifact that allowed the wielder to gain all Feruchemical and Allomantic powers. He hid the artifact in a distant temple, and many in the South interpreted this legend as a challenge (see the upcoming "Search for the Bands of Mourning" section).

Establishment of the Elendel Basin

The survivors of the Final Empire, later called the Originators, flourished in the perpetually fertile land of the Elendel Basin—which they named in honor of the late emperor. Vin, Sazed, Kelsier, and the rest of the crew became known as the Preservers, and though many were no longer alive, their legacies influenced many aspects of the Basin, from religion to politics.

Lord Mistborn's Rule

Immediately after the Catacendre, the Elendel Basin was overseen by the Lord Mistborn, Lestibournes—a member of the Preservers once known as Spook. Following in Elend's footsteps, the Lord Mistborn established the Senate, a representative governing body for the new society. During this period, the people of the Basin worked to improve society, including some progress toward equality in areas like housing and wages.

Political Shift

One lingering challenge from the World of Ash was society's resemblance to the previous class systems. The noble houses remained after the Catacendre, and many of them gained power in politics, business, and finance. Nobles granted more noble titles to powerful detractors, and as high society absorbed its opponents, this further entrenched the noble houses.

Additionally, the people's desire for a strong monarch persisted, especially after the Lord Mistborn repelled a series of koloss warlord invasions with his Allomancy. The Lord Mistborn filled this role for a century before eventually stepping down and leaving rule in the hands of the people. With an established and effective government, the Senate elected a governor as head of state, and the monarchy officially ended.

Expansion

As Elendel—the first settlement of the Elendel Basin—grew from a village to a town to a bustling city, expansion became necessary. In the wider Basin, settlements such as Bilming, New Seran, and Rashekin gained influence. Eventually, people even ventured beyond the Basin—some in search of riches, others seeking escape from stifling social or legal rules. The conditions of these short-lived settlements gave the region outside the Basin its colorful name, the Roughs.

New Metalborn

As generations passed, the people of the Basin became more distantly related to the Mistborn of the Final Empire, diminishing the potency of inherited Allomantic powers. Similarly, because the Steel Ministry had destroyed the Keepers, Feruchemical powers also became less potent. Full Mistborn and Feruchemists became rarer and rarer, and finally, they ceased being born. In this new era, most Metalborn manifested only a single power as a Misting or a Ferring. However, some very rare individuals—ones with both Terris and noble heritage—manifested one of each power. These became known as Twinborn.

The Set

The secret organization that became the Set started as a group of ambitious aristocrats with common interests in Elendel. To realize their goals and potential, they sought patronage outside Scadrial.

Most notably, the Set wanted to remove Harmony's stifling influence on the Elendel Basin. They found the Shard Autonomy, who resided on another world, and with her guidance, the Set pursued advanced technologies and other ways to empower themselves. One of their long-term plans involved breeding new Allomancers who would be loyal to the Set. However, after discovering Hemalurgy, the Set turned to that Metallic Art to more quickly gain the desired powers.

Though the Set established chapters throughout the Elendel Basin, they concentrated most of their power in Bilming. For more details on their origins, members, and other plans, see "The Set" in chapter 5.

Rise of Trell

Hundreds of years had passed since the Catacendre, and the Elendel Basin was rapidly modernizing. The sweeping armies and epic battles of the World of Ash were history; modern-day conflicts were waged across a business table or down the barrel of a gun.

Nevertheless, Scadrial had drawn the attention of other powers in the cosmere. Thanks to the Set, Autonomy—known as Trell to her Scadrian followers—took an active hand in events by moving agents into place.

Machinations of the Set

During this period of industrialization, the Set took their first steps toward implementing their decades-long plans. One of the Set's most impactful programs was the Community in Bilming (described in the next section). Another was the development of a harmonium bomb—the Set's endgame plan to prove to their patron that the Set could control Scadrial (described in the upcoming "Weaponized Harmonium" section).

The Vanishers and the Community

The Set recruited a disgruntled and immensely powerful Twinborn, Miles "Hundredlives" Dagouter, to abduct women with strong Allomantic bloodlines and cover this activity with common thievery. Sponsored by Edwarn Ladrian, Miles and the Vanishers not only succeeded in spiriting away these women, but they also ensured the financial ruin of House Tekiel.

The abducted Allomancers were taken to the Community, hidden beneath the city of Bilming. Known to its residents as Wayfarer, this underground town was a eugenics scheme run first by Edwarn Ladrian, then by Bilming's mayor, Gave Entrone. The Community was intended not only to breed Allomancers for experimentation but to also provide the Set with powerful recruits.

The Set controlled these captives by convincing them the Ashmounts had erupted once again and the world had ended. The captured residents believed they were the last hope to repopulate Scadrial, and elaborate deceptions using film reels, Hemalurgic creatures, and fake survivors maintained the lies.

Miles and the Vanishers were defeated and captured by Waxillium "Dawnshot" Ladrian, Marasi Colms, and Wayne (later known as Wayne Terrisborn).

Politics and Revolution

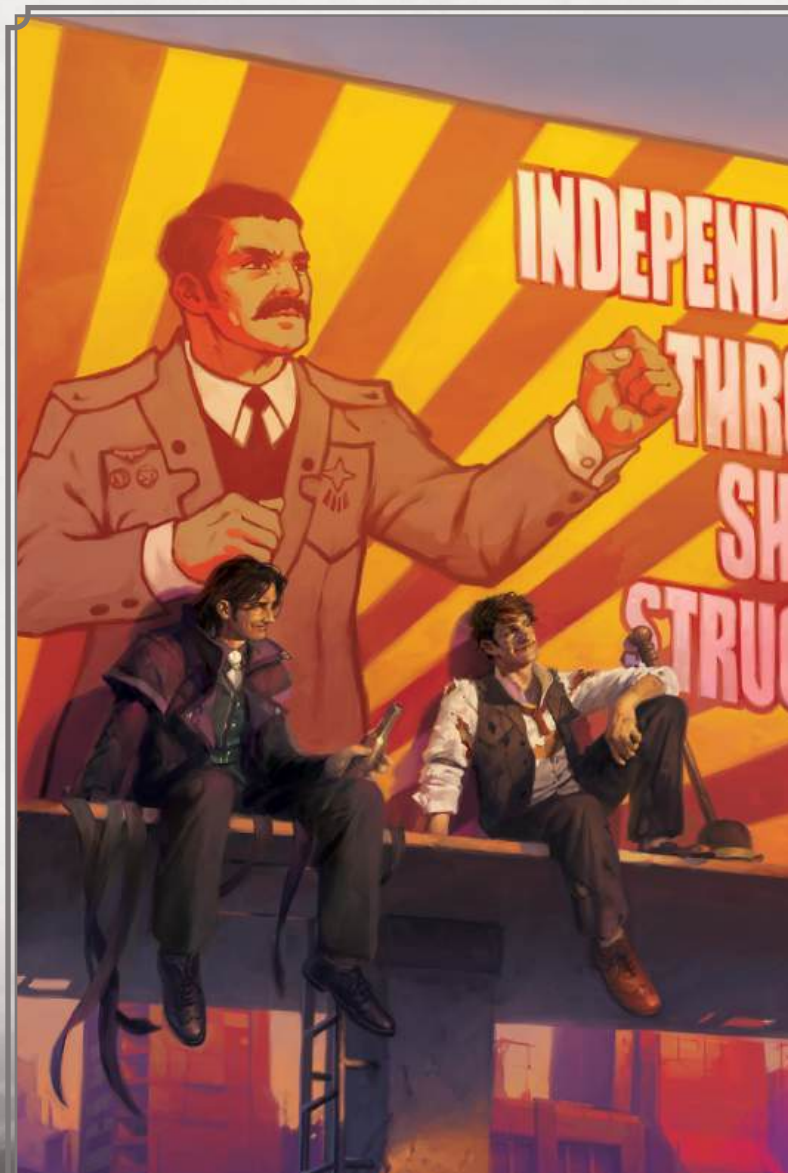
Shortly after the capture of the Vanishers, the political landscape of Elendel was deeply shaken. Governor Replar Innate's brother, Senator Winsting Innate, was murdered in his home alongside high society members and known criminals. This shocking display of corruption pushed the beleaguered Elendel populace to action, and protests and riots broke out across the city.

Although investigations by Waxillium, Wayne, and Marasi eventually uncovered that the situation was manufactured by a rogue kandra named Bleeder, further investigation revealed the governor's own corruption. Bleeder's goal was to destabilize the government and to free people—especially Waxillium Ladrian—from Harmony's control. The Set supported Bleeder with resources including Allomancers and a trellium spike (which allowed her to function outside of Harmony's power). When Bleeder was eventually captured, she chose to end her own life rather than submit to Harmony's control again.

These events led to the disgrace of Governor Replar Innate and the election of Governor Claude Aradel, the first governor in the Basin without any noble blood.

Elendel Versus the Outer Cities

The Outer Cities were economically exploited for decades by Elendel and its Senate, in large part because most canals and railways centered on Elendel, while the Outer Cities paid exorbitant taxes and fees to ship their goods.



WAX AND WAYNE SHARE BOTTLES OF LOGSHINE, A ROUGHS BEER, IN BILMING.

VICTOR MINGUEZ

As a result, the Outer Cities—particularly New Seran and Bilming—developed fierce independence movements. Their disillusionment was fanned to a revolutionary fire by the Set, who based themselves in the Outer Cities and recruited heavily.

Interference With Harmony

As the Set gained power, their offworld patron Autonomy—in the guise of Trell—subtly obfuscated Harmony's vision. With this interference from another Shard, Harmony had to rely more heavily on his kandra and mortal agents.

Search for the Bands of Mourning

During this period, several groups—including the kandra, the Set, and the Southern Scadrians—hunted an ancient artifact known as the Bands of Mourning. Myths spoke of the Bands of Mourning as the Lord Ruler's bracers, capable of granting the wearer all of his powers. In truth, they were an advanced metalmind made of layered metals shaped into a large spearhead.

During this search, Waxillium, Steris Ladrian, Marasi, Wayne, and MeLaan the kandra infiltrated a Set-controlled Southern Scadrian airship that crashed in the Basin town of Dulsing. There, they rescued Malwish crewperson Allik Neverfar, as well as Waxillium's sister Telsin Ladrian, who'd seemingly been held captive by the Set for years.

These disparate factions eventually uncovered the resting place of the Bands of Mourning in the highest peaks of the Seran Range. Under a temporary alliance, the investigators and Edwarn Ladrian braved numerous traps and dangers, only to find an empty pedestal and no Bands of Mourning. At this time, Telsin revealed herself as a member of the Set, and she and Edwarn attacked with Hemalurgically granted Metalborn abilities.

The Bands of Mourning were eventually recovered and given to the kandra for safekeeping. Edwarn was captured, but Telsin escaped.

MICAH EPSTEIN

BENEATH THE STATUE OF THE SOVEREIGN, WAXILLIUM LADRIAN PREPARES HIMSELF FOR HIS NEXT TRIAL.



Forging of the Malwish Consortium

Over the next few years, relations between the Elendel Basin and the nations of Southern Scadrial grew into tentative trade and a fragile peace.

Unification of Southern Scadrial

Although relations were mostly cordial—including the exchange of goods, Metalborn, technology, and even tourists—the Malwish and the other nations in Southern Scadrial resented their Northern counterparts. They believed all Southern problems, from the Lord Ruler's Ascension to the Ice Death, stemmed from Northern disasters. Additionally, the Set's torture of the *Brunstell* crew (a group of shipwrecked Malwish searching for the Bands of Mourning) created significant distrust.

These sentiments eventually drove the consolidation of all five Southern nations into one political entity—the Malwish Consortium (see "Southern Scadrial" in chapter 2).

Possession of the Bands of Mourning

The Malwish Consortium maintained that the Bands of Mourning were the property of the Sovereign, and that they rightfully belonged to the Southern Scadrians. This disagreement prevented relations between the continents from expanding or deepening.

Weaponized Harmonium

Several years after the skirmish over the Bands of Mourning, the Set's plans to develop a harmonium bomb came to fruition. Under pressure from Autonomy, the organization accelerated its timelines for world domination.

Trell's Ultimatum

Autonomy Invested Telsin, turning her into an avatar. With this power came a charge—either gain control of Scadrial's governments and power, or Autonomy would send an army to destroy the world. Galvanized by this world-ending threat, Telsin focused her work on developing a bomb to destroy Elendel. As part of this scheme, she constructed evidence to implicate the Elendel Senate in the development and accidental use of the bomb.

Splitting Harmonium

For years, the Set worked to develop its bomb. Using massive infrastructure projects as a cover, it experimented in the caverns and tunnels hidden beneath Bilming. Eventually, the Set succeeded in splitting harmonium with a piece of trellium. The resulting release of energy was powerful enough to shake the city.

The Weapon

Although the harmonium bomb was operational, the delivery system—a prototype rocket—couldn't send its payload all the way from Bilming to Elendel. Once Waxillium Ladrian and Wayne Terrisborn realized this, they found the backup delivery system: one of Bilming's prized Pewternauts, an armored ship sailing toward Elendel.

Using a combination of lerasium, duralumin, and bendalloy, Wayne separated the bomb's components, igniting the unstable harmonium with water from a borrowed canteen rather than allowing the trellium to split the metal. The resulting explosion didn't destroy any cities, but Wayne sacrificed his life to save millions of others.

Disaster Response in Elendel

Although the bomb was detonated early and with only a fraction of its destructive potential, the city of Elendel still suffered a tsunami and widespread destruction. However, due to the thorough planning and quick action of Steris Ladrian, the loss of life was greatly minimized.

What Comes Next

The *Mistborn Handbook* and the *Mistborn World Guide* encompass the first seven books of the Mistborn novels, but they don't reveal the stories that can be told as the Elendel Basin and the Malwish Consortium step forward into the future together. As new novels are written, the Cosmere RPG will grow to incorporate new character options and lore.

Until that time, the World of Ash and the post-Catacendre world offer rich settings for storytelling. Campaigns can also extend into the wider cosmere with the help of other Cosmere RPG releases like the *Stormlight Handbook* and online supplements. As the cosmere opens ahead of your characters, will they linger on Scadrial to see the next few decades unfurl, or will they cross into the Cognitive Realm and find an entire universe of adventure?



CHAPTER 5

ALLIES AND ORGANIZATIONS

The opposed Intents of Preservation and Ruin inevitably influence stories on Scadrial, resulting in recurring themes: oppression and control, revolution and change. Scadrial's heroes—and your game's player characters—must find their place in this world of conflict and upheaval as they come into their abilities, and they can't do so without navigating the push of powerful characters and the pull of influential institutions.

This chapter discusses the main players on the stage of Scadrial, as brought to life in the Mistborn series, with an emphasis on how you can use them in your own campaigns. Many of the people and organizations discussed here can support the player characters' adventures and goals, while others might act against them.

Using This Chapter

Scadrial is rich with secret alliances and clandestine politics, but no matter what shape your campaign's allies and organizations take, relying on them will help Scadrial feel like a living, interconnected setting. And as the player characters (PCs) make allies and enemies in this changing world, the PCs can become important nexuses as well.

Different connections are available in each of Scadrial's eras. This chapter first presents canonical individuals and organizations available in Era 1, followed by those available in Era 2. Each entry discusses its history, achievements, specialties, and areas of oversight, providing details to help connect them to your narrative.

Patrons and Mentors

The game master (GM) can include any of the characters in this chapter as a non-player character (NPC)—be they friendly or hostile—but they can also serve as a patron for any PC.

The party can connect with these figures and groups in many ways. A PC might gain patronage or mentoring from individuals or organizations, seek allies to solve problems or combat a threat, bond with friends through adversity, or integrate these figures into their personal history or future aspirations.

Players less familiar with the Mistborn series might wish to make ties to just one patron or organization, while confident players might weave a complex web of connections.

Each entry in this chapter presents specific patron amenities in its "Goals and Rewards" section; additionally, any patron can help connect the party with other valuable rewards such as a hideout or a supply of a rare Allomantic metal (see chapter 8 of the *Mistborn Handbook* for details on patron benefits and other rewards).

Additionally, if an NPC is particularly skilled in an Allomantic or Feruchemical power (as specified in their patron benefits), they might take a more direct role by mentoring a Metalborn PC. Such a mentor can speed the completion of a Metalborn goal (see "Metalborn Goals and Rewards" in chapter 5 of the *Mistborn Handbook*) or mentor the PC during downtime to grant an advantage on a related test (see "Downtime Activity Ideas" in chapter 9 of the *Mistborn Handbook*).

OPPOSITE: MARSH, AN AGENT OF REBELLION, RUIN, AND HARMONY.

KIERAN YANNER

Seeking Allies

You can introduce the people and organizations in this chapter to help the party solve short-term problems. For example, a PC might consult with Tindwyl about the life of a historic figure, or they might commission Ranette for a new firearm or hazekiller round. These initial interactions may eventually develop into long-term relationships, if the players wish.

Being Recruited

As world-shaping events bring turmoil to Scadrial, many of the world's organizations seek talented individuals to tip the balance in their favor. The party might find themselves caught up in events like the following:

The Skaa Rebellions. The party might be drawn into historic skaa resistance movements or take part in the revolution that sees the Lord Ruler's end. Kelsier's crew might reach out for help from skilled PCs, or the party might be recruited into the army raised by Yeden.

Surviving the Collapse. In the wake of the Lord Ruler's demise, a hopeful or ambitious few try to make something of the new world. The party might fight for one of the armies defending or attacking Luthadel, or they might set out to bring vital supplies to isolated settlements in the Farmost Dominance.

Autonomy's Invasion. As the forces of Autonomy gather, the Constabulary might task the party with investigating the Set's activities. Meanwhile, the Ghostbloods might reach out for aid with their own clandestine missions.

The State of Play

The allies and organizations presented in this chapter are generally set within the same moment in history as the rest of this book (unless noted otherwise). For Era 1, this is approximately one year before the Lord Ruler's death. For Era 2, this is after the reveal of the Set but before the unification of Southern Scadrial.

While you can use the information here to inform the likely state of characters and organizations at different times or even across eras, you may need to adjust the resources, goals, and rewards they offer PCs to reflect those changes.

Elend Venture ERA 1

Heir to the most powerful noble house in the Final Empire, Elend Venture is a dilettante, philosopher, and dreamer. After the fall of the Final Empire, Elend grows from a timid scholar to a promising politician, and finally, to a well-intentioned emperor. To his enemies, Elend becomes a new tyrant—but to his friends, he stands as a bold icon of hope and a warrior for his people.

Idealistic Scholar

Born to Straff and Sabrienne Venture, Elend grew up with privilege and power. Sabrienne died when Elend was young, and Straff spent years attempting to impart his ideals of strength and power to his heir. The only acknowledged child of Straff Venture, Elend was unaware he had numerous half siblings, including Zane, a dangerous Mistborn (see the upcoming "House Venture: Straff and Zane" section).

As a young man, Elend spends his time frustrating his father with adolescent rebellion or debating scholarly points with his closest friends, Jastes Lekal and Telden Hasting. At the grand balls in Luthadel, Elend falls in love with a woman he knows as Valette Renoux (see "Vin" later in this chapter) and begins a journey of incredible growth.



SAEED RAMEZ

EMPEROR ELEND VENTURE WIELDING A KOLOSS BLADE.

King of the Central Dominance

After the Final Empire falls and Straff flees Luthadel, Elend claims Keep Venture and the throne, naming himself king of the Central Dominance. He writes a new set of laws for a representative parliament, based on his idealized political theory. For a time, the Assembly functions well and stabilizes the city. This gives Elend precious time to learn the ways of past kings from Tindwyl, a Terris Keeper (see "Tindwyl" later in this chapter).

Though reluctant at first, Elend quickly realizes he needs to learn how to command and lead if he wants to ensure his principles will prevail in politics and war. Unfortunately, before Elend can act on his new outlook, the Assembly uses his own laws to remove him from the throne.

Emperor of the New Empire

Following the Battle of Luthadel and a close brush with death at the Well of Ascension, Elend survives not only as a newly empowered Mistborn but as a tougher leader altogether. He becomes more willing to resort to combat and coercion instead of diplomacy. However, as he works to bring more settlements and survivors under his rule, he fears he's becoming more like the Lord Ruler.

With Vin as his teacher, he quickly learns to use his new Mistborn powers. Elend proves capable of achieving powerful feats of physical Allomancy as well as controlling entire armies of koloss.

As Ruin marches the world toward its end, Vin and Elend travel through the dominances to unite the people under their rule and seek the Lord Ruler's hidden caches. During this absence, Elend leaves the empire's administration to his subject monarchs: Ferson Penrod, Ashweather Cett, and Janarle. Ultimately, in the final battle against Ruin, Elend leads his Allomancers to a last stand outside the Pits of Hathsin. Elend sacrifices his life, allowing Vin the freedom to put a final end to Ruin.

Legacy

Following the Catacendre, Elend is honored by survivors as the Last Emperor. The city of Elendel and the Elendel Basin are named in his memory, and the new government is based on his theories. In the Field of Rebirth (see "Elendel" in chapter 7), a statue displaying his likeness stands next to one of Vin, the Ascendant Warrior.

Goals and Rewards

If you're using Elend in your campaign, individual PCs who complete goals for him may be able to gain him as a patron, and in so doing, gain his patron benefit.

Patron Goals

Elend might offer goals like the following:

Idealistic Erudition. Bring Elend a rare (or forbidden) book, especially on philosophy, alternate forms of governance, or the logistics of running a nation.

Decentralized Reconnaissance. Venture beyond Luthadel to a town outside the Central Dominance, perform a survey of their state of affairs (both skaa and nobility), and report your findings to Elend.

Patron Benefit: Elend Venture

In addition to offering amenities in House Venture's various holdings, Elend is well-connected with the scions of other Luthadel noble houses, and after the fall of the Final Empire, his influence spreads even further into politics and the military. If he believes your purpose aligns with his goals, he can facilitate meetings with people in privileged positions.

Additionally, when interacting with such a person, you can invoke Elend's patronage to gain an advantage on various tests based on your tier, as shown in the Elend Venture Patron Advantages table. However, the GM might spend ✲ from these tests to introduce various challenges, as the web of intrigue in Scadrial is labyrinthine, and Elend isn't universally well regarded.

Elend Venture Patron Advantages

Tier	Tests	Bonus
1	Persuasion	One advantage
2	Deduction, Persuasion	One advantage
3	Deduction, Leadership, Persuasion	Two advantages
4+	Deduction, Insight, Leadership, Persuasion	Two advantages

A muted thump sounded as someone dropped a stack of books onto her table. Vin jumped in startlement, turning as Elend Venture pulled over a chair, then sat down with a relaxed posture.

House Cett: Ashweather and Allrianne ERA 1

Based in the Western Dominance, House Cett is a noble house whose wealth stems from agricultural products such as wheat flour, cheeses, and fruit preserves. Pragmatic in their alliances, the family boasts a large amount of power but very few friends. The house's great secret is its lack of Allomancers.

Ashweather Cett

Ashweather, the current head of House Cett (and father to Allrianne and Gneorndin), is a rude, cutthroat man with a savvy political mind. As a child, Ashweather lost the use of his legs to an unknown ailment. One granduncle in the Cett line took a particular interest in the boy and his insightful poetry, training Ashweather in politics.

A Crafty Monarch

After the fall of the Final Empire, Ashweather becomes king of the Western Dominance. Rather than place his seat in Tremredare, he rules from Fadrex City, a highly defensible location better suited to the needs of a military campaign. As Ashweather conquers and travels, the dominance's nobles turn toward the obligator Aradan Yomen for stability. With House Cett's political power waning, Ashweather heeds counsel from Breeze (see "Kelsier and His Crew" later in this chapter) and strikes out to seize the Lord Ruler's atium cache from the Central Dominance.

In a daring move, Ashweather enters the besieged city of Luthadel, bribing and threatening the beleaguered Assembly into considering him as a replacement king. His plan fails, but he doesn't retreat. Instead, Ashweather's daughter, Allrianne, coerces him into helping Luthadel attack Straff Venture's army. Ashweather swears fealty to Elend as the new emperor, becoming a general in the New Empire.



"If you want to protect me, Father," she yelled, "you'd better charge!"

Allrianne Cett

Full of wits and cunning, Allrianne is a capable diplomat, a powerful zinc Misting (commonly called a Rioter), and an insightful strategist. She elicits pride and exasperation in equal measure from her long-suffering father. As the first Allomancer born to the Cetts in centuries, Allrianne grew up both pampered and disciplined. Though allowed to be herself, playful and energetic, she was also taught the expectations of noble court, as well as the Cett family's way with words.

At a young age, Allrianne struggled with the effects her Allomancy had on the people around her. It was difficult for her to tell if people liked her for who she was, or if they only did as she asked because she burned a little zinc. These experiences have pushed Allrianne to be more open when expressing her feelings—be it her desire for comfort, love of pastries, or preference for the color pink.

Courtier in the New Empire

Allrianne became smitten with Breeze after discovering how attuned the man was to his own emotions. His awareness made manipulation difficult—a challenge she relished. Breeze, notably older than Allrianne, attempted to keep his distance, but for Allrianne, this turned their interactions into a competition. Their mutual affection eventually deepens into appreciation and love.

Using her skills as a Rioter, Allrianne aids the New Empire's diplomatic and peacekeeping efforts.

Legacy Post-Catacendre

Following the Catacendre, Allrianne is recognized as one of the Preservers (see "The Preservers" sidebar in chapter 1), and her speeches on femininity and self-actualization serve as guides to generations of Scadrians.

Goals and Rewards

If you're using Lord Ashweather or Allrianne in your campaign, individual PCs who complete goals for that character may be able to gain them as a patron, and in so doing, gain their patron benefit.

Patron Goals

Lord Cett might offer goals like the following:

Advance Position. Discover leverageable intelligence on one of Lord Cett's rivals, or lay the groundwork for one of his military schemes.

Allrianne might offer goals like the following:

Creature Comforts. Acquire luxury clothing or rare desserts for Allrianne—or, after the fall of the Final Empire, aid her in allocating simple comforts like warm blankets among the soldiers to improve morale.

Patron Benefit: Ashweather Cett

In addition to offering amenities throughout the Western Dominance, after the fall of the Final Empire, Lord Cett has one of the largest private armies on Scadrial. When you request his assistance, Ashweather can provide you with guards or other military personnel for missions in alignment with his interests. These personnel follow the rules for companions of your tier (see "Companions" in chapter 8 of the *Mistborn Handbook*) and stay with you until the stated mission is complete.

Patron Benefit: Allrianne Cett

In addition to offering impressive amenities—usually including Wealthy lodgings—Allrianne is a strategic, skillful diplomat who prioritizes her alliances. She can secure you a letter of introduction or an invitation to a high-society event, if your mission aligns with her interests. The amount of time it takes for this letter or invitation to arrive is at the GM's discretion. The Allrianne Cett Patron Frequency table lists how often you can call for this help, depending on your tier.

Additionally, Allrianne can act as a Zinc Allomancy mentor (see "Patrons and Mentors" at the beginning of this chapter).

Allrianne Cett Patron Frequency

Tier	Frequency
1	Once per month
2	Once per week
3+	Unlimited

VALERIA CASALE

ALLRIANNE CETT, A TALENTED RIOTER.



House Venture: Straff and Zane ERA 1

As one of the most powerful noble houses of Luthadel, the Ventures are known for throwing lavish balls at Keep Venture, where the highest ranks of the nobility conduct court. House Venture rules the city of Urteau and its surrounding lands in the Northern Dominance.

During the reign of the Lord Ruler, House Venture secretly oversees the mining of his atium from the Pits of Hathsin, though the house is unaware of the Ministry's true reasons for concealing atium logistics.

Straff Venture

Straff is the head of House Venture and bases his main operations in Luthadel. A tin Misting (commonly called a Tineye), Straff holds himself with an air of power and disdain for others. While Elend is his sole heir (see "Elend Venture" earlier in this chapter), Straff has sired children with dozens of mistresses in the hopes one would be a Mistborn. Of many Allomancers he fathered, only Zane turned out to be Mistborn.

Straff runs his house and his household as a ruthless tyrant. Even among other Final Empire nobility, who subject their children to physical abuse to release potential Allomancy, Straff is particularly cruel, and he abandons any children who don't Snap.

After the fall of the Final Empire, Straff declares himself king of the Northern Dominance and marches an army to besiege Luthadel. His mistress, Amaranta, and his son, Zane, eventually betray him, and at the end of the Siege of Luthadel, Vin kills him.

> *"Assuming this turnover of power happens as you promised, no one will have to end up dead. Who knows, maybe I'll let you keep that crown of yours."*
>
> —Straff Venture

Zane Venture

A skilled Mistborn and tool for Straff Venture, Zane grew up separated from his father and the privilege of the Venture name. Though he proved to be a Mistborn, exactly as his father wanted, Zane was still considered illegitimate and hidden in the shadows.

As a result of a self-inflicted spike, Zane is incredibly powerful with Steel Allomancy, and Ruin speaks to him. Zane believes this is the voice of god, even as it compels him to kill everyone he encounters, with one notable exception: Vin (see "Vin" later in this chapter).

Zane often wears dark, simple clothing without a mistcloak. His arms are covered in self-inflicted scars, which some mistake for evidence of surviving the Pits of Hathsin. What he has survived, however, is a life of abuse and neglect, first by Straff, and then by Ruin. Violent and emotionally volatile, Zane enjoys inflicting pain and perpetuating carnage.

During the Siege of Luthadel, Zane spars with Vin, attempting to gain her affections. When Vin refuses to leave Luthadel with him, Zane attacks her in a rage, revealing his true intentions: Zane believes Vin is his only hope of salvation.

DARKO STOJANOVIC

STRAFF VENTURE, HIGH LORD OF HOUSE VENTURE.



Goals and Rewards

If you're using Straff or Zane in your campaign, individual PCs who complete goals for that character may be able to gain them as a patron, and in so doing, gain a patron benefit. However, these NPCs' motivations might not always align with those of everyone in the party.

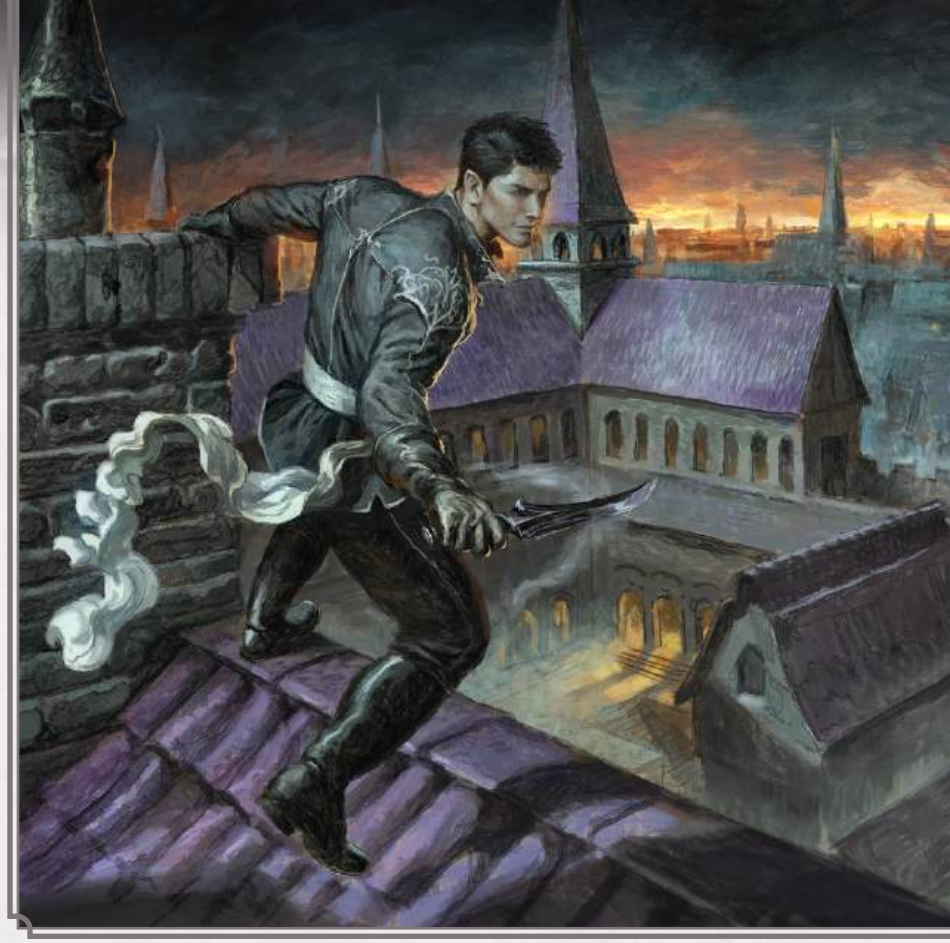
Patron Goals

For PCs who are willing to risk association with Straff, he might offer goals like the following:

Grant Him the Upper Hand. Identify a weakness in one of Straff's adversaries that allows him to deliver a catastrophic military, political, or personal blow.

For PCs who are willing to risk association with Zane, he might offer goals like the following:

Deadly Intelligence. Provide information to Zane about the travel schedule and daily routine of one of his assassination targets.



ZANE PROWLS THROUGH LUTHADEL AT NIGHT.

Patron Benefit: Straff Venture

In addition to offering amenities, Straff can provide you with specialized Mistings for missions that align with his interests. These Mistings use a non-Metalborn stat block with one Allomancy module added from "Adversary Modules" in chapter 8. They follow the rules for companions of your tier (see "Companions" in chapter 8 of the *Mistborn Handbook*), and they stay with you until the stated mission is complete.

Additionally, Straff might provide you a bead of atium from the Pits of Hathsin. The amount of time it takes for the bead to arrive is at the GM's discretion. The Straff Venture Atium Frequency table lists how often you can call for this help, depending on your tier.

Straff Venture Atium Frequency

Tier	Frequency
1	Once per month
2	Once per week
3+	Unlimited

Patron Benefit: Zane Venture

Zane can't provide access to the normal amenities of a patron. However, if you name a target that aligns with his interests (or even a neutral one), Zane will eliminate them for you. The amount of time it takes for the assassination to occur is at the GM's discretion. The Zane Venture Assassination Frequency table lists how often you can call for this help, depending on your tier. However, if you make a request that works against Zane's interests, you may soon find yourself on the wrong end of his coins.

Additionally, if it suits his own interests, Zane might agree to act as a Steel Allomancy mentor (see "Patrons and Mentors" at the beginning of this chapter).

Zane Venture Assassination Frequency

Tier	Frequency
1	Once per month
2	Once per week
3+	Unlimited

ANTTI HAKOSAARI

Kelsier and His Crew ERA 1

Charismatic, violent, and irrepressible, Kelsier is a Mistborn and a daring crew leader. Once known as the best thief in Luthadel, a person who cared for little beyond his own comforts, he was destroyed and reborn in the Pits of Hathsin prison camp. After his escape, he became the legendary Survivor of Hathsin, beginning a series of events that would reshape Scadrial itself.

In the centuries following the Catacendre, Kelsier operates behind the scenes through a secret organization called the Ghostbloods. (For more information on Kelsier in Era 2, see "Ghostbloods" later in this chapter.)

Life Before the Legend

Born of both noble and skaa lineage, Kelsier was raised among the nobility. He enjoyed a life of privilege until his mother was revealed as skaa and killed. This event shaped Kelsier's hatred of the nobility and created one of the first rifts between him and his brother Marsh (see the "Marsh" section later in this chapter).

Shunned by the nobility, Kelsier grew into a young adult who loved the con. Clever and insightful, he excelled at card tricks and scams since childhood. In his early years as a thief, he met Mare, a member of the skaa rebellion who would become his wife, and Dockson, a runaway plantation skaa who would become his best friend. During an audacious attempt to rob the Lord Ruler himself, Mare and Kelsier were caught and sent to the Pits. After Mare's brutal death there, Kelsier Snapped, awakening his Mistborn powers. Kelsier became the first to escape the prison mine alive, beginning the tale of the Survivor of Hathsin: a rebel recognized by the scars running up his arms.

Driven to survive and seek revenge, Kelsier has one motive: to destroy the Lord Ruler and the Final Empire, at any cost.

An Impossible Job

Kelsier has gathered the best skaa thieves and Allomancers he knows for an impossible goal—to topple the Final Empire. Hired by Yeden, the leader of the skaa rebellion, Kelsier aims to train a skaa army, deliver the city of Luthadel to them, and steal the Lord Ruler's wealth. It's a mission nearly too big to comprehend, but Kelsier and his crew excel at turning a big problem into small, manageable sections.

Kelsier contracts the kandra OreSeur to act as a front and prepares him to manufacture a miracle in case of Kelsier's death. In the months leading up to the rebellion, Kelsier spends his nights slaughtering noble targets, sowing the seeds of hope among the skaa, and causing general mayhem.

Ultimately, Kelsier dies facing the Lord Ruler. He becomes a martyr, giving the rebellion one of the last pieces it needs to flourish—hope.

Facades of the Survivor

Kelsier carries himself with an air of confidence and self-importance that lets him easily pass for a full-blooded noble. By night, he prowls the rooftops in a mistcloak, more at home in the mists than he has ever been elsewhere.

There is a duality to Kelsier. Outwardly, he seems a fearless and sentimental visionary. He's self-centered, but earnest and caring. Optimistic and driven, he teaches his friends there's something the Lord Ruler can never take from them—their friendships and connections.

Beneath that face is another Kelsier, an arrogant man who uses people to accomplish his own ends. Though his relationships with Dockson and the other crewmembers soften this harshness, and his paternal bond with Vin helps him grow, Kelsier is mainly driven by his need to prove himself, to be the best, and to accomplish great things.

Figure of Faith

When Kelsier is killed, he forges a legacy that endures for centuries. The Church of the Survivor is founded in his name and gives hope and meaning to the people as the world ends and is then reborn. His activities elsewhere on Scadrial also ensconce Kelsier in legend with other peoples (see "The Ice Death" in chapter 4).

Prisons and Mists

After his death, Kelsier convinces Preservation to grant him additional time in the Cognitive Realm. Kelsier enters the Well of Ascension—Ruin's prison—and observes the world's events, though he's also trapped there until Ruin is released. For the next few years, Kelsier helps where he can, attuning himself to the power of Preservation with an artifact created by worldhoppers known as the Ire, and even holding the Shard of Preservation until Vin becomes its Vessel. These experiences widen Kelsier's understanding of the cosmere and lay the foundation for the Ghostbloods (see "Ghostbloods" later in this chapter).

Kelsier's Crew

To engineer the fall of the Final Empire, Kelsier and Dockson assemble a crew of Mistings. The crew initially believes the job is to steal wealth and destabilize the government, but in truth, Kelsier has been working to recruit and train good people who would become leaders in a new government. (Other notable members of the crew, such as Marsh, Sazed, and Vin, are detailed in later sections in this chapter.)

Breeze

A charismatic, well-dressed brass Misting (commonly called a Soother), Breeze burns brass with a gentle touch, setting those around him at ease in a practiced manner. Secretly, Breeze is Edgard Ladrian, a full-blooded noble who pretends to be skaa to work in the thieving crews. After the fall of the Final Empire, Breeze becomes a diplomat and engages in a relationship with Allrianne Cett.

Demoux

A captain in the rebel army, Demoux isn't part of the original crew. His loyalty and reverence to Kelsier helps him preserve a small portion of the army when Yeden leads the majority on a disastrous raid. After the fall of the Final Empire, Demoux becomes a key asset to the crew, eventually joining their inner circle. He becomes a general and an atium Misting, and he marries a Terris woman named Aslydin. Eventually, Demoux and Aslydin join an organization called the Seventeenth Shard, becoming worldhoppers.

Dockson

An old friend of Kelsier's, Dockson is a tactician with an eye for detail. As a former plantation skaa, Dockson shares Kelsier's deep hatred for the nobility. He brings the crew together and takes on the administrative tasks of the rebellion. After the fall of the Final Empire, he administers the new kingdom, and he dies during the Siege of Luthadel.

JOSHUA CHIA

VIN, SPOOK, DOCKSON, HAMMOND, KELSIER, AND BREEZE STRATEGIZE AS CLUBS SHIELDS THE GROUP WITH A COPPERCLOUD.



Ham

A thoughtful family man who enjoys rhetoric and logical puzzles, Hammond—who usually goes by Ham—is a pewter Misting (commonly called a Thug or Pewterarm). Ham joined the thieving crews for the pay, to give his wife and children a good life. He has contacts in the Luthadel Garrison and serves as a trainer and general for the rebellion's army. After the fall of the Final Empire, Ham continues to lead armies, but he's uncomfortable with his role as a general.

OreSeur

As a kandra of the Third Generation, OreSeur is over 700 years old. He impersonates Lord Renoux—a rural noble working to improve his standing in Luthadel—to act as a front for the crew. OreSeur also has a Contract with Kelsier to impersonate Kelsier on his death, to help spur people's faith. After the fall of the Final Empire, OreSeur's Contract passes from Kelsier to Vin. However, OreSeur's kin, TenSoon, kills and impersonates him.

Clubs

Clubs—whose real name is Cladent—is a copper Misting (commonly called a Smoker) who maintains a thieving crew hideout in his woodworking shop, employing several additional Smokers as apprentices. An older, tired carpenter, Clubs walks with a limp from a wound suffered during his time as a soldier in the Lord Ruler's armies. After the fall of the Final Empire, Clubs becomes a general, and he dies during the Siege of Luthadel.

Spook

Disowned by his parents for being a Tineye, the young man from the Eastern Dominance chose the name Lestibournes (meaning "Lefting I'm born" or "I've been abandoned") when his uncle Clubs took him away to Luthadel. Kelsier gives him the nickname Spook after the young Misting joins the crew. Spook speaks in Eastern street slang—a difficult-to-understand dialect—and serves the crew as a scout, sentry, and spy.

After the fall of the Final Empire, Spook has a crisis of self-worth, becomes a tin savant, leads a second revolution in the northern city of Urteau as the Survivor of the Flames, and is transformed into a Mistborn by Harmony during the Catacendre. He goes on to become the Elendel Basin's first ruler.

Goals and Rewards

If you're using Kelsier and his crew in your campaign, individual PCs who complete goals for them may be able to gain them as a patron, and in so doing, gain their patron benefit.

Patron Goals

Kelsier and his crew might offer goals like the following:

Aid Rebellion. Locate information or secrets that can help an underprivileged group make progress toward their cause.

Inspire the Skaa. Go to a plantation or skaa neighborhood and inspire them to join the rebellion, pursue education, or flee to a less oppressive corner of the Final Empire.

Patron Benefit: Kelsier and His Crew

In addition to providing amenities in crew hideouts and rebellion bunkers throughout the Central and Inner Dominances, the crew are focused on training an army up in military strategy, specialized techniques, and Allomancy. They can provide you with experts you can train with during downtime (see "Downtime" in chapter 9 of the *Mistborn Handbook*) to gain any weapon or armor expertise (including special weapons and armor), as well as mentors who specialize in any Allomancy (see "Patrons and Mentors" at the beginning of this chapter).

If your character is a Mistborn and you train with Kelsier himself—who can mentor you in any Physical Allomancy of your choice—he'll also gift you a ***mistcloak*** and grant you the Mistcloak expertise after the first time you train with him.

DARKO STOJANOVIC



CLUBS OPERATES A WOODWORKING SHOP AS THE CREW'S HIDEOUT.

The Kandra ERA 1 ERA 2

After the Lord Ruler Ascended (see "Ascension of the Lord Ruler" in chapter 4), he transformed his friends into mistwraiths, then used Hemalurgy to turn them into immortal kandra (see "Kandra" in chapter 2). They became the First Generation of the kandra people.

Culture of the Homeland

Every century, the kandra requested new Hemalurgic spikes from the Lord Ruler to create a new generation. A secluded culture, the kandra base much of their identity on these distinct generations.

In the days before the Catacendre, all eleven generations live in the kandra Homeland; they're only permitted to leave it when bound by a Contract to a human, serving as skilled imitators and spies in exchange for atium. For more information about the kandra Homeland, see "Pits of Hathsin" in chapter 6.

After the Catacendre, kandra Contracts remain an important tradition, but the kandra are no longer bound by their stipulations. Kandra may move freely, aren't enslaved to humans, and aren't forbidden from harming them—though kandra are discouraged from doing so. For more information about Contracts, see "Kandra Contracts" in chapter 2.

Evolving Culture

During Era 2, the kandra serve Harmony as spies and agents. Called the Faceless Immortals by residents of the Elendel Basin, the kandra are respected by many as holy messengers. Beyond their role with Harmony, most kandra live regular lives, pursuing their own interests and engaging with the world.

Goals and Rewards

If you're using kandra in your campaign, individual PCs who complete goals for them may be able to gain them as a patron, and in so doing, gain their patron benefit.

Patron Goals

Kandra might offer goals like the following:

Maintain the Deal. Show you can uphold your end of an agreement or contract—especially if it's difficult or costly—including maintaining any requested boundaries.

Ghastly Gift. Deliver them the bones of an interesting creature or historically significant figure to add to their collection.

Patron Benefit: The Kandra

Kandra typically can't provide the normal amenities of a patron, except to other kandra. However, these ancient shapeshifters have long memories and know many secrets of the Final Empire. If you can contact a kandra, they may provide you information long erased from history or secrets about particular individuals. Alternatively, if you provide them a bead of atium, they can impersonate a person you choose for the duration of a mission; you must also provide the bones of the person you wish them to imitate. If you want this imitation to be believable, you must also describe the person's personality and mannerisms.

The amount of time it takes for the information or imitator to arrive is at the GM's discretion. The Kandra Patron Frequency table lists how often you can call for this help, depending on your tier.

Kandra Patron Frequency

Tier	Frequency
1	Once per month
2	Once per week
3+	Unlimited



"What do you think we are?" TenSoon asked. "Humans, with their rebellions and upheavals? We are kandra. We are of Preservation. We follow order."

Marsh ERA 1 ERA 2

Marsh, also known as Ironeyes, is a bronze Misting (commonly called a Seeker) with an unyielding disposition and a burning hatred for the Steel Ministry, which he blames for the loss of his mother. He was raised as a noble along with his brother Kelsier (see "Kelsier and His Crew" earlier in this chapter); like his brother, Marsh also had romantic feelings for Mare, though he never made them known. Marsh led the skaa rebellion for years, but after Mare was sent to the Pits of Hathsin, Marsh left the group.

When Kelsier returns from the Pits with a plan to overthrow the empire, Marsh resents his brother—both for the loss of Mare and for his callous use of the skaa rebellion for his own ends. Marsh doesn't believe his brother has changed, remembering Kelsier as a reckless, youthful thief, but he still reluctantly joins Kelsier's crew.

Marsh infiltrates the Steel Ministry, revealing operations and resources across Luthadel. For a time, the crew believes Marsh was discovered and tortured to death, but they later learn Marsh was turned into a Steel Inquisitor. Marsh proves instrumental in Vin's attack on the Lord Ruler.

After the Final Empire

Following the Lord Ruler's death, Marsh falls under Ruin's influence. He becomes the Shard's tool, helping progress Ruin's plans. Marsh bides his time, working to stave off despair and looking for an opportunity to undermine Ruin. During this time, Ruin gives Marsh additional Hemalurgic spikes, granting him Feruchemical powers alongside his existing Allomantic powers.

While Marsh's Hemalurgic spikes take a physical, mental, and spiritual toll, they also preserve him. This allows him to live far beyond the Catacendre, working well into Era 2, sometimes as an agent of Harmony. Called Ironeyes by the people of the Basin, Marsh ultimately becomes the personification of death, and Harmony occasionally empowers him to greet souls before they pass into the Beyond. To learn how the Sliverist religion of Era 2 viewed Marsh, see "Sliverism" in chapter 3.

Goals and Rewards

If you're using Marsh in your campaign, individual PCs who complete goals for him may be able to gain him as a patron, and in so doing, gain his patron benefit.

Patron Goals

Marsh might offer goals like the following:

Prove Your Intentions. Progress the cause of an underprivileged or oppressed group—and take nothing for yourself in the process.

Patron Benefit: Marsh

Marsh doesn't have access to the normal amenities of a patron. However, he can give various insights into the Steel Ministry. Once per week, if you can contact him and it aligns with his interests, he'll reveal what the Steel Ministry or Lord Ruler is planning, provide insights into how to escape their notice on your next mission, or offer information about poorly guarded supplies. The amount of time it takes for the information to arrive is at the GM's discretion.

Additionally, Marsh can act as a Bronze Allomancy mentor (see "Patrons and Mentors" at the beginning of this chapter).



DAVID ASTRUGA

MARSH AS AN INQUISITOR.

Quellion ERA 1

Born in Urteau, the ancestral home of House Venture in the Northern Dominance, Quellion and his sister Beldre believed they were full nobles for most of their lives. Shortly before the fall of the Final Empire, obligators discover Quellion and Beldre's noble father used a skaa maidservant to have children when his wife was unable to conceive. The family is nearly executed, and Quellion and Beldre are only saved by the collapse of the government.

After the Lord Ruler's death, the king of the Northern Dominance—Straff Venture—leaves Urteau to besiege Luthadel. Taking advantage of this void in leadership, Quellion seizes power, calling himself the Citizen. A devout member of the Church of the Survivor, he hides his noble heritage and uses the words of Kelsier to create a new society, driven by the skaa and inimical to nobles. During this time, guided by Ruin, Quellion gives himself a Hemalurgic spike, granting him the abilities of a bronze Misting (commonly called a Seeker). This helps him find Allomancers as well as allowing him to hear Ruin, who speaks to him in the guise of the Survivor.

The Citizen

The skaa people of Urteau thrive under Quellion for a time. But as the months go by, under Ruin's influence, Quellion distorts the teachings of the Church of the Survivor to extremes. Quellion comes to rule Urteau with an authoritarian fist, executing not just nobles, but also any skaa with even distant noble heritage.

As Citizen, Quellion treats himself and his sister (secretly a Coinshot) as exceptions—in part because he believes he can protect his people as a force for good, but also because Ruin is warping his mind. Quellion's greatest hypocrisy is his secret recruitment and extortion of Allomancers: He uses executions to isolate them, then threatens their families in exchange for service.

Quellion is ultimately deposed by Spook, the Survivor of the Flames, who removes Quellion's spike, freeing his mind from Ruin.

Goals and Rewards

If you're using Quellion in your campaign, individual PCs who complete goals for him may be able to gain him as a patron, and in so doing, gain his patron benefit. However, Quellion is violent and dogmatic due to Ruin's influence, and his motivations might not always align with those of everyone in the party.



QUELLION, THE CITIZEN.

Patron Goals

For PCs who are willing to risk association, Quellion might offer goals like the following:

Follow the Survivor. Show you adhere to the strictest interpretations of the Survivor's teachings by punishing those who don't—or who have noble blood.

Patron Benefit: Quellion

In addition to offering amenities throughout Urteau, you can invoke Quellion's patronage while within the Northern Dominance to gain an advantage on various tests, as shown on the Quellion Patron Advantages table. However, when you invoke Quellion's name, the GM might spend ✲ from this test to introduce various challenges, as the formerly entrenched powers in the Northern Dominance despise him.

Quellion Patron Advantages

Tier	Tests	Bonus
1	Leadership	One advantage
2	Intimidation, Leadership	One advantage
3	Insight, Intimidation, Leadership	Two advantages
4+	Deception, Insight, Intimidation, Leadership	Two advantages

JORDAN KERBOW

Sazed ERA 1

A Keeper of Terris and a member of Kelsier's crew, Sazed is warm and resolute. He's soft-spoken and charitable—the consummate Terris steward—while also being a radical and a rebel.

Sazed prides himself on collecting and sharing the religions of Scadrial's historical cultures, despite having no knowledge of his people's own Terris religion. Instrumental in world events, Sazed uses his knowledge, faith, and generosity to reshape Scadrial in ways both small and large. He eventually plays a pivotal role in the fall of the Final Empire and the Catacendre, changing the world forever.

Early Life

Sazed was born in the Terris Dominance. As part of the Lord Ruler's Terris breeding program, Sazed (like most other Terris men) was castrated in his youth. After surviving the mutilation, Sazed was sent to the Steward training program. Fortunately for Sazed, the Keepers found him early and protected him.

Sazed took to scholarship quickly, becoming passionate about the world's lost religions. He rose through the ranks of Keepers, eventually joining the Synod itself, though he often opposed their conservative rule. Sazed was later stripped of his membership in the Synod for his dangerously close associations with the skaa rebellion. At this time, he formed a deep relationship with Tindwyl, a Feruchemist whom the Synod had placed in the breeding program (see "Tindwyl" later in this chapter).

Through his activities with the skaa rebellion, Sazed worked alongside Mare, who eventually introduced the Keeper to her husband, Kelsier.

The Crew

When Kelsier assembles his crew, Sazed fulfills the role of Terris steward to House Renoux and assists Vin in her disguise as Valette.

Sazed takes every opportunity he can to teach religions to the crewmembers. Their lack of interest in the faiths of the past often disappoints him.

He protects Vin, who later becomes the Ascendant Warrior. He also counsels her and Elend Venture, and he performs their marriage ceremony.

After the Final Empire

Returning to his roots as a traveling Keeper, Sazed brings his knowledge of farming and irrigation to villages across the empire. He remains disappointed in how little interest people give to their ancestral religions.

During the Siege of Luthadel, Sazed and Tindwyl study a historical document written by the Terris Worldbringer, Kwaan. Unaware the document has been altered by Ruin, they look for hints about the Hero of Ages and the Well of Ascension—and amid this shared scholarship, the two rekindle their bond. When the koloss attack, Sazed leads soldiers and holds one of the gates, but he later discovers that his love Tindwyl has been killed in the fighting.

The shock of losing Tindwyl and discovering Ruin's manipulation of their work changes Sazed's outlook on life. He questions his calling, removes his metalminds, and stops speaking of lost religions. Studying each religion, he looks for answers that might prove the value of faith, but he finds none.



SAZED, TERRIS KEEPER.

FERNANDA SUAREZ

Supporting the New Empire

Serving as a diplomat and advisor to Emperor Venture, Sazed works to stabilize the empire, even as his faith eludes him. He negotiates treaties with the Southern Dominance, and he accompanies Breeze to help pacify the rebellion in Urteau.

Eventually, Sazed journeys to the kandra Homeland to uncover the secrets of the ancient Terris religion. He brings the First Generation of kandra the news of Ruin and the world's ending.

As Ruin's forces close in on the Pits of Hathsin, Sazed's faith reignites, centered on Vin as the Hero of Ages. When he finds Vin and Elend dead, Sazed is nearly broken. In the wake of this devastation, Sazed finds both Shards—Preservation and Ruin—both without Vessels. Sazed takes up both powers, Ascends to godhood, and becomes Harmony. For more information on Sazed in Era 2, see the "Harmony" section of chapter 3.

Goals and Rewards

If you're using Sazed in your campaign, individual PCs who complete goals for him may be able to gain him as a patron, and in so doing, gain his patron benefit.

Patron Goals

Sazed might offer goals like the following:

Find Faith. Bring Sazed information on a lost religion or a completely new one (including religions from other planets in the cosmere).

Keep Confidence. Acquire important information from the Terris Synod or the skaa rebellion and deliver it to Sazed, possibly passing through or into restricted territory.

Patron Benefit: Sazed

Sazed doesn't have access to the normal amenities of a patron. However, he has a deep well of knowledge stored in his copperminds and the ability to contact other Keepers for information. After a long rest during which you wrote a letter to or read one from Sazed, you can choose one cultural or utility expertise you don't already have. You temporarily gain that expertise until you use this patron benefit again. (If you gain the Erudition talent from the Scholar path, this expertise counts as being granted by Erudition.)

Additionally, Sazed can act as a mentor for any Feruchemical power (see "Patrons and Mentors" at the beginning of this chapter). Each time you train with him, you choose which Feruchemical power he mentors you in.

Steel Ministry ERA 1

The Steel Ministry is equal parts church and government. Individual obligators are as diverse as their varied roles but remain united in faith and ambition.

Ministry Doctrine

The Steel Ministry teaches that the Lord Ruler is the Sliver of Infinity, an independent piece of a greater, omniscient, and omnipresent god. The Lord Ruler uses a combination of all three Metallic Arts, perfected over centuries, to reinforce his divinity. (To learn more, see "The Lord Ruler" in chapter 3.)

Cantons

The most important suboffices—or Cantons—of the Steel Ministry are Orthodoxy, Inquisition, Finance, and Resource.

Canton of Orthodoxy

The Canton of Orthodoxy is the primary bureaucratic arm of the Ministry: Orthodoxy scholars draft legal codes, and Orthodoxy theologians set Ministry doctrine. Orthodoxy obligators perform rituals and engage in active worship as a sign of faith. Most obligators hired by the noble houses hail from the Canton of Orthodoxy.

Canton of Inquisition

The Canton of Inquisition is the smallest but most fearsome of the Cantons. Inquisition obligators police the populace and prosecute crimes, proving their faith by success in these endeavors. The Canton of Inquisition oversees the Terris population in the Terris Dominance and maintains Allomancer-staffed stations to control the populace and detect skaa Allomancers. Inquisition tattoos include a bright red Allomantic letter denoting which Allomantic power they have naturally, if any.

Canton of Finance

The Canton of Finance is the Final Empire's bank, and it oversees the Ministry's many contracts. Finance regulates the mercantile endeavors of the noble houses and provides grants and loans. Finance obligators view prudent use of Ministry funds as a form of worship.

Canton of Resource

The Canton of Resource oversees the allocation of the empire's resources: feeding people, maintaining canals, and supplying other Cantons. The Canton of Resource also manages the secret transport of atium to the Lord Ruler's atium cache. Resource often attracts analytical thinkers and philosophers, and they view creating reliable infrastructure as a form of worship.



TWO STEEL MINISTRY INQUISITORS AND AN OBLIGATOR.

Obligators

Trained to recognize attempts to influence their emotions with emotional Allomancy, obligators serve as lawmakers, judges, investigators, architects, political advisors, engineers, and scientists. Obligators ensure nobles pay taxes and abide by the law; they solemnize marriages as political unions, regardless of gender or level of commitment; and they witness and approve other agreements between nobility.

Obligators are recruited based on their skills, connections, and Allomancy. Acolytes shave their heads when they begin their education at the Conventical of Erudean in the northern Central Dominance. They complete their instruction in Luthadel and then receive tattoos around their eyes, marking their membership in a specific Canton. Obligators' tattoos become more intricate as their rank increases. Most obligators wear dark gray robes.

Prelans and High Prelans

Prelans are senior obligators who oversee specific offices or portfolios. A Finance prelan may monitor the interest rates applicable to different houses, while an Orthodoxy prelan may administer a Ministry facility or regulate the licensing of a specific profession. High prelans supervise the work of other prelans and may be responsible for broader portfolios or multiple offices across larger regions.

Lord Prelan

The lord prelan leads the Canton of Orthodoxy, holding the highest office within the Steel Ministry. Technically, even the Steel Inquisitors answer to the lord prelan.

Steel Inquisitors

Steel Inquisitors operate outside the Ministry's usual hierarchy and have special jurisdiction over investigating the misuse of Allomancy and skaa with noble parentage. To learn more, see "Steel Inquisitors" in chapter 3.

Notable Obligators

Obligators are highly skilled and may be motivated by a combination of selfish ambitions or genuine faith. The following are representative members of the Steel Ministry. (Aradan Yomen, a prelan in Fadrex City, is also detailed later in this chapter.)

Arriev

High Prelan Arriev of the Canton of Finance is cunning and confident, with a predatory demeanor. Arriev is particularly skilled at detecting emotional Allomancy.

HUU HA

Noorden

Noorden is a reclusive scholar from the Canton of Orthodoxy with a keen mind for law, philosophy, and statistics. He's unusually cheerful for an obligator and oblivious to the schemes of his colleagues.

Tevidian

Tevidian Tekiel, the last lord prelan during the Final Empire, hails from a potent Allomantic bloodline. The Steel Inquisitors successfully sought his removal from office, chasing rumors of a skaa mistress who escaped execution and bore children. Tevidian is a skilled politician with a severe and condescending manner.

Goals and Rewards

The Steel Ministry often plays an important role in Era 1 campaigns, usually as an adversary. However, individual PCs may wish to align themselves with the Ministry. Such PCs may be able to complete goals for the Ministry to gain them as a patron, and in so doing, gain their patron benefit.

Patron Goals

For PCs willing to risk association, the Steel Ministry might offer goals like the following:

Expose Corruption. Prove the guilt of a noble family suspected of blasphemy against the Lord Ruler or of disguising skaa blood in their line.

Patron Benefit: Steel Ministry

In addition to offering amenities throughout Scadrial, once per week you can ask an obligator to suspend a criminal investigation or prosecution (of yourself or someone else). However, an obligator's mercy is fleeting, and some crimes are unforgivable. The Obligator Pardons table lists the maximum magnitude of crime for which you can seek clemency, depending on your tier.

Obligator Pardons

Tier	Crime Pardoned
1	1 minor crime (such as stealing less than 1,000 bx, or possessing banned texts).
2	1 medium crime (such as stealing 1,000–3,000 bx, or lying to an obligator).
3	Multiple minor (max 3) or medium (max 2) crimes.
4+	1 major crime (such as stealing more than 3,000 bx, or using Allomancy if you're skaa).



VLADIMIR ISHELIN

THE CANTON OF ORTHODOXY IN LUTHADEL IS THE CENTER OF GOVERNMENT OPERATIONS IN THE FINAL EMPIRE.

Tindwyl ERA 1

Tindwyl is a scholar, a teacher, and a Keeper of Terris who obtains her knowledge through rigorous study. Tindwyl is confident, worldly, and unafraid to speak her mind, especially when she has expertise on the matter at hand.

While she endured the role of a Terris mother in the Lord Ruler's breeding program, Tindwyl studied the biographies of historical figures within a set of hidden copperminds. She was determined to ensure their stories weren't forgotten under the oppression of the Final Empire. After thirty years in the program, she became a member of the Synod. Although often perceived by others to be a harsh realist, Tindwyl has a charitable nature and a sharp insight into people, which she ascribes to her experience raising many children.

Once the Final Empire falls, Tindwyl makes her way to Luthadel, where she reunites with Sazed—an old friend and fellow Keeper with whom she shared a deep respect and love. She also takes a position as a mentor to King Elend Venture, counseling him in matters of leadership and proving instrumental in his success as king. (See the "Sazed" and "Elend Venture" sections earlier in this chapter for more about these key figures in Tindwyl's life.)

Tindwyl dies during the Battle of Luthadel while defending the city against the koloss attack.

Goals and Rewards

If you're using Tindwyl in your campaign, individual PCs who complete goals for her may be able to gain her as a patron, and in so doing, gain her patron benefit.

Patron Goals

Tindwyl might offer goals like the following:

Seek Lost Knowledge. Recover knowledge that was lost or suppressed by the Final Empire, especially relating to interesting historical rulers and leaders. This could be practical knowledge or purely academic.

Don't ask questions; say what you mean. If you object, object—don't leave your words up to my interpretation.

Patron Benefit: Tindwyl

In addition to offering amenities in the Terris Dominance after the fall of the Final Empire, Tindwyl can provide information about historical figures or assist in studying artifacts and historical documents. Additionally, while attempting to influence a character in a leadership position, you can recall Tindwyl's lessons to gain an advantage on various tests based on your tier, as shown in the Tindwyl Patron Advantages table. However, the GM might spend ✳ from these tests to introduce various challenges, as Tindwyl's lessons—which primarily deal with historical figures—might not always apply perfectly to the modern day.

Tindwyl Patron Advantages

Tier	Tests	Bonus
1	Lore	One advantage
2	Leadership, Lore	One advantage
3	Deduction, Leadership, Lore	Two advantages
4+	Deduction, Leadership, Lore, Persuasion	Two advantages

Additionally, Tindwyl can act as a mentor for Copper Feruchemy or Tin Feruchemy (see "Patrons and Mentors" at the beginning of this chapter).

SVETLANA KOSTINA

TINDWYL, A SCHOLAR OF HISTORICAL LEADERS.



Vin ERA 1

The daughter of a skaa mother she can hardly remember and—as she learns much later—of Tevidian Tekiel, Vin grew up powerless and destitute in the thieving crews of the Final Empire. Vin is a cynical, resourceful pragmatist who learned early to never let her guard down. One of her greatest strengths is her insight, enabling her to cut through distractions and see to the heart of things.

While infiltrating noble society, Vin discovers a love of elegance and ball gowns, realizing there's more to life than survival. After killing the Lord Ruler, she's hailed as a religious figure, a role she feels deeply uncomfortable with. As empress of the New Empire, Vin learns to honor both the mistcloak and the gown as important expressions of who she is. Despite a lifetime of Ruin's manipulation, Vin eventually seizes power and choice for herself, becoming the hero Scadrial needs.

Mistborn

Discovered in the skaa thieving crews by Marsh and recruited by Kelsier (see "Kelsier and His Crew" earlier in this chapter), Vin is at first unaware of her own Allomantic abilities. Though suspicious of Kelsier's motives, she allows him to mentor and train her. Vin slowly becomes receptive to Kelsier's values of friendship, trust, and community—though she doesn't absorb his prejudices against the nobility.

Vin throws herself into her role as the country noblewoman Valette Renoux, working hard to learn and prove her value to the crew. After striving her entire life to avoid notice, in learning to be Valette, Vin discovers she can choose who she wants to be. At the balls, she meets and begins to court Elend Venture (see "Elend Venture" earlier in this chapter).

After Kelsier is killed, Vin accepts the role she believes Kelsier was truly training her for: assassin. She confronts the Lord Ruler at Kredik Shaw and kills him, ending the tyrant's thousand-year reign.

Burning Out

Following the death of the Lord Ruler, Vin serves as the Mistborn threat behind Elend's throne, but she feels inadequate and unsure of herself. At the same time, Elend's secret half brother, Zane Venture, tempts Vin to explore her violent impulses (see "House Venture: Straff and Zane" earlier in this chapter). Zane's influence eventually helps Vin realize Elend is who she wants—and needs.

When she's not patrolling, Vin becomes enthralled with Alendi's logbook (see "Alendi, the Hero of Ages" in chapter 4). Not realizing the document has been altered by Ruin, Vin follows its prophecies to the Well of Ascension. Determined to prove herself the true Hero of Ages, she seizes and releases the power of Preservation—at what appears to be great personal cost—and in so doing, inadvertently frees Ruin (see "Well of Ascension" in chapter 4).

Empress and Vessel

After accepting her place as a leader in the doomed world, Vin draws on Scadrial's mists—the gaseous form of Preservation's Investiture—and Ascends as the new Vessel of Preservation. Ruin counters Vin's attempts to save humanity until she eventually sacrifices herself to destroy him. (For more details, see "Ruin" in chapter 3.)

Influence of the Shards

Preservation chose Vin as his successor when she was very young. Ruin sought to corrupt this champion by influencing her through her Hemalurgic spike earring. Vin was always able to draw on the mists in small ways to empower her Allomancy, though this ability was blocked whenever she was wearing her earring. After entering the Well of Ascension, Vin became more perfectly attuned to the Shard's power, and she could Ascend to become Preservation's Vessel.

Legacy

Vin is honored as the Ascendant Warrior and, after the Catacendre, as a nighttime guardian in the mists. A statue of Vin stands in the Field of Rebirth, next to one of Elend.

Goals and Rewards

If you're using Vin in your campaign, individual PCs who complete goals for her may be able to gain her as a patron, and in so doing, gain her patron benefit.

Patron Goals

Vin might offer goals like the following:

Earn Trust. Convince Vin she can trust you through repeated displays of reliability, such as passing her tests of loyalty or defeating assassins sent after Elend or Kelsier's crew.

Patron Benefit: Vin

Though Vin doesn't have access to the normal amenities of a patron until the Lord Ruler's death, she's interested in experimental metallurgy, seeking new and suppressed Allomantic metals. She can act as a source of aluminum, duralumin, electrum, and gold (see "Recurring Supplies of Rare Metals" in chapter 8 of the *Mistborn Handbook*).

Additionally, Vin is a skilled assassin; if you name a target, Vin will eliminate them for you. The amount of time it takes for the assassination to occur is at the GM's discretion. The Vin Assassination Frequency table lists how often you can call for her help, depending on your tier. However, if you make a request that works against Vin's interests, you risk losing her trust and patronage.

Vin Assassination Frequency

Tier	Frequency
1–2	Once per month
3+	Once per week

Additionally, Vin can act as a mentor for any Allomantic power (see "Patrons and Mentors" at the beginning of this chapter). Each time you train with her, you choose which Allomantic power she mentors you in.

DEANDRA SCICLUNA



AMONG MISTBORN, VIN IS A PRODIGY WITH HER ABILITIES.

Yomen ERA 1

Aradan Yomen is an obligator who rose to the rank of prelan in Fadrex City. As a youth, he'd always planned to join the Steel Ministry; joining the obligators seemed the obvious path for someone interested in philosophy.

After the death of the Lord Ruler, Yomen—an honest and studied believer all his life—struggles to come to terms with this loss. Believing rule should be held by those with a divine mandate, Yomen quarrels with Ashweather Cett over control of Fadrex City, seizing the throne for himself when Cett leaves to besiege Luthadel (see "House Cett: Ashweather and Allrianne" earlier in this chapter).

Yomen is an atium Misting, though the Lord Ruler worked to keep this ability secret. As king of the Western Dominance, Yomen wears a single bead of atium on his forehead. Some believe he is hiding Mistborn abilities, which aids in his political machinations.

During the final days of the World of Ash, Ruin succeeds in placing a Hemalurgic spike in Yomen. However, thanks to Yomen's logical and analytical mind, he removes the metal before Ruin takes hold.

Until the arrival of the New Empire's army, Yomen rules Fadrex City and the Western Dominance with renewed stability, creating safe harbors of peace in the collapsing world.

Goals and Rewards

If you're using Yomen in your campaign, individual PCs who complete goals for him may be able to gain him as a patron, and in so doing, gain his patron benefit. However, Yomen's motivations might not always align with those of everyone in the party.

Patron Goals

For PCs who are willing to risk association, Yomen might offer goals like the following:

Impress with Intellect. Show your command of philosophical and tactical learnings by besting Yomen—or his rivals—in a battle of wits.

Patron Benefit: Yomen

Yomen doesn't have access to the normal amenities of a patron until after the Lord Ruler's death, when he gains control over much of the Western Dominance. However, if you can contact him, he can provide maps, plans, and knowledge to aid your pursuits—especially those against enemies you have in common. The information arrives at a time of the GM's discretion; when it does, you can choose one cultural or utility expertise you don't already have that's related to the mission. You temporarily gain that expertise until you use this patron benefit again. (If you gain the Erudition talent from the Scholar path, this expertise counts as being granted by Erudition.) Additionally, if you have the Seek Quarry talent from the Hunter path, this information can allow you to mark a character as your quarry even if you've never encountered them.

ARADAN YOMEN, FAITHFUL OBLIGATOR.



DARKO STOJANOVIC

Elendel Constabulary ERA 2

The Elendel Constabulary is Northern Scadrial's most prominent and expansive law enforcement agency. The police force falls under the ultimate purview of the governor of Elendel, and it operates according to legislation passed by the Senate, at least in theory. The constabulary's jurisdiction extends throughout the Basin, allowing Elendel to project its power across the whole region, including (albeit rarely) the otherwise lawless Roughs. The constabulary's operations have been a source of friction and resentment between Elendel and the other cities of the Basin, particularly with other cities' constabularies.

Regardless of their rank, all members of the constabulary are often colloquially known to the people of the Elendel Basin as conners.

Structure

The constabulary is organized into eight distinct precincts corresponding to Elendel's eight octants. Each precinct employs approximately 600 constables of varying ranks. A precinct serves a population of around six hundred thousand. Although there are fewer police per capita in Elendel than lawkeepers per capita in the Roughs, the constabulary's ability to field a force of thousands of constables in times of need means their presence is often more keenly felt in the day-to-day lives of Elenders.

Each octant has its own headquarters—its precinct building—where the local leadership coordinates their forces. For the most part, the eight precincts operate independently. Each is led by a constable-general, who's historically been chosen from among the city's nobility.

In exceptional circumstances, the governor of Elendel may appoint a temporary lord high constable from among the constables-general to oversee citywide operations. Claude Aradel was elevated to this position during uprisings stoked by the serial killer Bleeder and the Set (see "The Set" later in this chapter).

Ranks

Within each precinct, the constabulary is organized according to a strict hierarchy. Career trajectories are relatively fixed, and conners who rise too quickly may earn resentment from their colleagues. The following are the most common ranks attainable within the constabulary:

Constables. Joining as constables, most conners must work the streets and desks for years to earn a promotion to the rank of corporal, then to sergeant. Although the promotion of a sergeant to an officer's rank can happen, these are rare exceptions.

Officers. Young nobles typically join the constabulary as lieutenants. They can earn a promotion to captain if they wield significant influence (whether earned or inherited) or if they show exceptional merit in the field. The highest-ranking officer in each octant is the constable-general, who oversees the whole precinct.

Qualified Ranks. Constables and officers can earn the additional titles of detective, senior detective, or special detective either by proving themselves with investigative case work or by taking formalized qualification exams. These titles are in addition to any other ranks. Detectives aren't required to wear a uniform.

Chief Aide. Outside the usual command structure, constables-general often employ a chief aide. The position is highly prized as a sure way to speed the development of a promising constable's career.

Notable Conners

The constabulary membership is, in some ways, full of contradictions. As noted above, its hierarchy is stratified by class: nobles are afforded officers' ranks and positions of power. In fact, nobles may even enjoy the authority of a position in law enforcement from outside of the organization. For example, Waxillium Ladrian is deputized with "citywide forbearance" in part because of his fortune and privilege, as well as his fame. However, the constabulary does make some egalitarian progress over time. Following the example of Vin as the Ascendant Warrior, the profession is no longer considered unfeminine.

The following are representative members of the constabulary. (Captain Marasi Colms is also detailed later in this chapter.)

Constable-General Reddi

Though he'd long been valued as a senior member of the Fourth Octant precinct, Mathieu Reddi played a major role in several historic cases, giving him a remarkable boost in his career. Ambitious and eager to prove himself, Reddi is steadfastly loyal to his fellow constables—particularly Claude Aradel.

Reddi is well known for his use of excessive force, particularly with detainees. His rough interrogation technique is supported by many of his colleagues, despite violating detainees' rights.

Claude Aradel

Among the most prominent members of the Elendel Constabulary is Claude Aradel. Over his decades-long career, Aradel slowly worked his way from beat conner to captain, where his trajectory stagnated as a result of prejudices against non-nobles holding leadership positions. After a period of retirement, Aradel eventually broke through to take leadership of the Fourth Octant, becoming the first non-noble constable-general. He later succeeded the late Replar Innate as governor of Elendel (see the "Rise of Trell" section in chapter 4), serving as the first non-noble national leader in Northern Scadrial in the post-Catacendre era.

As a leader, Aradel believes people work best under pressure—and particularly when they're annoyed or in competition. Aradel has been known to directly stoke rivalries between the people in his employ.

Corrupt Conners

Like many organizations of its kind, the Elendel Constabulary suffers from corruption across all levels. That can take the form of street conners taking a sly boxing or ten to look the other way, patrols charging for their "protection" in vulnerable parts of town, or the rich and noble spending their influence to receive selective enforcement or favorable judgments.

Corruption is particularly rife in the Second Octant Precinct, where prolific criminal families hold great sway. Detective Sergeant Vana Rhone is one of these syndicates' most important agents. Though she collects bribes during her field work, her true value to the octant's criminal families comes with her desk work. As an electrum Misting (commonly called an Oracle), Rhone can study her electrum shadows to anticipate possible futures and effectively infiltrate restricted constabulary areas without discovery. Once there, she steals or destroys evidence and documents which would implicate her allies. Her need for a constant supply of expensive Allomantic electrum keeps her in debt—and under control.

Policing and Metalborn

Standing apart from the structure of the eight octant precincts, the constabulary also maintains a citywide department to engage with restricted uses of Allomancy. This task force was assembled to support the Allomantic Agreement of '94. The Agreement prohibits certain uses of Allomancy, particularly nonconsensual manipulation of emotions by Rioters and Soothers.

Since the services of Mistings and Ferrings fetch a high price in the private sector, the constabulary employs very few Metalborn of its own. Metalborn constables are in high demand and are often shared between precincts, or even contracted in from external organizations. In particular, the constabulary often calls in chromium Mistings (commonly called Leechers) when a Metalborn is arrested.

Goals and Rewards

If you're using the Elendel Constabulary in your campaign, individual PCs who complete goals for them may be able to gain them as a patron, and in so doing, gain their patron benefit.

Patron Goals

The constabulary might offer goals like the following:

Bust a Crime Ring. Build a case against a noteworthy criminal or criminal enterprise, then bring them to justice.

Investigate a Corrupt Politician. Even the Constabulary knows to tread lightly in politics—so quietly gather irrefutable evidence of an important senator's misdeeds.

Patron Benefit: Elendel Constabulary

In addition to offering amenities in their stations and safehouses throughout Elendel, the constabulary may impart limited legal authority by deputizing you for a specific operation, temporarily granting the title of Honorable Citizen Deputy. If your tier is 3 or higher, they instead support a bid with the Senate to grant you a permanent citywide deputized forbearance. These titles give you an advantage on tests to influence law enforcement personnel.

Additionally, if you collaborate with the constabulary on an investigation, they can assign constables to help for the duration. The Constabulary Companions table shows the maximum help the constabulary sends, depending on your tier.

Constabulary Companions

Tier	Companion
1	1 **constable**
2	1 **lawkeeper** or **informant**
3	1 **detective** or 3 **lawkeepers**
4+	1 **detective** with an Allomancy module

Ghostbloods ERA 2

A powerful but highly secretive organization, the Ghostbloods were formed to protect the world of Scadrial at all costs. They've since spread to many planets, with separate chapters located throughout the cosmere. The Ghostbloods are led by the Cognitive Shadow of Kelsier, the Survivor. (For more details on Kelsier, see the "Kelsier and His Crew" section earlier in this chapter.)

Tenets

The Ghostbloods follow three core tenets:

1. Protect Scadrial.
2. Share information internally, but protect Ghostblood secrets from outsiders.
3. Trust and do not betray other Ghostbloods.

Structure

Like Kelsier's former crew, the Ghostbloods function as an elite team of specialists. Ghostblood hierarchy is based on mentorship, and senior agents nominate uniquely skilled or competent candidates for recruitment. If a recruit accepts, the nominating agent becomes their mentor and immediate superior.

Ghostbloods identify themselves with a tattoo of three overlapping diamonds. The design is reminiscent of the Marewill flower, created by Harmony to commemorate Mare—Kelsier's wife—and others who were lost.

Cosmere Travelers

The Ghostbloods rely on their knowledge of the cosmere, otherworldly technologies, and advanced applications of the Metallic Arts to accomplish their goals. They use seons from Sel to communicate, and sand from Taldain to detect kinetic Investiture. The Ghostbloods learned of electrolysis on other planets and now use the process to mass-produce and sell aluminum, using the proceeds to finance local endeavors on Scadrial.

Rosharan Ghostbloods

Led by Iyatil and her second, Mraize, the Ghostblood chapter on the planet Roshar follows a different organizational ethos than the Scadrian chapter. Rosharan Ghostbloods have a strict hierarchy, and those who break with the group may be hunted or assassinated.

ANNA STEINBAUER

THE GHOSTBLOODS AND MARASI COMMUNICATE THROUGH A SEON.



Scadrian Chapter

The Scadrian Ghostbloods are a well-bonded, close-knit crew under Kelsier's leadership. Most Ghostbloods use a codename or nickname, especially around outsiders.

Kelsier "The Survivor"

In Era 2, as the leader of the Ghostbloods, Kelsier is affectionately referred to as "Kell" by his local team, forgoing formal titles like Survivor or Master Thaidakar (as he's called by Rosharan Ghostbloods). Kelsier works toward several goals, including trying to learn how the Heralds of Roshar have persisted for thousands of years and researching how to move Investiture between worlds.

As a Cognitive Shadow, Kelsier uses Hemalurgy to connect his soul to his body. The spike piercing his right eye grants him enhanced steelsight—the ability of Coinshots and Lurchers to see blue lines leading to metals—in addition to the regular vision of his left eye. Though he lost his innate Allomantic abilities and is unable to leave the Scadrian system, Kelsier continues to be one of the most dangerous individuals in the cosmere.

Felt

Felt, the third son of a minor Scadrian noble, is known for his competence and discretion. During the last years of the Final Empire, Felt was employed as a retainer of House Venture, a position he used to access Ruin's Perpendicularity within the Pits of Hathsin.

Recently, Felt has been working on Roshar, accompanied by his wife, Malli. He may return to Scadrial soon to report on the status of Roshar, now isolated under the influence of the hybrid Shard Retribution (see the "Roshar" section in chapter 3).

Kaise "Codenames Are Stupid"

Kaise, also known as "Codenames Are Stupid," is from Arelon on the planet Sel. Bonded to a seon named Dao, Kaise is able to communicate with Ghostblood agents on other worlds. She takes pride in learning languages without relying on the Invested Arts, and she manages records and communications for the Ghostbloods.

Shri Prasanva "TwinSoul"

Sanvith Prasanva Maahik va Sila—also known as TwinSoul, Grand Aetherbound of the twelve kingdoms, and Raj of the Coriander Court—hails from the planet Dhatri. A kindly older man, Prasanva is bonded to the primal aether Silajana, and he can expend Investiture and moisture in his body to create constructs out of pink-red crystals called roseite.

Wan ShaiLu "Moonlight"

Wan ShaiLu, also called Moonlight, is a former thief and con artist from the Rose Empire on the planet Sel. She's cunning and strategic, and Kelsier was her direct mentor. Shai is a practitioner of Forgery, a Selish Invested Art, and she can temporarily alter the Spiritual makeup or history of people and objects.

Goals and Rewards

If you're using the Ghostbloods in your campaign, individual PCs who complete goals for them may be able to gain them as a patron, and in so doing, gain their patron benefit. Though the Ghostbloods' motivations may not always align with other party members, they're no strangers to agents with divided loyalties.

Patron Goals

The Ghostbloods might offer goals like the following:

Clandestine Capabilities. Accompany a senior member of the Ghostbloods on a mission, during which you prove your mettle, intelligence, and proficiency in covert operations.

Patron Benefit: Ghostbloods

The Ghostbloods can provide access to very discreet and secretive amenities, even on other worlds. Additionally, they can acquire exotic items from places in the cosmere beyond Scadrial. At the GM's discretion, the Ghostbloods can give or loan you a rare piece of Scadrian technology or an item from another world, such as:

- Black sand that turns white when exposed to an effect within 30 feet that could be detected with Bronze Allomancy.
- A strange cube that allows instantaneous communication with the Ghostbloods (or other people with access to these cubes).
- A weapon, a set of armor, an aluminum-lined hat (which protects against emotional Allomancy), or another piece of equipment made with aluminum.
- Spores that explode when exposed to water, forming a wall of pink-red roseite crystal up to 10 feet tall, 10 feet wide, and 2 feet thick. This wall instantly blocks doorways and creates cover.
- Items from other books in the Cosmere RPG (at the GM's discretion).

You can exchange this item for a new one when you next meet with your Ghostblood handler. The Ghostbloods can't provide items that are limited to characters above your tier.

The Malwish ERA 2

Following the events at the Sovereign's Temple (see "Search for the Bands of Mourning" in chapter 4), the Malwish people rose to prominence among the five distinct nations on the Southern Continent. Using growing apprehension about possible Northern aggression as a catalyst, the Malwish are attempting to unify the Southern nations, stilling once-tempestuous rivalries.

Metallic Arts and Technology

The Malwish compensate for their comparative lack of Metalborn with inventions allowing wider use of the Metallic Arts. The Malwish protect their technological advantage by closely guarding the secret of creating unsealed metalminds and regulating the trade of ettmetal. The greatest achievement of the Malwish is the creation of Allomantically powered flying airships, generating multiple economic and tactical advantages. For more about Malwish technology, see "Science and Technology" in chapter 1.



ALLIK NEVERFAR HAS A HABIT OF RAISING HIS MASK WITH EXUBERANCE.

MARIA DIMOVA

Notable Citizens

Malwish society has strict ideas regarding propriety, but individuals follow these traditions in their own way, as exemplified by the following notable Malwish citizens.

Allik Neverfar

Allik Neverfar's rescue by Marasi Colms following the crash of the airship *Brunstell* was one of the first points of contact between Northern and Southern Scadrial. Marasi and Allik later become romantic partners. Allik is currently a "junior goodwill ambassador" to the Basin—a largely ceremonial post. He has a carefree nature, and he makes excellent pastries.

Daal the Primary

Admiral Daal, the Primary, is a widely respected military leader. A severe man, Daal is quick to seize opportunities to further his or his nation's goals. He's currently preparing to replace the current ambassador to the Elendel Basin, should a stronger hand be required in the North.

Goals and Rewards

If you're using the Malwish in your campaign, individual PCs who complete goals for them may be able to gain them as a patron, and in so doing, gain their patron benefit.

Patron Goals

The Malwish might offer goals like the following:

Protect Trade Secrets. Track down a spy who stole Malwish technology and retrieve the stolen items.

Rescue an Airship Crew. Locate and rescue the survivors of a missing airship.

"So…" Allik said. "I think we should all go next door and be very far away when he does this, yah?"

"Yah," Marasi agreed.

Patron Benefit: The Malwish

In addition to offering amenities throughout Southern Scadrial and in their Northern embassies, the Malwish may offer to transport you via airship to a location of your choosing. If you can get in contact with a Malwish ambassador or commander, they can dispatch an airship to fly your group across Scadrial. This airship won't knowingly fly you into any kind of danger or enemy territory that would require Agility or Stealth tests to safely navigate. The amount of time it takes for the airship to arrive to help you is at the GM's discretion. The Airship Flight Frequency table lists how often you can call for this help, depending on your tier.

Airship Flight Frequency

Tier	Frequency
1	Once per year
2	Once per month
3	Once per week
4+	Unlimited

Additionally, at the GM's discretion, the Malwish can give or loan you Southern Scadrian technology, such as Allomantic grenades or a Feruchemical medallion (see "Rare Creations" in chapter 8 of the *Mistborn Handbook*). You can exchange this item for a new one when you next meet with a Malwish representative. The Malwish can't provide items that are restricted to characters above your tier.

"Why is it that small-minded men must destroy that which they know is better, and greater, than they?"

—Marasi Colms

Marasi Colms ERA 2

A rising star in the Fourth Octant Constabulary of Elendel, Marasi Colms is perhaps the most active constable pursuing the Set (see "The Set" later in this chapter). Highly educated, Marasi is particularly interested in statistics and seeks to apply them to improve everything from law enforcement to city planning.

The illegitimate daughter of Lord Jackstom Harms, Marasi cultivated a shy and timid persona to make interacting with her family easier—for them. Although Marasi romanticizes the adventures of Roughs lawkeepers like Waxillium Ladrian (see "Waxillium Ladrian" later in this chapter), she also appreciates urban luxuries and doesn't see the need to compromise her femininity in a male-dominated profession.

Following successes working alongside Waxillium and Wayne (see "Wayne" later in this chapter), Marasi has proven herself a talented investigator in her own right. Ever concerned about the threat the Set poses to Elendel, Marasi remains on the lookout for the elusive organization. She hopes the right arrest might reveal what the Set—and by extension, their mysterious backer, Trell—has planned for Scadrial.



MARIA DIMOVA

MARASI COLMS HAS THE SKILLS, AMBITIONS, AND DETERMINATION TO ACCOMPLISH GREAT THINGS FOR THE ELENDEL BASIN.

A Graduate of Institutions

Marasi received a comprehensive education at the University of Elendel, which covered topics from simple surgical procedures to ancient languages such as Ancient Terris and High Imperial. Marasi specialized in legal justice and criminal statistics, originally so she could become an attorney like her mother wished. While she did briefly work as a solicitor, the practical, active work of a constable became her passion.

From the university to the constabulary, Marasi has access to many sources of information, and she excels at collating large data sources into illuminating trends. Trained in modern interrogation techniques, Marasi can goad people into talking at length—until they expose themselves in a lie. Marasi occasionally finds herself at odds with her constable colleagues, as she's unwilling to let them violate suspects' rights.

Pulse of Justice

Marasi is a cadmium Misting (commonly called a Pulser), who can create a speed bubble which slows down time for herself and anyone around her. While she was once embarrassed by the perceived limitations of her ability, she has grown out of that sentiment and now appreciates her gift.

Though proficient with standard-issue constable sidearms, Marasi appreciates the art of target shooting with rifles. She was part of a target club at university and ranked well in shooting competitions against other clubs in the city.

Valuable Relationships

Though illegitimate by birth, Marasi and her half sister Steris worked to foster a comfortable relationship (see the upcoming "Steris Ladrian" section). Marasi's past infatuation with Waxillium Ladrian has grown into mutual respect, and the two are united against the threat the Set poses. With Wax occupied with family and political duties, Marasi spearheads the hunt for the Set, often working alongside Wayne in his new position as an Elendel field constable.

Marasi met Allik Neverfar, a Malwish pilot, during her quest to find the Bands of Mourning. Since Allik established a more permanent residence in Elendel, the two have been in a steady romantic relationship.

Goals and Rewards

If you're using Marasi in your campaign, individual PCs who complete goals for her may be able to gain her as a patron, and in so doing, gain her patron benefit.

Patron Goals

Marasi might offer goals like the following:

Investigate Trell. Uncover and report leads on activities of the Set, and help set up a sting.

Protect Elendel. Keep the peace in the city: track down an elusive thief, uncover a corrupt politician, or help bust a crime ring.

Patron Benefit: Marasi Colms

In addition to offering amenities in areas where the constabulary has a presence within the Elendel Basin, at the GM's discretion, Marasi can also give or loan you constabulary-issued items, such as:

- Non-special firearms, other weapons, and armor.
- Constabulary equipment, including aluminum-lined hats (which protect against emotional Allomancy), knucklebones, magnifying lenses, or manacles.
- Allomantic grenades infused with Cadmium Allomancy (see "Rare Creations" in chapter 8 of the *Mistborn Handbook*).

The maximum number of items you can have from Marasi at one time is equal to your tier, and you can request the same item (including Allomantic grenades) multiple times. You can exchange these items for different ones and have Marasi recharge any used Allomantic grenades when you next meet with her. Marasi can't provide items that are restricted to characters above your tier.

Additionally, Marasi can act as a Cadmium Allomancy mentor (see "Patrons and Mentors" at the beginning of this chapter).

MeLaan ERA 1 ERA 2

MeLaan is a kandra of the Seventh Generation who was raised and mentored by TenSoon of the Third Generation. An independent spirit, MeLaan enjoys teasing (and sometimes flirting with) her companions. Her sense of humor is often macabre, especially by human standards. She holds a Blessing of Stability, granting enhanced emotional fortitude, and contributing to her strong sense of self.

MeLaan switches between masculine, feminine, and androgynous features, and she prefers artificial True Bodies—humanoid skeletons with exaggerated features—instead of human bones. One of her favorite True Bodies is made of aluminum and has built-in weapons.

Rebellious Youth

In her youth during Era 1, MeLaan led a small group of young kandra whose eccentric True Bodies pushed the bounds of kandra propriety. MeLaan encouraged her mentor, TenSoon, to defy kandra leadership, and she later broke kandra law to assist him.



MARIA DIMOVA

MELAAN FLOUTS THE SOCIAL CONVENTIONS OF BOTH KANDRA AND HUMAN CULTURE.

Agent of Harmony

In Era 2, MeLaan now acts as an agent of Harmony. She currently works with Waxillium Ladrian, Marasi Colms, and Wayne. MeLaan's flirtations with Wayne recently developed into a romantic attachment (see the "Wayne" section later in this chapter). MeLaan is uncertain of the longevity of the relationship, however, as Harmony may soon have a new assignment for her on another world.

Goals and Rewards

If you're using MeLaan in your campaign, individual PCs who complete goals for her may be able to gain her as a patron, and in so doing, gain her patron benefit.

Patron Goals

MeLaan might offer goals like the following:

Find the Toxin. Infiltrate a group of Set thieves and recover a stolen substance that can be used to neutralize kandra.

Return Stolen Property. Track down a kandra who borrowed a True Body from MeLaan and recover the bones, preferably without damaging the skeleton.

Patron Benefit: MeLaan

Though MeLaan can only offer amenities to other kandra, she can provide services to any PC, including infiltrating an off-limits location—like a noble keep (Era 1) or a constabulary office (Era 2)—to retrieve a specific object or piece of information. She may refuse such requests if they seem too dangerous, or if they run counter to the kandra's interests in Era 1 or Harmony's interests in Era 2.

If your tier is 3 or higher, MeLaan may join the PCs as a temporary companion for the duration of a mission that aligns with her interests. In Era 2, MeLaan doesn't adhere to traditions stemming from the First Contract and is one of few kandra skilled in combat. MeLaan uses the **kandra spy** stat block from chapter 8, but her Strength and Speed increase by 1, each of her physical skills increases by 2, and her health increases by 10.

Ranette ERA 2

The fierce and innovative gunsmith Ranette is well known in her circle of clients and fellow smiths for providing excellent customized weaponry and tailor-made gadgets. Her work has garnered her a loyal customer base, among whom Waxillium Ladrian is a regular. For honest folks who help test her novel creations or bring her interesting weapons to take apart and study, Ranette is even willing to discount or waive the cost of their next purchase.

Originally from the Roughs, Ranette moved to Elendel years ago to access electricity for her workshop. She lives and works in the Third Octant. Though she kept her workshop's location secret from her more troublesome acquaintances—like Wayne—she was eventually tracked down—by Wayne—for assistance in the Vanishers case (see "Wayne" later in this chapter).

Ranette is suspicious of Elenders and has no compunctions against resorting to violence when threatened. She's particularly sensitive about strangers discovering she's an iron Misting (commonly called a Lurcher), to the point where she hires Smokers to keep her house private at all times. Nevertheless, she's recently started dating Jaxy, a woman she bowled over outside the Coolerim Playhouse.



RANETTE HAS THREE GREAT LOVES: JAXY, THE SHOP, AND A NEW PROJECT.

MARIA DIMOVA

Goals and Rewards

If you're using Ranette in your campaign, individual PCs who complete goals for her may be able to gain her as a patron, and in so doing, gain her patron benefit.

Patron Goals

Ranette might offer goals like the following:

Field Testing. Test out one of Ranette's prototype guns or gadgets and report back.

Package Delivery. Make sure one of Ranette's precious creations reaches its intended recipient, a client out in the Roughs.

Patron Benefit: Ranette

Ranette offers amenities in her home workshop in the Third Octant, which acts as a hideout with an armory and workbench (see "Hideouts" in chapter 8 of the *Mistborn Handbook*). Ranette's hideout is constantly shielded by a coppercloud (see "Copper Allomancy" in chapter 6 of the *Mistborn Handbook*)—but if asked, she usually denies knowing anything about it.

Additionally, Ranette is a prodigious crafter and gunsmith who can help the party become more acquainted with the gunsmithing community, both in the Basin and the Roughs. Once per month, if you can contact her, Ranette will craft you hazekiller rounds or invent a firearm as close to your specifications as possible (see "Crafting" in chapter 7 of the *Mistborn Handbook*). Anything Ranette makes automatically has two upgrades or an advanced item feature, or you can work with the GM to design a unique customization. The amount of time it takes for the item to arrive is at the GM's discretion.

"You should have mentioned that you'd brought a bribe. This might be enough to get me to forgive you!"

ReLuur ERA 1 ERA 2

ReLuur, a kandra of the Third Generation, is an avid explorer known for his genius and expertise at replicating human bodies. ReLuur is driven to plumb the unknown areas of history, and he's a romantic when it comes to lost relics.

ReLuur's Blessing is made out of pewter, rather than one of the four metals commonly used in Kandra Blessings. This extraordinarily rare Blessing of Elasticity affords ReLuur great flexibility when shaping his body, allowing him to create bodies of larger or smaller volume out of the same amount of material: He can compress a larger mass into a smaller body, and he can use less mass than other kandra would need to create a larger body.

Contract Spy

In Era 1, ReLuur spent centuries serving as a Contracted spy in exchange for atium. He focused on engagements requiring travel to the far reaches of the Final Empire.

Hunting Legends

In Era 2, ReLuur became fascinated by the legendary Bands of Mourning. He spent two centuries chasing them, cataloging his findings in his sketchbook or with his evanotype camera. He eventually locates the Sovereign's Temple, the home of the Bands of Mourning (see "Search for the Bands of Mourning" in chapter 4).

Following an ambush by the Set, ReLuur returns home missing an entire arm, half his chest, and one of his Blessing spikes. The removal of the spike leaves ReLuur's mind fractured, impairing his ability to report his findings.

Goals and Rewards

If you're using ReLuur in your campaign, individual PCs who complete goals for him may be able to gain him as a patron, and in so doing, gain his patron benefit.

Patron Goals

ReLuur might offer goals like the following:

Dig Up a Body. In Era 1, procure the body of a deceased traveling merchant and bring the remains to ReLuur so he can assume the merchant's identity in time to catch a barge heading for one of the Outer Dominances.

Retrieve Notes. In Era 2, retrieve notes ReLuur left behind in a remote location, and then help him decipher research he no longer remembers, after the loss and return of his spike.

Patron Benefit: ReLuur

ReLuur can only offer amenities to other kandra, but if you can contact him and it aligns with his interests, he can provide you with directions to a secret location of your choosing, subject to the GM's discretion. The ReLuur Aid Frequency table lists how often you can call for this help, depending on your tier.

ReLuur Aid Frequency

Tier	Frequency
1	Once per month
2	Once per week
3+	Unlimited

If your tier is 2 or higher, ReLuur might also assist by connecting you with a guide—or acting as your guide himself. When this happens, you can choose one cultural expertise related to your destination. You count as having this expertise until ReLuur assists you with travel again.



RELUUR IS SINGLE-MINDED, CONSUMED BY HIS INTERESTS.

MARIA DIMOVA

The Set ERA 2

A secretive conglomerate that uses proxy corporations and organizations, the Set enacts the machinations of Trell, an avatar of the Shard Autonomy (see "Scadrial's Shards" in chapter 3). The Set seeks control over the entire Elendel Basin—and perhaps even seeks to challenge Harmony.

Origins

The Set's founders—a group of wealthy aristocrats who originally met in an Elendel establishment called the Cardinal Club—took notice of the Ghostbloods' covert activities and recognized the opportunity to gain power through the patronage of a supernatural entity. Lacking an awareness of the wider cosmere, the Set sought out ancient deities as alternatives to Harmony. It was through these activities that Telsin Ladrian first made contact with Autonomy.

Autonomy had long ago seeded "Trell" into the Nelazan religion of Classical Scadrial, Trelagism. The religion reemerged and evolved into the Set's modern cult of Trellism (see "Trelagism and Trellism" in chapter 3). Autonomy replaced the original Nelazan myths with new doctrine, including prophecies surrounding Autonomy's alien army.

Structure

The six ranks of Set leadership are Cycle, Array, Suit, Sequence, Series, and the Key. There is only one Key and only a small group of Series. Sequences and Suits provide most of the leadership in the group, and Cycles handle direct oversight of hired personnel. Arrays are outside the main chain of command, with moderate influence below Suit and Sequence.

Many Set leaders are embedded within the Basin establishment. They exercise significant control over Outer Cities such as New Seran and Bilming, and they influence factions within the Elendel Senate.

The Set uses criminal organizations like the Vanishers as fronts. Those fronts only share enough information for an agent or allied group to complete specific tasks, revealing nothing of the Set's ultimate objectives.

Hidden Guard

The Hidden Guard is the military wing of the Set, identified by distinctive red uniforms. The Guard includes a large contingent of Metalborn; some have been granted Hemalurgic spikes.

WHITE HORN

TELSIN AND EDWARN LADRIAN ARE THE BACKBONE OF THE SET.



Otherworldly Influence

Autonomy, masquerading as Trell, is the true power behind the Set. Autonomy wishes to establish her influence on Scadrial, aiming to rival Harmony's unchallenged authority as the sole Shard of the planet. In recent years, Autonomy has enveloped the planet with her influence, and she has begun testing Harmony's defenses. Further information about Autonomy is presented in chapter 3.

Bearers of the Final Metal

The so-called "men of gold and red" are an army under Autonomy's command. Trellist prophecy speaks of them as "bearers of the final metal" and "destroyers" who will come to rule over Scadrial.

The soldiers in Autonomy's otherworldly army have golden skin, glowing red eyes, and an inhuman quality, like living statues. Wielding advanced firearms, these soldiers are difficult to control and dangerous to unleash.

Dark Machinations

The Set wasn't initially aware of Trell's true nature or intentions; their members simply sought to reclaim the power of ancient Mistings and Mistborn. The Set's plans have stretched through generations, beyond the lifetimes of individual members. In pursuit of their goals, they resort to horrific extremes, including human trafficking, eugenics, and Hemalurgic experimentation on unwilling victims. For details on how these plans unfold, see "Rise of Trell" in chapter 4.

The Vanishers

The Set has great interest in manipulating Allomantic bloodlines, with the express purpose of breeding Misting children. To that end, the Set abducts both known Allomancers and people whose family history includes an abundance of Allomancers. The gang known as the Vanishers serves as the public face of these crimes: The Vanishers perform a series of high-profile robberies, mostly targeting trains carrying valuable cargo into and out of Elendel, obscuring the Set's true operations.

The Community

Many of the Vanishers' kidnapping victims are brought to an underground community called Wayfarer, hidden deep beneath the city of Bilming. The Set convinces the prisoners they're the only people left alive after a global disaster.

Hemalurgic Experiments

Under the guidance of Autonomy and Bleeder, a renegade kandra, the Set begins their experimentation with the Metallic Art of Hemalurgy. Many of the innocent Metalborn abducted by the Vanishers become victims of these experiments.

Harmonium Experiments

The Set is currently developing weapons in service of Autonomy's plan to conquer Scadrial. These experiments are being conducted in the city of Bilming, using underground construction as a cover for weapons testing (see "Weaponized Harmonium" in chapter 4).

Notable Members

The Set's members live lives steeped in subterfuge, strife, and the disposition of the Metallic Arts. The following are notable current and former members of the Set.

Telsin Ladrian

For as long as she can remember, Telsin Ladrian has placed her goals first—before friends, before family, and before any qualms about how she achieves those goals. As a young adult, while she was mingling among the influential and powerful of Elendel, her ambition naturally led her to discover the burgeoning organization known as the Set. Telsin joined the Set, recruiting her uncle Edwarn Ladrian to ensure she'd have the funds necessary for her prospects. Upon making contact with Trell, Telsin rapidly rose through the Set's ranks.

When her parents died in a coach accident, Telsin believed it was a deliberate attack from Harmony's agents—one meant for her. Accordingly, she and Edwarn faked their deaths and went into hiding. When her brother Waxillium was named heir (see the "Waxillium Ladrian" section later in this chapter), Telsin was originally unconcerned, but his return proved disastrous for the Set: His involvement ultimately cost them the Bands of Mourning (see "Search for the Bands of Mourning" in chapter 4).

Telsin rallied her support after the disaster at the Sovereign's Temple, shifted the blame to her uncle Edwarn, and continued to pursue her goals. She has recently been elevated to the newly formed rank of Key—the undisputed leader of the Set's council of Series. Using Hemalurgy and exchanging spikes when required, Telsin has employed the abilities of Steel Allomancy, Chromium Allomancy, and Iron Allomancy, as well as Gold Feruchemy and Tin Feruchemy. She now works toward total control of Scadrial, and Autonomy is looking favorably on her works.

Edwarn Ladrian

The fifteenth high lord of House Ladrian, Edwarn was well known to high society as a recluse. Though believed to be a poor steward of his house, Edwarn was actually a devotee of the Set who funneled his wealth into the organization. When Edwarn lost his son and heir, Hinston, to disease, Edwarn became even more secluded in his apparent grief.

Edwarn's leadership of House Ladrian came to its end when he, his wife, Hildred, and his niece, Telsin, faked their deaths in a carriage accident. Thereafter, Edwarn devoted himself entirely to the schemes of the Set, adopting the codename Mr. Suit. Edwarn sponsored the Vanishers and the Community, and he gained Steel Allomancy, Chromium Allomancy, and Gold Feruchemy through Hemalurgy.

Hildred Ladrian, unwilling to become part of the Set's machinations, retired to live a quiet life in Bilming, mourning her son. Meanwhile, Edwarn eventually dies while in custody of the Elendel Constabulary, after failing to secure the Bands of Mourning.

Dumad and Getruda

Dumad and Getruda are a duo of agents who have been equipped with Hemalurgic spikes and trained to fight Wax and Wayne (see the "Waxillium Ladrian" and "Wayne" sections later in this chapter). Focused and stoic, Dumad wields the Allomantic abilities of steel, duralumin, pewter, chromium, and bronze. Like Wayne, Getruda uses Allomantic bendalloy and Feruchemical gold. Competitive and shortsighted, Getruda attempts to replicate Wayne's personality in addition to his abilities.

Miles "Hundredlives" Dagouter

A former Cycle of the Set, Miles was a leader of the Vanishers, a faithful convert to Trellism, and a Twinborn capable of Compounding gold. He served as Edwarn's immediate subordinate, and his crew included Tarson, a koloss-blooded Pewterarm. With sufficient gold, Miles's healing capabilities were nearly unlimited.

A ruthless lawkeeper, Miles grew embittered against the Basin and their callous treatment of the Roughs. Eventually, Miles was executed for his crimes by the Elendel Constabulary.

Goals and Rewards

The Set often plays an important role in Era 2 campaigns, usually as an antagonist. However, individual PCs may wish to align themselves with the Set. Such PCs may be able to complete goals for the Set to gain them as a patron, and in so doing, gain their patron benefit.

Patron Goal

For PCs who are willing to risk association, the Set might offer goals like the following:

Destabilize and Dominate. Complete a task of sabotage or subterfuge, such as influencing an Elendel senator's vote, financially ruining one of the Set's rivals, or neutralizing the guards outside of a noble manor. You're unlikely to fully understand why you need to complete this task.

Patron Benefit: The Set

In addition to offering amenities (both aboveboard and clandestine) across the Elendel Basin, the Set exerts a great deal of hidden influence. When in the Elendel Basin, you can invoke their patronage to Gain Advantage on certain tests, as shown in the Set Patron Advantages table. However, when you invoke the Set's name, the GM might spend ✵ to introduce various challenges, as Harmony's agents could discover your association with the Set.

Additionally, if your tier is 2 or higher and you complete further goals for the Set, the organization might also augment you with Hemalurgy. Upon completing a second patron goal for them, you gain the Hemalurgy expertise and are implanted with a Hemalurgic spike of your choice (see "Hemalurgy" in chapter 6 of the *Mistborn Handbook*). By completing additional goals for the Set, you can be implanted with up to 3 spikes, provided the combined tier of the spikes doesn't exceed your tier.

You can exchange any number of your Set-implanted spikes for new ones of your choice when you next meet with your Set handler, following these same restrictions.

Set Patron Advantages

Tier	Tests	Bonus
1	Intimidation	One advantage
2	Deception, Intimidation	One advantage
3	Deception, Intimidation, Persuasion	Two advantages
4+	Deception, Intimidation, Leadership, Persuasion	Two advantages

Steris Ladrian ERA 2

As the sole heir of House Harms, Steris grew up under the enormous expectation of improving her family's influence through marriage. While she excelled in her lessons on being a proper lady of the house, Steris realized the way she understood and navigated the world wasn't the way most people went about life. Her extraordinary attention to detail, persistent social anxiety, and tendency to over prepare for every occasion alienated her from her peers.

That changed when she met Waxillium (see the next section, "Waxillium Ladrian"). What started as an agreement to a contractual marriage led to a harrowing, unpredictable, and exciting turning point in Steris's life. In the end, she became Lady Ladrian not out of obligation, but out of love. While she and Wax are regarded as an odd couple by upper society, some seasoned politicians recognize Steris has been the driving force behind House Ladrian's financial and political recovery. She also laid the groundwork for diplomacy and trade between Northern and Southern Scadrial, which may have bought the Elendel Basin a crucial grace period of low tensions and open dialogue.



MARIA DIMOVA

Goals and Rewards

If you're using Steris in your campaign, individual PCs who complete goals for her may be able to gain her as a patron, and in so doing, gain her patron benefit.

Patron Goals

Steris might offer goals like the following:

Investigate Information. Verify the veracity of a piece of economic or political speculation for Steris, either by engaging in gossip at a high-society social function or by buying a round for a mining company's crew.

Survey Holdings. Visit House Ladrian's various holdings and businesses to determine the source of an anomaly in the house ledgers.

Patron Benefit: Steris Ladrian

Steris can offer amenities throughout Northern Scadrial, either within House Ladrian's holdings or by arranging lodging for you elsewhere (usually Modest or Comfortable, as she prefers to be efficient with finances). Additionally, Steris is a skilled logistician who excels at minimizing risk and creating contingency plans. If your mission doesn't work against her interests, Steris can provide you with a number of contingency plans up to your tier. When you roll the plot die, you can expend one contingency plan to choose a different result, as shown on the Steris Contingency table.

Steris Contingency

Original Roll	Changed Result
Blank	or 2
	4

The amount of time it takes for the contingency plans to arrive is at the GM's discretion. The Steris Plan Frequency table lists how often you can call for her help, depending on your tier.

Steris Plan Frequency

Tier	Frequency
1–2	Once per month
3+	Once per week

POLITICIANS AND WOULD-BE GODS UNDERESTIMATE STERIS LADRIAN AT THEIR OWN PERIL.



Waxillium Ladrian ERA 2

Waxillium Ladrian, Sixteenth High Lord of House Ladrian of Elendel, was once a runaway with dreams of becoming a hero. He spent twenty years as a lawkeeper-for-hire in the Roughs, developing varied interests—from philosophy and metallurgy to gunplay and investigation. He forged a lifelong friendship with his deputy Wayne (see the next section, "Wayne"). Wax also met and married Lessie, a fellow lawkeeper who was eventually revealed as a kandra agent of Harmony. This betrayal by his wife and his god, linked with multiple tragedies, deeply marred Wax's Pathian faith.

At his heart, Wax is a contrarian. He dislikes being told what to do or who to be, but he has no qualms about taking advantage of others' assumptions about him. While his exploits and experience as a lawkeeper are forever part of him, his house duties, growing family, and disputes with Harmony have recently kept Wax from active crimefighting. However, his sister Telsin and her activities in the Set remain a constant shadow on his mind.

Dawnshot

During his time in the Roughs, Wax honed his skill with the Metallic Arts and built a reputation for himself—first as a dandy, then finally as a seasoned and relentless professional. Back in Elendel, reports of his exploits earned him the nickname Waxillium Dawnshot, though Wax wasn't aware of the alias until he returned to the city.

As a Twinborn steel Misting (commonly called a Coinshot) and iron Ferring (commonly called a Skimmer), Wax is exceptionally skilled in Steelpushing. Taking advantage of his Terris heritage, he frequently stores a portion of his weight away, making him lighter and quieter. Wax also often employs experimental rounds—gifts from another close friend, Ranette (see "Ranette" earlier in this chapter). These complement Wax's Allomantic abilities, allowing him to push on his bullets to make shots that seem impossible.

OPPOSITE: WAX AND STERIS ENJOY AN EVENING FLIGHT.

Family and Responsibility

After several high-profile cases in Elendel, as well as the skirmish over the Bands of Mourning with the Set, Wax has dedicated himself to the politics of Elendel. He's made more headway in the Senate than he expected, perhaps specifically because of his unique perspective and his reliance on his wife, Steris (see the previous "Steris Ladrian" section). However rough he may be around the edges, Wax has grown quite well into his role as a leader.

Though their marriage was originally intended to be contractual, Steris and Wax's affection for one another eventually became genuine. As new parents, Wax and Steris now divide their time between work, family, and keeping up with new discoveries in metallurgy.

To properly turn to this new page of his life, Wax has moved his family residence to the penthouse at Ahlstrom Tower. He uses the Ladrian Mansion in the Fourth Octant as a residence for his allies as well as a private laboratory for his experiments.

WAXILLIUM LADRIAN THINKS OF HIMSELF AS A SIMPLE LAWKEEPER, BUT HE'S A DETECTIVE, A SCIENTIST, A HIGH LORD, AND MORE.



OPPOSITE: CYNTHIA SHEPPARD; RIGHT: MARIA DIMOVA

Goals and Rewards

If you're using Wax in your campaign, individual PCs who complete goals for him may be able to gain him as a patron, and in so doing, gain his patron benefit.

Patron Goals

Wax might offer goals like the following:

Old Friends and Foes. Help Wax's lawkeeper colleagues hunt down some old foes out in the Roughs.

Weapon Retrieval. Locate and return a gun Ranette loaned Wax, which he dropped during a gunfight—again.

Patron Benefit: Waxillium Ladrian

In addition to offering amenities both in House Ladrian's various holdings and the Roughs, you can invoke Wax's patronage throughout Northern Scadrial to gain an advantage on various tests, as shown in the Wax Patron Advantages table. However, when you invoke Waxillium "Dawnshot" Ladrian's name, raise the stakes. The GM might spend ☼ from this test to introduce various challenges, as Wax has made many enemies through the years, from criminals and conners to politicians and nobles.

Wax Patron Advantages

Tier	Tests	Bonus
1	Intimidation	One advantage
2	Intimidation, Leadership	One advantage
3	Intimidation, Leadership, Persuasion	Two advantages
4+	Insight, Intimidation, Leadership, Persuasion	Two advantages

Additionally, Wax can train you in a variety of areas during downtime (see "Downtime" in chapter 9 of the *Mistborn Handbook*). He can act as a Steel Allomancy or Iron Feruchemy mentor (see "Patrons and Mentors" at the beginning of this chapter), or you can gain an expertise in any firearm (including special firearms) or the Metallurgy utility expertise.

Wayne ERA 2

Ever the prankster and jokester, Wayne—known in later years as Wayne Terrisborn—is both endearing and aggravating—and sometimes completely baffling. He can be profound, crass, menacing, and reassuring, all in the space of a single sentence. A poet with abstraction and a genius at insightful extrapolation, Wayne can make remarkably accurate assessments with just a few details about a person. After Waxillium Ladrian saved a teenage Wayne from the noose and gave him a second chance (see the earlier "Waxillium Ladrian" section), Wayne became the lawkeeper's reliable deputy.

Though he rarely talks about his youth, Wayne is aware of how life in the Roughs works and the influence mining companies have out there. Wayne grew up in Tinweight Settlement as an orphan, after both his parents died in separate mining accidents. A series of poor choices led to Wayne robbing and murdering a man, an act he works very hard to make up for—and one for which he doesn't believe he deserves forgiveness.

Wayne's flirtations with MeLaan recently developed into a romantic attachment (see "MeLaan" earlier in this chapter).

Sliding in Gold

Wayne is a Twinborn, able to use Allomantic bendalloy and Feruchemical gold. As a Slider and Bloodmaker, he can create speed bubbles that increase the passage of time for himself and others nearby, and he can heal quickly with the use of his goldminds.

After investing his reward from the Vanishers case into a burgeoning electrical market, Wayne has secretly amassed a large fortune. With this enormous wealth, Wayne has invested in numerous other frivolous opportunities, most of which have also turned large profits.

Pockets and Hats

Wayne constantly borrows or trades items—or in other words, he pickpockets and steals. This practice is usually treated as a quirk by his friends and associates. Wayne has the uncanny ability to inadvertently give the right item to the right person at the right time.

Wayne also has a gift for impersonation. Keenly aware of the intricacies of accents, he can pick up new speech patterns after less than a minute of conversation. Combined with the appropriate wardrobe (especially the hat), Wayne can easily infiltrate a place by looking and sounding like he was meant to be there.

Goals and Rewards

If you're using Wayne in your campaign, individual PCs who complete goals for him may be able to gain him as a patron, and in so doing, gain his patron benefit.

Patron Goals

Wayne might offer goals like the following:

Create Distraction. Help divert attention away from Wayne with sabotage, a fight, or some other spectacle so no one—including you—knows what Wayne got up to.

Foil the "Assassins." Keep Wayne's dreaded accountants, Call and Daring, away. There's no peace to be had if the peacekeeper ain't got none himself!

Patron Benefit: Wayne

Though Wayne is obscenely wealthy, he (by choice) doesn't have access to the normal amenities of a patron. However, he has the uncanny ability to "trade" for whatever you might need… or what Wayne thinks you'll need. Once per day when you meet with Wayne, you can mention an object you want and roll a plot die. Work with the GM to select a small, interesting item on your person Wayne "trades" from you (pickpockets) and replaces with a different item he considers to have equal value; Wayne's idea of value has absolutely nothing to do with how much the item costs. The item you receive in the trade depends on the result of the plot die:

- On ✳, the item you receive is bafflingly useless, with practically no monetary value, such as a half-eaten sandwich.
- On a blank, you receive an item close to what you requested, of a similar monetary value to what Wayne took—both at the GM's discretion.
- On ◈, you receive an item that's somehow spectacularly better for your current situation than what you asked for, though you might not understand why at first.

Additionally, Wayne can act as a Bendalloy Allomancy or Gold Feruchemy mentor (see "Patrons and Mentors" at the beginning of this chapter). If Wayne mentors you in Bendalloy Allomancy and your tier is 2 or higher, completing another of his patron goals causes him to become a source of bendalloy for you (see "Recurring Supplies of Rare Metals" in chapter 8 of the *Mistborn Handbook*).



MARIA DIMOVA

"Ain't nobody what knows the cow better than the butcher, Wax."

CRASS AND UNSERIOUS, WAYNE SOMEHOW ALWAYS COMES THROUGH WHEN IT COUNTS.



CHAPTER 6

POINTS OF INTEREST IN ERA 1

During the Final Empire, Scadrial is a dangerous world overseen by an authoritarian religion and immortal god-emperor. Change is inevitable—and acts of disobedience and outright revolution against the oppressive tyranny of the Lord Ruler are on the rise.

In settings like those presented in this chapter, skaa characters might establish a thieving crew and match their skills and wit against the Steel Ministry and the nobility. Or they might be nobles themselves, managing their house's fortunes while navigating treacherous social circles and thwarting cunning rivals.

Using These Locations

This chapter describes four iconic locations in Era 1 Scadrial and presents adventure hooks to inspire new stories:

Crescent Wastelands. A desperate frontier at the very edge of the Final Empire, the Crescent Wastelands is filled with skaa rebels, roving koloss bands, and oppressive military might.

Luthadel. The center of the Lord Ruler's power in the Final Empire, Luthadel is a city of extravagant wealth and callous cruelty—and also a place where a rebellion can grow into a revolution. Skaa thieving crews operate in the mists while nobles strategize and scheme in lavish balls and quiet parlors.

Pits of Hathsin. A terrifying prison and labor camp, the Pits of Hathsin are the Final Empire's secret source of the God Metal atium. Deep beneath the taskmasters and the atium geodes, kandra find a quiet refuge in the kandra Homeland, separate from the world of humans.

Terris Dominance. A region of cold mountains on the edge of the Final Empire, the Terris people live under the totalitarian hold of the Canton of Inquisition. Keepers operate clandestinely as the Terris work to preserve as much of their culture and joy as they can.

Chapter 7 presents points of interest from Era 2 of Scadrial.

Emotion and Plot

Setting and narrative are deeply intertwined in the cosmere. On Scadrial during Era 1, clever and resourceful Allomancers, nobles, and thieves stalk through mist-shrouded streets seeking enrichment, change, and adventure.

The locations in the Mistborn series do two things: They reinforce *emotion* and they unfold *plot*. Each setting not only augments the storyline, but it holds secrets or plot beats for characters to investigate.

Reinforcing Emotion

In the Final Empire, cities like Luthadel convey a sense of oppression and permanence. The ash-stained spires of the wealthy nobles, the red sun, and the ever-belching Ashmounts support stories about long odds and incredible challenges.

Reinforcing Plot

Using a physical location in tandem with a campaign story arc reinforces themes. Tying events to specific locations can create a stronger, more narratively cohesive campaign.

> Information regarding the Final Empire has always been suspect, so these words are written in steel.
>
> The following collected notes on locations, peoples, and events are as accurate a depiction of the times as could be assembled—true and whole in spite of the Steel Ministry, the Lord Ruler, and meddling Shards.

GALOR



VIN AND ELEND WORK TO HOLD THE NEW EMPIRE TOGETHER.

MIRANDA MEEKS

Stories in Era 1

The Final Empire is a place of despair and calculated resistance. Every character feels some measure of hopelessness, whether they're a skaa from the plantations, a Terris steward, or the powerful head of a Great House. At every turn, characters face seemingly impossible odds. Chapter 5 presents details on the characters mentioned in this section.

The Plight of the Skaa

The Mistborn novels begin by focusing on the capital Luthadel—the ash-covered distilled essence of the Final Empire—showing the desperation the skaa live under. The Lord Ruler's power is unshakable and godlike, as solid and as enduring as the keeps in which he and his nobility dwell. In the Final Empire, faith is twisted and absolute.

The seeming permanence of the empire and the desperation of the skaa are symbolized by the Ashmounts and their constant, oppressive ashfalls, keeping Luthadel dirty and dark.

Pervasive Corruption

When Kelsier's crew comes together, they begin to realize life offers more than just survival, creating a first spark of hope.

However, when Vin infiltrates the nobility as Valette Renoux, she struggles to reconcile high society's beauty and glamour with the darkness of the Final Empire. As this veneer of decency slowly peels back, Vin sees casual brutality, dismissive superiority, and the murderous inclinations of noble Mistborn.

Confronting Hard Truths

While Vin struggles with these moral questions—such as "are there any good nobles?"—Kelsier struggles to balance his growing rebel movement with his own personal quest for revenge. How much of Kelsier's motivation is about freeing the skaa, and how much is about killing nobility and hurting the Lord Ruler? Does it matter?

With Luthadel's opulence and darkness, its ever-present Steel Ministry, and its network of corruption and rebellion, the themes of desperation, hope, anger, faith, and fear come to light. At the height of the Lord Ruler's power, it seems laughable to imagine his defeat—and yet, the characters still hope. They still smile.

Consequences and Regret

After Vin kills the Lord Ruler, the focus shifts to managing consequences. The crew must form a government and protect Luthadel from the noble houses. Luthadel transforms—once a symbol of oppression, it becomes a beacon of hope that draws people from all over the former Final Empire.

But the challenges become overwhelming. Everyone grapples with fears of inadequacy. Vin doesn't know if she can be who the world needs, Elend is overwhelmed by the scope of change he wants to implement, and the crewmembers become isolated as they split apart to deal with the empire. Then, another mystery beckons: What is the power at the Well of Ascension, and where is it?

Compromises and Expansion

After the Siege of Luthadel and the attack of the koloss, the focus widens from Luthadel to the entirety of the Final Empire. Ruin attempts to destroy Scadrial through the Ashmounts, the Inquisitors, and the koloss. As the crew races to unravel the preparations the Lord Ruler left behind, Elend and Vin must confront the compromises they made to save Luthadel—and those they continue to make to save as many people as possible.

As further revelations introduce the kandra Homeland in the Pits of Hathsin, the characters are forced to question whether they were right to rise up against the Lord Ruler. That self-doubt and guilt—personified in Yomen and Marsh, and conveyed through Sazed's grief over Tindwyl's death—force the characters to fully embrace their convictions.

Revelations and Sacrifice

For Sazed, the mystery of the still-lost Terris religion is finally answered in the kandra Homeland. He desperately clings to a final misplaced hope as disaster closes in on all sides: his faith in Vin.

The scope widens further, and as Vin's mind expands in the Cognitive Realm, she gains mystical revelations from the power of Preservation, learning the history of Ruin, Preservation, and the Lord Ruler. Ultimately, as Vin and Elend sacrifice themselves, Sazed becomes the new hero in the same place where Kelsier first rose. Sazed accepts his place as Harmony, ending the Final Empire's final revolution.

Using Locations

When choosing where to set a Final Empire campaign or adventure, determine the themes, story beats, and progression of your narrative. Thieving-crew campaigns might start in Luthadel, then extend their missions outward into canal routes. A nobility-focused campaign might involve balls and spying, seeking advantages to raise a house's status within society, and perhaps even politicking with the Steel Ministry.

Whether delving into the constrictive society of the era or exploring the lives of the rebel skaa who fight for a better future, stories can be set any time before the fall of the Lord Ruler, or even after his death. A campaign could begin and end in the distant Crescent Dominance—exploring how society collapses or transforms when the central government falls—or focus on the Siege of Luthadel.

Defining Your Stories

The Lord Ruler's tyranny is felt all across the Final Empire. A story about resistance can be told anywhere, from the streets of Luthadel to the villages on the empire's borders. For example, imagine skaa Mistings who learn of a Steel Inquisitor's horrible Hemalurgic experiments; in this case, the plot might revolve around rescuing captives and fighting against the Inquisitor's twisted creations.

Importantly, you shouldn't feel constricted by the plot and setting progression in the novels. Scadrial offers boundless places to tell stories that suit your campaign, such as the following locations of interest in Era 1.

Crescent Wastelands

Among the bare plantations of the Crescent Dominance, sand and ash blow in an endless storm in a region called the Crescent Wastelands. Garrisons of bored koloss patrol this expanse of dunes and mountains all the way to the burnlands. Traffic across the dominance is mostly nonexistent, though deserters turned bandits are plentiful. Rumors tell of a vast labyrinth that hides a skaa community somewhere in the wastes, but no squadron has yet survived to find it. Being deployed to the Wastelands is considered a harsh punishment for Ministry officials, nobles, and skaa alike.

Overview

When creating new adventures in the Crescent Wastelands, consider the following factors.

Government

The reach of the Lord Ruler is hardly felt in most of the Crescent Wastelands. On the border, however, obligators control a dozen military citadels filled with koloss, ostensibly protecting the Inner Dominances from raiders and burnlanders. These citadels mete out the harshest punishments known to the Steel Ministry—in some, a servant's slightest infraction is punished by an agonizing death. And thus the Ministry maintains order in a land of lawlessness—and of the largest collection of koloss in the empire.

Just outside the citadels, each lesser lord rules their ash-covered plantations with an iron fist, constantly keeping watch against infiltration by rebel skaa. These frequent rebel operations are welcomed by most plantation skaa.

Beyond the territories of nobles, in the Wasteland proper, free skaa live outside the control of the Final Empire—some in organized communities, others as itinerant marauders.

Inhabitants

Overseen by obligators, nearly fifty thousand koloss patrol a region pocketed with independent skaa, bandits, and military deserters. Together, these disparate groups are called burnlanders, a name given to residents of the lands closest to the uninhabitable areas of Scadrial.

Many military-minded nobles take insult at being posted in the Wastelands, and they later refuse to return to a home and house that offended them. Some nobles become career military in the citadels, while others desert and become bandits. Meanwhile, some skaa desert the army because they're reluctant to give up the freedoms the Wastelands offer.

In Hoxil's Hollows, a community of independent skaa functions as an autonomous collective, where everyone has a voice and works together for safety and the common good. These skaa were primarily raised outside the reach of the Final Empire, and the Wastelands have always been their home. Though these free skaa are simply trying to survive, members of the Final Empire brand them as rebels alongside the skaa deserters.

The Steel Ministry's presence is entirely relegated to tightly controlled garrisons on the borderlands. The few nobles who live in the Wastelands maintain their mines and plantations within sight of that scant safety, knowing they're severely outnumbered. For every noble or obligator, there are at least a hundred skaa in the dominance—though most free skaa stay well hidden, so those numbers are far from exact.

Culture

The one commonality among all people of the Wastelands is hardship. Everything is repurposed, and fresh produce is more valuable than boxings.

Among the roving burnlanders, might makes right and survival is the only rule.

The independent skaa practice collective ownership. They consider selfishness—particularly hoarding resources—as the gravest betrayal. Hidden far from the Lord Ruler's eyes, these skaa ensure their survival through technological advances such as clever irrigation and rudimentary steam power.

One of the largest groups of people in the Wastelands is the koloss; some koloss are garrisoned in the citadels, while others roam the region in patrols. Anyone outside of the Steel Ministry fears and avoids the koloss.

Important Locations

The Crescent Wastelands are hot, sandy, and dangerous. Amid its barren wastes, the region's fearsome inhabitants eke out a living in locations such as the following.

Vilstadt Citadel

Poised near the border with the Eastern Dominance, a massive structure of stone and obsidian gleams. This five-story military base is run by the Steel Ministry, with obligators serving as administrators, Steel Inquisitors as generals, and legions of koloss as its army. Here, thousands of enslaved skaa and a handful of Terris stewards serve the Ministry's needs.

While every border citadel treats its resident skaa with extreme harshness, Vilstadt is infamously brutal. Steel Inquisitors conduct Hemalurgic works on the top floor, and the resulting screams carry for miles on the wind. Any infraction by a servant is punished with



public execution, with greater crimes warranting ever more disturbing and distasteful methods.

The Ministry officials who oversee Vilstadt control more koloss than any in the Inner Dominances, making them among the most powerful in the Ministry, yet most obligators dread being sent here. The citadel is a harsh, bleak building in a hot, dusty environment. A posting in Vilstadt is more than a punishment: It is a threat. Any Ministry official here has failed, and they'll do anything to return to a more civilized post.

Hoxil's Hollows

A vast collection of subterranean tunnels house numerous independent skaa, deserters, and their families—people seeking a life hidden from the Lord Ruler's powerful gaze. Once a naturally occurring cave system spanning several miles, the residents transformed the Hollows into a sprawling assortment of tunnels, mushroom gardens, homes, and dead ends.

Safety and secrecy are paramount to Hollows residents. They're always seeking skaa Allomancers—particularly Pewterarms, Tineyes, and Smokers—to guard the entrances to their tunnels.

Living on the fringes has accustomed Hollows folk to a seminomadic lifestyle, but when threatened with discovery or other dangers, they typically prefer to dig another tunnel instead of abandoning the area completely. The simple reason is water. At the heart of the Hollows lies a massive aquifer, and the skaa used it to create a steam-powered water purification, irrigation, and cooling system. The Hollows aren't entirely self-sustaining, however, so its more martial residents commonly venture out on raids past the citadels, through the Crescent Dominance, and into the Eastern Dominance.

Vengeance Eaters

The Vengeance Eaters are the lone survivors of a group of koloss sent to destroy Hoxil's Hollows. Despite their band's best efforts, their quarry escaped in the tunnels. While attempting to tear apart the cavern itself, the koloss brought an entire section down on their heads, killing all but a few dozen.

The survivors ate their dead and clawed their way back to the open sky. They now lurk near the Hollows, ready for any chance to wreak violence on those who escaped them—or anyone else who gets in their way.

For the residents of the Hollows, the Vengeance Eaters are as much a ghost story as they're a physical obstacle. The skaa have restructured their tunnels to avoid the koloss, but many Hollows residents swear they can hear howling through certain passages.

MARIE SEEBERGER



THE CRESCENT WASTELANDS ARE HARSH AND UNFORGIVING.

LOGAN FELICIANO

The Lost Regiment

One notorious group of burnlanders is in truth an ever-increasing band of deserters—both noble and skaa—from the Lord Ruler's army. Sent to put down a rebel uprising, the original group was lost in a sandstorm and left for dead. Furious at their abandonment, they remained in the Crescent Wastelands as a menace.

The itinerant Lost Regiment robs, kills, and takes revenge on anyone unlucky enough to encounter them. They live a painful, furious existence, knowing they could no longer reintegrate into their home society even if they wanted to. This, they believe, is everyone else's fault—and everyone else will pay.

Shifting Sands Mountain

The closest thing the Wastelands have to a natural landmark is a huge mountain of shale and sand known as the Shifting Sands. Due to its composition and the constant sandstorms, the mountain's size is ever changing, leaving it nearly useless for navigation. The skaa believe the ruins of a lost city sit atop the mountain, but the shifting winds keep anyone from climbing it and learning the peak's secrets. Skaa in the plantations swear the mountain itself is formed by thousands of mistwraiths swarming in tandem. Whatever lies atop, if the mountain could be scaled, it would be an excellent lookout point.

Bone Grove

A long-abandoned koloss encampment, the Bone Grove is now home to wandering mistwraiths. The ground is covered in ash up to four feet deep, but beneath the ash lie treasures for scavengers who are brave or desperate enough to enter the Bone Grove. Here, huge koloss weapons of metal, bone, and wood stick out of the ground like an unkempt garden.

Exquelor Plantation and Mines

The Exquelor family, a minor noble house, runs their plantation and sand mine frugally and brutally. This makes them a prime target for raids.

The plantation consists of a main house with five bedrooms and two parlors, a sand mine, and two dozen skaa shacks. Unknown to the Exquelors, a tunnel to Hoxil's Hollows lies right outside their gates. The skaa on this plantation frequently collaborate with the rebel skaa, exchanging food, news, and medical supplies.

After the Final Empire

After the Lord Ruler dies, freeing the koloss from his control for the first time, the koloss exert this newfound freedom by rampaging throughout the Wastelands, Crescent Dominance, and Eastern Dominance. Refugees begin to flood the Inner Dominances in fear of these koloss legions.

The rest of the Wastelands remain much the same as before. The environment is still harsh and unyielding, bandits and deserters are still a threat, and the independent skaa aren't sure what to think about the rumors of a new government in Luthadel. Perhaps it's another lie coming from the nobility. Not much news reaches the Wastelands, and the plantation nobles are keen to pretend nothing has changed at all.

It eventually becomes difficult for plantation owners to hide the fact that no one remains in the citadels and no obligators are coming to enforce order. Koloss attacks are random and frequent, but they're no longer levied as Ministry punishments. The bravest skaa lead revolts, while others simply leave the region. As the years drag on, the temperatures rise, the koloss maraud with more organization, and the land eventually falls to Ruin and his armies.

Adventure Hooks

You can use the following ideas to spark an adventure set in the Crescent Wastelands.

Double Crossings

Lord Axshion Carnoux, a minor country noble, finds his dreams of relevance flouted by skaa rebel raids on his Eastern supply lines. Drawing an obligator's attention would be socially devastating, so Carnoux is secretly hiring a group of discreet operatives to travel to the Crescent Wastelands and eliminate the disruption.

He's particularly interested in the rumored technology of the rebels, and he offers an absurdly high bonus for its delivery. Just a quick trip through the bandit-ridden desert, past the koloss army, to the Carnoux plantation and back… it's a simple job, really.

> *"Most of them aren't proud of what they did," he said. "But most of them also like to eat. It's a hard world, Yeden."*

Made to Scale

Sef Cardish, a rebel scavenger and recruit, is eager to map more of the Wastelands. Sef's squad has been primarily infiltrating the Exquelor plantation, but an increase in koloss activity has complicated his plans. If the rebels could spot the koloss from afar and plan according to their proposed movements, this would immensely improve the timing of the squad's raids. Sef offers valuable equipment to any adventurers willing to risk climbing the Shifting Sands and setting up a lookout station atop the mountain.

Where There's a Will

Obligator Ivegenia Culee has an urgent message for Tytos Erontyne, a noble member of the Lost Regiment. Following the death of his father and several older siblings, Tytos is now the head of House Erontyne.

Unfortunately, when the adventurers find the Lost Regiment, it becomes clear Tytos has been dead for some time. Fortunately, any number of burnlanders are willing to take his place. No one has seen Tytos for years, after all. And wouldn't you rather the Lost Regiment—now backed by House Erontyne—be your ally instead of your foe?

Other Scenes

The Crescent Wastelands Encounters table presents ideas for individual scenes you can use in any campaign.

Crescent Wastelands Encounters

d6	Encounter
1	A Terris steward traveling to serve at a citadel requests an escort after their previous one refuses to venture further into the dominance. Upon the steward's arrival, the obligators will pay whatever was owed to the original escort.
2	During a deadly sandstorm in the dunes, an exploring child Snaps. They require urgent medical assistance.
3	Overseen by obligators, koloss soldiers drill across the Wastelands in eerily neat rows. The PCs must avoid them.
4	A plantation owner finds a strange tunnel just outside the gates of the skaa shacks. He immediately seeks to hire someone to explore the tunnels.
5	A group of starving and heavily armed bandits strike from behind the dunes. They demand food, metals, and tools, while showing no interest in jewels or boxings.
6	A group of furious koloss shout "Steam! STEAM!" before gathering around a strangely humid dune. They've found evidence of a settlement.

Luthadel

Luthadel, the capital city of the Final Empire, sits on Scadrial's magnetic north pole in the Central Dominance. The ash-stained city is split by the River Channerel, crisscrossed by canals and black cobblestone roads, and surrounded by a hundred-foot-tall stone wall.

Constant smoke and soot belch from smithies and kitchens, further staining the daytime sky a burnt orange under the red sun. Ten massive stone keeps reach toward the sky with towers and expansive stained-glass windows. In turn, these are overshadowed by the Lord Ruler's residence, Kredik Shaw—a sprawling palace of spires and towers.

At night, the mists gather, the thieving crews operate, and Allomancers stalk and skulk and spy.

Overview

When creating adventures in Luthadel, consider the following factors.

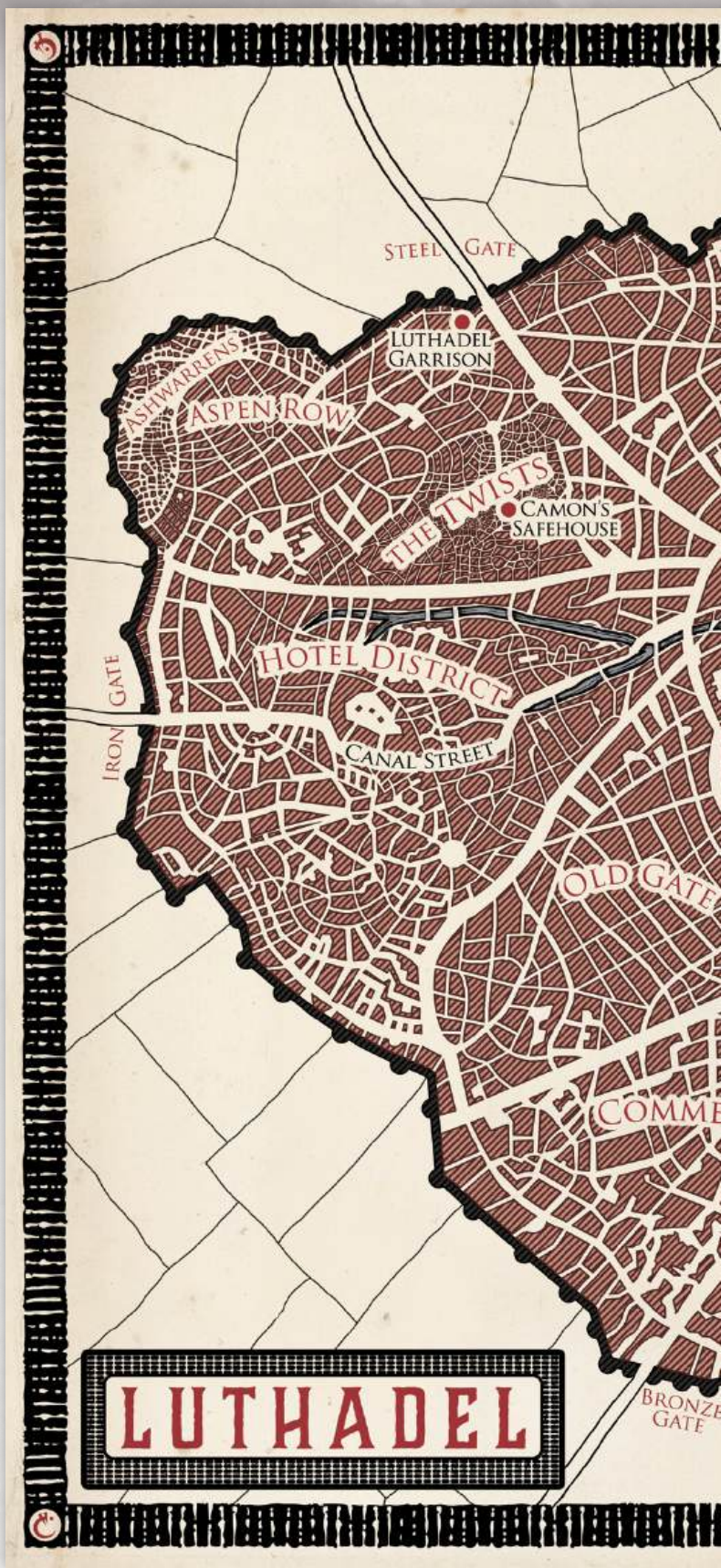
Government

Luthadel is led by the Lord Ruler. He's the supreme government and religious figure of the Final Empire, venerated as the Sliver of Infinity. The Lord Ruler's Steel Ministry oversees all deals and agreements through its various suboffices. The city maintains a standing army of around twenty thousand troops at the Luthadel Garrison, and travel is strictly monitored into and out of the city.

Garrisoners police the skaa slums, enforcing laws designed to constrain the skaa, not protect them. The noble houses maintain their own guard forces. Additionally, the Steel Ministry's Canton of Inquisition maintains about forty secret Soothing stations throughout the city; these manage the population's emotions and detect skaa who use Allomancy.

Economy

The noble houses own the plantations and factories, and they import food and run the canal shipping businesses. It's rare for skaa crafters or traders to gain prestige in Luthadel, though not unheard of. Manual labor is always performed by unpaid skaa, who are owned by the Lord Ruler, leased by the nobility, and housed and fed by the nobles. In Luthadel, foodstuffs are often canned, books are bound by hand, and homes are lit by oil lamps and candles.





ISAAC STEWART



Culture

Though some of Luthadel's nobles are exceedingly wealthy—especially those of the Great Houses—others live in impoverishment. High nobility host lavish balls and pursue alliances and vendettas with each other, while the poorer nobles serve higher society, making a living as guards, attendants, entertainers, and cooks.

Noble fashion is brightly colored, from elaborate gowns to sharp suits accessorized with dueling canes. Meanwhile, skaa wear cheap smocks, trousers, and shirts, usually in drab tones that blend with the ash.

Inhabitants

Just under two million people live in Luthadel, three-quarters of whom are skaa workers. Many noble houses from across the Final Empire have a presence in Luthadel, but the ten Great Houses (Venture, Hasting, Elariel, Tekiel, Lekal, Erikeller, Erikell, Haught, Urbain, and Buvidas) each maintain an impressive and imposing keep at great expense. (To learn about these houses, see "The Central Dominance" in chapter 2.)

The high nobility jostles for wealth and status—all the while operating within sharply defined lines of propriety, as nobles are constantly watched by the Lord Ruler's Steel Ministry.

The lesser nobility includes not only smaller noble houses but also a noble class of workers, soldiers, and servants. They emulate the Great Houses and scramble to maintain what little status they have in Luthadel's stratified society.

The skaa live in tightly packed tenements. They provide menial labor of all types, from the factories to the canals. In the skaa slums, knifings, beatings, and starvation are common. However, not all skaa are what they seem.

The Underground

Skaa thieving crews scam, steal, and rob—sometimes even by impersonating nobles. These crews partner with the skaa underground, a network of resistant skaa who smuggle runaways and shelter thieves.

Then there is the rebellion: a small group of skaa freedom fighters who dream of a life free of the Lord Ruler and his Final Empire.

THE LUTHADEL GARRISON SUPPORTS A STANDING ARMY OF NEARLY TWENTY THOUSAND SOLDIERS.

GALOR

Important Locations

Luthadel is organized into several districts, ranging from carefully maintained aristocratic blocks to crowded skaa slums. These districts include the Twists, the Ashwarrens, Aspen Row, the Hotel District, Old Gate, the Commercial District, The Cracks, Southbridge, Brassgate, the Industrial District, Blockstreet, the Sootwarrens, and Grainfield, among others.

Aspen Row and the Twists

In the impoverished districts of Aspen Row and the Twists, members of the Luthadel Garrison play a constant game of cat and mouse with skaa thieving crews.

Just inside the city's Steel Gate, the Luthadel Garrison is a sprawling, fortified campus of barracks, training grounds, and administrative buildings. It holds approximately twenty thousand troops, mostly skaa. Many garrisoners live and train on site, rotating into the city to police the skaa. Garrisoners regularly raid the nearby skaa tenements in Aspen Row and the Twists, and one group of garrisoners, the Roaring 84s, is notorious for starting tenement fires.

The garrisoners particularly dread the Twists, a district full of thieving-crew safehouses, taverns, and fronts that hide disreputable businesses. For skaa interested in earning some boxings as informants, the Garrison publishes lists of known criminals and rewards.

Brassgate

A dense district even by skaa slum standards, Brassgate is home to many overworked laborer skaa. Most residents toil in the mills, factories, and ore refineries in the Industrial District or in the dockworks along the River Channerel. A small contingent of skaa rebels live and recruit in this district—they've infiltrated several communal kitchens to foment unrest while ladling soup. These rebel recruiters haven't had much success, but they haven't drawn the attention of the obligators so far either.

The district also serves as the base of operations for a rising thieving crew called the Thousand Eyes. Well organized and moderately funded, they're secretly sponsored by a disgraced noble who obsessively studies a banned book on Trelagism.

Commercial District

The Commercial District is the most cosmopolitan in Luthadel—here, lesser nobles brush shoulders with well-to-do skaa on moderately clean streets. Buildings are newer and built of sturdy stone. Businesses share blocks with respectably sized single-family homes. Throughout the district, numerous fronts, fences, and higher quality safe houses blend in with legitimate businesses such as Western Dominance Delights—a popular bakery—and the distinguished Ashfall Haberdashers, Hatters & Milliners.

Hundreds of transactions are completed each day in the Commercial District, and some ambitious lesser nobles have started sponsoring a quiet but growing wave of organized crime. They've recently focused on smuggling luxuries along the canals, but they've begun expanding into extortion and bloodfights. The Cracks, a nearby slum, houses most of the district's laborers, many of them discontent and ambitious.

Hotel District

Populated mostly by the lesser nobility, the Hotel District is filled with cousin houses to the Great Houses and small aristocratic homes. Favored scions run house businesses and investments, and younger children find employment with the Great Houses. In similar fashion to the high nobility, the residents of this district spend their evenings eating, drinking, and socializing. However, rather than attending grand balls, they spend this time in leisure businesses such as restaurants, playhouses, concert halls, and seedy speakeasies.

The district holds several small shopping districts including Babinet Square and Gaffinroux Street, though none of them compare to the Kenton Street district. The Hotel District is also home to Vederiel Academy, Luthadel's leading music school. Many lesser noble families work hard to get their children accepted to Vederiel, seeking the prestige of performing at high nobility balls. Several countercultural instructors at Vederiel secretly run music classes for skaa in speakeasies around the district.


Canal boats pulled
by large groups of skaa

Thanks to Harmony and the culture of the Terris Keepers we have a lot of records of the Anteverdant Age and the Central Dominance specifically. It still took a lot of research to reimagine what living in that world of ash and mist must have felt like.

Descriptions of these gargoyles appeared in a treatise of anteverdant stonework.



ON THE MISTED STREETS OF LUTHADEL, VIN STEELPUSHES COINS TO DEADLY EFFECT.

Keep Elariel

One of the enormous walled keeps of the Luthadel Great Houses, Keep Elariel is intimidating on the outside and elegant on the inside. Its magnificent party ballroom has a sunken floor for dancing and tiers of tables for quiet conversation and politicking.

The most favored scion of the house is Shan Elariel, a dangerously competent and ambitious Mistborn. Deft at politics and social manipulation, she has spent years building alliances and gathering leverage on her enemies and allies alike. Shan and her house are recruiting Mistings to spy on and sabotage the other Great Houses. If agents prove themselves, Shan assigns them assassinations as well.

Keep Venture

Inside Keep Venture's defensive wall, the grounds feature artistic architectural flourishes, a conservatory garden, and impressive stained-glass windows. As the largest of the Great Houses, the Ventures maintain a house guard of several hundred soldiers as well as a dozen hazekillers.

The house has about two dozen Mistings drawn from local house nobility, and it also holds the Contract of at least one kandra agent. As the secret administrators of the Pits of Hathsin, the Ventures are extraordinarily wealthy, though their wealth is diversified among many businesses and industries. House Venture funds several projects in the city to keep them ahead of the other Great Houses, including espionage, kidnappings, and laboratories developing poisons and antidotes.

Kenton Street

A luxury shopping district, Kenton Street is where nobles and their servants shop for clothes, books, jewelry, gifts, and more. Many shopkeepers—such as those of the Golden Stitch clothiers and of Varnished and Valued Furniture—are spies for a noble house, or even for more than one house at a time. As a result, the district's sitting rooms, private dining halls, and salons often include secret cubbies where spies take notes on conversations and meetings. The district also offers numerous restaurants, gambling houses, and businesses that offer the services of Soothers and Rioters.

One of the local noble houses, House Phiviax, has been pressuring nearby businesses into selling their spaces to the house. An extraordinarily wealthy high nobility house, Phiviax has set its sights on building the city's eleventh keep and becoming a new Great House.

Kredik Shaw

Kredik Shaw—the Hill of a Thousand Spires in ancient Terris—is the Lord Ruler's palace. Several times larger than any noble estate in the city, Kredik Shaw is made up of dozens of twisting spires and grand towers of varying height and thickness. No wall surrounds the palace, though the Lord Ruler maintains a personal palace guard of several hundred soldiers.

The palace is staffed by nobles, skaa, obligators, Steel Inquisitors, and kandra. The Steel Ministry conducts joint business on the grounds, and their spying and politicking runs to even more subtle depths than the Great Houses. Deep within the palace, Inquisitors maintain the prisoner cells and conduct horrific Hemalurgic experiments.

HOWARD LYON

Beneath even those cells, Kredik Shaw hides a vast tunnel complex. This houses a storage cache of food and water, the Lord Ruler's sanctuary, and the Well of Ascension.

While the Lord Ruler is within Kredik Shaw, his overwhelming Soothing pervades the grounds; for its effects, see the sidebar on "The Lord Ruler's Emotional Allomancy" in chapter 3.

After the Final Empire

After the death of the Lord Ruler, Elend Venture is crowned king of Luthadel, and he establishes a new government. The Great Houses flee the city for their estates in other dominances. Skaa are declared free citizens, and many liberated Terris travel to Luthadel.

Kenton Street explodes into a diverse marketplace serving all people in Luthadel, and businesses once denied to the skaa gain a massive new customer base. Many skaa take over noble keeps and estates, living communally in the abandoned opulence of noble wealth.

As the Church of the Survivor is born, its priests preach that Kelsier survived death and Vin is the Lady Heir of the Survivor.

One year after the death of the Lord Ruler, three armies arrive to besiege Luthadel. They're led by Straff Venture, Ashweather Cett, and Jastes Lekal.

Adventure Hooks

You can use the following ideas to spark an adventure set in Luthadel.

Faceless Fears

Lady Relise Canrae, the head of a lesser noble house, seeks investigators to uncover a spy she believes has infiltrated her staff—presumably at the behest of her rivals, House Gensler. In truth, Canrae's jealous brother Arlain replaced the housekeeper with a kandra agent!

The Great Shelldry Heist

Sixteen two-person teams of nobles have entered a shelldry tournament being held at the Ruler's Hand, a luxurious club on Kenton Street. The prize pool is expected to exceed 10,000 boxings—a tantalizing target for an ambitious thieving crew. The tournament is judged by obligators, and its security includes Mistings and hazekillers.

New Blood

Zo Mallette, a young noble, has arrived in Luthadel with a significant inheritance, planning to make an entrance in Luthadel society. They're foolhardy and unsophisticated enough to fall for an elaborate con, if some crew is willing to take a big gamble.

The Ministry Follows

The Canton of Inquisition has identified a skaa thief, and the obligators are after them. If the characters can avoid the Steel Ministry hunters and smuggle the thief out of Luthadel, the grateful thief shares the location of their safehouse—a new base of operations the characters can use.

Escape From the Garrison

A beloved friend or vital contact has been captured by the Luthadel Garrison and must be rescued before they compromise the characters. Only one problem: They're held in one of the most secure locations in Luthadel. What favors can the characters call in, and are they up for such a harrowing infiltration and escape?

Other Scenes

The Luthadel Encounters table presents ideas for individual scenes you can use in any campaign.

Luthadel Encounters

d6	Encounter
1	A noble in an extremely tall hat threatens a skaa family with his dueling cane.
2	Backed-up ash in a canal causes a district of nobles to flood. The ensuing chaos creates an excellent distraction for any would-be looters.
3	Two Mistborn duel across rooftops in the night. One of them falls to the street, wounded, and the other disappears into the mists.
4	A pair of obligators demand to see a shop's paperwork for the past three years. The dismayed shopkeeper insists their ledger was stolen recently.
5	A street vendor attempts to sell an etched steel tablet they claim dates from before the Final Empire.
6	A noble offers 1,000 boxings to help them hide from a Steel Inquisitor who wants to arrest them for dissident behavior.

Pits of Hathsin

Crafted by Preservation to hide a stolen portion of Ruin's body, the Pits of Hathsin are a legendary cave system deeply entwined with Scadrial's history. A brutal prison camp in the valley provides labor for a secretive mining operation in the Pits. Most people only know the Pits as a mining labor camp—but deep below, the cave system connects with the hidden and isolationist kandra Homeland, where the kandra secretly conduct the Lord Ruler's business.

Overview

When creating new adventures in the Pits of Hathsin, consider the following factors.

Government

House Venture oversees the labor camp and, with the aid of obligators, ensures the secret atium mining operations continue uninterrupted (see "Economy" below). In the kandra Homeland, the Second Generation and their leader KanPaar conduct day-to-day oversight, answering to the ancient First Generation.

Inhabitants

The Pits of Hathsin's prison camp holds hundreds of enslaved people, with new prisoners arriving regularly. Hundreds of soldiers and several obligators from the Canton of Resource staff the prison.

The Homeland population includes eleven generations of kandra; most generations include approximately one hundred kandra, though the First, Second, and Third Generations are smaller in number. During the time of the Final Empire, the Eleventh Generation kandra are innocent, blob-like children.

Economy

An important pillar of the Lord Ruler's wealth is atium, a valuable Allomantic metal only found in the Pits of Hathsin. People enslaved at the Pits are required to supply one atium geode each week, and Venture soldiers kill any prisoners who fail to meet the quota.

Unknown to all but a key few within the Steel Ministry, most atium never leaves the Pits of Hathsin. Obligators crack the atium geodes in a metal-lined room—which hides the process from Ruin—then after the atium is removed, the unaware Ventures transport the empty geodes to Luthadel. A small portion of the harvested atium is smuggled by obligator convoys to Kredik Shaw, hidden among shipments of Ministry funds—and meanwhile, the vast majority of the atium is delivered to the kandra Homeland. This arrangement maintains control of the valuable metal while still providing the nobles with a meager supply, keeping them dependent on the Lord Ruler.

Culture

The Pits of Hathsin are marked by desperation and oppression. Prisoners crawl downward through jagged cracks in the ground, reaching into pockets of sharp crystal to find a geode and buy one more week of life. In conditions designed to break their spirits, the prisoners' lives narrow to base needs. The merciless soldiers and obligators work to disrupt the prisoners' connections with others. Infractions are punished by death, and trust or cooperation between prisoners is rare.

In the Homeland, the kandra are patient and unconcerned with the outside world. Their society is regimented and passive, with younger generations deeply honoring older generations. When residing in the Homeland, kandra pursue craft and art and revel in their kandra nature with translucent skin and finely crafted True Bodies—artificial bones made of steel, glass, rock, or wood.

Important Locations

The Pits of Hathsin includes several very distinct locations, from the horrendous skaa prison and labor camp to the hidden Homeland of the kandra.

The Pits

Hundreds—maybe thousands—of corpses and piles of bones can be found underground in the Pits, the legacy of the Lord Ruler's centuries of enslaving skaa. To access the Pits, prisoners must squeeze into cracks in the ground that go down hundreds of feet. The atium geodes the prisoners seek grow within jagged, crystal-filled pockets in the stone, the source of the telltale scars on the arms of Hathsin prisoners.

OPPOSITE: THE HATHSIN PRISON CAMP.

MARIE SEEBERGER


I cannot imagine the horror of having to climb the cramped tunnels and cracks of the Pits, feeling for sharp crystals and geodes in complete darkness.
Prisoners almost never caught a glimpse of the precious God Metal they were mining. The geodes were cracked open by Ministry obligators in secret.
atium geode

Prison Camp

The Hathsin complex includes constant patrols, watchtowers on the perimeter, and trained dogs. Guards with tally sheets and leather whips keep track of each prisoner's geode count. The valley has abundant fresh water, dozens of prisoner huts, several comfortable taskmaster barracks, and an almost-luxurious administration building. The administration building includes guest chambers, industrial kitchens, a heavily guarded stable for messengers, and a hidden, metal-lined room for obligators to process atium. The guest chambers are well appointed, ready in case any Venture nobles come for inspections.

The prisoner huts are dismal and unsanitary, with rows of pallets on hard floors serving as beds. Meals are available twice a day in a central mess—before entering the Pits and after returning—and offer barely enough nutrition to keep a body functioning. Prisoners who die in the camp are buried without ceremony or adornment, and those who die in the Pits are left there.

Kandra Homeland

Far from the cracks where prisoners seek atium geodes, cultivated mosses shed a gentle light in the vast, timeworn caverns of the hidden kandra Homeland. There are no buildings, but decorative draperies separate smaller caverns for privacy. When needed, the kandra assemble in the Trustwarren, their most sacred space and the location of the Trust—the Lord Ruler's secret atium cache. In the Trustwarren, the First Generation watches impassively from shadowed alcoves on a balcony while the Second Generationers scheme and rule and politick. Centuries-old artisans spend their time honing their crafts and instructing younger generations in the disciplines of art, espionage, and mimicry. However, many kandra dislike being subservient to humans in the Contract, and one young group of extreme dissidents has even discussed petitioning the Second Generation for the privilege to leave the Homeland when not under Contract.

Ruin's Perpendicularity

Located in a series of caverns deep below the Pits of Hathsin, but away from the kandra Homeland, lies a still black pool. This location serves as a junction for travelers between the Physical Realm and Cognitive Realm. Worldhoppers use Ruin's Perpendicularity to conduct mercantile and research business throughout Scadrial. The tunnel between Scadrial's surface and the perpendicularity has typically been a well-kept secret known primarily to worldhoppers, but the upper tunnels were recently claimed by a desperate group of skaa bandits who demand payment from travelers. Those who don't pay must navigate the bandit crew's traps and false trails.

After the Final Empire

Only a few days before the fall of the Final Empire, Kelsier destroys the Pits of Hathsin, shattering its atium-producing crystals, killing dozens of prison guards, and releasing the slaves.

A little over a year later, about forty thousand Terris refugees settle in the area, taking over the buildings and constructing new ones to create a pastoral group of villages.

Kelsier's actions unintentionally damage Ruin's Perpendicularity and suspend offworld trade. As for the kandra, they continue unchanged until Sazed's arrival in *The Hero of Ages*.

> *One of those cave complexes is the kandra Homeland. It abuts the Pits of Hathsin—in fact, several of the kandra passages run into the Pits, and had to be kept closed off, lest workers in the Pits find their way into the Homeland.*

Adventure Hooks

You can use the following ideas to spark an adventure set in the Pits of Hathsin.

The Impossible Escape

The characters are sentenced to the Pits of Hathsin. Without allies, resources, or metals, they must keep each other alive long enough to plan and pull off a prison break.

To Silence an Obligator

Rielle, a corrupt obligator who took bribes from noble houses and the skaa underground, has been sent to the Pits of Hathsin as a prisoner. Powerful patrons are concerned Rielle might reveal their secrets, and they seek a crew to infiltrate the legendary prison camp and rescue her—or assassinate her.

Immortal Spies

Something important to the characters—perhaps a crucial bit of evidence, a priceless family heirloom, or a rare piece of history—has been taken by the kandra to their Homeland. The characters must infiltrate the caverns during a bicentennial kandra celebration and recover the item without being discovered.

Other Scenes

The Pits of Hathsin Encounters table presents ideas for individual scenes you can use in any campaign.

Pits of Hathsin Encounters

d6	Encounter
1	When obligators investigate a sinkhole near the Homeland, a cave-in traps them.
2	A brawl among soldiers leads to one of them dying. Later, the characters discover the dead soldier was a kandra who must find a new guise.
3	During an inspection, an obligator slips a character a piece of paper. It instructs them to start a fire after midnight.
4	A prisoner hands a character a bag of metal vials and tells them to deliver it to the stables in an hour.
5	A forgetful kandra has misplaced one of their prized jade finger joints.
6	A group of Eleventh Generation kandra children entered the Pits. These youths must be recovered.



CRYSTAL FORMATIONS MAKE SEARCHING FOR HATHSIN GEODES PAINFUL AND DANGEROUS.

GALOR

Terris Dominance

Far to the north at the end of an imperial canal lies the Terris Dominance, a barren land of snowy tundra, high mountains, and small pastoral communities. In the dominance's capital of Tathingdwen, the Steel Ministry oversees the breeding and steward programs, two imperially mandated systems that control the Terris population in exacting detail.

Even in this desperate land, resistance grows. Because the Canton of Inquisition believes it has nearly eradicated Feruchemists, it has grown less cautious, making it easier for clandestine Keeper cells to obtain contraband information and teach the Terris population history, science, and philosophy.

The following sections focus on the region and its inhabitants. For more information on the dominance's history and Ministry activities, see chapter 2.

Overview

When creating new adventures in the Terris Dominance, consider the following factors.

Government

High Prelan Savrian of the Canton of Inquisition oversees all aspects of the Terris Dominance, from the breeding and steward programs to the road patrols, dock and warehouse management, and mining efforts. In this dominance, the Canton of Inquisition controls administrative functions that other Cantons usually handle—but even High Prelan Savrian answers to the whims of the Steel Inquisitors.

The borders are watched and maintained by the Rosaire Garrison, a force of five thousand skaa soldiers and three hundred koloss. The soldiers have orders to detain any Terris person caught attempting to leave the dominance.

Inhabitants

Around sixty thousand Terris people live in the Terris Dominance, most of them in Tathingdwen. Obligators assign approximately nine of every ten male babies to the steward program, and approximately one of every fifty teenage girls to the breeding program.

At any given time, three or four Steel Inquisitors are stationed in Tathingdwen or patrolling the dominance, though they regularly rotate to other areas of the Final Empire.

Approximately twenty thousand obligators of the Canton of Inquisition live in the dominance permanently. They work as administrators and researchers in Tathingdwen, patrollers through the inner villages, and overseers in the outer villages. A lucky few obligators obtain the most hotly contested position in the dominance: attending to visiting nobles who plan to hire Terris stewards.

Settlements

Throughout the dominance, traditional Terris architecture focuses on finely crafted simplicity. Their multi-leveled, eight-sided huts have peaked thatch roofs and central firepits for cooking and social events. Exterior ash is regularly scoured away, leaving the buildings colored grayish yellow. By contrast, Ministry buildings are intimidating stone-and-steel constructions with high angular roofs and imposing lines, and their interiors are lavish, meant to emulate the richest of noble keeps.

Outside the capital, several small pastoral villages exist with less oversight. In these areas, the Terris celebrate their traditions and live their lives without the constant surveillance and requisites of the programs. Even further from the capital, desolate male-only outer villages eke out a living through herding, mining, and meager farming in the harsh landscape.

Economy

Most industry in the dominance, from construction to medicine, is undertaken by Terris women in Tathingdwen and the inner villages. The dominance's main export is Terris people from the steward program, but the region also produces metal ore as well as furs considered fashionable for coat linings in the Northern and Western Dominances.

The Ministry compound and steward school require vast imports to train Terris stewards in the traditions and trappings of noble society. As a result, the imperial canal is constantly full of barges bringing goods from across the Final Empire, all of which are shipped through Luthadel.

OPPOSITE: THE TERRIS DOMINANCE AND ITS PEOPLE.

MARIE SEEBERGER


view onto Tathingdwen
capital of the
Terris Dominance
The Lord Ruler's eugenic efforts had undeniable effects on Terris culture. Between forced gender segregation and the erasure of tradition and knowledge, the cost to the Terris is immeasurable. And yet, Terris culture survived, where the Final Empire did not.

Culture

Terris stewards are known for being patient and resilient—in large part because they're indoctrinated to always display an even manner. Stewards tend toward perfectionism. Terris women receive a similar amount of indoctrination and scrutiny until their teens, after which most provide labor or service work in Tathingdwen and the villages.

While stewards continue their training until they're purchased by a noble, women outside the breeding program are left to their own devices so long as they don't leave the dominance. These women practice an egalitarian philosophy with extended family groups, recognition of fluid gender identities, and community support programs for physical and mental health.

Though non-steward men are kept in remote, sparsely populated villages and watched over by violent and strict obligators, the Terris men still value close community relationships. Storytelling and camaraderie are central to their culture, creating shared bonds between different generations. Strict segregation from other Terris makes these remote villages feel more like labor camps, but the men are allowed visits from steward teachers, some of whom act as a cultural conduit between these groups and other Terris.

The majority of Terris hold great respect for scholarship and study. Keepers are threaded throughout all levels of Terris society, conducting some of their most dangerous work undercover in the steward and breeding programs. These agents work to identify young Feruchemists and teach them how to hide their abilities from the obligators.



Above all, the Keepers had searched for one thing: knowledge of their own religion, the beliefs of the Terris people. Those had been forgotten during the destructive chaos following the Lord Ruler's ascension. However, despite centuries of work, the Keepers had never recovered this most precious knowledge of all.

Important Locations

In the Terris Dominance, the Canton of Inquisition holds absolute sway, including administering the programs that raise all Terris. Outside the programs, the Terris communities in Tathingdwen and the inner villages exercise what freedom of expression they can find. The outer villages are sparsely populated and more akin to prison camps than communities.

Tathingdwen

Built among gentle foothills, Tathingdwen is the capital of the dominance and home to nearly fifty thousand Terris. It holds the local headquarters for the Canton of Inquisition, the compounds for the steward and breeding programs, and the hidden seat of the Terris Synod.

Round huts of various sizes comprise most of the city's buildings, organized in triangular districts reminiscent of the overlapping patterns of Terris robes. Traditionally built homes cluster around shared common areas such as public parks, healer's clinics, workshops, dancing halls, pastures, and marketplaces. Meanwhile, stark and oppressive Ministry buildings of stone and steel loom above the sturdy and timeworn Terris architecture.

During the day, obligators stalk the streets, enforcing subservience and proper Terris behavior. At night, the Terris people trade stories around roaring fires and host Keeper instructors in cozy Terris huts.

Canton of Inquisition Headquarters

A sprawling compound of intimidating, ash-stained buildings, the Ministry headquarters in Tathingdwen includes a lavish dining hall, well-appointed quarters for prelans, cramped quarters for obligators and acolytes, a separate and foreboding building for Steel Inquisitors, a grand cathedral to the Lord Ruler, and a massive library. The library—which is forbidden to Terris people—holds the genealogical records of the Terris as well as texts from across the Final Empire.

Secreted among the obligator quarters are Allomancer training grounds where the Ministry trains acolytes in their Allomantic abilities. The obligators viciously jostle for rank and prestige, competing in scholarly pursuits, aptitude with Allomancy, and religious fervor.

Imperial Canal

High in the mountains, a glacier feeds the imperial canal. The main method of travel in and out of the dominance, the canal runs past Tathingdwen, passes through the Rosaire Garrison, and continues all the way to Luthadel. Tathingdwen's docks and warehouses are a constant hive of activity as barges unload fine goods for Richeliard Academy, foodstuffs for the Terris, and other necessary trade items.

The port district is carefully overseen by obligators and the occasional Steel Inquisitor to ensure no skaa enter Tathingdwen and no Terris leave the dominance without permission. Nevertheless, Terris dockworkers are adept at smuggling correspondences and books through Ministry checkpoints, feeding the Keeper network's constant quest for knowledge.

Axendwel Mines

A remote northern village known mostly for its copper mine, Axendwel is currently overseen by a discontent obligator, Prelan Kester. Kester was banished to Axendwel after she insulted a noble visitor at Canton headquarters, and her lax attitude toward the mine has left underground safety concerns unaddressed.

Herrinew, the town's metalworker, secretly forges copperminds for his partner, a hotheaded Keeper steward named Vedzan. Though the several hundred Terris men in Axendwel appear obedient, the small population is fascinated by Vedzan's lectures on pre-Empire history and peoples.

Myrshek Village

A vibrant inner fishing village, Myrshek is close enough to Tathingdwen that it's considered settled territory, yet far enough away that obligators rarely visit. Combined with the village's series of secret caves and tunnels beneath the Terris huts, this makes Myrshek a key location for Keeper operations. If the Synod needs to gather outside Tathingdwen, Myrshek is one of the safest locations. Of the village's thousand residents, about a third are stewards, and the rest are former mothers or Terris who weren't sent to the breeding program.

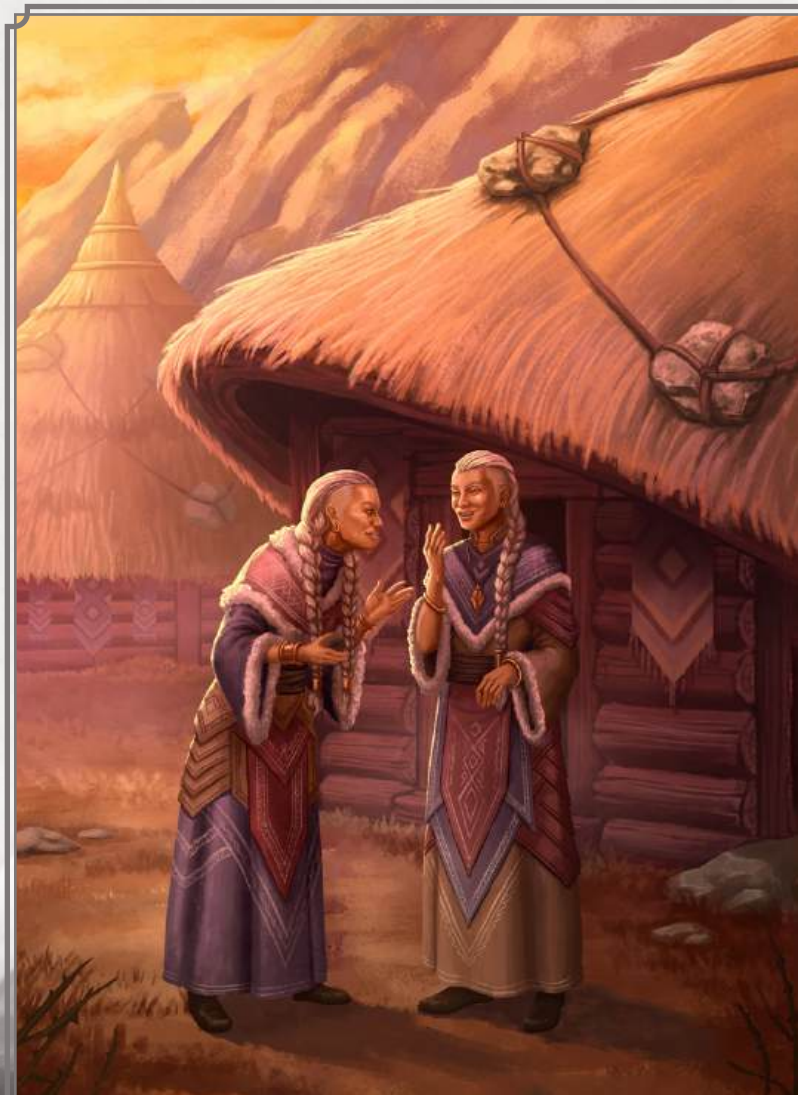
Besides being known for its fish and good-natured inhabitants, Myrshek is famous among the Terris for its midsummer lake festival. This celebration features competitions in swimming, poetry reading, and footraces, along with feasts of fish baked in clay.

Richeliard Academy

Named in honor of the Canton of Inquisition obligator who proposed the steward program in the sixth century, Richeliard Academy—or "the school"—is a massive complex of sprawling buildings in Tathingdwen. All Terris children are raised in the dormitories and classrooms of Richeliard, and they're strictly segregated by program. These children are indoctrinated by the Canton of Inquisition, including education in the steward program by senior stewards and religious doctrine from the obligators.

Education for the young stewards is exhaustive and covers all aspects of noble culture, etiquette, and service. Education for all other Terris children focuses on practical skills and discipline, with the obligators selecting teens with the Ministry's desired traits and disposition for the breeding program. Keepers have worked tirelessly to infiltrate Richeliard, and they clandestinely identify and recruit young Feruchemists.

The aging program director, Prelan Adrien, retires soon, and his replacement, Prelan Claudine, is expected to introduce even more exacting standards and strictures.



TERRISWOMEN IN MYRSHEK VILLAGE.

DAVID ALUNAN

Rosaire Garrison

Located in the southernmost area of the Terris Dominance, the garrison's imposing stone structure is built over the imperial canal. Barges must pass through Rosaire's guarded entrances to enter the Terris Dominance. The garrison's main duty is to police the canal and patrol the border, ensuring no Terris leave the dominance. A small group of obligators oversees the three-hundred-strong koloss force, which patrols through the sparse forests a day's travel north of the garrison.

The Rosaire Garrison is considered a poor assignment with no opportunity for advancement or distinction. Its five thousand skaa soldiers are undisciplined but kept loyal—or kept intimidated—through the regular oversight of Steel Inquisitors. Nevertheless, some of the more corrupt soldiers have taken to lining their pockets by extorting barge captains who are bound for Tathingdwen.

Vwafandach Village

A mountain settlement just a few hours to the east of Tathingdwen, Vwafandach dedicates its entire small population of about five hundred stewards to maintaining the Tathingwatch Hot Springs. When an important noble visits the dominance to acquire a steward, the obligators treat the noble to a luxurious experience at the hot springs. The best trained and most desirable stewards are used as servants, attending to the visiting noble's every need, from extravagant meals to demonstrations of their teaching capabilities. When the springs aren't in use, the stewards in Vwafandach practice their skills tirelessly under some of the most demanding and short-tempered obligators in the region.

After the Final Empire

When the Final Empire fell, the Synod emerged from hiding and ruled their people in the open. However, this new civilization lasted only a few months before Tathingdwen was destroyed by Steel Inquisitors and a koloss army. The surviving Terris sought refuge at the Pits of Hathsin until the Catacendre. See "Terris Dominance" in chapter 2 for more details on these events.

LOGAN FELICIANO

ROSAIRE GARRISON LOOMS OVER THE TATHINGDWEN RIVER.



Adventure Hooks

You can use the following ideas to spark an adventure set in the Terris Dominance.

Dangers of Heroism

After Rindel, a young Keeper, uses Feruchemy to save a drowning teen, Steel Inquisitors arrive to investigate. The characters must smuggle Rindel's metalminds from the village.

Festival of Fables

During the four-night Festival of Fables, the Terris tell stories, perform dramatizations, and recite histories. Eventually, two winners are awarded the titles of Fire-tender and Hearthwarmer for the year—but a jovial woman named Deryaze and her sardonic twin sister Yedlyzan are almost guaranteed to win.

Limits of Feruchemy

When a traveling Keeper is three days overdue to their destination, the characters are sent to investigate. The Keeper has fallen into a crevasse in the wilderness and is running out of heat.

Lord Teniert Must Die

After the former steward of Lord Teniert, a hated noble, died under mysterious circumstances, the noble has arrived in the Terris Dominance to acquire a new steward. He plans to tour the villages and the Tathingwatch Hot Springs—allowing the characters an opportunity to get close to him, away from his usual seat of power.

Menace on the Paths

A beast from the mountains has attacked one of the outer villages, and the obligators are seeking volunteers to form a hunting party.

Secrets of the Obligators

On a heavily misted night, students at the school notice a despised obligator instructor dealing in contraband goods. Nobody believes their accusations, so they turn to the characters for help.

Other Scenes

The Terris Dominance Encounters table presents ideas for individual scenes you can use in any campaign.

Terris Dominance Encounters

d6	Encounter
1	A pair of koloss arrive.
2	A heavy storm is blowing in, and the homes of several elderly Terris need reinforcement.
3	A canal barge runs aground in Tathingdwen and luxury goods spill into the waters. The obligators order everyone to jump in and salvage.
4	After a prominent steward is caught reading banned books, the obligators plan to make an example of him.
5	A dying Keeper begs the characters to protect a ledger of smuggling activities.
6	A Steel Inquisitor arrives to arrest a woman for subversive art.



"I wonder what he would think if he knew a Keeper was in Luthadel," Kelsier said, "barely a short walk from the palace itself."



CHAPTER 7

POINTS OF INTEREST IN ERA 2

After the Catacendre, Scadrial is a world of innovation and change. Its people face new pressures of advancing technology, political maneuvering, and unexpected foes.

In settings like those presented in this chapter, the characters might join the constant back-and-forth between criminals and constables in the grand city of Elendel. Or the party might instead be aristocrats or wealthy entrepreneurs moving through clubs and manors, cutting deals and amassing power. Whether exploring a new frontier, uncovering lost lore, or engineering thrilling heists, the world of Scadrial is ripe for adventure.

Using These Locations

This chapter describes five iconic locations in Era 2 Scadrial and presents adventure hooks to inspire new stories:

Bilming. A city of innovation with an increasingly corrupt core, Bilming is a bustling Outer City in the Elendel Basin. As time passes, the Set grows ever more powerful and entrenched within the city.

Conrad Delta. A new frontier in the Southern Roughs, the Conrad Delta holds the seedy port city of New Tremredare, the forbidding Brittlespear Bayou, and lost ruins from the Final Empire.

Elendel. Built on the site of the Final Ascension, the city of Elendel is the birthplace of Northern civilization after the Catacendre. Its many streets and canals hold secrets, opportunities, and dangers.

New Seran. A wonder of Harmony's design, the New Seran cliffs boast hundreds of waterfalls that tumble down in brilliant cascades. The city is a haven for the adventurous and a center for Outer City discontent.

The Northern Roughs. Dusty and desolate, the Northern Roughs are a hard place. Mining companies provide the work and make the laws, and bandits and lawkeepers fight a never-ending battle.

Chapter 6 presents points of interest from Era 1 of Scadrial.

Emotion and Plot

Setting and narrative are deeply intertwined in the cosmere. On Scadrial during Era 2, inventors, lawkeepers, and academics not only adventure to far-off locations, but they face corruption that festers closer to home.

The locations in the Mistborn series do two things: They reinforce *emotion* and they unfold *plot*. Each setting not only augments the storyline, but it holds secrets or plot beats for characters to investigate.

Reinforcing Emotion

After the Catacendre, the lush bounty of Elendel offers a sharp contrast with the dry and dusty Northern Roughs. In the Basin, gleaming towers weave together themes of advancement and invention with social stagnation and corruption. Meanwhile, in the Roughs, the absence of centralized society creates space for self-determination and freedom.

Reinforcing Plot

Using a physical location in tandem with a campaign story arc reinforces themes. Tying events to specific locations can create a stronger, more narratively cohesive campaign.

OPPOSITE: WAX AND WAYNE ASCEND INDEPENDENCE TOWER.

CRISTI BALANESCU

Stories in Era 2

Three hundred years after the Catacendre, the Elendel Basin, the Roughs, and the lands beyond are locations that foster self-determination and the act of choosing your own destiny. Chapter 5 presents details on the characters mentioned in this section.

Simple Times

The Roughs are desolate, sparsely populated, and separated from the rigid structures of Elendel society. People can define their own destinies, even if they're also running away from responsibilities. Waxillium Ladrian could've gone to a town in the Basin, or he could have gone to an Outer City—but instead he chose to go to the Roughs, a place where he could feel like a hero. And for a while, it worked.

After the death of his wife, Wax returns to his role as a noble in grief, wrapping himself in the continuation of a class system very similar to that of the Final Empire. It's not a role he believes is right or just, but his grief stops him from acknowledging that for years.

Incubating Change

After the freedom of the Roughs, Elendel is constraining, and the city itself is a study in contradictions. Socially, politically, technologically, and architecturally, the city has advanced from the Final Empire, but there are notable exceptions. Classism, vast wealth disparities, and corruption remain pervasive.

Marasi Colms believes in change and in bettering Elendel, but her ambitions are often thwarted by the conservative and regressive parts of Elendel culture. Meanwhile, Steris—Marasi's half-sister—struggles to find a place for herself in a society that regards her as severe and strange.

In this atmosphere of constrictive social expectations, the characters must learn to balance their priorities. How much do they want to conform? How much do they want to focus on their own needs and wants—or on changing things for the better?

Choices That Define Us

Wax's story dramatically comes to a head as he's pitted against Miles "Hundredlives" Dagouter. Both are lawkeepers, both are products of the Roughs, and both represent disillusionment with how the world is run. With just a few different decisions, could Wax have been the leader of the Vanishers? By confronting that possibility, Wax further solidifies into who he wants to be.

Once the characters have accepted who they are within Elendel and begun to define their own paths, the focus expands.

Maturing Perspectives

The threat of war with the Outer Cities looms. The characters begin to recognize the privilege Elendel operates in and how they've benefited from it, even while attempting to better the city. This recognition helps them understand the unwavering commitment that the Set and the Outer Cities engender with their people.

Exploring other locations in the Basin gives Steris the opportunity to show her competence and demonstrate her value to the team. The radically different political landscape challenges Wax's assumptions, and the change in scenery brings Marasi and Wayne closer as professional partners.

Put to the Test

The expedition to Dulsing and then to the temple explores trust, heroism, and hope—and ends in treachery. Although Marasi discovers the Bands of Mourning, she chooses to save Wax rather than embrace the power. While Wax is dying, he's confronted with the opportunity to choose for himself: to accept the role Harmony has prepared for him or to leave it all behind.

Much like the Roughs, the remote setting of the temple lets the characters declare who they want to be, without the complications of Elendel politics or expectations other than their own.



In that one transcendent moment, she felt herself change, expand. She felt the Lord Ruler's own power, stored in the Bands of Mourning—the spearhead clutched in her fingers—surge through her, and she felt she would burst. It was as if an ocean of light had suddenly been pumped into her arteries and veins.

A Larger Stage

Finally, the scope widens again. With the revelation that there are people on the Southern Continent, the Elendel Basin must look outside itself for the first time in centuries. Relations become tense between the Basin and the Malwish, and Autonomy—a literal incarnation of self-determination—seizes the opportunity to intervene.

Although Wax defeats his sister Telsin, in the end, it's Wayne who makes the choice that saves everyone in Elendel.

Using Locations

When choosing where to set a post-Catacendre campaign or adventure, determine the themes, story beats, and progression of your narrative. Political campaigns might start in Elendel, but assignments could send the characters to Bilming or New Seran. Gentlefolk adventurers may meet in New Tremredare before following rumors of lost treasure.

A campaign in Elendel could involve investigations and mysteries that lead to the Set, or a group of hazekillers could hunt dangerous Allomancers. Stories could focus on the Roughs and the struggle to thrive outside the Basin, or they could revolve around the development of new technologies and the limits—or lack thereof—of what people are willing to do for money.

Defining Your Stories

Though Era 2 offers many opportunities to feature lawkeeping or clandestine organizations in campaigns, your stories needn't revolve around these topics. Instead, a campaign could involve exploring new frontiers and ancient ruins or studying the nature of Investiture and the cosmere.

Importantly, you shouldn't feel constricted by the plot and setting progression in the novels. Scadrial offers boundless places to tell stories that suit your campaign, such as the following locations of interest in Era 2.

SYDNEY MILLS

MARASI WIELDS THE POWERS OF THE BANDS OF MOURNING.



Bilming

The second-largest populated area in the Basin, the port city of Bilming lies on a stormy and wave-wracked coast of the Sea of Yomend. It's a booming metropolis with outlying suburbs and a foundation of driven ambition. Koloss-blooded businesspeople buy Bilming-built motorcars, costumed mascots hand out flyers for local shops, Terris teens ride the elevated railway, and Malwish tourists go sailing.

However, all this modernization and industry is subtly aimed in one direction—against the greedy overreach of Elendel.

Overview

When creating new adventures in Bilming, consider the following factors.

Government

Bilming is led by Mayor Bastien Severington, a savvy politician who travels the Basin to unite the Outer Cities against Elendel. As the city becomes the epicenter of anti-Elendel sentiment, a new politician from within Severington's own party is on the rise—Gave Entrone, a high-ranking member of the Set who sees himself as the next mayor of Bilming.

The mayor's office governs alongside a city council of representatives from different political parties. The most influential of these parties are Severington's Bilming Independence Party, Elliwyn Terindwyx's Reformation Union, and Pielle Fromed's United West Party.

Bilming has a small but dedicated military and three impressive Pewternaut ships—steel-hulled warships with powerful guns and engines. The city employs approximately two thousand constables, though the constabulary and the government are corrupt and growing more so. As the Set gains a stronger hold on the city, the constables and politicians have been increasingly pressuring broadsheets and businesses to conform to what they want; they hope to soon have enough leeway to make their detractors and opponents disappear.

Inhabitants

Approximately two million Bilmingers live in the city and nearby suburbs. Most people are working class, though they earn better wages and enjoy stronger infrastructure than similar classes in Elendel and other cities. The city has many nobles, but it also has many wealthy business owners who made their fortunes in industrial work—primarily in iron, steel, and motorcars, though savvy Bilmingers have also heavily invested in new inventions.

Economy

The city is served by an elevated railway with cushioned seats and private compartments. This convenient and affordable form of public transportation has allowed for a highly mobile and adaptive middle-class workforce. Multilane highways such as the Grand Motorway further connect the city. Many working-class Bilmingers can afford a family car, which has contributed to a culture of day trips on Brassday, when children and adults alike tend to have leisure time.

Bilming benefits from both the increasing trade with Southern Scadrial and long-standing trade with other Basin cities, especially those along the coast. As a main producer of processed fuels, Bilming has grown in wealth and influence and rocketed ahead in industrialization.

Culture

Bilmingers are always in a hurry, always hustling to make the next discovery or build the next thing. Most religious observance is considered old-fashioned; Trellism is on the rise in Bilming as ground-level Set members mix with the working class, but even these meetings remain small and unorganized.

On a large scale, Bilming culture focuses on superficial individuality. Any sort of small difference is marked as a virtue; this manifests in the residents' bright (and often gaudy) clothing and their drive to acquire, consume, or otherwise enjoy the next great play, art fixture, or fine exhibit.

Uniformed sailors and soldiers strut confidently through the downtown and docks areas, speaking loudly about the coming glory of Bilming. Their sentiments are echoed on billboards throughout the city, which often sport slogans such as "Independence through shared struggle."

Architecture

Modern constructions in Bilming feature a series of calculated differences, a mass-produced individuality using an architectural style seen nowhere else in the Basin. This is because recent developments have been heavily influenced by members of the Set and their offworld patron, Autonomy.

The central piece of architecture and tallest building in Bilming, Independence Tower, is a bold spire that's hailed as a marvel of modern engineering.



BILMING, CITY OF INDEPENDENCE AND PROGRESS.

LUCAS TORQUATO

The Set

As the people of Bilming push forward with innovation and antagonistic rumblings toward Elendel, the city becomes an excellent base of operations for the Set. In turn, the Set gains ever more control, enabling them to start directing public planning and exerting significant influence on the government and social landscape. Headquartered in Independence Tower, the Set works to build training and experimentation bunkers as they progress toward their endgame: a functional harmonium bomb.

Important Locations

With the seaside city's boom over the last several years, many districts, quarters, and suburbs have become connected by highways and the elevated railway. The Set is gaining power, but it doesn't have dominion over the city and its institutions—yet.

Creativity Boulevard

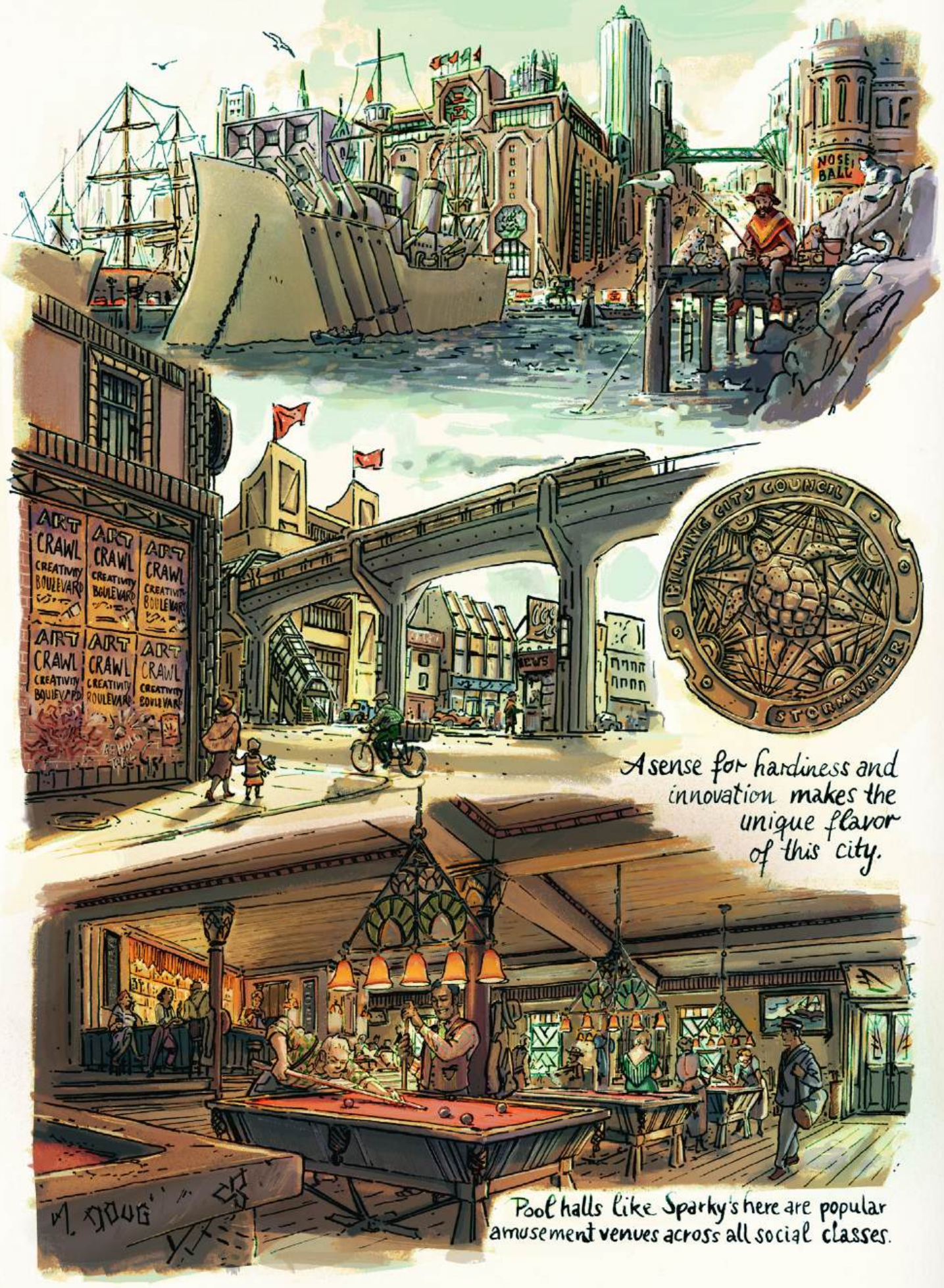
As a glamorous thoroughfare of superficial art and culture appreciation, Creativity Boulevard is filled with galleries and art installations, each chasing the latest fad. Fixtures on every street corner can be fitted with metal sculptures, which are regularly replaced with new designs. Several museums display relics from the Final Empire, and they hire gentlefolk adventurers to seek out new artifacts from private collections or pre-Catacendre ruins.

The most sought-after entertainment venue is the Lenora Lekal Playhouse, with shows booked to capacity months in advance. Notable luminaries in the district include Zimone Venture, Dominic Lekal, and Alixianne Conrad. These nobles and many others compete for cultural prestige by sponsoring galleries, hosting dinners, and acting as patrons for up-and-coming artists. They're all wealthy and connected, but the Ventures have been spending more extravagantly lately—after some lucrative business dealings with Gave Entrone.

Bilming Port

A versatile shipping hub serving the other port cities, Elendel, and the Southern Scadrians, Bilming Port is one of the busiest districts in the entire Basin. Towering over the area's warehouses, marinas, and businesses stand the recently constructed mooring towers and cranes, which handle the transfer of goods to and from Malwish airships. To the community's great consternation, the port authority plans to demolish an aging Survivorist church to make space for a shipping expansion, but tensions are rising as protests against the plans grow in fervor.

Bilming Port is also well known for its lively nightlife, with pubs, bars, music halls, and restaurants, as well as a few old-style taverns. The most famous is Ironsides, an establishment strictly serving Bilming military personnel. The Dugas family, headed by the siblings Erwan and Celeste Dugas, lead the district's organized crime and have a well-known dislike for the nobility. The siblings operate several seedy Soothing parlors and shipyards throughout the district and deal mostly in smuggling.



A sense for hardiness and innovation makes the unique flavor of this city.

Pool halls like Sparky's here are popular amusement venues across all social classes.

Brightwater Coast

One of the wealthiest neighborhoods in Bilming, Brightwater Coast is a luxury residential development on the city's east side. Glass-fronted high-rises filled with young, rich nobles overlook carefully maintained beaches. The neighborhood's marinas are as expensive and exclusive as the finest Elendel hotel. Constant parties and events are held in the high-end ballrooms, and these festivities often spill over to private yachts.

The constables in Brightwater work overtime to cover up scandals and minor crimes, and they often come into conflict with private security or with investigators hired by absent noble parents. Recently, with the invention of the Hasting motorcycle—a two-wheeled motorcar—stunt driving and racing have taken the district by storm.

Brightwater Coast also holds a new exciting destination for people all over the city. Gifts of the South—or simply "the South," as it's more often called—is a Malwish-owned coffee and chocolate shop that's become very popular with the wealthy residents of the district.

Downtown Bilming

Important locations such as the Bilming City Records and Research Building, the Silver House (the mayoral residence), the Central Constabulary Hall, and many other administrative buildings comprise Downtown Bilming.

This bustling district is steadily on the road to corruption. Pielle Fromed's United West Party works against this corruption by holding the constabulary and the Bilming Independence Party to account, whereas Elliwyn Terindwyx's Reformation Union works to draft legislation to restrict Bilming's rapid militarization. General sentiment in Bilming is turning against the United West and Reformation Union, as members of the Set have been subtly painting them as out-of-touch academics at best and Elendel lackeys at worst. Vandalism of political offices and intimidation tactics against members of both parties are on the rise.

OPPOSITE: BILMING IS ONE OF THE BASIN'S KEY CENTERS OF INNOVATION AND CULTURE.

MARIE SEEBERGER

Granite Row

A seedy downtown street with a large koloss-blooded population and reputation for raucous parties, Granite Row has the best bars and pool halls in Bilming. Beloved establishments include Tables, a popular dive featuring pool tournaments and the best players in the city, and the Landed Clipper, a dance hall with exclusive backroom pool halls frequented by smugglers.

Several leather-coated street gangs claim these establishments as their territory, and there's a constant back-and-forth of influence and ownership between gangs such as the Tin Serpents, the Brutes of Bordeaux Street, and the Red Metalborn. It's common for nobles of all ages and stations to disguise themselves as commoners and enjoy Granite Row—and it's also common for corrupt or undercover constables to frequent the establishments. Visitors are tolerated as long as they don't overstay their welcome.

Independence Tower

Serving in part as Autonomy and the Set's fortified base on Scadrial for several years, Independence Tower is an impressive feat of architecture. Also known as the Shaw—named in honor of the Lord Ruler's palace from centuries ago, Kredik Shaw—this skyscraper is a remarkable architectural feat. It rises over seventy stories tall, easily the biggest building in Bilming. Within, the Shaw holds conference rooms, ballrooms, security teams, laboratories, the glamorous Elariel Opera Hall, and dozens of businesses (only some of which are linked to the Set).

The day-to-day operations of the tower are managed by a Set administrator named Guilford Flink, who holds the rank of Array. Flink oversees the building's staff and two hundred members of the Hidden Guard, the Set's heavily armed and thoroughly trained military arm.

Corporate espionage is common in Bilming, and many tower businesses employ Smokers and Seekers to protect against Metalborn spies. The most blatant perpetrator of intellectual property theft is Axindar Industries, an electric device fabricator and competitor of Tarcsel Electric.

Knightbridge District

A primarily residential neighborhood, Knightbridge has undergone significant redevelopment in the past few years. Previously, architecture in Knightbridge tended toward rows of single-family housing with stone stoops and three or four stories. However, the Knightbridge Redevelopment project—spearheaded by the Bright Potential Society—has introduced boxy townhomes, each with a slightly different shape, color, and lawn decoration.

Valette Lorielle, director of the Bright Potential Society, reports to Telsin Ladrian in the Set. Lorielle is currently working to secure property for the society's next redevelopment; rumor says she has no qualms about using bribes, threats, and extortion to close these deals. Residents all over Knightbridge are looking for people who'll stand up to Lorielle and her cronies and help Knightbridge maintain its identity.

Several Ghostbloods—including Moonlight, Codenames Are Stupid, TwinSoul, and Darkwater—are headquartered in a safehouse in Knightbridge, keeping a circumspect eye on Lorielle and the Bright Potential Society.

Terristown

A suburb connected to Bilming by the Doxonar Motorway, Terristown is a Terris enclave overseen by an elected Synod. The Terristown Synod promotes what they call progressive Terris values, and they complain the Elendel Synod in the Village is out of touch with modern society. Rather than being isolationist like the Elendel Terris, Terris from Terristown are encouraged to join Bilming society and share the traditional Terris values of submission, meekness, and respectful dignity.

Terristown also has a different relationship with Twinborn, believing the Village's Synod is too fearful of mixing powers. As rhetoric against Elendel grows in Bilming, Terristown residents are increasingly opposing Bilming politics, straining their relationship with the city's elite. Terris students have staged several peaceful protests, and constables from Bilming are always finding more reasons to patrol Terristown.

The suburb holds Tindwyl Academy, a prestigious university attended by students from Terristown, Bilming, and other nearby cities; its student body is diverse, and nearly half have no Terris heritage. Terristown is also known for its beautiful uncultivated forests, valleys, and waterways. Residents enjoy walking nature paths or meditating in public areas dedicated to mindfulness.

Adventure Hooks

You can use the following ideas to spark an adventure set in Bilming.

Double Trouble

Jade and Jaten Cett, the partygoing children of Lord Basile Cett, are found dead on their yacht off Brightwater Coast. The characters are hired by Lord Cett to investigate and find the murderer. The trail leads to a corrupt constable, motorcycle gangs, and smugglers dealing in antiques.

Now You See Me

Darkwater, a Ghostblood agent, hires the characters to distract the constables during her own mission to infiltrate a crime scene. This is an audition—if the player characters distinguish themselves, Darkwater may have further missions for them.

Papered in Lies

An exposé in *The Two Seasons* broadsheet unveils the sordid dealings of the Terristown Synod and their alleged plot to steal proprietary business schematics and send them to Elendel. Elder Siskodin, who earnestly denies these claims, hires the characters to find the actual spy and clear the Terris Synod's names.

The Spy Who Preserved Me

A grouchy Second Generation kandra named ParGean has lost track of his team, a group of Tenth Generation kandra sent to Bilming to spy for Harmony. They spent months infiltrating a Dugas family smuggling business in the port, but the agents have all missed their appointed check-ins, and ParGean needs help finding them.

Tarnished Bounty

Captain Cortland Du Maine, a notorious koloss-blooded smuggler from the Conrad Delta, was recently spotted on Granite Row. Rumor says he's in town securing a deal with the Tin Serpent gang. Those foolhardy enough to confront Du Maine could turn him in to the Bilming Navy for a 10,000-boxing bounty.

Other Scenes

The Bilming Encounters table presents ideas for individual scenes you can use in any campaign.

Bilming Encounters

d6	Encounter
1	A rally against Elendel's overreach blocks access to an establishment the characters need to visit.
2	While chasing a Coinshot, constables mistake the characters for accomplices.
3	Soldiers in immaculate red uniforms arrest a golden-haired woman without explanation.
4	A steamy new novel named *Riot My Heart* goes on sale, and someone offers to pay a ridiculous sum if they're brought a copy. Double if signed.
5	A mysterious woman gives the characters an unsealed coppermind coin which holds a list of names—influential nobles. Is it a list of spies or targets?
6	A koloss-blooded man in a sharp business suit needs help with his car.



MARIE SEEBERGER

NEW TREMREDARE IS KNOWN FOR ITS FREQUENT CELEBRATIONS AND FESTIVALS.

Conrad Delta

A brackish delta fed both by freshwater from the surrounding mountains and saltwater from the Sea of Lennes, the Conrad Delta is a growing cultural destination, a haven for Basin criminals, and a land of opportunity. Surveyed and named by gentlefolk adventurer Avery Conrad fifty years ago, the region gained recent notoriety when Lady Ashwinna Tekiel, an exiled Elendel noble, founded the settlement of New Tremredare.

The Delta's swamps are filled with ruins from the Southern Dominance of the Final Empire. After the discovery of the Sovereign's Temple in the Seran Range, Lady Tekiel paid contacts in the Basin to advertise archaeological wonders in the Conrad Delta. Now, gentlefolk adventurers, collectors, and tourists from all over the Basin flock to the bayou for expeditions. This has created a lucrative economy of artifacts, curiosities, and cunning forgeries.

Overview

When creating new adventures in the Conrad Delta, consider the following factors.

Government

In New Tremredare—the Festival City—nobles maintain their own private security, and criminal interests protect their businesses and patrons. When necessary, Lady Tekiel contracts mercenaries such as Enola Scarborough and her gang to act as a policing force. Captain Charls "Heron" Hasting from the Elendel Navy works to "civilize" New Tremredare and connect it to Elendel. Meanwhile, Estrien Powell from Crescent Resources works to undermine Hasting and instead connect New Tremredare to Bilming or New Seran in service of the Set.


A TRUE AND ACCURATE MAP OF THE
THE CONRAD DELTA
AS OF 345 PC
SEA OF LENNES
SEA OF LENNES
NEW TREMREDARE
TOMB CITY
RUIN'S POINT
BRITTLESPEAR BAYOU
0
1
5
10
SCALE IS SHOWN IN MILES
15
20
25

Culture

The culture of New Tremredare resembles the refined criminal enterprises of Elendel, to which Lady Tekiel used to belong. Its hints of high society are fortified by cutthroat ruthlessness and criminal practicality. Fashion tends to favor Elendel styles, though the light fabrics and colorful dress of New Seran are gaining popularity. Outside New Tremredare, the people of the Conrad Delta believe in cultivating an adventurous spirit, healthy ambitions, and creative vision.

Economy

Aside from gambling, tourism, and treasure hunting, the Conrad Delta has a thriving economy that centers around commodities bountiful in the region and scarce elsewhere. The region is praised for its shellfish, gator leather, and unique medicines, such as sunken willow salve for pain relief and burned cypress tea for fevers.

Crescent Resources, a mining company from New Seran, has become a powerful mercantile interest in the region. It aims to scout, plan, and construct a railway from New Seran to New Tremredare—and to monopolize the region's resources.

Inhabitants

The Conrad Delta is sparsely populated, with only around twenty thousand residents—mostly in New Tremredare—and two major koloss clans. The Kovlair are a contemplative clan, with several permanent settlements in the eastern foothills. The Dramal, on the other hand, are skilled waterway navigators who roam the swamps and revel in testing their martial prowess against anyone they encounter.

Important Locations

From the port city of New Tremredare to the winding waterways of the Brittlespear Bayou, the Conrad Delta is full of mysterious locations and dramatic dangers.

New Tremredare

Under the leadership of Lady Tekiel, the city of New Tremredare is flourishing. Its revenue comes largely from docking tithes, repairs, and provisioning, as well as taxes on exported foodstuffs and medicines. With these funds, Tekiel has shored up public spaces, built permanent bridges between the sprawling, waterlogged districts, and even started construction of an opera house.

The roughest area of the city is the Grindings, a hotbed of violence and gambling dens run by local kingpin Wainright "Handsome Ben" Bennrile. However, other districts such as Willow Heights and Brookside are burgeoning cultural centers that highlight music, food, and audacious business deals. People arriving in New Tremredare are often quickly courted by restaurants touting gourmet meals, or whisked away onto riverboat tours that promise exotic sights, fine drinks, and premier entertainment.

Festivals and carnivals are frequent in New Tremredare, often sponsored by visiting nobility or business owners looking to ingratiate themselves with Lady Tekiel and other local powers.

Tomb City

During a surveying assignment for Crescent Resources, gentlefolk adventurer Goldie Glitterhollow discovered a Final Empire ruin about thirty miles east of New Tremredare. Glitterhollow staked her claim and founded Glitterhollow Expeditions, an adventure tourism business popular with nobles in the Basin.

Glitterhollow and her employees host expensive guided expeditions through the archaeological site, during which guests are allowed to take home any artifacts they spot. However, most artifacts are cunning counterfeits planted by Glitterhollow Expeditions employees. The tour's most attractive site is a nearly intact Canton building, though a reconstructed noble keep—complete with an excavated and restored stained-glass window—is also very popular. Several Glitterhollow employees secretly report all discoveries to Ghostblood agents in New Tremredare.

Ruin's Point

By Basin standards, Ruin's Point is a small town, but even so, it's the second-largest Conrad Delta settlement. Its few thousand residents—known as Pointers—live in a communal society that takes pride in democratically settling collective decisions. Most residents are koloss-blooded, and they mingle regularly with the Kovlair and Dramal koloss clans. Recently, many younger Pointers have taken jobs with Glitterhollow Expeditions, displeasing the town's Sliverists who oppose how Glitterhollow profits from history.

Brittlespear Bayou

Dense vegetation, muggy swamps, hidden islands, and lost ruins fill the Brittlespear Bayou. The area is famous for its ravenous predators, venomous snakes, hostile residents, and endless confusing waterways that trap the unwary.

The Brittlespear Bayou is a frontier of adventure for archaeologists and anthropologists. They follow rumors of ruins from Classical Scadrial, hidden mistwraiths, rich natural gas deposits, and even tales of the long-lost Conventical of Tetrath—one of the last bastions of the Steel Inquisitors.

MARCO BERNARDINI

Adventure Hooks

You can use the following ideas to spark an adventure set in the Conrad Delta.

In the Heart of the Swamp

Verner Hammondess, gentlefolk adventurer, is missing! Their twin sister, Senator Mari Hammondess, hires the characters to investigate. After finding Verner's journals that hint at a lost atium cache, the characters must find the site in the Brittlespear Bayou. The characters traverse a sunken, cypress-smothered ruin to find Verner—betrayed by their guides, trapped in a sinking building, and battling swamp predators!

Making Good at Mollie's

Mollie Kovlair, a koloss-blooded chef, is in danger of losing her beloved restaurant, Mollie's. The building has been vandalized several times in the last month. The perpetrators are the personal security forces of Lady Talvira Tyrden, who blames Kovlair for food poisoning she suffered after eating at Mollie's. In truth, Lord Davin Lekal tried to have Tyrden assassinated.

The Search for Steelhand

Steelhand Savrian, a vicious Coinshot bandit, led a daring nighttime raid against an Elendel navy ship to capture its munitions. Savrian and his bandits got away with the weapons, but Captain Charls "Heron" Hasting of the Elendel Navy has posted a 2,000-boxing bounty to recover the munitions and bring the gang to justice.

Other Scenes

The Conrad Delta Encounters table presents ideas for individual scenes you can use in any campaign.

Conrad Delta Encounters

d6	Encounter
1	A tour boat collides with a shipping vessel, spilling passengers and valuable goods into the swamp.
2	In an area known for its natural gas pockets, a small Malwish airship crashes and catches fire.
3	After a shipment of food is completely spoiled, a group of exporters claim a koloss-blooded youth fouled it intentionally.
4	A heated theological debate between a Survivorist and a Sliverist is moments away from escalating to violence.
5	Three members of a Terris Synod seek to retrieve a Terris youth rumored to be a chromium Ferring—able to sense the threads of fate—but the youth passionately insists they must settle in Ruin's Point.
6	Agents of the Set abduct a young noble from a pleasure cruise.

Elendel

Known as the City by those who live there, and known as the 'Del by those in the Outer Cities, Elendel is a smoke- and steel-filled metropolis with a foundation laid by Harmony himself. The cradle of post-Catacendre civilization, Elendel centers on the Field of Rebirth, where the survivors of the Final Ascension emerged after Harmony reorganized the world.

In Elendel, nobles throw expensive parties and attend extravagant theater productions, while working-class people put in long hours at factories, mills, and construction sites. Harmony and the Preservers promised a world that'd be different from the Final Empire, but many Elenders believe those were yet more empty promises from privileged leaders.

The following sections focus on the modern city and its inhabitants. For more information on its history, see chapter 2.

Overview

When creating new adventures in Elendel, consider the following factors.

Government

Elendel's legal authority extends across the Elendel Basin, but the Outer Cities have been growing more vocal in their opposition to Elendel political rulership. The Elendel government is split between hereditary and elected senators, the judicial system, and the executive office held by the governor. Additionally, each octant has its own constabulary of about six hundred officers. For more details on Elendel's governmental structure, see "Elendel Basin" in chapter 2.

Societal Change

Though the city tries to live up to the ideals of the Last Emperor, the Lord Mistborn, and the other Preservers, it remains stained by class and wealth inequality. The city has recently faced several social upheavals including the corruption case against Governor Replar Innate, union strikes in several sectors, and the election of the first governor without any noble blood, former Constable-General Claude Aradel.

Inhabitants

The population of Elendel is estimated to hover around five million, and each octant has several hundred thousand residents. The vast majority of nobles in the Basin—especially the high nobility—make their homes in Elendel and its suburbs. Though the suburbs and outer estates sprawl over a larger area than the city's urban area, their population is smaller.

Modernization

As Northern Scadrial's industrial revolution accelerates, Elendel is filled with the smells of factories, processing plants, and the occasional salty wind from Hammondar Bay and the Sea of Yomend. Skyscrapers light the night skies and pierce the sporadic mists, while the roar of motorcars plays throughout the octants. Construction is ever-present—new buildings are created, and cobblestones are replaced with modern pavement. Railways move commuters about the city, and underground, new subways do the same.

Economy

Elendel focuses on shipping, manufacturing, and processing. The nobles own and control most of these industries, but professional guilds are gaining ground in this area. The city also has a thriving industry of coal and oil refineries, and extensive steel mills support construction and transportation.

Many Metalborn hire out their skills: Soothers and Rioters in parlors, Coinshots and Lurchers as messengers and delivery people, and Pewterarms and Tineyes as security teams.

Elendel also serves as a transit and shipping hub for the entire Basin, with docks and warehouses operating along each canal. Major docks off the Seventh Octant handle much of the commerce with other port cities. Railways extend outward from the city in every direction, but two major stations—the West Line just outside the Sixth Octant and the Steelrunner Line to the north of the Eighth Octant—serve the regions south and north of the Irongate River, respectively.

Culture

High nobles directly oversee about a third of the city, thanks to their hereditary titles and diversified businesses. Working-class people achieve advancement in society through membership in guilds, each of which has its own internal structures, requirements, and strength of political power. Wealth is abundant in Elendel, as seen not only in the upper class but in the leisure culture of the lower class as well.

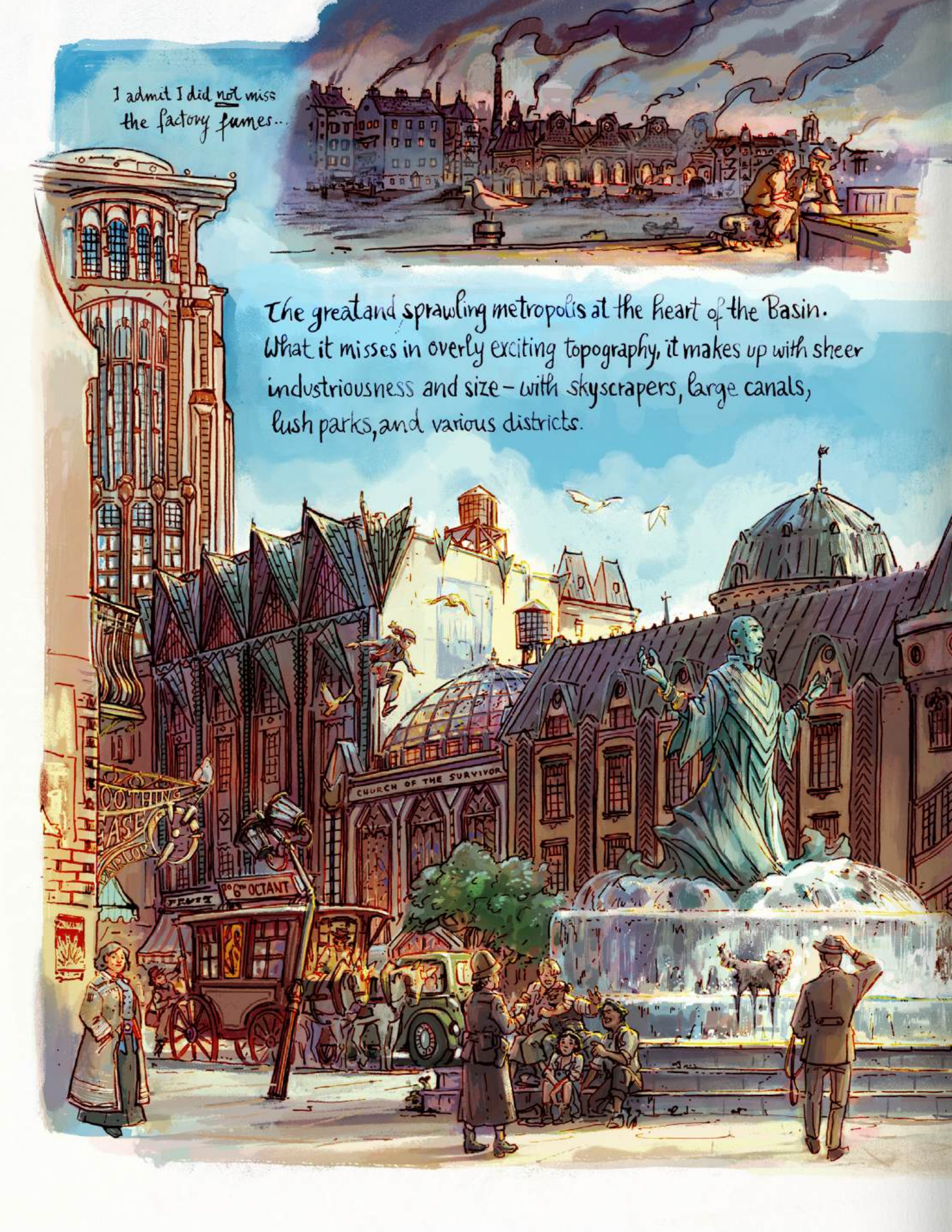
Pubs, restaurants, concert halls, and theaters are available at all social levels. Many venues cater specifically to the wealthy, while smaller halls cater to the working class. Recently, there has been rising interest in attending carnivals and watching motorcar races.

Primary education for children is mandatory. Adults have access to free university programs, though the most prestigious options are costly. Fashion is an important signifier of status and success, and Elenders tend toward dark clothing with interesting accents. See "Elendel Basin" in chapter 2 for more details on Elendel's education and fashion.



MARASI LOOKS TO THE FUTURE OF ELENDEL.

DAN WATSON


I admit I did not miss the factory fumes...
The great and sprawling metropolis at the heart of the Basin. What it misses in overly exciting topography, it makes up with sheer industriousness and size – with skyscrapers, large canals, lush parks, and various districts.
CHURCH OF THE SURVIVOR
6TH OCTANT



MARIE SEEBERGER

Important Locations

Elendel's urban core is divided into eight octants separated by canals. Rather than reserving specific octants for residential neighborhoods, Elendel mixes its residential, industrial, financial, commercial, and education sectors throughout all octants.

Outside the city's core, Elendel transitions primarily to suburbs of row houses and modest estates, with fewer businesses and apartments. Past the suburbs, the outer estates hold sprawling noble manors and extensive farmlands producing everything from food and textiles to coffee and tea.

The Field of Rebirth and the Hub

Canals flow into the city from the rest of the Elendel Basin, converging on the Hub—a central district and public park covered in Marewill flowers year-round. The park itself is also called the Field of Rebirth; in this venerated spot, survivors of the Catacendre emerged from sheltering underground. The Field of Rebirth includes a museum celebrating the Originators and a mausoleum memorializing the Last Emperor and the Ascendant Warrior.



HARMONY CREATED THE DISTINCTIVE MAREWILL FLOWER TO COMMEMORATE MARE, KELSIER, AND OTHER LOST FRIENDS.

DAN WATSON

First Octant

Holding the University of Elendel, First Central Bank, and Madion Ways, the First Octant is the richest octant of the city. The University of Elendel is known for its diverse education offerings, its leading research labs, and the elegant Marehope Botanical Gardens. Madion Ways is the city's financial district, with banks, accountants, and businesses filling its tidy office spaces.

Outside the money and corruption of Madion Ways and the walled grounds of the university, the First Octant also includes Edgard Hall, a sprawling theater with a luxurious ballroom; Mistborn Manor, a historical recreation of the Lord Mistborn's log manor; the Hasting Conservatory music school overseen by Lady Jennivere Hasting; Galivan Memorial Hospital; and several private clubs for the wealthy and elite. One of those clubs, The Silver Voyager, has become synonymous with gentlefolk adventurers, and it hosts a weekly meeting of the Elendel Explorers' League.

In the quiet and extravagant outer areas of the octant, a classically designed manor with manicured grounds and stained-glass windows holds Kelsier's Ghostblood headquarters. Behind this unmarked building's high walls, the Ghostbloods train and work on their schemes and machinations.

Second Octant

Home to many government functions, the Second Octant includes the governor's mansion, the National Archives, the House of Proceedings, and First Insurance Bank. Senators meet in the House of Proceedings to vote on matters important to the entire Basin, and the clerks in the National Archives maintain the largest repository of knowledge in the world.

Organized crime also has deep roots within the Second Octant. The octant's two main factions are the Glass Street Syndicate, which controls territory along the Irongate River, and the Morgenthax family, who operate east of Tekiel Manor. Both organizations have approached the beleaguered House Tekiel about business ventures to help Tekiel recover after their problems with the Vanishers. If Lady Lysarra Tekiel allies her house's infrastructure and legitimacy with either organization, her choice will have far-reaching consequences for the octant.

Third Octant

From the Coolerim Playhouse—a respected establishment featuring both comedy plays and musical performances—to Carmine Feltry's Racing Circuit on the old fairgrounds, the Third Octant has a lively atmosphere and a variety of inhabitants and visitors.

Shippers coming up the Third-Fourth canal regularly stop at the Glimmering Point Docks to offload goods they don't want the customs officials to see. Elsewhere in the octant, independent businesses such as Rochon's Fineworks find excellent foot traffic and a wide customer base. In the southeast section, a slum called the Knobs holds a prominent Sliverist church, which tends to the needs of the impoverished and protects them from the activities of small-time street gangs. Though few noble houses have estates in the Third Octant, this section of the city has a strong upper-middle class of guild members and entrepreneurs.

The Ironspine Building and Tekiel Tower

The Fourth Octant's Ironspine Building and the Fifth Octant's Tekiel Tower compete for the tallest skyscraper in the city, each topping out at over fifty stories. Unknown to the public, the Ironspine is owned by the Set, and it figured prominently in an insurance fraud scheme that left House Tekiel's finances in thorough disarray. This almost led to Tekiel Tower's abandonment, but the family unexpectedly continued construction after a mysterious wealthy benefactor invested in the property.

The Ironspine Building includes costly residential and commercial levels, and it rents office space to various businesses in Elendel. Tekiel Tower is similar but tends toward businesses run by guilds and entrepreneurs, with fewer noble tenants. Tekiel Tower's sixth, seventh, and eighth floors include a majority koloss-blooded apartment community called the Clan Estates. On these floors, wealthier koloss-blooded families subsidize the rent for other families in a rent-control agreement with House Tekiel.

Warren Tresting's Social Club

Located in the Fourth Octant just down the road from the Drunken Spur, Warren Tresting's Social Club appears just like any other gentlefolk's retreat, with shuttered windows, fine liquor, and comfortable seating in elegantly decorated rooms. It is, however, a front for the Trustwarren, a hidden kandra bar where kandra relax in True Bodies among friends. When a kandra needs help dealing with the challenges of appearing mortal, they can find aid at the Trustwarren, be that faking a mortal death, transferring an inheritance, or merely forging credentials.

Kandra in the Trustwarren trade in favors, rare items, technology, and interesting lore. Very rarely, non-kandra are invited into the club as highly trusted associates or confidants.

The Village

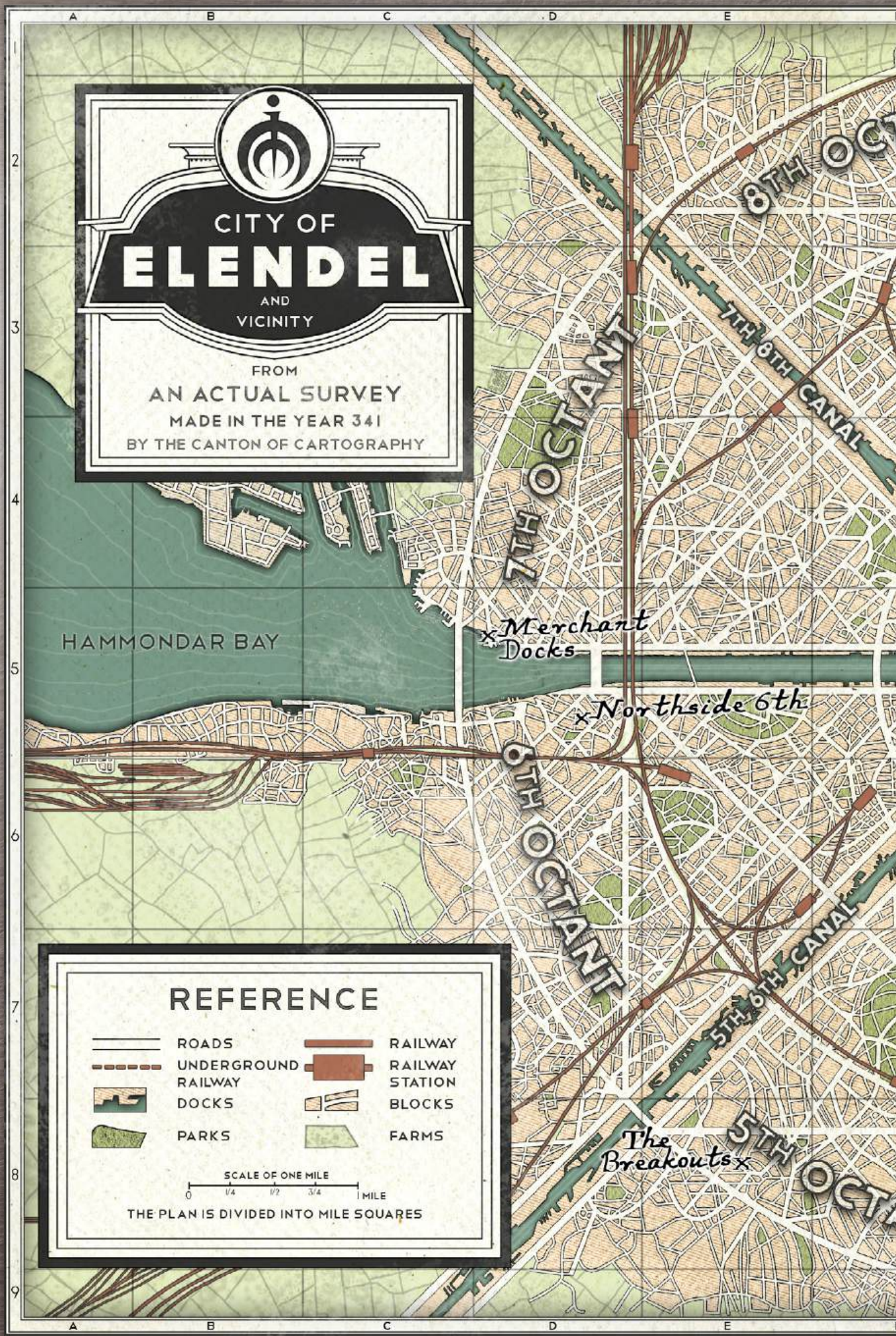
The Village, a Terris community allowed to grow freely with uncultivated greenery, fills a large section of the Fifth Octant. The community is overseen by the Synod, a governing body of volunteer elders who operate outside the city's government, as the Terris govern and police themselves. The Village's Synod considers itself the highest authority on Terris culture in the Elendel Basin—a sentiment not always shared by other Terris enclaves.

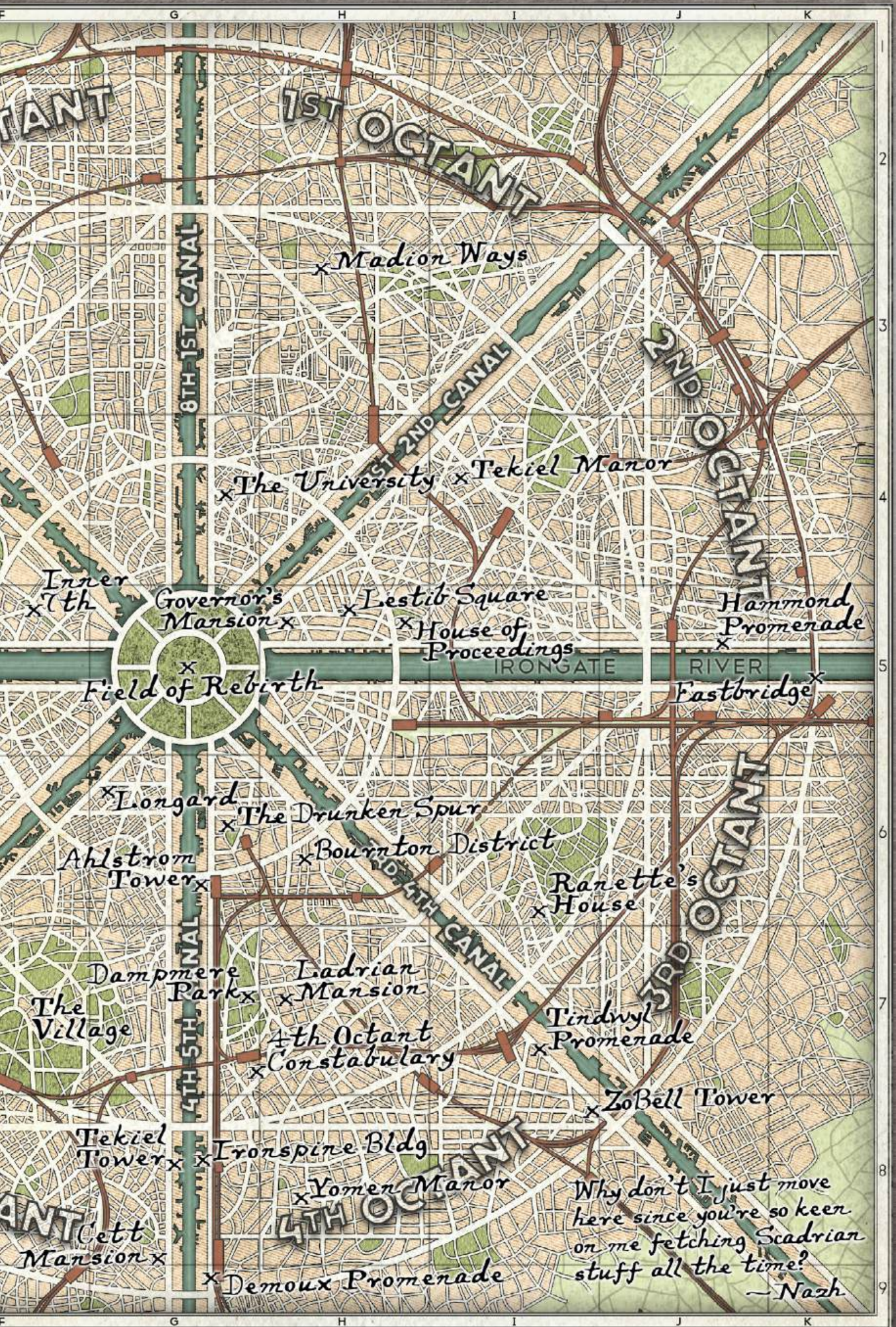
In recent months, delegations from the Terris fundamentalists in the Channerel Range have visited the Village often, seeking common ground and formalized relations. In Elendel, a current culinary fad features Terris food, and several traditional and gourmet Terris restaurants—such as Last Emperor's Noodles, Three Red Peppers Terris Cuisine, and Alexyndrin's—have opened to great fanfare. However, competition between the restaurants is starting to concern the Synod, as this sort of rivalry is inconsistent with Terris culture and doctrine.

Eighth Octant

After Lord Peterus's time as constable-general, the Eighth Octant suffered from a string of weak leaders and corruption scandals. These issues have galvanized a culture of extreme criminals in the octant—some Metalborn and others not—who compete to prove they're the best and brightest of the Eighth Octant's underworld. They rob coaches, warehouses, banks, and homes, and they concoct elaborate schemes, farcical chases, and daring escapes. Some criminals do it for the fame and money, but others focus on revealing the cruel and greedy businesses, nobles, and constables—giving the stolen wealth to the people in the slums.

Notable areas in the octant include the grounds of the Razzy Gillespie Carnival, which promises rides and cheap snacks like frozen bananas and chouta from Bilming, and Ashgate Penitentiary, a prison complex with guards trained to face Allomancers.


CITY OF
ELENDEL
AND
VICINITY
FROM
AN ACTUAL SURVEY
MADE IN THE YEAR 341
BY THE CANTON OF CARTOGRAPHY
HAMMONDAR BAY
7TH OCTANT
8TH OCTANT
5TH OCTANT
7TH 8TH CANAL
5TH 6TH CANAL
Merchant Docks
Northside 6th
The Breakouts
REFERENCE
ROADS
UNDERGROUND RAILWAY
DOCKS
PARKS
RAILWAY
RAILWAY STATION
BLOCKS
FARMS
SCALE OF ONE MILE
0 1/4 1/2 3/4 MILE
THE PLAN IS DIVIDED INTO MILE SQUARES



ISAAC STEWART

Greenbriar Estates

Located south of the Fifth Octant, the Greenbriar Estates are pastoral farmland far removed from the industrial bustle of Elendel proper. Many wealthy families maintain country houses in the area, and their managers oversee the numerous farms and generational homesteads.

The ultimate responsibility for the Greenbriar Estates, however, falls to House Haught, owner of most of the land. Growing dissatisfaction regarding pay for farm labor has put Haught into a challenging position, and there's open talk of a farmer's union strike. Unknown to Haught leadership, the young scion Taradel Haught has aligned himself with the union, and he's working to undermine his family's business until the house accedes to the union's demands.

Adventure Hooks

You can use the following ideas to spark an adventure set in Elendel.

Burn Rubber

After the characters suffer a serious setback, they have one chance to cover their debts: to enter and win a motorcar street race, which starts in the Hub, then runs down the Third Octant. However, the competition is compromised, as a competitor has hired Metalborn to disrupt the race at key points.

The Importance of Being Shewrman

Barstingweth, Lord Shewrman's longtime steward, approaches the characters with a dangerous secret. Lord Shewrman has gone missing! If the characters agree to seek the lord, their investigations lead them through a series of escalating oddities, including counterfeit furniture, an incomprehensible play about long-necked Roughs horses, a sinister Trellist cult, and a centuries-old winery.

Lucky Day Dean

Offering only the name "Dean," a chemist and member of the Ghostbloods hires the characters to acquire rare materials from a private laboratory in the First Octant. The heist must be perfectly planned, because security is tight—and willing to use deadly force.

Noodle Shop Blues

The Bluestreet Noodle Shop, a Terris restaurant on the outskirts of the Village, has been targeted by a protection racket from a street gang called the Pins. The restaurant's married owners, Teslydin and Ethladel, sought help from the constabulary, but the corrupt constables are also on the take. The chefs turn to the characters for a solution.

Relic Hunters

After the death of Chip Erikell, the top smuggler in the Third Octant, his sibling Dedrus is desperate for a big infusion of capital. They want to back an expedition to the wilds beyond the Roughs, in search of priceless relics to sell to wealthy noble collectors. Dedrus has a dossier of maps, rumors, and hints, which they insist will lead to a valuable find if the characters sign on.

Other Scenes

The Elendel Encounters table presents ideas for individual scenes you can use in any campaign.

Elendel Encounters

d6	Encounter
1	A Slider and a Lurcher get into a brawl, and the Slider's pouch of bendalloy lands at the characters' feet.
2	A noseball team coached by Tony the Golden Jet needs new players after several were injured in a pub brawl.
3	Basin-famous actors Trevva Cett-Venture and Penelope Portreau are making a scene in public.
4	Rumors persist of a green-eyed ghost menacing a neighborhood. A bumbling paranatural detective is on the case.
5	A Terris Brute from the Village arrives to apprehend the characters' ally for vandalism.
6	A barge worker offers to sell several small bars of Invarian steel.



New Seran

Known as the City of Fountains, New Seran sits in the southeast corner of the Elendel Basin along the Seran River, which flows from the mountains back to Elendel. The city is built on flat-topped stone terraces crossed by streams that spread through the city, finally tumbling from the cliffs as hundreds of waterfalls. Lush and inviting, the city's verdant greenery climbs terraces and decorates classical cantonesque manor houses, all overlooked by the lofty, white-topped Seran mountains.

The city combines hospitality, comfort, and extravagant wealth with a zeal for daring and a lust for adventure. Anti-Elendel sentiment roils alongside disgruntled laborers, noble houses build their fortunes on mineral and logging rights from the Roughs, and academics experiment with fantastic weird science beyond the oversight of Elendel's governing bodies.

Overview

When creating new adventures in New Seran, consider the following factors.

Government

The nobility dominates New Seran's political structure. A mayor and four councillors are elected from the wealthiest and most influential of the city's noble class. Mayor Festria Orielle, who has held office for the past three years, is an outspoken opponent of Elendel and an ally of Gave Entrone, a politician who grew up in New Seran and relocated to Bilming. New Seran's constabulary is separated into three precincts—Uptown, Midtown, and Downtown—with around one hundred constables each. The city also maintains a militia of one hundred soldiers who monitor routes into the Southern Roughs.

Inhabitants

Approximately two hundred thousand people live in New Seran, most of them laborers in shipping and manufacturing. The city also has a significant population of nobles, and it's considered an attractive location for noble families with a lot of wealth and an appreciation for Final Empire values and luxuries. With its proximity to the Southern Roughs, New Seran also has a thriving koloss-blooded culture, mostly in the Flint's Hollow district.

Economy

New Seran is known for its elevated gondolas, which are maintained by the New Seran Transport Association (NSTA), as well as for its activities as a shipping hub. Minerals and lumber coming out of the jungles of the Southern Roughs pass through New Seran, and although Elendel gains most of that wealth, New Seran still profits highly. Elendel's economic hegemony is often represented as a lion attacking the hawk-eagle of New Seran. The city, with its access to raw materials from the Southern Roughs, prides itself on producing high-quality goods in the city—goods that never get taxed by the 'Del.

Culture

New Seran's noble culture is embodied through relaxation, leisure, and polite high society that greatly emphasizes hospitality. For nobles, taking advantage of the lush and cultivated city and its rugged mountains is considered the best indication of wealth and status. Even when crowded, the streets move at a sedate pace as inhabitants stroll through parks and cross bridges. The rich drink the finest wines, collect the most unusual curiosities, and pursue the most fascinating new gadgets or old relics.



NAZH AND NICKI SAVAGE STRUGGLE IN ONE OF THE GONDOLAS OF NEW SERAN.

SONDERFLEX STUDIO



ISAAC STEWART

The University of New Seran is well known for its imaginative students and professors, including the author and playwright Professor B. Sablerfils and the disgraced inventor Professor Yennev Hanlanaze. Working-class residents, who have long protested the unfair distribution of wealth, are now organizing into unions. Meanwhile, the city's political elite work to channel this rage away from themselves and toward Elendel, stoking the population into an independence movement rather than a socialist one.

Fashion in New Seran includes brightly colored railroad stripe suits and boating hats as well as pastel dresses and lacy, broad-brimmed hats. Working-class residents wear buttoned shirts, often covered by overalls or full-length aprons, plus newsie caps, bonnets, or Roughs-style brimmed hats. Many working-class families take pride in keeping a nicer set of clothes, which many wear to church, on holidays, or on other special occasions.

The Set

After the constabulary's recent investigations into the death of Lady Kelesina Shores, the Set has slowed operations in New Seran. Many of the Set's local allies carry on various schemes, attempting to regain the favor of the organization, but for the most part, the Set has reallocated its resources to Bilming.

Important Locations

Built across several terraces at different elevations, New Seran includes the major districts of Uptown, Midtown, and Downtown. Outside the city, farmsteads and ranches cover the valley that passes through the Seran Range.

In Uptown, noble estates are largely concentrated in the Waterman District and the Trio—the latter of which also features a commercial district.

Midtown includes the New District, Tinview Station (which serves passenger trains), and the Reaches (a Terris enclave).

Encompassing the city's lowest terraces, Downtown includes warehouses, factories, and other businesses, as well as residential districts such as Flint's Hollow and Magnolia Gardens.

OPPOSITE: MAP OF NEW SERAN.

Uptown

Home to the government's administration buildings and many noble estates, Uptown is very wealthy, well educated, and well maintained. People of interest in Uptown include Mayor Festria Orielle, who stokes anti-Elendel sentiment, and Lady Sharlot Farthing, an elderly and distinguished woman opposed to the Set.

Mayor Orielle spends much of her time hosting politicians from other Basin cities, showing them a good time at ski chalets and in manicured parks. She courts business opportunities at the expense of her constituents, using incendiary rhetoric to channel the city's aggression against Elendel, rather than at herself or her activities.

Meanwhile, Lady Farthing holds court at Farthing Mansion on Blossom Way, an impressive three-story stone mansion. Each of her numerous children and grandchildren are embroiled in one scheme or another thought up by Farthing's brilliant mind.

Uptown also includes several Sliverist churches and the University of New Seran. Researchers and professors at the university live in campus housing and spend their lives in lecture halls, laboratories, and nearby pubs excitedly discussing and ambitiously working on their latest experiments.

The Trio

Called the Trio, the city's only three skyscrapers—Seran Tower, Venture Tower, and Statlin-Ostlin Tower—stand at the center of a thriving commercial district. Many noble houses from other Outer Cities have business presences in the Trio, overseeing their operations in the Southern Roughs. This business center offers a variety of local goods, high-class restaurants, and entertainment venues. The Uptown Trio Theater is lauded for its dramatic stage plays, though it's constantly overshadowed by the Gaudet Symphony in Midtown.

In recent days, fair-wage proponents have staged demonstrations in Seran Tower's offices. Rather than disperse the protesters, Mayor Orielle has had the constables record their specific grievances and contact information—which she plans to use to recruit the protesters for the Set. The owner of Venture Tower is the eccentric Hortense Cett-Venture, a chromium Ferring and gentlefolk adventurer who leads exciting expeditions to the Southern Roughs and Conrad Delta to scour pre-Catacendre ruins for valuable historic artifacts.


New Seran's spectacular scenery reminds me of some Rosharan cities – just way greener.
VALETTE'S
Flint's Hollow is currently the place to be for the young and vibrant.
Keen and watchful eyes: the big statue of the Lord Mistborn holding out his blindfold with the hawk-eagle of New Seran on his arm
Emblem of the New Seran Transport Authority
NSTA

Midtown

More of a rough-and-tumble district than Uptown, Midtown holds public areas, transportation hubs, and lots of entertainment. With Tinview Station's passenger trains as well as gondolas from both Uptown and Downtown, Midtown is full of peoples and cultures mixing. Basin Bill's Old Time Pub & Playhouse caters to gentlefolk adventurers, mercenaries, and dilettante nobles, but it also hosts events and stories for the curious. Guides and grifters in Basin Bill's sell maps, rumors, and trinkets, sending their customers into the Roughs (and beyond) to seek magical artifacts, riches, and fame. Located in the center of Midtown and overlooked by an aging Survivorist church, Basin Bill's is a rowdy landmark where nobles rub shoulders with adventurers of all descriptions.

On the north side of the district, nearly up to Uptown, stands the Gaudet Symphony. Having received citations of excellence from two of Elendel's governors, the Gaudet Symphony is a premier musical venue and assembly. The current conductor and composer, Ashlake Buvidas, is an eccentric genius with a penchant for traveling the Basin in search of new performers, new instruments, and new inspiration. Buvidas has a particular love for Final Empire operas, and they pay handsomely for lost manuscripts.

The Reaches

Two generations ago, the Reaches was a small Terris enclave in southwestern Midtown. However, after a scandal with the Synod put the elders and their beliefs out of favor, the Reaches became just another neighborhood in the city—albeit one with an unusually large concentration of Terris. Recently, the Reaches have become a trendy destination district, and an influx of non-Terris residents has started to transform the cultural makeup of the area.

The Reaches are becoming a busy party district with restaurants, music halls, and bars. But as the area gentrifies, Terris cultural touchstones are disappearing on every street. A group of disgruntled Ferrings called the Copperminds are escalating their displays of displeasure—moving from vandalism and heckling to theft and assault.

OPPOSITE: NEW SERAN IS A COLORFUL AND VERDANT CITY BUILT UP THE SIDE OF A MOUNTAIN.

MARIE SEEBERGER

Downtown

Downtown's industry hub is split across the Crate District, the Stonesplitter District, and the Trainyard District. The terrace includes warehouses, docks, mechanic shops, stables, lumber mills, ore refineries, forges, and all sorts of other businesses.

Companies operating in the Southern Roughs maintain offices here, and the shipping yards support dozens of trains, barges, and stagecoaches that pass through every day. In recent days, a rash of cargo thefts has the local constables searching for corrupt shipping personnel—but what they haven't yet realized is that the perpetrators are a Roughs gang. Led by a notorious outlaw named Snakehand Gill, the gang holes up in an abandoned warehouse in the Crate District. Snakehand Gill is financed by the Diamond Rock Shipping Company and tasked with targeting its main rival, Crescent Resources.

Flint's Hollow

A cozy neighborhood filled with well-maintained single-story homes, Flint's Hollow has a majority koloss-blooded population. The district is a closely knit community, and families host nightly outdoor meals and music—which sometimes get loud enough to compete with the city's ever-present waterfalls. Each home includes a stitched banner decorated with marks representing each koloss clan that family members hail from. Most banners are weatherworn and bear numerous symbols showing the interconnectedness of overall koloss culture.

In the last year, Elendel's noseball sport has taken root in Flint's Hollow, with four adult teams and pickup games between kids most days. There's a monthly tournament called the Flint Cup, and players from other districts have started to join. There's even talk of a team getting a sponsorship from Basin Bill's.

Kandra Bone Library

Located in a series of caverns accessible through a secret passage behind a Midtown waterfall, the Bone Library is a collection of human and animal skeletons curated by two Seventh Generation kandra, InVur and MaPaag. These kandra not only collect skeletons, but they fashion True Bodies of wood, stone, metal, crystal, and other stranger substances. Their inventory includes a variety of dog and horse breeds, plus rare creatures such as snakes, gorillas, and jaguars.

Kandra visiting New Seran are encouraged to experiment with these various bones in the privacy of the caverns, but the more daring visitors take the bones out to wander the countryside around New Seran. InVur and MaPaag also take orders for custom True Bodies, and they accept bone donations from human and koloss-blooded families. In exceptional cases, the kandra may approach a notable person, offering to pay for their bones in advance so the kandra can claim them once the person dies.

Seran Valley

The lush valley outside New Seran has abundant farmland, vegetation, streams, and lakes. Rural communities such as Hopperwill and Derring rely on New Seran's small militia for protection, and the people in these communities live pastoral lives. Up the plateaus and cliff faces, small seasonal settlements and comfortable lodges support recreational hiking and skiing, while gondolas ferry people up and down.

House Farthing is surveying routes for an ambitious mountain railway, which will open new slopes for use and development. The most exclusive skiing club is Harmony's Garden, a plush getaway with fantastic views and numerous hot springs. However, most people around New Seran prefer to spend their leisure time at the much more affordable Marmot Lake Resort.

Adventure Hooks

You can use the following ideas to spark an adventure set in New Seran.

Blockade Run

When Rail Workers 501, a union headquartered in Doriel, blockades the railway from New Seran to Elendel, Mayor Orielle seeks couriers. She asks the characters to take a package through the blockade by stagecoach and discreetly deliver it to Gave Entrone in Bilming—but she warns that the union workers have set mines and ambushes. After this meeting, a resolute woman dressed as a rail worker approaches the characters. Introducing herself simply as the Foreman, she offers safe passage through the blockade if the characters allow her an hour alone with the package.

Challenge of the Seran Peaks

Hortense Cett-Venture, eccentric millionaire, needs help to protect a relic called the Heart of Lost Doriel. Agents of Wraith, a shadowy organization searching for a temple of great value in the Southern Roughs, pursue Cett-Venture and the characters across the slopes and gondolas of the Marmot Lake ski retreat.

Guests Indisposed

Ashlake Buvidas is performing an adaptation of the B. Sablerfils operetta *A Hero for All Ages* at the Gaudet Symphony, and they wish to invite Professor Sablerfils and his university colleagues to the premiere—but the professors are nowhere to be found. The characters must find the various professors scattered around New Seran while navigating challenges like inebriated revelry, disgruntled fans, a mysterious foreign adventurer, and a gang of inept Elendel smugglers.

Science Not Meant for Mortal Minds

The disgraced Professor Yennev Hanlanaze recruits the characters to acquire inventions from his rival, Professor Jessi Nulien. While infiltrating Nulien's private lab, the characters discover horrific Hemalurgic experiments.

Testing the Air

When Lady Edwina Airs's uncle—the notorious spy Devlin Airs—left New Seran several years ago, Lady Edwina set out to take over the family business. She needs informants, and she wants the characters to audition for the role by attending a Farthing party and gathering useful information for her.

Other Scenes

The New Seran Encounters table presents ideas for individual scenes you can use in any campaign.

New Seran Encounters

d6	Encounter
1	A professor from the university demonstrates a new ultra-magnet. The invention damages a gondola, endangering the passengers.
2	At a protest, a Survivorist priest is attacked by rail workers—but oddly, the attackers' shoes are far cleaner and more expensive than those of other protesters.
3	A stagecoach transporting prisoners from the Roughs is lit on fire as it enters Downtown, and criminals escape into the city.
4	Basin Bill's is hosting a darts tournament, and the winner gets a 500-boxing store credit for gear.
5	House Farthing soldiers pursue a koloss-blooded woman who's wearing a necklace with the signet ring of a young Farthing scion.
6	MaPaag the kandra needs the characters to break a serval out of a glass enclosure in Mayor Orielle's private zoo.

The Northern Roughs

The Northern Roughs balance law and frontier and exemplifies the homesteader spirit. The people see their dusty, hardscrabble land as freedom—a way to escape the strictures of Basin life.

Vegetation is sparse, with scraggly trees and dry grasslands shot through by muddy waters. Red-brown mesas rise above the landscape, standing sentinel over winding canyons and deep caves.

Major railways from the Basin run along rivers to big settlements such as True Madil. From there, minor railways spiderweb out toward mining claims. However, many of these railways and claims are abandoned and in disrepair.

The Roughs have a reputation for lawlessness, partly because criminals from the Basin hide in the Roughs, and partly because the concentrated wealth moving to and from the region presents a tempting target for theft. Nevertheless, Roughians are like anyone else—just trying to make a living.

The following sections focus on the Northern Roughs and their inhabitants. For more information on the broader region and its history, see chapter 2.

Overview

When creating new adventures in the Roughs, consider the following factors.

Government

Roughs self-governance and independence is a popular topic every few years, but it's regularly quashed by company executives and noble interests from the Basin. In practice, each community in the Roughs has their own way of determining leadership. Some elect mayors, and others discuss all major decisions within citizen town halls. True Madil, the largest city in the Roughs, is currently led by Mayor Ramon Hestingdew, but he's more of a city administrator. The real power in True Madil sits with various mining executives.

Inhabitants

There has never been a census of the Roughs, and many of the region's people are transient workers serving as laborers, farmhands, and miners. It's estimated that the region's koloss number around one hundred thousand, while estimates for the human and koloss-blooded residents range from eighty thousand to one hundred fifty thousand. The Northern Roughs have a very small percentage of noble and Terris people and a relatively high percentage of koloss-blooded people. The region has few enough Allomancers and Feruchemists that many of them are known by name, even in communities they've never visited.

Several violent koloss clans populate the north and west, whereas koloss clans in the east have struck deals with Roughs communities and mining companies. There are many koloss-blooded communities, particularly to the northeast where the Chennant and Hukainly koloss clans trade with Roughs communities.

Economy

Hundreds of mines are exploited by dozens of companies. The most powerful mining companies in the Northern Roughs are Diamond Rock Shipping Company, Lekal Logistics and Minerals, Truesteel Metals, and Tyrian Iron. The Roughs have a difficult time producing food, so canned and preserved foodstuffs are regularly shipped from Elendel for sale by local grocers.

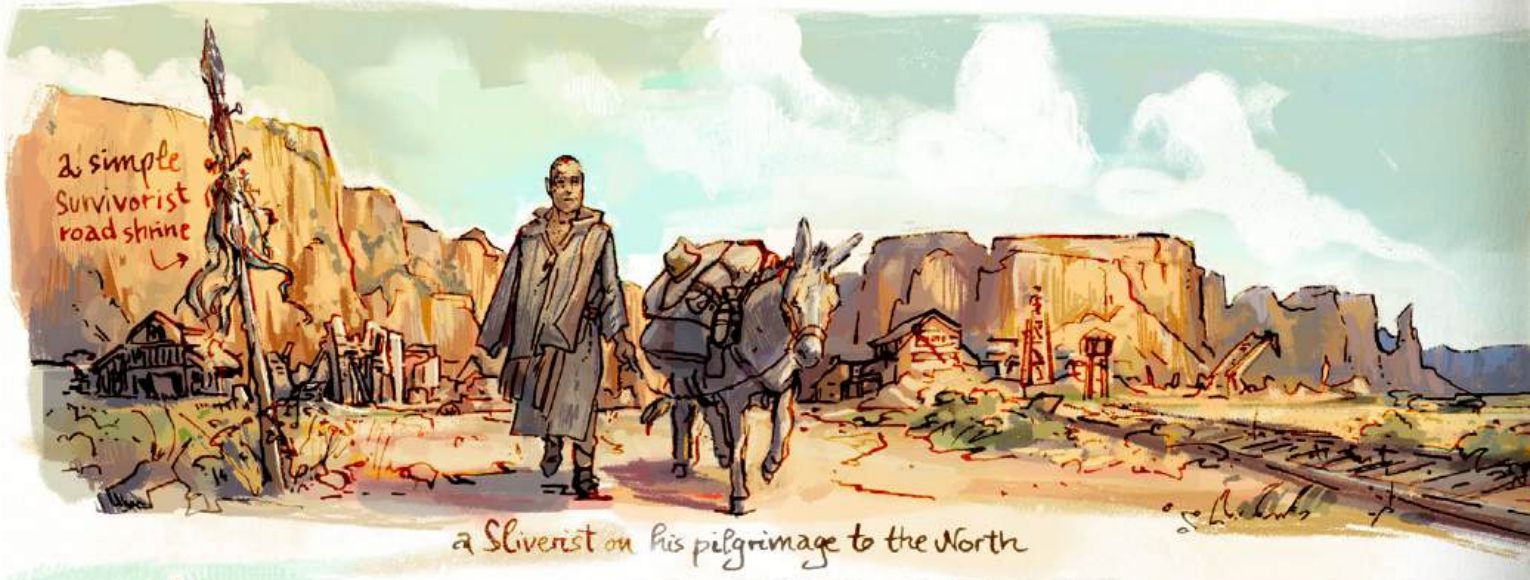
Raw materials such as base metals, minerals, coal, oil, salt, and precious metals are exported to Elendel. Allomancer criminals skim raw materials from these shipments to refine in the Roughs and power their Metalborn abilities. Stagecoach hijackings and train robberies are common, and the mining companies post bounties and wanted posters in settlements.

Culture

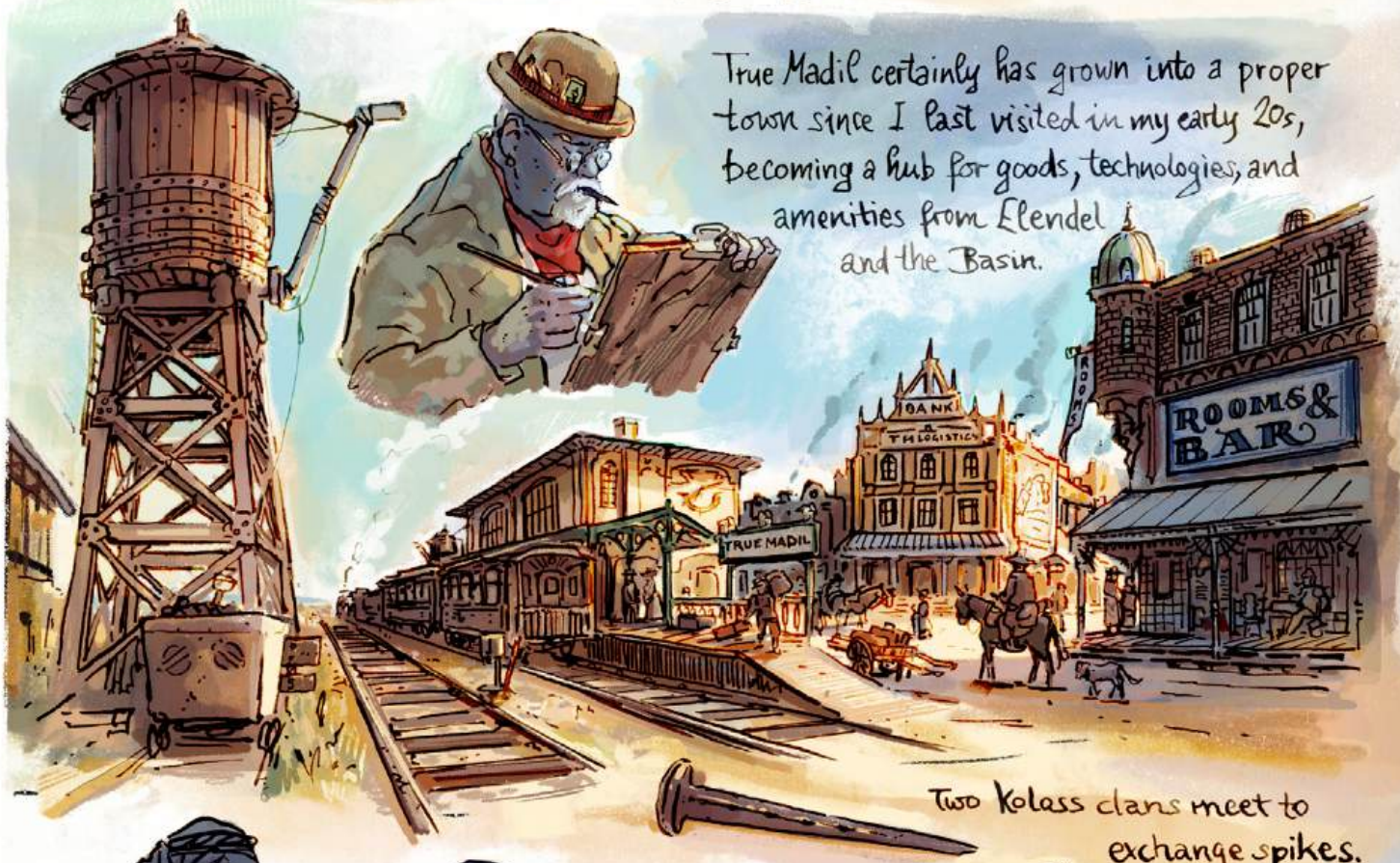
Most people in the Roughs pride themselves on a deep well of fortitude and a healthy dose of fatalism. They're used to losing crops, shipments, and buildings to weather, bandits, and bad fortune. To Roughians, these risks are worth the opportunity to live on their own terms, away from the pretenses and shackles of Basin culture. Meanwhile, the companies prioritize profit and productivity over their people's safety, so in times of hardship, communities band together to take care of each other.

Education options are limited in the Roughs, and small towns might only have a one-room schoolhouse.

Fashion standards are practical, including sturdy trousers, buttoned shirts, and broad-brimmed hats, often accented by a colorful duster.



a Sliverist on his pilgrimage to the North



True Madil certainly has grown into a proper town since I last visited in my early 20s, becoming a hub for goods, technologies, and amenities from Elendel and the Basin.



Two Koloss clans meet to exchange spikes.



MARIE SEEBERGER

Businesses and Entertainment

Communally important businesses such as blacksmiths, hotels, grocers, laundries, hardware stores, and saloons cluster together in the center of most towns. Larger settlements often also have gambling halls, newspaper offices, a bank, a school, a post office, and public stables or corrals. Most towns have a church or two, and some towns have specialized services such as chemists, theaters, or hospitals.

Bawdy theater shows and saloon performances are popular pastimes, and many people spend their leisure time in bars and public houses.

Important Locations

Separated from the Elendel Basin by mountain ranges, "the Roughs" is the common term for the frontier lands outside the Basin. The lands known as the Northern Roughs are relatively developed and are currently booming. Infrastructure, better railways, and new mineral finds have supported population growth in True Madil, Weathering, and other communities.

True Madil

The largest and most modern city in the Northern Roughs, True Madil's population is estimated at around twenty thousand people. The city stands at a river branch, and the landscape includes mesas, rocky canyons, and hundreds of caves where bandits can hide. A major railway runs along the river between True Madil and Drypost, a 125-mile route serving as the main artery for trade in the entire region. True Madil has a bustling main street with multiple businesses and satellite offices for several major mining companies.

The docks load and unload barges constantly, and the railyards are busy day and night. Disputes have been heating up recently between the Diamond Rock Shipping Company and Lekal Logistics and Minerals, which both have offices in True Madil; clashes have included sabotage, theft, and even a gunfight in Isaeuc's Bend.

Weathering

Located on a grassland plain, Weathering is the largest community in the western region of the Northern Roughs. The population has grown swiftly in the last few years after the railway reached the city. Weathering now boasts over ten thousand residents, including the small Wilko koloss clan in the suburb of Barrowcrest. The main lawkeeper, a shifty man named Barl, is overwhelmed by the number of people he oversees, and he's looking for help protecting residents and businesses from bandits and the Kogarroch koloss clan.

The Survivorist church's head priest, Mother Johanna Markal, is campaigning hard to be officially elected mayor. She wants to rally the population against Truesteel Metals and Tyrian Iron, two mining companies which have recently purchased local mineral claims. A popular homesteader named Ferson Brown is campaigning against Markal, but he's secretly bankrolled by Truesteel Metals.

Tyrian Sea

The former location of one of the Final Empire's fabled Ashmounts, the inland Tyrian Sea is filled with fish and diverse wildlife. This bountiful location would be an attractive place for settlements, but its southern coast is part of a territorial skirmish between the Hinnaird and Hudowen koloss clans—and they're quickly heading toward an all-encompassing war. The conflict has escalated even further after the Hudowen attacked the Hinnaird with ships belonging to Tyrian Iron.

The mining company maintains the ships were stolen, but some people are skeptical—if the Hudowen struck a secret alliance with Tyrian Iron, the company could gain access to several valuable mineral claims in the area. This rumor has galvanized Truesteel Metals, Tyrian Iron's major competitor, to get involved, potentially turning a koloss conflict into a devastating proxy war. This might be prevented if the Hinnaird could prove Tyrian Iron has broken mining regulations, prompting the other companies to hold the company accountable. Alternatively, if Tyrian Iron were proved innocent, Truesteel Metals would have to avoid the conflict.

Faradana

A smaller city about half the size of Far Dorest, its northern neighbor, Faradana is known for its coal deposits and oil sands, which are mostly developed by Lekal Logistics and Minerals. Mayor Savannah Hukainly is koloss-blooded and maintains mutually beneficial trade agreements with both the Hukainly and Chennant koloss clans in the eastern foothills.

A little over a thousand of Faradana's three thousand residents are koloss-blooded, and Faradana is a hub for Basin-born koloss-blooded kids to learn about koloss culture before traveling with one of the clans. Recently, frequent mine collapses to the south have fed rumors of a vengeful beast that lives below ground, but Mayor Hukainly and Vestran Lekal, the local company representative, are convinced the accidents are industrial sabotage.

Adventure Hooks

You can use the following ideas to spark an adventure set in the Roughs.

The Ape Escape

Ape Manton, notorious thief and Allomancer-hater, has escaped from the True Madil prison. The Diamond Rock Shipping Company has posted a 2,000-boxing bounty to bring the Ape in, dead or alive. Rumor says he's headed south to settle a score, but in truth, he's probably hiding in a small town.

Fistful of Boxings

A sickly old man at the saloon confesses he buried stolen company wages "where the sun meets the Survivor's Spear" in the ghost town of Feltrel. The old man is dead by morning, and the treasure hunt is on. The characters must contend with fortune hunters, Ironbrand bandits, and Kogarroch koloss warriors.

Murder at the Cirque

Countess Spectacular's Aurora Cirque, a traveling circus featuring trained animals, clowns, fortune tellers, and Allomantically propelled rides, has arrived! The community enjoys the excitement—until a local ranch hand is found murdered. Can the characters solve the murder before the town sets itself against the circus Allomancers?

Recipe for Perfection

The Logshine Brewery in True Madil has mysteriously halted all operations and sent workers home. The doors are barred from the inside. A supervisor hires the characters to break in with her and find out what's going on. Inside, they find an irritable kandra attempting to perfect a beer recipe.

Secrets Written in Ink

The journals of the late Jorben the Chemist have gone up for auction in True Madil, and many people believe his recipe for an industrial incendiary is hidden within one of them. Executives from several mining companies, Hortense Cett-Venture from New Seran, and a representative from the University of Elendel are all expected to bid on the journals. Meanwhile, Vestran Lekal hires the characters to steal them.

Other Scenes

The Roughs Encounters table presents ideas for individual scenes you can use in any campaign.

Roughs Encounters

d6	Encounter
1	A kandra in giraffe form asks for help procuring new bones.
2	Bandits ride into town and threaten a prominent community member.
3	A gentlefolk adventurer dangles from a second-story window and begs for help.
4	A koloss asks for help negotiating the purchase of a fallow plot of land from an obstinate noble.
5	Terris Hearthseekers ward off a bandit attack.
6	A stagecoach barrels through town, the horses out of control and the occupant screaming for help.



A WANTED POSTER CAN LAUNCH A GRAND ADVENTURE.

The Roughs weren't a simple place, but they were a place of simple solutions.

WHITE HORN



CHAPTER 8

ADVERSARIES

The world of Scadrial is a stage for heroes to stand up to the rich and powerful, and to tear down institutions to create something better—all as the world falls apart around them.

This chapter provides the tools for GMs to populate Scadrial's warring forces (secretive or otherwise). Here you'll find villains who seek to bring the world to ruin—but you'll also find heroes fighting for the preservation of their lives and loved ones. Scadrial's archetypes range from thieves and detectives fighting at street level to Mistborn and Hemalurgists wielding remarkable Invested Arts.

Using Adversaries

Each **adversary** in this chapter represents a type of character you can include in your adventures. The adversary **profile** begins with a description of who or what they are, meant to spark creativity and help you fit them into your unfolding narrative. At the end of each profile, you'll find an adversary **stat block** that represents their game statistics and abilities.

Additionally, the end of this chapter provides optional adversary **modules** you can use to customize any stat block. These grant an adversary special abilities linked to their ancestry or to the Metallic Arts.

The upcoming "Reading Stat Blocks" section summarizes how to use each adversary's stat block. In the *Mistborn Handbook*, chapter 13 presents full adversary rules, and chapter 10 presents general rules for combat.

OPPOSITE: VIN FIGHTS AMID A RELENTLESS ARMY OF KOLOSS WARRIORS.

WAYNE REYNOLDS

Choosing Stat Blocks

If you're using a prewritten adventure and a scene calls for you to introduce an adversary, the adventure likely tells you which adversaries to use, and their names appear in bold to indicate there's a stat block available. For example, if the adventure says "two **outlaws** approach," use the outlaw stat block twice.

If you're creating a scene of your own, see "Building Combat Scenes" in chapter 13 of the *Mistborn Handbook*; there, you'll find guidance on creating a good balance of interesting adversaries.

At the end of this book, appendix B presents an alphabetical list of all stat blocks in this chapter. You can find additional adversaries in other Cosmere RPG products, such as NPCs from published adventures, animal companions for PCs (found in the appendix of the *Mistborn Handbook*), and characters from other worlds (found in other world guides in the Cosmere RPG).

Allies or Opponents?

Though the language of "adversary" implies opposition, the NPCs and other creatures detailed in this chapter needn't be encountered in a hostile context. Player characters might also test their wit against their friends, spar with their mentors to hone their abilities, or fight alongside their allies.

However, Scadrial is a world defined by complex webs of intrigue and continually tested by scarce resources and autocratic powers. With wary alliances, shocking betrayals, and secret identities, your staunch ally one session could be your sworn enemy in the next.

Where to Encounter Adversaries

Many of the profiles in this chapter suggest where (and when) you might encounter those adversaries. Additionally, chapters 6 and 7 of this book offer scene ideas for each point of interest in those chapters.

The upcoming sections offer further ideas for urban and rural scenes across both eras.

Dominance City Scenes ERA 1

The obligators and the nobility keep a firm grip on the Final Empire's cities—but in the shadows, skaa rebels and criminals lurk.

Dominance City Scenes

d6	Dominance City Scenes
1	After the PCs witness a noble **Mistborn courtier** killing a rival, the Mistborn pursues the party to tie up loose ends.
2	A squad of **hazekillers**, convinced the PCs are harboring a Misting fugitive, demand the party surrender all their metals.
3	Crowds part as a **Steel Inquisitor** searches for their quarry. Their gaze fixes on the PCs.
4	Having heard of the party's prowess, a **mastermind** corners them. The mastermind offers a choice: join their scheme or become collateral damage.
5	A noble **socialite** and their **bodyguard** entreat the PCs for vital information.
6	A veiled **Mistborn assassin** attacks, refusing to say who sent them.

Imperial Countryside Scenes ERA 1

From the finery of noble estates to the bleak skaa plantations, there's always something new to find along the empire's canals.

Imperial Countryside Scenes

d6	Imperial Countryside Scenes
1	The PCs cross paths with a **koloss** patrol, enraged and ready to draw their blades.
2	A runaway skaa cries out for help, claiming a **mistwraith** is chasing them.
3	When the PCs come across **rebels** moving weaponry, the rebels demand assurances of silence.
4	A squad of **garrisoners** demands to question the PCs about rumors of skaa deserters.
5	A Terris steward—secretly a **Feruchemist**—asks for an escort while returning to the city.
6	A lonely noble approaches for information—but they're secretly a **kandra spy** on their way to a new Contract.

Basin City Scenes ERA 2

In Harmony's world, the cities of the Elendel Basin are alive with the hustle and bustle of its people and its industries.

Basin City Scenes

d6	Basin City Scenes
1	Having heard about the party's escapades, an **agent of the Set** attempts to kidnap one of the PCs.
2	An escaped **Hemalurgic chimera** bursts into the room, looking for blood.
3	A constabulary **detective** flags down the PCs to ask about an ongoing investigation.
4	A **Ghostblood** makes contact and offers to trade information.
5	A **con artist** attempts to swindle the PCs out of their riches.
6	A **socialite** offers to invite the PCs to a high-society party—if the party can make it worth the socialite's while.

The Roughs Scenes ERA 2

Beyond the safety of the Basin, the Roughs is a relatively lawless and sparsely populated frontier.

The Roughs Scenes

d6	The Roughs Scenes
1	A sprinting **lawkeeper** stops to ask which way their perp fled.
2	A lost **Malwish pilot** seeks help from someone willing to be discreet.
3	The PCs are accosted by an **outlaw boss** looking to score boxings.
4	A **koloss-blooded officer** asks for help righting their commander's wagon.
5	The PCs are surrounded by an **enforcer** and **outlaws**, who claim to be defending their territory.
6	A tenacious **merchant** seeks to convince the PCs to buy the latest city merchandise.



Shan attacked in a flash of spinning daggers, and Vin was forced to jump backward again.

Reading Stat Blocks

This section summarizes the most important things you need to know about adversary stat blocks. In chapter 13 of the *Mistborn Handbook*, the "Using Adversaries" section presents complete rules for using adversary stat blocks and building your own combat scenes. Each adversary stat block includes some or all of the following information:

Title. An adversary's title includes helpful information like their species, function, or other descriptors.

Tier. An adversary's tier helps you choose challenging adversaries for each scene.

Role. Adversaries are divided into three roles: Minion, Rival, and Boss. Minion and Boss adversaries have a special feature of that name in their stat blocks; Rival adversaries follow no additional rules.

Size. As with PCs, an adversary's size reflects the space they control in combat: Small (2.5 feet), Medium (5 feet), Large (10 feet), Huge (15 feet), and Gargantuan (20 feet or more, at GM discretion).

Type. An adversary's type doesn't have rules associated with it, but it describes their fundamental nature (such as humanoid or animal). It's up to the GM how this interacts with the story.

Basic Statistics. An adversary uses the same basic statistics as PCs. This includes the six attributes (Strength, Speed, Intellect, Willpower, Awareness, and Presence), three defenses (Physical, Cognitive, and Spiritual), health, focus, and (in some cases) Investiture.

Deflect Value. As with PCs, an adversary's deflect value reduces all incoming impact, keen, and energy damage by the listed deflect value. If an adversary has no deflect value listed, it is 0.

Movement. As with PCs, an adversary's movement rate determines how far they can travel during the Move action. If an adversary has a special movement type (such as swimming), they aren't Slowed when using it, even if a PC usually would be.

Senses. As with PCs, an adversary's senses range determines the limit of their senses when their primary sense is obscured. Each stat block suggests a primary sense for each adversary, but you can change it to best fit the story.

Immunities. Some adversaries are immune to certain effects (such as conditions) when it suits the story.

Skills. An adversary can use any skill from chapter 3 of the *Mistborn Handbook*, though their stat block only lists the skills they have ranks in.

Metallic Art Skills. If an adversary can use Allomancy or Feruchemy, their stat block lists that skill, their skill modifier, their ranks in that skill, and which powers they can wield with it.

Features. An adversary's features provide special rules that affect them but don't directly require an action, free action, or reaction to use.

Actions. As with PCs, an adversary can use any action, free action, or reaction from chapter 10 of the *Mistborn Handbook*. They can also use any action, free action, or reaction listed in their stat block; these follow the same rules as PC actions, and each can be used only once per turn. See the upcoming "Using Actions" section for details.

Opportunities and Complications. A few stat blocks list special effects that can trigger when a PC gains an Opportunity or Complication. Though adversaries don't roll the plot die, they also can occasionally gain an Opportunity or Complication from their d20 roll; when they do, see the "Adversary Opportunities and Complications" sidebar for potential effects.

Adversary Opportunities and Complications

If an adversary rolls an Opportunity (◈), you can use any of their features or actions that allow them to spend an Opportunity, or you can choose another effect that fits the story. Consider the following ideas:

- The adversary or their ally gains an advantage on their next test.
- The adversary gains 1 focus, up to their maximum.
- The adversary doesn't have to spend focus or Investiture on their next action that would usually have a cost.
- The adversary inflicts a condition on their target until the start of the adversary's next turn.
- The narrative shifts slightly in the adversary's favor.

If an adversary rolls a Complication (✹), allow the players to suggest how that unfolds. Consider the following ideas:

- The adversary or their ally gains a disadvantage on their next test.
- The adversary loses 1 focus.
- The adversary suffers a condition until the end of their next turn.
- The narrative shifts slightly in the party's favor.

Adversary Eras

This chapter presents profiles for many diverse beings on Scadrial. Some are only encountered in Era 1, an ashen world where criminals contend with oppressive nobles, while others appear in Era 2, a modernizing world of revolutions and discoveries. Other adversaries are found in both eras but have certain actions or features that are limited to a particular era; for example, they might wield a shortbow in Era 1 and a firearm in Era 2.

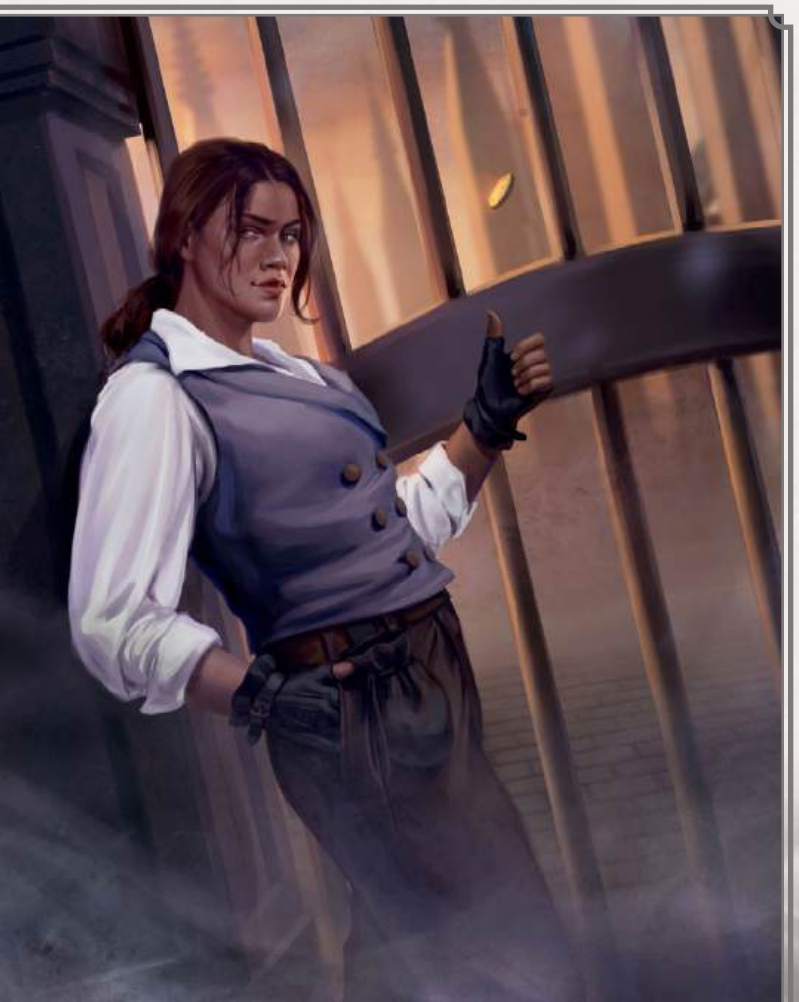
If an ability includes the ERA 1 symbol, it should only be used during Era 1, and if it includes the ERA 2 symbol, it should only be used during Era 2.

Using Actions

Each stat block provides unique actions, free actions, and/or reactions for that adversary. Adversaries can also use the actions, free actions, and reactions listed in chapter 10 of the *Mistborn Handbook*; for example, any adversary can (and often should) use the Move action, the Gain Advantage action, and the Reactive Strike reaction.

Scadrian adversaries with an Investiture pool can also use the Drink Vial action from chapter 5 of the *Mistborn Handbook*.

Adversary actions follow the same rules as PC actions do, and they can't use an action with the same name more than once per turn.



Attacks and Weapons

Most adversaries have at least one attack, which lists its attack modifier, its range or reach, and the outcome of a hit. Unless otherwise specified, all adversary attacks are made against the target's Physical defense.

Some attacks use weapons with specific traits, such as Pierce, Loaded, and Blast. The effects of these traits are stated in that attack after the outcome of a hit.

If an adversary has aluminum weapons or ammunition, those weapons and the attacks that use them can't be affected by Invested abilities.

Damage

Actions that deal damage tell you which damage dice to roll, any modifiers to add to the roll's result, and which damage type that action deals. For example, if an attack deals 1d4 + 6 keen damage, you roll a d4 then add 6 to the result.

If the attack doesn't hit, you can graze as usual by spending 1 focus per target, dealing damage equal to the total rolled on the damage dice.

Reactive Strikes

Adversaries can use the Reactive Strike reaction like PCs, spending 1 focus to attack when an enemy voluntarily leaves their reach. The adversary can make this attack using any attack action that costs ▶ and that lists a reach, but not one with only a range listed.

Spending Resources

If an action or feature requires an adversary to spend their focus or Investiture, this cost is noted either in parentheses after the action name (if you always spend it to use that action), or in the text of the action (if other considerations affect when you spend that resource).

Defeated Adversaries

When an adversary is reduced to 0 health, they're defeated.

In battle, most adversaries are assumed dead after being reduced to 0 health. However, the GM can choose for an important NPC to instead fall Unconscious and make injury rolls like PCs do.

If the PCs try to defeat an adversary through non-lethal means, the PC who deals the final blow can choose for the NPC to fall Unconscious with an injury. Defeated NPCs remain Unconscious until they recover at least 1 health from another source; they can't voluntarily regain consciousness like a PC.

ADVERSARIES CAN STRIKE WHEN YOU LEAST EXPECT THEM.

ELIZABETH PEIRO

Advisor

The need for shrewd advice is common to every section of society, from religion and industry to crime and politics. Whether a newcomer needs a pointer from an elder or the entrenched orthodoxy requires a fresh perspective, having a savvy advisor at hand can make the difference between overwhelming success and crushing failure.

Advisors can offer their experience in any field, from combat forms to strategic debate. Although many advisors offer professional deference to their charges, an ambitious few may actually be (or wish to become) the true power behind a figurehead.

Through the Ages

In the Final Empire, advisors often lend their service to the nobility. In such a role, an advisor can train budding nobles in political subterfuge or the finer points of etiquette. Terris stewards are particularly valued as advisors.

Centuries after the Catacendre, the need for advisors to provide wisdom and counsel to those in leadership positions is no less keen. An advisor might be a political aide, a speechwriter, or even a canny lawyer.



DARKO STOJANOVICH

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.



AN AGENT OF THE SET SIZES UP HER OPPONENTS.

JORDAN KERBOW

Agent of the Set ERA 2

Operating from the shadows, the Set is a secret organization currently seeking to first destabilize and overthrow the Elendel Basin government, then to rule the Basin themselves. The Set's ultimate goal is proving to the Shard Autonomy that life on Scadrial can continue to exist without clashing with the Shard's own goals. In service of these pursuits, the Set's ambitious plans range from taking control of cities to building a trellium-harmonium bomb. See "Weaponized Harmonium" in chapter 4 for more information on the Set's quest for world domination, and "The Set" in chapter 5 for details on using this secret organization in your adventures.

The Set is a formidable force whose patient machinations might not come to fruition for a century. Whatever their dealings, the Set's agents are well armed, well supplied, fiercely dedicated, and dangerous.

Hierarchy

The Set is organized into six leadership ranks: Cycle, Array, Suit, Sequence, Series, and the Key (the organization's leader); see "The Set" in chapter 5 to learn more about these ranks. The adversary stat block presented here is most fitting for higher-rank agents, and the modules at the end of this chapter can help you diversify the agents your party encounters.

For lower-ranked agents, consider using adversary stat blocks with mundane abilities, like the **Ghostblood** or **socialite**. In addition to their core operatives, the Set also regularly takes advantage of local hired muscle. The **enforcer** and **bodyguard** adversary profiles work well to represent these hirelings.

Agent of the Set Tactics

Driven to impress Autonomy, an **agent of the Set** is bold and fearless in combat. They don't mind taking hits meant for their allies with Projectile Lurch or dipping below half health to benefit from their Self-Reliance feature, knowing they can use their Tap Health action to stave off death. Their Ironpull ability allows them to command the battlefield, and depending on their positioning, they employ either their Long-Bladed Knife or Revolver to their advantage. When an agent's foes are conveniently grouped, a Grenade makes fast work of them.

Agent of the Set

Tier 3 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	17	5	2	16	4	6	16	2

Health: 58 (46–70) **Focus:** 6 **Investiture:** 8

Deflect: 1 (leather)
Movement: 40 ft.
Senses: 50 ft. (sight)
Physical Skills: Agility +9, Light Weaponry +9, Stealth +8
Cognitive Skills: Discipline +8, Intimidation +7
Spiritual Skills: Deception +6, Insight +10, Perception +10
Metallic Art Skills: Allomancy +8 (4 ranks; Iron), Feruchemy +6 (4 ranks; Gold)

Features

Goldmind (Stores Health). The agent has a goldmind that stores 6 charges.

Lootable Spike. The agent is implanted with a gold Hemalurgic spike that grants Gold Feruchemy. When they're defeated, roll a plot die. On ◈, a spike is discovered and can be implanted by a PC with the Hemalurgist expertise. (If the PCs already knew about the spike, they automatically discover it without a roll.)

Self-Reliance. When the agent hits with an attack while below half health, they gain a bonus to their damage equal to the number of enemies within 30 feet of them.

Actions

▶ **Strike: Long-Bladed Knife.** Attack +9, reach 5 ft., 1d4 + 12 keen damage. On a hit, the target is also Afflicted [1d8 keen] until they recover at least 1 health.

▶ **Strike: Revolver.** Attack +9, range 20/80 ft., 1d6 + 12 keen damage. *Pierce:* This damage can't be reduced by the target's deflect. *Loaded [6]:* Reload this weapon to full ammunition as ▶.

▶▶ **Grenade (2 Uses).** Attack +9, range 20/60 ft., 2d4 + 9 impact damage. *Blast [5]:* On a hit, this attack grazes every other character within 5 feet of the target; the agent can spend 2 focus to instead hit each of them.

▶ **Tap Health (Costs 1 Goldmind Charge).** The agent ends the effects of a single disease, drug, or poison on themself. Additionally, now and at the beginning of each of their turns until the end of the scene, they recover 1d10 health.

▶ **Burn Iron.** Until the end of the scene, the agent senses all non-aluminum sources of metal within 160 feet of them.

▶ **Ironpull (Costs 1–4 Investiture).** The agent chooses a metal object they sense with Burn Iron, 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 agent, whereas the agent 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 one in the object's flight path). To affect an unwilling character in such a way, the agent 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 1d10 + 8 impact damage.

⮌ **Projectile Lurch (Costs 1 Investiture).** Before an ally within 160 feet of the agent is attacked with a metal projectile the agent senses with Burn Iron, the agent becomes the target of the attack instead.

⮌ **Reflexive Bloodmaking.** Before the agent is reduced to 0 health or suffers an injury, they can use their Tap Health as ⮌. When they do, they instead drop to 1 health and/or they don't suffer an injury, then they gain Tap Health's effects. (If they were already tapping health, they only recover the usual amount of health each turn.)

"Among the members of the Set, I am conservative. I speak against brashness, against violence. The more you shove, however, the weaker my influence becomes, and stronger grow the voices clamoring for change. At any cost."



AUTONOMY CAN INVEST DEDICATED ACOLYTES WITH A PORTION OF HER POWER.

Avatar of Trell ERA 2

The avatar of Trell is a human who has been chosen by Autonomy to become her avatar on Scadrial, and who has thus become Invested. An avatar must show exceptional potential—and Autonomy holds them to the highest standards.

Ideals

Autonomy pushes people to be "the best versions of themselves," asking they prove themselves, whether against adversity or society. She prizes individualism and the survival of the fittest, believing each person must earn their right to exist. As Autonomy's followers strive to prove worthy of their place in the universe, they seek paths toward self-actualization and often veer into extremism—such as creating weapons of war. To be an avatar of Trell is to walk your own path no matter the cost, forgoing societal constraints.

The Avatar of Trell in a Campaign

The conflict between Autonomy and Scadrial plays out on a global stage, with ramifications for the whole cosmere. As such, the person Autonomy chooses to Invest on Scadrial reflects Autonomy's ideals in a way no one else does. The avatar is likely a member of the Set, aiming to overthrow the government of the Elendel Basin and rule Scadrial (see "The Set" in chapter 5).

The avatar of Trell doesn't need to directly oppose everything the PCs do—but if the characters get in the avatar's way, the avatar uses any means necessary to see their plans through.

Avatar of Trell Tactics

The **avatar of Trell** is a formidable foe made even stronger by Autonomy's power. Their Favored by Trell feature showcases this power, granting them longevity in a fight. The avatar can use their Burn Chromium and Independent Stratagem actions to impair attacking foes, while relying primarily on their Revolver or their Shoot Coin for high damage. When a battle goes south, the avatar can Steelpush themself or others to control the field, or they can throw their Allomantic Grenade to cause chaos.

WILSON NUGRAHA & GAL OR

Avatar of Trell

Tier 4 Boss – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
4	18	4	6	22	6	6	16	6

Health: 210 (168–252) **Focus:** 10 **Investiture:** 10

Movement: 30 ft.
Senses: 50 ft. (sight)
Physical Skills: Light Weaponry +9, Stealth +9
Cognitive Skills: Deduction +11, Discipline +11, Intimidation +11
Spiritual Skills: Deception +11, Insight +11, Leadership +11, Persuasion +11
Metallic Art Skills: Allomancy +11 (5 ranks; Chromium, Steel)

Features

Boss. The avatar can take both a fast turn and a slow turn each round. After an enemy finishes a turn, the avatar 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.

Favored by Trell. When the avatar is reduced to 0 health, they can spend any amount of Investiture to recover health equal to 10 × the Investiture spent.

Lootable Spike. The avatar is implanted with three Hemalurgic spikes: a tin spike that enhances senses, a steel spike that grants Steel Allomancy, and an electrum spike that grants Chromium Allomancy. When they're defeated, roll a plot die. On ◈, one of the spikes is discovered and can be implanted by a PC with the Hemalurgist expertise. (If the PCs already knew about a spike, they automatically discover it without a roll; only roll to discover unknown spikes.)

Self-Sufficiency. When the avatar hits with an attack while below half health, they gain a bonus to their damage equal to their Willpower.

Actions

▶ **Strike: Aluminum Knife.** Attack +9, reach 5 ft. or range 20/60 ft., 1d4 + 9 keen damage.

▶ **Strike: Revolver.** Attack +9, range 20/80 ft., 1d6 + 9 keen damage. On a hit, the avatar can spend 1 Investiture to deal an extra 10 keen damage. *Pierce:* This damage can't be reduced by the target's deflect. *Loaded [6]:* Reload this weapon to full ammunition as ▶.

▶ **Shoot Coin (Costs 1–5 Investiture).** Attack +11, range 20 ft. per Investiture spent, 1d12 + 11 impact damage.

▶▶ **Allomantic Grenade (2 Uses).** Attack +11, range 20/60 ft., 1d12 + 11 impact damage. Hit or miss, each character who is within 10 feet of the target and who is wearing or carrying non-aluminum, non-Invested metal is pulled 10 feet toward the target. *Blast [10]:* On a hit, this attack grazes every other character within 10 feet of the target; the avatar can spend 2 focus to instead hit each of them.

▶ **Burn Chromium (Costs 1 Investiture).** The avatar chooses one Invested character or object within their reach. This action's effect is determined by the type of target:

- **Infused Object or Character.** The target (or effect infused in the target) loses 1d12 Investiture.
- **Object with Charges.** An object with charges loses 1d6 charges. To affect a Feruchemical metalmind in this way, a character who has 0 Investiture must be storing in or tapping it.

To affect an unwilling character, or to affect an object worn or held by one, the avatar must first succeed on an Allomancy test against the target's Physical defense. On a failure, the target isn't affected and the avatar doesn't spend Investiture.

▶ **Burn Steel.** Until the start of their next turn, the avatar senses all sources of non-aluminum, non-Invested metal within 320 feet of them.

▶ **Independent Stratagem.** The avatar makes a Deduction test against the Cognitive defense of a target they can influence. On a success, the target loses 1d4 focus.

▶ **Steelpush (Costs 1–5 Investiture).** The avatar 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 avatar, whereas the avatar moves 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 allow the avatar to "fly" for short distances). To affect an unwilling character in such a way, the avatar must succeed on an Allomancy test against the Physical defense of the target.

Opportunities and Complications

Opportunity. An enemy can spend ◈ to prevent the avatar from gaining the benefits of their Favored by Trell and Self-Sufficiency features until the end of the enemy's next turn.

Complication. The GM can spend ✳ from an enemy's test to have the avatar use their Independent Stratagem action as ⮌.

Bodyguard

Bodyguards serve noble houses, government officials, and other important figures across Scadrial. Criminals and secret organizations frequently employ their own bodyguards, as do many prominent private citizens. Disciplined, skillful, and experienced with melee combat, a good bodyguard serves as the last, most important line of defense between an assassin and their target.

A wealthy figure may have a sizable force of hired bodyguards to patrol their estate and protect important personages when they leave the property. These guards make rounds to detect trespassers and take watches at important entryways and exits. Excelling in defensive measures, bodyguards protect their charges at a moment's notice and quickly shut down assailants.

During periods of public upheaval, bodyguards hold the line, bringing order to chaos and ensuring their charges remain safe.

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.



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.

KIMBERLY PANTONI & 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. A farmer, baker, weaver, historian, or any other regular person who leads a simple life might be a commoner.

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

Cultivating their skills in manipulation, con artists make invaluable members of heist crews and criminal gangs, though many also work alone. Their scams are designed to relieve others of their laden purses while drawing minimum suspicion. When all goes according to plan, con artists slip away with their ill-gotten goods before anyone even notices the con. Their potential schemes range from simple streetside "games" to long schemes spanning months—all carefully designed to set the con artist up for life.

Role in a Crew

Con artists can fill numerous roles in a crew or gang, but in general, any plan requiring performance or deception calls for a con artist. Whether serving as moles, distractions, or actors, they spend a long time studying their targets to pull off a seamless manipulation. They're expert liars, charming charlatans, and even sometimes bait; it takes a wise foe to see through their facade.

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, a con artist can Disengage and flee if things start to look deadly.



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.

ARCHIE ADIARTAMA

Detective

Unnaturally observant and scrupulous, detectives dedicate themselves to the dogged pursuit of truth—and to the pursuit of those trying to hide it. Detectives make for clever combatants, able to survive the seedy places their investigations take them, but they're just as effective when acting as an ally outside of combat. In endeavors and conversations, a detective might even be tracking the characters or waiting behind the scenes, suddenly appearing at an opportune moment to help—or hinder.

Detective Tactics

In combat, a **detective** uses their Spot the Weakness action to hamper an opponent before striking with either their Knife or Snub Nose Pistol. Spot the Weakness can also help a detective get out of danger in a pinch, while the Prone or Slowed side effects of their Dueling Cane or Knife actions can buy some breathing room. Detectives avoid fighting to the death when possible, preferring to live to sleuth another day.



TRISTAN BIDEAU & LOGAN FELICIANO

Detective

Tier 2 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	15	3	5	18	3	3	15	2

Health: 50 (40–60) **Focus:** 5 **Investiture:** 0

Deflect: 1 (leather)
Movement: 30 ft.
Senses: 20 ft. (sight)
Physical Skills: Agility +4, Heavy Weaponry +5, Light Weaponry +6
Cognitive Skills: Deduction +8, Discipline +6
Spiritual Skills: Insight +6, Perception +6

Features

Dogged Pursuit. If a character rolls a Complication while the detective is pursuing them, the GM can spend ✺ to have the detective join the scene.

Eye of the Law. If a character fails a Deception test against the detective, that character loses 1 focus.

Actions

▶ **Strike: Dueling Cane.** Attack +6, reach 5 ft., 1d8+ 6 impact damage. On a hit, if the target is Large or smaller, the detective can also spend 1 focus to knock them Prone.

▶ **Strike: Knife.** ERA 1 Attack +6, reach 5 ft. or range 20/60 ft., 1d4 + 6 keen damage. If the attack is ranged, the detective can spend 1 focus to make the target Slowed.

▶ **Strike: Snub Nose Pistol.** ERA 2 Attack +6, range 20/60 ft., 1d4 + 6 keen damage. *Pierce:* This damage can't be reduced by the target's deflect. *Loaded [6]:* Reload this weapon to full ammunition as ▶.

▶▶ **Spot the Weakness.** The detective makes an Insight test against the Physical defense of a target they can sense within 60 feet of them. On a success, the target's deflect value becomes 0 until the end of their next turn, the detective's next Strike against the target deals an extra 2d6 damage, and the detective can Disengage as ▷.

⮌ **Help or Harm (Costs 1 Focus).** Before a character the detective can influence makes a test, the detective grants them an advantage or disadvantage on that test.

Enforcer

Sometimes what a good crew needs isn't a leader, an expert thief, or a face, but simply someone with a talent for roughing people up. Enter the enforcer: hired muscle prone to cracking heads together and leaving a room in ruins.

Enforcers tend to be loyal to their crew leaders—wherever they're pointed, they do what they're told. During a mission, enforcers protect their weaker companions, ensuring their more lithe, persuasive, and sneaky allies get out alive. Despite the physical nature of their skill set, enforcers are also some of the best improvisers on any team, using people as shields, breaking objects to gain a tactical advantage, or employing whatever's on hand as a weapon.

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: 40 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

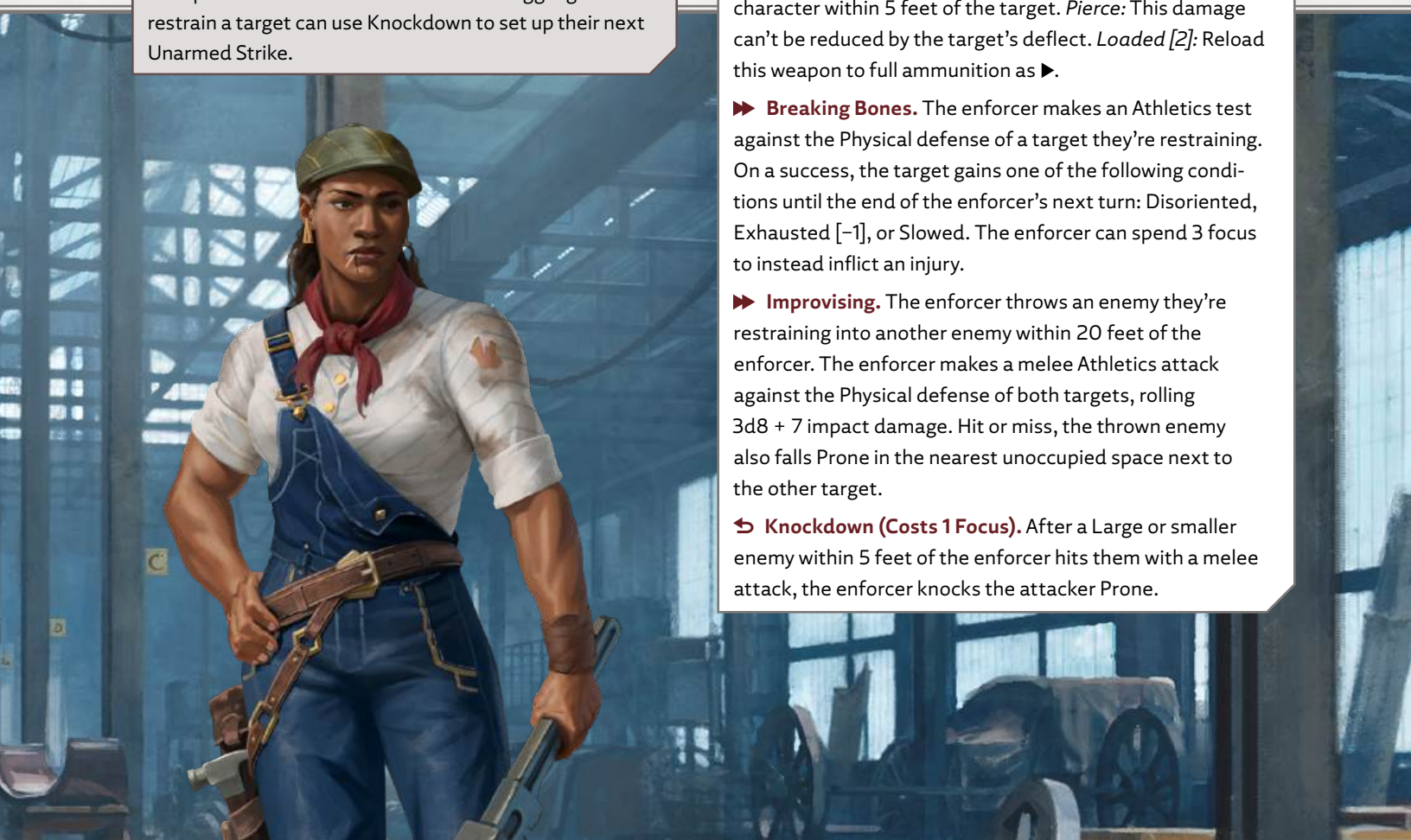
▶ **Strike: Unarmed.** Attack +7, reach 5 ft., 1d8 + 7 impact damage. On a hit, if the target is Medium or smaller, the enforcer can choose for them to become Restrained, but the enforcer can't attack other targets until that condition is removed. As ▶▶, the Restrained target can make a DC 15 Agility 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 a melee 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

Fanatic

Scadrial's history is rife with movements so momentous and individuals so impactful they inspired religious beliefs—sometimes turning followers into fanatics, other times sparking religious tensions between larger groups. In the Final Empire, the Church of the Survivor formed around Kelsier, Spook, and Vin. After the Catacendre, the Church evolved into Survivorism, and worship of the Lord Ruler evolved into Sliverism.

Alongside these faiths, many other new religions developed to more directly follow the Shards. The Path grew to follow Harmony's teachings (though they don't worship him), and Trellism formed around Autonomy (masquerading under the name Trell). In Southern Scadrial, many people worship the Jaggenmire. See chapter 3 for more information on the various religions observed in Scadrial across the eras.

Though religious traditions vary widely, there are always a few believers who take their faith to extremes. Fanatics are most often found where religious tensions are brewing or where religion has become tied up with governmental power. In Era 1 campaigns, you can even use the fanatic as an adversary to represent people who are devoted to the Lord Ruler but don't work in the Steel Ministry.



MAHARDIKA WAHYU

Ancient Religions

If you want to play a campaign set in Classical Scadrial, you could expand on the faiths of the Astalsi, Bennet, Cazzi, or HaDah, or you could explore the Dadradah, Jaism, Larstaism, Trelagism, and Valla faiths, using the fanatic to represent members of those traditions.

Fanatic

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 Fanatic Faith
Movement: 25 ft.
Senses: 10 ft. (sight)
Physical Skills: Agility +4, Light Weaponry +4
Cognitive Skills: Discipline +6
Spiritual Skills: Perception +5

Features

Fanatic Faith. While the fanatic is within 120 feet of something that inspires their devotion, their deflect value increases by 1.

Minion. The fanatic'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.

▶▶ **Frenzied Devotion (Costs 3 Focus).** The fanatic whips themself and their allies into a frenzy against an enemy within 5 feet of the fanatic. Every other fanatic within 5 feet of the target can use ⮌ to join the frenzy. The target takes 1d6 keen damage per frenzied fanatic.

▶▶ **Enkindled Passion.** The fanatic uses the Gain Advantage action (no action required). On a successful test, every other fanatic within 5 feet of them also gains an advantage on their next test against that target.

Fanatic Tactics

Fanatics thrive in groups, where they can feed each other's zealous faith. During a fight, their Frenzied Devotion action allows a group of fanatics to completely swarm their enemies, and their Fanatic Faith feature makes fanatics more difficult to injure when in the presence of something they revere. When low on focus, a fanatic can still use their Knife and support their allies with Enkindled Passion.

Feruchemist ERA 1

One of the Metallic Arts practiced on Scadrial, Feruchemy allows the user to convert their attributes (such as strength, memory, or health) into Investiture, storing them in pieces of metal. The Feruchemist can then later retrieve these attributes, allowing them to adjust their body and mind at will. Though capable of producing incredible results, Feruchemy is an exacting art, taking as much from its user as it gives back, so its wielders tend to be thoughtful, measured, and clever.



TRISTAN BIDEAU & LOGAN FELICIANO

History

As a Metallic Art, Feruchemy is equally attuned to both Preservation and Ruin, representing the balance between the Shards. The ability to use Feruchemy is a hereditary trait among the Terris people, who created a respected order of Feruchemist scholars known as the Worldbringers. Their charge was to teach and to bear the world's knowledge.

Upon his Ascension, the Lord Ruler believed he'd eliminated all living Feruchemists. However, the Terris people retained recessive Feruchemical genes, and new Feruchemists were soon born. Thus began an ugly struggle between the Lord Ruler and the Terris people, during which the former tried to breed Feruchemy out of the population, while the latter—and the Terris resistance in particular—tricked the Steel Ministry to ensure Feruchemical talents were still passed down. The Terris people also established the Keepers, an order of Feruchemists who sought knowledge from before the Lord Ruler's rise to power.

Following the Lord Ruler's defeat, the Keepers taught as many people as they could, passing on the knowledge they'd preserved about Scadrial and its people. These efforts were cut brutally short, however, as the Keepers (along with an entire quarter of the Terris population) were slaughtered by the Steel Inquisitors shortly thereafter. Full Feruchemists disappeared, leaving only Ferrings—people who could only use a single Feruchemical power—to carry the art forward.

Feruchemists in a Campaign

Beyond their ability to store and tap power, in a very literal sense, Feruchemists represent knowledge and history, particularly as forms of power and rebellion. Feruchemy is a practice rooted in teaching and resistance, recordkeeping and enduring, and curbing and subverting tyrannical control. In Era 1, a Feruchemist's very existence rebels against the will of the empire—a role in which Feruchemists excel. These Metalborn can bear lost history, unveil the atrocities committed against their people, and act as powerful allies to those who also seek to resist the Final Empire.

Metallic Arts

The Feruchemist adversary stat block only incorporates the Feruchemy abilities of the metals applicable to scenes with peaceful Terris Feruchemists. However, you're free to add other Feruchemy modules from the "Adversary Modules" section at the end of this chapter. For a more combat-focused Feruchemist, consider adding the Pewter and/or Brass Feruchemy modules.

Feruchemist

Tier 3 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
3	17	4	4	19	5	4	18	4

Health: 58 (46–70) **Focus:** 7 **Investiture:** 0

Movement: 30 ft.
Senses: 20 ft. (sight)
Physical Skills: Agility +8, Light Weaponry +7
Cognitive Skills: Crafting +7, Deduction +8, Discipline +7, Lore +8
Spiritual Skills: Insight +7, Perception +7
Metallic Art Skills: Feruchemy +8 (4 ranks; all)

Features

Quick Reflexes. Once per round, the Feruchemist can spend 1 steelmind charge (no action required) to gain ⮌, which they can use only to Dodge or Reactive Strike.

Metalminds. The Feruchemist has the following metalminds, each of which stores 6 charges: a coppermind (stores memory), a bronzemind (stores wakefulness), a goldmind (stores health), a steelmind (stores speed), and a tinmind (stores sense).

Actions

▶ **Strike: Obsidian Knife.** Attack +7, reach 5 ft. or range 20/60 ft., 1d4 + 7 keen damage. On a hit, the Feruchemist can also spend 1 focus to move up to their movement rate (no action required) without triggering a Reactive Strike.

▶ **Tap Health (Costs 1 Goldmind Charge).** The Feruchemist ends the effects of a single disease, drug, or poison on themself. Additionally, now and at the beginning of each of their turns until the end of the scene, they recover 1d10 health.

▶ **Tap Memory (Costs 1 Coppermind Charge).** The Feruchemist chooses an expertise to gain until the end of the scene. They also gain an advantage on tests related to that expertise.

▶ **Tap Sense (Costs 1 Tinmind Charge).** The Feruchemist taps one sense. Until the end of the scene, they experience the following effects:

- They become Enhanced [Awareness +2].
- They gain an advantage on non-attack tests that rely on the tapped sense.
- The tapped sense is a supernatural sense. The first time each round they experience heightened input with that sense, they must succeed on a DC 14 Discipline test or be Disoriented until the end of their next turn.

▶ **Tap Speed (Costs 1 Steelmind Charge).** The Feruchemist gains the following benefits until the end of the scene:

- They become Enhanced [Speed +2].
- They can use the Move action as ▷ once per turn.
- They can spend 1 steelmind charge on their turn to gain ▶▶, which can only be used for Brace, Disengage, Interact, Move, or an action that makes a physical test. During a conversation or endeavor, they can instead use both ▶▶ to make an additional contribution for the round.

▶ **Tap Wakefulness (Costs 1 Bronzemind Charge).** The Feruchemist recovers 1d10 health, focus, or a combination of the two.

▶ **Awake and Alert (Costs 1 Bronzemind Charge).** The Feruchemist becomes Enhanced [Intellect +1] and Enhanced [Awareness +1] until the end of the scene.

⮌ **Useful Memory (Costs 1 Coppermind Charge).** When an ally rolls ◈, the Feruchemist taps their coppermind to retrieve a memory relevant to their allies' current mission or personal goals.

⮌ **Reflexive Bloodmaking.** Before the Feruchemist is reduced to 0 health or suffers an injury, they can use their Tap Health as ⮌. When they do, they instead drop to 1 health and/or they don't suffer an injury, then they gain Tap Health's effects. (If they were already tapping health, they only recover the usual amount of health each turn.)

Feruchemist Tactics

So long as a **Feruchemist** is prepared, they enter a scene with maximum metalmind charges, allowing them to Tap Speed, Sense, Health, and Wakefulness as needed. They excel in roleplay scenes, using their Tap Memory action and Useful Memory reaction to shine as Keepers of knowledge and history, while their Tap Speed and Tap Sense aid them in conversations. While a Feruchemist can give themself combat advantages, they don't fight to the death, and they opt for escape over prolonged combat.

The knowledge swelled his mind, blessing him with recollection. The darkness was a village named Urbene. He searched through one of his indexes, looking for the right gazetteer.

Garrisoner

Garrisoners are skilled, versatile combatants, 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

Ghostblood ERA 2

Found across the cosmere, the Ghostbloods are a secret Scadrian organization dedicated to protecting Scadrial (see "Ghostbloods" in chapter 5). Their members employ a staggering variety of skills, often functioning as spies, linguists, inventors, chemists, fighters, and more.

Ghostbloods in a Campaign

To represent the wide range of capabilities found among Ghostblood members, you can modify this stat block's features and actions. For example, the specialization in Rosharan fabrials can be swapped out for another world's culture or technology.

Some Scadrian Ghostbloods wield a Metallic Art (see "Adversary Modules" at the end of this chapter), while those from other worlds might use Invested Art modules found in other Cosmere RPG world guides.

Ghostblood Tactics

A **Ghostblood** sets up clever plans that lead to dramatic actions. Their Formidable Presence makes them a threat in every type of scene. In combat, they seize the initiative with One Step Ahead, use their Aluminum Knife to inflict poison, then Exploit Weakness to deal major damage.



MATT DEMINO

Ghostblood

Tier 3 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
3	18	5	2	16	4	3	17	4

Health: 60 (48–72) **Focus:** 6 **Investiture:** 0

Movement: 40 ft.
Senses: 20 ft. (sight)
Physical Skills: Agility +9, Light Weaponry +9, Stealth +8
Cognitive Skills: Deduction +6, Discipline +7, Intimidation +8
Spiritual Skills: Deception +8, Insight +7, Leadership +7, Perception +7

Features

Inured to Poison. The Ghostblood gains an advantage on tests to resist the effects of poison. Additionally, before the Ghostblood takes vital damage, they reduce it by 2.

Specialized Skillset. The Ghostblood gains an advantage on tests related to infiltration and Rosharan fabrials.

One Step Ahead. At the start of each scene, if the Ghostblood isn't Surprised, they make an Agility test against the Spiritual defense of the enemy they can sense who has the highest Spiritual defense. On a success, the Ghostblood can use ▶▶ before the first round. On a failure, or if they can't sense any enemies, the Ghostblood can move up to their movement rate before the first round (no action required).

Actions

▶ **Strike: Aluminum Knife.** Attack +9, reach 5 ft. or range 20/60 ft., 1d4 + 9 keen damage. On a hit, the Ghostblood can also spend 1 focus to make the target Afflicted [1d4 vital] until the target recovers at least 1 health.

▶ **Strike: Revolver (Aluminum Bullets).** Attack +9, range 20/80 ft., 1d6 + 9 keen damage. *Pierce:* This damage can't be reduced by the target's deflect. *Loaded [6]:* Reload this weapon to full ammunition as ▶.

▶▶▶ **Exploit Weakness.** The Ghostblood uses one of their Strike actions against an Afflicted target, gaining an advantage on that attack. On a hit, the target takes an extra 4d10 vital damage.

⮌ **Formidable Presence (Costs 1 Focus).** Before an enemy the Ghostblood can influence within 30 feet of them chooses to spend focus, the Ghostblood increases that focus cost by 1.

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

Hazekillers fight in careful, coordinated teams, often led by a **hazekiller elite**. The hazekillers 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.

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 elite denies their Allomancer opponent Investiture by using Devitalizing Feint. The hazekiller elite then attempts to knock their target Prone with Shield Bash, enabling the hazekiller elite to inflict extra damage with their Dueling Cane.

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 Chimera ERA 2

Once human, Hemalurgic chimeras were transformed into terrible Hemalurgic constructs through the use of trellium spikes. The first Hemalurgic chimeras were created by Bleeder, a kandra who learned how to wield Hemalurgy due to both her many years serving the Lord Ruler and her association with Autonomy. Bleeder passed this knowledge on to the Set, who in turn used the creatures as hazards around their most sensitive installations.

Physiology and Capabilities

The precise details of how Hemalurgic chimeras are created aren't broadly understood; it's known only that the chimeras are implanted with trellium spikes charged with some unknown attribute. This twists the chimera's form, leaving them with elongated and disjointed limbs, thick bones, pure black eyes, and canine-like heads. Chimeras move quickly on all four limbs, biting and scratching with sharp teeth and nails. The chimeras used by the Set can also track like a hound. A chimera's level of sapience and awareness varies between individuals.

Hemalurgic Chimeras in a Campaign

Hemalurgic chimeras are tragic, gruesome victims—humans subjected to Hemalurgy against their will so the Set can control them. These chimeras are horrifying to behold because of who they were, what they lost, and what they've been forced to become. Still, chimeras aren't inherently evil—accountability for their actions lies squarely with those who harm and control them through Hemalurgy.

Hemalurgic Chimera

Tier 3 Minion – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
3	16	3	1	14	3	3	14	1

Health: 32 (26–38) **Focus:** 5 **Investiture:** 0

Deflect: 3 (tough hide)
Movement: 30 ft.
Senses: 20 ft. (sight)
Physical Skills: Agility +7, Athletics +7
Cognitive Skills: Intimidation +7
Spiritual Skills: Perception +7, Survival +7

FEATURES

Minion. The chimera's attacks can't critically hit, and they're immediately defeated when they suffer an injury.

ACTIONS

▶ **Strike: Tooth and Claw.** Attack +7, reach 5 ft., 1d6 + 7 keen damage. On a hit, the chimera deals an extra 1d6 keen damage if the target is Prone.

▶▶ **Sickening Scream (Costs 2 Focus).** The chimera makes an Intimidation test against the Cognitive defense of a character they can influence within 5 feet of them. On a success, the target falls Prone, and they lose 1 focus for each Hemalurgic chimera within 5 feet of the target.

▷ **Pack Instincts.** While within 5 feet of an allied Hemalurgic chimera, this chimera can use the Gain Advantage action as ▷.

▷ **Painful Frenzy.** The chimera can choose to lose 5 health to gain an additional ▶.

A shrill howl echoed through the corridor, so chilling that Wax pulled to a stop. He drew Vindication, lantern held high in his off hand. The howl was joined by others, a terrible cacophony, each sound jarring against the others.

PEDRO DUTRA & LOGAN FELICIANO

Hemalurgic Chimera Pack Leader

Tier 3 Rival – Large Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
5	20	5	1	15	4	4	16	2

Health: 60 (48–72) **Focus:** 6 **Investiture:** 0

Deflect: 3 (tough hide; also see Thickened Skull)
Movement: 40 ft.
Senses: 20 ft. (sight)
Physical Skills: Agility +9, Athletics +9
Cognitive Skills: Intimidation +8
Spiritual Skills: Perception +8, Survival +8

Features

Frenzy. When the chimera is below half health, they frenzy. Once per round, they can spend 1 focus to gain an additional ▶ on their turn.

Thickened Skull. The chimera's Deflect value also applies to damage dealt by weapons with the Pierce trait, unless that attack gains an Opportunity.

Unerring Hunter. Once per scene, the chimera (or a handler who can command them) can designate a character as the chimera's quarry. The chimera gains advantage on tests to track or attack their quarry. The chimera can only have one quarry at a time.

Actions

▶ **Strike: Nails.** Attack +9, reach 5 ft., 2d8 + 9 keen damage. On a hit, if the target is Large or smaller, the chimera can also spend 1 focus to knock them Prone.

▶▶ **Teeth.** Attack +9, reach 5 ft., 2d6 + 9 keen damage. On a hit, the chimera deals an extra 1d10 keen damage if the target is Prone.

▶▶ **Harrowing Nature.** The chimera 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 1d4 focus.

▷ **Pack Instincts.** While within 5 feet of an allied Hemalurgic chimera, this chimera can use the Gain Advantage action as ▷.

⮌ **On the Hunt.** After an enemy within 60 feet of the chimera falls Prone, the chimera moves up to their movement rate toward the enemy.

Hemalurgic Chimera Tactics

Thanks to their Pack Instincts and Sickening Scream, **Hemalurgic chimeras** are most dangerous in groups, though they're frantic and disordered without a pack leader. The pain wrought by their twisted form drives them to fight with frenetic speed, activating Painful Frenzy as frequently as possible to Shove, Grapple, or cry out a Sickening Scream in unison with their allies.

A **Hemalurgic chimera pack leader** tracks down quarry with their Unerring Hunter feature. The pack leader quickly moves into melee range, then uses their Nails to knock their target Prone and their Teeth to shred the Prone target. Pack leaders don't mind taking blows, as their Frenzy feature makes them stronger when they're wounded; they use the extra action for their Nails, dealing more damage and dragging more foes to the ground for the chimera pack to hunt.



HEMALURGIC CHIMERA

ANASTASSIA GRIGORIEVA

Informant

Informants typically don't hold a high-ranking position, instead gaining power through connections, knowledge, and leverage. Calculating and cunning, informants adeptly needle the right information out of people—sometimes to subtly aid them, other times to utterly ruin them. Informants are cautious and cunning, too useful to kill and too informed to intimidate.

Information Trade

Every informant must be well connected and well informed. An informant may share their knowledge to further the goals of the organization they serve, to earn a living, or for more personal reasons. No matter where it comes from or why it's being shared, a skilled informant's information is always good—right up until it purposefully isn't.

Depending on who they work for, an informant may deliberately lie to manipulate the PCs. Typically, the informant waits, choosing their moment carefully, while building trust by consistently feeding the party crucial information—right up until it's time to wrench the rug out from under them.

Other informants remain more neutral, serving no one but themselves (and their own wallets). A neutral informant may grow to favor the party over time—if the PCs offer them additional money or protection, or otherwise work to earn their loyalty.

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 fact, informants typically try to leave a conversation having given less than they received, using their Bartering action as necessary to cow the PCs.

In combat, informants generally prioritize self-preservation and seek safety, but if forced to engage, they defend themselves with their Knife attack.

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.

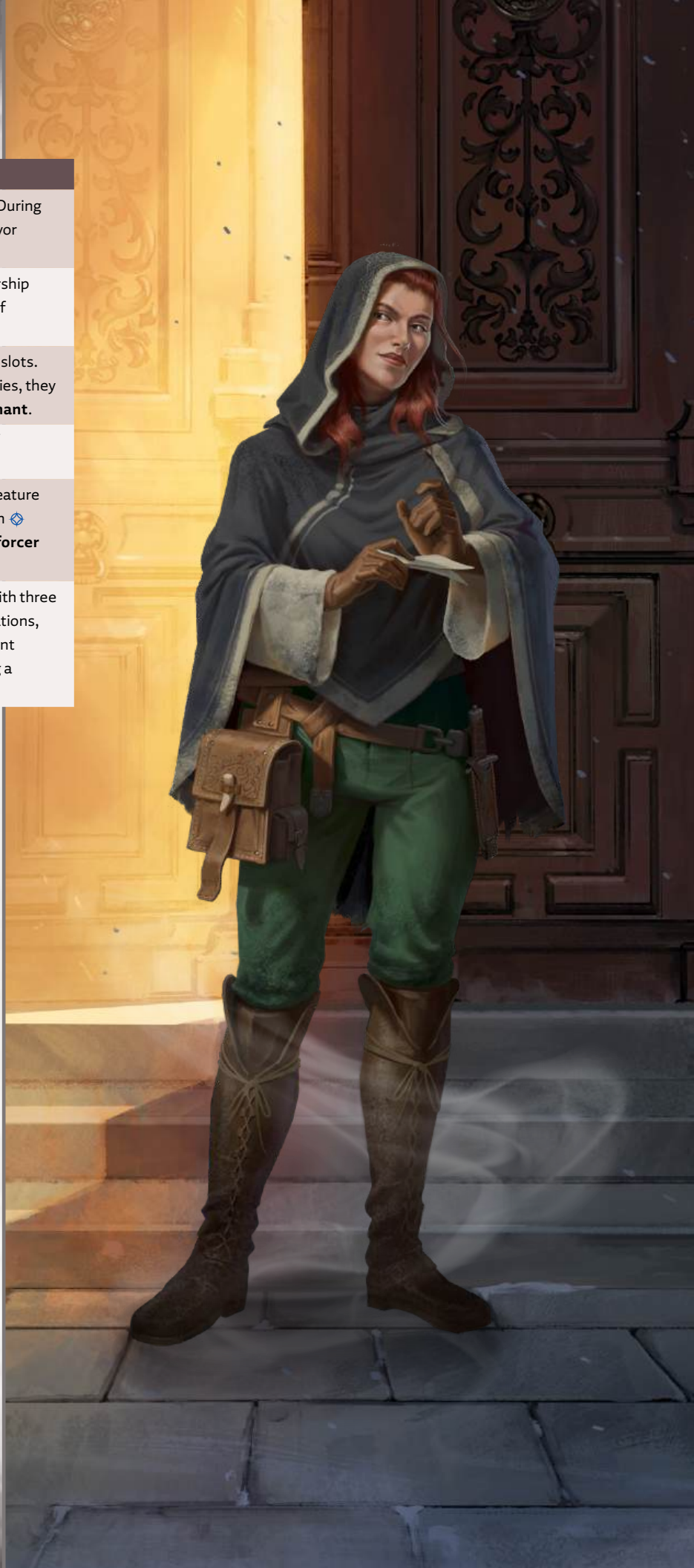
▶ **Barter.** During a conversation, the informant makes a Persuasion test against the character they can influence who has the highest Spiritual defense. On a success, each character of the informant's choice in the conversation loses 1 focus.



"He'll have too much merchandise, my lord," Hoid said quickly. "You could make a clever profit, knowing that Renoux is shipping at a loss."

Informant Encounter Opportunities and Complications

Result	Example
◈	The **informant** offers extra information for free. During the first round of the next conversation or endeavor scene, two PCs gain an advantage on their tests.
◈	The **informant** accidentally reveals their membership in an organization, or reveals the identity of one of their sources.
◈	Start a Thick as Thieves positive event with three slots. When the PCs fill the event track with Opportunities, they immediately advance a goal related to this **informant**.
✸	The **informant** becomes Focused until the end of the scene.
✸	The **informant** can benefit from their Informed feature a second time during this scene. When they do, on ◈, the informant recovers 1d4 focus; on ✸, one **enforcer** arrives to support the informant.
✸	Start a High Stakes Negotiation negative event with three slots. If the GM fills the event track with Complications, the **informant** will only give the PCs what they want in exchange for paying exorbitantly or completing a significant task.



AN INFORMANT PEDDLES THEIR SECRETS IN SCADRIAL'S BACK ALLEYS.

FLORIAN HAECKH & LOGAN FELICIANO



Ironeyes

Once a leader in the skaa rebellion, then a fearsome Steel Inquisitor, Marsh's legend continued to grow after the Catacendre. His nickname, Ironeyes, followed him as he became a mythical figure and the personification of Death. He often works as an agent of Harmony—albeit one who follows his own path. For more on Marsh's storied history, see "Marsh" in chapter 5.

Ironeyes in a Campaign

One of the few people who survived from the Lord Ruler's era, Ironeyes can convey Scadrial's history and warn of Autonomy's plans. As someone who's been controlled by Ruin, Ironeyes knows perhaps better than anyone the threat the Shards pose.

Since his strength fluctuates based on his atium stores, it's easy to shift Ironeyes into a passive informant role, ensuring this figure of legend never outshines the heroes.

Metallic Arts

Ironeyes's stat block lists only a few Metallic Arts, enough to create a satisfying encounter. However, you're free to grant him all Allomancy modules available to Mistborn in Era 1, plus Feruchemical gold, pewter, and steel (see "Adversary Modules" at the end of this chapter).

Ironeyes's Tactics

Ironeyes is difficult to defeat, especially since Burn Bronze and Inescapable Tracking make him hard to take by surprise; keep in mind that if he spends 6 Investiture to Burn Bronze, he can even detect and pierce copperclouds (see "Copper Allomancy" in chapter 6 of the *Mistborn Handbook*).

During combat, he dominates enemies in melee with his Choke and Obsidian Axes actions. He can quickly react to a changing battlefield with Ironpull/Steelpush, and in dire situations, he uses Burn Atium to give himself an edge. This stat block doesn't limit how many times Ironeyes can Burn Atium, but as the GM, you can limit this depending on his current access to the metal.

VLAD OVOY

Ironeyes

Tier 4 Boss – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
6	21	5	5	21	6	5	21	6

Health: 250 (200–300) **Focus:** 10 **Investiture:** 10

Deflect: 4 (Steel Inquisitor)
Movement: 40 ft.
Senses: 50 ft. (sight)
Physical Skills: Athletics +11, Heavy Weaponry +11
Cognitive Skills: Deduction +10, Discipline +11, Intimidation +11
Spiritual Skills: Deception +11, Insight +10, Perception +10, Persuasion +10
Metallic Art Skills: Allomancy +11 (5 ranks; all from Era 1), Feruchemy +10 (5 ranks; Gold, Pewter, Steel)

Features

Boss. Ironeyes can take both a fast turn and a slow turn each round. After an enemy finishes a turn, Ironeyes 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.

Death Is Among Us. Ironeyes gains a bonus to his Spiritual defense equal to his Insight modifier against tests to sense him.

It Is a Fact. Each character of Ironeyes's choice within 120 feet of him gains a –10 penalty to injury rolls.

Unflappable. Ironeyes can resist influence without spending focus.

Actions

▶ **Strike: Obsidian Axes.** Attack +11, reach 5 ft., 2d6 + 11 keen damage. On a hit, Ironeyes can spend 1 focus to deal an extra 2d6 keen damage.

▶ **Choke.** Attack +11, reach 5 ft., 1d8 + 11 impact damage; this attack gains an advantage if Ironeyes successfully used his Ironpull/Steelpush against the target on this turn. On a hit, the target must also succeed on a DC 19 Discipline test or be Stunned until the end of their next turn.

▶ **Shoot Coin (Costs 1–5 Investiture).** Attack +11, range 20 ft. per Investiture spent, 1d12 + 11 impact damage.

▶ **Burn Bronze (Costs 1–6 Investiture).** Until the end of the scene, Ironeyes detects the following within 320 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 he used this action.

Ironeyes 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. Ironeyes can make a DC 15 Allomancy test as ▶ to determine what power generated an effect he's tracking.

▶ **Burn Iron/Steel.** Until the end of the scene, Ironeyes senses all sources of non-aluminum, non-Invested metal within 320 feet of him.

▶ **Ironpull/Steelpush (Costs 1–5 Investiture).** Ironeyes chooses a metal he senses with Burn Iron/Steel, and he moves himself 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 Ironeyes, whereas he moves toward or away from objects of his 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, Ironeyes must succeed on an Allomancy test against the Physical defense of the target, or if the effect deals damage, he must make an Allomancy attack, rolling 1d12 + 11 impact damage.

▶ **Inescapable Tracking.** Ironeyes chooses an Invested effect he knows the current location of with his Burn Bronze, and he moves up to his movement rate toward it. If the effect is associated with a character, Ironeyes makes an Allomancy test against their Spiritual defense. On a success, he gains an advantage on tests against that character and can continue to track their effect for up to one hour without spending additional Investiture to Burn Bronze.

▶▶ **Burn Atium.** For the next 5 rounds, when Ironeyes 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 Ironeyes (including tests against Physical defense), set the value of their d20s to 5. Before this effect ends, Ironeyes can maintain it as ▷.

Opportunities and Complications

Opportunity. An enemy can spend ◈ to end the effects of Ironeyes's Burn Atium, Burn Bronze, and Burn Iron/Steel.

Complication. The GM can spend ✳ from an enemy's test to have Ironeyes use his Ironpull/Steelpush action as ⮌.

Kandra

Created by the Lord Ruler, the kandra are a shapeshifting Scadrian people (see "Kandra" in chapter 2). They can perfectly imitate nearly any species by devouring their bodies and wearing their skeletons. Each kandra possesses two Hemalurgic spikes, called Blessings, which grant them sapience and enhance their abilities.

The kandra spy and kandra defender provided here represent just two of the countless forms a kandra adversary might take. For simplicity, these stat blocks assume the kandra has already taken their desired form, and thus the stat blocks don't include shapechanging abilities. To add shapechanging to these stat blocks, or to create a new kandra adversary, see "Ancestry Modules" at the end of this chapter.

Contracts and Espionage

In the Final Empire, kandra are bound to the Lord Ruler's service by the First Contract. It's the duty of kandra who leave the Homeland to make Contracts with humans, serving them as kandra spies. Post-Catacendre, kandra are no longer bound by the Contracts, but many serve as Harmony's agents.

Kandra Homeland

When not on Contracts, the kandra of the Final Empire return to the secretive kandra Homeland. There, instead of bone skeletons, kandra commonly wear True Bodies, which are crafted from diverse materials such as wood, stone, metal, or crystal. Kandra defenders are the guardians of their Homeland and the custodians of kandra prisoners. Defenders often carry weapons and tools effective against their own people.

Kandra Tactics

A **kandra defender** closes the distance to their targets as quickly as they can, then the kandra stays close using their Denial feature. Once in melee, they strike with their Hammer, then on their next turn, make a Bone-Crushing Blow. If necessary, a kandra can use their Acid Flask to deal with ranged attackers (or rogue kandra).

A **kandra spy**'s Inscrutable Expression feature makes them skilled at espionage. Most kandra are pacifists; when they're identified, they use the Element of Surprise reaction to escape (though more aggressive kandra might press this advantage with a surprise strike, instead). Kandra can unnerve their foes with Disquieting Form, and in a pinch, they Close Wound to mend themselves and keep fighting.

Kandra Defender

Tier 2 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
4	16	0	2	16	4	2	14	2

Health: 52 (42–62) **Focus:** 6 **Investiture:** 0

Deflect: 5 against keen only (kandra ancestry)
Movement: 20 ft.
Senses: 10 ft. (sight)
Physical Skills: Athletics +7, Heavy Weaponry +7
Cognitive Skills: Discipline +7, Intimidation +7
Spiritual Skills: Insight +5, Perception +5

Features

Kandra Resistances. The kandra ignores the Pierce weapon trait when taking keen damage. Additionally, they can only be affected by emotional Allomancy if the Allomancer spends 6 Investiture or more to Burn Brass or Burn Zinc; once affected, the kandra can't end those effects on themself.

Defender's True Body. The kandra has a True Body made of stone, which they've trained with extensively. While wearing these bones, they can use the Brace action even without cover nearby.

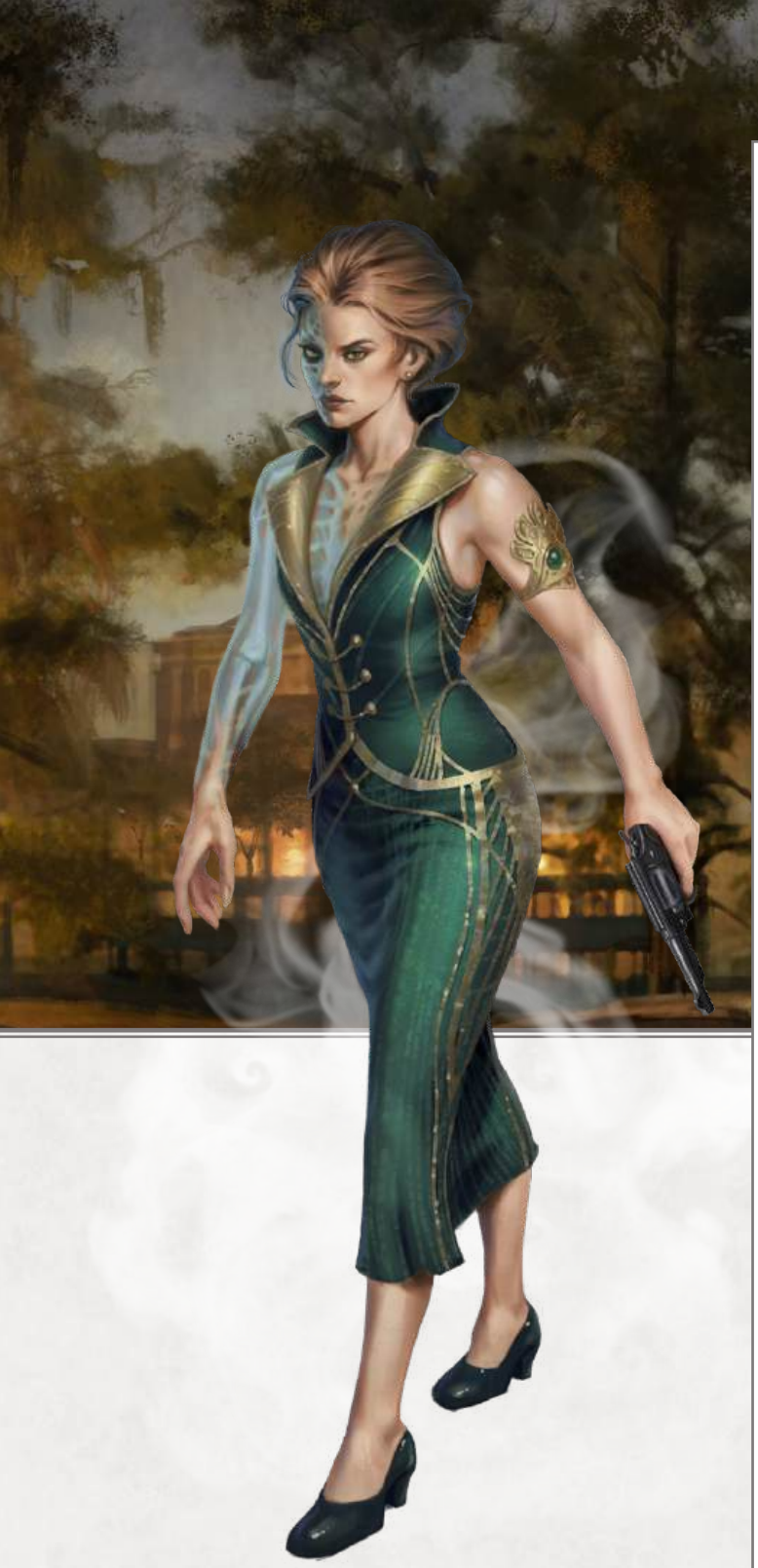
Denial (Costs 1 Focus). When a character triggers a Reactive Strike from the kandra, if the kandra's attack hits, the kandra can also move up to their movement rate to an unoccupied space within 5 feet of the space the character moved to.

Actions

▶ **Strike: Hammer.** Attack +7, reach 5 ft., 1d10 + 7 impact damage. On a hit, the target is also Slowed until the end of the kandra's next turn.

▶▶ **Acid Flask (2 Uses).** Attack +7, range 20/60 ft., 2d4 + 7 vital damage. On a hit, the target is Afflicted [1d4 vital] until they recover at least 1 health. *Blast [5]:* On a hit, this attack grazes every other character within 5 feet of the target; the kandra can spend 2 focus to instead hit each of them.

▶▶▶ **Bone-Crushing Blow (Costs 2 Focus).** The kandra moves up to their movement rate and uses their Hammer action against a Slowed character. On a hit, the character takes an extra 2d10 impact damage and suffers an injury; an injury roll result of 0 or lower counts as a 1 instead.



JORDAN KERBOW & GAL OR

Kandra Spy

Tier 3 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	17	5	3	16	3	4	20	6

Health: 58 (46–70) **Focus:** 5 **Investiture:** 0

Deflect: 5 against keen only (kandra ancestry)
Movement: 40 ft.
Senses: 20 ft. (sight)
Physical Skills: Agility +7, Light Weaponry +8, Stealth +8
Cognitive Skills: Deduction +6, Discipline +6, Lore +5
Spiritual Skills: Deception +9, Insight +7, Perception +7, Persuasion +9

Features

Inscrutable Expression. The kandra gains a bonus to their Spiritual defense equal to their Deception modifier against tests to discern whether they're lying.

Kandra Resistances. The kandra ignores the Pierce weapon trait when taking keen damage. Additionally, they can only be affected by emotional Allomancy if the Allomancer spends 6 Investiture or more to Burn Brass or Burn Zinc; once affected, the kandra can't end those effects on themself.

Secret Identity. If the PCs become suspicious of a kandra in their midst, create a Discover the Kandra positive event with 3 slots. Until the event track is filled with Opportunities, nobody can be trusted, and abilities that cost focus now cost an additional 1 focus. When the event track is full, the characters either reveal the kandra's identity, uncover a significant hint, or discover nobody is a kandra.

Actions

▶ **Strike: Knife.** Attack +8, reach 5 ft. or range 20/60 ft., 1d4 + 8 keen damage. On a hit, if the kandra had at least one advantage on this attack, they deal an extra 3d8 damage.

▶ **Strike: Revolver.** ERA 2 Attack +8, range 20/80 ft., 1d6 + 8 keen damage. *Pierce:* This damage can't be reduced by the target's deflect. *Loaded [6]:* Reload this weapon to full ammunition as ▶.

▶ **Disquieting Form.** The kandra alters their appearance to terrify their foe, making a Deception test against the Cognitive defense of a character within 30 feet of them who can sense them. On a success, the target loses 2 focus.

▶▶ **Close Wound (Costs 1 Focus).** The kandra shapeshifts to heal their wounded flesh, recovering 2d8 health.

⮌ **Element of Surprise.** Once per scene, when a character uncovers the identity of the kandra while they're disguised, the kandra can immediately move up to their movement rate and either Shove, Grapple, or Strike (no action required).

Koloss

The koloss are a Scadrian people who were created by the Lord Ruler to serve as his army. To create a koloss, a Hemalurgist implants a human with four Hemalurgic spikes, each made by killing another human. These spikes contain pieces of the four victims' spiritwebs, granting the resulting koloss enormous physical strength. Through this process, koloss become large and powerful, with some reaching heights of up to twelve feet. They also gain the notable blue skin and red eyes common to all koloss. This transformation dramatically affects their form in the Physical Realm—but if seen in the Cognitive Realm after death, each koloss appears as their human self.

Koloss Across the Eras

During the Lord Ruler's reign, koloss are forced to serve as his army, and those are the circumstances in which PCs are most likely to encounter them.

With the death of the Lord Ruler and the Ascension of Harmony, koloss have found their freedom. They now live in clans throughout the Roughs, and their koloss-blooded descendants are becoming more common across the Elendel Basin.





PEDRO DUTRA

And those figures were of a deep blue. They varied greatly in size; some were just five feet tall, others were lumbering hulks of ten feet or more. They were both the same species, Sazed knew. Koloss. The creatures—though similar to men in base form—never stopped growing. They simply continued to get bigger as they aged, growing until their hearts could no longer support them. Then they died, killed by their body's own growth imperative.

Koloss Neophyte

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

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 Blade.** Attack +8, reach 10 ft., 1d12 + 8 impact damage; this attack can't graze. On a hit, if the target is Large or smaller, the koloss can also spend 1 focus to knock them Prone.

▶▶ **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 Veteran

Tier 3 Rival – Large Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
7	21	4	2	16	4	2	16	4

Health: 72 (58–86) **Focus:** 6 **Investiture:** 0

Deflect: 2 (koloss ancestry)
Movement: 30 ft.
Senses: 10 ft. (sight)
Physical Skills: Athletics +10, Heavy Weaponry +10
Cognitive Skills: Intimidation +8
Spiritual Skills: Perception +6

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 Blade.** Attack +10, reach 10 ft., 1d20 + 10 impact damage; this attack can't graze. On a hit, if the target is Huge or smaller, the koloss can also spend 1 focus to knock them Prone.

▶▶ **Pulverize.** Attack +10, reach 5 ft., 2d10 + 10 impact damage; this attack deals an extra 1d10 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.

▶▶▶ **Decimate.** The koloss swings their blade wildly. Each character within 10 feet of them must make a DC 18 Agility test. On a failure, a character takes 4d10 impact damage and is Disoriented until the end of their next turn. On a success, a character takes 2d10 impact damage.

▷ **Consuming Rage.** The koloss gains an advantage on their next attack, but the next attack against them gains an advantage.

Koloss Ancient

Tier 4 Rival – Large Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
8	23	5	3	18	5	3	18	5

Health: 94 (75–113) **Focus:** 7 **Investiture:** 0

Deflect: 3 (koloss ancestry)
Movement: 40 ft.
Senses: 20 ft. (sight)
Physical Skills: Athletics +12, Heavy Weaponry +12
Cognitive Skills: Intimidation +10
Spiritual Skills: Perception +8

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 Blade.** Attack +12, reach 15 ft., 1d20 + 12 impact damage; this attack can't graze. On a hit, if the target is Huge or smaller, the koloss can also spend 1 focus to knock them Prone.

▶▶ **Pulverize.** Attack +12, reach 10 ft., 2d12 + 12 impact damage; this attack deals an extra 1d12 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.

▶▶▶ **Decimate.** The koloss swings their blade wildly. Each character within 15 feet of them must make a DC 20 Agility test. On a failure, a character takes 4d12 impact damage, is knocked Prone, and is Disoriented until the end of their next turn. On a success, a character takes 2d12 impact damage.

▷ **Consuming Rage.** The koloss gains an advantage on their next attack, but the next attack against them gains an advantage.

⮌ **Frenzied Charge.** When the koloss is hit or grazed by an attack, they can charge up to 50 feet toward the attacker and make a Strike against them.

Koloss Tactics

Koloss are deadly foes at any tier of play. Even a **koloss neophyte** can strike with their Koloss Blade to knock a victim Prone, then Pulverize to deal heavy damage to their Prone target—ideally one suffering the effects of Demoralize. A more experienced **koloss veteran** uses their Decimate action when surrounded, and they rely on their Consuming Rage to ensure their Koloss Blade and Pulverize actions strike true. A **koloss ancient** has even further command of the battlefield. With their Frenzied Charge reaction, they can close the gap to a new set of foes with devastating momentum.

Koloss Encounter Opportunities and Complications

Result	Example
◈	A koloss's loose skin snags and begins to tear. The next time they're hit by a PC, the attack deals maximum damage and the koloss becomes Afflicted [1d4 vital per PC tier].
◈	Until the end of the scene, while a koloss is affected by their Consuming Rage, attacks against them deal an extra 1d8 damage.
◈	Start a Turn the Tide positive event with three slots. When the PCs fill the event track with Opportunities, one **koloss veteran** or four **koloss neophytes** switch sides and fight alongside the PCs until the end of the scene.
✳	Start a Howling Reinforcements negative event with three slots. When the GM fills the event track with Complications, two additional **koloss neophytes** arrive.
✳	One koloss moves up to twice their movement rate toward a PC and makes a Strike against them.
✳	One koloss recovers 1d4 focus then moves up to their movement rate toward a PC.

Koloss-Blooded Officer ERA 2

After the Catacendre, koloss gained the ability to reproduce, and their offspring are known as "koloss-blooded." Koloss-blooded people closely resemble humans, though they retain blue or gray tones in their skin. Though koloss-blooded people aren't otherwise physically different from humans, they have a reputation for greater strength and endurance. As a result, many koloss-blooded train to exceptional heights, and they find work as enforcers and bodyguards—but koloss-blooded can be found in any profession across the Basin.

This section provides one stat block: a koloss-blooded officer who specializes in leading troops. This officer might be a sergeant in the army, a bosun aboard a Pewternaut, or a chief constable. However, these are just a few of the many roles a koloss-blooded adversary could play. To create a new koloss-blooded adversary, see "Ancestry Modules" at the end of this chapter.



Koloss-Blooded Officer

Tier 1 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
3	15	2	1	13	2	2	13	1

Health: 22 (18–26) **Focus:** 4 **Investiture:** 0

Movement: 25 ft.
Senses: 10 ft. (sight)
Physical Skills: Athletics +5, Heavy Weaponry +5
Cognitive Skills: Intimidation +4
Spiritual Skills: Leadership +3, Perception +3, Survival +3

Features

Unyielding. The koloss-blooded officer gains an advantage on tests to resist being moved or knocked Prone.

Actions

▶ **Strike: Hammer.** Attack +5, reach 5 ft., 1d10 + 5 impact damage. On a hit, the target is Slowed until the end of their next turn.

▶ **Strike: Shotgun.** Attack +5, range 20/60 ft., 1d10 + 5 keen damage. On a hit, this attack also grazes every other character (other than the officer) 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 ▶.

▶ **Koloss Recovery.** Once per scene, the koloss-blooded officer recovers 2d6 health.

▶▶ **Get in There!** The koloss-blooded officer makes an Athletics test against the Physical defense of a Large or smaller character within 5 feet of them. On a success, the officer pushes them up to 10 feet, then one ally within 10 feet of the officer can immediately move up to 10 feet without triggering Reactive Strikes.

⮌ **Take This for Me (Costs 1 Focus).** Before the koloss-blooded officer is attacked, they can make an Athletics test against the Physical defense of another Large or smaller enemy within 5 feet of them. On a success, the officer and the enemy swap places, and the enemy becomes the target of the attack instead.

Koloss-Blooded Officer Tactics

A **koloss-blooded officer** may not have the same raw strength as their spike-bearing kin, but the officer still seizes control of the battlefield. Their Get in There! action allows a koloss-blooded officer to shove enemies around while opening a gap for an ally to slip into, and their Koloss Recovery action and Take This for Me reaction make them unafraid to lead from the front lines. However, if the need arises, they can fight at range with their Shotgun.

ALIEF RUSDIATAMA

Malwish Pilot ERA 2

Malwish pilots usually fly small airships powered by Allomancy. Their small but capable crews are equipped with iron "medallions"—unsealed metalminds—allowing them to become lighter for better flight.

Relationship With the Basin

The nascent relationship between Southern Scadrial and the Elendel Basin is a fraught one, in part due to contested claims of ownership over the Bands of Mourning. A character from the Elendel Basin might encounter friendly Malwish pilots under innocuous circumstances—or they might meet an aggressive airship crew on a political or military mission.

Malwish Pilot Tactics

A **Malwish pilot** is found alongside their crew—usually **commoners**, **merchants**, or **socialites**, each of them armed with weaponry and equipped with an iron medallion (which grants the Store Weight in Medallion action).

A pilot opens with their Steel-Charged Primer at range to unbalance their foes, then descends on the enemy to attack with their Sidesword. Though their medallions are meant for flight rather than fighting, pilots can use Store Weight in Medallion to improve their ability to slip away from dangerous situations.

JORDAN KERBOW & LOGAN FELICIANO



Malwish Pilot

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: Deduction +5, Discipline +4, Lore +4
Spiritual Skills: Insight +4, Perception +5, Survival +5

Features

Capable Pilot. The pilot gains an advantage on tests related to aircraft and navigation.

Actions

▶ **Strike: Sidesword.** Attack +4, reach 5 ft., 1d6 + 4 keen damage. On a hit, if the target is Medium or smaller, the pilot can also spend 1 focus to push the target 5 feet away from them.

▶▶ **Steel-Charged Primer (2 Uses).** Attack +4, range 20/60 ft., 1d6 + 2 impact damage. Hit or miss, each character who is within 10 feet of the target and who is wearing or carrying non-aluminum, non-Invested metal is pushed 10 feet away from the target. *Blast [10]:* On a hit, this attack grazes every other character within 10 feet of the target; the pilot can spend 2 focus to instead hit each of them.

▶ **Store Weight in Medallion.** The pilot activates their iron medallion. Until they deactivate the medallion as ▷, they experience the following effects:

- They're considered to be one size smaller for all effects except the space they take up and control.
- They don't take damage from falling.
- Melee attacks against them gain an advantage.
- Double the distance of any effects that move them against their will using physical force.

⮌ **Featherweight Aviator.** Before the pilot takes impact or keen damage while affected by their Store Weight, the pilot reduces the damage by 4 and moves up to 10 feet from its source without triggering Reactive Strikes. They also gain an advantage on the next test they make before the end of their next turn.



Mastermind

From heist crews and criminal gangs to political movements and rebel groups, every organization needs its masterminds. These analytical leaders look at the bigger picture to consider all the contingencies and respond flexibly to problems, always keeping a hidden ace up their sleeve. Even in a group of highly specialized experts—many clever in their own right—the presence of a mastermind ensures they work together as efficiently and effectively as possible.

As cunning leaders, masterminds not only create the plan but also ensure it's followed, and they improvise new solutions should anything go awry. It takes a clever rival to back a mastermind into a corner, but an even more clever one to account for what such a master strategist might do once cornered. It's a rare day when a mastermind doesn't hold the winning hand.

Mastermind Tactics

A **mastermind** prefers to coordinate from behind the scenes, and they almost never fight without allies present, but with their Flexible Strategy feature and Forward Thinking action, masterminds are dangerous foes to face on the battlefield. Their Follow My Lead action lets masterminds direct their crewmembers like chess pieces, shaping the battle to their favor. Masterminds prefer to use their Shortbow or Revolver to attack from a distance, but they're always on the lookout for a perfect opening to backstab with their Sidesword.

"We need to evacuate the city." Steris thumped her notebooks. "I have the plans here. Full citywide emergency plans for various categories of disaster. I had free time a few summers ago and was bored."

TRISTAN BIDEAU & LOGAN FELICIANO

Mastermind

Tier 2 Boss – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
1	15	4	4	17	3	2	15	3

Health: 102 (82–122) **Focus:** 7 **Investiture:** 0

Movement: 30 ft.
Senses: 10 ft. (sight)
Physical Skills: Agility +6, Light Weaponry +7, Thievery +7
Cognitive Skills: Deduction +7, Discipline +6, Lore +6
Spiritual Skills: Insight +4, Leadership +6, Perception +5, Persuasion +5

Features

Boss. The mastermind can take both a fast turn and a slow turn each round. After an enemy finishes a turn, the mastermind 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.

Effortless Contingency. The mastermind can graze without spending focus.

Flexible Strategy. When the mastermind successfully uses the Gain Advantage action, they can grant that advantage to one of their allies within 30 feet of them, instead of to themself.

Actions

▶ **Strike: Sidesword.** Attack +7, reach 5 ft., 1d6 + 7 keen damage. On a hit, if the target attacked one of the mastermind's allies on the target's last turn, this attack deals an extra 2d6 damage.

▶ **Strike: Shortbow.** ERA 1 Attack +7, range 80/320 ft., 1d6 + 7 keen damage. If the attack also hits against the target's Cognitive defense, the target is also Slowed until the end of their next turn.

▶ **Strike: Revolver.** ERA 2 Attack +7, range 20/80 ft., 1d6 + 7 keen damage. *Pierce:* This damage can't be reduced by the target's deflect. *Loaded [6]:* Reload this weapon to full ammunition as ▶.

▶ **Follow My Lead.** The mastermind instructs an ally they can influence within 60 feet of them. 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 (the mastermind's choice). If the ally makes a Strike, it deals an extra 1d8 damage on a hit or graze.

▶▶ **Forward Thinking (Costs 1 Focus).** The mastermind reveals an ace up their sleeve, which comes in one of the following forms:

Hidden Trap. The mastermind springs a trap in a 10-foot-square area within 60 feet of them. They make a ranged Thievery attack against each target within that area, rolling 2d8 keen, energy, or impact damage. The area then becomes difficult or dangerous terrain [1d8 damage of the same type].

Secret Stash. The mastermind immediately uses the Recover action (no action required) if it's available, then they reveal an item suited for dealing with their enemies, such as an aluminum weapon, one hazekiller round, or an Allomantic grenade. The mastermind gains ▶, which they can only use to take an action with the item.

Reinforcements. Introduce one tier 1 Minion to the scene. They can take a fast or slow turn this round.

Opportunities and Complications

Opportunity. An enemy can spend ◈ to disrupt a mastermind's coordination of their allies, preventing the mastermind from using Follow My Lead until the end of the enemy's next turn.

Complication. The GM can spend ✳ from an enemy's test to have the mastermind use their Forward Thinking action as ⮌.

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.

Sourcing and Inventing

Merchants strive to provide what others can't, be it metals, guns, jewels, or other specialized goods. Trusted merchants can become reliable partners, providing one-of-a-kind, cutting-edge innovation for those who can pay. Merchants might be able to source rare metals or experiment with new alloys in Era 1, or they might even invent and distribute new firearm technologies in Era 2. As such, a merchant can play a pivotal role in giving the PCs an edge over their foes. For especially innovative NPC merchants, the rules for crafting and inventions in chapter 7 of the *Mistborn Handbook* can offer inspiration on their unique goods.



PEDRO DUTRA

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

One of the Metallic Arts practiced on Scadrial, Allomancy allows the user to burn ingested metal to gain an ability corresponding to that metal. As Allomancy is a raw and powerful art, its wielders tend to be decisive and bold. Foremost among them are the Mistborn. Capable of burning all sixteen metals, these potent Allomancers typically work for one of the Great Houses.

Mistborn in a Campaign

Mistborn are much rarer than Mistings—Allomancers who can burn only one type of metal. When a Mistborn appears in a campaign, their appearance often creates a compelling plot twist. If the PCs previously believed their foe was a mere Misting, this can provide a particularly exciting moment when the Mistborn reveals the full extent of their power.

Mistborn are typically found protecting the Great Houses and the Final Empire, making them enemies more often than allies. Use caution when employing these adversaries as allies in your campaigns—a full Mistborn can easily outshine a party with limited or no access to Allomancy.

Metallic Arts

Two Mistborn stat blocks are presented here: the Mistborn courtier and the Mistborn assassin. These stat blocks are designed to support different moments within a story, and they could be used to represent the same NPC at different times.

Each Mistborn stat block lists only a few Metallic Arts, enough to create a satisfying encounter. However, you're free to grant these adversaries other Allomancy modules (see "Adversary Modules" at the end of this chapter).

It was said that Mistborn were heralds of the mists themselves, endowed with great powers by the Lord Ruler.

Mistborn 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.

A **Mistborn courtier** has strong command of social encounters. Their Influential Bearing feature gives them passive advantages in conversations, but they can also Burn Brass/Zinc to influence crowds and target enemies with Overwhelming Emotion. These Mistborn freely use their full kit to their advantage, but they try to flee if things aren't looking good. If negotiations break down, the scene might transition into a dangerous combat or Pursuit endeavor scene.



FLORIAN HAECKH & LOGAN FELICIANO

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.

Mistborn Courtier

Tier 3 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
3	18	5	3	17	4	3	17	4

Health: 70 (56–84) **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

Influential Bearing. The first time the Mistborn would spend focus to resist influence in a scene, it costs them no focus and each enemy in the scene loses 1d4 focus.

Ready for War. At the start of the scene, the GM can create a Negotiations Breakdown negative event with 3 slots. When the event track is filled with Complications, the Mistborn courtier recovers all health and becomes a **Mistborn assassin**, using the new stat block but retaining their current focus and Investiture.

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.

▶ **Burn Copper (Costs 1 Investiture).** The Mistborn creates a coppercloud centered on themself, covering an area up to a 30-foot radius. The coppercloud has the following effects:

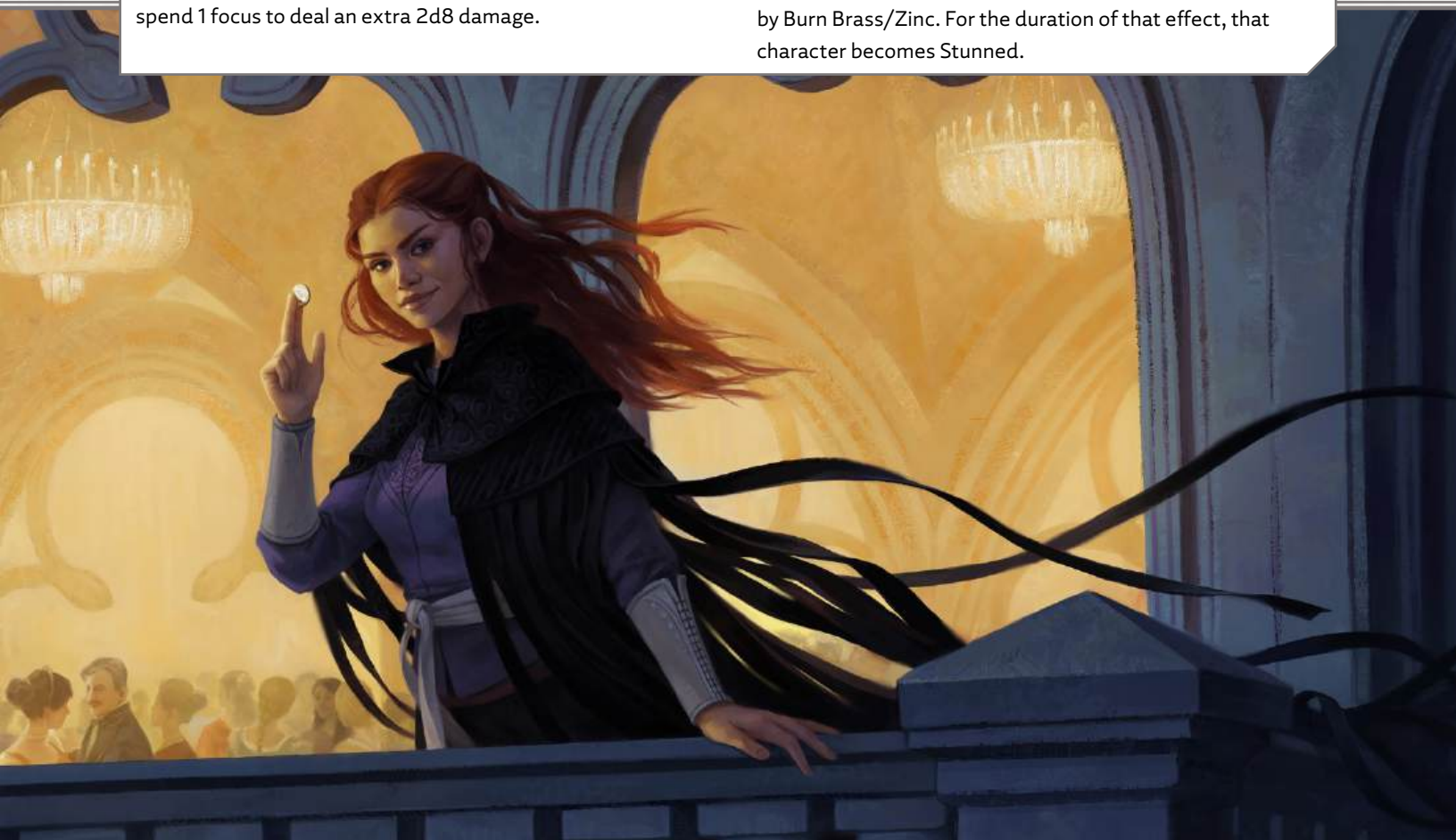
- Invested powers and senses can't detect the coppercloud. Additionally, they can't detect characters or Investiture usage through the coppercloud.
- The Mistborn's mind and emotions can't be affected by Invested effects.
- The above two effects are ignored by Invested effects that cost at least 6 Investiture.

The coppercloud moves with the Mistborn and lasts until the end of the scene or until they end it on a later turn as ▷.

▶▶ **Burn Brass/Zinc (Costs 1–4 Investiture).** The Mistborn chooses an emotion and chooses one or more targets in a Large (10-foot) area within 160 feet of them, then they make an Allomancy test against the Spiritual defense of each target. On a success, the chosen emotion is Soothed or 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 Mistborn 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 Brass/Zinc (instead of the usual cost to resist influence). After they do, they ignore their altered emotions until the start of their next turn.

▷ **Overwhelming Emotion (Costs 2 Investiture).** The Mistborn chooses a character with 0 focus who is affected by Burn Brass/Zinc. For the duration of that effect, that character becomes Stunned.



SVETLANA KOSTINA

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. 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.

ANASTASSIA GRIGORIEVA

Obligator ERA 1

The Steel Ministry is the religious bureaucracy of the Final Empire. Its members, called obligators, serve as the Lord Ruler's religious leaders and run the various Cantons—the divisions of the Ministry (see "Steel Ministry" in chapter 5). As such, an obligator wields sizable authority, rivaling and sometimes exceeding that of the nobility.

Public Authority

Obligators oversee anything requiring a contract or agreement, including mercantile deals, weddings, divorces, land purchases, and inheritances. They also run public works such as sanitation and engineering. Meanwhile, the fearsome Canton of Inquisition oversees the Terris population and investigates seditious use of Allomancy. Obligators are the eyes of the Lord Ruler—if something isn't witnessed by the Ministry, it might as well not have happened.

Ministry Post-Catacendre

After the Catacendre, the Steel Ministry largely disperses. However, many of its beliefs and practices persist due to the influence of survivors such as "The Last Obligator," Aradan Yomen (see "Yomen" in chapter 5). These practices, including a reverence of the Lord Ruler, have evolved into the Sliverist religion.



STEVE PRESCOTT & SVETLANA KOSTINA

Obligator

Tier 2 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	14	2	3	16	3	2	16	4

Health: 38 (30–46) **Focus:** 5 **Investiture:** 0

Movement: 25 ft.
Senses: 10 ft. (sight)
Physical Skills: Light Weaponry +4
Cognitive Skills: Deduction +6, Discipline +6, Lore +6
Spiritual Skills: Insight +5, Leadership +5, Perception +4

Features

Trained Sensitivity. The obligator always knows when they're being targeted or affected by emotional Allomancy.

Witnesser. The first time an obligator spends focus to resist influence during a scene, each non-allied character in the conversation loses 1 focus.

Mutable Law. The GM can spend a PC's Complication to make the obligator be in possession of information or an item that incriminates (or appears to incriminate) the character. The obligator uses that edge for leverage or extortion, even if they're otherwise not hostile.

Actions

▶ **Strike: Knife.** Attack +4, reach 5 ft. or range 20/60 ft., 1d4 + 4 keen damage. The first time the obligator uses this action during a scene, they gain an advantage.

▶ **Legal Weight (Costs 1 Focus).** The obligator chooses one character they can influence within 60 feet of them and makes a Leadership test against the target's Cognitive defense. On a success, the target can't spend focus until the end of their next turn.

▶▶ **Inspiring Faith.** The obligator can grant the Focused condition to themself or an ally within 30 feet of them until the end of the obligator's next turn. The target also recovers 1d6 + 4 health.

Obligator Tactics

Many citizens are wary around an **obligator**. An obligator's Trained Sensitivity feature allows them to counter emotional Allomancy, and their Witnesser feature bolsters them against other attempts at influence. Their Mutable Law feature allows obligators to swiftly gain the upper hand in a conversation, and their Legal Weight action enfeebles their enemies, should it come to blows.

Officers of the Law 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.

Jurisdiction and Authority

In Elendel, the constabulary is divided into octants, each led by a constable-general who reports directly to the governor. The Elendel Constabulary also claims jurisdiction beyond the city itself, extending throughout the Basin and into the Roughs. However, the Elendel Constabulary's wide jurisdiction is a source of tension with constabularies in other Basin cities, and a lawkeeper's authority holds less weight where they aren't welcome. Still, given the massive political and economic power held by Elendel and other Basin cities, even people out in the Roughs maintain a modicum of recognition for a lawkeeper's position—most of the time.

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.

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

Loners and Team Players

City constabularies rely on teamwork to be effective and efficient in their operations. Whether raiding a clandestine business or cordoning off a crime scene, constables are taught to leverage their forces and to keep as many eyes on the crowd as possible.

However, further from cities, and especially in the Roughs, lone lawkeepers are more likely to have to operate without support. Many of these independent constables are particularly inclined to push the boundaries of their authority.

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.



CLAUDE ARADEL

GUILHERME CASTRO

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.

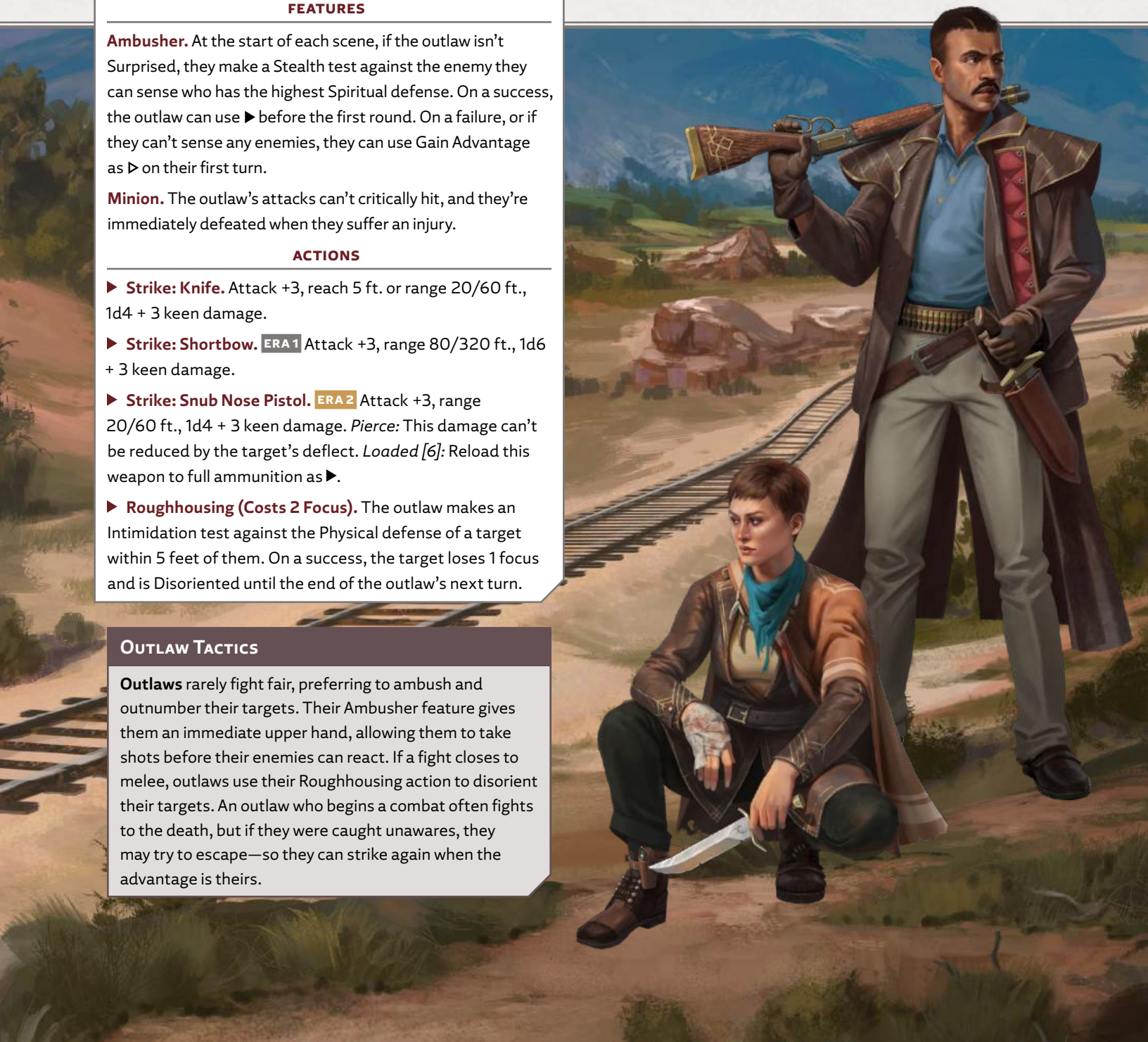
Outlaw Tactics

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.

Outlaws

During the Final Empire, outlaws might be members of the skaa rebellion, deserters from the Lord Ruler's armies out laying an ambush on the road, or desperate frontier folk preying on anyone unlucky enough to cross their path.

In Era 2, many outlaws in the Roughs have grown to loathe Elendel and its treatment of those outside the Basin, believing the lords and ladies of the city do little to aid the poor and destitute people of the Roughs. This brand of outlaw may see themself as a hero, punishing corrupt nobles and growing power for their own people.



FLORIAN HAECKH & LOGAN FELICIANO

Outlaw Boss

To an outlaw boss, reputation is everything. These lawless criminals gather up like-minded bandits to prey on the unsuspecting. Working as murderers, kidnappers, thieves, and smugglers, outlaw bosses are often hunted but rarely killed, making them prized bounties.

Leading the Lawless

In Era 1, many outlaw groups claim a moral superiority over the subjects of the Final Empire, but in truth, most outlaw bosses are simply taking advantage of opportunities in the Outer Dominances to grow their own power. Bosses establish themselves as brutal leaders and draw the desperate into their bands, gaining strength in numbers.

In the Roughs of Era 2, powerful outlaw bosses often play extended games of cat and mouse with lawkeepers. In turn, many lawkeepers resort to their own corrupt methods when dealing with criminals.

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 an attack 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 STANOVICH

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.

Steel Inquisitor ERA 1

Steel Inquisitors are obligators who've been granted Allomantic abilities through multiple Hemalurgic spikes—notably including a pair of spikes where their eyes used to be. A force to be feared, Inquisitors run the Steel Ministry's Canton of Inquisition, acting as both law enforcement and investigators focused on the use of Allomancy. Steel Inquisitors are the ones who take information about noble houses, skaa rebels, and Luthadel back to report to the Lord Ruler.

Facing a Steel Inquisitor in battle is considered a foolish prospect by all but those Metalborn most accomplished in (or reckless with) the Metallic Arts. However, all Steel Inquisitors have a secret weakness: a Hemalurgic linchpin critical to maintaining their network of embedded spikes. Removing this central linchpin spike kills the Inquisitor.

After the Catacendre, only one Steel Inquisitor survived into the new world: Marsh, better known as the mythical Ironeyes (see "Ironeyes" earlier in this chapter). Nevertheless, the secret knowledge of the Hemalurgic techniques used in the creation of Inquisitors survived through the notes of the Lord Mistborn.

Metallic Arts

Steel Inquisitors are often gifted a suite of Metallic Arts that can rival or even exceed those of Mistborn and Feruchemists. Additionally, after the Lord Ruler's death, some Steel Inquisitors gained Feruchemical powers stolen from the Terris Synod.

The Steel Inquisitor adversary stat block lists only a few Metallic Arts, enough to create a satisfying encounter. However, you're free to adjust this stat block to represent different or additional Hemalurgic spikes, granting any additional Allomancy modules you wish (see "Adversary Modules" at the end of this chapter).

Steel Inquisitor Tactics

A **Steel Inquisitor** is incredibly difficult to defeat, as represented by their Regenerate and Burn Atium abilities. They excel at overwhelming enemies with their Obsidian Axes, and they react to threats quickly with their Ironpull/Steelpush action, helping them maintain control of the battlefield.

Inquisitors use Burn Bronze and Burn Iron/Steel to detect Mistings and Mistborn with incredible accuracy. If an Inquisitor spends 6 Investiture to Burn Bronze, they can even detect and pierce copperclouds (see "Copper Allomancy" in chapter 6 of the *Mistborn Handbook*).



MATT DEMINO

Steel Inquisitor

Tier 3 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
5	19	4	3	18	5	3	18	5

Health: 75 (60–90) **Focus:** 7 **Investiture:** 7

Deflect: 2 (Steel Inquisitor)
Movement: 30 ft.
Senses: 20 ft. (Allomancy)
Physical Skills: Athletics +9, Heavy Weaponry +9
Cognitive Skills: Deduction +7, Discipline +9, Intimidation +9
Spiritual Skills: Insight +6, Perception +7
Metallic Art Skills: Allomancy +9 (4 ranks; Atium, Bronze, Iron, Pewter, Steel)

Features

Imposing Presence. When the Steel Inquisitor resists influence, it costs them half the usual focus, and the character influencing them loses 1d4 focus.

Hemalurgic Linchpin. When the Steel Inquisitor is reduced below half health, if the PCs are aware of the Inquisitor's critical linchpin, create a Pull the Linchpin event, which is a positive event with 5 slots. When the event track is full, the Inquisitor shows a vulnerability, and a character who can reach the Inquisitor can use ▶ to make an Athletics test against the Inquisitor's Physical defense. On a success, the character removes the Inquisitor's linchpin, defeating them. On a failure, the event track resets to 0 Opportunities.

Actions

▶ **Strike: Obsidian Axes.** Attack +9, reach 5 ft., 1d6 + 9 keen damage. On a hit, the Steel Inquisitor can spend 1 focus to deal an extra 2d6 keen damage.

▶ **Shoot Coin (Costs 1–4 Investiture).** Attack +9, range 20 ft. per Investiture spent, 1d10 + 9 impact damage.

▶ **Burn Bronze (Costs 1–6 Investiture).** Until the end of the scene, the Steel Inquisitor detects the following within 320 feet of them:

- 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 the Inquisitor used this action.

The Inquisitor can sense the general direction of these effects' sources. For as long as they can detect these effects, they can also choose to track the specific location and source of a number of effects equal to the Investiture spent. The Inquisitor can make a DC 15 Allomancy test as ▶ to determine what power generated an effect they're tracking.

▶ **Burn Iron/Steel.** Until the end of the scene, the Steel Inquisitor senses all sources of non-aluminum, non-Invested metal within 160 feet of them.

▶ **Ironpull/Steelpush (Costs 1–4 Investiture).** The Steel Inquisitor 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 Inquisitor, whereas the Inquisitor 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 Inquisitor must succeed on an Allomancy test against the Physical defense of the target, or if the effect deals damage, the Inquisitor must make an Allomancy attack, rolling 1d10 + 9 impact damage.

▶▶ **Burn Atium (2 Uses).** For the next 4 rounds, when the Steel Inquisitor 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 Inquisitor (including tests against Physical defense), set the value of their d20s to 5. Before this effect ends, the Inquisitor can maintain it by spending 1 use of Burn Atium as ▷.

▷ **Regenerate (Costs 1 Investiture).** The Steel Inquisitor burns pewter to recover 1d6 + 3 health.

Adversary Modules

On Scadrial, any NPC could possess remarkable and unexpected powers. These are generally gained either through non-human ancestry, through the genetic inheritance of Allomancy or Feruchemy, or through Hemalurgic spikes that grant stolen abilities.

The adversary modules in this section provide special features and actions you can apply to any stat block, supporting you in creating diverse NPCs for your scenes and stories.

Using Adversary Modules

Applying a module to a stat block includes three potential steps:

1. Change the stat block as indicated for that category of module. For example, the "Using Allomancy Modules" section instructs you to grant an Investiture score and an Allomancy skill, and to allow them to use the Drink Vial action, in addition to making the changes from your chosen module.
2. Change the stat block as indicated in your chosen module. For example, the Kandra module instructs you to grant the Deception skill and a deflect value.
3. Add the module's listed features and actions to the stat block. For example, the Brass Allomancy module grants the Burn Brass action.

If your chosen stat block already has the indicated statistic or ability, don't add it a second time.

These modules adapt and simplify iconic abilities for adversary use, rather than mirroring the full capabilities of a PC. However, feel free to use the PC versions of ancestries and Metallic Arts for individual adversaries, potentially even augmenting them with PC talents. For more information on the ancestries and Metallic Arts of Scadrial, see chapters 2 and 6 in the *Mistborn Handbook*, respectively.

Module Threat

Modules grant powerful abilities that make adversaries more dangerous; keep this in mind when choosing adversaries for your combats (see "Building Combat Scenes" in chapter 13 of the *Mistborn Handbook*).

When you add one or more modules to an adversary who doesn't already have one, increase their threat value by half. For example, a Boss of the party's tier usually has a threat value of 4, but if you apply the Steel Allomancy module, their threat value becomes 6. If you also apply the Koloss-Blooded module to that same Boss, their threat value remains 6, because additional modules don't increase the threat further.

Preexisting Abilities

Some stat blocks already have abilities from Allomancy, Feruchemy, or another Invested Art. Any adversary who can wield an Invested Art counts as having a module already applied. For example, the **agent of the Set** already has Allomantic and Feruchemical abilities, so even if you apply a module of any type, their threat value remains the same.

Adversary Tier

Some modules include abilities that only apply to adversaries of a certain tier. These are indicated much like era-restricted abilities are, with a symbol following the ability name. For example, the Koloss-Blooded module only grants the Reactive Recovery reaction if the stat block is tier 3 or higher, as indicated by the TIER 3+ symbol.

Additionally, some modules include abilities that apply to all tiers but increase in power at higher tiers. When an effect refers to a Metallic Art die or a Metallic Art range, the Metallic Art Scaling table indicates which die to roll or range to use for an adversary of that tier.

Metallic Art Scaling

Tier	Range	Die
1	40 ft.	1d6
2	80 ft.	1d8
3	160 ft.	1d10
4+	320 ft.	1d12

Stacking Modules

You can apply multiple modules to a stat block, but you can't apply the same module more than once.

To turn a stat block into a Misting or Ferring, choose one Metallic Art module. The rare Twinborn can be represented by adding both an Allomancy and Feruchemy module. An adversary can gain additional powers with a Hemalurgic spike. Meanwhile, exceptional individuals like Mistborn and full Feruchemists can have any number of modules for their Metallic Art.

Ancestry Modules

Humans are the most common sapient creatures on Scadrial, PCs are likely to encounter other peoples as well—most notably, the kandra and koloss-blooded people. While you can represent these characters using the **kandra defender**, **kandra spy**, and **koloss-blooded officer** stat blocks from this chapter, applying an ancestry module to another stat block (such as by creating a koloss-blooded **outlaw**) offers more flexibility.

Using Ancestry Modules

Each adversary can have only one ancestry module.

Kandra

Kandra adversaries can use their shapeshifting abilities to flawlessly play nearly any role.

Special Rules. In addition to granting the Kandra Resistances, Malleable Form, and Secret Identity features, make the following changes to your chosen stat block:

- Grant the Deception skill, and increase its modifier to 1 + their tier + their Presence attribute.
- Grant a deflect value of 5 against keen damage only.

You can't apply this module to a stat block with Allomantic powers, Feruchemical powers, or Hemalurgic spikes (other than kandra Blessings), and you can't apply this module alongside an Allomancy or Feruchemy module. (For guidance on implanting Hemalurgic spikes in a kandra character, see "Kandra Ancestry" in chapter 2 of the *Mistborn Handbook*.)

FEATURES

Kandra Resistances. The kandra ignores the Pierce weapon trait when taking keen damage. Additionally, they can only be affected by emotional Allomancy if the Allomancer spends 6 Investiture or more to Burn Brass or Burn Zinc; once affected, the kandra can't end those effects on themself.

Malleable Form. The kandra can ingest the bones of a Medium or smaller character; until those bones are removed or replaced by another set, the kandra can perfectly imitate that character's appearance.

Secret Identity. If the PCs become suspicious of a kandra in their midst, create a Discover the Kandra positive event with 3 slots. Until the event track is filled with Opportunities, nobody can be trusted, and abilities that cost focus now cost an additional 1 focus. When the event track is full, the characters either reveal the kandra's identity, uncover a significant hint, or discover nobody is a kandra.

Koloss-Blooded

Koloss-blooded adversaries are particularly resilient.

ACTIONS

▶ **Koloss Recovery.** The koloss-blooded recovers health equal to two recovery dice (see "Willpower" in chapter 3 of the Mistborn Handbook). In each scene, they can use this action a number of times equal to their tier.

⮌ **Reactive Recovery.** TIER 3+ Before the koloss-blooded takes damage, they use Koloss Recovery as ⮌.



A KANDRA AGENT OF HARMONY.

GUILHERME CASTRO

Allomancy Modules

Allomancy enables a character to ingest and burn a particular metal to access a specific power (see "Allomancy" in chapter 1; also see chapters 5–6 of the *Mistborn Handbook*).

Using Allomancy Modules

The following applies to all Allomancy modules:

- Increase their Investiture score to 2 + their Awareness or Presence attribute (whichever is higher).
- Grant the Allomancy skill, increase its ranks to 1 + their tier, and increase its modifier to 1 + their tier + their Willpower attribute.
- The adversary can use the Drink Vial action (▶), in addition to any actions in their module.

This chapter doesn't present modules for Aluminum Allomancy or Gold Allomancy (both of which are considered useless by most Scadrians in Era 1 and Era 2).

Atium Allomancy ERA 1

Atium Mistings, known as Seers, can see "atium shadows" of possible futures, enabling them to presciently respond to their surroundings. The existence of atium Mistings wasn't known outside the Steel Ministry until near the end of Era 1.

Special Rules. Adding this module can cause significant imbalance, so the usual rules for module threat don't consistently apply—use this module at your own risk! For a more consistent play experience, you're encouraged to use the **Mistborn** or **Steel Inquisitor** stat block, both of whom can burn atium.

ACTIONS

▶▶ **Burn Atium (1 Use per Atium Bead).** For a number of rounds equal to their ranks in Allomancy, when the Seer 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 Seer (including tests against Physical defense), set the value of their d20s to 5. Before this effect ends, the Seer can maintain it by spending 1 use of Burn Atium as ▷.

OPPORTUNITIES AND COMPLICATIONS

Opportunity. An enemy can spend ◈ to end the effects of the Seer's Burn Atium.

Complication. The GM can spend ✳ from an enemy's test to have the Seer gain one additional use of Burn Atium.

Bendalloy Allomancy ERA 2

Bendalloy Mistings, called Sliders, can create a bubble of quickened time.

Recommended Profiles. Adversaries who are prepared to fight duels make powerful Sliders, such as the **enforcer** and the **koloss-blooded officer**.

ACTIONS

▶▶ **Burn Bendalloy (Costs 1+ Investiture, Max 1 + Tier).** The Slider creates a time bubble in a Huge (15-foot) area centered on their current location. This time bubble has the following effects:

- Each round ends with a bonus round, during which only characters in the bubble can act by taking one turn each. On their turn, they gain a number of actions equal to 1 + the Investiture spent.
- During a combat, this bonus round starts after the last slow turn of each round. PCs act first, then NPCs.
- During a conversation or endeavor, this bonus round starts after the last contribution of the round. Each character in the bubble can make one contribution during a bonus round for every ▶▶ (rounded up).
- Within the bubble, effect durations elapse more quickly. For every ▶▶ (rounded up) granted by the bubble, count one round as elapsing for ongoing effects.
- 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 Bendalloy. 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 bonus round, unless the Slider maintains it as ▷ while in the bubble by spending the same Investiture as before.



Wayne's favorite tactic was to get close, then catch one person in the speed bubble and fight them alone.

Brass Allomancy

Brass Mistings, called Soothers, can dampen the emotions of others so they're less likely to act on those emotions.

Recommended Profiles. Adversaries who rely on manipulation, such as the **con artist**, **detective**, **merchant**, and **socialite**, can make good use of this module.

ACTIONS

▶▶ Burn Brass (Costs 1+ Investiture, Max 1 + Tier). The Soother chooses an emotion and chooses one or more targets in a Large (10-foot) area within their Metallic Art range, then they make an Allomancy test against the Spiritual defense of each target. On a success, the chosen emotion is Soothed in that target, influencing them to act in alignment with that emotion until the end of their next turn. Before this effect ends, the Soother 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 Brass (instead of the usual cost to resist influence). After they do, they ignore their altered emotions until the start of their next turn.

Bronze Allomancy

Bronze Mistings, called Seekers, can detect Allomantic pulses, enabling them to watch and track other Allomancers.

Recommended Profiles. Adversaries such as the **constable, detective**, **lawkeeper**, and **obligator** can better hunt and identify their targets with this module.

Special Rules. Don't increase threat when applying this module.

ACTIONS

▶ Burn Bronze (Costs 1+ Investiture, Max 1 + Tier). Until the end of the scene, the Seeker detects the following within their Metallic Art range:

- 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 the Seeker used this action.

The Seeker can sense the general direction of these effects' sources. For as long as they can detect these effects, they can also choose to track the specific location and source of a number of effects equal to the Investiture spent. The Seeker can make a DC 15 Allomancy test as ▶ to determine what power generated an effect they're tracking.

Cadmium Allomancy ERA 2

Cadmium Mistings, called Pulsers, can create a bubble of slowed time.

Recommended Profiles. Adversaries who are team players, such as the **Ghostblood**, **lawkeeper**, or **constable**, are formidable Pulsers.

ACTIONS

▶▶ Burn Cadmium (Costs 1+ Investiture, Max 1 + Tier). The Pulser creates a time bubble in a Huge (15-foot) area centered on their current location. Time within this bubble slows dramatically. Each character in the bubble gains a number of delay points equal to 1 + the Investiture spent. While a character has at least 1 delay point, they must use every available action and contribution to remove their delay points in any 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 end of the round where the Pulser removes their last delay point. When the bubble ends, remove its remaining delay points from affected characters.

Before the time bubble ends, the Pulser can maintain it as ▷ while within the bubble by spending the same Investiture as before, granting each character in it additional delay points equal to 1 + the Investiture spent.

Chromium Allomancy ERA 2

Chromium Mistings, called Leechers, drain Investiture from their opponents.

Recommended Profiles. This module is particularly useful for adversaries, such as the **agent of the Set**, who expect to follow a team into combat against Allomancers.

Actions

▶ **Burn Chromium (Costs 1 Investiture).** The Leecher chooses one Invested character or object within their reach. This action's effect is determined by the type of target:

Infused Object or Character. The target (or effect infused in the target) loses Investiture equal to the Leecher's Metallic Art die.

Object with Charges. An object with charges loses charges equal to half the Leecher's Metallic Art die. For a Feruchemical metalmind, a character who has 0 Investiture must be storing in or tapping it.

To affect an unwilling character, or to affect an object worn or held by one, the Leecher must first succeed on an Allomancy test against the target's Physical defense. On a failure, the target isn't affected and the Leecher doesn't spend Investiture.

Copper Allomancy

Copper Mistings, called Smokers or Copperclouds, produce copperclouds that mask Investiture within.

Recommended Profiles. Adversaries who rely on subtlety, such as the **detective** and **socialite**, can use this module to mask the Allomancy of themselves and their allies.

Features

Emotionally Inert. TIER 3+ Each character within the Smoker's coppercloud is immune to Invested effects that impact their mind or emotions, unless the Invested effect costs at least 6 Investiture (or a similar resource like metalmind charges).

Actions

▶ **Burn Copper (Costs 1 Investiture).** The Smoker creates a coppercloud centered on themself, covering an area up to a 10-foot radius. The coppercloud has the following effects:

- Invested powers and senses can't detect the coppercloud. Additionally, they can't detect characters or Investiture usage through the coppercloud.
- The Smoker's mind and emotions can't be affected by Invested effects.
- The above two effects are ignored by Invested effects that cost at least 6 Investiture.
- The coppercloud moves with the Smoker and lasts until the end of the scene or until they end it on a later turn as ▷.

A MISTBORN ASSASSIN CALCULATES THE RISKS OF TAKING ON A SMOKER PLUS WHOEVER ELSE THEY BROUGHT WITH THEM.



ARTUR MÓSCA

Duralumin Allomancy

Duralumin Allomancers can flare their other Invested abilities, using all their reserves in one burst. Duralumin Mistings are called Duralumin Gnats, as this power is useless without access to another. Duralumin's Allomantic properties weren't known until near the end of Era 1.

Recommended Profiles. This module can add extra punch to adversaries who wield other Allomancy modules.

FEATURES

Duralumin Burst. Before the Allomancer uses or maintains an ability that spends Investiture, they can burst that ability (no action required) by spending all their remaining Investiture on the ability, ignoring any usual limits or costs. Bursting has the following effects:

- The ability's effects increase according to the additional Investiture spent (even if the effects don't usually scale), and the Allomancer must choose the maximum possible size, range, and number of targets.
- The Allomancer rolls a plot die. On ◈, they can spend it as usual. On ✳, they lose control. The effects of this vary depending on the triggering ability, but they might include destruction to surroundings or damage, focus loss, or injury to the Allomancer, allies, or bystanders.

Electrum Allomancy

Electrum Mistings, called Oracles, can see "electrum shadows" of themselves that represent possible immediate futures. Electrum's Allomantic properties weren't known until near the end of Era 1.

Recommended Profiles. This module benefits bold adversaries who thrive on turning risk into reward, such as the **mastermind**, **obligator**, and **outlaw boss**.

FEATURES

Prescient Reactions. When the Oracle uses the Dodge or Reactive Strike reaction, instead of spending ⮌, the Oracle can spend one electrum shadow (no action required) to use that reaction. The Oracle can do so even if they have no more reactions available that round.

ACTIONS

▶ **Burn Electrum (Costs 1+ Investiture, Max 1 + Tier).** The Oracle rolls a number of d20s equal to the Investiture spent and records each result. These results correspond to electrum shadows, which remain until the end of their next turn. For the duration, when an enemy makes a test against the Oracle, they can expend one of their electrum shadows (no action required) to replace the test's d20 roll with the shadow's recorded result. They can replace that number after the dice are rolled and any advantages are applied, but must do so before the effects of the test are resolved.



GUILHERME CASTRO

A MISTING REACHES FOR HER VIALS.

A sudden force smashed against her. It was so powerful, she was certain that only an equally powerful flash of pewter held her body together. She blasted away from the keep, hurtling through the sky as if tossed by some giant, invisible god. The air rushed by so quickly that it roared, and the pressure of sudden acceleration made it difficult to think.

Iron Allomancy

Iron Mistings, called Lurchers, can detect and Ironpull nearby sources of metal. Most carry wooden shields they can use to Brace.

Recommended Profiles. Tough adversaries who want to draw attention make the best Lurchers, such as **bodyguards**, **enforcers**, and **koloss-blooded officers**.

ACTIONS

▶ **Burn Iron.** Until the end of the scene, the Lurcher senses all sources of non-aluminum, non-Invested metal within their Metallic Art range.

▶ **Ironpull (Costs 1+ Investiture, Max 1 + Tier).** The Lurcher chooses a metal object they sense with Burn Iron, 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 Lurcher, whereas the Lurcher 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 one in the object's flight path). To affect an unwilling character in such a way, the Lurcher 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 impact damage equal to their Metallic Art die + their Allomancy modifier.

⮌ **Projectile Lurch (Costs 1 Investiture).** Before an ally within the Lurcher's Metallic Art range is attacked with a metal projectile the Lurcher senses with Burn Iron, the Lurcher becomes the target of the attack instead.

The soldier was pulled off his feet by the force of the Ironpull, and he began to streak toward Kelsier.

Nicrosil Allomancy ERA 2

Nicrosil Mistings, called Nicrobursts, can flare another character's active abilities, using all of that character's reserves in one burst.

Recommended Profiles. Adversaries who support another Allomancer make the best use of this module, such as many **lawkeepers**, **masterminds**, and **rebels**.

ACTIONS

⮌ **Burn Nicrosil (Costs 1 Investiture).** Before another character within the Nicroburst's reach uses or maintains an Invested ability, the Nicroburst bursts that ability with the following effects:

- That character must spend all their remaining Investiture (or other Invested resource) on the ability, ignoring any usual limits or costs.
- The ability's effects increase according to the additional Investiture spent (even if the effects don't usually scale), and the character must choose the maximum possible size, range, and number of targets.
- The character rolls a plot die. On ◈, they can spend it as usual. On ✳, they lose control. The effects vary depending on the triggered ability, but they might include damage to surroundings, focus loss, or injury to the character, allies, or bystanders.

To affect an unwilling target, the Nicroburst must first succeed on an Allomancy test against the target's Physical defense. On a failure, they don't spend Investiture on the attempt.

Pewter Allomancy

Pewter Mistings, called Pewterarms or Thugs, can enhance their strength and durability.

Recommended Profiles. Pewter Allomancy greatly benefits adversaries who engage in close quarters, such as **bodyguards**, **enforcers**, and **outlaws**.

ACTIONS

▶ **Burn Pewter (Costs 1+ Investiture, Max 1 + Tier).** Until the end of the Pewterarm'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 ▷.

▷ **Regenerate (Costs 1 Investiture).** The Pewterarm recovers health equal to 1d6 + their tier.

Steel Allomancy

Steel Mistings, called Coinshots, can detect and Steelpush nearby sources of metal. Most carry coins (or in Era 2, bullet casings) they can launch at enemies or use to propel themselves off the ground.

Recommended Profiles. Adversaries who like to fight at range make powerful Coinshots, such as the **mastermind** and **rebel**. Additionally, adversaries like **bodyguards** and **enforcers** can use Steelpush to throw themselves into battle.

ACTIONS

▶ **Shoot Coin (Costs 1+ Investiture, Max 1 + Tier).** Attack + the Coinshot's Allomancy modifier, range 20 ft. per Investiture spent, impact damage equals the Coinshot's Metallic Art die + their Allomancy modifier.

▶ **Burn Steel.** Until the end of the scene, the Coinshot senses all sources of non-aluminum, non-Invested metal within their Metallic Art range.

▶ **Steelpush (Costs 1+ Investiture, Max 1 + Tier).** The Coinshot 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 Coinshot, whereas the Coinshot moves 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 allow the Coinshot to "fly" for short distances). To affect an unwilling character in such a way, the Coinshot must succeed on an Allomancy test against the Physical defense of the target.



Oh, honestly, *Allrianne thought, rolling her eyes. She Rioted the group of soldiers, enhancing their sense of calmness. She didn't want any accidents.*

Tin Allomancy

Tin Mistings, called Tineyes, can increase the sensitivity of all their senses.

Recommended Profiles. Strategic adversaries who search for advantages, such as **detectives**, **con artists**, **obligators**, and **socialites**, can make good use of this module.

ACTIONS

▶ **Burn Tin (Costs 1+ Investiture, Max 1 + Tier).** The Tineye enhances their senses, experiencing the following effects until the end of the scene or until the Tineye 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 extra damage equal to their Metallic Art die.

Zinc Allomancy

Zinc Mistings, called Rioters, can enflame the emotions of others so they're more likely to act on those emotions.

Recommended Profiles. Adversaries who rely on crowd control, such as the **con artist**, **detective**, **merchant**, and **socialite**, can make good use of this module.

ACTIONS

▶▶ **Burn Zinc (Costs 1+ Investiture, Max 1 + Tier).** The Rioter chooses an emotion and chooses one or more targets in a Large (10-foot) area within their Metallic Art range, 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 Rioter 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.

Feruchemy Modules

Feruchemy enables a character to "store" a particular aspect of themself into a specific metalmind only they can use, then to later "tap" it to temporarily enhance that aspect (see "Feruchemy" in chapter 1; also see chapters 5–6 of the *Mistborn Handbook*).

Using Feruchemy Modules

The following applies to all Feruchemy modules:

- Grant the Feruchemy skill, increase its ranks to 1 + their tier, and increase its modifier to 1 + their tier + their Intellect attribute.
- Consider whether they should have a Feruchemical medallion (described below).

This chapter doesn't present a module for Atium Feruchemy, as it has little mechanical impact on individual scenes. See chapter 6 of the *Mistborn Handbook* for details on that power.

Feruchemical Medallions

Originating on Scadrial's Southern Continent, the mysterious Feruchemical medallions allow their wearer to use a limited form of the Feruchemical powers contained within. As described in chapter 8 of the *Mistborn Handbook*, the rarest of medallions can contain up to three powers.

For adversaries, you can represent a medallion by adding that many Feruchemy modules to the stat block—but when choosing how to use those powers, keep in mind that medallions don't usually recharge when the wearer uses them to Store a trait.

Also consider applying the following Lootable Medallion feature to the adversary's stat block; however, due to how flexible medallions are for PCs, it's recommended they only appear on adversaries of tier 2 and higher.

FEATURES

Lootable Medallion. The adversary wears a ***Feruchemical medallion*** that grants the Feruchemical powers of [Metal, Metal, and Metal]. When the adversary is defeated, roll a plot die. On ◈, the medallion remains viable and can be worn by a PC; otherwise, it is destroyed.

Aluminum Feruchemy

Aluminum Ferrings, called Trueselves, can store Spiritual Identity in their aluminummind.

Recommended Profiles. Adversaries such as **fanatics** and **rebels** can use this module to keep themselves dedicated to their cause.

FEATURES

Aluminummind (Stores Identity). The Trueself has an aluminummind that stores charges equal to 3 + the Trueself's tier.

ACTIONS

▶ **Tap Identity (Costs 1 Aluminummind Charge).** The Trueself gains the following benefits until the end of the scene:

- The Trueself's Spiritual defense increases by 4.
- Resisting influence costs 2 fewer focus.

Bendalloy Feruchemy ERA 2

Bendalloy Ferrings, called Subsumers, can store nutrition and hydration in their bendalloymind.

Recommended Profiles. Adversaries who rely on key moments to achieve victory, such as the **detective** and **socialite**, do it best on a full stomach.

FEATURES

Bendalloymind (Stores Nutrition). The Subsumer has a bendalloymind that stores charges equal to 3 + the Subsumer's tier.

ACTIONS

▶ **Tap Nutrition (Costs 1 Bendalloymind Charge).** If the Subsumer is Exhausted, they reduce that condition's penalty by 2. Additionally, the next time the Subsumer makes a test during this scene, they can reroll one die that rolled lower than 1 + their tier.



"Feruchemists aren't like Allomancers—we don't 'burn' away our metals. We use them as storage. Each piece of metal, dependent upon size and alloy, can store a certain physical quality. The Feruchemist saves up an attribute, then draws upon that reserve at a later time."

Brass Feruchemy

Brass Ferrings, called Firesouls, can store their body heat in their brassmind.

Recommended Profiles. Melee combatants such as **bodyguards**, **enforcers**, and **lawkeepers** can make best use of this module.

FEATURES

Brassmind (Stores Warmth). The Firesoul has a brassmind that stores charges equal to 3 + the Firesoul's tier.

ACTIONS

▶ **Store Warmth.** The Firesoul stores warmth until the end of the scene or until they use Tap Warmth. For the duration, before the Firesoul takes energy damage, they reduce it by a number equal to their tier.

▶ **Tap Warmth (Costs 1 Brassmind Charge).** The Firesoul taps warmth until the end of the scene or until they Store Warmth. For the duration, when they take energy damage, they increase it by a number equal to their tier. Additionally, at the end of each of the Firesoul's turns, if they've been touching another character for more than a few seconds, the Firesoul can use ▷ to deal them energy damage equal to the Firesoul's Feruchemy modifier.

▶▶ **Searing Palm.** While tapping warmth, the Firesoul uses this action to either Grapple, Shove, or make a melee attack that usually costs ▶. On a success, a hit, or a graze, the target takes extra energy damage equal to the Firesoul's Metallic Art die.

Bronze Feruchemy

Bronze Ferrings, called Sentries, can store wakefulness in their bronzemind.

Recommended Profiles. Adversaries who need to stay focused, such as the **con artist** and **lawkeeper**, can make powerful Sentries.

FEATURES

Bronzemind (Stores Wakefulness). The Sentry has a bronzemind that stores charges equal to 3 + the Sentry's tier.

ACTIONS

▶ **Awake and Alert (Costs 1 Bronzemind Charge).** The Sentry becomes Enhanced [Intellect +1] and Enhanced [Awareness +1] until the end of the scene.

▶ **Tap Wakefulness (Costs 1 Bronzemind Charge).** The Sentry rolls their Metallic Art die and recovers that much health, focus, or a combination of the two.

Cadmium Feruchemy ERA 2

Cadmium Ferrings, called Gaspers, can store breath in their cadmiummind.

Recommended Profiles. The **bodyguard**, **detective**, and **enforcer** can make good use of Tap Breath to reduce the cost of their reactions.

FEATURES

Cadmiummind (Stores Breath). The Gasper has a cadmiummind that stores charges equal to 3 + the Gasper's tier.

ACTIONS

▶ **Tap Breath (Costs 1 Cadmiummind Charge).** Until the end of the scene, the Gasper doesn't need to breathe, and when they use ⮌ or ▷, they reduce the focus cost of that ability by 1.

Chromium Feruchemy ERA 2

Chromium Ferrings, called Spinners, can store Fortune in their chromiummind. In the cosmere, Fortune isn't luck, but instead a vague cosmological awareness of important intersections of fate.

Recommended Profiles. **Masterminds** and **rebels** greatly benefit from being in the right place at the right time.

FEATURES

Chromiummind (Stores Fortune). The Spinner has a chromiummind that stores charges equal to 3 + the Spinner's tier.

Right Place. At the start of each scene, the Spinner can spend a number of chromiummind charges up to 1 + their tier. For each charge spent, they immediately move up to their movement rate without triggering Reactive Strikes.

ACTIONS

▶ **Tap Fortune (Costs 1 Chromiummind Charge).** The Spinner's Opportunity and Complication ranges both expand by 2 until the end of the scene.

Copper Feruchemy

Copper Ferrings, called Archivists, can store their memories in their coppermind.

Recommended Profiles. Adversaries who rely on special knowledge, such as the **detective**, **mastermind**, and **socialite**, can benefit from this module.

FEATURES

Coppermind (Stores Memory). The Archivist has a coppermind that stores charges equal to 3 + the Archivist's tier.

Indexed Coppermind (Costs 1 Coppermind Charge). Before the Archivist makes a test to recall information they previously studied or experienced, they can spend 1 coppermind charge to automatically succeed on that test (no action required).

ACTIONS

▶ **Tap Memory (Costs 1 Coppermind Charge).** The Archivist chooses an expertise to gain until the end of the scene. For the duration, they gain an advantage on tests related to that expertise.

Duralumin Feruchemy

Duralumin Ferrings, called Connectors, can store Spiritual Connection in their duraluminmind.

Recommended Profiles. Socially oriented adversaries, such as **con artists**, **merchants**, and **socialites,** can greatly benefit from this module.

FEATURES

Duraluminmind (Stores Connection). The Connector has a duraluminmind that stores charges equal to 3 + the Connector's tier.

ACTIONS

▶ **Tap Connection (Costs 1 Duraluminmind Charge).** The Connector gains the following benefits until the end of the scene:

- They become Enhanced [Presence +2].
- They know every language known by characters within their Metallic Art range.
- When a character attempts to resist their influence, it costs that character an additional 2 focus.

Electrum Feruchemy

Electrum Ferrings, called Pinnacles, can store determination in their electrummind.

Recommended Profiles. Adversaries prepared to make a last stand make good Pinnacles, such as the **bodyguard** and **outlaw boss**.

FEATURES

Electrummind (Stores Determination). The Pinnacle has an electrummind that stores charges equal to 3 + the Pinnacle's tier.

ACTIONS

▶ **Tap Determination (Costs 1 Electrummind Charge).** Until the end of the scene, the Pinnacle becomes Determined and Enhanced [Willpower +2]. After the Pinnacle resists another character's influence, that character loses 1 focus.

↩ **Indomitable Essence (Costs All Remaining Electrummind Charges).** TIER 2+ Before the Pinnacle is reduced to 0 health, they instead drop to 1 health. After that, they roll their recovery die once per charge spent, and they recover that much health, focus, or a combination of the two.

Gold Feruchemy

Gold Ferrings, called Bloodmakers, can store health in their goldmind.

Recommended Profiles. Almost all adversaries can benefit from this module. Consider using it for adversaries like the **mastermind** and the **outlaw boss** to ensure their status as recurring characters.

FEATURES

Goldmind (Stores Health). The Bloodmaker has a goldmind that stores charges equal to 3 + the Bloodmaker's tier.

ACTIONS

▶ **Tap Health (Costs 1 Goldmind Charge).** The Bloodmaker ends the effects of a single disease, drug, or poison on themself. Additionally, now and at the beginning of each of their turns until the end of the scene, they recover health equal to their Metallic Art die.

↩ **Reflexive Bloodmaking.** Before the Bloodmaker is reduced to 0 health or suffers an injury, they can use their Tap Health as ↩. When they do, they instead drop to 1 health and/or they don't suffer an injury, then they gain Tap Health's effects. (If they were already tapping health, they only recover the usual amount of health each turn.)

Iron Feruchemy

Iron Ferrings, called Skimmers, store their physical weight in their ironmind.

Recommended Profiles. Adversaries who need to stand their ground can make best use of this module, such as the **bodyguard** and **koloss-blooded officer**.

FEATURES

Ironmind (Stores Weight). The Skimmer has an ironmind that stores charges equal to 3 + the Skimmer's tier.

ACTIONS

▶ **Store Weight.** Until the Skimmer uses Tap Weight or ends this effect as ▷, they experience the following effects:

- They're considered to be one size smaller for all effects except the space they take up and control.
- They don't take damage from falling.
- Melee attacks against them gain an advantage.
- Double the distance of any effects that move them against their will using physical force.
- TIER 2+ They gain an advantage on non-attack tests that use their Speed attribute.

▶ **Tap Weight (Costs 1 Ironmind Charge).** Until the Skimmer uses Store Weight or until the end of the scene, they experience the following effects:

- They're considered to be one size larger for all effects except the space they take up and control.
- Their melee attacks gain an advantage.
- Before an effect moves them against their will, they can reduce the distance it moves them by any number.

Nicrosil Feruchemy ERA 2

Nicrosil Ferrings, called Soulbearers, can store Invested Arts potential within their nicrosilmind.

Recommended Profiles. This power has functionally no effect without access to another power, but it can add extra punch to adversaries who wield Allomancy or Feruchemy.

FEATURES

Nicrosilmind (Stores Investiture Potential). The Soulmind has a nicrosilmind that stores charges equal to 3 + the Soulmind's tier.

ACTIONS

▶ **Tap Investiture (Costs 1 Nicrosilmind Charge).** The Soulbearer chooses one of their Invested modules (such as an Allomancy or Feruchemy module). Until the end of the scene or until they use this action again, they count as one tier higher for that module's effects.

Pewter Feruchemy

Pewter Ferrings, called Brutes, can store their muscle mass and strength in their pewtermind.

Recommended Profiles. Adversaries who focus on melee combat, such as the **bodyguard**, **enforcer**, and **lawkeeper**, can make good use of this module.

FEATURES

Pewtermind (Stores Strength). The Brute has a pewtermind that stores charges equal to 3 + the Brute's tier.

ACTIONS

▶ **Tap Strength (Costs 1 Pewtermind Charge).** The Brute gains the following benefits until the end of the scene:

- They become Enhanced [Strength +2].
- They gain an advantage on non-attack tests that use their Strength attribute.
- When they make a melee weapon attack, they can roll their Metallic Arts die in place of their usual damage die.

Steel Feruchemy

Steel Ferrings, called Steelrunners, store physical speed within their steelmind.

Recommended Profiles. Adversaries who are light on their feet, such as the **Ghostblood** and **Malwish pilot**, make good use of this module.

FEATURES

Steelmind (Stores Speed). The Steelrunner has a steelmind that stores charges equal to 3 + the Steelrunner's tier.

Quick Reflexes. TIER 2+ Once per round, the Steelrunner can spend 1 steelmind charge (no action required) to gain ⮌, which they can use only to Dodge or Reactive Strike.

ACTIONS

▶ **Tap Speed (Costs 1 Steelmind Charge).** The Steelrunner gains the following benefits until the end of the scene:

- They become Enhanced [Speed +2].
- They can use the Move action as ▷ once per turn.

Tin Feruchemy

Tin Ferrings, called Windwhisperers, can store their senses within their tinmind.

Recommended Profiles. Like their Tineye counterparts, observant adversaries—such as **detectives**, **con artists**, and **socialites**—can make good use of this module.

FEATURES

Tinmind (Stores Sense). The Windwhisperer has a tinmind that stores charges equal to 3 + the Windwhisperer's tier.

ACTIONS

▶ **Tap Sense (Costs 1 Tinmind Charge).** The Windwhisperer taps one sense. Until the end of the scene or until they use Store Sense, they experience the following effects:

- They become Enhanced [Awareness +2].
- They gain an advantage on non-attack tests that rely on the tapped sense.
- The tapped sense is a supernatural sense. The first time each round they experience heightened input with that sense, they must succeed on a DC 14 Discipline test or be Disoriented until the end of their next turn.

⮌ **Reflexive Protection.** Before the Windwhisperer is subject to an effect that relies primarily on one of their senses, they end the effects of Tap Sense and experience the following effect:

- They temporarily dampen the sense related to the effect, gaining an advantage on tests to resist the triggering effect, and giving that effect's source a disadvantage on related tests against the Windwhisperer.

Zinc Feruchemy

Zinc Ferrings, called Sparkers, store mental speed within their zincmind.

Recommended Profiles. Adversaries who engage in battles of wits and strategy, such as the **detective**, **mastermind**, and **merchant**, can make good use of this module.

FEATURES

Zincmind (Stores Mental Speed). The Sparker has a zincmind that stores charges equal to 3 + the Sparker's tier.

Quick Reflexes. TIER 2+ Once per round, the Sparker can spend 1 zincmind charge (no action required) to gain ⮌, which they can use only to Dodge or Reactive Strike.

ACTIONS

▶ **Tap Mental Speed (Costs 1 Zincmind Charge).** The Sparker gains each of the following effects until the end of the scene:

- They become Enhanced [Intellect +2].
- Once per turn, they can use one of the following actions as ▷: Ready, Gain Advantage using their Intellect attribute, or Use a Skill using their Intellect attribute.

The edges of his vision fuzzed, but things directly in front of him seemed to grow much closer. He tapped a little more sight, ignoring the nausea that came from compounding so much vision.



A MALWISH ADVENTURER WITH A FERUCHEMICAL MEDALLION REMOVES THEIR MASK.

GUILHERME CASTRO

Hemalurgic Spike Modules

Hemalurgic spikes are created by killing a person to steal one of their Metallic Art powers or other abilities. The spike can then be implanted in another character to grant the stolen ability (see "Hemalurgy" in chapter 1; also see chapters 5 and 8 of the *Mistborn Handbook*).

Using Hemalurgic Spike Modules

The following applies to all Hemalurgic Spike modules:

- If a spike modifies a stat block's attributes, you don't need to adjust related statistics unless stated in the module.
- Most characters can benefit from no more than three Hemalurgic spikes at a time (see "Hemalurgic Spikes" in chapter 8 of the *Mistborn Handbook*).
- A Hemalurgic spike damages the spiritweb of the spiked character. For each Hemalurgic spike module an adversary has, reduce their Spiritual defense by 2.
- Consider adding the Lootable feature (see below).
- It's recommended you only add Hemalurgic Spike modules of the adversary's tier or lower (as indicated in each module's title), especially if you're adding the Lootable feature.

See chapter 8 of the *Mistborn Handbook* for rules on using Hemalurgic spikes with PCs.

Lootable

When an enemy with a Hemalurgic spike is defeated, the PCs might be able to loot the spike. Consider adding the Lootable feature to the adversary's stat block:

FEATURES

Lootable Spike. The character is implanted with a [Metal] Hemalurgic spike. When they're defeated, roll a plot die. On ◈, a spike is discovered and can be implanted by a PC with the Hemalurgist expertise. (If the PCs already knew about the spike, they automatically discover it without a roll.)

Increasing an Adversary's Tier

When a Hemalurgic Spike module grants a Metallic Art power the adversary already had, that module's feature instructs you to use the chosen power as if they were one tier higher. This can impact the following statistics:

- Their Allomancy or Feruchemy modifier and ranks.
- The maximum Investiture they can spend on a power.
- Their number of metalmind charges.
- Their Metallic Arts die and range.
- Any abilities that are limited by tier.
- Other calculations in that module that depend on tier.

Bendalloy Spike TIER 3+

A bendalloy spike steals a spiritual Feruchemical power.

FEATURES

Bendalloy Spike. Add one of the following Feruchemy modules: Aluminum, Chromium, Duralumin, or Nicrosil. If the adversary already has that module, instead count them as one tier higher for it.

Brass Spike TIER 3+

A brass spike steals a cognitive Feruchemical power.

FEATURES

Brass Spike. Add one of the following Feruchemy modules: Brass, Bronze, Copper, or Zinc. If the adversary already has that module, instead count them as one tier higher for it.

Bronze Spike TIER 3+

A bronze spike steals a cognitive Allomantic power.

FEATURES

Bronze Spike. Add one of the following Allomancy modules: Brass, Bronze, Copper, or Zinc. If the adversary already has that module, instead count them as one tier higher for it.

Cadmium Spike TIER 3+

A cadmium spike steals a temporal Allomantic power.

FEATURES

Cadmium Spike. Add one of the following Allomancy modules: Bendalloy, Cadmium, or Electrum. If the adversary already has that module, instead count them as one tier higher for it.

Copper Spike TIER 2+

A copper spike steals knowledge and intelligence.

FEATURES

Copper Spike. The adversary gains the following benefits:

- Their Intellect attribute and Cognitive defense both increase by 1. (This also increases the following statistics.)
- They gain a +1 bonus to Crafting, Deduction, Lore, Medicine, and Feruchemy tests.
- *Optional:* The adversary gains specific knowledge (such as a core memory or an expertise) from the spike's victim.

Electrum Spike TIER 3+

An electrum spike steals an enhancement Allomantic power.

FEATURES

Electrum Spike. Add one of the following Allomancy modules: Chromium, Duralumin, or Nicrosil. If the adversary already has that module, instead count them as one tier higher for it.

Gold Spike TIER 3+

A gold spike steals a hybrid Feruchemical power.

FEATURES

Gold Spike. Add one of the following Feruchemy modules: Bendalloy, Cadmium, Electrum, or Gold. If the adversary already has that module, instead count them as one tier higher for it.

Iron Spike TIER 2+

An iron spike steals physical strength. If a character has four or more of these spikes, that triggers the character's transformation into a **koloss**.

FEATURES

Iron Spike. The adversary gains the following benefits:

- Their Strength attribute and Physical defense both increase by 1. (This also increases the following statistics.)
- Their health increases by a number equal to their tier.
- They gain a +1 bonus to Athletics tests.
- Their Strike actions gain a +1 bonus to the attack roll, and on a hit, to the damage roll.

Pewter Spike TIER 3+

A pewter spike steals a physical Feruchemical power.

FEATURES

Pewter Spike. Add one of the following Feruchemy modules: Iron, Pewter, Steel, or Tin. If the adversary already has that module, instead count them as one tier higher for it.

Steel Spike TIER 3+

A steel spike steals a physical Allomantic power.

FEATURES

Steel Spike. Add one of the following Allomancy modules: Iron, Pewter, Steel, or Tin. If the adversary already has that module, instead count them as one tier higher for it.

Tin Spike TIER 2+

A tin spike steals a sense (such as sight or touch).

FEATURES

Tin Spike. The adversary gains the following benefits:

- Their Awareness and Spiritual defense both increase by 1. (This also increases the following statistics.)
- They gain a +1 bonus to Insight, Perception, and Survival tests.

Zinc Spike TIER 2+

A zinc spike steals emotional fortitude.

FEATURES

Zinc Spike. The adversary gains the following benefits:

- Their Willpower and Cognitive defense both increase by 1. (This also increases the following statistics.)
- Their focus increases by 1.
- They gain a +1 bonus to Discipline, Intimidation, and Allomancy tests.

AN AGENT OF THE SET BEARING A HEMALURGIC SPIKE.



GUILHERME CASTRO

APPENDIX A

PRONUNCIATION GUIDE

The Pronunciations table lists the pronunciations of notable people, places, and other terms in this book.

As with all worlds in the cosmere, the Scadrian pronunciation of words varies by region and dialect. If a pronunciation here doesn't match how you or your players say it, that doesn't mean you're wrong! It's far more likely that you simply hail from a different land than the worldhopper who wrote this guide.

Pronunciations

Name	Pronunciation
Adawathwyn	a-dah-WATH-win
Adonalsium	ay-doh-NAHL-see-uhm
Alendi	ah-LEN-dee
Allik Neverfar	ah-LIK NEH-verr-fahr
Allomancer	AH-loh-man-serr
Allomancy	AH-loh-man-see
Allrianne Cett	AWL-ree-ahn SETT
Aradan Yomen	AW-rah-dan YOH-men
Arguois	ar-GHWAW
Ati	AW-tee
atium	AY-tee-uhm
Bavadin	BAH-vah-din
Bilming	BILL-ming
Breeze	BREEZ
Breezin	BREEZ-ehn
Brunstell	BROON-stehl
Catacendre	kat-ah-SAWN-drah
Channerel	CHA-nerr-ehl
Cladence	KLAH-denss
Claude Aradel	KLAWD AW-raw-dehl
cosmere	KOZ-meer
Covingtar	KUH-ving-tar
Demoux	deh-MOO
Dockson	DAWK-sun
Doriel	DOR-ee-ehl
Doxil	DAWK-sil
Edwarn Ladrian	EHD-warn LA-dree-an
Elend Venture	EHL-end vehn-TCHUR
Elendel	EHL-en-dehl
ettmetal	ET-meht-al
Excisor	ehk-SEYE-zors
Fadrex	FA-dreks
Faleast	FAL-eest
Far Dorest	FAR DOR-ehst
Fellise	feh-LEEZ
Ferring	FAIR-ing
Feruchemist	feh-roo-KEH-mihst
Feruchemy	feh-roo-KEH-mee
Gave Entrone	GAH-vay EN-trohn
Hammond	HAM-uhnd
Harmontide	HAR-muhn-teyed
Hathsin	HATH-sin
Hemalurgist	HEE-mah-lur-jisst
Hemalurgy	HEE-mah-lur-jee
Hoid	HOYD
House Buvidas	BOO-vee-dass
House Cett	SET
House Elariel	eh-LAIR-ee-al
House Erikell	air-I-kel
House Erikeller	air-I-kel-ur
House Hasting	HAY-sting
House Haught	HOTT
House Ladrian	LA-dree-an
House Lekal	LEE-kal
House Tekiel	TEE-kee-ehl
House Urbain	UR-bayn
House Venture	vehn-TCHUR
Jaggenmire	YAH-gehn-meye-ur
Janarle	JAH-nahrl
Kalling	KAH-ling
Kaise	KAY-zah
kandra	KON-drah

Name	Pronunciation
Kels	KEHLZ
Kelsier	KEHL-see-ur
koloss	KOH-lawss
Kredik Shaw	KREH-dik SHAW
Kwaan	KWHAWN
Leras	LAIR-uhss
lerasium	lair-ASS-ee-um
Lers	LURZ
Lestib	LEH-stib
Lestibournes	LEH-sti-boor-nehss
Luthadel	LOO-thah-dehl
Madion Ways	MA-dee-ehn WAYZ
malatium	mah-LAH-tee-uhm
Malwish	MAL-whish
Marasi Colms	MAIR-ah-see KOHLMZ
Marehope	MAIR-hohp
Mareweather	MAIR-weh-dhur
Marewill	MAIR-wihl
Marsh	MARSH
Mathieu Reddi	MATH-yoo REH-dee
MeLaan	mee-LAHN
Miles Dagouter	MYLZ DA-goo-teh
Morag	MOR-ag
OreSeur	OR-sur
Paalm	PAH-ahlm
Pathian	PATH-ee-an
Pewternaut	PEW-tur-naht
prelan	PREH-lehn
Quellion	KWEHL-ee-an
Ranette	rah-NEHT
Rashek	RAH-shehk
Realmatic	RELM-at-ick
ReLuur	REH-lure
Renoux	reh-NOO
Sanvith Prasanva Maahik va Sila	SAHN-vith prah-SAHN-vah ma-AH-hik va SEE-lah
Sazed	SAY-zehd

Name	Pronunciation
Sazembar	SAY-zehm-barr
Scadrial	SKA-dree-al
Shadesmar	SHAYDZ-mar
shelldry	SHEL-dreye
skaa	SKAW
Spook	SPOOK
Steris Ladrian	STAIR-ihss LA-dree-an
Straff Venture	STRAF vehn-TCHUR
Survivorism	sur-VY-vur-ihz-em
Tathingdwen	ta-THING-dwehn
Telsin Ladrian	TEHL-sihn LA-dree-an
Tenson	TEHN-suhn
TenSoon	tehn-SOON
Terris	TAIR-iss
Tindwyl	TIN-dwill
tinningdar	TIN-ing-dar
Torinost	TOR-ih-nahsst
Trelagism	TREHL-ah-jihz-em
Trell	TREHL
Trellism	TREHL-ihz-em
trellium	TREHL-ee-uhm
Tremredare	TREHM-reh-DARR-ay
Tyrian	TEER-ee-an
Urteau	UR-toh
Varlance	VAR-lehns
Vin	VIN
Vinuarch	VIN-yoo-ark
Waxillium Ladrian	waks-IHL-ee-uhm LA-dree-an
Wan ShaiLu	wuhn SHEYE-loo
Wayne	WAYN
Yeden	YEE-dehn
Zane	ZAYN
Zerinah	ZAIR-ih-nah

APPENDIX B

STAT BLOCK INDEX

This book contains the following stat blocks, listed here in alphabetical order.

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APPENDIX C

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