

BRANDON SANDERSON'S

MISTBOURN

ADVENTURE GAME



ALLOY OF LAW

CAMPAIGN SETTING & GAME SUPPLEMENT

BRANDON SANDERSON'S

MISTBORNTM

ADVENTURE GAME

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ADVENTURE GAME



ALLOY OF LAW

Campaign Setting & Game Supplement



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to Brandon Sanderson, for letting us stand on his shoulders and play in his worlds.

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ALLOMANCER JAK AND THE PITS OF ELTANIA



EPISODES TWENTY—EIGHT THROUGH THIRTY

Special bound collection of all three episodes! Edited and annotated by
Handerwym, Jak's own faithful Terris steward!



I begin this week's letter as I awake to a mighty headache.

Truly, dear readers, this pain was incredible — and the effect was a din inside my mind not unlike that of a hundred rifles firing. I groaned and rolled to my knees in the darkened chamber; my face had been resting upon cold rock. My vision shook and took time to recover.

What had happened to me? I remembered my contest with the koloss challenger — a brute sized like a steamrail engine, with strength to match. I had defeated him with a bullet through the eye, had I not? Had I not in so doing maintained the loyalty of the entire koloss clan?¹

I climbed to my feet and felt gingerly at the back of my head. There, I found dried blood. Fear not, for the wound was not terrible. Surely I had weathered far worse. This was not nearly as bad as when I had found myself sinking in the ocean, my arms bound, my feet tied to a metal bust of the Survivor as I sank.²

The arid air and whistling sound of the wind through broken rock indicated I was still in the Roughs, which was good. These lands of adventure and danger are my natural habitat, and I thrive upon the challenge they provide. If I were to spend too long in the safe and mundane environment of milky Elendel, I fear I would wilt away.

My enclosure was a natural cavern of some sort, with rough stone walls and drooping stalactites on the ceiling. The cavern was shallow, however, and I found that it ended only a few feet back from my initial position. I would not be escaping in that direction, then.³

Cautious of potential gunfire, I edged to the front of the cavern and looked out. As I had guessed from the slight chill to the air, I was elevated. My cavern was on the wall of a small canyon, and the mouth opened only to a steep drop onto a group of rounded rocks far below.

Across from me, atop the ridge on the other side of the canyon, a group of blue figures watched my cavern. The hulking koloss were older ones, their skin stretched and broken, their bodies tattooed and draped with leather created from the skin of the men they had slain and eaten.⁴

“Why have you stranded me here, dread beasts?” I shouted at them, my voice echoing in the canyon. “And what have you done with the fair Elizandra Dramali?”

¹ Indeed, this was the outcome of Jak's brave — perhaps foolhardy — plan. See episode twenty-six. At this point, Jak had been “king” of the koloss for three episodes, and had survived the latest of challenges to his authority, getting closer to the secrets they held regarding the Survivor's Treasure.

² See “Allomancer Jak and the Mask of Ages,” episode fourteen. There, however, Jak writes that it was a bust of the Lord Mistborn. One wonders if Jak ever stops to read his accounts after their publication. Fortunately for me, he does not seem to.

³ One might wonder why Jak felt he needed to escape, as he had not discovered if he was imprisoned, and had not yet tried walking out through the front of the cavern. If you have this concern, might I remind you of the last **eighteen times** Jak awoke with a headache at the beginning of an episode? Each time, he had been captured in some fashion.

If you have harmed one hair upon her ever-beauteous scalp, you shall know the fury of an Allomancer enraged!”

The savages offered me no reply. They sat around their smoldering fire, and did not even turn my direction.

Perhaps my situation was not as ideal as I had decided upon my first assessment. The canyon wall outside my cavern was as slick as glass and was as steep as the price of whiskey at Marlie’s waystop. I surely could not survive an attempt to climb down, not dizzy as I was from the wound.

But neither could I simply wait. Miss Dramali, my dear Elizandra, might surely be in danger. Curse that woman and her headstrong ways; she should have remained at camp as instructed. I had no idea what might have happened to her, nor to faithful Handerwym.⁵ The koloss would not dare harm him, because of their vow to the Terris people⁶, but surely he feared for my safety.

I gave little thought to how I had reached this dire location. I needed metal. My system was clean of it; I had burned the last to steady my hands and eyes as I took the perfect shot at the koloss challenger to my throne. Unfortunately, my captors had stolen Glint — brutes though they are, the koloss are wise enough to take the guns from a man, particularly after seeing my skill with my trusty sidearm. They had also taken my vials of metal. Perhaps they wanted to see if those contained whiskey. Some Roughs Allomancers do store their metals in such solutions, but I have always abstained from the process. The mind of a gentleman adventurer needs to retain *clarity at all times*.⁷

Surely the hidden pouch of tin in the heel of my boot would serve me. By misfortune, however, the heel’s hidden compartment seemed to have been knocked open during my initial scuffle with the koloss champion. I had lost the pouch! I made a note to myself to speak with Ranette about her heel contraption and its tendency to open unexpectedly.

Disaster! An Allomancer without metal. I was left with only my own wits as a tool. Those — though of no small measure — might not be enough. Who knew what kind of trouble the fair Elizandra might be in at this point?

⁴*Jak is completely, blissfully unaware of modern scholarship regarding the koloss, which indicates that they rarely (if ever) use actual human skin for their trophies. Indeed, accounts of them eating humans are greatly exaggerated.*

⁵*I was actually asleep. It had been a very long day. I’m sure I’d have worried about him if it had crossed my mind to do so. The bed the koloss provided, however, was surprisingly comfortable.*

⁶*See episode twenty-five for our discovery of their vow not to harm the Terris, and their explanation for the respect they have paid me during our adventures. It is a matter which I have regarded with some interest.*

⁷*Didn’t he just mention the whiskey he often drinks at the waystop? Perhaps dens of thieves do not count as places where a clear mind is required?*

Determined, I began to feel about the cavern. It was an unlikely chance, but we were in highlands prized precisely because of their keen mining opportunities. Indeed, the Survivor favored me this day, for I located a small glimmering strain of metal along the far wall. Almost invisible, I discovered it only by touch.⁸ In the dim cavern I could not judge the metal's full nature, but I had no other options.

Now, I have found from my infrequent trips to Elendel that I am regarded with a somewhat heroic reputation. I must assure you, good readers, that I am but a humble adventurer, not deserving of an unduly idolized status. That said, while I have never wished for glory⁹, I do value my reputation. Therefore, if I could remove from your memories the image of this next part of my narrative, I would do so.

However, it has ever been my goal to present to you a sincere and unexpurgated account of my travels in the Roughs. Honesty is my greatest virtue.¹⁰ And so, I offer you the truth of what needed to happen next.

I knelt down and began to lick the wall.

I would not ever wish to look foolish before you, dear readers¹¹. But in order to survive in the Roughs, a man must be willing to seize opportunity. I did so. With my tongue.

This activity gave me very little tin to burn, but it was enough for a few moments of enhanced senses.¹² I used them to listen with care for some clue as to how I might escape this situation.

I heard two things with my tin-enhanced ears. The first was the tinkling of water. I peeked out of my cavern and saw that the rocks below hid a small stream I had not seen earlier. The other thing I heard was a strange scratching, like that of claws on a branch.

I looked up, hopeful, and there found a crow perched among a sprout of weeds growing from the rocky wall. Could it be?

"Well done!" the crow exclaimed to me in her inhuman voice. "You have found metal even in your prison, Jak. The Survivor is pleased by your ingenuity."

⁸ Yes, according to the way he wrote that sentence, he turned invisible for one line. No, he won't let me change it.

⁹ Uh...

¹⁰ Technically, this is probably true.

¹¹ Well, it was too late for that after Volume One...

¹² I will admit to a healthy skepticism about Jak's wall-licking episode. My research indicates that one is highly unlikely to find pure tin exposed in this way inside of a natural cave formation. Even cassiterite, a tin ore of some relevance, would be unlikely in this area — and that might be too Allomantically impure to produce an effect. But Jak is being truthful about having lost his pouch of tin. I found it on the ground of the camp following his second capture, full and unopened.

It was her. Lyndip, my spirit guide, sent by the Survivor to me during my most difficult times of trial.¹³ I have long suspected her to be one of the Faceless Immortals¹⁴, as the legends speak of them being able to change forms and take the bodies of animals.

“Lyndip!” I exclaimed. “Is Miss Dramali well? The koloss have not harmed her?”

“They have not, bold adventurer,” Lyndip said. “But she is captured by them and is being held. You must escape, and quickly, for a dire fate awaits her.”

“But how am I to escape?”

“I cannot give you the method,” Lyndip said. “I am a guide, but I cannot solve a hero’s problems for him. It is not the way of the Survivor, who deems that all men must make their own way.”¹⁵

“Very well,” I said. “But tell me, guide: Why was I taken captive again? Had I not earned the loyalty of the koloss clan; was I not their king? I defeated the challenger!”

I am certain my frustration shone through, and I hope you do not think less of me — dear reader — to see such harsh words spoken to my spirit guide. However, I was not only concerned for the safety of my dear Elizandra, but was also devastated to lose the loyalty of this tribe of koloss. Savages though they are, they had seemed close to revealing their secrets to me — secrets I was certain would lead me to the symbol of the spearhead, the bloody footprints, and the Survivor’s Treasure.

“I do not know for certain,” Lyndip said, “but I suspect it was because you used a gun to kill the challenger. Previously, in winning the loyalty of the clan, you did not shoot your rival but frightened him off with the placement of your bullet. Many koloss clans see killing at a distance with guns to be a sign of weakness, not strength.”

Ruthless beasts — savages indeed.¹⁶ The gun is the most elegant of weapons, the weapon of a gentleman.

“I must escape and rescue the fair Elizandra,” I said. “Guide, did you see how I reached this cavern prison? Do the koloss have a secret passage somewhere, and did they bring me up here by that method?”

¹³ See episode seven of this narrative for Lyndip’s most recent appearance. I will repeat what I said there: I did not see, nor have I ever seen, this supposed talking bird and cannot confirm her existence.

¹⁴ Never mind that the Faceless Immortals are a mythological feature of the Path, not Survivorism. This theological mix-up has never bothered Jak.

¹⁵ I suspect Jak was hallucinating through this entire section, a result of the trauma to his head. Upon doing this edit, I wished several times to be similarly afflicted.

¹⁶ I once mentioned to Jak that my people, the Terris, were once considered savages — at least according to the records given us by Harmony. He put a hand on my shoulder and said, “It is all right. I am proud to count a savage as my friend.” He was so sincere, I dared not explain just how insulting he was being.

“I saw, adventuresome one,” Lyndip said. “But the truth is not what you will wish to hear. There was no secret passage — instead, you were thrown up here by some koloss below.”¹⁷

“Rust and Ruin!” I exclaimed. Undoubtedly, the beasts — afraid of the powerful weapons I had used — had placed me here to die of starvation, rather than risking the anger of their gods by killing me with their own hands.

I needed a way out, and quickly. I looked out again, and noticed stormclouds in the near distance. This started me thinking. I glanced down at the trickle of water in the canyon floor below. As I had noticed, the sides of this canyon were particularly smooth. As if...weathered.

Yes! I spotted distinctive lines on the canyon walls — water lines, from when the river ran bold and deep. My avenue of escape was soon to come! Indeed, the rains dumped on the plains upstream, and water soon surged into the canyon and — propelled by the narrower confines here — the river began to swell.

I waited nervously for the right moment to enter the river, and in my waiting, found time despite my anxiety to pen this letter to you. I sealed it in the special, water-proof pocket of my rugged trousers with the hope that if I should meet my end, it would find its way to you somehow once my body was found.

As rain began to fall on the canyon itself, and I could wait no longer, I hurled myself into the risen waters below.¹⁸

My readers, I trust this message finds you well. As you may recall, last week’s missive ended with a dangerous leap on my part toward a watery doom. I was certain that my time had come, but I am somewhat pleased to say that I have survived. Only “somewhat” because of the revelation that I must soon impart unto you. If you must read on, be warned: The contents of this letter are dreadful, and might produce discomfort — even sickness — in the more frail and youthful among you.

I did leap from my cavern prison into the rising waters of the river. I must severely advise any reading against this kind of activity unless presented with the most dire of circumstances. The waters of a Roughs-style flash-flood are dangerous, full of eddies and deadly rocks. If I had been presented with any other option, I surely would have taken it.

¹⁷ I find this strains plausibility, even for a Jak story. More likely, the koloss lowered him from above.

¹⁸ This marks the conclusion of this episode and the beginning of the next — and no, I don’t know how he wrote the last paragraph after sealing the letter in his trousers. Regardless, I doubt you think this is Jak’s demise, considering this collected volume contains three episodes of which this is only the first. However, many of the weekly broadsheet readers of his letters did indeed worry that this was the end of Jak. Just as they worried at the end of the other three hundred episodes. It often strikes me that I wish I could find these people and discover to whom they sold the contents of their skulls, and for how much. I personally much prefer the audience of the bound volumes, such as this one. Their keen regard for my personal annotations proves them to be of a superior taste and intellect.

The waters churned around me like a stampede. Fortunately, I had experience with surviving waters of this nature.¹⁹

The key to swimming in waters such as these is to not fight. One must travel with the current, as a ship allows the sea to pull it. Still, even keeping afloat in such a tempest requires practice, luck, and force of will.

With strength of arm, I managed to steer myself around the most deadly of rocks and survive as the waters of my small tributary merged with the greater waters of the Rancid, the greatest river of the area. Here, the larger amount of water caused for slower currents, and I managed with some difficulty to swim to the shore and pull myself free.

Exhausted, still dizzy from my wound, I flopped to the bank of the river. No sooner was I free, however, than a set of strong arms hauled me into the air.

Koloss. I had been captured again.

The beasts hauled me, sopping wet, away from the roaring river. I left a trail of water in the dust.²⁰ I did not fight against my captors. There were six of them, medium-sized koloss, their blue skin starting to pull tight across their bodies, ripping at the sides of the mouths and around the largest of muscles.

They did not speak to me in their brutal tongue, and I knew I could not defeat six at once. Not without my guns and without metal. I deemed it better to let them drag me where they wished. Perhaps I would be placed back in my cavern prison.

Instead, the koloss carted me toward an incongruous stand of trees, hidden within a small valley of rocks. I had never come to this location before — indeed, the koloss had always steered me away from this area, claiming that it was a wasteland. From whence, then, came the trees?²¹

The trees hid a small oasis in the dusty ground, a place where water welled up in a natural spring. I found this curious, as prime watering holes are usually marked on my maps.

They dragged me past the trees and around the watering hole, and I saw that it was very deep — so deep that the depths were blue, and I could not make out a bottom. The sides were all of stone. And, with a start, I realized that the pool was shaped vaguely like a spearhead.

¹⁹ See “Allomancer Jak and the Waters of Dread” for several equally implausible instances of Jak swimming strong currents and whitewater rapids. I am left to wonder why these extreme events never happen in my presence.

²⁰ I am not sure what happened to the rain that was so instrumental in his escape last episode. He doesn’t mention it again...

²¹ An unnecessary “from” is the least of Jak’s problems, so I left it. I did manage to snip sixteen superfluous commas from this page. Jak is also under the impression that koloss looks better with an exclamation point in the center, and I have yet to ascertain the reason. For my own sanity, I have removed these, though I worry it has come too late.

Could this be it? The location of the Survivor's treasure? Had I found it at long last?²² I looked for the other sign, that of the bloody footprints spoken of in the legends. I did not see them until my wet form was dragged across the stones nearest to the pool.

If you travel long in the Roughs, you will find that water sometimes reveals the true color of stone. This is not so much the case in the city where many of you live, dear readers, as the stones are coated in grime and soot. But here, the land is clean and fresh. The water my body dripped on the stones revealed a pattern in the rock not unlike that of a set of footprints leading into the oasis pool.

This was it! Though not true footprints, I could see how a weary traveler — reaching this location — might mistake them for such. The invented story of the Survivor himself — bleeding from his spear wound and stopping here to drink — made sense.

The place was accoutred with koloss tattoo designs traced on the rocks and had their leatherwork wrapping some of the tree trunks. This was obviously a holy place for them, which explained both the reason I had never heard of this oasis, and the reason that men had vanished in this area. Any who stumbled across this spot were murdered for having witnessed what they should not.

What did it say for my future that they had brought me here?²³

There were more koloss here, of course. Some were so ancient that they had burst their skin completely; these sat wrapped in leather to contain the slow seeping of blood from their flesh. If you have never seen a koloss ancient, consider yourself lucky. Their immensity of size is only matched by the strangeness of their features, lacking noses or lips, their eyes bulging from faces of red flesh. Most koloss die of heart attacks before reaching this state. These would continue to grow, even after losing their skin, until that fate claimed them.

In ancient times, ones such as these would be killed. In modern days, however, elderly koloss are revered — or so I had learned, but only through stories.²⁴ I suspect that the locations where all tribes keep their elders are as holy as this one.

My guards deposited me before the ancients. I climbed to my knees, wary.

"You have come," said one of the ancients.

"You are not human," another said.

²² *Yup.*

²³ *As fanciful as Jak's description of this place sounds, I have seen it myself, and must second his description. The patterns do look like footprints, and the pool appears to have the shape of a spearhead. The koloss do not speak of it to anyone. Incredible as it seems, he actually found the location of the Survivor's Treasure. I take this as proof that Harmony watches over all of us, for only the deity could have such a cruel sense of humor as to repeatedly allow a man like Jak to bumble into such remarkable success.*

²⁴ *For this revelation, see episode twenty-five of this narrative.*

“You have bested our leader and killed all challengers,” said the third.

“What will you do with me?” I demanded, forcing myself to my feet. Sodden and dazed though I was, I would meet my fate head-on.²⁵

“You will be killed,” one said.

“It will be according to the will of the daughter of the one who challenged you,” said another.

“You must join us,” said another.

“Join you?” I demanded. “How?”

“All koloss were once human,” said one of the ancients.

I had heard such statements before. And, dear readers, I realize that I disparaged them to you. I considered them silly and fanciful.

It is with a heavy heart that I must tell you that I was wrong. So very wrong. I have since learned the terrible truth. The ancients are right.

Koloss are people.

The process is terrible. To initiate a man into their ranks, they take him and pin him with small spikes of metal. This creates a mystical transformation, during which the man’s mind and identity are savagely weakened. In the end, the person becomes as dull and simple as the koloss.

Koloss are not born. Koloss are made. Their barbarity exists inside of all of us. Perhaps this was what dear Handerym was trying to tell me.²⁶

They said that I had to join them. Was this to be my final end? To live my life as a brute in a distant village, my mind lost?²⁷

“You spoke of the daughter of the one who challenged me,” I said. “Who is this?”

“Me,” said a soft, familiar voice.

I turned and found Elizandra Dramali emerging from behind some trees nearby. She no longer wore her dress, and instead was wrapped in leathers that only just covered up her most intimate parts. Indeed, a full description of her figure would be too shocking for my more sensitive readers, and so I will forbear.²⁸

She still wore her spectacles, and her golden hair was pulled back into its customary tail, but her skin...her skin was now a shade of blue, such as I had never before seen.

²⁵ Or, in other words, “I couldn’t escape immediately, but I wanted to be ready to run screaming like a child as soon as I had the opportunity. So I stood up.”

²⁶ Well, no. But I’ll accept it. Please note that what Jak is saying here is, unfortunately, true. I have seen the process with my own eyes, as have other scholars, and it is widely accepted that this description of the practice is true. I did try to explain this to Jak on several occasions...

²⁷ Not sure if this is possible. It would be much like dividing by a null set.

²⁸ This, of course, did not stop the newspaper editors from including a detailed sketch of this scene in their original printing of the episode.

Elizandra, fair Elizandra, was koloss-blooded.²⁹

“This can’t be!” I exclaimed, staring at my beautiful Elizandra. The woman I had grown to love and cherish above all others. The woman who had somehow hidden her true nature from me all this time.

Elizandra was koloss-blooded.

I wish I did not have to write these words to you, my stalwart readers. But they are true, true as my poor heart bleeds. True as the ink on this page.

“Makeup,” Elizandra said, demure eyes downcast. “As you can see, the blue cast to my skin is light, compared to some koloss-blooded. Clever use of powders and gloves have allowed me to hide what I am.”

“But your mind!” I said, stepping toward her. “You think and have wit, unlike these beasts!”³⁰

I moved to reach toward her, but hesitated. Everything I knew about this woman was a lie. She was a monster. Not my fair, wonderful noblewoman, but a creature of the wilds, a murderer and a savage.

“Jak,” she said. “I am still me. I was born to koloss, but have not accepted the transformation. My mind is as keen as that of any human. Please, my dear one, see past this skin and look into my heart.”³¹

I could resist no longer. She might have lied, but she was still my Elizandra. I stepped into her embrace, and felt her sweet warmth in this time of confusion.

“You are in grave danger, loved one,” she whispered into my ear. “They will make you one of them.”

“Why?”

“You frightened away their chief,” Elizandra whispered. “And ruled the clan despite the challenges we provided. Finally, you killed their greatest champion. My mother.”

“The champion was a woman?” I asked.

“Of course. Didn’t you notice?”

²⁹ The original printing of this story ended the penultimate episode right here, which — I am told — nearly caused riots and prompted a special broadsheet the next day, containing the conclusion of the story. Fortunately, we had sent in all three of these episodes together, in a single pouch. It is a constant source of amazement to me that people are so interested in Jak’s raw accounts, rather than waiting for my more sensible, annotated edition. This lack of taste upon the part of the general public was one of the very reasons I left Elendel to travel the Roughts in the first place. It was either that or shoot myself, and my oaths of a steward’s pacifism forbid me from shedding blood.

³⁰ Studies have proven that koloss-blooded individuals are, on average, no less intelligent than ordinary humans — though obviously this is not true for full koloss who have accepted the transformation. Or for most adventurers.

³¹ I showed this scene to Elizandra, and her response was laughter. Take that as you wish. I would make note, however, that when I have spoken to her of this, she does not seem nearly so ashamed of her heritage, though she did hide it from us all at first.

I glanced at the gathered koloss, who wore loincloths, but generally no tops. If there was a way to distinguish the males from the females other than...ahem... peeking, I did not know it. In fact, I'd rather not have known that some of them were women. My crusty, wind-weathered cheeks did no longer blush, for the things I've seen would rub your delicate minds raw. But if I'd been capable of a blush, I might have given one at that moment.

"I am sorry, then, for killing her," I said, looking back to Elizandra, who still held me.

"She chose her own course in life," Elizandra said. "And it was one of brutality and murder. I do not mourn her, but I will mourn you, should you be taken into their embrace, dear one. They speak of this being my will, but it is certainly not, though they will not listen to my protests."³²

"Why did they lock me away to die in that cavern?" I asked.

"It was a test," Elizandra said. "A final challenge. They would have freed you after three days, if you had not escaped — but as you managed to, you have proven worthy to join their ranks and become their new chief in full. But to do so, you must undergo the transformation! You will lose most of your self, instead becoming one of them, a creature of instinct."³³

I had to escape, then. This fate would be worse than death — it would be a death of the mind. Though I have gained a great respect for the koloss savages³⁴, I had no intention of ever joining them.

"You steered me here," I realized, looking toward Elizandra. "Ever since we found you in these Roughs, you have been guiding me toward this tribe. You knew of this pool."

"I suspected, from your descriptions of what you sought, this was the location of the treasure," said my fairest one. "But I did not know for certain. I had never been to the holy pool. Jak...once they transform you, they plan to do the same to me, against my will. I have resisted this all of my life. I would not let them take my mind as a youth — I will not allow it now!"

³² More laughter here. If you know Zandra, you'd probably realize that any statement that lacks three curses — and a comment about Jak's questionable parentage — cannot truly be attributed to her. But she does seem to be fond of him. For some reason.

³³ For those confused — which includes Jak — this really is the way that one becomes a full koloss. Their children are born with skin that ranges from blue to mottled grey, but not the deep blue of true koloss. These children are generally human, though have some generous endowments of physical capability. Each child is offered the choice to make the final transformation when they reach their twelfth year. Those who do not accept the transformation must leave and join human society. By my estimation, many do leave — but just as many ordinary humans, dissatisfied with their lives in the cities, make their way to the koloss tribes and join them, accepting the transformation. From there, no distinguishing is made between those who were originally humans or koloss-blooded.

³⁴ Not enough respect to refrain from calling them savages, of course.

“Enough talk!” said one of the elders. “You will be transformed!”

The other koloss began to clap in unison. One of the ancients reached out a trembling, bloody hand, holding in his palm a handful of small spikes.

“No!” I exclaimed. “There is no need! For I am already one of you!”

Elizandra’s hand tightened on my arm. “What?” she whispered.

“It is the only plan I can think of,” I whispered back. Then, more loudly, I proclaimed. “I am koloss!”

“Not possible,” said one of the ancients.

“You are not blue,” said another.

“You have not the way,” said the third.

“I slew your champion!” I declared. “What more proof do you need? Would an ordinary human be strong enough to do this?”

“Gun,” said one of the ancients. “It takes not strength to use the gun.”

Rust and Ruin! “Well then,” I declared, “I will prove it in a final test. For I will bring you the treasure of the Survivor!”

The koloss grew silent. Their clapping stopped.

“Not possible,” said one of the ancients. “Even strongest koloss have failed.”

“Then if I succeed, you will know I have told the truth,” I said to the beasts.

I was setting myself up for certain death. I wish I could tell you that bravery steered my lips that day, but it was truly just desperation. I spoke of the only thing that occurred to me, the only thing that would let me delay.

If the legends were true, then the treasure was hidden “opposite the sky, raised only by life itself.” Opposite the sky must mean at the bottom of the pool — so far down, I could not see it. I would have to dive in and recover the treasure.

“Not possible,” said another ancient.

“I will prove it possible!” I declared.

“Jak!” Elizandra said, hand on my arm. “You’re a fool!”

“A fool I might be,” I said, “but I will not let them take me to be a koloss.”

She pulled me to her, suddenly, and kissed me. Very little in life shocks me, dear readers, but that moment achieved the impossible. She had been so cold toward me at times that I was certain my affection would go unrequited.

But this kiss...this kiss! As deep as the pool beside us, as true as the Survivor’s own teachings. As powerful as a bullet in flight, and as incredible as a bull’s-eye at three hundred yards. The passion in it warmed me, casting off the chill of my sodden clothing and the fear of a trembling heart.

When she finished, metal flared to life inside of me. Though not an Alломancer, she’d poured some tin dust in her mouth, passing it to me in the kiss!

I pulled back, marveling. “You’re amazing,” I whispered.

“Well damn, Jak,” she whispered back. “You’ve finally gone and said something smart, for once.”³⁵

³⁵ I believe that this is the only accurate quote from Elizandra in the entire story. She confided in me she threatened to shoot him in the...ahem...masculine identity if he didn’t include it in the official narrative.

The koloss started to clap again. I picked the largest rock I could carry, then — taking a deep breath — leaped into the pool and allowed the rock to pull me downward.

It was deep. Unfathomably³⁶ deep.

The darkness soon swallowed me. Dear readers, you must imagine this complete darkness, for I do not believe I can do it justice. To be consumed by the blackness is itself a remarkable experience, but to be in the waters as light flees... there is something incredibly horrifying about such an experience. Even my steel nerves gave way to trembling as my descent continued.

A terrible pain struck my ears, though whether this was from my wound, I know not. I dropped for what seemed like forever, until my lungs were burning, my mind growing numb. I nearly let go of my rock.

I could not think. My wound threatened to overwhelm me, and though I could not see, I knew that my vision was growing cloudy. My body was failing me as I plummeted toward unconsciousness. I knew that I would die in these unseen depths.

At that moment, I thought of Elizandra being turned into a koloss, losing the beautiful wit that so charmed me. This thought gave me strength, and I flared my tin.

Flared tin brings clarity of mind, as I have said before. I have never welcomed it as much as I did then; those moments of lucidity forced away the shadow upon my mind.

I felt the coldness of the water, and the pain in my head seemed incredible, but I was alive.

I hit the bottom. Not daring to release my rock weight, I felt about me with one hand, frantic. My lungs burned like flared metals. Was it here?

Yes! It was. Something square and unnatural, a box of metal. A strongbox?

I tried to lift it, and managed to make it budge, but it was as heavy as my rock. With dismay, I realized that I could never carry this up to the surface. My body was too weak; swimming with such a weight was more than I could accomplish.

Was I to fail, then? If I reached the surface without the treasure, perhaps they would simply kill me, or perhaps they would make me like them — either way I would be finished.

I worked again to lift the box, but could swim only a few feet. I had no air, no strength. It was useless!

And then, I remembered the poem. Opposite the sky you shall find it, and it shall be raised only by life itself.³⁷

Life itself. What was life down here?

Air.

³⁶ And by that he means precisely 18.3 fathoms. I went back and measured.

³⁷ Yes, I am aware that he has quoted this poem six different times through the course of this narrative, and has said it a little different each time. No, he will not allow me to change them and make them consistent.

I fumbled at the sides of the box and found a latch, which released some kind of object. It felt leathery, like a waterskin. I breathed into it, giving up all of the air in my lungs, air which no longer sustained me — but which might still serve me.³⁸ Then, I kicked off of the bottom, my metal spent, my air expended.

Eternity.

I burst from the surface of the pool as my vision clouded again. I saw only a moment of light before darkness snatched me back, but soft hands grabbed me and hauled me free of the water before I could sink to my doom. I smelled Elizandra's perfume, and recovered to the sight of her concerned face, cradling my head in her lap. The view of her leather costume from beneath was not particularly proper, but also not unappreciated.

"You fool," she whispered as I rolled over and coughed water from my lungs.

"He has failed!" exclaimed the koloss elders.

At that very moment, something bobbed to the surface of the pool — it appeared to be an inflated bladder of some sort, perhaps from a sheep. I reached into the water and grabbed the strongbox that floated underneath.³⁹

The koloss crowded around as I knelt beside the box and worked at the lock. Elizandra produced the key we had found in Maelstrom's mine, and it fitted⁴⁰ exactly. I turned it with a click, and opened the top.

Inside were spikes.

The koloss shouts first worried me, but they turned out to be shouts of joy. I looked to Elizandra, confused.

"New spikes," she said. "Many of them. With these, the tribe can grow. They were losing the wars with those nearby; my tribe has always been the smallest of those in the area. This will grow them by the dozens. It is a true treasure to them."

I sat back on my heels. I will express some regret to you, dear readers. I travel not for wealth, but for the joy of discovery and the opportunity to share the world with you — but still, this was not the treasure I had hoped to discover. A handful of small spikes? This was what I had searched for months upon months to find? This was the fabled wealth left by the Survivor himself?

"Do not look so morose, dear one," Elizandra said, dumping the spikes for the ancients to take. She pulled back with me as they gathered around. It appeared that the two of us had been forgotten in the excitement. "It seems we have our lives restored to us."

Indeed, the koloss did not stop us as we fled. We quickly left the small oasis valley, making toward the river and — hopefully — the rest of our caravan.⁴¹

³⁸ Those readers with a knowledge of buoyancy and pressure should probably stop here, as opposed to working out the mathematics of what a single lungful of air could manage under these circumstances.

³⁹ If a bag of air was all that was needed to raise the treasure, one wonders why the grandest of all windbags himself needed the aforementioned sheep's bladder...

⁴⁰ Sigh.

I still found myself disappointed. It was then that I noticed something. The box Elizandra carried hadn't tarnished much from what had undoubtedly been over three centuries spent under the waters. I gestured for her to hand it to me, and I buffed at the surface of the lid. Then, I blinked in surprise.

"What?" she asked, stopping in the path.

I grinned. "Pure Aluminum, my dear — worth thousands. We have found our treasure after all."

She laughed and favored me with another kiss.

And it is here, my readers, that I must end the account of my travels in the Pits of Eltania. The treasure found, our lives lost — and then recovered — I had fulfilled the dying wish of dear, fallen Mikaff.

It was my grandest adventure yet, and I believe I will rest for a short time before striking out again. I have been hearing of strange lights in the southern skies that can only hide another mystery.

Until then, adventure on!

And so, we come to the end of another annotated volume. I'm certain that discerning readers of elegance and respectability will appreciate my longsuffering efforts in keeping Jak alive, if only because I suspect these edited accounts provide them with an individual blend of amusement on long winter evenings. I bid you farewell, then. Jak promises further adventure and mystery, but I make a more humble promise. I'm going to try to get him to use proper punctuation in his letters for once in his life. I believe my task to be the more difficult of the two, by far.

*Handerwym of Inner Terris,
The 17th of Hammondar, 341.*

⁴¹ Yes, they forgot about me.

INTRODUCTION



To all first time readers, a word of warning: this supplement assumes you have completed the original Mistborn trilogy, and frequently refers to vital events in the first three Mistborn novels by way of history. Spoilers for the original trilogy abound, but we've done our best not to spoil The Alloy of Law itself. You've been warned, mateys!

* * *

It has been 300 years since Scadrial was remade.

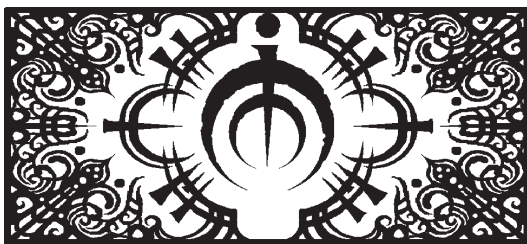
Three centuries ago, with the world teetering on the brink of annihilation brought about by the dark god Ruin, the humble Terris keeper Sazed took up the power of both Ruin and Preservation and became a new god — **Harmony**. Drawing deeply from his knowledge of the beliefs and histories of the past, Harmony used the moment of this **Final Ascension** to correct the catastrophic mistakes made by the Lord Ruler a thousand years before. He set the planet back in its proper orbit, correcting the climate and eliminating the need for constant ashfall to protect against the harsh rays of the sun. He rejuvenated the land and restored many plants and animals that had gone extinct. He created a region of bountiful land, and then ringed it with mighty mountain ranges to keep it safe from flood and drought. He made what few souls still lived — skaa, noble, Terrisman, kandra, and koloss alike — whole again and granted them his wisdom in his **Words of Founding**. Then he set them free to rebuild what a thousand years of darkness and terror had destroyed.

This fresh start is known by modern Scadrians as the **Origin**. The survivors of that apocalypse became the **Originators**, the founding mothers and fathers of a

new world, free to shape Scadrial into a place of new opportunities and horizons. They were under the leadership of Spook — now known as the **Lord Mistborn** — who also made Vin, her beloved Elend, and the rest of Kelsier’s crew become the stuff of legend in this new society, their lives serving as lessons to be learned from and ideals to be aspired to. Things once lost — faith, self-determination, innovation, hope — returned to the world as the Originators carved out their destiny in this new land. The destiny of people of all stripes and species was determined not just by the circumstances of their birth, but by their skill, knowledge, and the merit of their ideas. Together, they founded religions, created laws, built cities, and made technological advances that radically transformed their society.

Scadrial today is a much more modern and familiar world, similar to Earth at the dawn of the 20th century, during the last days of the Wild West, but with a distinct Mistborn twist. The great metropolis of **Elendel** is the center of the civilized world and the seat of government, ringed by smaller towns and, further out, by a wild frontier. The citizens of Scadrial make their living as craftsmen, scholars, politicians, merchants, pioneers, bandits, and lawmen. Firearms, railroads, electric lights, horseless carriages, and even skyscrapers are now ever-present reminders of the ingenuity of man and the pace of an increasingly modern world. Men and women with the amazing powers of Allomancy and Feruchemy no longer need to live in secret, but are free to exercise their natural gifts to the betterment of themselves and others. Nobles with names like Ladrian, Tekiel, Cett, and Yomen still plot and scheme, daring criminals still prey on the weak, and Crews filled with Heroes still stand up to them.

So pull on your chaps, load up your vials, and strap on your six-shooters, because this is an exciting new time for the world of Mistborn: the era of *The Alloy of Law*.



Welcome to **Alloy of Law**, the newest supplement for the *Mistborn Adventure Game*. Based on the novel of the same name by Brandon Sanderson, this book introduces a new era for your Crew to explore, find their fortune, and ultimately save.

Inside, you’ll find rules for creating characters and adventures set in *The Alloy of Law* era, as well new and detailed information on the people, places, magic, and technology of this time in Scadrial’s history. We think these additions

make for a fun and intriguing wrinkle on classic Mistborn storytelling, and hope you'll find it an exciting new way to experience the world of Scadrial.

Please Note: As a supplement, this book frequently refers to, and assumes you are familiar with, the *Mistborn Adventure Game*. You'll need a copy of both books in order to play and get the most out of the material presented in this volume.

Alloy of Law is divided into three books:

- **Book 1: Adventures in the Alloy of Law Era** is designed primarily for player characters, covering how to create characters, choose gear, and advance characters in a campaign set in this period (*page 45*).
- **Book 2: A Frontier Guide to Metals** expands upon the Treatise Metallurgic from the *Mistborn Adventure Game*, adding new rules for Ferrings, Twinborn, Compounding, Stunts, and other new ways to use the Metallic Arts (*page 153*).
- **Book 3: The Reforged World** provides a wealth of information on the world, people, and beliefs of Scadrial in this new era, and on how to ensure campaigns set in this period fit the tone of the novels. This section features lots of background information and is most useful for the Narrator (*page 195*).

1

A WORLD TRANSFORMED



Scadrial at the time of *The Alloy of Law* has changed dramatically since the time of Vin, Sazed, Kelsier, and Elend. Gone are the red skies, barren lands, and constant ashfalls that blot out the sun, replaced now with blue skies, lush plants, and pleasant weather similar to our own world. Gone are the Lord Ruler, the Steel Ministry, and its Steel Inquisitors, replaced by a government of freely-elected officials, constabulary, and lawkeepers all dedicated to protecting, rather than oppressing, the people. Gone is the systematic repression of technological and intellectual progress, now replaced with thriving industry, scholarship, art, and culture — and all the benefits that come with it. Gone are the brutal social and ethnic divides amongst Scadrial's inhabitants, who now can intermingle, interact, and intermarry as their lives and love guide them.

Yet despite these changes, there is much that has not changed about this land over the last three centuries. As darkness falls, mist still rises from the streets to cloak those who prowl them in mystery. Men with power still scheme and betray, seeking to line their pockets through the labors of others. A lucky few can still harness the powers of Allomancy or Feruchemy — sometimes both. A great and untamed wilderness surrounds the cities, where men and women still struggle to find a life or make a living. Koloss tribes — though freed from the will of the dark god Ruin — still prowl the remote plains, now living off the land and wandering at the fringes of society rather than invading it. Mysterious shapeshifters known as the Faceless Immortals still inhabit the dreams of children, and the thoughts of those who have seen something beyond the ken of mortals. And secrets are still dangerous, whether they are used as weapons, as protection, or as tools to turn the world upside down.

The following is an overview of the changes, additions, and lost secrets of *The Alloy of Law* era, suitable for players and Narrators alike. Much more in-depth information and detail is explored throughout the rest of this book, particularly in Book 3: The Reforged World, starting on page 195.

THE LAND

Harmony's remaking of the world has radically changed the landscape of Scadrial from the times of the Lord Ruler. After moving Scadrial into a better cosmic location, Harmony was able to do away with many of the natural features the Lord Ruler had created to keep the planet from dying: ashmounts were flattened, the skies and seas were cleared of ash, and hardy brown plants were replaced with lush green vegetation. These changes — though they might seem small — have fundamentally shifted the way modern Scadrians live, work, and grow as a people and a society.

More details about this new land and its secrets can be found in Book 3, Chapters 3-5 (*see pages 213-242*).

THE ELENDEL BASIN

Civilization is now centered in the **Elendel Basin**, located in the former Southern Dominance of the Final Empire. The Basin is a land of plenty, located much closer to the equator than the Final Empire; it's adjacent to the sea, where the natural watershed from the mountains provides ample water and fertile soil for farming. The Basin was the nursery for the infant society of the Originators, and the breast which nursed its exceptional recovery and growth.

Amongst the fertile farmland, seventeen cities grow. Chief among them is **Elendel**, the Cradle of Light, which sits on the shores of the Yomend Sea. Blessed with an industrious population and abundant resources, it forms a hub of trade and commerce for the entire Basin. Other cities have advanced along similar lines: their forms of government vary, but all of them benefit from prosperous trade and rapidly evolving technology. The **Irongate River** — a massive waterway originating in the Faleast Mountains — cuts the Basin neatly in two, facilitating travel and trade as well as providing plentiful fishing.

Three mountain ranges surround the Basin, forming an almost perfectly circular barrier. The **Channeral Range** sits in the northwest, the **Faleast Range** in the northeast, and the **Seran Range** in the southeast. Two seas, the **Yomend** and the **Lenne**s, form the Basin's western border. All three mountain ranges offer abundant mineral resources, and a fair number of mining towns have sprung up among their peaks (along with the occasional trapper or hermit who travels there for the solitude).

Those wishing to journey beyond the mountains have two basic options: the great Northern Gap sits between the Faleast and Channeral ranges, while the wider **Ascendant Valley** opens up between the Seran ranges and the sea. Both lead into the **Roughs** beyond the mountains, and feature railway lines into the more civilized corners.

The Basin is described in more detail in Book 3, Chapter 3 (*see page 213*).

SURVEY OF THE
ELENDEL BASIN
AND
NORTHERN ROUGHS
BY THE CANTON OF
CARTOGRAPHY

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TYRIAN SEA

CALLINGFALE

COVINGTAR

ISAEUC'S BEND

WEATHERING

TRUE MADIL

FELTREL

FAR DOREST

FARADANA

NORTHERN
CHANNEL RANGE

ROUGH
FALEAST RANGE

DRY POST

TATHINGDWEL

MYCONDWEL

ELENDEL

DAZARLOMUE

ALENDEL

WYLLION

RASHEKIN

SEA OF
YOMEND

DRYPORT

IRONGATE RIVER

ELENDEL

STEINEL

BILMING

VINDIEL-CAMEUX

DOXONAR

DORIEL

TARIEP

ELMSDEL

GARMET

SEA OF LENNES

SERAN RANGE
SOUTHERN ROUGHS

THE ROUGHS

The lands beyond the mountains are dominated by the frontier region known as the Roughts: harsh terrain of barren deserts, broken hills, and the occasional marshlands, all entirely bereft of the Basin's renowned bounty. Rain rarely falls here, and crops only grow through a lot of hard work and careful tending — but for the industrious and unscrupulous, there are fortunes to be found as well.

Out of this rugged landscape, several communities and townships have sprung up, often without law enforcement or any semblance of government. Often, the only law in these hardscrabble communities is “might makes right,” as bandit gangs prey on unwary travelers and justice is doled out with the barrel of a gun. The line between good men and bad is often drawn in the thinnest of terms out in the Roughts, and sometimes it vanishes entirely. But even this imperfect place, dominated by petty desires and the great evils that spring from them, carries the potential for great futures and even greater heroism.

More on the Roughts and many of these townships can be found in Book 3, Chapter 4 (*see page 227*).

THE WILDERNESS

Beyond the Basin and the Roughts, there are still many other frontiers that are yet to be truly explored and understood. These uncharted lands — ranging from the peaks of the mountains to the expanses of the seas — are filled with strange and dangerous beasts both real and imagined, and only the bravest and most foolhardy of Scadrians have dared to discover their secrets.

Greater details on these strange frontiers and their denizens are in Book 3, Chapter 5 (*see page 237*).

THE PEOPLE

Perhaps the greatest changes to Scadrial after the events of the original Mistborn trilogy have been to the people — physically, mentally, spiritually, and socially. The genetic differences between skaa and noble and Terrisman — upheld for nearly a thousand years through the Lord Ruler's careful planning — are essentially gone, thanks to intermarriage, economic opportunity, and social blending. All people are free to come together as they choose, be it through religious belief, business interests, shared politics, romantic entanglement, or ideas. Most importantly, the strict caste system that defined the Final Empire's society has been erased, replaced by a much more egalitarian class system. While not everything is as good as it could be — prejudice and misunderstanding are still part of human nature — things are far better for modern Scadrians than they have ever been before.

Beyond this overview, you can learn more about modern society in Book 3, Chapter 6 (*see page 243*).

HISTORY

For people in *The Alloy of Law* era, history began with Harmony's **Final Ascension** and remaking of the world — the **Origin**. Those who survived the

tumultuous years that preceded it emerged to rebuild civilization, based on his **Words of Founding**. Together, the **Originators** founded cities, engaged in trade, and established new forms of government to rule their population.

Naturally, conflicts arose between various factions, as personal ambitions and the desire for more territory tested the population's unity. The fertility of the Basin limited the need to compete for resources, but some power hungry leaders saw the remade world as a chance to start a new empire, while others allowed festering resentments and perceived slights to boil over into open hostility. Conflicts flared throughout the first century of the new era, as growing city-states jockeyed for position and supremacy.

They eventually settled into the system that now stands: cities with stable borders, interlinked in a series of mutually beneficial alliances. Commerce triumphed over territoriality. A complex series of treaties and agreements bound the cities together, creating stability and allowing technological advancement to flourish. By and large, the squabbles and attacks that defined the early years have vanished.

With peace and prosperity came the need to explore this brave new world, particularly the Roughs beyond the great mountain ranges. Most of the hardy pioneers who first ventured there were never heard from again, but gradually more settlers arrived. Towns sprang up, railway lines appeared, and real government began to claim small areas from the gangs and bandits who previously ruled.

Today, Scadrial has settled into a largely stable society, with an acknowledged social order, economy, and territory. Conflict erupts over resources, class strife, and economic disputes from time to time, but for modern citizens, history — and their future — is what they choose to make of it.

More chronicles of the history of Scadrial can be found in Book 3, Chapter 6 (see page 243).



LEGENDS OF SCADRIAL

Many of the heroes of the original Mistborn trilogy have become legends by the time of *The Alloy of Law*, mythic figures enshrined in the new religions and history of the world. Here's a quick guide to some of the aliases these heroes and times are now known by:

The Ascended Warrior, the Lady Heir: Vin

The Counselor of Gods: Breeze

The Hero of Ages, Harmony: Sazed

The Last Emperor: Elend Venture

The Lord Mistborn: Spook

The Survivor, Survivor of Hathsins/the Mists: Kelsier

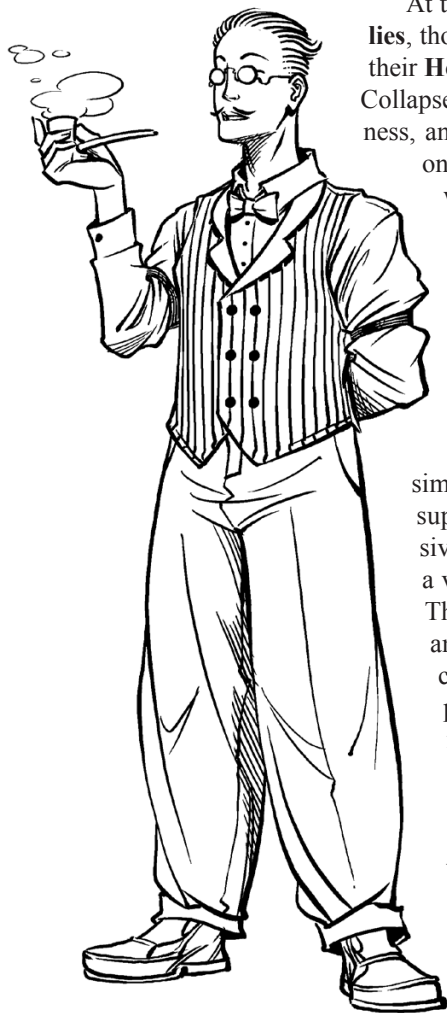
The World of Ash: The Final Empire era of Scadrial

THE NOBILITY

At the top of Scadrian society stand the **noble families**, those whose ancestors thrived and who established their **Houses** among the elites. As in the days before the Collapse, it is they who by and large control land, business, and wealth, and thus the reins of power. They sit on the cities' councils, make deals to build their wealth, form alliances to protect their interests, and scheme against their enemies in the elaborate web of politics that has continued for thousands of years.

But the nobility of the modern day is a far cry from what it was in the time of the Lord Ruler. While many famous Houses from the pre-Origin days managed to survive into modern times, their prestige is no longer simply an extension of legal, genetic, and magical superiority. Nor is the power of Allomancy exclusively their birthright — in fact, magical ability is a vital part of all levels of society (*see page 156*). Though their positions afford them great comfort and means, nobles are subject to the same laws as common folk — the times of tormenting weaker people, or each other, with impunity are over... for the most part.

Despite the necessities of *realpolitik*, not all nobles are selfish. Many of them understand their obligation to society, with thousands of workers and others of the underclass dependent upon their actions. Many more believe that their station offers opportunities to improve society, and a tradition of patronage for promising artisans, engineers, and craftspeople has become a widespread phenomenon.



THE MIDDLE CLASS

While the nobility still exist in this new Scadrial, the same cannot be said for the skaa. The erstwhile laboring people of the world have been restored by Harmony to greater equality; now, common people are “common” because of the circumstances of their lives, rather than legal, economic, or social inferiority. This new space for opportunity has allowed those with skill and ambition to raise themselves up, far beyond the dreams of their skaa forbears.

Since the Lord Ruler's fall, a skilled middle class has arisen, thanks to new educational and vocational opportunities available in the cities. Craftspeople, entrepreneurs, inventors, and merchants have become the engine driving

Scadrial's technological revolution as they hone and expand their craft. At the same time, the freedom of expression enjoyed by clergy, scholars, and artists has allowed them to explore new ways of thinking and build a more progressive and just society. With this prosperity comes wealth and comfort; these innovators make up a new middle class that enjoys the rewards of their hard work in a way never afforded to the skaa.

More importantly, the success of the growing middle class has allowed them to challenge the traditional roles of the nobility. Many city councils now offer seats to the representatives of various trade unions, while some individuals become powerful enough to claim seats on the council through their own influence. Some even more ambitious personalities seek loftier goals, hoping to use their success to found new noble Houses and catapult themselves far beyond their birth. Such aspirations do not go unnoticed by established Houses, and more than one such enthusiastic commoner have found their reputations and livelihoods quickly and brutally under assault by those who seek to maintain the status quo.

THE LOWER CLASSES

Unfortunately, even in a world of progress, there are still those who are left behind. The growing gaps between rich and poor, powerful and powerless have swallowed up many common folk who find the ideals put forth in the Words of Founding slowly going by the wayside. Those born with little money and few prospects must toil in mills, factories, and farms for a pittance, often living crammed in the teeming and crime-infested slums of the cities.

For many of these poor souls, the easiest way out is to join the bandit gangs preying upon people like themselves, or to scrape together enough money for a ticket to the Roughs and a fresh start. Nevertheless, even the most destitute and desperate citizens live lives far richer and safer than those of the skaa who preceded them.

ROUGHS FOLK

Those who wish to escape the bounds of "proper" Scadrian society can follow a third way — heading out into the wilderness of the Roughs. These enterprising folk come from all walks of life: some are poor, others are rich; some come seeking a new life, while others are running from an old one; some seek adventure, and others simply want a quiet life and a small piece of land to call their own.





ALLOY OF LAW SAYINGS

Just as the world of Mistborn has changed in the last 300 years, so has its slang. Here are some common words and phrases from this period:

Bad alloy: an ill omen, bad guy

Bleeder (derog.): a full koloss

Broadsheet boy: a newspaper boy, an innocent kid; also used sarcastically to refer to someone who states the obvious

Certain/special alloy: of high quality; a cut above (e.g., "That Bessie, she's a shooter of a certain alloy, eh?")

Conner: a constable; occasionally used to refer to lawkeepers by city folk

Full of ash: lie or exaggerate (e.g., "Koloss? Here? You're full of ash!")

Get thunder: catch grief or be berated (e.g., "When Tan finds out I crashed his new horseless carriage, I'm gonna get thunder.")

Git (derog.): a stupid, annoying, or childish person

Hard ore: a tough guy

Levergun: a repeating rifle

Mate, matey: friend, buddy (of either gender)

"Melt it down and forge it": get to the truth or core of a matter

Nugget: head

"Old habits make for strong steel": old habits are hard to break

Old Ironeyes: death

"With a pinch of copper": view something skeptically, or not take it literally

"Pound a brittle metal": belabor a point or touch a sore subject

"Rest with the Hero": rest in peace

Ruin, ruination: damn, damnation (e.g., "Ruin these gits!")

"Rust and Ruin!": "Hell and damnation!"

Rusting (adj.): damned, worthless (e.g., "This rusting pistol always jams!")

Scattergun: shotgun

"Shake hands with Ironeyes": to come to the end, to die

Slowboy (derog.): moron, ignoramus

"True as titanium": a sure bet, the absolute truth

Wheelgun: a revolver

What binds them all together is a spirit of independence, ingenuity to make do without help, and the toughness to carve out their own destiny. City folk consider, Rought-dwellers course, ill-mannered, insular, suspicious, or blunt...and to a degree, they're right. Life in the Roughts is dangerous, under perpetual threat by wild animals, drought, bandits, koloss, and disease, and all the Roughts folk have is each other, for better or worse. For those strong and smart and resolved enough, however, the Roughts offer a unique opportunity to forge their own paths as they see fit.



ALLOY OF LAW SAYINGS (CONTINUED)

There are also a number of religious exclamations and curses, with their roots in Scadrial's new religions:

"Damn you to Ironeyes's tomb!"

"Oh, Lord of Harmony!"

"Hero help (you/me/us)!"

"Preservation's wings!"

"Survivor above!"

"By the Survivor's (scars/spear)!"

"What in the Survivor's deadly name?"

TERRISFOLK

Approximately one-fifth of the Originators were Terrisfolk who lived through the apocalypse and became heirs to the Terris legacy of struggle and survival. From those meager few, Terris culture has become stronger than it has ever been, now both fully accepted by, and integrated with, everyday society.

The thought of gelded Terrismen living in absolute servitude to the nobility is now a distant and unpleasant memory; today, Terrisfolk ply their trade as scholars, advisors, spiritual guides, and servants — as they have done since the days before the Origin — as well as farmers, craftspeople, artists, politicians, and constables. The influence of Terris culture can be seen everywhere: in popular fashion, in traditions of scholarship and stewardship, and particularly in the spread of Feruchemical abilities in the populace (*see Ferrings, page 167*).

But this integration is balanced with the Terris desire to retain a distinct ethnic identity; as Scadrial's oldest surviving culture, some see Terris ways as something they're responsible for preserving, while others take them as a birthright. The mountains and hills surrounding the Basin are filled with small Terris enclaves, where more insular Terrisfolk choose to keep to the old ways far from the cities. Marriages between Terris and those of non-Terris descent still remain an uncommon occurrence, though the trend is gradually shifting as more and more Terris youth seek adventure and fortune among the greater Scadian society. More information on these enclaves can be found in Book 3, Chapter 5 (*see page 240*).

KANDRA

The end of the Lord Ruler and the calamity that followed also marked the end of the Contract, setting the kandra adrift after ten centuries of servitude. Those that sheltered with the last vestiges of humanity during the Final Ascension survived to see the rebirth of the world, but mysteriously disappeared shortly thereafter.

Many of their fellow Originators thought the kandra might have died off, but there are rumored sightings of these strange creatures even today. Modern folk call

these mysterious beings the **Faceless Immortals**, and they are believed to be servants of Hamony himself. An encounter with a Faceless Immortal is exceedingly rare in the modern day, for they only appear to those who need their assistance most. Those who ignore the Immortals' divine messages do so at the most dire peril.

Many more secrets about the kandra can be found in Book 3, Chapter 8 (*see page 261*).

KOLOSS

Perhaps the most dramatic changes to any of Scadrial's races during the Origin came to the **koloss**. Most of the koloss hordes the Lord Ruler used as terror troops were slain by Elend during the Final Ascension, but a choice few — including the koloss Human and his horde-mates — sheltered with the rest of the Originators. Harmony made them true-breeding to give them a chance at a more normal life, and freed them of their slavery by Ruin to choose their own destiny.

In the three centuries since, koloss have become an accepted — if not always *fully* accepted — part of Scadrian society. The koloss now live in tribes, primarily in the Roughs, where they live a far less violent lifestyle than their ancestors. Those born to koloss parents, or with koloss heritage, often have a faint grey or blue cast to their complexion and are known as **koloss-blooded**. Most koloss-blooded live their entire lives in the tribes, accepting their iron spikes when they come of age to become “full” koloss, but many others choose to leave their tribes to live amongst humans. Some rare koloss-blooded can even inherit the power of Allomancy or Feruchemy, making for truly terrifying foes...or powerful allies.

More information on the koloss, koloss-blooded, and their society can be found in Book 1, Chapter 6 (*see page 145*) and Book 3, Chapter 8 (*see page 259*).

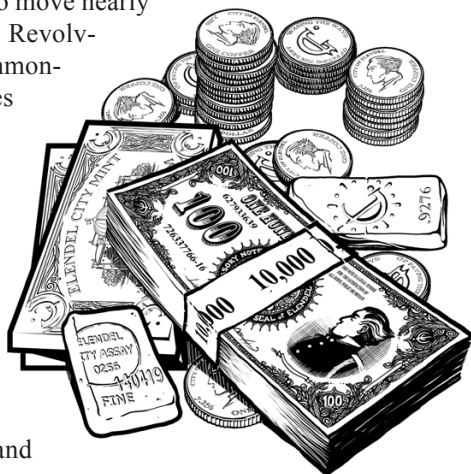
TECHNOLOGY, TRADE, AND COMMERCE

Scadrial has made tremendous strides in terms of technology since the times of the Final Empire. Once the Lord Ruler's restrictions on technology and progress lifted, humanity was once again free to explore science and technologies that could improve their lives and economy.

Money is one of the few things that hasn't changed much in modern times (save for the fact that atium is now the stuff of legend, much less part of the economy). Most currency is issued from the Central Bank of Elendel, and comes in three denominations: **coppers**, or minted coins, are the smallest and most common form of currency (much like the Imperial clip); **notes**, or paper money, are used for larger transactions; and **bars**, typically made of gold, are the largest denomination. Pure metal bullion, particularly of rare or highly useful metals like Aluminum, Bendalloy, Electrum, or Nicrosil, is also a popular trade commodity.

Modern Scadrial's technology has advanced to a point very similar to that of Europe or North America in the mid-to-late 19th century. Industrialization is now widespread, and goods can be manufactured on a massive scale. Railways

packed with steam-powered locomotives crisscross the land, allowing people and goods to move nearly anywhere quickly and efficiently. Revolvers and repeating rifles are now commonplace, and rotary guns and explosives are changing the face of conflict. Most cities in the Basin have paved or cobblestone streets, gas lighting, and sometimes even electric power. Horseless carriages and automobiles are new and exciting inventions that herald the promise of a bright future.



The average citizen has reaped the fruits of these advancements. Homes are heated and dry, and the availability of electricity and gas are radically changing the comfort and convenience of life. Most people can travel cheaply and (comparatively) safely whenever they wish, thanks to the prominence of rail travel, and improved trade routes give normal folks greater access to fresh food and valuable trade goods. New inventions such as the phonograph, the typewriter, and the photographic camera continue to improve day-to-day life. Factories have recently moved to automation of many tasks, creating even more skilled jobs and higher-quality products at lower prices for all.

Beyond mundane technologies, magic has also found its place in technology and business. With mass production of goods now common, vital implements such as purified metals and inexpensive metalminds suited for use in Allomancy and Feruchemy have become more widely available. Enterprising engineers have also developed new tools for augmenting Allomantic powers (such as gliding wings for granting Coinshots limited flight), or countering them (such as Aluminum bullets that cannot be Pushed or Pulled, or Aluminum-lined hats that deaden emotional Allomancy).

Much more information on technology and its impact on modern Scadrial can be found in Book 1, Chapter 4 (*see page 109*).

CRIME AND LAW ENFORCEMENT

The end of the Lord Ruler's iron-fisted reign has had one very palpable downside: the rise of the criminal element. During the days of the Final Empire, thieving crews were often folk heroes whose daring raids on noble Houses and the centers of power served the cause of justice (at least tangentially). But with the absence of a vastly unfair social system, the Steel Ministry, and the ever-watchful eyes of its Obligators, crime has flooded back to fill in the cracks. In the cities, organized gangs battle the law and each other for control of such rackets as metal

forgery, robbery, weapons smuggling, and extortion.

In the Roughts, bandit crews sometimes operate like virtual kings, raising armies of goons, capturing mining and industrial operations, and even taking over entire towns.

Fortunately, there are men and women willing to oppose thugs no matter where they operate. In the cities, law enforcement is typically the purview of the **constabulary**, which combines the functions of the old city watch with new and increasingly sophisticated investigative skills. Constables (also known as “**conners**”) patrol the streets, maintain public order, and respond to crimes and emergencies in progress.

In Elendel and other larger Basin cities, new “consulting investigators” have joined the fight, specializing in applying logic and existing evidence to pinpoint suspects and apprehend them before they can strike again.

In the Roughts, justice is administered by the **lawkeepers**: sheriffs fighting to keep the peace by any means at their disposal. Unlike constables, lawkeepers don’t answer to any central authority: while some stay in one place, most are roving defenders of order, working in conjunction with multiple municipalities to deal with whatever problems may arise. Some less charitable individuals are scarcely more than bounty hunters, perfectly willing to let a community suffer if it can’t scrape together the necessary notes. No matter the particulars of a lawkeeper’s ethics, in the Roughts each is the face of the law — which means they often play judge, jury, and executioner as the need arises.

The lawkeepers and their operations are explained in greater detail in Book 3, Chapter 4 (*see page 229*).

BELIEFS

During his thousand-year reign, the Lord Ruler went to great lengths to stamp out all forms of religion and faith. Countless beliefs were ruthlessly snuffed out, their practitioners executed, and their holy texts burned. The diligent efforts of Terrisfolk across the globe — acting in secret and often at great risk to their own lives — preserved the tenets of some of these religions, but the rest were lost to the sands of time, casualties of the Lord Ruler’s tyranny.

The events surrounding the Lord Ruler’s demise led to the rise of several new forms of religion, which flourished and spread in the centuries that followed. Today, many of those early faiths constitute the primary forms of worship in the world, practiced by fanatics and secular adherents alike. The **Church of the Survivor** enshrines the words, deeds, and schemes of Kelsier, the Survivor of



Hathsin; it emphasizes self-sufficiency, independent thought, and a reverence for the mists. **The Path** arose from the teachings of Harmony, and instructs its faithful, **Pathians**, to simply leave the world a better place than they found it and to regularly reflect on their place in it. Other faithful may cleave to the ancient dogmas of **Trellagism**, the secretive dark faith **Sliverism**, or **Trellism**'s upholding of exceptional people — especially Twinborn.

These faiths are described in detail in Book 3, Chapter 7 (*see page 247*).

BEASTS AND MONSTERS

Though the world of *The Alloy of Law* has changed radically, Harmony did not see fit to wipe any living creature from existence entirely — only to make whole that which wasn't. For example, one of the greatest “monsters” of the World of Ash, the koloss, are no longer the mindless engines of destruction they once were, and now have something recognizable as a society (*see page 259*).

Mistwraiths also have a place in the new world, living on the fringes of the Roughts as scavengers and occasionally apex predators. While their terrifying reputation has diminished somewhat along with popular fear of the mists, a feral mistwraith remains a brutal opponent that even the largest gun or most powerful Twinborn will struggle to take down.

Aside from these more exotic beasts of the bygone world, the remade Scadrial is also home to many animals that died off in the Lord Ruler's world. Mountain cats, bears, predatory birds, snakes, and other dangerous critters present a danger that, while not as memorable as mistwraiths, can easily fell the unwary.

MAGIC

Magic is a hallmark of Scadrian society; with the dissolution of the Final Empire, those with a talent for the Metallic Arts (also known as **metalborn**) were able to come out of the shadows and use their gifts without fear. The Originators included Allomancers, Feruchemists, and even Hemalurgic creatures, and they rebuilt their world as one where magic was not only accepted, but harnessed for the greater good of their fledgling society.

But magic has definitely changed in the last 300 years. The Mistborn and Keepers, who could use the full spectrum of Allomancy and Feruchemy respectively, are now a memory, thanks to the interbreeding of Scadrial's people and dilution of the magical bloodlines. Nearly all metalborn are either **Mistings**, who can use one Allomantic power, or **Ferrings**, who can use one Feruchemical power. Some can use both; these rare individuals are known as **Twinborn**.

The upside of these changes is that the Metallic Arts are now available to people at all levels of society, and are writ large in all walks of life. Many business ventures depend upon Coinshot couriers, Pewter-using laborers, Lurcher bodyguards, Copper-tapping clerical workers, and so on to achieve their goals. Political leaders are always on the lookout for Rioters and Soothers lurking at the edges of campaign rallies and protests, and employ Smokers to protect their own

interests. University students seek out Slider study partners to squeeze in a little more practice time before the big exam, Duralumin-tapping salesmen use their powers of connection to close deals, Bronze-burning constables seek out rogue Misting criminals, and Brass-tapping firefighters use their powers to walk through the flames relatively unscathed. The fact that a poor man is as likely as a noble to discover magical talents has provided new opportunity for those willing to use those gifts to raise themselves up and achieve great things, regardless of their birth.

The following is a quick summary of the changes. More in-depth details can be found in Book 2 (*see page 155*).

ALLOMANCY

The discovery of new metals since the Final Ascension has transformed the practice of Allomancy. The most prominent and important discoveries have been of the temporal metals **Bendalloy** and **Cadmium**, which allow an Allomancer to slow or increase the passage of time around him, respectively. **Nicrosil** and **Chromium**, which greatly boost or drain Allomantic abilities in a flash, have also changed Scadrial's magical landscape.

However, no single metal has had a greater impact on modern Allomancy than **Aluminum**. This metal was thought to be of little use during the Final Empire era, thanks to its limited utility in draining an Allomancer's stores (since they had to willingly burn it) and the difficulty in producing it. However, the advances in mining and refining technology has made Aluminum vastly easier to find and produce, allowing engineers to discover the metal's greatest ability — Allomantic neutrality. Objects made from or lined with Aluminum cannot be detected or affected by a Misting's powers, making Aluminum bullets or Aluminum-lined hats hard counters to the abilities of Coinshots, Lurchers, Rioters, and Soothers. An Aluminum-framed pistol is worth more to a gunslinger than chest full of gold — because who wants to burn Gold?

One metal has been lost in the transition from the old world to the new — **Atium**. Atium nuggets were the body of the dark god Ruin; with the destruction of Ruin, so too was his body destroyed. Over the centuries, many intrepid adventurers have declared they've discovered an atium nugget, or part of the Lord Ruler's ancient atium cache, but to date every claim has proven to be hogwash. But would Harmony really take something away from the world, when he's worked to preserve so much? There's always another secret...

More specific information on Allomancy in *The Alloy of Law* era can be found in Book 2, Chapter 2 (*see page 159*).

FERUCHEMY

Much like Terris culture, Feruchemy is in the midst of a golden age. Ferrings are nearly as numerous as Allomancers; while this doesn't make them common by any stretch of the imagination, it does mean the Terris legacy of Feruchemy, and the blood that carries it, is more well-known and accepted than ever before.

The discovery of new Allomantic metals has affected the landscape of Feruchemy as well. Foremost of these are what Ferrings refer to as the **Spiritual**

Metals (known as the Enhancement Metals in Allomancy) — Aluminum, Duralumin, Chromium, and Nicrosil. Unknown and unused by Feruchemists during the Lord Ruler’s reign, the abilities these metals offer are astounding — the ability to store and tap identity, connection to others, luck, and investiture...raw magical energy. Feruchemical scholars are still exploring the applications and consequences of these abilities, and many more brash young Ferrings are experimenting and exploiting them in the field.

A deeper exploration of modern Feruchemy is available starting in Book 2, Chapter 3 (*see page 167*).

TWINBORN

The mixing of noble and Terris bloodlines was strictly forbidden by the Lord Ruler, and for good reason: he believed that those born with the power to use all of Allomancy and Feruchemy — a power only he possessed — posed a clear and present threat to his reign. The Canton of Inquisition bent their dark will towards eliminating all known Feruchemists and skaa Allomancers, forcing them underground and away from each other to survive.

Though the Lord Ruler prevented such a powerful Allomancer/Feruchemist from ever arising, in the new world there are Twinborn, who possess the more limited ability to use both a single Allomantic and a single Feruchemical ability. Though not as broadly capable as their Mistborn or Keeper forbears, their combination of abilities can allow Twinborn to break some of the limitations of both Metallic Arts. For instance, a Twinborn with the Allomantic ability of Steel (Pushing on metal objects) and the Feruchemical ability of Iron (storing and tapping weight) can tap weight while Pushing to let him move things heavier than himself, or store weight while Pushing against another object to give himself much greater and longer flight.

Additionally, some Twinborn have the ability to burn and tap/store power in the same type of metal. These rare specimens are referred to as “Compounder Twinborn,” because they have the ability to **Compound**, or burn a metalmind in which the metalborn has also stored an ability. Compounding allows a Twinborn to draw far more power from the burnt metalmind, effectively allowing him or her to overcome the primary limitation of Feruchemy — that one can only tap as much as she has first stored. With practice, a Compounding Twinborn can use their two powers in conjunction to achieve results far beyond the reach of any other Allomancer or Feruchemist.

A great deal more information on Twinborn and Compounding can be found in Book 2, Chapter 4 (*see page 175*).



HEMALURGY

It should come as little surprise that the bloody art of Hemalurgy has waned in the modern day; with the fall of Ruin and the Steel Ministry — the primary practitioners of Hemalurgy in the Final Empire — there are few who understand its complex and corrupting practice. Harmony said nothing of the art in the Words of Founding, and if anyone knows how the art works...they're not talking. Hemalurgic spikes can still be found in the bodies of full koloss and the Faceless Immortals, but all are relics from the World of Ash and treasured by those whose lives depend upon their preservation.

This is not to say that Hemalurgy is definitely gone, however — merely that knowledge of its intricacies and side effects are lost. And as with any mystery, there are those whose curiosity, greed, or thirst for adventure may drive them to search for the answer. Harmony help those who find them.

You can learn more about Hemalurgy in Book 2, Chapter 5 (*see page 191*), or plumb the secrets of the dark art in Book 3, Chapter 8 (*see page 258*).

BOOK ONE



ADVENTURES
IN THE
ALLOY OF LAW ERA

1

THE DUST-EATERS



All sorts of hard-living, sharp-shooting, card-sharking characters prowl the Roughts, and a fair number take what they can scam out of the cities, too. A few lawkeepers and idealists keep on working for good, and around these parts you work with who you have to work with. This chapter gives the stories behind the eight members of the Dust-Eaters Crew, a motley collection of good guys (and not-quite-so-bad guys) brought together by circumstance who chase bad guys, fame, and fortune together.

From their solid reputation for working in the Roughts, the Dust-Eaters got their name in a series of articles by Maedra, a reporter for the Elendel Daily who started covering their exploits. In time, she became a part of the group herself as she got tangled up in their adventures.

The Dust-Eaters showcase some of the new rules for *The Alloy of Law* era, including Ferrings, Twinborn, and koloss-blooded characters. They can be used as pre-generated characters to start off a campaign, as NPCs for the Narrator to use, or as inspiration for new characters.



ANDERS COLBY

SURVIVORIST PREACHER, MICROBURST MISTING

You had another life before the church. A family. A fledgling business in one of the more civilized areas of the Roughts. You had happiness. But that was before.

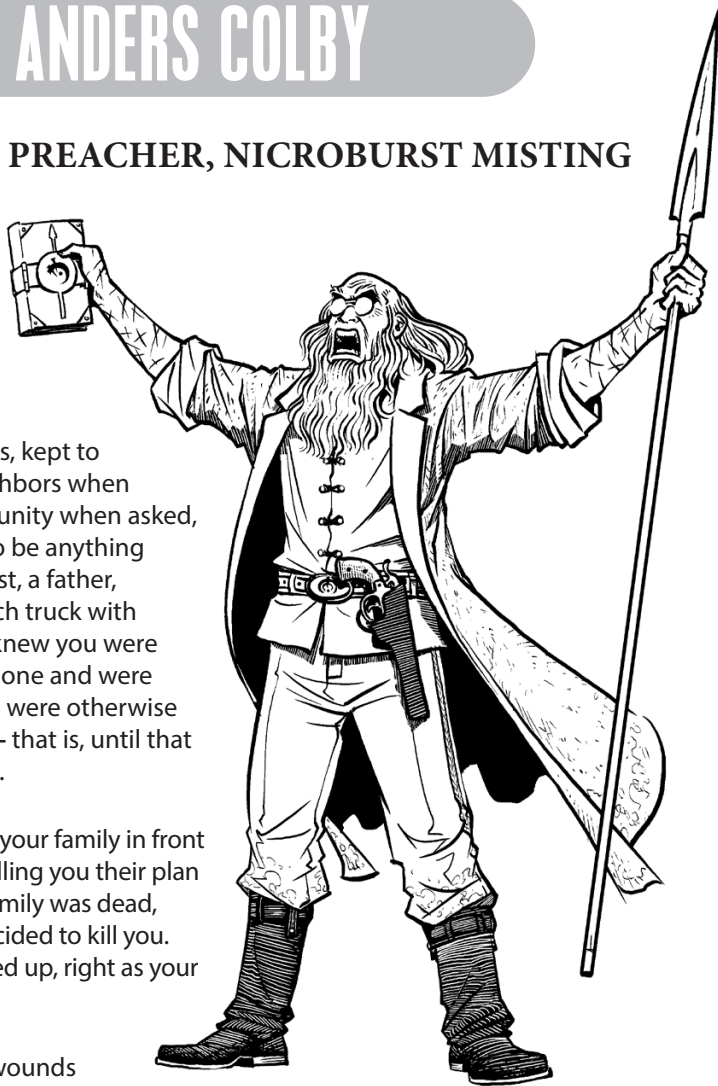
You minded your own business, kept to yourself. You helped your neighbors when needed and served the community when asked, but you didn't have a calling to be anything more than a simple metallurgist, a father, and a husband. You didn't much truck with other Mistings, although you knew you were a Microburst. You bothered no one and were bothered by no one. Your days were otherwise quiet and simple and happy — that is, until that band of Mistings came for you.

They had a plan. They tortured your family in front of you and held you for days telling you their plan and your role in it. After your family was dead, they lost their patience and decided to kill you. That's when the lawman showed up, right as your old life ended.

The doctor who tended your wounds spoke of the Survivor and his resilience even after death. He spoke of the Lord Mistborn and his survival of the flames. You saw the world in a new light. You embraced your ability and took it as your calling. You became a preacher of the Church of the Survivor, forsaking possessions, a family, and the comforts of an easy life. It became your obsession.

That was decades ago. Now, you wander in search of Mistings that can benefit from your Blessing of the Survivor. Those that can help prevent what happened to you and your family by having their power amplified through your gift. This is the new life you have chosen by surviving.

You respect the focus of Parnell and disdain the gray morality of Janella and Grinnel. You've struck a special friendship with Enid, as her lack of Allomancy means she seeks nothing from you; she perceives the world in your same terms.



MISTBORN

ADVENTURE GAME

CHARACTER NAME Anders Colby

CONCEPT Survivorist Preacher

CREW NAME Dust-Eaters CAUSE Bounty-Hunting TARGET Outlaws METHOD Deception

RACE Human SEX Male AGE 63 HEIGHT 6' 3" WEIGHT 183 lbs



ATTRIBUTES

	DICE
PHYSIQUE	<u>2</u>
CHARM	<u>4</u>
WITS	<u>3</u>



STANDINGS

	DICE	SPENT
RESOURCES	<u>3</u>	<u> </u>
INFLUENCE	<u>4</u>	<u> </u>
SPIRIT	<u>6</u>	<u> </u>



RESILIENCES

	SCORE	DAMAGE
HEALTH	<u>5</u>	<u> </u>
REPUTATION	<u>8</u>	<u> </u>
WILLPOWER	<u>9</u>	<u> </u>



TRAITS & BURDENS

DRIVE: Empower the weak

PROFESSION: Survivorist preacher

SPECIALITY: Allomancy expert

FEATURE: Scarred forearms

PERSONALITY: Firebrand



TRAGEDY

Saw my family tortured and killed... but I Survived



DESTINY

Rediscover the secret of Malatium and someone who can burn it



POWERS

POWER	TYPE	RATING	CHARGES	STUNTS
<u>Nicrosil</u>	<input checked="" type="checkbox"/> ALLOMANCY <input type="checkbox"/> FERUCHEMY	<u>5</u>	<u> </u>	<u>Multiple Targets</u>
<u> </u>	<input type="checkbox"/> ALLOMANCY <input type="checkbox"/> FERUCHEMY	<u> </u>	<u> </u>	<u> </u>



EQUIPMENT

ITEM	RULES	PROP
<u>Obsidian spear</u>	<u>Damage +2; Range: Striking (Close if thrown)</u>	<input checked="" type="checkbox"/>
<u>Holy book</u>	<u>A precious volume about the Survivor of Hathsin</u>	<input checked="" type="checkbox"/>
<u>Misting pouch</u>	<u>3 charges of Nicrosil</u>	<input checked="" type="checkbox"/>
<u> </u>	<u> </u>	<input type="checkbox"/>
<u> </u>	<u> </u>	<input type="checkbox"/>

"BANDY" JANN GEFFENRY

ROUGHS SCOUT, BENDALLOY TWINBORN



You're the third daughter of a minor nobleman, which basically made you a more comfortable form of livestock. Your parents saw you as an asset to barter off: marriage to some lord as part of a business alliance, followed by spawning as many male heirs as you possibly could.

Because you were a woman. Because you were young. Because you weren't as pretty as the other girls.

Your parents treated you with cold contempt, foisting you off on a series of tutors who taught you how to be a "proper lady." Your father didn't tolerate disobedience, and you watched him routinely beat your older siblings, taking care to hide the marks so they wouldn't show in public. You maintained that façade until

just before your 17th birthday...when you ran away from your family's home and never looked back.

It was a hard life in the Roughts, but you relished it. You initially worked on cattle ranches and railroad depots for people who didn't care which gender you were. A lifetime of stifling culture freed your wild side. You could drink and gamble with abandon, curse like a sailor without raising an eyebrow, and even get into a brawl or two if you felt like it.

You now make your living as a long-range scout: traveling to the farthest reaches of the Roughts in search of mining claims, hostile fugitives, new routes through rough terrain, and any other tasks one might pay you for. As a compounding Twinborn, you literally require no food or water to survive, and your Slider abilities give you the edge in any combat situation. You specialize in tracking fugitives, but your real passion lies in exploration. Seeing new places, discovering things no one has ever seen before — things your previous existence would have denied you — is a thrill second to none.

You can't help but resent it a bit when you have to look after the softer, citified folk like Janella, but on the other hand, she's more like you than anyone else in Grinnel's Crew, since you both grew up under the noble yoke. You're not much of a talker, but you came to find you like telling Maedra your story. Perhaps if she puts it in print, other young gals in the cities will see they have other options besides married life. That is, if she'll really listen to your story and actually jot it all down.

MISTBORN

ADVENTURE GAME

CHARACTER NAME "Bandy" Jann Geffenry

CONCEPT Nomadic Roughs Scout

CREW NAME Dust-Eaters CAUSE Bounty-Hunting TARGET Outlaws METHOD Deception

RACE Human SEX Female AGE 26 HEIGHT 5' 3" WEIGHT 135 lbs



ATTRIBUTES

	DICE
PHYSIQUE	<div>5</div>
CHARM	<div>3</div>
WITS	<div>3</div>



STANDINGS

	DICE	SPENT
RESOURCES	<div>4</div>	
INFLUENCE	<div>2</div>	
SPIRIT	<div>3</div>	



RESILIENCES

	SCORE	DAMAGE
HEALTH	<div>8</div>	
REPUTATION	<div>5</div>	
WILLPOWER	<div>7</div>	



TRAITS & BURDENS

DRIVE: Catch the bad guys

PROFESSION: Scout

SPECIALITY: Expert tracker

FEATURE: Rugged

PERSONALITY: Gung-ho



TRAGEDY

I've never earned my parents' approval or blessing



DESTINY

To catch a criminal they say could never be caught



POWERS

POWER	TYPE	RATING	CHARGES	STUNTS
<u>Bendalloy</u>	<input checked="" type="checkbox"/> ALLOMANCY <input type="checkbox"/> FERUCHEMY <input type="checkbox"/> HEMALURGY <input type="checkbox"/> OTHER	<u>4</u>		
<u>Bendalloy</u>	<input type="checkbox"/> ALLOMANCY <input checked="" type="checkbox"/> FERUCHEMY <input type="checkbox"/> HEMALURGY <input type="checkbox"/> OTHER	<u>4</u>		



EQUIPMENT

ITEM	RULES	PROP
<u>Granger 30-30 rifle</u>	<u>Damage +3; 1 shot; Range: Close / Extreme</u>	<input checked="" type="checkbox"/>
<u>Obsidian knife</u>	<u>Damage +1; Range: Touch (Close if thrown)</u>	<input checked="" type="checkbox"/>
<u>2x Twinborn's kit</u>	<u>1 bendalloymind (100 charges) and</u>	<input checked="" type="checkbox"/>
	<u>Misting pouch with 3 charges Bendalloy each</u>	<input type="checkbox"/>
		<input type="checkbox"/>

ENID BELLFLOWER

LAWKEEPER, GUNSMITH

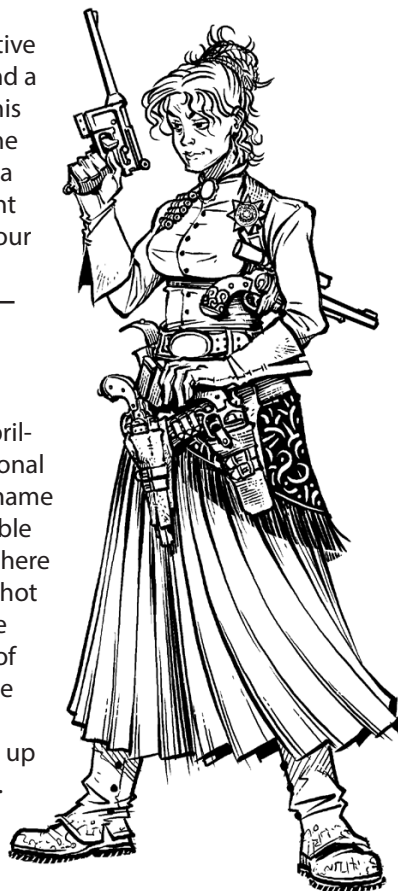
You weren't especially clever as a child, nor were you attractive or any good at team activities, but you had steady hands and a good eye for detail, so your uncle let you help him around his shop. When you got a little older, you scraped together some coin and traveled to Elendel, where you apprenticed under a man of limited moral integrity, but significant skill. He taught you how to construct guns from the ground up and filled your head with a lot of nonsense about the craft being separate from what your creations did. Sure, the guns killed people — but that was out of your hands. It was a nice story.

While working with him, you crafted sixty-three handguns; they carried both your signature and a number. They were brilliant weapons, with incredible accuracy and all sorts of personal modifications based on custom orders. You were making a name for yourself. That's when you ran into an overworked constable from the inner city. He invited you along to a crime scene, where he showed you the still-cooling corpses of an entire family shot down by one of your guns. A handgun you'd modified to fire just a little quicker, with a slightly faster reload time. "Some of them? The kids? They might have lived if you were just a little worse at your job," he said as he handed you the gun you'd built — pistol number 48. You left Elendel that week, picked up a badge in the Roughs, and fell in with Grinnel and his Crew.

You've since found nineteen of the modified guns you built in Elendel. You'll rest when you have all sixty-three, which is good, since you don't rest at night. You see their faces...not just the family the constable "introduced" you to, but other victims of your murder machines. Sure, some of them might've had it coming, and some would have died anyway, but you're haunted because they died by your weapons. You're pretty sure it's all in your head, but you can't shake the feeling — you can only free yourself from this by recovering all sixty-three guns and destroying them.

Grinnel saves lives. It's as simple as that for you. You've seen him end enough standoffs to know that what he's doing is for the greater good. You'd follow him to the ends of the earth and back. He knows your nightmares and has never once judged you for them. You've got a soft spot for Sperry, but don't exactly know why. Really, he should annoy you, but instead you let him get away with murder.

Well, almost murder.



MISTBORN

ADVENTURE GAME

CHARACTER NAME Enid Bellflower

CONCEPT Gunsmith turned Lawkeeper

CREW NAME Dust-Eaters CAUSE Bounty-Hunting TARGET Outlaws METHOD Deception

RACE Human SEX Female AGE 56 HEIGHT 5' 6" WEIGHT 115 lbs



ATTRIBUTES

	DICE
PHYSIQUE	<div>3</div>
CHARM	<div>3</div>
WITS	<div>5</div>



STANDINGS

	DICE	SPENT
RESOURCES	<div>5</div>	
INFLUENCE	<div>4</div>	
SPIRIT	<div>4</div>	



RESILIENCES

	SCORE	DAMAGE
HEALTH	<div>8</div>	
REPUTATION	<div>7</div>	
WILLPOWER	<div>9</div>	



TRAITS & BURDENS

DRIVE: Hunt down my guns

PROFESSION: Lawkeeper

SPECIALITY: Gunsmith

FEATURE: Talk with my hands

PERSONALITY: Meticulous



TRAGEDY

My creations are responsible for the deaths of dozens



DESTINY

To hunt down my guns and bring those who use them to justice



POWERS

POWER		TYPE	RATING	CHARGES	STUNTS
<u>Gunsmithing Stunt</u>	<input type="checkbox"/> ALLOMANCY <input type="checkbox"/> FERUCHEMY	<input type="checkbox"/> HEMALURGY <input checked="" type="checkbox"/> OTHER			<u>Create Custom Ammo</u>
<u>Gunsmithing Stunt</u>	<input type="checkbox"/> ALLOMANCY <input type="checkbox"/> FERUCHEMY	<input type="checkbox"/> HEMALURGY <input checked="" type="checkbox"/> OTHER			<u>Customize Guns</u> <u>(Perfect Balance)</u>



EQUIPMENT

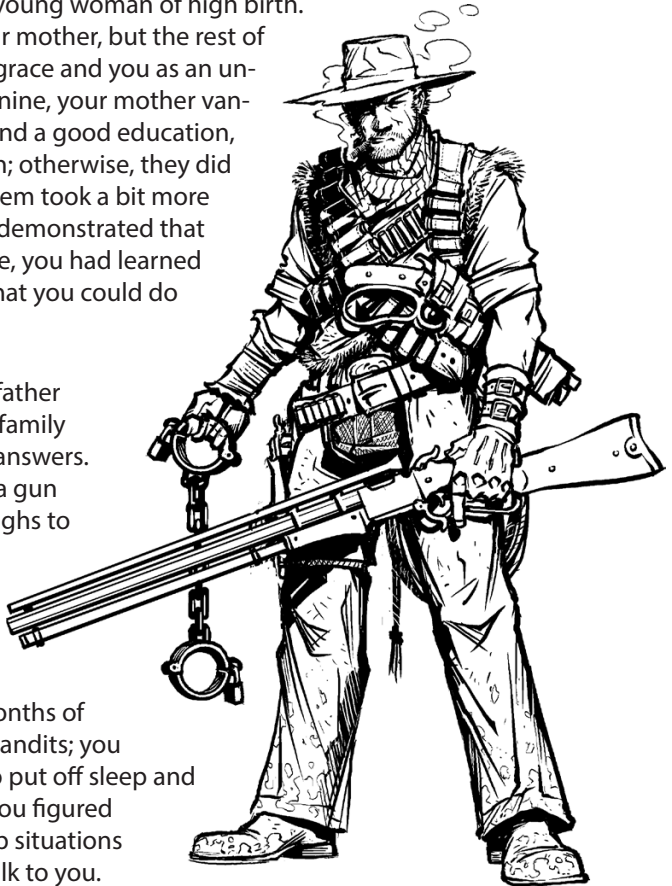
ITEM	RULES	PROP
<u>Sterrior 36</u> <u>(Perfect Balance)</u>	<u>Damage +2; 6 shots; Range: Close / Medium</u>	<input checked="" type="checkbox"/>
<u>Heispel Autoloader</u>	<u>Damage +2; 12 shots; Range: Close / Medium</u>	<input checked="" type="checkbox"/>
<u>Hollow-point rounds</u>	<u>Damage +1; armor is doubled; 10 rounds</u>	<input checked="" type="checkbox"/>
<u>Gunsmith's workshop</u>	<u>Tool; used to make custom guns and ammo</u>	<input checked="" type="checkbox"/>
<u>Cart</u>	<u>Common 2-wheeled cart</u>	<input checked="" type="checkbox"/>

GRINNEL ENFRAN

BOUNTY HUNTER, BRASS/BRONZE TWINBORN

You were born out of wedlock to a young woman of high birth. You have pleasant memories of your mother, but the rest of her family looked upon her as a disgrace and you as an unwelcome addition. When you were nine, your mother vanished. Your family gave you tutors and a good education, but only out of a sense of obligation; otherwise, they did their best to ignore you. Some of them took a bit more interest when you were a teen and demonstrated that you were Twinborn, but by that time, you had learned that most of them cared only for what you could do and had no love for you.

When you came of age, your grandfather offered you a minor position in the family banking business, but you wanted answers. You sold your possessions, bought a gun and a horse, and set out for the Roughs to locate your mother. You eventually found her sick and impoverished, robbed and left for dead a year before by a gang of 4 bandits. You helped her as best you could, nursing her through the last few months of her life. Then you set out after the bandits; you learned to use your bronzeminds to put off sleep and keep yourself alert for a fight, and you figured out how your Allomancy could keep situations peaceful and persuade people to talk to you.



At the end of six months, you'd killed one bandit and captured the other three. Along the way you learned to like the money, but you liked the feeling of making the Roughs a safer place even more. You tell yourself that you don't care about your family, but you also know that you want to become famous enough as a bounty hunter that you can ride back into Elendel someday with a fine horse and a finer reputation. Maybe then your grandfather and cousins will look upon you as an equal.

In the meantime, you've become the unwitting leader of a whole passel of miscreants and wanderers. You have to keep a close watch over Sperry, but Enid knows what she's doing and is a real professional. You've got respect for Anders' convictions; if you could be a man of faith and stand up for a principle, you would. But that's not the world you live in.

MISTBORN

ADVENTURE GAME

CHARACTER NAME Grinnel Enfran

CONCEPT Twinborn Bounty Hunter

CREW NAME Dust-Eaters CAUSE Bounty-Hunting TARGET Outlaws METHOD Deception

RACE Human SEX Male AGE 34 HEIGHT 6' 1" WEIGHT 195 lbs



ATTRIBUTES

	DICE
PHYSIQUE	<u>4</u>
CHARM	<u>4</u>
WITS	<u>3</u>



STANDINGS

	DICE	SPENT
RESOURCES	<u>3</u>	<u> </u>
INFLUENCE	<u>3</u>	<u> </u>
SPIRIT	<u>3</u>	<u> </u>



RESILIENCES

	SCORE	DAMAGE
HEALTH	<u>7</u>	<u> </u>
REPUTATION	<u>7</u>	<u> </u>
WILLPOWER	<u>6</u>	<u> </u>



TRAITS & BURDENS

DRIVE: Prove myself to my family

PROFESSION: Bounty hunter

SPECIALITY: Expert tracker

FEATURE: Calm demeanor

PERSONALITY: Confident



TRAGEDY

Found my mother robbed and left for dead by bandits



DESTINY

To rid the Roughts of organized criminal gangs



POWERS

POWER	TYPE	RATING	CHARGES	STUNTS
<u>Brass</u>	<input checked="" type="checkbox"/> ALLOMANCY <input type="checkbox"/> FERUCHEMY <input type="checkbox"/> HEMALURGY <input type="checkbox"/> OTHER	<u>4</u>	<u> </u>	<u>Affect Crowd</u>
<u>Bronze</u>	<input type="checkbox"/> ALLOMANCY <input checked="" type="checkbox"/> FERUCHEMY <input type="checkbox"/> HEMALURGY <input type="checkbox"/> OTHER	<u>4</u>	<u> </u>	<u> </u>



EQUIPMENT

ITEM	RULES	PROP
<u>Immerling Multi-Shot</u>	<u>Damage +3; 8 shots; Range: Close / Long</u>	<input checked="" type="checkbox"/>
<u>Immerling 44</u>	<u>Damage +2; 4 shots; Range: Close / Medium</u>	<input checked="" type="checkbox"/>
<u>Twinborn's kit</u>	<u>1 bronzemind (100 charges) and</u>	<input checked="" type="checkbox"/>
<u> </u>	<u>1 Misting pouch with 3 charges Brass</u>	<input type="checkbox"/>
<u> </u>	<u> </u>	<input type="checkbox"/>

JANELLA CETT

GAMBLER, CHROMIUM FERRING

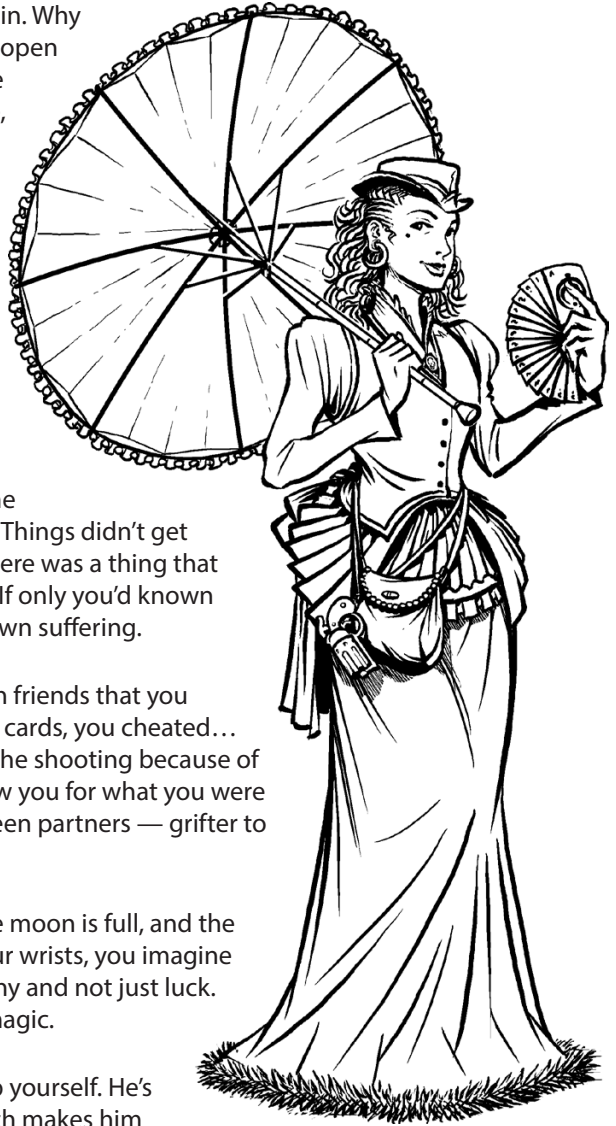
Only once in your life have you cheated at a hand of cards, and you've never had to do it again. Why bother? Close your eyes, and when you open them, the dealer's already given you the winning hand. It's no different with dice, horses, or the flip of a coin. You win at any game of chance man or god has yet invented. The cost isn't so very steep, or so you keep telling yourself, as you lie alone in your bed staring at the empty pillow beside you.

It hasn't always been so easy, though. Your first memory is of your mother, kissing you on the cheek and handing you a piece of jewelry, a polished silver bracelet in the shape of a heart. Then she boarded a train, and never came home. Things didn't get better; throughout your childhood, if there was a thing that could go wrong, it went wrong for you. If only you'd known then that you were the source of your own suffering.

It wasn't until a night out carousing with friends that you learned the truth. You played a game of cards, you cheated... and you got caught. You only survived the shooting because of years of stored luck...and Sperry. He saw you for what you were and got you out of there. Fast. You've been partners — grifter to his shill — ever since.

Sometimes, when the wind is warm, the moon is full, and the Mists curl around your skirt and kiss your wrists, you imagine a love so strong, so pure, based in destiny and not just luck. Maybe this time, it'll be stronger than magic.

You like Parnell — you almost can't help yourself. He's never shown any affection for you, which makes him safe to be around. Maedra tickles you; she's got romantic notions the likes of which you've never imagined and she tells the very best steamy stories. It'll do for you, most of the time, so long as the moon isn't full and the Mists aren't high.



MISTBORN

ADVENTURE GAME

CHARACTER NAME Janella Cett

CONCEPT Troublemaking Gambler

CREW NAME Dust-Eaters

CAUSE Bounty-Hunting

TARGET Outlaws

METHOD Deception

RACE Human

SEX Female

AGE 23

HEIGHT 5' 1"

WEIGHT 115 lbs



ATTRIBUTES

	DICE
PHYSIQUE	<u>2</u>
CHARM	<u>4</u>
WITS	<u>3</u>



STANDINGS

	DICE	SPENT
RESOURCES	<u>6</u>	
INFLUENCE	<u>4</u>	
SPIRIT	<u>3</u>	



RESILIENCES

	SCORE	DAMAGE
HEALTH	<u>8</u>	
REPUTATION	<u>8</u>	
WILLPOWER	<u>6</u>	



TRAITS & BURDENS

DRIVE: Raise the stakes

PROFESSION: Gambler

SPECIALTY: Defying the odds

FEATURE: Noble mannerisms

PERSONALITY: Self-assured



TRAGEDY

Everyone I've loved has left me behind



DESTINY

To find someone whose love is greater than luck



POWERS

POWER	TYPE	RATING	CHARGES	STUNTS
<u>Chromium</u>	<input type="checkbox"/> ALLOMANCY <input checked="" type="checkbox"/> FERUCHEMY <input type="checkbox"/> ALLOMANCY <input type="checkbox"/> FERUCHEMY	<u>5</u>		<u>Lucky Shot</u>
	<input type="checkbox"/> HEMALURGY <input type="checkbox"/> OTHER <input type="checkbox"/> HEMALURGY <input type="checkbox"/> OTHER			



EQUIPMENT

ITEM	RULES	PROP
<u>Cohnvave Two-Shot</u>	<u>Damage +1; 2 shots; Range: Touch / Close</u>	<input checked="" type="checkbox"/>
<u>Deck of cards</u>	<u>Tool; a gambler's best friend</u>	<input checked="" type="checkbox"/>
<u>Metalmind clothing</u>	<u>Formal clothing; stores 25 charges of Chromium</u>	<input checked="" type="checkbox"/>
<u>Metalminds (3)</u>	<u>Hold 100 charges of Chromium each</u>	<input checked="" type="checkbox"/>
<u>Disguise</u>	<u>Tool; useful for hiding one's identity</u>	<input checked="" type="checkbox"/>

MAEDRA DALLEWYL

TRAVELING REPORTER, COPPER FERRING

For the third time today you've forgotten where you put your pen, but no one really minds, because when you need to, you can remember the terms of the mayor's contract with Grinnel, word for word. Being seen as a brittlebrain isn't your first choice, but it's worth it because when you write about the Crew's adventures, you can call on your stored memories to do so with honesty and compassion.

Your parents were both educators, and raised you as a voracious reader. When it came time to choose your path, investigative journalism just seemed like the perfect fit — you've always asked hard questions, and can smell a lie at a thousand yards. Papa said you got that from Mama, but it was Grandma who gave you Ferring abilities. She was a fifth generation Archivist and before she died, she begged you to find a way to keep up the tradition before it died out. She told you it wasn't enough to just tell stories about the intrigues of Elendel anymore; the real stories were out in the Roughs.

So now you adventure, record, and occasionally get shot at, but the stories are worth it. You've collected the religious practices of a (somewhat) civilized koloss tribe, and the memoirs of a lone homesteader who survived in the Roughs for almost a hundred years on her own. You've chronicled heroics as well as some of the vilest acts imaginable, but Grandma would be proud.

Maybe the way Grandma spoke about secrets and family traditions left you with the feeling that preserving these stories isn't just a responsibility, but a sacred sort of duty. So you keep your abilities secret...aside from the chronic forgetfulness, that is. If anyone in the Crew knows, they don't care to say.

You get along well with the Crew. Anders is quite fond of you, and you know you've got his story stored away in your coppermind, but you've forgotten it at the moment. Janella enjoys the spicy stories you've written and you know her story is an especially sad one, but you just can't quite remember why...



MISTBORN

ADVENTURE GAME

CHARACTER NAME Maedra Dallewyl

CONCEPT Adventuring Reporter

CREW NAME Dust-Eaters CAUSE Bounty-Hunting TARGET Outlaws METHOD Deception

RACE Terris SEX Female AGE 24 HEIGHT 5' 10" WEIGHT 167 lbs



ATTRIBUTES

	DICE
PHYSIQUE	<div>2</div>
CHARM	<div>3</div>
WITS	<div>4</div>



STANDINGS

	DICE	SPENT
RESOURCES	<div>3</div>	
INFLUENCE	<div>5</div>	
SPIRIT	<div>5</div>	



RESILIENCES

	SCORE	DAMAGE
HEALTH	<div>5</div>	
REPUTATION	<div>8</div>	
WILLPOWER	<div>9</div>	



TRAITS & BURDENS

DRIVE: Study the criminal element

PROFESSION: Journalist

SPECIALITY: Lie detector

FEATURE: Excited grin

PERSONALITY: Breathless



TRAGEDY

Kidnapped by koloss as a young reporter



DESTINY

To write the first true history of the Roughts



POWERS

POWER	TYPE	RATING	CHARGES	STUNTS
<u>Copper</u>	<input type="checkbox"/> ALLOMANCY <input checked="" type="checkbox"/> FERUCHEMY	<div>5</div>		
	<input type="checkbox"/> ALLOMANCY <input type="checkbox"/> FERUCHEMY			



EQUIPMENT

ITEM	RULES	PROP
<u>Terringul 27 revolver</u>	<u>Damage +1; 6 shots; Range: Close / Medium</u>	<input checked="" type="checkbox"/>
<u>Pen and blank book</u>	<u>Tool; essential tools of the journalist</u>	<input checked="" type="checkbox"/>
<u>Metal minds (3)</u>	<u>Copper; store 100 charges each</u>	<input checked="" type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>

PARNELL

CITY-EDUCATED KOLOSS-BLOODED SCHOLAR

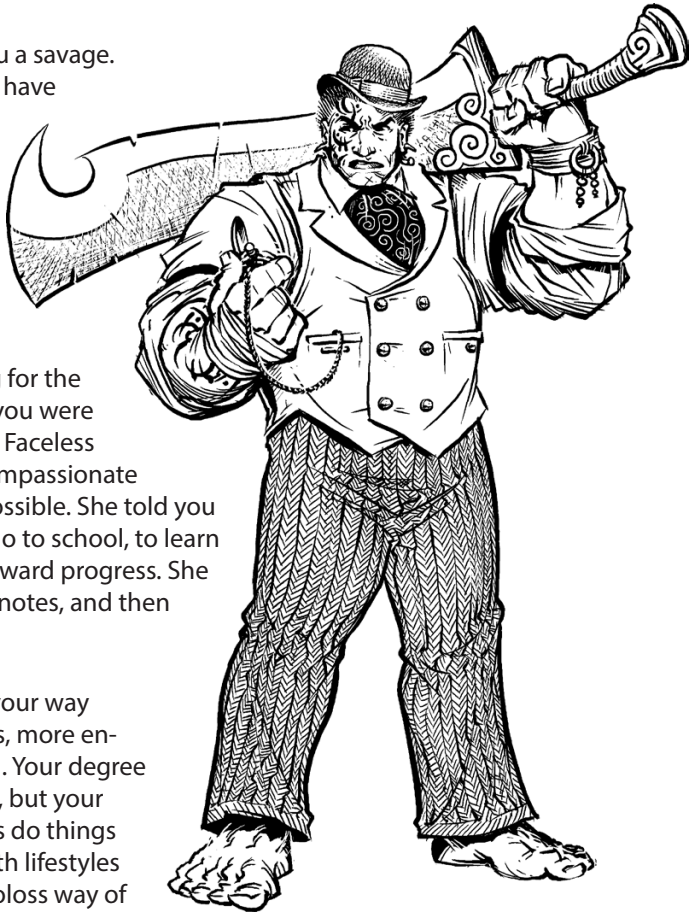
All your life, people have called you a savage. Sure, you've got a temper, but you have a handle on it! Anyway, you're not here to make friends. You're here because progress costs money...and there's no one who needs progress more than your clutchfamily back home.

Years ago, you were just another hot-tempered young brave, raring for the chance to earn your spikes when you were visited by a stranger — one of the Faceless Immortals. She was gentle and compassionate in ways you'd never considered possible. She told you to reject your spikes and instead go to school, to learn and lead your people on a path toward progress. She gave you an earring and a wad of notes, and then vanished. So you went.

Harmony seemed to have paved your way through university. It was, perhaps, more enlightening than it was educational. Your degree is some words on a piece of paper, but your understanding of the way humans do things was enough to help you reject both lifestyles in parts. You realized even if the koloss way of life won't last forever, human society has its own shortcomings. You know your people need another path — one of education, land, respect. Even in the Roughs, those things cost money.

It's difficult to explain to humans what it means to refuse the spikes. Yours is the blood of chiefs, but you'll never be able to make children with other koloss. You'll never have a mate, never be a sire. That pain eats at you. You may shepherd other koloss-blooded some day, guide them into the world of humanity, but you worry it won't be the same.

You have an uneasy respect for what Anders does, though you don't put much stock in his manner of religion. "Bandy" Jann irritates you, sometimes badly, so you try to use her to practice self-control. But Harmony help her if she asks to play with your sword again — even you can only take so much.



MISTBORN

ADVENTURE GAME

CHARACTER NAME Parnell

CONCEPT Itinerant Koloss-blooded

CREW NAME Dust-Eaters CAUSE Bounty-Hunting TARGET Outlaws METHOD Deception

RACE Koloss-blooded SEX Male AGE 22 HEIGHT 6' 10" WEIGHT 275 lbs



ATTRIBUTES

	DICE
PHYSIQUE	<div>6</div>
CHARM	<div>3</div>
WITS	<div>5</div>



STANDINGS

	DICE	SPENT
RESOURCES	<div>3</div>	
INFLUENCE	<div>2</div>	
SPIRIT	<div>5</div>	



RESILIENCES

	SCORE	DAMAGE
HEALTH	<div>9</div>	
REPUTATION	<div>5</div>	
WILLPOWER	<div>9</div>	



TRAITS & BURDENS

DRIVE: Lead my people

PROFESSION: Engineer

SPECIALITY: Koloss contacts

FEATURE: Imposing build

PERSONALITY: Hot-tempered



TRAGEDY

I've abandoned my people to live amongst the humans



DESTINY

Bring progress and a better future to the koloss



POWERS

POWER	TYPE	RATING	CHARGES	STUNTS
<u>Koloss Physique</u>	<input type="checkbox"/> ALLOMANCY <input type="checkbox"/> FERUCHEMY <input checked="" type="checkbox"/> OTHER			<u>Surge of Strength (+2d strength rolls)</u>
	<input type="checkbox"/> ALLOMANCY <input type="checkbox"/> FERUCHEMY <input type="checkbox"/> HEMALURGY <input type="checkbox"/> OTHER			



EQUIPMENT

ITEM	RULES	PROP
<u>Koloss blade</u>	<u>Damage +4; Range: Striking / Striking</u>	<input checked="" type="checkbox"/>
<u>Pocket watch</u>	<u>A small timepiece that keeps good time</u>	<input checked="" type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>

SPERRY ODUM

SALESMAN, GRIFTER, DURALUMIN FERRING

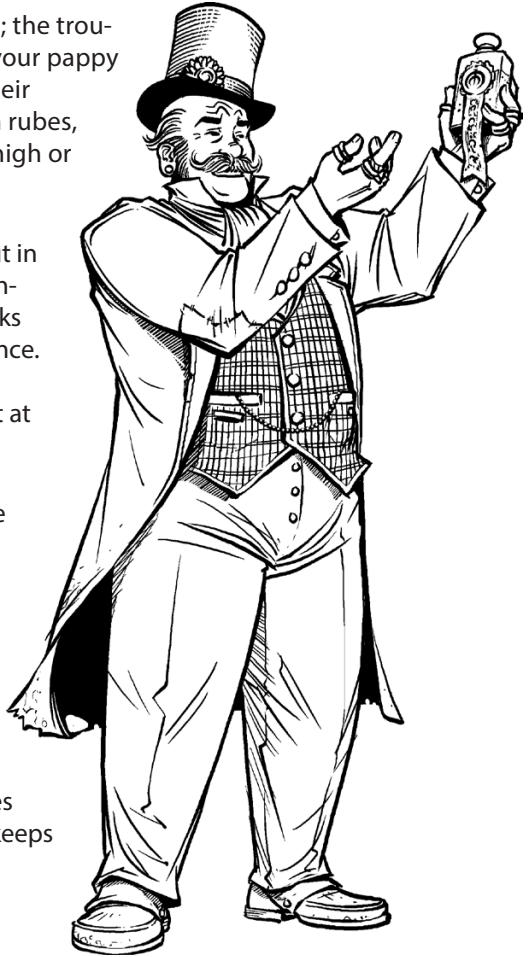
The trouble ain't that you're bad at what you do; the trouble is that you're the best at it! "People is easy," your pappy used to tell you. "You gain their trust, you get their money." So that's what you do — take coin from rubes, dudes, and even verified heroes. No one is too high or too low for your tastes.

Your pappy was the greatest grifter anywhere out in the Roughts and half the city besides. He built confidence and knocked it down as easy as some folks breathe. But what he couldn't do is steal confidence. That's where you blew him out of the water. It's a ruined shame the way he had to take the fall, but at least he's just in prison forever, 'stead of hanged.

Of course, that wasn't what really got you into the Crew. It was Grinnel who melted it down and forged it — you were too good at what you do, and were like as not to end up like your pappy should you stay anywhere too long. He said that what you needed were limits, to do a little good with your Connector skills to keep your neck out of the noose. You were skeptical at first, but so far, it's worked out. A little push and pull here and there, and the Crew at least tolerates your...activities. Plus Grinnel covers for you and keeps you as honest as he can. It ain't a bad deal.

Most men got secrets; way you figure it, your worst and deepest secret is the truth — about you, about your life, everything. You've been at this for so long you don't even know when you're lying anymore. You'd like to have an honest relationship, maybe find a fella who could really see you for who you are with no malarkey involved, but you ain't holding your breath.

The Crew trusts you because they sort of have to, and there are some days you're not even sure if you're running a con on them or not. Aside from Grinnel keeping you true as titanium, you've made quite the ally in Janella. When money is running low, sometimes you and she slip off, do a little side job to raise some capital, and hope for the best. Her lucky streaks are a thing of beauty, but you've had to save her skirt more than once when her luck ran out.



MISTBORN

ADVENTURE GAME

CHARACTER NAME Sperry Odum

CONCEPT Amoral Connector Con Artist

CREW NAME Dust-Eaters CAUSE Bounty-Hunting TARGET Outlaws METHOD Deception

RACE Human SEX Male AGE 43 HEIGHT 5' 6" WEIGHT 220 lbs



ATTRIBUTES

	DICE
PHYSIQUE	<div>3</div>
CHARM	<div>6</div>
WITS	<div>4</div>



STANDINGS

	DICE	SPENT
RESOURCES	<div>4</div>	
INFLUENCE	<div>3</div>	
SPIRIT	<div>2</div>	



RESILIANCES

	SCORE	DAMAGE
HEALTH	<div>7</div>	
REPUTATION	<div>9</div>	
WILLPOWER	<div>6</div>	



TRAITS & BURDENS

DRIVE: Take rubes for all they're worth

PROFESSION: Grifter

SPECIALITY: Silver-tongued

FEATURE: Immaculately groomed

PERSONALITY: Instantly likeable



TRAGEDY

My pappy took the fall that I should've taken



DESTINY

Pull off the greatest con in history



POWERS

POWER	TYPE	RATING	CHARGES	STUNTS
<u>Duralumin</u>	<input checked="" type="checkbox"/> ALLOMANCY <input type="checkbox"/> FERUCHEMY	<div>5</div>		
<u>Gunplay Stunts</u>	<input type="checkbox"/> ALLOMANCY <input type="checkbox"/> FERUCHEMY			<u>Quicker Draw</u>
	<input type="checkbox"/> HEMALURGY <input type="checkbox"/> OTHER			
	<input type="checkbox"/> HEMALURGY <input checked="" type="checkbox"/> OTHER			



EQUIPMENT

ITEM	RULES	PROP
<u>Cohnvave Two-Shot</u>	<u>Damage +1; 2 shots; Range: Touch / Close</u>	<input checked="" type="checkbox"/>
<u>Formal clothing</u>	<u>Tool; useful for blending into high society</u>	<input checked="" type="checkbox"/>
<u>Snake oil</u>	<u>Tool; convincing-looking tonic for fooling rubes</u>	<input checked="" type="checkbox"/>
<u>Metal minds (3)</u>	<u>Duralumin; store 100 charges each</u>	<input checked="" type="checkbox"/>
		<input type="checkbox"/>

2

BUILDING ALLOY HEROES



In *The Alloy of Law* era, the world operates by different rules than it used to. Many of these changes are detailed in the Introduction and in Book 3; this chapter covers how those shifts affect Heroes in a campaign set at this time in Scadrial's history — and which options no longer apply.

When you're ready to build your Hero, use "Building Heroes" on page 72, which replaces the Building Heroes section of Chapter 3 in the *Mistborn Adventure Game* entirely.

WHICH OPTIONS HAVE BEEN CHANGED OR RETIRED?

The following rules from the original *Mistborn Adventure Game* rulebook no longer apply or have changed in the **Alloy of Law** supplement. These changes reflect the outcome of the Lord Ruler's fall, Harmony's ascension, and the advances made in the three centuries that have followed.

RACES AND FACTIONS

- Skaa and nobility no longer exist as distinct races, genetically or socially, thanks to interbreeding and the destruction of ancient social divides. Terrismen remain as a distinct subculture, but are just another type of human a Hero can be.
- Kandra are still available as in the *Mistborn Adventure Game*, but only in certain scenarios and campaigns. You need to create a background justifying your membership in the Crew, and in most cases your Hero will be under a strict oath not to reveal his or her true nature under any circumstances. The Narrator must approve of your concept and development before you can play a kandra.



- The Steel Ministry has long since been abolished, and no vestiges of it continue into the current day. Certain affectations, such as facial tattoos and beliefs of the Sliverist faith, are all that remain of the Lord Ruler's old order.

POWERS

- Allomancy and Feruchemy exist exactly as they did in the *Mistborn Adventure Game* rulebook, with two exceptions: Mistborn and Feruchemists capable of using all metals no longer exist in *The Alloy of Law*, and are no longer options for Heroes (or Villains for that matter). They are replaced with Ferrings, Mistings, and Twinborn (*see below*).
- Hemalurgy, while also extant in modern times, is now much more difficult to come by, thanks to Ruin's defeat. As with kandra, any Hero wishing to take a Hemalurgic spike will need a good reason to within the story's context. Additionally, the absence of Ruin has changed the circumstances surrounding Hemalurgy a bit; for more information, see Book 2, Chapter 5, starting on page 191.

DESTINY, TRAGEDY, TRAITS, AND BURDENS

- The rules for these abilities are unchanged from previous editions. However, players should make choices appropriate to *The Alloy of Law* era. "Favored by the Steel Ministry" for example, is no longer an applicable Trait; nor is "Freeing my hometown from the Lord Ruler" a suitable Destiny. If you're stuck for ideas, new examples can be found starting on page 83.

WHICH OPTIONS ARE NEW?

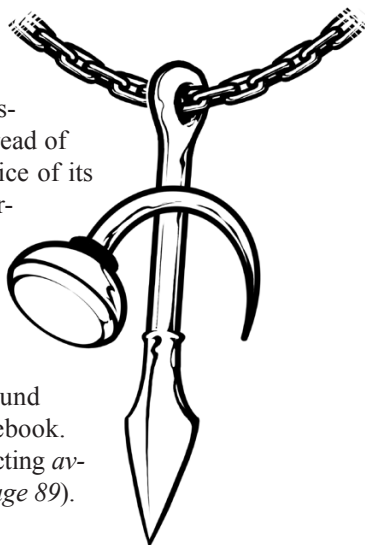
This section provides an overview of the new Powers, Stunts, and other options available to Heroes in *The Alloy of Law* era.

FERRINGS

Ferrings are people — not necessarily pure-blooded Terris people — who possess Feruchemical powers, passed along through centuries of crossbreeding after the fall of the Final Empire. The spread of Feruchemical ability, however, has come at the price of its dilution: today, Ferrings possess only a single Feruchemical Power, rather than the full spectrum as the Keepers of old.

A Ferring gains a Feruchemical rating of 5 in one metal, may use Feruchemical metalminds made of that metal, and one Stunt. In all other respects, Ferrings follow the rules for Feruchemy found on page 277 of the *Mistborn Adventure Game* rulebook.

Your Hero may begin play as a Ferring by selecting *average* Powers during Step 4 of Hero creation (*see page 89*).



TWINBORN

With the spreading of Allomantic and Feruchemical powers, the Lord Ruler's fear of crossbreeding has come to fruition, and individuals possessing both forms of magic now exist, called Twinborn.

A Twinborn has 2 Powers — one Allomantic metal and one Feruchemical metal. The metals don't need to be the same (if they are, the Twinborn is a Compounder and gains access to additional abilities and Stunts — see "Compounders," below). Twinborn begin with a rating of 4 in his or her Allomantic and Feruchemical metals, and one Stunt. Twinborn otherwise follow all the rules for Mistings and Feruchemists detailed on pages 269 and 277 of the *Mistborn Adventure Game* rulebook.

Your Hero may begin play as a normal Twinborn or Compounder Twinborn by selecting *strong* Powers during Step 4 of Hero creation (see page 88).

COMPOUNDERS

Compounders are Twinborn whose Allomantic and Feruchemical Powers use the same metal. This combination allows a Compounder to burn a Feruchemically-charged metalmind, vastly enhancing his or her power and creating abilities akin to an entirely new metal.

Compounders follow all the rules that apply to Twinborn. Unlike normal Twinborn, a Compounder does not gain a Stunt at character creation, but can use Compounding and buy extraordinary, powerful Compounding Stunts during play (see page 177).

KOLOSS-BLOODED

Koloss-blooded are the children of full koloss, who have not yet accepted the spikes. Many choose instead to leave the tribes and join human society, where some join Crews and become Heroes.

Koloss-blooded Heroes increase their Physique by 1 (to a maximum of 7), and roll 2 additional dice on all rolls involving physical strength (such as lifting or moving heavy objects, or wielding heavy weapons). They also begin play with a single koloss-blooded Stunt (see page 150).

Your Hero may begin play as a koloss-blooded by selecting *average* Powers, or a koloss-blooded Ferring or Allomancer by selecting *strong* Powers, during Step 4 of Hero creation (see page 88).

GUNS AND GUNPLAY

One of the biggest gameplay changes available to all **Alloy of Law** Heroes is firearms and their use. Revolvers, shotguns, rifles, and even heavier hardware are now commonly available for purchase, and guns are brandished by people in all walks of life.

This supplement expands many rules found in the *Mistborn Adventure Game* and adds plenty of new ones to accommodate these weapons and styles of combat. Your Hero can use new Tactics in combat, including Aiming, Fanning, Reloading, Quick Drawing, and engaging in pistol duels, or can choose to outfit his or her weapons with custom ammunition or modifications.





An overview of new gear (including guns) and rules related to those technologies are available in Book 1, Chapter 4 (*see page 109*), while rules for using new Tactics related to guns and gunplay are in Book 1, Chapter 5 (*see page 133*).

STUNTS

Unlike the *Mistborn Adventure Game*, Stunts are no longer the purview of just Allomancers and kandra — now, Heroes can also select Stunts that reflect their skill with a firearm; gunsmithing talents; innate koloss abilities; ways which they use their Feruchemical or Allomantic magic during gunfights; or Twinborn tricks.

Most Heroes can learn Stunts during Hero creation, depending on their choice of Powers, or can gain them in play by spending Advancements (so long as they meet the requirements). Note that the availability of Stunts for Heroes without Allomancy means that Heroes with weak Powers can choose one or two Stunts in place of Traits during Step 4 of Hero creation (*see page 89*).

Gunplay and gunsmithing Stunts are located in Book 1, Chapter 5 (*see page 136*), koloss-blooded Stunts are in Book 1, Chapter 6 (*see page 150*), and new Stunts for Powers (including Allomancy, Allomantic shot, Feruchemical shot, and Compounding Stunts) are in Book 2, Chapters 2-4 (*starting on page 161*).

CREWS IN THE ALLOY OF LAW

The good news for Crews in *The Alloy of Law* era is that their biggest opponents from the previous era no longer exist. The Lord Ruler and his oppressive apparatus are now the stuff of history books; the mechanisms of oppression of the Final Empire's society have been abolished; and ideals such as fairness, justice, and opportunity exist for people at all levels of society, in some fashion or another. But this also leaves the traditional concepts of Crews (thieves sticking it to The Man, rebels with a cause) without much to fight against. Consequently, Crews in this era differ considerably in their goals and purpose than those of the Lord Ruler's time.

Some common Crews in *The Alloy of Law* include:

ADVENTURERS

With the bonds of class and race broken, Scadrians are once again free to explore their world in search of adventure, glory, or riches. Tales of these explorers have captured the popular imagination, making stories like Allomancer Jak the pinnacle of pop culture, and those who discover new secrets instant celebrities in the Basin.

Adventuring Crews are the easiest analog to the thieving Crew of the Final Empire. A Crew of this sort may be working for themselves, a wealthy patron, a university, or a township, seeking anything from a rumored cache of atium to headline grabbling exploits in the Elendel Daily. Since the most fertile lands for adventure are deep in the dangerous Roughs, there's every reason for a scholar, diplomat, or lawkeeper to be working alongside a gunslinger, thief, or koloss-blooded warrior.

What holds these Crews together is not so much a particular way of doing things (in game terms, the Crew's Method), as it is their objective (both their Cause and Target). Your group should think carefully about these choices when deciding on your Crew, and the Heroes' roles within it.

Stories around adventuring Crews can be very diverse affairs, encouraging them to travel far and wide and meet all sorts of interesting characters and situations. All players, including the Narrator, need to always keep the Crew's objectives in mind, for their quest should inform the long-term arc of their story.

LAWKEEPERS

There's little that's more "Western" than the story of a lawman squaring off against a gang of black-hatted outlaws, wielding just his six-guns and righteousness. In the world of *The Alloy of Law*, there are many of these stories being lived every day by the men and women of the lawkeepers. Some may fight for the money, some may fight for glory, but for people of the frontier, these brave individuals are the thin line between order and chaos, justice and submission, right and wrong.

Lawkeeper Crews are a solid "default" mode for a game set in *The Alloy of Law* era, thanks to an accessible premise which casts the Heroes as the good guys with a clear purpose. Out in the Roughts, nearly any man or woman willing to stand up for what's right can be a lawkeeper, or be deputized by one, so putting a Crew together as a lawkeeper posse is an easy way to bring many diverse character concepts together under a single banner.

The defining features of a lawkeeper Crew are its Target and Methods — a group that chooses to combat "Corruption" "By the Letter of the Law" will work much differently than one that chases "Bounties" using "Extreme Force." All players should discuss what sort of lawkeepers they want to be and what's in it for them, before settling on these essential questions of what they're after and how they're pursuing it.

Lawkeeper stories are pretty easy for a Narrator to set up as well — just create a villain and a scenario that puts the Crew on a collision course with him, and let them take it from there. While it may be tempting to make these stories simple "find bad guy/shoot bad guy/ride off into sunset" affairs, there are many more variations on the story. Murder mysteries, standoffs against overwhelming odds, rescue missions, and long-distance chases are all part of any good lawkeeper's repertoire, so don't be afraid to mix things up!

MERCENARIES

Not all Heroes are in it for glory or good deeds. Some just need to feed their families, pay off a debt, raise money for their town, or build up their personal wealth. They could be bounty hunters, guns for hire, security contractors, consulting detectives, or cat's paws in a war between two competing mining companies...bound together only by the almighty dollar.

Mercenary Crews are a classic trope of the Western genre, putting the Heroes in pursuit of treasure or personal gain. Typically, these teams are made up of rough-and-tumble characters who are hired for their skill at fighting and keeping their





mouths shut. Their patrons tend to be powerful groups like noble Houses or companies, but can also be smaller organizations like a town, parish, or even a family.

Crews of mercenaries do not tend to have strong Causes or Targets (though “Wealth” is popular), but their Methods are central to their identity; whether the Heroes are private investigators or hired guns, their Methods are likely the reason they were hired in the first place! Expanding personal wealth should be considered a result of the Crew’s work rather than the goal itself: since the *Mistborn Adventure Game* doesn’t allow Heroes to hold on to looted items for very long by design, players hoping to amass giant stockpiles of notes and bars might quickly find themselves disappointed.

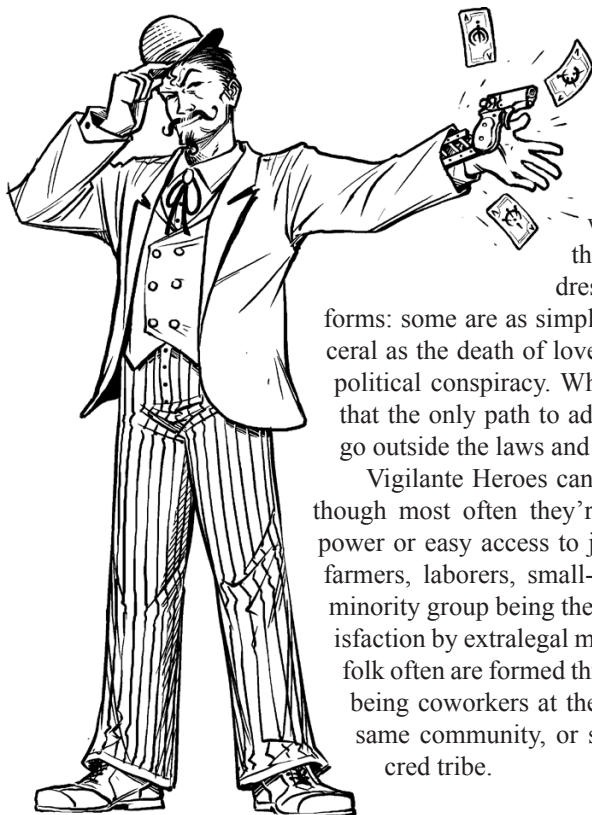
Mercenary stories pose an interesting question. On the one hand, executing missions on behalf of a wealthy patron is easy for the tabletop RPG format; on the other, they’re kind of boring! The best stories for mercenary Heroes add an additional layer to “just following orders.” For example, a traditional twist to these tales pits the Crew’s selfish motives (personal gain) against other, loftier ideals (justice, honor, fairness) by making them face the victims or ugly realities of their employers’ goals, leaving the Heroes to ask: what is the price of our desires, and who should pay it? What do we lose of ourselves in the process? Both the players and the Narrator should always be looking for new ways to explore these questions and add emotional depth to the Crew’s exploits.

VIGILANTES

The revenge story is perhaps the most popular of all Western-styled tales, pitting brave men and women against the injustices that others can’t or won’t address. These injustices take many

forms: some are as simple as personal affronts, as visceral as the death of loved ones, or as monolithic as a political conspiracy. What defines all these stories is that the only path to addressing these injustices is to go outside the laws and the system that creates them.

Vigilante Heroes can come from any walk of life, though most often they’re drawn from those without power or easy access to justice through the system — farmers, laborers, small-town folk, or members of a minority group being the most common seekers of satisfaction by extralegal means. Crews of these wronged folk often are formed through a mutual slight, perhaps being coworkers at the same mine, members of the same community, or survivors of the same massacred tribe.



Vigilante Crews are united not by their skills or their backgrounds, but by their mutual desire for revenge against those that wronged them. Consequently, Cause is the Crew's most important aspect ("Revenge") followed very closely by Target (the source of the injustice). Method is a distant third, as vigilantes by definition are willing to do whatever it takes to get satisfaction.

Revenge-centered stories tend to be very focused on the investigation and execution of the Crew's plot, step by bloody step, for it's the desire for vengeance that holds the group together. Each part of the story will likely move the Heroes slowly but surely towards a resolution of their grievances, as they work their way up the food chain to the people responsible for their plight.

CRIMINALS

In the Final Empire, criminals — thieves, rebels, and other unsavory sorts — were the most common Heroes of all, because they had the skills, means, and talent to circumvent the boundaries of the Lord Ruler's cyclopean society. But in the modern day, criminals aren't always on the side of the angels, because the lines between the bad guys and the decent, hardworking folk is no longer so clearly delineated... and when things go wrong, it's these latter people that usually suffer the fallout.

Crews of criminals can be as "bad" as they want to be — roving con artists floating from town to town looking for the next mark, bank robbers skilled at daring stickups, or an organized Elendel gang — or they can be more "ethical" sorts who only prey upon those who can afford it, like wealthy nobles, big companies, crime syndicates, or the government. The organization of these Crews is much like that of Kelsier's team: a set of specialists who each play a role in their heists.

For criminal Crews, Targets and Methods tend to be the most important defining choices (Target defining whom they prey upon, and Method describing how they choose to do it). Cause is not very important...it's pretty clear that modern Scadrian criminals are more opportunistic than those of the past.

Criminal stories tend to fall into one of two categories: those focusing on pulling off a series of increasingly daring heists; or those centered on the group's illicit activities, and coping with the fallout from them (gang war, going on the run, etc.). Some rarer stories even drift into the modes of the mercenary team or revenge plot, as the Crew takes on jobs for outsiders or attempts to get back at rivals who've undermined them.

MISSIONARIES

The resurgence of faith on Scadrial following the remaking of the world has been nothing short of miraculous. Even after 1000 years of brutal suppression of belief by the Lord Ruler, the power of faith has returned to inspire humanity to greater things. For some, merely believing is not enough — these individuals take up the call to spread the good word to others.

A Crew of missionaries operates much as the Keepers of old, following the end of the Final Empire: wandering the land, meeting with others, teaching them your ways, then moving on to the next community. A missionary Crew can be composed of nearly any sort of character; aside from the obligatory preacher or





true believer who acts as the head of the Crew, there could be religious scholars, bodyguards, scouts, or even reformed criminals seeking a chance at redemption.

A missionary Crew is all about the Cause — bringing the light of their faith to others. Their Methods may vary wildly, as some seek peaceful conversion and others go with fire and brimstone. The Crew's Target is likely very large, probably focusing on unbelievers, but it could also be aimed at another faith the Crew wishes to undo as part of a spiritual crusade.

Missionary Crews are an unusual way to tell stories in *The Alloy of Law* era, mainly because there is little precedent in entertainment or in the original trilogy to refer to. The narrative can be fairly loose, allowing the Heroes to explore the world in the context of their faith; sharply focus on a mission from Harmony, Faceless Immortal, or other divine figure; or discover interesting ethical and spiritual questions in this new world. For play groups looking for something outside the norm, this might be just the ticket!

BUILDING HEROES

There are sufficient differences between the world of *The Alloy of Law* and the world of *The Final Empire* that the process of creating Heroes must be revised somewhat. When generating Heroes for an **Alloy of Law** campaign, use the following rules; these completely replace pages 81-114 of the *Mistborn Adventure Game* rulebook. Note, however, that these new rules do refer to other sections and rules from that original volume that are necessary to character creation.

BUILDING YOUR HERO

Follow these five steps when creating a new Alloy Hero:

Step 1: Start with the Crew: First, you and the other players need to visualize the Crew — why they're together, what causes they have in common, and what they hope to achieve as a team.

Step 2: Devise a Concept: Next, turn your attention to the concept for your personal character. Sketch out an idea of what he or she is like and where he or she fits into the world and the Crew.

Step 3: Answer the 10 Important Questions: Concept in hand, answer the series of questions that are common to every Hero. These help you define core details about your character: his or her most important beliefs, backstory, personality, skills, powers (if any), and other reasons he or she is special.

Step 4: Define Your Strengths: Armed with the answers from Step 3, prioritize your character's strengths in three different areas: Attributes, Standings, and Powers. Choosing among these strengths determines your abilities and the number of points you can assign to them.

Step 5: Fill in the Details: The technical part of your character is done and you can now apply the last little details that make him or her unique: name, race, Resiliences, and starting Props.

These steps are explained in detail in the following sections.

STEP 1: START WITH THE CREW

At the heart of every **Alloy of Law** story is the Crew, a band of Heroes working together to thwart some evil or to accomplish some other grand goal. Through the Crew, your Heroes find allies and accomplices as they strive towards a common cause, pull off devious schemes, achieve personal goals, and ultimately discover their true destiny. As the first step when creating your new Hero, sit down with the Narrator and the other players and come to a consensus on the following three questions. Your answers should help everyone cement their character concepts and roles within the Crew:

WHAT IS YOUR CREW'S COMMON CAUSE?

Every Crew starts with a cause — a common aspiration that binds the team together. Is the Crew a gang of adventurers seeking money or revenge? Are they a private Elendel security force or a group of dedicated lawkeepers seeking to fight crime in the Roughts? Maybe they're heroic journalists working to uncover well-hidden corruption in Elendel or to bring stories of the Roughts to readers in the Basin? Working together to determine your common cause ensures every character is invested in the Crew and its story.

Some ideas for possible Crew causes include:

Chronicle the Roughts	Discover lost wisdom	Exploration
Fame	Free our tribe	Glory
Justice	Protect our kin	Reclaim our land
Respect	Revenge	Save our town
Spread our faith	Undermine our enemies	Uphold the law

WHO IS YOUR CREW'S PRIMARY TARGET?

Crews often choose a particular individual, organization, or establishment as the target for their actions. Who is the most common target of your schemes: a greedy banking firm, a large and dangerous criminal syndicate, a heartless politician, a rival gang of bandits, or something else? This target can become a guidepost for players when establishing what's personally important to their characters (though it's best if every Hero also has his or her own reasons for joining the Crew).

Some ideas for possible Crew targets include:

Bandits	Banks	[[A company or business]]
The Corrupt	Criminals	Fugitives
[[A gang or syndicate]]	Government	Koloss
The Law	Lost Secrets	[[A noble House]]
The Powerful	Rivals	Rubes





WHAT IS YOUR CREW'S PREFERRED METHOD?

With your Crew's cause and target in mind, think about how you prefer to operate. Do you tend to wage open warfare or use deception? Do your methods focus on theft, sabotage, diplomacy, confidence schemes, or do you employ a varied approach? Your Crew's method can help everyone tailor their characters' skills and specialties, and also illuminate how they can best coordinate concepts and character choices.

Some ideas for possible Crew methods include:

Bold action	Bravado	By any means necessary
Chaos	Confidence schemes	Deception
Diplomacy	Elaborate plots	Excessive force
Letter of the law	Lyin' and cheatin'	Political maneuvering
Sabotage	Scholarship	Theft

Summarize your answers in the "Crew" line on your character sheet and head to Step 2.

Example: Brandon is the Narrator in a weekly game. The players are getting together for their first time to talk about their Crew. Several of the players already have ideas about what sort of Heroes they want to play, but Brandon advises them to first work out why the Crew is together before getting too deeply into their individual stories.

Brandon has already decided that most of the campaign will take place in the Roughts, with occasional visits to Elendel. From previous discussions with the players individually, he knows the players are interested in getting the bad guys the law can't touch, and has tentatively set the Crew's Cause as "Bounty-Hunting" and their Target as "Outlaws." Next he asks what their Method is. Filamena and David both want to play characters who are good at fighting, while John wants to play the Crew Leader, and Jess has been thinking about a more investigative or social character.

Brandon reminds the players they'll need to think carefully about how these concepts all fit together in a comprehensive story. What would a social character do with a bunch of tough guys, chasing criminals? After a lively discussion, the group decides that the non-fighting characters would be the brains of the outfit, providing guile and subtlety when chasing tough bounties. That sounds good to everyone, so they decide that their Method is "Deception," backed up by violence. Everyone jots these details down on their sheets and the discussion moves on to fleshing out the individual Heroes.

CREW NAME Dust-Eaters CAUSE Bounty-Hunting TARGET Outlaws METHOD Deception

STEP 2: DEVISE A CONCEPT

Your character concept should be short and sweet, just a few words, like “wealthy urban fop,” “angry gunslinger from the Roughts,” “skilled urban gunsmith,” or “daring railway engineer.” Don’t worry about any of the details yet; just get a rough general idea of your character down on paper. Later in this process, you’ll flesh out the concept you decide on here.

If you haven’t read *The Alloy of Law* novel yet, or you’re stuck for new ideas, here are a few sample concepts to get you started:

Ambitious Soother politician	Brilliant consulting detective	Curious scholar
Eagle-eyed shootist	Exiled koloss-blooded brave	Fiery preacher
Ferring laborer	Fortune-seeking miner	Gutsy frontier scout
Hard-bitten bounty hunter	Idealistic lawkeeper	Reckless gambler
Restless young noblewoman	Small-time criminal	Snake alloy salesman
Talented inventor	Travelling showman	Twinborn constable sergeant
Violent Roughts bandit	Wealthy industrialist	Wandering gunslinger

Write your concept down in the Concept space on your character sheet, and head to Step 3.

Example: Two of the players in Brandon’s campaign had their ideas at the start. Filamena speaks up first, saying she’s interested in playing a koloss-blooded who is university-educated and who wants to earn money to help bring progress and advanced technology to his people.

David says he want to play a gunsmith, and Brandon asks David why the gunsmith would be working with such a Crew. David responds that his character is a gunsmith who’s also a no-nonsense lawkeeper, who uses custom guns and ammunition to help her catch particularly dangerous outlaws. Brandon thinks that focusing on collecting rewards by fighting bandits sounds like a good way to integrate the characters.

John jumps on this idea and says he wants to play a Twinborn bounty hunter. Brandon asks why his character became a bounty hunter. John thinks for a bit and decides that his mother fled from Elendel to the Roughts after she was caught stealing from her own family. When his Hero came of age, he went out into the Roughts to look for her. He eventually found his mother dying, her money stolen; he went on to track down her killers and found that he had a taste for bounty hunting.

Jess then says that she wants to play a con artist and grifter. Brandon asks why her criminally-inclined character would join a Crew of people who mostly seem to be about catching outlaws. Jess considers and says that maybe John’s bounty hunter found the con artist before he got too far on the wrong side of the law, and offered him another use for his talents. John thinks this is a great idea, so Jess adds that her character makes an “honest” buck by catching outlaws on the side.

ADVENTURE GAME

CONCEPT Amoral Connector Con Artist

STEP 3: ANSWER 10 IMPORTANT QUESTIONS

Every Hero benefits from answering 10 important questions. They take your character from concept to flesh-and-blood person, ready for adventure.

1. WHY DID YOU JOIN THE CREW?

Every member of a Crew joins for his or her own reasons.

Ask yourself: why did your character join the Crew? What does he or she hope to accomplish as part of the team? Are your character's personal goals aligned or at cross-purposes with those of the Crew? Are your character's motives transparent or hidden from the rest of the Crew?

Summarize your character's motivation with a short phrase. Some common reasons for joining a Crew include:

Avenge my family	Become the top noble House	Build an infamous reputation
Buy back the family farm	Clear my friends' names	Create a great invention
Destroy a rival gang	Discover the secret of atium	Free my kidnapped cousin
Heed Harmony's call	Honor my father's dying wish	Make amends for old sins
Rescue my sibling	Regain my honor	Restore justice to the Roughts
Spread the word of my faith	Upend the social order	Win back my lost love

Your answer to this question is your "Drive" Trait; write it down on the first line in the Traits & Burdens section of your character sheet.

Example: Brandon goes around the table and asks everyone why they joined their Crew of bounty hunters. Filamena's answer is full of story possibilities — her character wants to "lead my people." David's idea is equally intriguing; his gunsmith is seeking to "hunt down my guns," which he says have fallen into the wrong hands over the years. Brandon likes this idea and plans to talk more with David about where the guns might be and who's using them.

Then, he turns to John, who says that his bounty hunter joined in order to gain fame and fortune to "prove myself to my family." Brandon considers more about what the bounty hunter's family is like, and why John's Hero needs to prove himself to them. Lastly Brandon looks to Jess, who says that her grifter is an almost compulsive liar with a taste for money, and writes "put one over on the rubes." All four players write their ideas down under Drive.

DRIVE: *Hunt down my guns*

PROFESSION: *Lawkeeper*

2. HOW DID YOU LIVE BEFORE YOU JOINED THE CREW?

Life is far more equal today than in the Lord Ruler's time, but the world of Scadrial can still be a difficult and dangerous place to get by. How did you make a living for yourself prior to joining the Crew? Did you come up in the relatively peaceful and prosperous Elendel Basin, or the wild and dangerous world of the Roughts? Was that living from a profession, a trade, or a criminal enterprise? Did you learn those skills through a university education, apprenticeship, or the school of hard knocks?

Describe your character's foremost occupation before joining the Crew in one or two words. Some common foundations for Crewmembers are:

Bandit	Beggar	Bodyguard	Brave
Broadsheet boy	Con artist	Constable	Convict
Dilettante	Farmer	Gambler	Gunsmith
Inventor	Laborer	Lawkeeper	Metallurgist
Miner	Peddler	Pickpocket	Playboy
Preacher	Railway engineer	Reporter	Scholar
Scout	Smuggler	Soldier	Steward

Your answer to this question is your "Profession" Trait; write it down on the second line in the Traits & Burdens section on your character sheet.

Example: Filamena thinks about what her character would have studied at university that would make money and help his people, and decides that he studied engineering. She writes down "engineer." David, John, and Jess all have their answers from their previous thoughts about their characters. David writes "lawkeeper," John knows his character has been a bounty hunter for a while so he writes "bounty hunter," and Jess writes "grifter."

NAME: *Lead my people*

PROFESSION: *Engineer*

SPECIALTY: *Kol contact*

3. WHAT SPECIAL SKILL DO YOU BRING TO THE CREW?

Your character was recruited into the Crew for a reason — not just because of who he or she is, but also for a special talent, skill, or other offering that fills a vital need on the team. It might be the gift of gab, a way with guns, or just very deep pockets, but this talent is partially why he or she joined the Crew in the first place, and it remains one of his or her biggest contributions to the present day.



Don't worry about describing everything your character brings to the Crew — only his or her most valuable contribution is important here. Keep it to one thing he or she offers to the team, and describe it with a short and succinct phrase. Some examples are:

Ancient historian	Black market connections	Creative accountancy
Danger sense	Demolitions	Ear for lies
Glib tongue	Good with a knife	Light touch
Natural leader	Master showman	Physician
Quick on the draw	Religious scripture	Safecracker
Sharpshooter	Skilled horseman	Survival expert
Think on my feet	Tinker	Watchful eye

Your answer to this question is your “Specialty” Trait; write it down on the third line in the Traits & Burdens section on your character sheet.

Example: Everyone knows their characters pretty well by this point, so these answers come easily. Filamena immediately writes “koloss contacts,” and David notes “gunsmith.” John thinks about his bounty hunter’s history and profession and adds “expert tracker.” Jess thinks her con artist is “silver-tongued.”

PROFESSION: *Bounty hunter*

SPECIALTY: *Expert tracker*

FEATURE: *Col. Delmeano*

4. WHAT IS YOUR MOST DISTINCTIVE FEATURE?

Think about the people you know; you can probably identify them to others who’ve met them with a quick description of their most prominent feature, even without using their name or other details. Now ask yourself how someone in the game world would describe your character. For instance, Wayne has a bad habit of “borrowing” things, while Ranette’s got a propensity to point guns at folks who annoy her. What’s your character’s most distinctive feature? It could be a physical trait, a mannerism, a pattern of behavior, something he or she always wears or says — nearly anything that’s always there and sets the character apart from the crowd.

As with the last couple questions, answer this one with a word or short phrase. Here are just a few ideas, but like most of the character creation process, the options are almost limitless:

Argumentative	Big and brawny	Catlike agility
Devilish smile	Disheveled	Dramatic flair
Fashion plate	Fidgety	Foul-mouthed
Gallows humor	Grizzled	Lean and lanky
Leathery complexion	Lovely face	Nasty knife scar
Petite	A real hard alloy	Steely resolve
Superior air	Talkative	Thick Terris accent

Your answer to this question is your “Feature” Trait; write it down on the fourth line in the Traits & Burdens section on your character sheet.

Example: Filamena thinks for a moment about her koloss-blooded character and writes “big and imposing.” None of the other players have considered how their characters look or behave yet. David thinks about his gunsmith’s mannerisms and writes “talks with my hands,” while John writes “calm demeanor” for his bounty hunter. Jess considers how her grifter will look and writes “immaculately groomed.”



SPECIALTY: Gunsmith

FEATURE: Talk with my hands

PERSONALITY: Immaculately

5. HOW DO OTHER PEOPLE DESCRIBE YOUR PERSONALITY?

Your character doesn’t live in a bubble — he or she is part of a living, breathing world filled with people who judge based on words and actions. This question should be something you can answer with just one or two words. Focus only on the most dominant aspect of your character’s personality, strictly from the perspective of *others*. Don’t worry about how your character views his or her own behavior — this is about how he or she is seen to act. If you’re new to roleplaying games, you might want to describe your character to the Narrator and the other players, and let *them* answer this question for you. Here are a few examples:

Affable	Arrogant	Blunt	Brassy
Callous	Confident	Cool and collected	Decisive
Generous	Gruff	Focused	Funny
Honest	Humble	Indifferent	Indignant
Intense	Phony	Reckless	Reserved
Ruthless	Serene	Sly	Skeptical
Skittish	Straightforward	Stern	Wise



Your answer to this question is your “Personality” Trait; write it down on the fifth line in the Traits & Burdens section on your character sheet.

Example: Brandon has each player suggest a Personality Trait for the Hero of the player to their right, but adds that players are free to reject these ideas, since they have the ultimate say over their own Heroes. Filamena suggests “meticulous” for David’s gunsmith, which David likes.

David thinks about John’s bounty hunter and says “arrogant,” which John thinks is a bit too negative for his concept. John goes with “confident” instead.

John suggests “instantly likeable” for Jess’ con artist, which she agrees sounds good.

Finally, Jess considers Filamena’s koloss-blooded and thinks that “stoic” fits, but Filamena says this sounds a bit dull to play. She goes in the opposite direction with “hot-tempered.”

FEATURE: *Instantly likeable*

PERSONALITY: *Instantly likeable*

6. DO YOU HAVE ANY SPECIAL POWERS (LIKE BEING A FERRING, MISTING, TWINBORN OR KOLOSS-BLOODED)?

Magical ability remains a scarce in Scadrial; only about one in every fifty people are Mistings or Ferrings, and only one in every fifty of *these* people are Twinborn, with both types of Powers. Koloss-blooded Heroes are somewhat more uncommon than these, as many choose to stay with their tribes rather than venture into the greater world. Still, Heroes are exceptional and many Crews include one or more characters with special Powers.

Despite the popularity of characters with Powers, “mundane” abilities are just as useful and important — in different ways. In *The Alloy of Law*, while Ranette is a Lurcher, she’s most notable for her skill as a gunsmith whose deadly firearms are more than a match for most Mistings or Ferrings.

With all this in mind, ask yourself whether your character *must* wield magic to support the concept. You may answer this question in one of three ways:

- If your character is a Twinborn with one Allomantic Power and one Feruchemical Power, or a koloss-blooded with either a single Allomantic or Feruchemical Power, he or she has *strong* Powers.



- If your character is a Misting with a single Allomantic Power, a Ferring with a single Feruchemical Power, a koloss-blooded with no other Powers, or a kandra/Faceless Immortal, he or she has *average* Powers. Remember, in *The Alloy of Law* era, the kandra are far more secretive than in the previous era, so check with the Narrator prior to choosing this latter option.
- If your character is a human with no magical or superhuman abilities, he or she has *weak* Powers.

Keep in mind, your choice has greater consequences, since in **Questions 6–8 you must answer once with strong, once with average, and once with weak** (i.e., you must answer each question differently, and in the end you must have one strong, one average, and one weak answer). Everyone has a particular strength and corresponding weaknesses, and this is when you define them for your character.

It may seem like Powers eclipse all else in Scadrial, but low-Powered and “mundane” characters can easily outshine their metalborn counterparts when needed. Still, **those without any Powers tend to develop in other ways, so they gain two additional Traits of their choice. Alternately, these characters could also trade in one or both of these additional Traits for Stunts for which they qualify** (that is, Stunts that don’t require a character to be able to use a Power). If you have questions about which Stunts your weak Powered character can choose, check the “Gain a New Stunt” section of *Improving Alloy Heroes* (see page 105).

Make a note of your choice next to the Powers or Traits section on your character sheet.

Example: Based on the decisions they made earlier, the players have likely answers to the question of their Powers. Since Filamena’s Hero is koloss-blooded, she writes down “average” Powers, leaving “strong” and “weak” as possibilities for her next two choices.

David decides his gunsmith/lawkeeper doesn’t need magic for her concept, and writes down “weak” for Powers, leaving him with “strong” and “average” for his next two choices.

John’s choice is made for him, since he’s playing a Twinborn, and he writes down “strong” Powers, leaving him with “average” and “weak” choices for his next two questions.

Jess thinks her con artist might be more interesting with magic to back up his scams, and decides he should be a Ferring. Jess writes down “average” in Powers, leaving “strong” and “weak” as possibilities for her remaining choices: Attributes and Standings.



POWERS

weak

POWER

TYPE

RATING

CHARGES

STUNTS

- | | |
|------------------------------------|------------------------------------|
| <input type="checkbox"/> ALLOMANCY | <input type="checkbox"/> HEMALURGY |
| <input type="checkbox"/> FERUCHEMY | <input type="checkbox"/> OTHER |
| <input type="checkbox"/> MISTING | <input type="checkbox"/> HEMALURGY |



7. ARE YOU ESPECIALLY FIT, SMART, OR CHARISMATIC?

All characters, whether they have magic ability or not, have certain physical, social, and mental limits: they're only so strong, so charismatic, or so smart. This is summed up with a character's Attributes — Physique, Charm, and Wits — which gauge inherent prowess in these three categories.

During the game, your character's Attributes determine how naturally capable he or she is, and how likely he or she is to achieve immediate goals, barring equipment, magic, or training. Throughout *The Alloy of Law*, Marasi is repeatedly shown to be both smart and observant — definitely a character with a high Wits Attribute!

Think about the physical, social, and mental gifts your character was born with, and how well he or she has nurtured them since. Is your character particularly strong and agile, likeable and good looking, or intelligent and perceptive? Do any of these three categories rise to the fore as defining characteristics?

- If your character is exceptional in two or more areas, consider *strong* Attributes.
- If your character is exceptional in just one area, consider *average* Attributes.
- If your character is not exceptional in any area, consider *weak* Attributes.

Keep in mind: your choice has greater consequences, since in **Questions 6–8 you must answer once with strong, once with average, and once with weak** (i.e., you must answer each question differently, and in the end you must have one strong, one average, and one weak answer). Make a note of your choice next to the Attributes section on your character sheet.

Example: Filamena wants her character to be both smart and physically impressive, so she picks “strong,” making her final choice “weak.”

David figures that gunsmithing can be lucrative and that it could have made a pretty good name for his character, so he chooses “average” Attributes, leaving her with “strong” Standings.

John has “average” and “weak” choices left. He thinks of his bounty hunter as fairly self-reliant and chooses “average” Attributes, which means he will have “weak” Standings.

Jess knows her character has moved around a lot, living hand-to-mouth in order to stay ahead of the law, so she also chooses “strong” Attributes, leaving her with a “weak” choice for question 8.



ATTRIBUTES

average

PHYSIQUE

DICE

CHARM

WITS



STANDINGS

RESOURCES

DICE

SPENT

INFLUENCE

SPIRIT



RESILIENCES

HEALTH

SCORE

DAMAGE

REPUTATION

WILLPOWER

8. ARE YOU WELL-OFF OR DO YOU STRUGGLE TO GET BY?

Characters can also excel beyond their personal abilities, amassing expansive wealth and holdings, gaining considerable sway with those in power at every level of society, and benefiting from almost preternatural fortune. This is represented with three Standings — Resources, Influence, and Spirit — which measure his or her success in each area.

Standings are used to manipulate the world and do those proverbial “big things” that so often save the day or prove vital lynchpins for the Crew’s plans. In *The Alloy of Law*, Wayne is of very modest birth, while Wax is both wealthy and a nobleman to boot. In game terms, this is expressed by the fact Wax’s Standings are considerably higher than Wayne’s.

Consider your character’s circumstances. Is he or she an up-and-coming merchant with strong political and financial resources, a plucky young urchin who always manages to be in the right place at the right time, or a hard-luck gambler always chasing the next score to no avail? Most importantly, does he or she enjoy an abundance of wealth, friends, or luck?

- If your character enjoys an abundance of two or more of these, consider *strong* Standings.
- If your character enjoys only one of these, consider *average* Standings.
- If your character enjoys none of these, consider *weak* Standings.

Keep in mind: your choice has greater consequences, since in **Questions 6–8 you must answer once with strong, once with average, and once with weak** (i.e., you must answer each question differently, and in the end you must have one strong, one average, and one weak answer). Make a note of your choice next to the Standing section on your character sheet.

Example: Everyone’s choices have already been made. David’s gunsmith has strong Standings, while everyone else’s are weak.



ATTRIBUTES

	DICE
PHYSIQUE	<input type="text"/>
CHARM	<input type="text"/>
WITS	<input type="text"/>



STANDINGS

	DICE	SPENT
<i>strong</i> RESOURCES	<input type="text"/>	<input type="text"/>
INFLUENCE	<input type="text"/>	<input type="text"/>
SPIRIT	<input type="text"/>	<input type="text"/>



RESILIENCES

	SCORE	DAMAGE
HEALTH	<input type="text"/>	<input type="text"/>
REPUTATION	<input type="text"/>	<input type="text"/>
WILLPOWER	<input type="text"/>	<input type="text"/>

9. WHAT IS THE WORST THING THAT EVER HAPPENED TO YOU?

Though times have certainly improved for folks in modern days, everyone experiences setbacks, defeats, and disappointments. Children are orphaned; families are robbed; criminals go free; the strong use their power to oppress the weak.



Many people allow these turning points to define their lives, to rob them of the will to chase their dreams, but it's in these moments that a special few take the tentative first steps on their journey to greatness. Your Hero is no different.

Ask yourself: what is the most definitive setback or defeat in your character's life? Why is it so memorable? Perhaps your Hero watched bandits gun down his or her parents in cold blood, gave into a moment of laziness or greed that had unforeseen consequences, or won an honor as a youth that's left her feeling inadequate ever since. Consider how, in *The Alloy of Law*, Wayne's killing of the bookkeeper when he was only 16 transformed his life, or what Wax accidentally shooting his partner Lessie did to him.

One of the best ways to answer this question is to look at your answers to previous questions, or to look forward to other details you might have already filled in. Say, for example...

...you've assigned your character a Drive like "hunt down the outlaws who killed my mentor" or "avenge my family."

You likely found your mentor or family dead, and that's going to make a huge impression on your character. Alternately, maybe you were partying in Elendel when word of their deaths reached you, and you've regretted being absent ever since.



...you've assigned your character a Profession like "con artist."

You've pulled off a number of cons already. Maybe you were beaten and run out of town after being caught during a scam, or you have been in and out of prison as you've struggled to hone your craft.

...you've assigned your character a Feature like "heavily scarred" or a Personality like "vengeful."

These Traits hint at a larger, darker period in your Hero's life, and might be tied to a definitive moment. Perhaps your character earned her scars trying to rescue her beloved from a fire set by family rivals, or has battled a band of koloss raiders, making him quick to anger and furious in his revenge.

...your character has one or more Powers.

If you're an Allomancer, the moment when you Snapped may be memorable and possibly even horrific; while young noble children are no longer routinely beaten to try and unlock abilities, intense trauma still has a way of revealing latent Mistings. Alternately, your Hero's discovery of Feruchemical abilities is rooted in a moment of desperation or exhaustion, or as a koloss-blooded youth she lost a competition to earn her spikes and was forcibly exiled.

If you're still searching for answers, here are some other options:

Abandoned and forced to live in poverty	Captured by koloss and barely escaped
Disowned by my family for theft	Expelled from university for cheating
Fled from an arranged marriage	Killed a bandit in cold blood
My feud with a rival cost me everything	Orphaned during a botched bank heist
Served prison time for a crime I didn't commit	Turned my back on the koloss way of life
Watched my best friend get killed	Won and lost a fortune gambling

Write your answer in the Tragedy section on your character sheet. Don't worry if the Narrator jots down some notes on another sheet when you do — that's the Secrets sheet and it's where many ideas for twists and turns in the story are kept.

Example: Basing her decision on her character's Powers, Filamena decides that her character's decision to leave her koloss tribe was the most important incident in his life and writes "I've abandoned my people to live amongst the humans."

When he came up with his character's Drive, David had already decided that his lawkeeper/gunsmith is trying to hunt down her guns for some reason. He thinks it would be interesting to tie that to his Tragedy, and writes "my creations are responsible for the deaths of dozens."

John is uncertain about a key event for his Hero, so Brandon suggests thinking about why his character became a bounty hunter. John remembers what he said at first and writes "found my mother robbed and left for dead by bandits."



Jess also considers her con artist's Drive and finally decides to write "my pappy took the fall that I should've taken."

 **TRAGEDY**

My pappy took the fall that I should've taken

10. WHAT DO YOU BELIEVE IS YOUR ULTIMATE PURPOSE?

Beyond your character's motives for joining the Crew, imagine what he or she *believes* they're meant to do. In a perfect world, with all the right tools at hand, what does your character think or hope to accomplish? This is a personal question and should be answered separately for each character, above and beyond the goals and dreams of the Crew.

Your answer should differ from your Drive Trait (see *Question 1, page 76*), although it can certainly be related. If your character is a disgraced scholar who joined the Crew hoping to reclaim his position at the university, he might believe his ultimate salvation will come through the discovery of some ancient wisdom. Likewise, a gunslinger may have thrown in to seek fame (or infamy), all the while dreaming of finding a way to hunt down the men she believes are responsible for bankrupting her family's farm.

This is your chance to think big! Your answer to this final question should be something your character can't possibly achieve on his or her own, something so grand in scope that it's daring and dangerous enough to be truly worthy of a Hero. Here are a few examples appropriate to *The Alloy of Law* setting, along with a few more to get the wheels turning:

Bring understanding of the koloss to humanity	Circumnavigate the world
Discover a new Allomantic metal	Found my own noble House
Fulfill my mission from the Faceless Immortals	Invent something that changes the world
Learn the truth about Ironeyes	Improve social equality
Rebuild my tribe's greatness	Restore truth and justice to the Roughts
Spread the light of Harmony to the world	Track down a criminal mastermind
Uncover the secret of the Mistborn	Win the governorship of Elendel

Write your answer in the Destiny section on your character sheet, and remember, this is just what your character *believes* he or she is supposed to do. Based on your answer, the Narrator decides on your true Destiny, which is privately recorded on a Secrets sheet.

Your perceived and true Destinies may be identical, they may be related, or they may have nothing to do with one another. Both can have a number of impacts

on play, as described on page 467 of the *Mistborn Adventure Game* rulebook, and this is where the Narrator should look for guidance about true Destinies as well.

Example: Filamena starts off with her perceived Destiny, “Bring progress and a better future to the koloss.” Brandon doesn’t know how possible this may be, but agrees that it’s bold and interesting.

David first answers “Build the most impressive gun ever made,” but Brandon suggests that this doesn’t have much to do with the rest of the Crew or his law-keeper’s own Drive, so David alters it to “To hunt down my guns and bring those who use them to justice.” Brandon likes this answer much better.

John initially draws a blank, so Brandon reminds him about his character’s hopes of earning his family’s acclaim, and asks how he might accomplish this. John answers with “Rid the Roughs of organized criminal gangs.” Brandon agrees that this will keep his character quite busy.

Jess starts off with “Become the most famous con artist ever,” then Brandon raises an eyebrow and she realizes that well-known con artists usually don’t come to a good end. She modifies it to “Pull off the greatest con in history,” which Brandon agrees is much better.



DESTINY

Bring progress and a better future to the koloss

STEP 4: DEFINE YOUR STRENGTHS

Having answered those key questions, you now have all the information you need to describe your character’s strengths in three areas: Attributes, Standings, and Powers.

No character can be good at everything (nor would it be interesting if it were possible), and your answers to Questions 6, 7, and 8 have already established your character’s true gifts. Attributes, Standings, and Powers should already be labeled, one as *strong*, one as *average*, and one as *weak*. If this isn’t the case, go ahead and label them now. Just jot your answers down next to the relevant sections on your character sheet.

The following sections explain what those strengths mean and what you need to do to further describe your character’s abilities.

POWERS

Your Powers strength determines whether you have magical or superhuman abilities, and if so, what options are available. This is often your most important choice when assigning strengths, as it can limit the specific abilities you can choose for your character.

Choose one of the options from the list provided for your Powers strength and record it in the Powers section on your character sheet. Note that the Powers you choose may limit or determine your character's race as well (*see page 93*).

A Note on Stunts

Most Powers choices also grant a character a choice of Stunts, which include Allomancy, Allomantic shot, Compounding, Feruchemical shot, gunplay, gunsmithing, and koloss-blooded Stunts. In most cases, it should be obvious which Stunts a character can take (e.g., while any character can take gunplay or gunsmithing Stunts, a Misting or Ferring can't take Compounding Stunts, nor can a normal human take koloss-blooded Stunts).

Characters who gain a Stunt from their Powers selection may choose Stunts from this book, the *Mistborn Adventure Game* rulebook, and any supplements, so long as they meet the prerequisites of that Stunt and have the Narrator's approval (*see "Choosing Stunts from Other Supplements," page 105*). If you have questions about which specific Stunts your Hero can choose from, refer to the "Gain a New Stunt" section of *Improving Alloy Heroes* (*see page 105*).

Strong

- *Koloss-blooded Ferring*: The sacred blood of both the koloss and ancient Terris runs in your character's veins. His or her Physique increases by 1 (maximum 7), and he or she gains 2 dice with rolls involving physical strength (*see page 150*). Additionally, he or she has a Feruchemical rating of 5 in one metal of your choice, and may use metalminds of that metal (*see the Mistborn Adventure Game, page 277*). Finally, he or she gains one Stunt of your choice.
- *Koloss-blooded Misting*: Your Hero wields the awesome power of Allomancy alongside the incredible durability of the koloss. His or her Physique increases by 1 (maximum 7), and he or she gains 2 dice with rolls involving physical strength (*see page 150*). Additionally, he or she has an Allomancy rating of 5 in one metal of your choice (*see the Mistborn Adventure Game, pages 269–276*). Finally, he or she gains one Stunt of your choice.
- *Twinborn*: Your character can use the powers of Allomancy and Feruchemy to create spectacular results. He or she has an Allomancy rating of 4 in one metal of your choice (*see the Mistborn Adventure Game, pages 269–276*), and a Feruchemical rating of 4 in one metal of your choice, and may use metalminds of that metal (*see the Mistborn Adventure Game, page 277*). If you choose the same metal for both Allomancy and Feruchemy, you are a Compounder, which allows you to perform Compounding, and purchase Compounding Stunts (*see page 183*). If you choose different metals for both Allomancy and Feruchemy, your character also gains one Stunt of your choice.

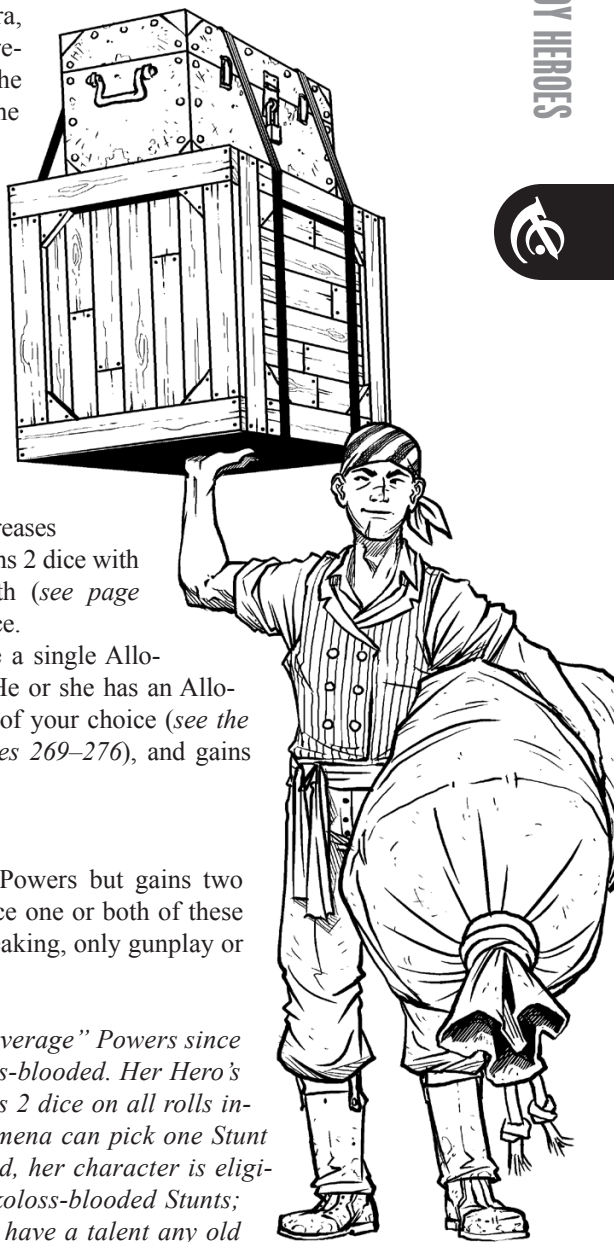
Average

- *Ferring*: Your character can store or magnify a single personal attribute using metalminds. He or she has a Feruchemy rating of 5 in one metal of your choice (see the *Mistborn Adventure Game*, pages 277–284) and gains one Stunt of your choice.
- *Kandra (Faceless Immortal)*: Your character is a shape-shifting kandra, blessed with Hemalurgic awareness and immortality. He or she has a Mimicry rating of 5, and one Hemalurgic Blessing chosen from the following: Awareness, Potency, Presence, or Stability (see the *Mistborn Adventure Game*, pages 258–262). Remember to get your Narrator’s permission before making this choice!
- *Koloss-blooded*: Your character is descended from the mighty koloss, with the grey-blue skin and powerful build to prove it. His or her Physique increases by 1 (maximum 7), he or she gains 2 dice with rolls involving physical strength (see page 150), and one Stunt of your choice.
- *Misting*: Your character can use a single Alломantic Power with great skill. He or she has an Alломancy rating of 5 in one metal of your choice (see the *Mistborn Adventure Game*, pages 269–276), and gains one Stunt of your choice.

Weak

- Your character has no special Powers but gains two additional Traits. You can replace one or both of these Traits with Stunts (generally speaking, only gunplay or gunsmithing Stunts) if you wish.

Example: Filamena selected “average” Powers since she wants her character to be koloss-blooded. Her Hero’s Physique is increased by 1, he gains 2 dice on all rolls involving physical strength, and Filamena can pick one Stunt for him as well. As a koloss-blooded, her character is eligible for gunplay, gunsmithing, and koloss-blooded Stunts; Filamena doesn’t want her Hero to have a talent any old





human can have, so she chooses the koloss-blooded Stunt Surge of Strength from page 151 and adds it to her character sheet.

David's gunsmith lawkeeper has no magic or unusual ancestry, giving her "weak" Powers. This choice gives David's Hero two additional Traits, which he chooses to swap for two gunsmithing Stunts instead — Create Custom Ammo, and Customize Guns (Perfect Balance) — which are the perfect way to represent her masterful craftsmanship.

John's choice to play a Twinborn means his Hero has "strong" Powers, and both an Allomantic and a Feruchemical metal which he can use. John decides his character should have the Allomantic Power of Brass (allowing him to Soothe his way out of tough situations) and the Feruchemical Power of Bronze (the power to tap or store wakefulness, which will make him a relentless pursuer). He writes both Powers, along with a rating of 4 in each, on his character sheet. Finally, because John selected two different metals, his Hero is a "normal" Twinborn and gains one Stunt as well. John likes the idea of being able to calm an angry mob, so he chooses the Affect Crowd Brass Allomancy Stunt from page 335 of the Mistborn Adventure Game, and adds it in the Stunt section next to his Brass Allomancy power on his character sheet

Jess wants to play a Ferring, meaning her character has "average" Powers. Looking over the metals in Book 2 of the Mistborn Adventure Game, she decides that her character is a Duralumin Ferring (with the power to store and tap connections with others — perfect for a con man). She writes Duralumin Feruchemy with a Power rating of 5. For her Stunt, she chooses the Quicker Draw gunplay Stunt (since there aren't any Duralumin Feruchemical shot Stunts, and she thinks her con artist might have to use a pistol to get out of trouble from time to time...).



POWERS

POWER	TYPE	RATING	CHARGES	STUNTS
<u>Brass</u>	<input checked="" type="checkbox"/> ALLOMANCY <input type="checkbox"/> FERUCHEMY	<u>4</u>		<u>Affect Crowd</u>
<u>Bronze</u>	<input type="checkbox"/> ALLOMANCY <input checked="" type="checkbox"/> FERUCHEMY	<u>4</u>		

ATTRIBUTES

Your Attributes strength determines the number of points you may distribute among Physique, Wits, and Charm, which showcase your character's natural ability in three areas:

- **Physique:** Physical fitness and speed, including strength, agility, and endurance
- **Charm:** Natural charisma and social skills, including appearance and ability to lead
- **Wits:** Inherent intelligence and insight, including wisdom, raw knowledge, and resourcefulness

You must dedicate at least 2 points to each of these, and the maximum you may invest in each is determined by your Attributes strength:

Strong

- Split 13 points among your character’s Attributes. No Attribute may exceed 6.

Average

- Split 11 points among your character’s Attributes. No Attribute may exceed 5.

Weak

- Split 9 points among your character’s Attributes. No Attribute may exceed 4.

Each point invested is a die you may roll when using that Attribute, with 2 dice being feeble, 3 being common, 4 being robust, 5 being excellent, and 6 being the limit of human ability.

Example: Filamena chose “strong” Attributes back in Step 3, so she has 13 points with a maximum of 6. She wants a character who’s powerful, but also did well at university. She decides her Hero has Physique 5, Charm 3, Wits 5, and adds +1 to his Physique for being koloss-blooded.

David chose “average” Attributes, so he only has 11 points to spend, with a maximum of 5. He knows his gunsmith should be quite intelligent, so he assigns her Physique 3, Charm 3, and Wits 5.

John also decided on “average” Attributes and has 11 points to spend with a maximum of 5. He goes for a fairly even spread of Physique 4, Charm 4, and Wits 3.

Jess chose “strong” Attributes and has 13 points to spend with a maximum of 6. She knows that Charm is the most important Attribute for a con artist, so she goes with Physique 3, Charm 6, and Wits 4.

ATTRIBUTES

	DICE
PHYSIQUE	3
CHARM	3
WITS	5

STANDINGS

	DICE	SPENT
RESOURCES	5	
INFLUENCE	4	
SPIRIT	4	

RESILIENCES

	SCORE	DAMAGE
HEALTH	8	
REPUTATION	7	
WILLPOWER	9	

STANDINGS

Your Standings strength determines the number of points you may distribute among Influence, Resources, and Spirit, which showcase your character’s funding, sway, and luck:

- **Resources:** Wealth, privilege, and capacity to muster financially-driven resources (like raising an army or running an estate)
- **Influence:** Political power, contacts, and ability to call in favors
- **Spirit:** Fate, connection to the metaphysical, and ability to survive against the odds

You must dedicate at least 2 points to each of these, and the maximum you may invest in each is determined by your Standings strength:

Strong

- Split 13 points among them. None may exceed 8.

Average

- Split 11 points among them. None may exceed 6.

Weak

- Split 9 points among them. None may exceed 4.

Each point invested is a die you may roll when calling on that form of Standings, with 2 dice being inconsequential and 10 being the most power a character may possess on that front.

Example: Filamena chose “weak” Standings and has 9 points to spend with a maximum of 4. Knowing that most people look down on koloss-blooded but her Hero has deep resolve, she chooses Resources 3, Influence 2, and Spirit 4.

David picked “strong” Standings during Step 3 and has 13 points to spend with a maximum of 8. He thinks his Hero should have deep pockets and be respected within the Roughts, so chooses Resources 5, Influence 4, and Spirit 4.

John and Jess both chose “weak” Standings and have 9 points to spend with a maximum of 4. John goes for an even split of Standings, choosing Resources 3, Influence 3, and Spirit 3. Jess wants her Hero to have a few extra notes in his pocket at the expense of some hard luck, and picks Resources 4, Influence 3, and Spirit 2.



ATTRIBUTES

	DICE
PHYSIQUE	3
CHARM	3
WITS	5



STANDINGS

	DICE	SPENT
RESOURCES	5	
INFLUENCE	4	
SPIRIT	4	



RESILIENCES

	SCORE	DAMAGE
HEALTH	8	
REPUTATION	7	
WILLPOWER	9	

STEP 5: FILL IN THE DETAILS

You're nearly ready to dive into the game now. All you have left to do is fill in some of your character's trappings, including his or her race, name, Resiliences, and Props.

CHOOSE YOUR RACE

The three races available in *The Alloy of Law* game are **human**, **koloss-blooded**, and **kandra**. Humans include all ethnicities, including those of Terris descent. Koloss-blooded look much like humans, but tend towards large, muscular builds, and have a bluish or greyish tint to their skin. Kandra appear as they do in the *Mistborn Adventure Game* — translucent blobs of muscle in their natural state, or as perfect replicas of the creature they are currently mimicking (less any hair or hard tissues such as fingernails).

Your character's choice of race is limited by the Powers he has:

- A character with **no Powers** or with **only Allomantic and/or Feruchemical Powers** (e.g., Mistings, Ferrings, or Twinborn) *must* be human.
- A character with **koloss-blooded Powers** (e.g., koloss-blooded, koloss-blooded Allomancer, or koloss-blooded Ferring) *must* be koloss-blooded.
- A character with the **Mimicry** Power *must* be a kandra.

Write your choice (or required race) in the space provided beneath the Mistborn logo on your character sheet.

Example: Filamena's character has chosen koloss-blooded powers, so he must be koloss-blooded. The other three characters must all be human.

RACE Koloss-blooded SEX Male AGE 22 HEIGHT 6' 10" WEIGHT 275 lbs





CHOOSE A NAME

Your character's name is often a reflection of his or her race, class, and background. Here are some examples and guidelines for the different peoples of Scadrial. Most koloss-blooded simply use a single human first name as their only name. A few more traditionally-minded Terrisfolk choose names closer to their ancestors, while Faceless Immortals have kandra names (both listed on page 107 of the *Mistborn Adventure Game*).

Female Names

Abrigain	Allrianne	Armal	Astryn
Bailey	Bekka	Belle	Charlette
Dalmari	Eliysa	Etta	Fionne
Flora	Grace	Halex	Hope
Ingra	Lessie	Limmi	Lystra
Mae	Marasi	Marthin	Meryl
Myshalla	Porsha	Prudence	Ranette
Rosele	Sara	Seraye	Sesperina
Shella	Telsin	Vereta	Vinna

Male Names

Alernath	Alloran	Arintol	Augustin
Barl	Brettin	Bren	Brill
Charetel	Doxon	Edwarn	Elors
Evhar	Farnsward	Gavil	Gufton
Handerwym	Harrisel	Hinston	Jak
Jarrington	Jon	Joshin	Kelsien
Larsyn	Maksil	Nouxil	Palco
Peret	Reddi	Sindren	Sazed
Taraco	Tarson	Tillaume	Zak

Commoner Surnames

With the difference between skaa and noble now lost to history, all humans have surnames. However, these family names still carry with them the legacy of high or low birth. Some common surnames for poor and middle-class characters include:

Awlstin	Bawnyr	Belmar	Cranli
Dallewyl	Dramali	Durnsed	Ekham
Estrafeller	Falco	Garbeau	Habbend
Heispiel	Mennes	Molser	Petrel
Palsten	Sordarn	Stewyrt	Trenchant

Noble Surnames

Not many noble families still survive from the World of Ash, but those that do carry with them the weight of history. Some of the most famous noble family names are as follows:

Cett	Colms	Entrone	Feltri
Geffenry	Harms	Ladrian	Ostlin
Ralston	Shewrman	Tekiel	Yomen

Example: Filamena decides to give her koloss-blooded character the single name “Parnell,” as is common to non-human characters. The other three characters are all humans, so sport first and last names. The players decide none of their Heroes are of noble birth, so they choose to avoid noble surnames. David names his character “Enid Bellflower,” John chooses “Grinnel Enfran,” and Jess likes the sound of “Sperry Odum.”

MISTBORN

CHARACTER NAME Grinnel Enfran

SET YOUR RESILIENCES

When your character is injured — physically, socially, or mentally — the damage is applied to one of three **Resiliences**:

- **Health:** Physical endurance
- **Reputation:** Social status and respect
- **Willpower:** Guts, sense, and determination

When one of these Resiliences drops to 0 or below, the character is defeated in a fashion appropriate to the attack. A physical beating that takes out the last of a character's Health might result in unconsciousness or death, while a scandal that strips away the last of a character's Reputation might result in public censure or even calls for arrest. A character losing the last of his or her Willpower to a brutal browbeating might agree to one of the attacker's demands, while a character losing the same due to overwhelming opposition on the battlefield might simply surrender.

Your character's Resiliences are derived from his or her Attributes and **Standings**:

- **Health:** Physique + Resources
- **Reputation:** Charm + Influence
- **Willpower:** Wits + Spirit

Record these sums in the Resilience section on your character sheet.

Example: No decisions to be made here. Given the players' Attribute and Standings choices, their Resiliences look like this...

Filamena (Parnell): Health 9 (Physique 6 + Resources 3), Reputation 5 (Charm 3 + Influence 2), and Willpower 9 (Wits 5 + Spirit 4)

David (Enid): Health 8 (Physique 3 + Resources 5), Reputation 7 (Charm 3 + Influence 4), and Willpower 9 (Wits 5 + Spirit 4)

John (Grinnel): Health 7 (Physique 4 + Resources 3), Reputation 7 (Charm 4 + Influence 3), and Willpower 6 (Wits 3 + Spirit 3)

Jess (Sperry): Health 7 (Physique 3 + Resources 4), Reputation 9 (Charm 6 + Influence 3), and Willpower 6 (Wits 4 + Spirit 2)



ATTRIBUTES

	DICE
PHYSIQUE	3
CHARM	3
WITS	5



STANDINGS

	DICE	SPENT
RESOURCES	5	
INFLUENCE	4	
SPIRIT	4	



RESILIENCES

	SCORE	DAMAGE
HEALTH	8	
REPUTATION	7	
WILLPOWER	9	

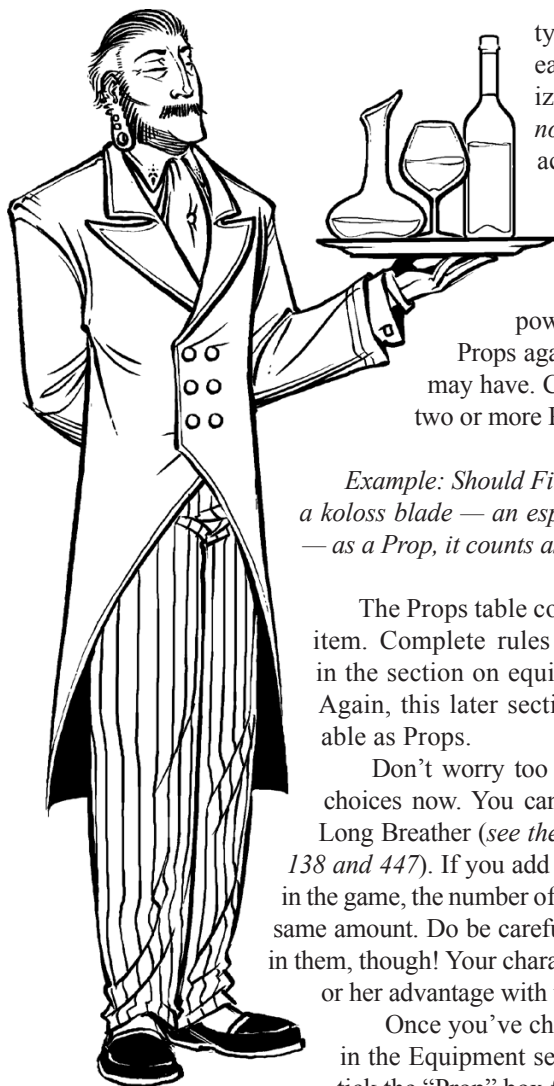
CHOOSE YOUR PROPS

Props are “permanent” accessories your character always has at hand. When one is used or lost in play, the character automatically regains another identical Prop “off screen” during the next Long Breather (see the *Mistborn Adventure Game*, pages 138 and 447) — unless of course the Narrator determines there’s a reason replacements can’t be found (e.g., your character is nowhere near a source of the Prop, or he or she is imprisoned).

Props have a variety of uses, depending on their type:

- **Weapons** boost damage in a fight, and sometimes let a character attack at range
- **Armor & Shields** reduce the damage a character suffers from physical attacks
- **Animals, Mounts, & Vehicles** provide companionship and/or assist in travel
- **Tools** provide a bonus die when appropriate to the task at hand
- **Implements** are essential components when using Powers (e.g., Coinshots Push coppers to fling themselves skyward and attack, Ferrings use metal-minds to store and tap various personal abilities, and Mistings consume pouches of metal dust to fuel their Allomancy)

You may choose a number of Props for your character up to his or her Resources, and these Props may only be chosen from the table starting on page 98 (the full equipment list starting on page 112 has a few more items on it — mostly gear available as Props only to certain Narrator-controlled character



types or custom weapons that aren't easy to acquire). Note that customized weapons and ammunition can *not* be chosen as Props during character creation, except via the benefits of gunsmithing Stunts (see page 138).

Props marked with an asterisk on this table are particularly powerful or rare. They count as two Props against the total number of Props you may have. Customized weapons often count as two or more Props, as well (see page 116).

Example: Should Filamena choose to arm Parnell with a koloss blade — an especially powerful and rare weapon — as a Prop, it counts as two Props toward his maximum.

The Props table contains a brief description for each item. Complete rules for all equipment can be found in the section on equipment, which starts on page 112. Again, this later section contains some items not suitable as Props.

Don't worry too much about making just the right choices now. You can always swap out Props during a Long Breather (see the *Mistborn Adventure Game*, pages 138 and 447). If you add to your character's Resources later in the game, the number of Props you can carry will rise by the same amount. Do be careful about choosing items with metal in them, though! Your character might be able to use that to his or her advantage with the right Powers, but so can others.

Once you've chosen your Props, write them down in the Equipment section on your character sheet, and tick the "Prop" box for each.

Example: Parnell has Resources 3, which allows him to choose three Props. Filamena chooses a koloss blade, which is fitting but also marked with an asterisk and so counts as two Props. Filamena also chooses to give Parnell a pocket watch to make sure he is always punctual — and has some assistance when he needs to count to 10 to calm his temper.

Enid, David's gunsmith lawkeeper, has Resources 5. David knows she needs a gunsmith's workshop to ply her trade, so he chooses that for one Prop, and uses a second Prop to take a cart for moving her tools about. No lawkeeper worth her copper goes without a few guns, so David chooses a Sterrion 36 with his third Prop, and decides to splurge for the high-tech Heispel autoloader with his fourth



and fifth Props. Enid also gains two additional “free” props from her gunsmithing Stunts — one custom ammunition Prop (from the Create Custom Ammo Stunt) and a Perfect Balance customization on one gun (from the Customize Guns (Perfect Balance) Stunt). David chooses hollow-point ammunition for the former, and adds the Perfect Balance customization to Enid’s Sterrion 36 for the latter.

Grinnel has Resources 3. With his total of three Props, John chooses an Immerling Multi-Shot rifle, an Immerling 44 revolver, and a Twinborn’s kit (with a Bronze metalmind and a Brass Misting pouch for his Allomancy). He’d love to have a horse for his bounty hunting, but he’ll just have to wait until he gets some Advancements to spend.

Sperry gets four Props choices, thanks to a 4 in Resources. Jess chooses a bottle of snake oil (need tools to sell the rubes!), formal clothing (got to look the part!), a set of 3 average-sized Duralumin metalminds (good for conning folks!), and finally an easily concealed Cohnvave Two-Shot pistol (just in case folks catch him conning!).



EQUIPMENT

ITEM	RULES	PROP
<i>Sterrion 36</i> (<i>Perfect Balance</i>)	<i>Damage +2; 6 shots; Range: Close / Medium</i>	<input checked="" type="checkbox"/>
<i>Heispiel Autoloader</i>	<i>Damage +2; 12 shots; Range: Close / Medium</i>	<input checked="" type="checkbox"/>
<i>Hollow-point rounds</i>	<i>Damage +1; armor is doubled; 10 rounds</i>	<input checked="" type="checkbox"/>
<i>Gunsmith’s workshop</i>	<i>Tool; used to make custom guns and ammo</i>	<input checked="" type="checkbox"/>
<i>Cart</i>	<i>Common 2-wheeled cart</i>	<input checked="" type="checkbox"/>

PROPS

Item	Description
<i>Weapons</i>	
Aluminum sword *	Dueling blade that can’t be detected or affected by Allomancy
Bow and obsidian arrows *	Effective ranged weapon against Allomancers; contains no metal
Brass knuckles	An easily-concealed weapon for those who love fisticuffs
Crossbow and obsidian arrows *	Mechanical bow with improved range; contains no metal
Club or staff	A simple weapon used in desperation; contains no metal
Disguised gun	A tiny gun that can be built into a cane, umbrella, or other item
Dueling cane	A cane carried for defense and duels; contains no metal



PROPS (CONTINUED)

Item	Description
Dynamite (1 stick)	An explosive used for demolition; contains no metal
Cohnvave Two-Shot	A tiny pistol that fits up a sleeve or in a purse
Granger 30-30 rifle	A single-shot rifle accurate at long ranges
Hammer *	A heavy working man's hammer
Heispel Autoloader *	A self-loading pistol with a large magazine
Heispel Pump Shotgun	A cutting-edge pump-action shotgun
Hunting knife	An extremely large steel knife
Immerling 44 revolver	A six-shooter with high stopping power but short range
Immerling Multi-Shot rifle	A lever-action repeating rifle that holds eight rounds
Koloss arquebus †	A simple but effective rifle favored by some koloss
Koloss blade * †	A large iron chopping blade prized by koloss and koloss-blooded
Koloss cleaver †	Smaller version of the koloss blade
Lasso	Loop of rope used to disarm or grapple cattle or opponents
Obsidian hatchet	A small axe used as both a tool and a weapon; contains no metal
Obsidian knife	A weapon favored by assassins; contains no metal
Obsidian spear	Unwieldy weapon used by many Survivorists; contains no metal
Riesfel shotgun	A commonly available double-barreled shotgun
Sterrion 36 revolver	An efficient, reliable gun with excellent range and stopping power
Terringul 27 revolver	A small-caliber six-shooter that's easy to carry with decent range

Armor and Shields

Aluminum-laced clothing *	Items hidden inside can't be detected by Allomancy
Aluminum-laced hat *	Wearer can't be affected by Brass or Zinc Allomancy
Bulletproof vest	Leather vest woven with pads and metal plates
Large metal shield *	Used by strike-busters and constables
Large wooden shield *	Dense shield favored by Lurchers; contains no metal
Leather duster	A long, heavy leather coat worn by lawkeepers and bandits
Lurcher plate *	A metal chest plate used by Lurchers for catching bullets
Mistcoat	Symbol of Twinborn, which helps conceal them in the mists
Small wooden shield	Sturdy hand-held shield used by Allomancers and koloss; contains no metal

PROPS (CONTINUED)

Item	Description
<i>Animals, Mounts, & Vehicles</i>	
Pack animal	Rugged donkey, mule, or goat for moving supplies
Pet or small working animal	Cat, bloodhound, or similar animal
Cart or wagon	Two-wheeled cart used to haul passengers or cargo
Horse	A common transport in the Roughts, or a luxury in Elendel
Horse & carriage *	An enclosed four-person vehicle used across Scadrial
Horseless carriage *	A state-of-the-art mechanical conveyance powered by gasoline
Rail pass	Books passage for rail travel anywhere in the world
<i>Tools</i>	
Aluminum ingot	Required to make Aluminum guns or rounds, which can't be affected by Allomancy
Bottle of wine/rotgut	Popular with roughnecks and bon vivants from all walks of life
Coinshot/Lurcher lock	Can only be opened vial Steel or Iron Allomancy
Craftsman's tools	Supports one occupation (e.g., carpentry, metallurgy, etc.)
Deck of cards	A gambler's best friend and useful for cheating
Disguise	Helpful when concealing or impersonating one person's identity
Formal clothing or jewelry	Useful when blending into high society events
Glider coat *	Enables limited flight for Coinshots, Lurchers, and Skimmers
Gunsmith's workshop	Array of tools for producing guns and ammunition
Holy book or symbol	Sign of one's commitment to a faith, such as a Survivorist spear or Pathist earring
Hunter's traps	Snares and other traps useful for catching small game
Lockpicks	Useful when picking locks
Medical supplies	Useful for treating wounds and during certain mental conflicts
Pen and blank book	Vital tools for a novelist or journalist
Photographic equipment	Used to take and develop photographs
Pocketwatch	A small timepiece that keeps good time
Prospector's gear	Picks, pans, and other gear for mining or dredging metals
Rope and grapple	Helpful when climbing, crossing gaps, or binding someone
Snake oil	Convincing-looking "miracle tonic" for sale to suckers
Sound dampeners *	Long tubes that muffle the report of a pistol or rifle
Survival gear	Backpack, compass, and other gear for surviving in the Roughts

PROPS (CONTINUED)

Item	Description
<i>Implements</i>	
Bones (1 set)	Allows kandra to imitate one specific person or animal
Coppers, horseshoes, or iron bars	Metal objects used by Coinshots for Steeljumping or as weapons
Metalminds (3, average)	3 bracer or necklace-sized metalminds that hold 100 charges each
Metalminds (2, large) *	2 larger metalminds that hold 200 charges each
Metalminds (4, tiny)	4 ring-sized metalminds that hold 25 charges each
Ornate metalmind *	Single average-size metalmind that also counts as Formal Jewelry
Misting vial/pouch	Contains 3 charges of a single metal
Twinborn's kit	Includes a single average-sized metalmind that holds 100 charges, and one Misting vial containing 3 charges of a single metal

* This item counts as two Props

† Only koloss and koloss-blooded characters make take this as a Prop

CREATE A BACKSTORY (OPTIONAL)

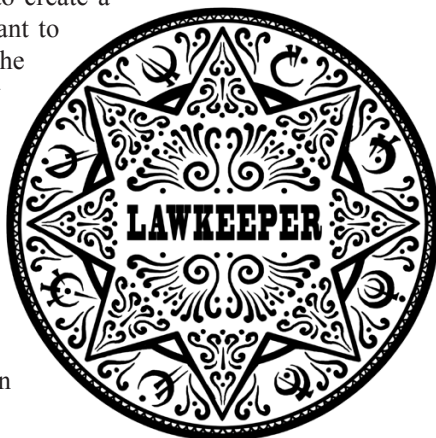
Finally, it may help you to put together a brief narrative tying all your choices together. You can, of course, flesh out your character's background as you play, but a good backstory can really help cement his or her place in the world and the ongoing story.

Your backstory doesn't have to be long, or even scripted in any particular fashion — it could just be several independent notes, each no longer than a few words — but some players find it easier to get into the game when they know more about the role they'll be filling.

Some example backstories are provided for the sample characters on pages 48–62. These are a bit on the long side for starting Heroes, written to illustrate some of what's possible and to create a more cohesive sample Crew for those who want to get started right away (plus they look nice on the printed page). Your character's backstory may be shorter or longer than this, and will likely grow over time, but there's no "right" length or depth at any point.

If you aren't sure where to start with your backstory, consider answering a few more questions:

- How did your character's Drive, Tragedy, or perceived Destiny lead him or her to join the Crew?



- How might you explain your character's strengths and weaknesses through story?
- Does your character have family, close friends, or a lover? Who are they?
- What does your character do in his or her free time, while away from the Crew?

Whatever backstory you come up with, make a copy and give it to the Narrator for his or her reference as the story unfolds. That way your character's unique details can become part of the broader narrative, which is one of the most fulfilling experiences in a roleplaying game.

Unsure where you might want to take your backstory? No problem. Jot down some ideas and keep them to yourself. Just be sure not to reveal them until you're ready, as anything committed to the ongoing communal story becomes true fact — unless of course it's a lie, or a misperception, or it leads to an unexpected secret. There's always another secret...



3

IMPROVING ALLOY HEROES



Just as Wax grew from a rebellious young nobleman into the Roughs-famous lawkeeper Waxillium Dawnshot, Wayne discovered he was not only a Blood-maker Ferring but also a Slider Misting, or Marasi graduated from naïve student to accomplished young adventuress, so too will your **Alloy of Law** Hero grow and change over his or her career.

Advancements in **Alloy of Law** stories are earned and spent exactly as described on pages 116–122 of the *Mistborn Adventure Game* rulebook. However, the improvements available to Heroes are significantly different: new metals (and the corresponding powers) have been discovered; the secrets of Hemalurgy have become even more obscured by time; new technologies have come to the fore, followed closely by the skills to use them; the Mistborn no longer exist, but Twinborn and Ferrings do.

ALLOY OF LAW ADVANCEMENTS

In the era of *The Alloy of Law*, there are several new types of improvements that players can purchase for their Heroes. All available improvements are listed in this chapter; the following table replaces the one found on page 122 of the *Mistborn Adventure Game* rulebook.



ALLOY OF LAW ADVANCEMENTS

Improvement	Cost	Description
Change a Trait	2	Replace an existing Trait with a new one (of the same type if the old Trait is your Hero's Drive, Profession, Specialty, Feature, or Personality)
Gain a new Stunt	4	Add a gunplay or gunsmithing Stunt to any character; an Allomancy or Allomantic shot Stunt to an Allomancer; a Feruchemical shot Stunt to a Feruchemist; a koloss-blooded Stunt to a koloss-blooded character; a Twinborn Stunt to a Twinborn; or a Compounding Stunt to a Twinborn who can use the same metal for both Allomancy and Feruchemy.
Gain a new Trait	4	Add a new Trait to your Hero
Increase one Attribute	5	Increase your Hero's Physique, Charm, or Wits by 1 die (maximum 6 dice)
Increase one Standing	5	Increase your Hero's Influence, Resources, or Spirit by 1 die (maximum 10 dice)
Recover from a Mortal Burden	6	Ease one Mortal Burden to Grave
Increase Power rating	6	(Allomancers and Feruchemists only) Increase your Hero's Allomancy rating with 1 metal by 1 (maximum 10), or your Hero's Feruchemy rating with 1 metal by 1 (maximum 10)
Become a Misting savant	10	(Mistings with Allomancy rating 7+ only) Add the Savant ability for your Hero's metal
Snap into a Misting	10	(Humans or koloss-blooded without Powers only) Become a Misting with an Allomancy rating of 4 in one metal
Become a Ferring	10	(Humans or koloss-blooded without Powers only) Become a Ferring with a Feruchemy rating of 4 in one metal
Become a Twinborn	15	(Humans or koloss-blooded with Allomancy or Feruchemy only) Gain the ability to use Allomancy or Feruchemy (whichever the character does not already possess) with a rating of 3 in one metal.
Gain a Hemalurgic spike	Varies	Add a Hemalurgic spike and its Power or benefits, plus its drawbacks

As in the *Mistborn Adventure Game* rulebook, you may make one (and only one) improvement to your character during each Long Breather. The Narrator must approve any improvement before you can add it to your Hero, but once he or she does you can simply erase a number of Advancement ticks equal to its cost and add the improvement to your character sheet. Keep reading for instructions when adding each improvement.



USING ADVANCEMENTS FROM OTHER MISTBORN SUPPLEMENTS

Alloy of Law isn't the only supplemental book for the *Mistborn Adventure Game* — as time passes, more supplements will become available which will also add new options for your Hero. The good news is very little is truly “gone” from Scadrial after Harmony’s remaking of the world, and character options from the time of the Lord Ruler could likely survive into the modern day...if they make sense for your character and story, of course.

For example, *Terris: Wrought of Copper* contains a number of Advancements, including Stunts and Networks, which are designated as “Terris only.” Characters who have Feruchemical ability (which derives from the Terrisfolk), who chose Terris as their race, or whose background ties to Terris culture could all feasibly choose from these Stunts because of close ties or genetic traits they share with the Terrismen of old, provided the Narrator approves. The Networks (which tie to the Terris Synod and Resistance), on the other hand, have little pertinence in *The Alloy of Law* era, and so likely would be excluded by the Narrator.

Example: Parnell has earned 9 Advancements during the course of the Crew’s story, and now that the Heroes have finally reached a Long Breather, Filamena can spend some of those Advancements. She looks over the table and decides Parnell’s recent experiences scrapping with bad alloys would have toughened him up a bit. Filamena chooses the Dense Muscle koloss-blooded Stunt for Parnell, which Brandon okays, and erases 4 Advancements from her character sheet, leaving her with 5 remaining. Filamena is also interested in getting Parnell some more Physique to make him even stronger, but she’s already made one improvement to the young koloss-blooded and will have to wait until the next Long Breather to purchase it.

NEW ADVANCEMENTS

New Advancements available to **Alloy of Law** Heroes are found below. Any Advancements not specifically covered here are identical to those found in the *Mistborn Adventure Game* rulebook (see pages 124–130).

4 ADVANCEMENTS

Gain a New Stunt: Your Hero continues to test ways of using his or her skills or magic, learning new tricks and subtleties of their use. You may choose from eight types of Stunts, which are available to your Hero based on his or her Powers, race, and other aspects:

- Choose a new gunplay Stunt and record it in the Powers section of your character sheet (see page 136).

- Choose a new gunsmithing Stunt and record it in the Powers section of your character sheet (*see page 138*).
- (Allomancers) Choose a new Allomancy Stunt for the metal you can use and record it in the Powers section of your character sheet (*see page 161 and Book 2 of the Mistborn Adventure Game*).
- (Allomancers) Choose a new Allomantic shot Stunt for the metal you can use and record it in the Powers section of your character sheet (*see page 164*).
- (Feruchemists) Choose a new Feruchemical shot Stunt for the metal you can use and record it in the Powers section of your character sheet (*see page 171*).
- (Koloss-blooded) Choose a new koloss-blooded Stunt and record it in the Powers section of your character sheet (*see page 150*).
- (Compounder Twinborn) Choose a new Compounding Stunt you can use and record it in the Powers section of your character sheet (*see page 183*).



If your Hero has multiple Powers (e.g., he or she is a Twinborn), you may choose Stunts for any metals he or she can use, though this must be done separately (at a cost of 4 Advancements for each). You should record different types of Stunts on separate lines to keep them straight.

Example: As a Twinborn bounty hunter with Brass Allomancy and Bronze Feruchemy, Grinnel can choose from gunplay, gunsmithing, Brass Allomancy, Brass Allomantic shot, and Bronze Feruchemical shot Stunts. Meanwhile, Enid, a human with no Powers, may only select from gunplay or gunsmithing Stunts.

10 ADVANCEMENTS

Become a Ferring (humans and koloss-blooded without Powers only):

Through self-discipline and reflection, your Hero discovers he or she can use the ancient art of Feruchemy. Add a Feruchemy rating of 4 with a single metal to the Powers section of your character sheet. Your Hero is now a Ferring and may improve his or her Feruchemy rating and learn Stunts like any other Ferrings (though not until the next Long Breather).

This is one of the rarest improvements a character can obtain, and the Narrator isn't likely to approve it unless you justify it with a supporting story that has a dramatic impact on your Hero (above and beyond developing a Feruchemical ability). The Narrator may even ask that you hold off until a Long Breather after such a story occurs, or until you can plausibly introduce one "off screen."

In any case, you should never take becoming a Ferring in stride; your Hero isn't likely to be quite the same after such an experience, and the discovery of this ability can substantially change his or her life and how he or she interacts with the world. For example, if your Hero gains the ability to use one of the four Spiritual metals (Chromium, Nicrosil, Aluminum, & Duralumin), he or she may be contacted by the local leaders of the Terris community, who are both very interested in these abilities, and also invested in keeping knowledge of these abilities from becoming too widespread.

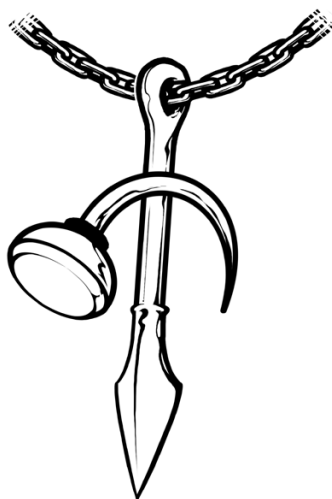


15 ADVANCEMENTS

Become a Twinborn (humans with Allomancy or Feruchemy only): If the character is already a Misting, add a Feruchemy rating of 3 with a single metal to the Powers section of your character sheet. If the character is already a Ferring, add an Allomancy rating of 3 with a single metal to the Powers section of your character sheet. Your character is now a Twinborn and may improve his or her new power and learn Stunts like any other Twinborn (though not until the next Long Breather).

If your new Power uses the same metal as your existing one (for example, if you have Gold Allomancy and use this improvement to gain Gold Feruchemy), you are a Compounder, which allows you to perform Compounding, and purchase Compounding Stunts (*see page 177*).

Becoming a Twinborn is perhaps the rarest and most powerful improvement a character can obtain in **Alloy of Law**, and the Narrator isn't likely to approve it unless you justify it with a supporting story that has a dramatic impact on your Hero (above and beyond becoming a Twinborn). These circumstances depend on the power the Hero wishes to develop: typically, a character who is already an Allomancer must spend time developing the same discipline and reflection that someone without Powers must perform to become a Ferring, while a character who is already a Ferring must suffer a moment of great turmoil or trauma to Snap an Allomantic ability. The Narrator may even ask that you hold off until a Long Breather after such a story occurs, or until you can plausibly introduce one "off screen."



4

TECHNOLOGY



The updated technology of *The Alloy of Law* era provides Heroes a bevy of new options and surprises, including guns, customizable weapons, horseless carriages, aluminum armor, new Implements, and all manner of other gizmos. Let's start with a quick overview of technology in this world and how it affects the culture.

NEW TECHNOLOGIES OF THE ALLOY ERA

Technology in *The Alloy of Law* roughly matches that of Europe and North America in the late 19th and very early 20th century, but with a few twists. However, the prevalence of the Metallic Arts — and the advanced understanding of mining, metallurgy, and engineering that result — also mean Scadrian technology has developed in unusual and sometimes outlandish ways as a reminder that this world is still very different from our own.

TRANSPORTATION

Advances in mass transportation have facilitated all manner of cultural change in the modern day. During the Final Empire, transportation of people and cargo from one city to the next took weeks, sometimes months, as it was limited to horse-drawn carriage or canal barge (when it was allowed at all). The advent of the railroad has changed all that by freeing mass transit from the limitations of the waterways and what animals can pull and replacing them with the vastly quicker, more efficient, and more powerful steam locomotive. Now, competition of multiple rail companies means nearly anyone can travel from one end of the Basin to the other in just a matter of days. Likewise, the availability of cargo trains allows



merchants to sell their goods to nearly any customer within the Basin, radically increasing trade and business opportunities. Outside the Basin, train deliveries are still a vital service to settlers and frontiersfolk in the Roughts — and a prime target for bandits and ne'er-do-wells looking for an easy score.

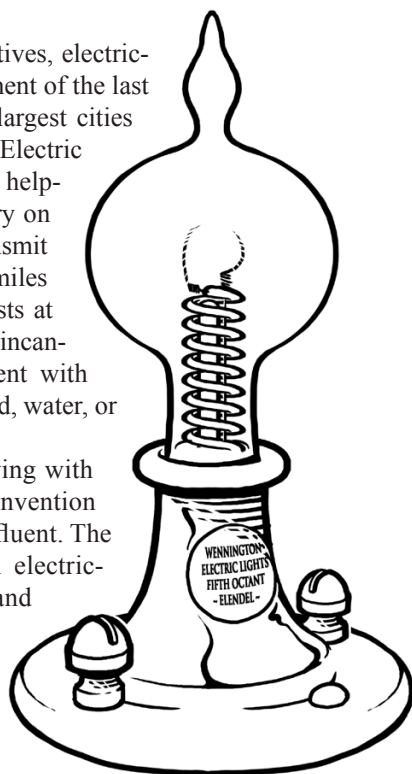
But rail has not completely displaced older, more traditional means of transportation. The canal system pioneered by the Lord Ruler was preserved and improved upon by Harmony during his Ascension, with Elendel as its hub. Canal barges provide a cheaper, though slower and less efficient, alternative to rail transit, making it a favorite of large companies and merchants dealing in heavy or durable goods. Travel by canal is largely out of favor nowadays, thanks to its slow pace, but fugitives and wanderers find it to be a pleasantly circuitous way to their destination. A few wealthy folk even ply the canals using small skiffs or private boats, finding water travel to be a peaceful and quaint alternative to the ruckus and racket of locomotives.

Personal methods of transportation have changed little from the Lord Ruler's day. Horses remain the go-to means of getting from here to there, whether mounted or pulling carriages in teams. In recent years, early models of automobiles and horseless carriages have begun to appear in Elendel and other larger towns in the Basin, but their high price tags and tendency to break down ensure they remain playthings for the rich.

ELECTRICITY

Besides the advent of steam-drive locomotives, electricity is the single biggest technological advancement of the last 300 years. In less than a decade, the Basin's largest cities have been transformed in remarkable ways. Electric street lamps burn through all hours of the night, helping businessmen, entertainers and laborers carry on their business after dark. Telegraph lines transmit news and correspondence across hundreds of miles in an instant. Wealthy noblemen entertain guests at balls and social affairs, bathed in the glow of incandescent bulbs. Innovative industries experiment with electrical machinery, replacing centuries of wind, water, or muscle power in one fell swoop.

Many of Scadrial's best engineers are toying with the possibilities of electricity, leading to the invention of many new costly gadgets to appeal to the affluent. The most daring have begun experimenting with electricity and Feruchemy, seeking ways to record and perhaps transmit the information stored in metalminds via some sort of electrical device. Though still in comparative infancy, the possibilities of electrical power generate great excitement.





CLOCKWORK

With electricity still spreading and improving, the Basin continues to employ many clockwork devices: timepieces, drawbridges, astronomical equipment, music boxes, phonographs, and even primitive analytical engines used to make calculations. A small number of such devices existed in the Lord Ruler's time, but the nobility and Steel Ministry closely guarded their secrets. Today, they're sold at every corner bazaar, and are being combined with electrical and steam-powered devices in ways that surprise even their inventors.

METALLURGY

Magic — and the metal fueling it — is an integral part of everyday life, so the people of Scadrial have developed technologies for mining, refining, and minting metal that are far more advanced than our world at a similar period of development. Metallurgy is one of the world's top scientific pursuits, and industrialists, banks, mines, and criminal kingpins regularly employ skilled metallurgists to push the barriers of knowledge, searching for new and profitable alloys.

Advances in metallurgic science have greatly increased the availability of pure metals. Many of Elendel's largest and most successful factories work day and night manufacturing vast quantities of high-purity copper, steel, iron, and other common metals to meet the demand for implements necessary for the Metallic Arts. Recently, the increasing availability of cheap mass-produced metal-minds and commercially-available "Misting Tonics" have made it possible for even the lowest-born Misting or Ferring to explore and develop their Powers.

GUNS AND OTHER WEAPONS

The Steel Ministry suppressed knowledge of gunpowder and explosives during the days of the Final Empire, but by the time of *The Alloy of Law*, that knowledge has spread far and wide. The fundamentals of firearms were perfected over a century ago, and nearly all guns include features like iron sights, rifling, and jacketed ammunition. Revolvers and repeating rifles are commonplace, as is dynamite and other common forms of explosives (employed mainly in mining and demolition). Self-loading pistols, rotary guns (similar to Gatling guns), and pump-action shotguns have also appeared, though they're all generally too expensive or experimental to have reached the hands of the public just yet.

These familiar weapons have different considerations in a world where Allomancy and Feruchemy exist, however. A Bloodmaker Ferring who can shrug off gunfire, a Coinshot who can deflect metal bullets, or a Lurcher who can tear a gun from a shooter's hand eliminate the advantages of firearms very quickly. These considerations have led to a particular sort of arms race, with Allomancers practicing their abilities against shootists and gunsmiths working furiously to create new weapons that counteract a target's abilities. Innovations include:

- Aluminum weapons, invisible to Allomantic detection as well as the abilities of Lurchers and Coinshots



- Aluminum armor and clothing, which thwarts emotional Allomancy and physical Pushing and Pulling
- Ceramic bullets and similar “Hazekiller” ammunition specifically purposed to thwart Allomantic defenses
- Shotgun shells and large caliber bullets designed to take down physically-enhanced Ferrings, Mistings, and koloss-blooded warriors
- Compound crossbows with obsidian bolts, which improve upon the ancient bow with longer range and faster reloading speed for taking out targets with magically-enhanced senses

Beyond handguns, melee weapons are extremely common in *The Alloy of Law* era, in no small part because they remain an inexpensive and effective defense against foes with Allomantic and Feruchemical abilities. Dueling canes remain a fashionable accessory among both the nobility and *nouveau riche*, and more recently aluminum-laced swords have begun appearing on the hips of flashy bandits and duelists. Mass-produced glass weapons, coming in the form of hatchets and machetes in addition to traditional knives, are cheap enough that most Allomancer-fearing folk can afford one.

ALLOY OF LAW EQUIPMENT

The following sections describe some of the items available to heroes in *The Alloy of Law* era, and include the particulars for using new equipment in your game. Especially interesting items like guns or horseless carriages have descriptions, but basic items like hammers or bottles of wine are self-explanatory. Equipment not specifically described here works exactly as it does in *The Mistborn Adventure Game* rulebook.

FIREARMS

Once suppressed by the Lord Ruler, firearms are the most noteworthy and popular weapons of the present day. There are literally dozens of different manufacturers and gunsmiths producing hundreds of models sold throughout Scadrial; the weapons listed below are just the most well-known brands and models.

In game terms, firearms are considered ranged weapons. They also feature a new statistic — **Capacity** — which indicates how many times the weapon can be fired before Reloading (*see page 136*). Firearms can also be customized with new options and special ammunition (*see page 116*), and are subject to a handful of new rules and Stunts relating to their use and manufacture. You can learn more about these special rules in Chapter 5: Guns and Gunplay, starting on page 133.

Cohnvave Two-Shot: These tiny pistols are designed to fit into a coat sleeve or purse, and be drawn at a moment’s notice. They lack both range and firepower, but their speed and concealability make them excellent “last-ditch” weapons.

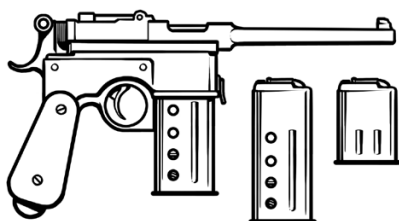
Disguised Gun: This small, simple, single-shot gun is built into a cane, umbrella, carpetbag, or other mundane item, making it the ideal weapon for an

assassin. However, a disguised gun's ungainly construction makes it difficult to use properly; it cannot be Aimed (*see page 133*) and all attacks with this weapon suffer a 1 die penalty, as if the weapon is an inferior Tool (*see the Mistborn Adventure Game, page 142*). The cost of a disguised gun includes a simple object like an umbrella, but not a more complicated or useful object like photographic equipment, or another weapon such as a koloss sword.

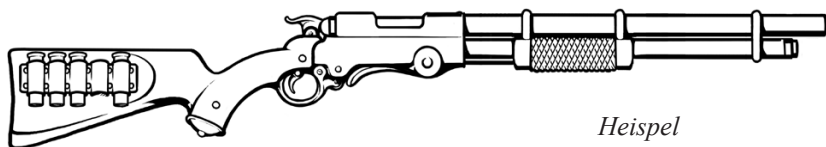
Granger 30-30 Rifle: These common single-shot rifles benefit from extremely long range and high accuracy, but take time to reload. This latter feature means they are quickly falling out of favor for multi-shot rifles, but some sharpshooters maintain that the Granger's greater accuracy is worth the inconvenience.

Heispel Autoloader: The Heispel's cutting-edge design replaces the traditional cylinder of a revolver with a box magazine, greatly increasing its capacity without requiring use of smaller rounds. These upsides are offset by the autoloader's tendency to jam when dirty and its high price tag.

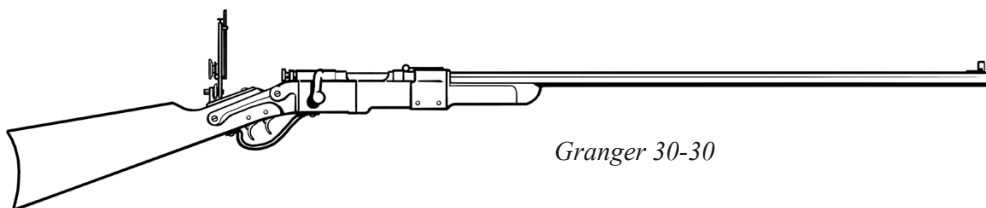
Heispel Pump Shotgun: The pinnacle of shotgun technology, this firearm replaces the traditional break-action of older style shotguns like the Riesfel with a sliding "pump" which ejects a spent shell and loads another from the 8-round tube magazine. Some custom models rack another round on both the forward and reverse motion, to allow creative Allomancers to reload "hands free" by Pushing or Pulling on the slide.



*Heispel
Autoloader*



*Heispel
Pump Shotgun*



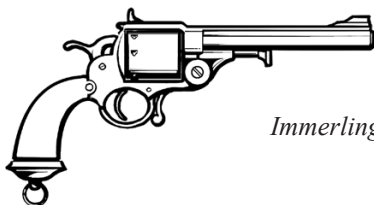
Granger 30-30



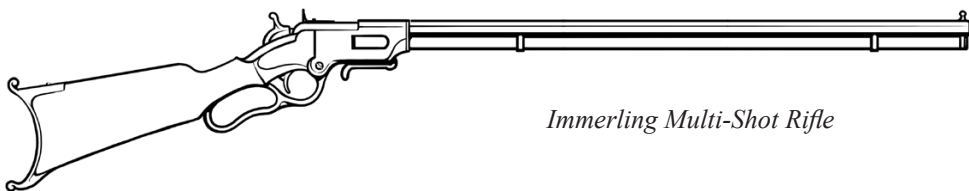
Immerling 44 Revolver: Immerling’s “thunder-handed” pistol boasts the largest caliber of any mass-produced revolver on the market, at the expense of capacity. The gun’s heavy recoil makes it harder to wield (they’re rarely used in pairs), but it makes up for its handling in stopping power and general intimidation. Pewterarms tend to use Immerlings to the exclusion of other pistols, since their great strength can handle the kick more readily.

Immerling Multi-Shot Rifle: The Immerling Multi-Shot is a lever-action repeating rifle, with a cylindrical magazine of eight rounds running below the barrel. Loading the weapon requires the shooter to simply swing the lever forward, ejecting the empty cartridge and loading the next. The high capacity and rate of fire means Immerlings are rapidly replacing single-shot rifles as the go-to weapon for denizens of the Roughts.

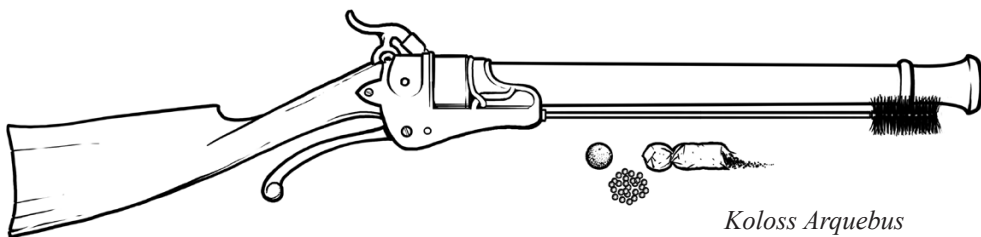
Koloss Arquebus: While most koloss and koloss-blooded prefer a blade to “dishonorable” weapons such as firearms, some more progressive tribes have adopted the rugged arquebus as an alternative to bow & arrows. The weapon’s simplicity and use of gunpowder rather than cartridges allows the shooter to substitute improvised “shot” such as rocks, scrap metal, and flint for standard lead ball ammunition in a pinch.



Immerling 44



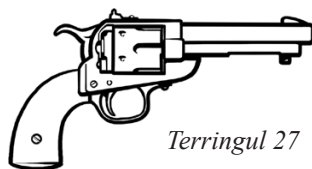
Immerling Multi-Shot Rifle



Koloss Arquebus



Sterrion 36



Terringul 27

Riesfel Shotgun: The Riesfel is typical of the wide array of break-action shotguns available on the market. It features two barrels, side by side, firing 10-gauge shot pellets courtesy of dual action triggers that let the user shoot one barrel at a time, or both at once. When empty, the gun must be “broken” open by turning down and emptying the barrels before firing again. Some shooters — particularly criminals — have taken to sawing off the barrels, which decreases the range but makes the shotgun much easier to conceal (*an example of the Small customization — see page 119*).

Rotary Gun: Rotary guns, predecessors of the machine gun of Earth, use hand-cranked rotating chambers to fire a large number of bullets very quickly — so fast, in fact, that they fire bursts of bullets called “salvos” rather than individual shots. This large and bulky weapon is either mounted on wheels, on the deck of a ship, or in some similar permanent emplacement. Effective use of a rotary gun requires a crew of three people: one to crank, another to reload, and a third to aim. See “Firing a Rotary Gun” on page 134 for rules about using this weapon.

Sterrion 36 Revolver: Lurcher engineer Ranette Sterrion has established the new standard for revolvers with the Sterrion 36, a six-shot, .36-caliber pistol with excellent range and stopping power. Each Sterrion is hand-made and difficult to find outside of Elendel, but their exceptional efficiency and reliability ensures they remain equally popular with gunslingers in the Roughs and many Elendel constables.

Terringul 27 Revolver: The Terringul revolver lacks the Sterrion’s reputation, as well as its punch, due to a smaller caliber and less-meticulous construction. It is still used because many shooters find the Terringul is much easier to conceal, and can be drawn and fired much more quickly than the bulkier Sterrion. Like the Sterrion 36, this revolver holds six rounds in the chamber.

FIREARMS

Item	Props	Difficulty	Damage	Capacity	Min/Max Range
Cohnvave Two-Shot	1	1*	+1	2 shots	Touch/Close
Disguised gun	1	2*	+1	1 shot	Touch/Close
Granger 30-30 rifle	1	2	+3	1 shot	Close/Extreme
Heispel Autoloader	2	3*	+2	12 shots	Close/Medium
Heispel Pump shotgun	1	2*	+2	8 shots	Close/Medium

FIREARMS (CONTINUED)

Item	Props	Difficulty	Damage	Capacity	Min/Max Range
Immerling 44 revolver	1	2	+2	4 shots	Close/Medium
Immerling Multi-Shot rifle	1	3	+3	8 shots	Close/Long
Koloss arquebus †	1	2	+3	1 shot	Close/Medium
Riesfel shotgun	1	1	+2	2 shots	Close/Medium
Rotary gun	N/A	4*	+4	10 salvos	Close/Long
Sterrior 36 revolver	1	2*	+2	6 shots	Close/Medium
Terringul 27 revolver	1	1	+1	6 shots	Close/Medium

* These weapons are harder to find in the Roughs, where the Difficulty to buy them increases by 1.

† Only koloss-blooded and koloss can take koloss weapons as Props.

CUSTOMIZED FIREARMS

Gunsmiths can customize firearms to improve their aim, range, the amount of ammunition they can hold, and many other features. Some especially rare and prized customizations are made for metalborn shooters, such as metalmind grips or Allomancer locks.

A firearm can have **up to three** of the options listed below. Each option chosen increases the Difficulty of purchasing the weapon and the number of Props the weapon counts as. Each of these increases is cumulative with all others. Many customized gun options also have a minimum Difficulty — **the Difficulty of purchasing a customized weapon is equal to the base Difficulty of the weapon +1 per customization, or the highest Difficulty of all customizations, whichever is higher.**

Example: David thinks it's fitting that his gunsmith, Enid, would have a customized pistol as one of her Props. He starts with a Sterrior 36 (1 Prop, Difficulty 2), and then adds Invarian Chambers (+1 Prop, +1 Difficulty with a minimum Difficulty 3). The modified Sterrior counts as 2 Props and has a Difficulty of 3 — Difficulty 2 +1 is 3, which also happens to equal the minimum Difficulty for the customization.

If David chose to instead add an Aluminum Frame customization (+1 Prop, +1 Difficulty with a minimum Difficulty 4), the aluminum Sterrior would count as 2 of Enid's Props, and would have a Difficulty of 4 (Difficulty 2 + 1 from Aluminum Frame customization, but increased to 4 by the minimum Difficulty on that customization).

If David added both the Invarian Chambers and Aluminum Frame customizations to the Sterrior, it would count as 3 Props and have a Difficulty of 4 (Difficulty 2 for the Sterrior +1 for Aluminum Frame +1 for Invarian Chambers equals 4 — enough to ignore the minimum Difficulty of both customizations).



ON ALUMINUM

One of Scadrial's greatest treasures during *The Alloy of Law* era isn't gold, or silver, or even the long-lost cache of atium, but rather a metal we take for granted in our own world — aluminum.

Aluminum's true value is rooted in the fact that the metal can be used to make an object Allomantically inert. Allomancy can't affect items made of these aluminum alloys; thus, Lurchers and Coinshots can't Pull or Push any item made from aluminum (including guns and bullets), making an aluminum sword or bullet a deadly counter to these Allomancers. Likewise, Allomancy cannot penetrate these aluminum alloys — when worn close to the body, an aluminum skullcap or foil lining can block emotional Allomancy, rendering Rioting or Soothing completely worthless. Fortunately for most Allomancers, aluminum items are hard to make and expensive to produce, especially in large quantities, but many Mistings fear a future where mass-production of aluminum becomes a reality.

Though aluminum ore isn't uncommon, refining it is time consuming, difficult, and requires specialized equipment. As a result, aluminum is somewhat rarer and more expensive than gold, leading metallurgists to find new ways to stretch the supply. What most Scadrians refer to as "aluminum" items are usually in fact made from an alloy of aluminum and scandium (also known as ekeboron) or other metal. While use of alloyed aluminum rarely impacts the performance of items, it's happened that a shooter whips out his "authentic aluminum" pistol only to find its unscrupulous creator's blend was a little too light on aluminum... to his great distress.

Note that customized guns aren't always available to every Hero — these weapons take great time and skill to create, something that many gunsmiths simply lack. Before adding customizations to your weapons, check with the Narrator to see what customizations are available to your character. Fortunately, a Hero can avoid many of the complications of getting specialized weapons by making their own using the gunsmithing rules (*see page 138*).

Allomancer Holdout: The grip of this weapon conceals a tiny, hidden chamber just big enough to hold a single charge of one metal of the owner's choice (as used by Allomancer Jak in the opening fiction to this book). Discovering the compartment is quite difficult, requiring the searcher to succeed on a Wits 4 Challenge to notice it if they are not aware. Retrieving the charge from the compartment is an action, and after it is used, the charge of metal is replenished during the next Long Breather.

Allomancer Safety: A concealed metal mechanism within the gun acts as a hidden safety which can only be tripped by Lurchers or Coinshots. The safety is





automatically set and the gun cannot be fired unless the wielder first succeeds on a Difficulty 3 roll using the appropriate form of Allomancy (Steel 3 for Coinshot safeties, or Iron 3 for Lurcher safeties). Designate which type of safety this is when this customization is purchased or chosen as a Prop. Disarming an Allomancer safety is not considered an action, and once disarmed, the wielder does not need to roll again unless he or she drops or puts the weapon away.

Aluminum Frame: Weapons made of aluminum alloys are both rare and highly useful, thanks to their Allomantically inert state. Aluminum guns are also much lighter than other weapons, making them easier to carry and conceal, at the cost of range and stopping power. Weapons with this customization cannot be detected or affected by Allomancy (including Allomantic Steelpushes or Ironpulls). When this customization is applied to a weapon chosen as a Prop, these qualities also apply to the gun's ammunition. Guns with this customization have their Range reduced by one (minimum Close), and their damage reduced by 1 (minimum +1). Creating an Aluminum Frame requires a great deal of the metal, so the character must have an aluminum ingot in order to add this customization through gunsmithing (*see page 138*).

Extra Capacity: Cannot be applied to disguised guns or guns with the Aluminum Frame customization. The weapon is made from high quality metal that allows the gunsmith to use less material without making the gun too bulky, increasing the weapon's Capacity by 2.

Hair Trigger: The trigger of this gun is very sensitive, giving the shooter a slight advantage when speed is of the essence. When a character's declared action during a Conflict is an attack with this weapon, his or her attack occurs in Step 2 of this Round as if his or her dice pool were 2 dice larger (e.g., if Grinnel has 4 dice for an attack with a pistol with a Hair Trigger, he would act in Step 2 as if he had 6 dice in his pool) (*see the Mistborn Adventure Game, page 179*).

Invarian Chambers: Revolvers only. This modification adds 2 "locked" chambers to the revolver's cylinder, which can be switched at will by flipping a release at the base of the cylinder. This allows the shooter to keep 2 types of ammunition in the same weapon without reloading (such as normal rounds in the main chamber and Hazekiller rounds in the Invarians). However, reloading each set of chambers requires a different Reload action (thus taking 2 Reloads to load both the main and Invarian Chambers — *see page 136*).

Long Range: This gun has a longer barrel and improved rifling to allow it to fire one Range band further, to a maximum of Extreme.

Magnum Force: This gun is designed to use ammunition that contains extra gunpowder and heavier bullets, and inflicts +1 additional damage. However, weaker shooters have a hard time coping with this weapon's massive kick; when a shooter with a Physique of 4 or less attacks with this weapon, his or her pool shrinks by 1 die.

Metalmind Grip: The metal core of this gun's handgrip is made of a pure metal that can be used as a metalmind. Choose a single Feruchemical metal; this weapon is considered a metalmind of that type which can hold up to 25 charges.

Perfect Balance: This gun is finely honed and carefully modified so that the shooter can easily make trick shots. If a character has Aimed (*see page 133*),



he or she needs 1 less Nudge to succeed with a Called Shot (*see the Mistborn Adventure Game, page 201*).

Small: Cannot be applied to guns with the Long Range or Magnum Force customizations. This gun is constructed in a way that allows it to be somewhat smaller than other weapons of its type — its barrel may be shortened, or its thickness reduced to conceal the tell-tale bulge of a gun tucked into a pocket, belt, or sleeve. The weapon gains the “Concealable” Trait which the user may benefit from when hiding or concealing the gun.

Tinsights: This weapon has exceedingly well-aligned telescopic sights. A character who Aims the weapon reduces the Difficulty of the aimed shot, or the final Result of any rolls to defend against this attack, by an additional 1 (for a total of 2 in most cases), to a minimum Difficulty of 1. This customization cannot be combined with the Fast Aiming gunplay Stunt.

CUSTOMIZED FIREARMS

Item	Props	Difficulty*	Description
Allomancer Holdout	+1	2 or +1	Grip conceals chamber with 1 charge of a single metal; requires Wits 4 Challenge to discover
Allomancer Safety	+1	3 or +1	Gun is locked until the user succeeds on a Steel 3 or Iron 3 Challenge
Aluminum Frame	+1	4 or +1	Can't be affected or detected by Allomancy, -1 damage (min +1) and max range reduced by one (minimum Close)
Extra Capacity	+1	3 or +1	Capacity increased by 2 shots; can't be applied to disguised guns or aluminum guns
Hair Trigger	+1	2 or +1	When attacking with this gun, act as though your pool is 2 dice larger during Step 2 of a Conflict Round
Invarian Chambers	+1	3 or +1	Revolvers only; +2 Capacity, may be loaded with different ammunition, Reloading each set of chambers is a separate action
Long Range	+1	2 or +1	Maximum Range is increased by one (max Extreme)
Magnum Force	+1	3 or +1	+1 damage; a character with a Physique of 4 or lower loses 1 die when attacking with this weapon
Metalmind Grip	+1	3 or +1	Grip is also a metalmind which can hold 25 charges
Perfect Balance	+1	3 or +1	If Aimed, requires 1 less Nudge for a Called Shot

FIREARMS (CONTINUED)

Item	Props	Difficulty*	Description
Small	+1	2 or +1	Grants "Concealable" Trait to the weapon; can't be applied with Long Range or Magnum Force customizations
Tinsights	+1	3 or +1	When Aimed, reduce Difficulty or final Result of attempts to Defend against this attack by an additional 1 (min Diff 1)

* The minimum Difficulty of purchasing this weapon is equal to the number shown or the base Difficulty of the weapon plus all modifiers from customizations, whichever is higher (to a maximum of 5). This Difficulty is also used when gunsmithing (see page 138).

CUSTOMIZED AMMUNITION

In addition to customized weapons, hand-made ammunition is also available for the discerning shooter. Though expensive, the power and utility of these particular loads make them a favorite of bounty-hunters, assassins, and anyone who regularly finds themselves facing down extraordinarily-Powered individuals.

There are two types of customized ammo: **custom ammunition**, which include rounds upgraded to penetrate body armor or set targets on fire; and **Haze-killer ammunition** (named for the ancient order of human warriors trained to hunt Allomancers) which is specifically designed for combating Ferrings and Mistings. Any type of customized ammunition can be used in any gun or against any target unless otherwise noted.

A Hero can also make their own customized ammunition using the Create Custom Ammo Stunt (see page 139).

Aluminum Ammunition: Aluminum ammunition, like aluminum guns, cannot be detected or affected by Allomancy, granting the shooter a measure of surprise. This comes at a cost of shorter range and less stopping power when used with a non-aluminum weapon — in these situations, their Range is reduced by one (minimum Close), and their damage reduced by 1 (minimum +1).

Armor-Piercing Ammunition: Armor-piercing ammunition is made from hardened steel rather than lead, allowing it to punch through most types of armor and cover. A target hit by armor-piercing ammunition reduces the amount of damage absorbed by his or her armor or Powers by 1/2, rounded down (e.g., a Pewterarm with the Denser Tissues Stunt, which absorbs 1 damage, would instead absorb no damage, while a character wearing armor that absorbs 2 damage would instead absorb only 1).

Hollow-Point Rounds (Pistols and Rifles Only): Hollow-point rounds are bullets with a hole drilled in their tip, which causes them to expand when they hit and deal grievous damage to flesh-and-blood targets. The downside of these rounds is they flatten and deform when they strike a hard surface, meaning that they can't ricochet or punch through cover or armor. A gun loaded with





hollow-point rounds inflicts an additional +1 damage against living targets; however, the damage absorption provided by armor is *doubled* against them (e.g., a leather duster, which absorbs 1 point of damage normally, would absorb 2 points of damage from hollow-point rounds). Damage absorption provided by other sources, such as Powers and Stunts, is unaffected. Additionally, a shooter cannot use the Ricochet gunplay Stunt when firing hollow-points (*see page 138*).

Incendiary Shells (Shotguns Only): These shotgun shells contain large amounts of phosphorus, which ignites when the bullet is fired, leaving a trail of smoke and flame behind them — and sometimes setting the target alight. A shotgun loaded with incendiary shells inflicts an additional +1 damage; however, the damage absorption provided by armor is *doubled* against them (e.g., a leather duster, which absorbs 1 point of damage normally, would absorb 2 points of damage from this attack). Damage absorption provided by other sources, such as Powers and Stunts, is unaffected. Additionally, with a Nudge, the shooter may set a target hit by these shells on fire (setting cloth or paper alight, damaging clothing, or even causing a drum of oil or fuel to explode).

Coinshot Ammunition: These bullets have ceramic tips, designed to detach from the metal jacket when a Coinshot Pushes on it, and continue on its way. The rounds provide a vital element of surprise, as Coinshots will detect the metal in the bullet, assume they can block it, and play right into the shooter's hands. These rounds cannot be affected by the use of Allomantic Steel or any of its Stunts (such as Steel Deflection — *see the Mistborn Adventure Game, page 313*).

Lurcher Ammunition: Lurcher Ammunition is the reverse of Coinshot ammunition, featuring a ceramic body wrapped around a metal core and designed to shatter on impact with the target (such as a Lurcher's shield or plate armor), sending shards of razor-sharp shrapnel flying in all directions. When a Lurcher Pulls on this ammunition using Allomantic Iron or one of its Stunts (*such as Iron Redirection — see the Mistborn Adventure Game, page 307*), the final target of the round and all characters within Striking Range of him or her suffer 1 damage from the flying debris, in addition to any other effects of the shot.

Tineye Ammunition: Tineye ammunition was created with the express purpose of incapacitating Tineyes and Windwhisper Ferrings using their powers. These rounds are packed with extra gunpowder for a bright flash when fired, and are fashioned with a unique vented jacket that causes the round to whistle in flight then “scream” as the air vents back out upon striking the target. The effect is debilitating to anyone nearby burning Tin, or who has tapped sight or hearing from a tinmind in the current or previous Conflict Round. Anyone within 10 paces (Close Range) of the shooter or the target must succeed on a Physique 1 Challenge each time the weapon is shot or lose 2 action dice in Step 2 of the next Conflict Round (as they struggle with sensory overload).

Pewterarm Ammunition: Pewterarm ammunition features frangible heads which shatter into needle-like shards upon impact, splintering inside the body and making wounds more difficult and slower to heal — a trait as useful against Blood-makers as it is against the eponymous Pewterarms. A gun loaded with Pewterarm ammunition inflicts an additional +1 damage; however, the damage absorption



provided by armor is *doubled* against them (e.g., a leather duster, which absorbs 1 point of damage normally, would absorb 2 points of damage from this attack). Damage absorption provided by other sources, such as Powers and Stunts, is unaffected. Additionally, damage from these rounds ignores the bonus Health provided by burning Pewter or tapping Gold (essentially, the damage goes against the Pewterarm or Bloodmaker's "base" Health rather than the increased version) and cannot be healed using either Power; rather, it must be recovered naturally (*see the Mistborn Adventure Game, page 189*).

CUSTOMIZED AMMUNITION

Item	Props	Difficulty	Description
<i>Custom Ammunition</i>			
Aluminum (10)	1	3	Cannot be affected or detected by Allomancy; if not used in an aluminum gun, -1 damage (min +1) and max range reduced by one (minimum Close)
Armor-Piercing (10)	1	2	Halve the value of the armor or cover the target is using (round down)
Hollow-Point Rounds (10)	1	2	Pistols and rifles only; +1 damage, armor absorption is doubled, can't ricochet
Incendiary Shells (10)	1	2	Shotguns only; +1 damage, armor absorption is doubled, set fire to target with a Nudge
<i>Hazekiller Ammunition</i>			
Coinshot (10)	1	2	Can't be deflected using Allomantic Steel or Stunts.
Lurcher (10)	1	3	Shatters on impact, inflicting 1 damage on all characters within Striking range of Lurcher
Tineye (10)	1	3	Characters within Close Range who have burned or tapped Tin in previous or current round must roll Physique 1 or lose 2 dice on next pool
Pewterarm (10)	1	3	+1 damage, armor absorption is doubled, ignores bonus Health from burning Pewter or tapping Gold and cannot be healed by either





OTHER WEAPONS

Though firearms are the favored armament during *The Alloy of Law* era, many people still make good use of improvised and melee weapons in the Roughts, where they’re almost as common as the firearms that have supposedly replaced them.

Aluminum Sword: A modern take on the sidearms of a simpler time, this thin cutting blade has replaced the dueling cane as a powerful statement of the wielder’s wealth and status.

Obsidian Weapons: Obsidian knives remain popular weapons thanks to their low cost and utility in fighting Allomancers. New manufacturing techniques have introduced a greater diversity of styles, which include dueling swords, scimitars, cavalry sabers, and even hatchets.

Dueling Cane: Dueling canes remain as common an armament as they were in the Lord Ruler’s day, but they’re no longer the purveyance of the nobility alone. Lower cost and a preponderance of craftsmen have greatly increased the availability of canes, and it’s not uncommon to see them in the hands of street ruffians, shopkeepers, and constables.

Koloss Blades and Cleavers: Though still prized by koloss as a symbol of status and power, koloss blades do make their way into the hands of humans from time to time, typically through trade or as trophies. The koloss cleaver is a smaller version of the koloss blade, better suited to the likes of young koloss-blooded and humans.

Crossbow: Crossbows are an elegant fusion of older ranged weapons and modern firearms. Weapons designers have created repeater crossbows that hold multiple shots, as well as compound crossbows with great range and effectiveness. Like the standard bows, they often use components that metalborn can’t affect with Allomancy, and their silence means that shooters can often take their quarry by surprise.

Dynamite: Encompassing all sorts of hand-held explosives, sticks of dynamite are popular amongst miners and Roughts bandits. Unlike most other weapons, dynamite inflicts explosive damage (see “*Explosions and Explosive Damage*”).

Lasso: Frontier folk sometimes use cattle lassoes as a form of non-lethal ranged weapon. If the attacker hits with this weapon, he or she may immediately try to Disarm or Grapple the target, just as if the target were in physical reach (see *the Mistborn Adventure Game*, page 201).

OTHER WEAPONS				
Item	Props	Difficulty	Damage	Min/Max Range
<i>Melee Weapons</i>				
Aluminum sword	2	3	+2	Touch/Striking
<i>Thin dueling blade made of aluminum; cannot be detected or affected by Allomancy</i>				
Brass knuckles	1	1	+1	Touch/Touch
<i>An easily-concealed weapon for those who love fisticuffs; can be made of different metals to serve as a metalmind</i>				



OTHER WEAPONS (CONTINUED)

Item	Props	Difficulty	Damage	Min/Max Range
Club or staff	1	1	+1	Touch/Striking
<i>A simple weapon used in desperation; contains no metal</i>				
Dueling cane	1	1	+2	Touch/Striking
<i>A stone-headed cane carried for defense and duels; contains no metal</i>				
Hammer	2	3	+3	Touch/Striking
<i>A working man's hammer</i>				
Hunting knife	1	2	+2	Touch/Striking
<i>An extremely large steel knife</i>				
Koloss blade	2 †	4	+4	Striking/Striking
<i>A large iron chopping blade prized by the koloss and koloss-blooded</i>				
Koloss cleaver	1 †	3	+3	Striking/Striking
<i>Smaller version of the koloss blade</i>				
Obsidian hatchet	1	2	+1	Touch/Striking
<i>A small axe used primarily in the Roughts as both a tool and weapon; contains no metal</i>				
Obsidian knife	1	2	+1	Touch/Touch
<i>A weapon favored by assassins; contains no metal</i>				
Obsidian spear	1	2	+2	Striking/Striking
<i>An unwieldy weapon usually used by Survivorists; contains no metal</i>				

Ranged Weapons

Bow and obsidian arrows	2	3	+2	Close/Long
<i>Effective ranged weapon against Allomancers; contains no metal</i>				
Crossbow and obsidian arrows	2	4	+2	Close/Extreme
<i>Well-constructed bow with an improved range; contains no metal</i>				
Dynamite (1 thrown stick)	1	1	5/2 **	Close/Medium
<i>Explosive used for demolition; inflicts explosive damage; contains no metal</i>				
Lasso	1	1	—	Striking/Medium
<i>Loop of rope used for wrangling cattle; with a hit, may immediately attempt to Disarm or Grapple the target for free; contains no metal</i>				
Obsidian knife or hatchet	1	2	+1	Striking/Close
<i>Used when throwing a knife or hatchet; contains no metal</i>				
Obsidian spear	1	2	+2	Close/Medium
<i>An unwieldy weapon usually used by Survivorists; contains no metal</i>				

* This weapon inflicts explosive damage (see "Explosives and Explosive Damage," page 125)

† Only koloss-blooded and koloss can take koloss weapons as Props.



EXPLOSIVES AND EXPLOSIVE DAMAGE

The new technologies available to people during *The Alloy of Law* era have also introduced new types of damage — one of the most noteworthy is explosive damage. The most common source of explosions is dynamite, which is used for mining and as an improvised weapon, but other events such as bombs, gunpowder accidents, and exploding train boilers all present danger to those nearby.

Explosions are unlike other attacks in two ways. First, the amount of damage dealt by an explosion is set, based on how close a character is to the center of the explosion (or the target of the explosive attack). Explosive damage is expressed as 2 values: an explosion's **primary damage** is the amount of damage characters closer to the center suffer, while its **secondary damage** is the amount suffered by characters further away. Each number is followed by a note indicating at what Range from the target the primary and secondary damage are inflicted.

Characters caught in the area of an explosion may attempt to escape damage by making a Physique roll, reducing the damage suffered by the Result, to a minimum of 0 (e.g., a Result of 3 on the Physique roll reduces the damage suffered by 3). During a Conflict, this roll is considered a Reaction and used in place of the normal Defense roll (you may add Action or Defense Dice to this pool if you'd like, though you may not roll more than 10 dice, as usual).

The following are several common types of explosions:

Explosive or Event	Primary Damage	Secondary Damage
Box of dynamite / barrel of gunpowder	7 (Close)	3 (Medium)
Dynamite (stick)	5 (Striking)	2 (Close)
Horseless carriage boiler	5 (Close)	3 (Medium)
Locomotive boiler	8 (Close)	6 (Medium)

ARMOR AND SHIELDS

The advent of firearms has pushed many older styles of armor out of fashion, but some still remain, along with new innovations.

Aluminum-Laced Hat: Rioters and Soothers possess the Allomantic ability to influence other people's emotions. Hats and other headwear laced with aluminum render those Powers impotent. Anyone wearing an aluminum-laced head covering can't be influenced by either Brass or Zinc Allomancy.

Aluminum-Laced Clothing: Shirts, vests, cloaks, and other pieces of clothing laced with aluminum perform the same masking function that aluminum-laced hats do. Items hidden under them are rendered immune from Allomantic detection, allowing the wearer to take a Misting by surprise.





Lurcher Plate: Various companies have designed bulletproof vests, usually consisting of metal plates worn beneath regular clothing; though bulky and uncomfortable, they prove effective at stopping (or at least blunting the impact of) low caliber rounds. Lurchers, in particular, often use bulletproof vests to help stop bullets, which they simply Pull toward their center mass.

ARMOR & SHIELDS

Item	Props	Difficulty	Description
<i>Armor</i>			
Aluminum-laced clothing	2	3	Renders all items hidden inside undetectable to Allomancers
Aluminum-laced hat	2	3	Wearer is immune to the effects of Brass and Zinc Allomancy
Bulletproof vest	1	3	Thick leather vest woven with pads and metal plates; absorbs 2 damage from physical attacks
Leather duster	1	2	A heavy leather long coat worn by lawkeepers and bandits; absorbs 1 damage from physical attacks
Lurcher plate	2	4	Thick plate that can stop nearly any projectile; absorbs 3 damage from physical attacks
Mistcoat	1	3	A symbol of Allomancers and Twinborn; absorbs 1 damage from physical attacks; also counts as a Tool for hiding in the mists
<i>Shields</i>			
Small wooden shield	1	2	Sturdy hand-held shield used by Allomancers and koloss; contains no metal; adds 1 die to defense rolls against physical attack
Large metal shield	2	2	Used by strike-busters and constables; adds 2 dice to defense rolls against physical attack
Large wooden shield	2	3	Dense shield favored by Lurchers; contains no metal; adds 2 dice to defense rolls against physical attack

OTHER EQUIPMENT

Glider Coat: The glider coat looks like a normal duster, but conceals a special feature; with a sharp tug, the sides of the coat expand into makeshift glider wings, which can be connected to the coat's cuffs and secured to the legs. Flying Coinshots

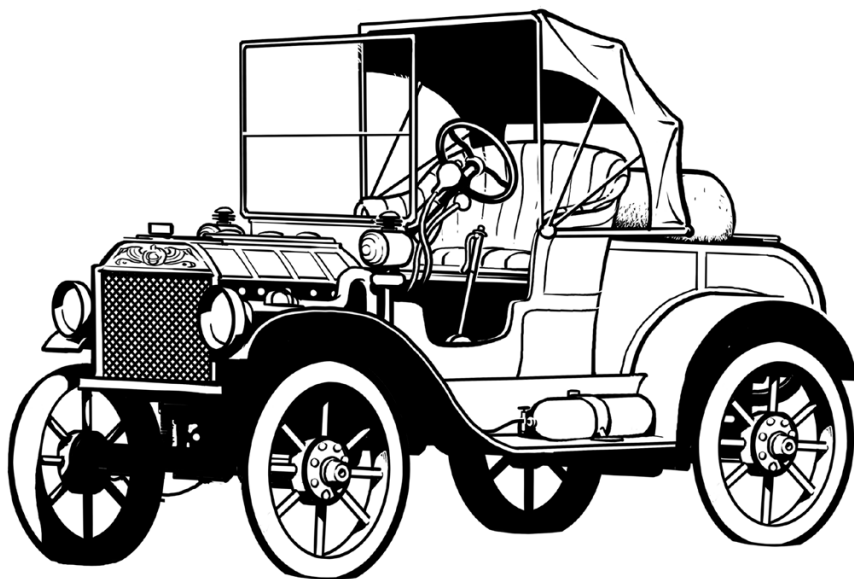
and Lurchers can use these coats to help guide their trajectory and stay aloft longer, affording them what is essentially limited flight. Glider coats are even more popular with Skimmer Ferrings, who can simply store weight in their ironminds and flap their arms to fly like a bird. The only reason glider coats haven't caught on with more folk is their cost and their need to be specifically tailored to their owners.

Horseless Carriage: A precursor to the automobile of our world, the horseless carriage represents the future of personal transport in Scadrial. Unlike the locomotive, the horseless carriage uses an internal combustion engine to move about. As a younger technology, however, these engines require frequent maintenance and are quite expensive, making them a bit rarer and substantially less popular in the Roughs. Well-known types include the first commercial model, the Briggs Harmony, and the reliable, elegant, brass-and-steel Tekiel Zephyr.

Rail Pass: Railway lines are arterial forms of travel and commerce in the Elendel Basin, and the fastest, most direct form of transit available to everybody. The Difficulty listed is for a second-class ticket; if the Heroes wish to travel in style or get a private cabin, increase the Difficulty by 1.

Coinshot/Lurcher Lock: Much like the gun safeties of the same name, Coinshot and Lurcher locks are sophisticated puzzles that can only be opened by succeeding on a Difficulty 3 roll using the appropriate form of Allomancy (Steel 3 for Coinshot locks, or Iron 3 for Lurcher locks). Designate which type of lock this is when the lock is purchased or chosen as a Prop.

Gunsmith's Workshop: This fully-stocked, immobile location provides a gunsmith with all the tools he or she needs (bellows and coke oven, forge, machining equipment, etc.) to create firearms. In game terms, a gunsmith's workshop works like any other Tool, but is required for using many gunsmithing Stunts (*see page 138*).





Pewterarm Lock: Pewterarm locks have a reinforced mechanism requiring great strength to use. Even with the key, you must be a Pewterarm or Brute Ferring to operate the lock. The locks are often tailored to different levels of ability, with varying degrees of strength to the lock.

Photographic Equipment: This gear includes not only a bulky camera, tripod, and flashlamp, but also photographic plates and the chemicals necessary to develop them. Many photographers are entrepreneurs in the Roughs, selling photos to families; lawkeepers sometimes make use of them to record vital pieces of evidence and mug shots.

Sound Dampeners: This large metallic tube is fitted onto the end of a rifle to eliminate its sound and hide the shooter's location. They're bulky and quite heavy, but popular with assassins and other professional criminals. This Tool can only be used when a shooter's trying to conceal a gunshot.

Metalminds: The vast increase in the number of Feruchemists during *The Alloy of Law* era has increased the availability and diversity of metalminds available to them. Now, metalminds of all sizes and levels of quality — from cheap stamped-metalminds available in Roughs general stores to high-fashion jewelry metalminds — can be found nearly anywhere.

Doubled Metalmind: This metalmind uses extremely pure metals and braided forging to create a vast Feruchemical reserve in a small size. A doubled metalmind is considered one size larger when determining its storage capacity (see *the Mistborn Adventure Game*, page 282) — thus, a single earring could store 100 charges, a bracelet or set of rings 200 charges, and one weighing several pounds up to 500 charges! Doubled metalminds are especially appreciated by compounding Twinborn, who can draw on these high-quality implements for much longer than standard metalminds. Unfortunately, such quality is costly, but many Ferrings find it worth the expense.

Metalmind Clothing: By weaving clothing or shoes with metallic thread, any outfit can be turned into a simple metalmind. This practice is confined mainly to formal clothing but can be added to nearly any sort of clothing the owner wishes. This clothing will only be identified as anything more than fancy dress with close scrutiny; even then the observer must succeed on a Wits 4 Challenge in order to discover it's a metalmind. The downside of metalmind clothing is its low storage capacity — a mere 25 charges.

Twinborn's Kit: This set of a single average-sized metalmind (which holds 100 charges) and a Misting pouch is tailor-made for Twinborn, giving them the tools vital to their Powers in a single item.

OTHER EQUIPMENT

Item	Props	Difficulty	Description
<i>Animals, Mounts, & Vehicles</i>			
Pet or small working animal	1	1	Cats, bloodhounds, and similar animals
Cart or wagon	1	1	Two-wheeled cart used to haul passengers or cargo



OTHER EQUIPMENT (CONTINUED)

Item	Props	Difficulty	Description
Horse	1	2	The common mode of transport in the Roughts, and a luxury in the city
Horse & carriage or wagon	2	3	An enclosed four-person vehicle used everywhere
Horseless carriage	2	4 *	A state-of-the-art mechanical conveyance powered by gasoline; carries up to 3 passengers plus driver
Pack animal	1	1	Rugged donkey, mule, or goat suited to moving supplies
Rail pass	1	1	Books passage for one adult (and child) to one destination, anywhere in the world
Barge	N/A	4	Common commercial transport; may carry fifty men or five tons of cargo
Locomotive	N/A	5 *	Powerful steam-engine and 3 cars; may carry 150 men or 20 tons of cargo
<i>Tools</i>			
Aluminum ingot	1	3 *	Contains enough aluminum to manufacture 1 rifle or shotgun; 2 pistols; or 20 aluminum rounds
Bottle of wine/rotgut	1	1	Popular with roughnecks and bon vivants from all walks of life
Coinshot or Lurcher lock	1	3 *	Can only be opened through the use of Difficulty 3 Steel or Iron Allomancy
Craftsman's tools	1	1	Supports one occupation (e.g., carpentry, metallurgy, etc.)
Deck of cards	1	1	A gambler's best friend and useful tool for cheating
Disguise	1	2	Helpful when concealing or impersonating one person's identity
Formal clothing or jewelry	1	2	Useful when blending into high society events like formal dances and gatherings
Glider coat	2	4 *	Allows limited flight for Coinshots, Lurchers, and Skimmers
Gunsmith's workshop	1	4	Used for creating custom guns and ammo; required for using gunsmithing Stunts
Holy book or symbol	1	1	Sign of one's commitment to a faith, such as a Survivorist spear or Pathist earring
Hunter's traps	1	2	Snares and other traps useful for catching small game



OTHER EQUIPMENT (CONTINUED)

Item	Props	Difficulty	Description
Lockpicks	1	2	Useful when picking locks
Medical supplies	1	1	Useful for treating wounds and during certain mental conflicts
Pen and blank book	1	1	Vital tools for a novelist or journalist
Pewterarm lock	1	3 *	Requires use of the Prodigious Strength Stunt (and the key) to unlock
Photographic equipment	1	1	Used to take and develop photographs
Pocketwatch	1	1	A small timepiece that keeps good time
Prospector's gear	1	2	Picks, pans, and other gear useful for mining and dredging up metals
Rope and grapple	1	1	Helpful when climbing, crossing gaps, or binding someone
Snake oil	1	1	A convincing-looking "miracle cure" or tonic useful for putting one over on the rubes
Sound dampeners	2	3 *	Used to muffle the sound of a pistol or rifle shot
Survival gear	1	2	Backpack, compass, maps, and appropriate clothing for explorers and guides

Implements

Bones (1 set)	1	3	Allows kandra to imitate 1 specific person or animal
Copper clips, horse-shoes, or iron bars	1	1	Metal objects used by Coinshots for Steeljumping or as weapons
Metalminds (3, average)	1	2 *	Each metalmind allows a Feruchemist (only) to store in and tap from one metal; each single metalmind item consists of three physical metalminds of the Feruchemist's choice, each holding 100 charges
Metalminds (4, small)	1	2 *	As average metalminds, but includes 4 physical items which each hold 25 charges
Metalminds (2, large)	2	3 *	As average metalminds, but includes 2 physical items which each hold 200 charges
Metalmind (1, huge)	2	4 *	As average metalminds, but includes 1 physical item which holds 500 charges
Doubled metalmind (small)	1	3 *	Small-size metalmind that holds 100 charges of a single metal

OTHER EQUIPMENT (CONTINUED)

Item	Props	Difficulty	Description
Doubled metalmind (average)	1	3 *	Average-size metalmind that holds 200 charges of a single metal
Doubled metalmind (large)	2	4 *	Large-sized metalmind that holds 500 charges of a single metal
Ornate metalmind	2	2 *	Fancy average-size metalmind which also counts as a Formal Jewelry tool
Metalmind clothing	2	2 *	Formal clothing woven with metal threads, allowing it to hold 25 charges; Wits 4 will identify it as a metalmind
Misting vial/pouch	1	1 *	Contains 3 charges of a single metal
Twinborn's kit	1	3 *	Includes a single average-size metalmind that holds 100 charges of one metal, and one Misting vial containing 3 charges of a single metal

* This equipment is even harder to find in the Roughs, where the Difficulty to buy it increases by 1.



5

GUNS AND GUNPLAY



The widespread adoption of gunpowder and firearms have radically changed the face of conflict in *The Alloy of Law* era. Now, any man or woman with the coin and the guts can inflict death at distances and with power only available to Coinshots and Thugs in ancient times. This chapter includes the rules for using guns in combat (including Aiming, Reloading, Pistol Duels, and so on), Stunts for gunfighters, and the rules for creating specialized weapons using gunsmithing.

NEW TACTICS IN COMBAT

AIMING

Aiming is a useful trick for increasing one's accuracy, and is required to benefit from a number of gunplay, Allomantic shot, and Feruchemical shot Stunts. Any gun or bow can be Aimed.

To Aim, the shooter must spend an entire Beat Aiming the weapon, taking no other action beyond taking a Step. The next time the shooter makes a ranged attack, the Difficulty of the Aimed shot, or the final Result of any rolls to defend against this attack, is reduced by 1 (to a minimum of 1). Once you've made your ranged attack, or you take more than 1 Step during a Beat prior to making a ranged attack, this bonus is lost.

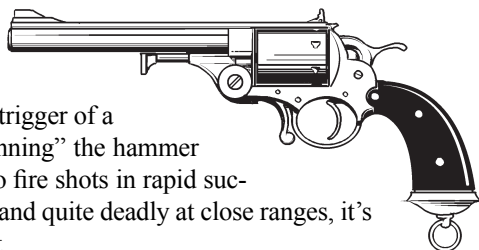
Example: Enid is shooting at a fleeing bandit. She's not a great shot, so she decides she'll Aim now and shoot during the next Round. She can take no actions

this Round other than to take 1 Step (which she does to keep the bandit from running out of range of her Sterrion).

During the next Round, Enid takes her Aimed shot, getting a Result of 4 with 1 Nudge. The bandit decides to defend, getting a Result of 5. Normally, this would mean the bandit would successfully defend against the attack (Result of 5 vs. Enid's Result of 4), but Enid's Aimed shot reduces the bandit's Result by 1, to 4, making it a tie. Since Enid also scored a Nudge on the roll (Result 4 with 1 Nudge vs. the bandit's 4 with 0 Nudges), Enid's attack hits...barely!

FANNING

Used exclusively with revolvers and other wheelguns, this style of shooting involves holding down the trigger of a revolver and repeatedly striking or “fanning” the hammer with the off-hand, allowing a shooter to fire shots in rapid succession. While this tactic is easy to use and quite deadly at close ranges, it's notoriously hard to keep shots on target.



Fanning requires the shooter to fire three shots at a target in Close or shorter Range. The shooter gains no benefits of Aiming when Fanning (they're shooting from the hip). **If the attack succeeds with at least two Nudges, inflict the weapon's damage twice. With 4 or more Nudges, inflict the weapon's damage three times instead.**

On the flip side, the attack fails (misses completely) unless at least 2 Nudges are scored, wasting the shots — such are the risks of (literally) shooting from the hip!

FIRING A ROTARY GUN

Firing a rotary gun isn't like using a normal gun — it fires incredibly quickly, saturating an area with bullets. While incredibly potent, particularly when employed against large or grouped targets, this weapon still requires a three-man crew to fire at full efficiency and must be broken down and set up before it can be moved and fired.

Using a rotary gun at full efficiency requires 3 characters — a shooter, a loader, and a cranker. A rotary gun can be shot without a loader or cranker, but for each crewman that's missing, the shooter reduces his Action Dice pool to fire that weapon by 1, and must take 1 additional Beat to move or reload the weapon.

When making an attack with a rotary gun, the shooter may designate a number of different targets within range and in front of him, up to his Wits rating. Each attack fires one salvo. Make a single attack that each target must defend against individually. Nudges are ignored (they may not be gained) when making attacks with a rotary gun, and the shooter may not use any Stunts with this attack.

PISTOL DUELS

Pistol duels are an iconic type of gunplay during *The Alloy of Law* era — a deadly test of hand-eye coordination, marksmanship, and skill. A pistol duel is an extended Contest that can only be used outside of a Conflict. In a pistol duel,



ALTERNATIVE RULE: SHOOT 'EM, SCARE 'EM, OR SHAME 'EM!

Not every pistol duel needs to end with someone either scampering away in shame or lying dead in a ditch. Sometimes, a gunslinger just wants to teach her foe a lesson, make him turn tail and run, or look a fool instead.

If using this optional rule, when the winner of a pistol duel chooses to *shoot* and has scored at least one Nudge on their roll, he or she can choose whether this attack damages the loser's Health (by shooting to kill), Reputation (by shaming them, say by shooting their hat off their head or gun out of their hand), or Willpower (by scaring them with a few well-placed rounds at their heels).

Though the damage is different, the end result is the same — if the loser is not Defeated or suffers a Grave or Mortal Burden from this attack, they may shoot back as normal before the duel ends.

each participant forms his pool using the *lower* of his or her Wits (to anticipate the opponent's move before he or she makes it) or Physique (for drawing before the other person does).

The winner of the Contest can choose to either:

- *end* the duel and gain a Serious Social Burden (like “yellow-bellied” or “coward”);
- *continue* the duel into another round and add cumulative +1 damage when he or she finally chooses to shoot; or
- *shoot* using the Result as their attack roll, and any additional damage they've accumulated during the duel. Unless the loser is Defeated by or suffers a Grave or Mortal Burden from this attack, they may shoot back, using their Result as their attack roll and adding any additional damage they've accumulated during the duel. Neither party can defend or use a Reaction against this attack (everything's moving too fast!). After both attacks are resolved, the duel ends.

Once a duel is ended, neither party can participate in another duel again until the next Short or Long Breather.

Example: Sperry has been accused of cheating at a game of Sheldry by a cowpoke who decides to challenge the con artist to a pistol duel. The cowpoke has a Physique of 4 and Wits of 3, but must use the lower of the two; he has a pool of 3 dice. Sperry has a Physique of 3 and a Wits of 4, but luckily has the Quicker Draw Stunt, which allows him to choose which Attribute to use. Sperry chooses Wits and forms a pool of 4 dice.

The duelists roll their pools, with Sperry getting a Result of 2 and the cowpoke getting a Result of 3. The cowpoke wins, but wants to put Sperry down for



good; he decides to continue, which adds a +1 bonus to his damage and pushes the duel into another round.

Both men roll again, again the cowpoke wins, and again the cowpoke continues the duel, upping his bonus damage to +2 and sending the duel into yet another round. Jess, Sperry's player, is starting to sweat; if this cowpoke wins, he's likely to shoot Sperry dead!

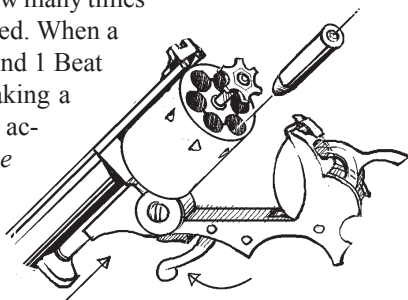
As the tension mounts, both players form their pools and roll...luckily Sperry finally wins! Jess has the option to continue and add +1 damage if either side decides to shoot, but she believes prudence is the better part of valor and ends the duel rather than testing her luck. The duel immediately concludes, and the Narrator assigns Sperry the Serious Burden "lily-livered" as the other card players laugh at his cowardice. Fortunately, Sperry won't have to worry about getting into another embarrassing duel until the next Breather's passed...

QUICK DRAWING

Drawing and firing a weapon quickly is an essential skill for survival in the roughest parts of the Roughts. When you Quick Draw, **you may draw and make a ranged attack with a weapon during the same Beat; however, your dice pool for this attack shrinks by 2 dice** (due to the difficulty of firing so quickly). If this action would reduce your Pool to 1 or fewer dice, you may not Quick Draw. Any one-handed pistol or knife can be Quick Drawn; other weapons are simply too large.

RELOADING

Firearms all have a Capacity, indicating how many times they can be shot before they need to be reloaded. When a firearm runs out of shots, the shooter must spend 1 Beat reloading it (taking no other action beyond taking a Step) in order to use it again. Reloading is an action that produces no dice during a Conflict (see *the Mistborn Adventure Game*, page 177). Heroes are assumed to have an unlimited number of bullets for weapons gained as Props or purchased using Resources.



GUNPLAY STUNTS

Anyone can pick up a gun and shoot it, but with practice, dedication, and a knack for violence, some Heroes can become superlatively excellent gunfighters. This sort of skill, precision, and marksmanship is represented by **gunplay Stunts**. Any character can learn these Stunts — Allomancers, Feruchemists, Twinborn, ko-loss-blooded, and normal humans. All learning requires is practice with a firearm.

Any Hero may gain gunplay Stunts during character creation (see page 88), or purchase them during play using Advancements (see page 105). Other, more specialized Stunts which combine gunplay and the Metallic Arts (such as

Wax's trick shots seen in *The Alloy of Law*) are called Feruchemical shot and Al-lomantic shot Stunts, and can be found in Book 2, Chapters 2 and 3 (see pages 164 and 171).

Dual Wielding: You can fire a pistol in each hand as a single action. Divide your dice pool into an attack with each gun however you like, just as if you were making 2 attacks. These attacks may be against the same or different targets. While dual wielding, you gain no benefits of Aiming with either attack, and your action occurs in Step 2 of this Round as if your dice pool is only half as large as it actually is, rounded down (see the *Mistborn Adventure Game*, page 179).

Example: During Step 1, Kevin's character Viktr declares he's going to use his Dual Wielding Stunt to make 2 attacks with his Sterrions (one in each hand). The Narrator declares Viktr gets 5 Action Dice this round. Kevin splits Viktr's 5 dice into two smaller pools — one attack with 3 dice, and a second with 2 dice. However, because Viktr is using this Stunt, his action occurs in Step 2 as if he had only 2 dice (one-half of his 5 Action Dice, rounded down) in his pool.

Fast Aiming: You can draw a bead on a target very quickly. You may Aim and fire in the same Beat, just as if you had Aimed in the previous Beat (see page 133). However, the extra time required means your action occurs in Step 2 of this Round as if your dice pool is only half as large as it actually is, rounded down (see the *Mistborn Adventure Game*, page 179).

Example: Becky wants her character, Luhyl, to take a quickly Aimed shot at a fleeing bandit. During Step 1, she declares Luhyl's going to use his Fast Aiming Stunt, and the Narrator decides Luhyl gets 4 Action Dice for this action. However, because Luhyl is using this Stunt, his action occurs in Step 2 as if he had only 2 dice (one half of his 4 Action Dice) in his pool.

Heavy Weapons: You excel at using large firearms. You can fire a gun with the Magnum Force improvement without penalty, even if your Physique is 4 or lower. Additionally, when shooting a rotary gun, you may designate up to 2 extra targets with your attack (e.g., up to your Wits +2).

Improved Fanning: You are quite skilled at controlling a fanned gun. When you Fan a revolver, you need 1 fewer Nudge to succeed (e.g., inflict the weapon's damage twice as long as you succeed with 1 Nudge, or inflict it three times if you succeed with 3 Nudges).

Long Shot: You can fire your rifle at targets normally outside the weapon's range. When you Aim a rifle, your Range increases by one (to a maximum of Extreme Range).

Marksmanship: If you've Aimed, you need 1 fewer Nudge to succeed with a Called Shot (see the *Mistborn Adventure Game*, page 201). You can't combine this Stunt with the Fast Aiming Stunt.



Quicker Draw: You can Quick Draw a one-handed pistol, or knife without any penalty to your dice pool. Additionally, you can choose whether to use your Physique or Wits during each round of a pistol duel (rather than using the lower, as normal).

Ricochet: Most people try to hit targets directly, but your understanding of angles allows you to exploit other options while shooting. If you Aim before firing, you can declare you are trying to ricochet your shot off a surface and strike a target out of line of sight. **If the attack succeeds with at least two Nudges, you are able to hit a target you cannot see.** However, if you don't score at least 2 Nudges with this attack, your attack misses — such are the difficulties of trick shooting!

Speed Loading (Reaction): You can reload your guns very quickly. Once per Beat when you fire the last shot in your gun, you may attempt to quickly reload it. This is a Reaction (*see the Mistborn Adventure Game, page 177*), and grants you a number of dice for your Reaction roll equal to your Physique. You may add Action or Defense Dice to this pool if you'd like, though you may not roll more than 10 dice, as usual. Roll your pool; you reload a number of shots equal to your Result, +1 for each Nudge you get, up to the weapon's Capacity (e.g., if you used this Stunt and got Result of 3 and 1 Nudge on your roll, you would reload 4 rounds total).

GUNSMITHING

The popularity of firearms in *The Alloy of Law* era has created an entire industry of craftsmen who create, repair, and customize guns. Sometimes, enterprising Heroes may take it upon themselves to get into the gunsmithing business, whether to arm their comrades or simply to pursue their own innovative spirit.

Any Hero can become a gunsmith by purchasing gunsmithing Stunts using Advancements (*see page 105*). Gunsmithing Heroes typically spend their off-time tinkering in their workshops, and often carry some experimental creations of their own. Consequently, **each gunsmithing Stunt grants a Hero a free Prop, which they may spend to gain additional guns or custom ammo, or add customizations to their weapons at no cost.** The type of free Prop gained depends on the Stunt selected (*see “Gunsmithing Stunts,” below*).

Example: David's gunsmithing Lawkeeper, Enid, has 2 gunsmithing Stunts: Customize Guns (Perfect Balance) and Create Custom Ammo. Enid can apply the Perfect Balance customization to one of the guns she's picked as a Prop thanks to her Customize Guns Stunt, and choose a custom ammo Prop from her Create Custom Ammo Stunt, both without taking up her normal Prop slots from her Resources rating.

GUNSMITHING STUNTS

Create Guns: You can make guns from raw materials, allowing you to create any standard, commonly used firearm. Additionally, you gain 1 free Prop, which must be a gun chosen from the Firearms table on pages 115-116.

Create Custom Ammo: You can make all custom ammunition, including aluminum ammo, armor-piercing ammo, hollow-point rounds, and incendiary shells. Additionally, you gain 1 free Prop, which must be one of the listed ammunition types above, chosen from the Customized Ammunition table on page 122.

Create Hazekiller Ammo: You can create specialized anti-Allomancer ammunition, including Coinshot, Lurcher, Pewterarm, and Tineye rounds. Additionally, you gain 1 free Prop, which must be one type of Hazekiller ammunition chosen from the Customized Ammunition table on page 122.

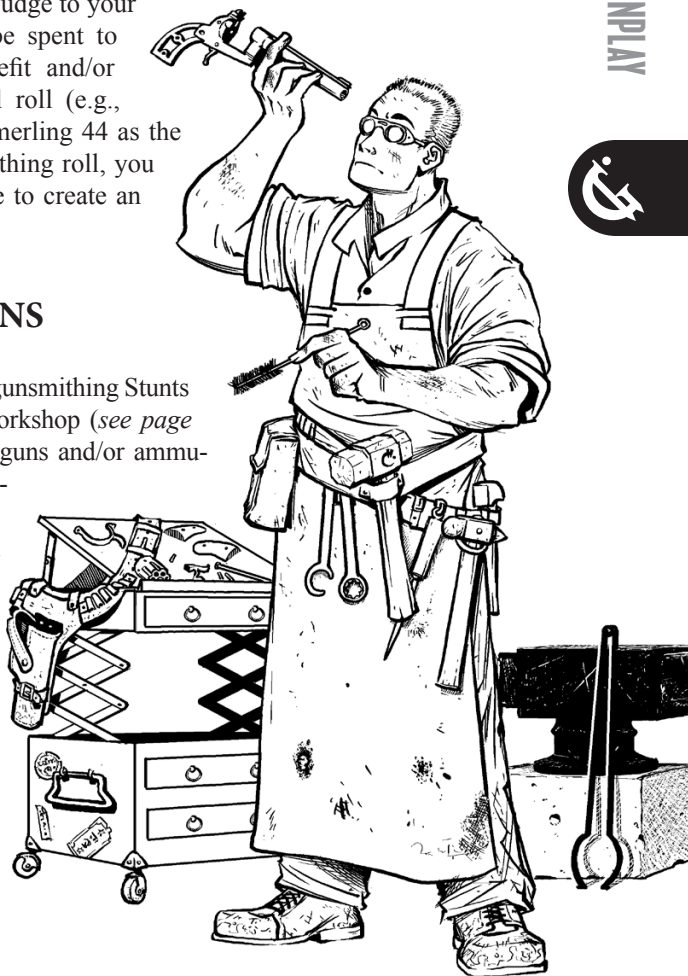
Customize Guns: Choose an option from the Customized Firearms table on page 119. You can add this option to a gun using the gunsmithing rules. Additionally, you gain 1 free Prop, which must be spent to add the chosen customization to a gun you've chosen as a Prop. You may take this Stunt multiple times, each time designating a different Customized Firearm option, and allowing you to add that customization to a gun you've chosen as a Prop.

Industrious Craftsman: You excel when you set your mind to things. When you succeed on a roll to create or customize guns or ammo, you gain 1 “free” Nudge to your roll. This Nudge can only be spent to choose the exact same benefit and/or product chosen at the initial roll (e.g., if you chose to create an Immerling 44 as the initial benefit of your gunsmithing roll, you must spend this “free” Nudge to create an additional Immerling 44).

CREATING AND CUSTOMIZING GUNS AND AMMO

A Hero with one or more gunsmithing Stunts and access to a gunsmith's workshop (*see page 127*) can create or customize guns and/or ammunition. Creating or customizing guns or ammo requires a Breather lasting at least a week or more — less time is not sufficient to complete the exacting work required for a satisfactory product.

Creating or customizing a gun or ammunition is a Resources Challenge (as the process depends in part on materials you have available to you), with a **Difficulty equal to the weapon's or**





A NOTE ON ALUMINUM GUNS AND AMMO

The rarity and great expense of aluminum is an additional obstacle to constructing these fancy weapons willy-nilly. In order to create aluminum ammo or adding the Aluminum Frame customization to a gun, you must first have an aluminum ingot (*see page 129*). Each ingot contains enough aluminum to manufacture 1 rifle or shotgun, 2 pistols, or 20 aluminum rounds before being exhausted.

ammunition's purchase Difficulty (if creating a gun or ammunition) **or the customization's minimum Difficulty** (if customizing a gun). With failure, you don't create any usable products. However, with success you either:

- Gain 1 firearm of your choice (if creating a gun);
- Add 1 customization you know how to make to an existing weapon (if customizing a gun); or
- Gain 10 ammunition of your choice (if creating custom or Hazekiller ammo).

For each Nudge you get on this roll, you can choose an additional benefit from the options above. These additional benefits can be different from the original benefit, but must have a Difficulty equal to or less than your Result. Thus, if you originally rolled to create a gun and got a Result of 3 with a Nudge, you could choose to create another gun, add a customization to a gun, *or* create some custom ammunition, as long as your additional benefit has a Difficulty of 3 or less.

Example: With the Dust-Eaters' latest exploit ended, Enid decides to spend a week doing some gunsmithing. She heads back to her gunsmith's workshop (one of her Props) where she sets to making an Immerling 44 (Difficulty 2).

Enid rolls her Resources and gets a Result of 3 with 2 Nudges — a great success! Enid's industriousness generates not only an Immerling 44, but also 2 additional benefits from the list with a Difficulty of 3 or less (since her Result is 3).

David, Enid's player, thinks for a minute and decides to add the Perfect Balance customization to the newly-created Immerling as well as 10 rounds of hollow-point ammunition (since Enid has both the Customize Guns: Perfect Balance and Create Custom Ammo Stunts). The Difficulty of both these benefits are 3 (Perfect Balance's minimum Difficulty) and 2 (for hollow point ammunition), so they're legal choices for David to make. However, David could just as easily choose to create additional Immerling 44s (or any other gun), 20 hollow-points, or any combination thereof — it's all up to what he and the Narrator think works best.



CREATING CUSTOMIZED GUNS

A particularly skilled or experienced gunsmith may want to create a gun with customizations right from the outset, rather than creating a base model and modifying it later (or hoping for a Nudge on her roll).

Creating a customized gun from scratch is the same basic process as creating or customizing a normal weapon — just a bit more difficult. **The Difficulty of creating a customized gun is equal to the base cost of the weapon + 1 for each customization being added, or the highest minimum Difficulty of all customizations being added (whichever is higher).** The Difficulty cannot be increased to more than 5 by adding customizations in this way — if doing so would increase the Difficulty beyond 5, you will have to add those customizations at a later time.

Example: Later, Enid wishes to create another gun — this time, a Terringul 37 (Difficulty 1) with Perfect Balance (minimum Difficulty 3) and Aluminum Frame (minimum Difficulty 4). Normally, the Difficulty of Enid's Resources roll would be 3 (base Difficulty 1 + 2 for two customizations), but it's increased to 4 thanks to the minimum Difficulty of 4 on the Aluminum Frame customization.

Note that no matter how many customizations are added to a gun at its creation, **no gun can have more than 3 customizations in total.** There are limits to anyone's skill, even in this age of technological refinement.

GUNSMITHING OVER LONG PERIODS OF TIME

Longer periods of time can afford gunsmiths more time to create a cache of weapons. **At the Narrator's discretion, you may gain 1 free Nudge for each extra week of time you have for gunsmithing** (to a maximum of 5 free Nudges).

SAMPLE CUSTOMIZED FIREARMS

Guns can be customized in a vast combination of ways, but the following are models that are produced in larger quantities (though not truly “mass-produced”). We encourage you to come up with new names and models of your own devising to add to the list!

SAMPLE CUSTOMIZED FIREARMS

Model	Props	Difficulty	Damage	Capacity	Min/Max Range
Ambersair Pocket 6 Revolver	3	4 *	+2	6 shots	Close/Medium
<i>Base Weapon:</i> Sterrion 36 <i>Customizations:</i> Hair trigger, small <i>Benefits:</i> Gains “Concealable” Trait; when attacking, act in Step 2 as if pool were 2 dice larger					
Ambersair Special Revolver	3	4	+2	8 shots	Close/Medium
<i>Base Weapon:</i> Sterrion 36 <i>Customizations:</i> Extra capacity, perfect balance <i>Benefits:</i> Called Shots require 1 less Nudge					

SAMPLE CUSTOMIZED FIREARMS (CONTINUED)

Model	Props	Difficulty	Damage	Capacity	Min/Max Range
Granger Model 28-F Revolver	2	3	+1	6 shots	Close/Medium
<i>Base Weapon:</i> Terringul 27 <i>Customizations:</i> Metalmind grip <i>Benefits:</i> Grip includes a metalmind that holds 25 charges					
Heispel Twinborn Special	4	5 *	+2	8 shots	Close/Medium
<i>Base Weapon:</i> Sterrion 36 <i>Customizations:</i> Allomancer holdout, Invarian chambers, metalmind grip <i>Benefits:</i> Grip can be used as a metalmind that holds 25 charges, and contains 1 charge of a single metal, requiring Wits 4 Challenge to discover. Can hold 2 shots of different ammunition; reloading both sets of chambers requires separate Reload actions.					
Immerling 44-S Revolver	2	3	+2	4 shots	Close/Medium
<i>Base Weapon:</i> Immerling 44 <i>Customizations:</i> Small <i>Benefits:</i> Gains "Concealable" Trait					
Koloss Hand Cannon	2 †	3	+4	1 shot	Close/Medium
<i>Base Weapon:</i> Koloss arquebus <i>Customizations:</i> Magnum force <i>Benefits:</i> Characters with Physique 4 or less lose 1 die when attacking					
Mare's Leg	2	4	+3	8 shots	Close/Long
<i>Base Weapon:</i> Immerling Multi-Shot rifle <i>Customizations:</i> Small <i>Benefits:</i> Gains "Concealable" Trait					
Sterrion Coinshotgun	2	3 *	+2	8 shots	Close/Medium
<i>Base Weapon:</i> Heispel Pump shotgun <i>Customizations:</i> Small <i>Benefits:</i> Gains "Concealable" Trait					
Sterrion Vindication	3	4 *	+2	8 shots	Close/Medium
<i>Base Weapon:</i> Sterrion 36 <i>Customizations:</i> Allomancer safety (Coinshot), Invarian chambers <i>Benefits:</i> Gun is locked until the user succeeds on a Steel 3 Challenge. Can hold 2 shots of different ammunition; reloading both sets of chambers requires separate Reload actions.					
Terringul Eagle Rifle	3	5	+3	8 shots	Close/Long
<i>Base Weapon:</i> Immerling Multi-Shot rifle <i>Customizations:</i> Perfect balance, Tinsights <i>Benefits:</i> Called Shots require 1 less Nudge; when Aimed, reduce Difficulty or final Result of attempts to defend against this attack by an additional 1					
Terringul Pepperbox	2	3 *	+1	4 shots	Touch/Close
<i>Base Weapon:</i> Cohnvave Two-Shot <i>Customizations:</i> Extra capacity					

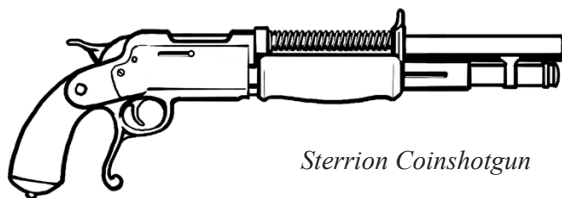
* These weapons are harder to find in the Roughs, where the Difficulty to buy them increases by 1.

† Only koloss and koloss-blooded characters may take this as a Prop.





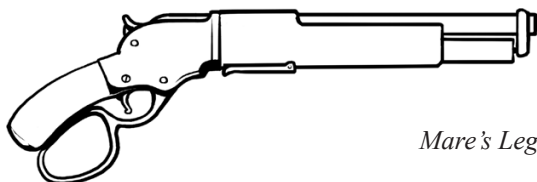
Immerling 44-S Revolver



Sterrion Coinshotgun



Heispel Twinborn Special



Mare's Leg



6

THOSE WHO LEAVE



Koloss-blooded are simultaneously mysterious and the subject of fear and lurid speculation. Almost everyone in Elendel, and most humans in the Roughs, regard the koloss as savage brutes and assume that koloss-blooded are the half-breed children of koloss and humans.

However, the truth is very different. During his Final Ascension, Harmony reshaped the surviving band of koloss into something considerably more human. He gave them greater self-control, independence, and most importantly allowed them to breed true. Although very few humans know this fact, nearly all koloss-blooded are actually the children of two koloss.

Growing up in a koloss tribe can be difficult and sometimes quite brutal. Tribes number between a few dozen to a few thousand individuals, and many young koloss-blooded find themselves in a struggle for food, respect, and status at a very young age — a struggle that can prove deadly. Youngsters learn early that the world will give them nothing they don't fight for, and they're often pitted against one another for the right to eat, to find shelter from the cold, or to earn the attentions of a potential mate. Those who survive and come of age, however, also learn the value of honor, bravery, and resolve — all prized traits amongst the koloss.

Surviving to young adulthood is not enough for a young koloss-blooded to graduate to kolosshood: despite Ruin's defeat, becoming a "full" koloss is still only possible through Hemalurgy. Every true koloss sports four Iron spikes, just as their forefathers did; a true koloss still has legendary strength and continual growth throughout his or her life, but they are now spared the loss of memory or personality. Unfortunately, making new iron spikes is exceptionally difficult, so



they must be harvested from those who have died in order to make a new generation. And, as with everything in koloss culture, the right to “wear” one of these limited sets of spikes must be earned with blood.

Winning a set of spikes is a rite of passage that marks the entrance of a young koloss-blooded as a full member of his or her tribe, and is offered in their twelfth year. The types of competitions that make up this rite vary from tribe to tribe, but almost all of them involve combat or other dangerous physical contests, which can often end in the death of the competitors. Koloss-blooded who either fail at these contests or who choose not to become koloss after winning them are frequently viewed as failures and exiled from the tribe. Other koloss-blooded simply leave of their own volition, unable to bear the shame or scorn that follows.

Most koloss-blooded Heroes are drawn from these outcasts who have not only lost their place in the world of the koloss, but now face fear, distrust, and ignorance in the world of the humans. No matter how well they mask their feelings, most “civilized folk” believe koloss-blooded to be nothing more than dangerous savages who could at any moment fly into a murderous rage. These prejudices leave koloss-blooded caught between two worlds, physically, culturally and spiritually — rejected from the world of koloss, misunderstood in the world of humans, and searching for a home.

APPEARANCE

Koloss-blooded are all relatively tall, exceedingly muscular, and solidly built. Their skin color ranges from faintly tinted blue — enough that it can be concealed by makeup — to mottled grey, as deep and dark as granite, but not the deep blue of a true koloss. Even the smallest and weakest of the koloss-blooded appear at least as muscular as the strongest human, and the largest are hulking brutes that — even without the huge stature or loose skin of the true koloss — are also considerably larger and more muscular than any human who has ever lived.

LIFE IN HUMAN SOCIETY

Out in the Roughts, many people base their opinions of others not on their birth, but on their honor, skill with guns, and their overall competence. If someone is fair, honorable, and able to face down all who threaten them or their allies, he or she commands a great deal of respect. For koloss-blooded, this would seem a perfect situation; however, even in the Roughts many people look at them a bit askance, seeing the huge and savage koloss within them, and speculating wildly about their parentage. Still, out in the more dangerous portions of the Roughts, a koloss-blooded mayor or sheriff who can keep a town safe and secure from external threats and internal strife can gain not merely acceptance, but also respect and fame. Most are willing to gamble on the chance (however small) to earn that respect than to try their luck in the Basin.



Within the Elendel Basin, most of what humans know of the koloss begins and ends in the fantastic tales of Allomancer Jak, sensational stories from broadsheets, and tall tales from travelers. Koloss-blooded in the Elendel Basin are viewed with a mixture of suspicion and fearful wonder. Most people assume that they're as stupid as they are strong; when a koloss-blooded demonstrates evidence of literacy or education, many react to them almost as they would to a talking dog. While disappointing, koloss-blooded who live in the Basin are exceedingly familiar with these sorts of prejudices.



The more liberal and educated environment of Elendel city provides a different set of challenges for koloss-blooded. On the one hand, those who have an opportunity to demonstrate their intelligence or skill and who have a patron or ally to help introduce them to society can do quite well in Elendel society; on the other, the discrimination they face is of a much more subtle and insidious nature. Many people still regard koloss-blooded living in the city as “the good ones,” but are just as quick to condemn their entire race as soon as a story of trouble on the frontier or a crime perpetrated by a koloss-blooded appears in the broadsheets. The law makes no distinction between koloss-blooded and humans, and the universities and courts must treat koloss-blooded just like anyone else, yet city koloss-blooded are often the subject of leading interrogations, invasive searches, and “friendly constable visits” whenever there’s trouble afoot.

KOLOSS-BLOODED SOCIETY

While koloss-blooded are too scattered and diverse to have a society per se, many form their own exile communities for comfort, love, and support. For example, there are a few small koloss-blooded neighborhoods of note in Elendel’s 6th and 8th Octants, and a handful of towns in the Roughs where most of the population is koloss-blooded.

One of the most important traditions of these outcast communities is “shepherding.” Shepherd koloss-blooded seek out and help mentor young koloss-blooded who have recently left their tribe, teaching them the ways of human society and acting as a base of support as the youngster find their way in the strange new land. Shepherds frequently loan their charges money, allow them to live in their homes for at least a few months, and work to help their charge find schooling or a job. This tradition is as valuable to the community as it is to young koloss-blooded, for it helps demonstrate to the suspicious and skeptical that “not all koloss are savages.” This life-bond between a shepherd and his or her charges can be as strong as the one between parents and children, and shepherds and their charges keep in touch long after they have left the nest to make lives on their own.

PSYCHOLOGY

Koloss-blooded are all exiles from their native society; some leave because they either failed to win their spikes or defend their tribe, while others choose or are called to seek a different way of life in human society. The reasons a koloss-blooded leaves their people has a great impact on their stories, both past and future.

Those who leave their tribes because of a failure to fulfill their duty are often crushed by it, allowing that failure to define their lives. Many of these koloss-blooded men and women end up as manual laborers or petty criminals, occupying the bottom ranks of human society and often drowning their regrets and anger with strong drink. Others find their failures drive them to reclaim



their honor and seek redemption in fame, power, or success. Many of these latter types become fearful outlaws or legendary lawkeepers, or engage in various daring and difficult activities like high altitude construction, firefighting, or similarly demanding work.

Koloss-blooded who leave the koloss willingly are a very different matter. This group tends to be seekers who couldn't find what they wanted in koloss society or are chasing something they believe exists amongst the humans. Perhaps they have a love of art, science, or scholarship; a desire to work with advanced technologies; a fascination with trains or guns; a consuming need for material wealth and comfort; or a deep passion for religion. No matter what members of this group seek, they do so with the tenacity and vigor that is the hallmark of what is best in the koloss.

No matter the reasons they left, koloss-blooded almost without exception keep the ways of their people secret from outsiders. This is a lesson taught nearly from birth: humans are dangerous. The old tales about the times when humans took control of the koloss to steal their power still echo and reverberate throughout koloss society, and the reality of life amongst humanity does little to disabuse koloss-blooded of those notions.

KOLOSS-BLOODED MISTINGS AND FERRINGS

The gifts of Allomancy and Feruchemy are gifts of humanity, tied to their spiritual state, so they're not a natural ability for full koloss. However, the koloss were once humans, and some of their offspring have gained the ability to use the Metallic Arts. No one knows how this came to pass. Some believe that koloss can indeed mate with humans, and in so doing regained the gift; a few scholars think perhaps the powers came to be through a trick of Hemalurgy, made before the World of Ash fell. But a more likely and complicated answer lies in a koloss myth.

The myth tells the story of a man — a Pewterarm — who bested a koloss chief in a wrestling match that lasted three days and nights. After the match was over, the chief offered the man his exceptionally crafted koloss blade as an honor-prize. But the man's eyes fell upon a beautiful koloss-blooded woman, who was the chief's daughter. Instantly smitten, the man asked if instead of the blade, he could receive 4 iron spikes and join the chief's tribe, for he would rather live the brief life of the koloss and be with his daughter, than to endure the long, lonely existence of a human without her. Moved by the man's passion, the chief accepted his offer, and the offspring of that man and the chief's daughter were the first koloss-blooded Allomancers.

Regardless of whether or not the myth is true, it is known for a fact that some humans, dissatisfied with life in human culture, travel to the frontier to join the koloss and win their spikes...and it stands to reason that some of these folk are Allomancers or Feruchemists. Though the final transformation to a true koloss is noted to destroy any vestiges of power (there are, for instance, no known koloss Allomancers), it's still possible that the power of a Misting or Ferring-turned-koloss' blood could be passed down to his or her children.

Koloss-blooded Mistings and Ferrings are exceptionally rare and special individuals, far more so than normal humans — perhaps only 1 in 1000 koloss-blooded



have abilities, and some put the numbers as high as 1 in 10,000. Most metalborn koloss-blooded are completely unaware of their gifts until they are faced with a moment of great stress (which can cause a Misting to Snap) or stumble upon the right metal of a proper purity (exposing their Feruchemical abilities for the first time). Once they find out they're different, koloss-blooded Mistings and Ferrings often have little guidance on how to use their powers; more often than not, they're forced to leave their tribe in order to get a proper handle on what's happening to them and how to use their abilities.

Once they're out in the world, some of the itinerant koloss-blooded find that possessing the strength and durability of a koloss alongside the gifts of a Ferring or Misting is a great asset — it may even be a ticket to joining human society, finding fame and fortune, or solving the long-lasting problems of their people. No matter how they choose to use their newfound powers, one can rest assured the stories they forge in Scadrial will be as special and unique as they are.

PLAYING A KOLOSS-BLOODED HERO

Koloss-blooded have many reasons for joining a Crew. Some wish to prove themselves in some way. Others seek to gain the resources or connections necessary to accomplish some goal. Even moreso than many humans, koloss-blooded Heroes tend to be driven.

Playing a koloss-blooded can be challenging. It's the first thing everyone notices when they see your character, and playing a koloss-blooded means dealing with at least some degree of prejudice against your character, especially in Elendel. However, it can also be a fascinating experience to play a Hero who's between two worlds and who's so driven to either redeem previous failures to become a koloss or achieve the dream that caused him or her to leave the koloss.

KOLOSS-BLOODED POWERS

As the children of hugely strong creatures, koloss-blooded inherit some of their sires' strength and durability. Koloss-blooded characters increase their Physique by 1 at character creation, and may increase their Physique rating to a maximum of 7 (rather than 6 as normal). In addition, their tremendous strength grants koloss-blooded characters 2 additional dice when making a roll involving physical strength (including lifting and moving objects, and wielding heavy weapons).

Koloss-blooded characters can learn to draw upon the power of their heritage to further amplify their physical prowess. Each of these abilities is a Stunt that only koloss-blooded characters (or koloss and koloss-blooded NPCs) can learn.

KOLOSS-BLOODED STUNTS

All koloss-blooded characters may gain koloss-blooded Stunts during character creation (*see page 88*) or during play by spending Advancements (*see page 105*).



Dense Muscle: Your muscles are especially tough as well as being exceedingly strong. As a result, you suffer 1 less damage from physical attacks. You may gain this Stunt twice, each time reducing the damage you suffer from physical attacks by 1 (for a maximum reduction of 2 damage per physical attack).

Massive Jump: Your leg muscles are even more powerful than the rest of your body. You can jump 10 feet up or 15 feet horizontally from a standing start. If you have a running

start, you can jump 15 feet up or 30 feet horizontally. You can also fall up to 15 feet without harm and subtract 1 point from all damage you take from falling.

Multi-Attack: If you're wielding a large weapon (typically a koloss sword), you can use it to attack several people at once, as long as they are all within range. You may choose to make a multi-attack against as many targets as the total damage bonus of the weapon (e.g., using a koloss sword, with a damage bonus of +4, allows you to attack up to four targets at once). When making a multi-attack, make a single attack roll which each target must defend against individually. Targets who are hit suffer 1 point of damage, plus 1 additional damage per Nudge spent.

Powerful Legs: Your leg muscles become powerful enough to increase your running speed to 25 miles per hour, allowing you to outrun any normal human. You can take 2 steps toward or away from anything in a single Beat if you take an action. If you take no other actions, you can take 3 steps in a Beat.

Rapid Healing: Your powerful muscles aren't merely strong, they also heal faster than normal. Your healing rate is doubled — from 1 recovered Health to 2 per day. You may also recover Health during a Short or Long Breather without sitting the Breather out (see "Recovery" on page 189 of the *Mistborn Adventure Game*).

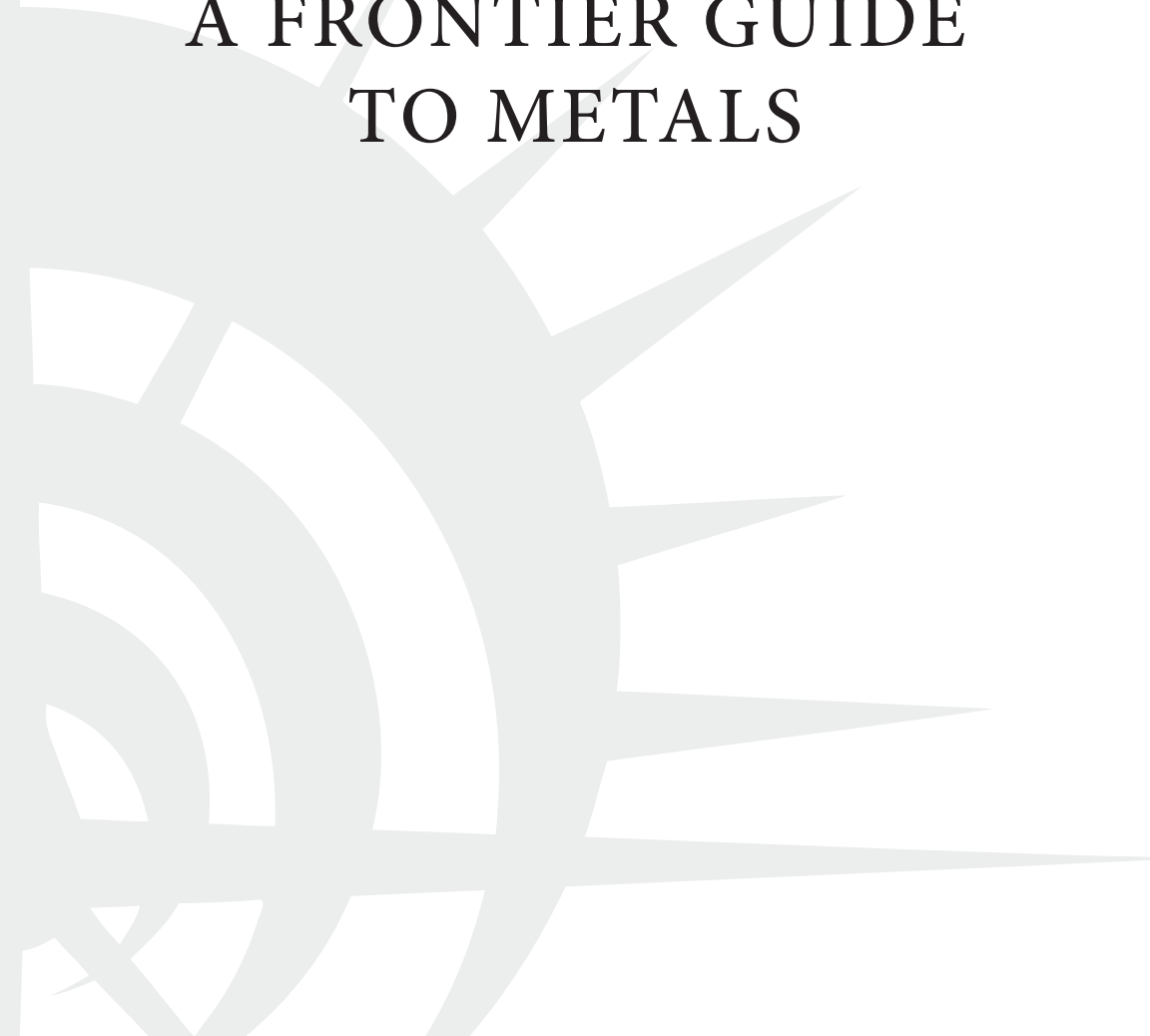
Surge of Strength: You gain one additional die to a single roll involving physical strength, in addition to those normally gained from being koloss-blooded. To use this Stunt, you must ready yourself by spending a Beat drawing on your reserves, and can't take any action during that Beat except to defend or react. You may gain this Stunt twice, each time granting one additional die on rolls involving physical strength when using this Stunt (for a maximum bonus of 2 additional dice).

Tough: You are exceedingly durable. Your Health permanently increases by 2. You may gain this Stunt three times, each time increasing your Health by 2 (for a maximum increase of 6 Health).

BOOK TWO



A FRONTIER GUIDE TO METALS



1

MAGIC OF THE ALLOY ERA



Though much has changed since the end of the Final Empire, metal-based magic is still alive and well in *The Alloy of Law* era. High stakes, rough customers, and burned metals blend for great adventure and brilliant drama. A **Frontier Guide to Metals** gives updates and expands the Treatise Metallurgic from the *Mistborn Adventure Game* rulebook, filling in what has changed, what has stayed the same, and what should be flavored differently to suit the setting. Information on the Metallic Arts is divided by types of magic, with Mistings, Ferrings, Twinborn, and Hemalurgy each getting their own chapter. The metals and their individual abilities haven't changed much; however, the tasks they're used for and the people who can use them have.

And remember, if you're looking for a more in-depth look at how each metal functions in the narrative and as game rules, please refer to the *Mistborn Adventure Game* rulebook's Treatise Metallurgic, starting on page 265 of that volume.



FROM BRANDON

In order to make *The Alloy of Law* setting work as a game, many of the mechanics make assumptions about and extrapolate upon the magic system presented in the books. All are in the full spirit of the novels; not all are canon.



THE METALLIC ARTS IN SOCIETY

In the time of *The Alloy of Law*, Scadian society no longer restricts the use of magic by social class or race: Allomancers of low birth no longer fear discovery by nobles, nor the swift and brutal execution that follows; and Terrismen are free to use their Feruchemical abilities and have children with whomever they wish. While there are those who hide their abilities for personal reasons, those fortunate enough to use the Metallic Arts are welcomed and often encouraged to use those gifts as they wish, to whatever end they see fit. Heroes in the Roughts and in the city, among high society and among the disenfranchised, are all equally likely to let their metal fly, so to speak.



Approximately 1 in 50 individuals are **metalborn** with the ability to use Allomancy or Feruchemy (and 1 in 2500 are **Twinborn**, who can use both) — a far larger number than during the Lord Ruler's time. The dissemination of these abilities, and their presence throughout all levels of society, has transformed popular opinions about magic and its use. Perhaps most importantly, the Metallic Arts are no longer seen as a divine right, but rather as any other talent or gift, which can and should be developed through practice to better serve the gifted and the world around them.

Training in how to use magical abilities starts at a young age, and most urban universities include magical training in their curriculum. Students with a proven gift in the Metallic Arts are accepted into extracurricular courses that allow them to hone their abilities in pragmatic ways — a young Pewterarm might be taken into a sports team that gives her better opportunity to (literally) flex her muscles, an Archivist Ferring might take special courses for improving their study and memory skills, or a Soother might receive lessons in negotiation.

Even for students without magical abilities, magic remains a part of instruction. For example, university studies in criminal law and justice study the use of Allomancy in both perpetuating crime and preventing it; after all, in a world where a Coinshot can reach a locked, seventh floor room that would be otherwise impossible to access, deconstructing a crime scene must account for magic.

After finishing school, many metalborn pursue careers where their abilities are useful, or sometimes even requisite. A trained Archivist with full command of his abilities, for instance, can earn excellent wages working in a brokerage, bank, or library; a Soother will find a life in law, politics, or business quite profitable; while a brawny Pewterarm can make a comfortable living in construction, athletics, or as a bodyguard or constable.

Other ways the particular styles of the Metallic Arts are used in everyday life are covered in their respective sections, in Chapters 2-3.

THE KNOWN METALS

In the modern day, **all sixteen metals are widely known** (far more than during the Final Empire), and available for purchase in some form or another in any large town or city in the Basin. However, as far as the vast majority of people know, Malatium is a legend bound tightly to the faith of the Survivor, Atium is just a myth from the times before the Origin...and no one has heard a thing about Lerasium.

MAGIC AND TECHNOLOGY

The greater number of Allomancers and Feruchemists in the population has created a strong industry around providing purified metals and other implements used in the Metallic Arts. Mining methods are vastly more efficient, and trains bring tons of metal back from mines in the Roughts at ten times the rate of canal transport in the past. The great availability of pure metals has dramatically reduced their price: now, even a lowly charlatan living by the skin of his teeth can probably get the Zinc he uses in his cons, and he can afford to throw it around a bit. Likewise, stamped metal “general-store metalminds” — while a far cry from the lovingly-crafted jewelry of ancient Terris — are cheap and available in nearly any civilized town, making them popular with lower-class Ferrings.

COUNTER-MAGIC TECHNOLOGIES

As a consequence of this availability, another industry has arisen around magic — this time, focusing on self-defense. While in the past defensive technologies were limited to dueling canes, wooden armor, and the services of Hazekillers (and all exclusive to the nobility), the larger population of Mistings and Ferrings has created a massive demand for protection against them by those without powers.

While aluminum is incredibly expensive due to its rarity and the difficulty of refining it, wealthy folks spare little expense in using it for their personal protection. Many politicians, judges, and law officers spring for aluminum-lined hats, to prevent Mistings using Brass and Zinc Allomancy from influencing them. For those who believe the best defense is a good offense, aluminum weapons and ammunition are another worthwhile investment — many of the Roughts’ most successful gunslingers can be instantly recognized by the blue-white glint of the pistols strapped to their hips.

Where there’s a high demand, there’s also a chase for easy money, and a whole new sort of quackery and snake oil has sprung up around protecting everyday sorts from perceived danger. Common scams include “Miracle-cure Misting tonics” selling empty promises of improved Allomantic performance or protection from “the Allomancer menace;” magnetic jewelry purported to reverse the polarity of incoming metal magic and send it back to its originator; chromium sprayers that promise to rob nearby Allomancers of their power (they don’t); lead-lined clothing to protect one’s modesty from “salacious Tineyes;” and so on. Sure, these “innovations” may be of dubious value, but like they say, Harmony only protects the dull as far as they’ll let him.



THE METALLIC ARTS AND GUNPLAY

The advent of the gun has been one of the great levelers of the playing field between normal men and metalborn in *The Alloy of Law* era. Where normal folk once only had simple weapons such as dueling canes and flint-tipped arrows to defend themselves with, now the deadly firepower once only available to Coin-shot Mistings can be obtained by anyone with a few notes in their pocket, in nearly any town in the civilized world. What's worse, Aluminum and "hazekiller" rounds have been developed to actively foil the abilities of metalborn, such as causing savage wounds that can't be Feruchemically healed, jackets that slough off when Pushed or Pulled, or screaming to overload the target's senses.

Despite the threat that guns pose to the reputation and power of metalborn, many have combined their abilities with gunplay to forge deadly new fighting styles: Windwhispers and Tineyes use their extraordinary vision to make impossibly accurate sniper shots; Steelrunner gunslingers tap physical speed to outdraw any foe foolish enough to try their luck; Coinshots and Lurchers bend bullets in impossible ways; and Bloodmaker Ferrings walk through a storm of fire without ever going down. Just as in the Final Empire era, the Mistings and Ferrings of *The Alloy of Law* rely on ingenuity — not overwhelming power — to overcome foes.

If you are interested in combining Allomancy, Feruchemy, and gunplay, take a look at the Allomantic shot (*see page 164*) and Feruchemical shot Stunts (*see page 171*) for ideas.

2 MISTINGS

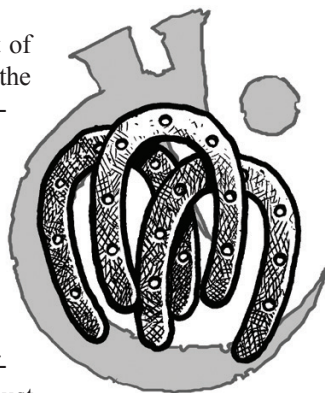


Allomancy has changed significantly since the time of the Final Empire. The Mistborn have faded into the mists of legend, along with the notion that anyone can harness the full spectrum of Allomantic power. Those with Allomantic gifts no longer conceal their abilities from sight, but use their powers openly in everyday life for the betterment of themselves and their world. Publications and tutors teach young Allomancers how to burn metals properly and precisely, and pure metals and alloys are widely available for a reasonable price. Allomancy has created and transformed *The Alloy of Law* era, with Mistings (and their Twinborn cousins) reaping the benefits.

MISTINGS IN SOCIETY

Allomancy is the most predominant Metallic Art of the modern day. Of all types of magic, Allomancy is the best known and most trusted, mainly because its benefits tend to be both obvious and tangible — anyone can understand that Allomancy can be used to pick up a massive crate, influence a skeptical listener, or launch oneself into the air.

Allomancy is also the most common of the Metallic Arts, with one person in 50 possessing Allomantic abilities. The use of Allomancy is common enough that Mistings are considered just a different type of gifted individual, and their magic is just





as special as particularly high intelligence, personal charisma, or technical affinity. Those Mistings of means typically seek formal training in the use of their powers, either by private tutor or through apprenticeship, and many wealthier secondary schools and universities offer formal programs to help young Allomancers get the most from their gifts.

Many Mistings put their Allomantic powers to work in their careers, whether in labor, business, academia, or politics, and nearly anyone with the metals and the money can find a specialist that meets their needs. On the high steel of the skyscrapers rising inexorably from the Elendel skyline, skilled Lurcher engineers work tirelessly to move supplies and supports into place without worrying about falling to their deaths. When a new mine opens up, Tineye surveyors are the first inside to explore for dangerous terrain, gas leaks, and potential collapse. In the constabulary, Soothers act to quell riots and civil disputes alike, while in industrial shops they find employment as strike-breakers and “workplace satisfaction consultants.” Rioter activists flare emotions of crowds in support of their candidates or causes, while in the criminal underworld they Pull forth feelings of fear, intimidation, and reservation in their employer’s victims. Electrum-burning stock brokers use their metals to predict and capitalize on minute changes in the market. If there’s a place that an Allomancer can make life safer, easier, or more affordable, someone is willing to pay to have a Misting there, burning their metals.

Not all Mistings choose to turn their gifts to a profit — in fact, a fair number of Allomancers choose not to reveal their abilities at all. The reason these Mistings choose not to do so are myriad. Sometimes hiding a power is simply a matter of personal shame, if for instance one’s power seems inferior or useless. At other times, powers might be concealed to protect a family’s reputation, as when a Misting is born to a family line that does not have any Allomancers. At still others, Mistings hide their powers in order to protect a political or business advantage, such as a Smoker, Rioter, or Soother hidden amongst political staff or a Leecher or Oracle bodyguard.

The choice to conceal Allomantic abilities is entirely personal; there are no laws on the books requiring anyone to disclose whether or not one is metalborn. Nevertheless, the specter of Misting registration remains a neverending political issue, raised in the guise of upholding “public safety” or the “common good.” In governmental meetings and letters to the newspapers, hypothetical horror stories of Coinshot peeping toms watching through your second story window, or Pewterarm goons who casually intimidate folk are trotted out as examples of possible Misting threats to Harmony-fearing men and women everywhere.

Though these far-fetched tales rarely play out, those who keep their abilities private sometimes face backlash if and when their Allomantic gifts are revealed, even in the more cosmopolitan communities of Elendel’s academic and well-to-do sets. Friendships may be abandoned; business contracts lost; political alliances dissolved; or access to family resources revoked. Despite the vast steps Mistings have made in gaining acceptance in the world since the times of the Lord Ruler, people still only trust Mistings until they uncover one where they weren’t expecting him.

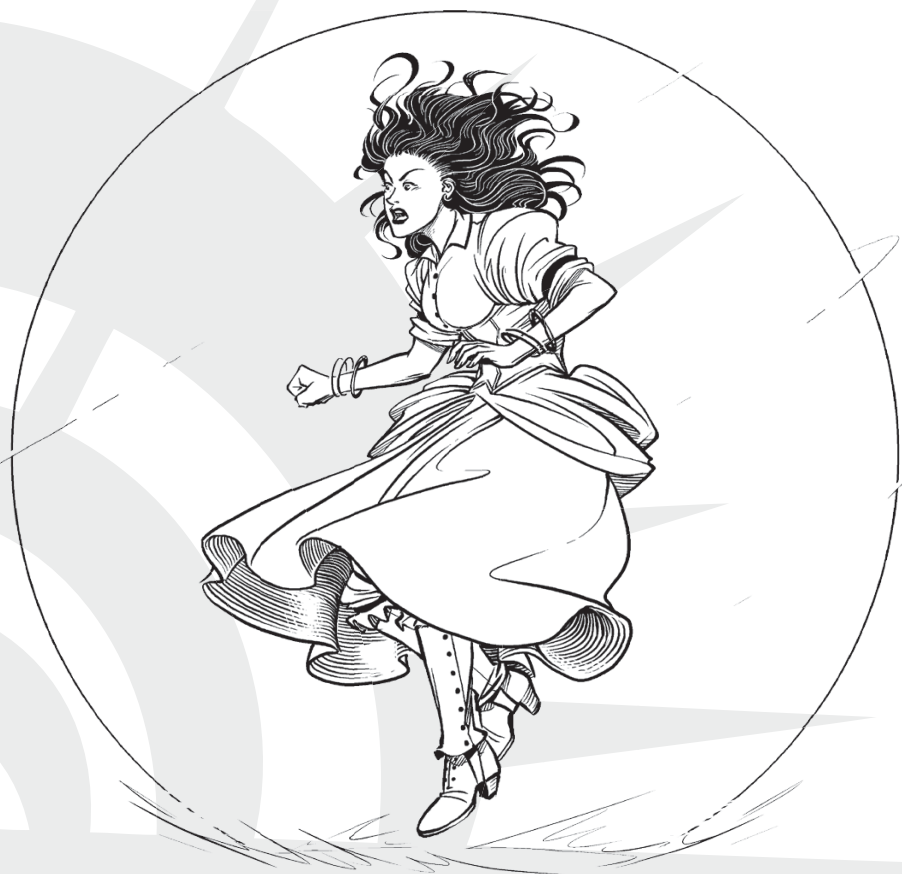
ALLOMANCY STUNTS

As knowledge and practice of Allomancy has increased since the time of the Lord Ruler, Allomancers in *The Alloy of Law* era have also learned some new tricks. The following Stunts can be chosen instead of or in addition to the Allomancy Stunts found in the *Mistborn Adventure Game* rulebook during character creation or by spending Advancements (see pages 88 and 105).

TIN

Tin-ker: By using your finely-honed senses, you can detect structural and manufacturing defects in a mechanical object or device, allowing you to quickly disable it. While burning Tin, the Difficulty of all rolls to disable simple objects such as a locks, door hinges, or pulleys is reduced by 2, while the Difficulty of rolls to disable more complex objects such as guns, automobiles, or electrical systems is reduced by 1. In either case, this Difficulty cannot be reduced below 1.

MISTINGS





Lie Detector (Trait): By using smell, sight, and hearing to detect slight changes in a person's demeanor, you can better determine whether or not they are telling the truth. In addition to the story implications and descriptive applications, this Stunt grants the "Allomantic Lie Detector" Trait while you're burning or flaring Tin.

IRON

Iron-Sight: You can use the blue "lines" you see while burning Iron as a substitute form of sight. While burning Iron, you may substitute your Iron rating for your Wits when making rolls related to vision and sight. Additionally, you may move and act normally even in complete darkness, when blindfolded, or any other time you're left sightless. However, anything that is devoid of metal is effectively invisible to you, and you cannot take action that *requires* seeing non-tactile visual features (such as reading, distinguishing color, etc.).



Wall Walking: While burning Iron, you can subtly Pull on the superstructure of a building to walk up along walls or across a ceiling. You can move normally along any surface made of or containing metal, just as if it were flat ground. This Stunt only functions if the surface you are walking along has a substantial amount of metal (thus, you could easily hang from the ceiling of a train car, but couldn't walk along the ceiling of a log cabin with just a few nails in place).

STEEL

Steel-Sight: You can use the blue "lines" you see while burning Steel as a substitute form of sight. While burning Steel, you may substitute your Steel rating for your Wits when making rolls related to vision and sight. Additionally, you may move and act normally even in complete darkness, when blindfolded, or any other time you're left sightless. However, anything that is devoid of metal is effectively invisible to you, and you cannot take action that *requires* seeing non-tactile visual features (such as reading, distinguishing color, etc.).



COPPER

Smaller Coppercloud: You can restrict the size of your Coppercloud to a smaller area, thus keeping a lower profile. Your Coppercloud can be reduced from 10 to as small as 1 pace from you (Striking Range) if you choose.



ZINC

Piercing Rioting: Your Rioting is powerful enough that you can even influence those using Aluminum to shield themselves. When you attempt to Riot another character's emotions, you may spend 4 Nudges to ignore the effects of any aluminum gear they are wearing (such as aluminum-lined hats).



BRASS

Piercing Soothing: Your Soothing is powerful enough that you can even influence those using Aluminum to shield themselves. When you attempt to Soothe another character's emotions, you may spend 4 Nudges to ignore the effects of any aluminum gear they are wearing (such as aluminum-lined hats).



BENDALLOY

Bend Time: You use your Bendalloy instinctively to make the most of every second. While burning Bendalloy, you can Catch a Beat when you score 2 or more Nudges, rather than 3 or more Nudges as normal (see the *Mistborn Adventure Game*, page 154). Note you must still spend all your Nudges to Catch a Beat, however!



MISTINGS



CONTROLLING KOLOSS & KANDRA IN THE ALLOY ERA

Though Hemalurgical creatures such as koloss and kandra still exist, with the fall of Ruin much of their vulnerability to emotional Allomancy has changed. In *The Alloy of Law* era, the only creatures that can be controlled using Allomancy are "full" koloss; Faceless Immortals, as agents of Harmony, can no longer be controlled through Soothing, and koloss-blooded are immune since they are true born rather than created. Using Brass to control a koloss is so rare in modern times that most folk think of these stories as tall tales, and even scholars have assumed such stories were exaggerations or distortions of the historical record rather than bygone fact.

Taking control of a full koloss using Brass Allomancy follows all the rules as described on page 336 of the *Mistborn Adventure Game*, with the following changes:

- Controlling a koloss requires a Brass rating of 9 or higher;
- Characters may not work in concert to seize control of a koloss;
- Each character may control only one koloss at a time;
- The duration of control is reduced to 1 minute, plus an additional minute per Nudge spent.

The koloss themselves are quite aware of this historical "weakness of the blood," which makes them extremely wary of Soothers and may even account for their general avoidance of human society. Tribesmen are ever-watchful for signs of emotional Allomancy when amongst humans, and a known Soother will be immediately shunned or threatened by a tribe. Should a Soother be foolish enough to try to control a koloss with their Allomancy, the koloss victim (and often, most of his tribe) is honor-bound to hunt down and execute the offender. So abuse your powers at your own risk...

ALLOMANTIC SHOT STUNTS

With the advent of guns, Mistings have learned to combine their shooting skills with their Allomancy to forge innovative and deadly new fighting styles. **Allomantic shot Stunts** are a subcategory of Allomancy Stunts, which work like all other Stunts but are only useful during combat.

Any Misting or Twinborn Hero may gain Allomantic shot Stunts corresponding to his or her metals during character creation (see page 88), or purchase them during play using Advancements (see page 105). Other, more general gunplay Stunts can be found in Book 1, Chapter 5 (see page 136).

TIN

Tinslinger: Your hand-eye coordination exceeds all human capacities. When burning Tin and your declared action is a firearm attack, you may form your dice pool using your Tin rating (rather than Physique, as normal).



PEWTER

Acrobatic Shooting: Your enhanced hand-eye coordination allows you to shoot accurately even when running or performing acrobatic maneuvers. While burning Pewter, you ignore all adverse combat conditions and negative Circumstances related to movement, whether they are because of you or your target, when attacking with a firearm (thus, you can move and shoot a gun in the same Beat, or take a shot while hanging upside down by your feet, without suffering a negative Circumstance — see the *Mistborn Adventure Game*, page 197–198). Additionally, you do not lose the benefits of Aiming when you move more than 1 Step during a Beat prior to making a ranged attack (see page 133).



STEEL

Bulletpush: While burning Steel, you may subtly Steelpush a bullet you fire to give it much greater penetration. While burning Steel, all attacks you make with firearms reduce the amount of damage absorbed by the target's armor or Powers by 1/2, rounded down (e.g., a Pewterarm with the Denser Tissues Stunt, which absorbs 1 damage, would instead absorb no damage, while a character wearing armor that absorbs 2 damage would instead absorb only 1). This Stunt can be combined with the Increased Velocity Stunt (see the *Mistborn Adventure Game*, page 313).



Steel Bubble: You can burn Steel to create a bubble that Pushes away all metal not in direct contact with you — including any bullets fired at you. While using this Stunt, all damage you, and anyone within Grappling Range of you, suffer from attacks made by metal weapons (including bullets) is reduced by one-half your Steel rating, rounded down (e.g., if you had a Steel rating of 5, you would reduce the damage of all attacks made by metal weapons against you by

2). Maintaining a Steel bubble is considered an active defense that counts as your action for a Beat (*see the Mistborn Adventure Game, page 177*). You can take this Stunt up to two additional times: the second time allowing you to extend your Steel bubble out to Striking Range of you; and the third time allowing you to extend your bubble out to Close Range.

BRONZE

Seeking Shot: You use your ability to sense Allomancy to enhance your aim against targets burning metals. While burning Bronze, if you make a ranged attack at an Allomancer currently burning a metal, you ignore all adverse conditions and negative Circumstances related to cover, concealment, low light, and other visual impairments (*see the Mistborn Adventure Game, pages 197*). Additionally, you need 1 fewer Nudge to succeed with a Called Shot or the Ricochet Stunt when attacking an Allomancer currently burning a metal, to a minimum of 1 Nudge (*see the Mistborn Adventure Game, page 201, and page 138*). This Stunt has no effect against targets within a Coppercloud.



ZINC

Riot Aim (Reaction): Once per Beat when you are the target of a firearm attack, you may Riot the shooter's emotions to try and throw off their aim. This is a Reaction (*see the Mistborn Adventure Game, page 177*), and grants you a number of dice for your Reaction roll equal to your Zinc Rating. You may add Action or Defense Dice to this pool if you like, though you may not roll more than 10 dice, as usual. If your Reaction Result beats the attacker's Result, you may reduce the number of damage you suffer from this attack equal to the Outcome. With success you may also spend 3 Nudges to reduce the shooter's next Action Dice pool by one-half your Zinc Rating, rounded down (as he or she struggles to regain control of his or her emotions).



BRASS

Soothe Aim (Reaction): Once per Beat when you are the target of a firearm attack, you may Soothe the shooter's emotions to try and throw off their aim. This is a Reaction (*see the Mistborn Adventure Game, page 177*), and grants you a number of dice for your Reaction roll equal to your Brass Rating. You may add Action or Defense Dice to this pool if you like, though you may not roll more than 10 dice, as usual. If your Reaction Result beats the attacker's Result, you may reduce the number of damage you suffer from this attack equal to the Outcome. With success you may also spend 3 Nudges to reduce the shooter's next Action Dice pool by one-half your Brass Rating, rounded down (as he or she struggles to regain control of his or her emotions).



ELECTRUM

Preemptive Shot: You can use your predictive abilities to gun down dangerous combatants before they can strike. At the beginning of each Conflict Round while burning Electrum, you may designate one opponent you are tracking. During this round, if your designated opponent acts and you have not yet acted, you may immediately declare a new action which must be a ranged attack against that opponent (*see the Mistborn Adventure Game, page 180*). This attack occurs immediately before the opponent's action, rather than at the end of the round as normal (you still must reconfigure and halve your Action Dice for this action, however).



BENDALLOY

Sliding Shot: You've practiced extensively to calculate the deviation of your attacks across a time-bubble more precisely. When you make a firearm attack against a target outside of your time-bubble, the number of "free dice" the target gains to defend is only equal to one-half your Bendalloy rating, rounded up (rather than equal to your Bendalloy rating, as normal).



CADMIUM

Pulsing Shot: You've practiced extensively to calculate the deviation of your attacks across a time-bubble more precisely. When you make a firearm attack against a target outside of your time-bubble, the number of "free dice" the target gains to defend is only equal to one-half your Cadmium rating, rounded up (rather than equal to your Cadmium rating, as normal).



3

FERRINGS



During the World of Ash, the only Feruchemists were the secretive Keepers, who could use all of the Feruchemical metals. In this dark era, brave and dedicated Terris found methods to subvert the Lord Ruler's brutal breeding program in ways that allowed them to make certain that Keeper bloodlines continued and were kept pure. However, all of that ended with the Lord Ruler's death.

In the post-Origin world, Terrisfolk (and by extension, Feruchemists) were allowed to once again mingle, marry, and have children with whomever they chose, and in so doing, spread the Feruchemical bloodlines into the general population. As the power spread, so did it dilute, leading to Feruchemists who could only store or tap a single ability: Ferrings (*as well as the rise of Twinborn, who can use a single Allomantic and Feruchemical power — see page 175*).

FERRINGS IN SOCIETY

By the time of *The Alloy of Law*, a majority of people have at least trace amounts of Terris ancestry and potential to become Ferrings. Overall, about one person in 50 develops Feruchemical abilities, but that number rises sharply among people with significant Terris ancestry, particularly the Terris communities of the Basin and the enclaves of the mountains (*see page 240*).

Like Allomancy, Feruchemy is regarded as a natural talent and part of everyday life by most; while many people envy the powers possessed by Ferrings, they don't consider these powers to be particularly strange or mysterious. People in the modern day understand the basics of Feruchemy far better than those of the Final Empire, including the principles of storing and tapping, and the basics of



TYPES OF FERRINGS

Mistings have long had evocative names like “Coinshot,” “Thug,” and “Cop-percloud.” With Feruchemy now more common and easier to describe with a single metal, Ferrings have gotten their own nicknames.

Tin: Windwhisper

Iron: Skimmer

Copper: Archivist

Zinc: Sparker

Aluminum: Trueself

Chromium: Spinner

Gold: Bloodmaker

Cadmium: Gasper

Pewter: Brute

Steel: Steelrunner

Bronze: Sentry

Brass: Firesoul

Duralumin: Connector

Nicrosil: Soulbearer

Electrum: Pinnacle

Bendalloy: Subsumer

the physical and cognitive Feruchemical metals. However, scholarship around the more exotic or ancient types of Feruchemy remains confined to the Terris community — primarily amongst the continuing tradition of the Keepers (*see page 169*).

The abilities of Feruchemists make them prized employees in a wide field of professions. Archivist and Sparker Ferrings are popular accountants, secretaries, and clerks, thanks to their infallible memories and great mental agility. Sleepless Sentry Ferrings can often find employment as watchmen or guards, while Brutes have an easy time finding work in construction or as heavies for crime bosses. Connector Ferrings find law and politics natural fits to their skills, and Spinners often try their luck at the gambling table. Subsumers, Gaspers, Firesouls, and Pinnacles are often found on the frontier, where their gifts let them face the unknown with confidence.

However, the limitations of Feruchemy — that one must first store an ability in order to tap it for a short time — restrict how much a Ferring can rely upon his or her powers in daily life. Jobs which utilize their gifts cannot rely upon them to perpetually use them, unlike Mistings (who simply need a steady supply of metal to keep at it). For example, a Sparker salesman is likely to reserve his stored mental speed for only the most challenging clients, because every few minutes of quick-thinking brilliance requires several days of dull and plodding thought. Consequently, many employers build in “storing breaks” during the work day to allow a Ferring to build up necessary attributes and only call upon them to tap stored abilities when it is necessary.

Outside of work, Ferrings tend to be more private about their abilities, because the personal nature of those powers can cause others to be skeptical of the Feruchemist’s natural abilities and motives. For example, one may question how smart a Sparker or Archivist truly is without her metalminds, whether a Connector

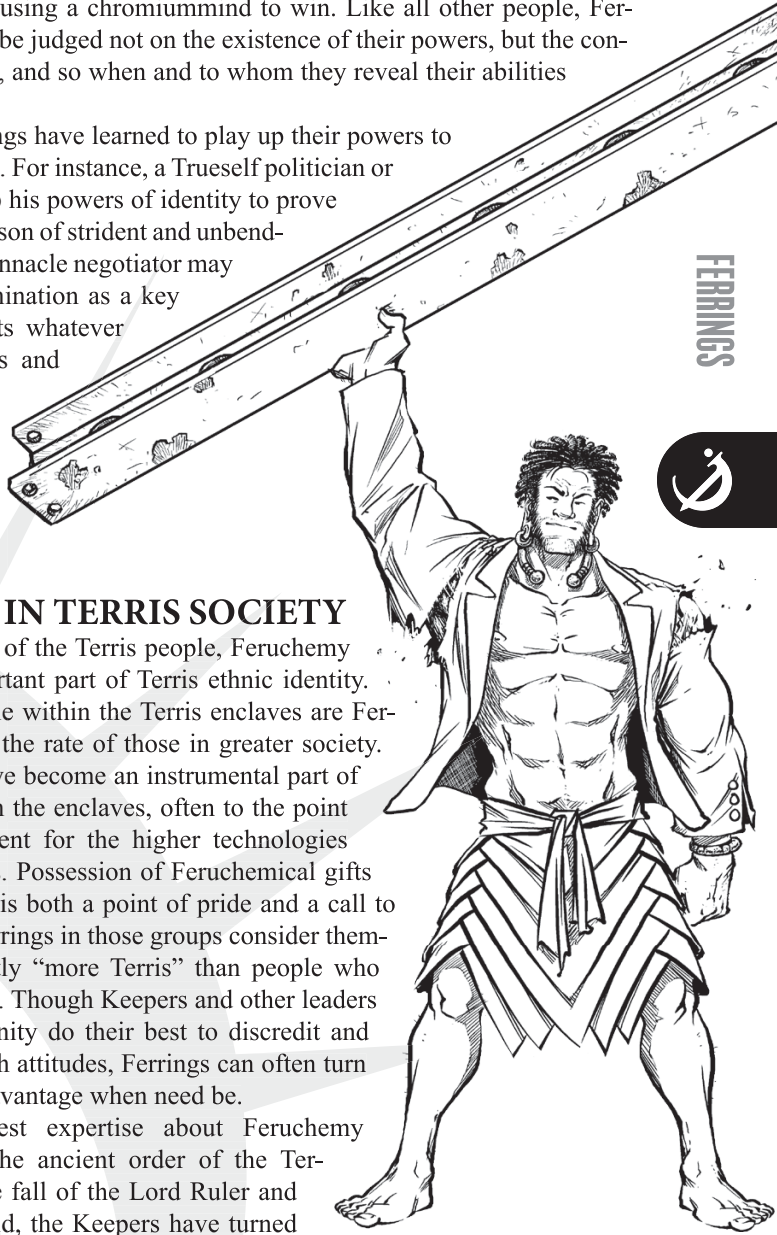
with a great number of friends would have them if not for his powers, or a successful gambler is abusing a chromiummind to win. Like all other people, Ferrings would prefer to be judged not on the existence of their powers, but the content of their character, and so when and to whom they reveal their abilities is a personal choice.

Still, some Ferrings have learned to play up their powers to their social advantage. For instance, a Trueself politician or activist might play up his powers of identity to prove his bona fides as a person of strident and unbending morals, while a Pinnacle negotiator may sell his stored determination as a key to winning his clients whatever they want. The ways and hows Ferrings can use their abilities to gain advantages are as numerous and diverse as the people themselves.

FERUCHEMY IN TERRIS SOCIETY

As the birthright of the Terris people, Feruchemy remains a very important part of Terris ethnic identity. Almost 1 in 25 people within the Terris enclaves are Ferrings — about twice the rate of those in greater society. As such, Ferrings have become an instrumental part of day-to-day life within the enclaves, often to the point of being a replacement for the higher technologies practiced in the cities. Possession of Feruchemical gifts within the Terrisfolk is both a point of pride and a call to service, and some Ferrings in those groups consider themselves to be inherently “more Terris” than people who don’t share their gifts. Though Keepers and other leaders of the Terris community do their best to discredit and speak out against such attitudes, Ferrings can often turn their status to their advantage when need be.

Scadrial’s greatest expertise about Feruchemy today resides with the ancient order of the Terris Keepers. With the fall of the Lord Ruler and remaking of the world, the Keepers have turned most of their efforts from preserving historical and social events to acting as the stewards of Feruchemical knowledge. Like their predecessors, these Archivist (Copper) Ferrings use their copperminds to collect and store everything they can discover about Feruchemy for future generations. Their efforts have not gone unrewarded: those Keepers who study Feruchemy



FERRINGS





WHAT ABOUT FULL FERUCHEMISTS?

The weakening of Allomantic ability over time has been well-documented since the World of Ash, when Mistborn went from being the primary type of Allomancer to quite rare at the time of the Lord Ruler. However, the virtual disappearance of “full” Feruchemists has baffled scholars and philosophers alike. Most believe it is simply that the Feruchemical gift will follow the same pattern of Allomancy, growing weaker and more rare over time; some spiritually-minded sorts postulate that Feruchemical ability is breaking down because Allomancy is the gift of the Survivor, able to weather the mixing of blood; and a growing contingent of scientists speculate that it is the introduction of Allomancy into the bloodlines of the Terris that has disrupted the gift of complete Feruchemy. Should this latter theory be correct, it stands to reason that a person of pure and unadulterated Terris heritage might be capable of developing full Feruchemical ability. If such a person does exist, the secretive folk of the Terris enclaves have yet to say...

have a much more detailed understanding of all sixteen Feruchemical metals, and are the best source of information on the uses of the spiritual and hybrid metals.

The Keepers also act as diplomats, working with Feruchemists to ensure the gift is used for the good of the entire Terris community and the world. Some, for example, call upon known Connector or Spinner Ferrings to use their extraordinary powers of relationships or luck to improve the survival of an enclave in peril, while others work to arrange marriages between Ferrings to see that the gift is passed on to the next generation. When Ferrings act out within a Terris community, a Keeper might be assigned to work with local law enforcement or government to bring the rogue in or make sure his or her actions do not reflect poorly upon Terris society as a whole. Naturally, all these duties are kept private; discretion remains a prized trait within the sect.

POWER AND PERSONALITY

Feruchemy is about balance in all things. Since Ferrings must first store traits they wish to use, Feruchemy is inherently more limited than Allomancy. However, it also has one great advantage over Allomancy — the only limit that Ferrings have on the number of charges they can use is the number of charges they have stored in their metal minds. Even the most powerful Thug can barely lift a pony, while a Pewter Ferring with a sufficient number of charges could lift a locomotive. The degree of power possible with Feruchemy can be awe-inspiring, but also necessarily brief.

This balance of storing and tapping means that Ferrings consider themselves to be more thoughtful and careful than Allomancers — they cannot use their powers willy-nilly! Although using any of the physical metals is direct and obvious, even a Pewter or Steel Ferring must still consider how many of their

limited number of charges they are willing to use. Maintaining a large store of charges requires forethought, dedication, and sacrifice.

Some Feruchemists, especially those who were raised in the Terris community, believe that Allomancy makes its practitioners lazy and careless, while Feruchemy encourages wisdom, careful deliberation, and an appreciation of the cost of power. Some Ferrings who can use one of the cognitive metals, especially Copper and Zinc, also believe that they can use their metal because they possess superior intelligence — despite the lack of any obvious connection between Feruchemical ability and intelligence.

FERUCHEMICAL SHOT STUNTS

Just as with Allomancers, Ferrings have learned to combine their Feruchemy with their shooting skills to get results impossible for ordinary humans to duplicate. These special talents and tricks are known as **Feruchemical shot Stunts**.

Any Ferring or Twinborn Hero may gain Feruchemical shot Stunts corresponding to his metals during character creation (see page 88), or purchase them during play using Advancements (see page 105). Other, more general gunplay Stunts can be found in Book 1, Chapter 5 (see page 136).

TIN

Windwhisper Shot: You can draw on stored hearing to make a shot at someone you can't see. When you make a ranged attack, you may tap 10 charges of hearing to make your attack even if you're left sightless, or to ignore all adverse conditions and negative Circumstances related to cover, concealment, low light, and other visual impairments (see *the Mistborn Adventure Game*, pages 197). Additionally, you may spend 5 charges of hearing to gain a single "free" Nudge when using the Ricochet Stunt (see page 138).

Trick Shooting: Your incredible visual acuity lets you make tough shots with ease. When you make a Called Shot or Fan a revolver (see *the Mistborn Adventure Game* page 201, and page 134 of this book), you may tap 10 charges of sight to gain a single "free" Nudge on your roll.

PEWTER

Steady Hand: Your hands are as strong and steady as steel. When you make an Aimed attack, you may tap 10 charges of strength to retain your Aiming bonus (see page 133). Additionally, you may also tap 10 charges of strength to retain your Aiming bonus during a Round in which you move farther than 1 Step.

STEEL

Steelrunner Draw: Only two types of people try to outdraw you — the foolish and the dead. When you Quick Draw, you may tap 10 charges of physical speed to attack with your full dice pool,





rather than your dice pool minus 2 as normal (*see page 136*). Additionally, when you tie with your opponent during a Pistol Duel, you may immediately tap 5 charges of physical speed to win the Contest by 1 (*see page 135*). If both you and your opponent use this Stunt, the effects cancel one another out.

Steelrunner Reload: You can instantly reload nearly any weapon. Once per Beat when you fire the last shot in your gun, you may spend 5 charges of physical speed to Reload it without taking an action (*see page 136*).

Steelrunner Shot: You can unleash your blinding physical speed to fire a gun twice with a single action. By tapping 20 charges of physical speed, you can split your dice pool to make 2 attacks with the same gun. These attacks may be against the same or different targets. While using this Stunt, you gain no benefits of Aiming with either attack.

Example: During Step 1, Kevin's character Viktr spends 20 charges of physical speed to use his Steelrunner Shot Stunt in order to make 2 attacks with his Sterrion 36. The Narrator declares Viktr gets 5 Action Dice this round. Kevin splits Viktr's 5 dice into two smaller pools — one attack with 3 dice, and a second with 2 dice — and cannot Aim with either attack.

COPPER

Archivist Shot: You can draw upon observation to better take on opponents. Once per Beat, if you have fought or observed an opponent fight in a *previous* combat, you can use this Stunt to gain one of two benefits: 1) when shot at by a previously-observed opponent, tap 2 charges of memory to add a single Defense die to your pool; or 2) when shooting at a previously-observed opponent, tap 2 charges of memory to cause that opponent's Defense pool against your attack to shrink by 1 (to a minimum of 2).



ZINC

Sparker Shot: You can draw on your greater acuity to effectively multitask during a gunfight. When you use the Dual Wielding or Fast Aiming Stunts, you may spend 5 charges of mental speed so that your action occurs during Step 2 of the Round at its normal count, rather than as if your dice pool is only half as large as it actually is (*see page 137*). Additionally, during a Pistol Duel, you can spend 1 charge of mental speed to use your Wits during the current round of a Pistol Duel (rather than using the lower of your Physique or Wits, as normal).



Trace Shot: Your amazing mental speed lets you backtrack a shot to its shooter in the blink of an eye. Once per Beat, you may tap 10 charges of mental speed to see the trail left by a bullet as it moves through the air. You can see exactly where a shot came from, allowing you to pick an assassin out of a crowd or spot a sniper lurking on a rooftop a few blocks away.

BRASS

Heat Weapon: You can channel your warmth to make an enemy's weapon too hot to handle or even to damage the weapon itself. Once per Beat when attempting to Disarm an adjacent opponent of a metal weapon, you may tap 10 charges of warmth to add 2 dice to your roll (*see the Mistborn Adventure Game, page 201*). Alternatively, you may choose to superheat the weapon, temporarily breaking it and causing the wielder to suffer 1 damage per 20 charges tapped. The Difficulty to repair the weapon is equal to 1 per 20 charges tapped (to a maximum of 5).

CHROMIUM

Lucky Shot: Your shots always seem to hit in the most improbable ways. Once per Beat, when making a Called Shot, you may tap 10 charges of luck to gain a single “free” Nudge on your roll (*see the Mistborn Adventure Game, page 201*). Additionally, you may tap 10 or more charges of luck to either reduce the Difficulty of a shot or the final Result of any rolls to defend against this attack by 1 per 10 charges of luck spent (to a minimum Difficulty of 1). This Stunt can be combined with both the Marksmanship gunplay Stunt and with Aiming to make even more impressive shots (*see pages 137 and 133*)!

CADMIUM

Gasper Shot: You can suppress your need to breathe in order to make difficult shots with longarms. When making an Aimed attack with a rifle (*see page 133*), you may tap 10 charges of breath to gain one “free” Nudge on your roll.

ELECTRUM

Pinnacle Shot: You can tap large amounts of determination to temporarily reduce the effects of injury and distraction from your shooting. At the beginning of each Conflict Round, you may tap 10 or more charges of determination to ignore all adverse conditions and negative Circumstances related to stress and distraction, as well as the effects of 1 Burden per 10 determination tapped, until the end of the Round.

GOLD

Bloodmaker Grit: When you are in a Pistol Duel and are Defeated or suffer a Grave or Mortal Burden by an opponent's attack, you may tap 10 charges of health to make your attack (instead of being “knocked out” of the duel, as normal). After your attack is resolved, you immediately suffer the results of your Burden or defeat.



4

TWINBORN



Twinborn are rare and fortunate individuals who wield the rarest magical power of all: the ability to use both Allomancy and Feruchemy. The combination of these two Metallic Arts was unheard of prior to the Origin, but Harmony's new world has allowed for the mingling of Allomantic and Feruchemical bloodlines, and in so doing created a whole new type of metalborn. While some Twinborn are the scions of noble families who married Terris shortly after the Origin, the descendents of Allomancers and Terris Keepers can come from all backgrounds and social strata. People whose parents lacked any Allomantic or Feruchemical abilities are almost as likely to become Twinborn as someone who is the child of an Allomancer and a Feruchemist.

Each Twinborn is both a Misting and a Ferring, but only capable of using two metals. While this may seem weaker than the Mistborn and Keepers of the World of Ash, they are the only people who can use more than one type of metal in modern times. Additionally, the Twinborn's ability to combine a Feruchemical and Allomantic power allows them to circumvent the limitations facing a normal Ferring or Allomancer. For instance, a Crasher Twinborn with the ability to use Allomantic Steel (Push on metal objects) and Feruchemical Iron (store and tap weight), can use her two abilities in unison to fly through the air more effectively than a Coinshot or push at objects far heavier than herself. Meanwhile, a Twinborn with the ability to use Feruchemical Gold and Allomantic Bendalloy can use his time-bubbles to give himself more time to store health, allowing him to heal more quickly and more often.

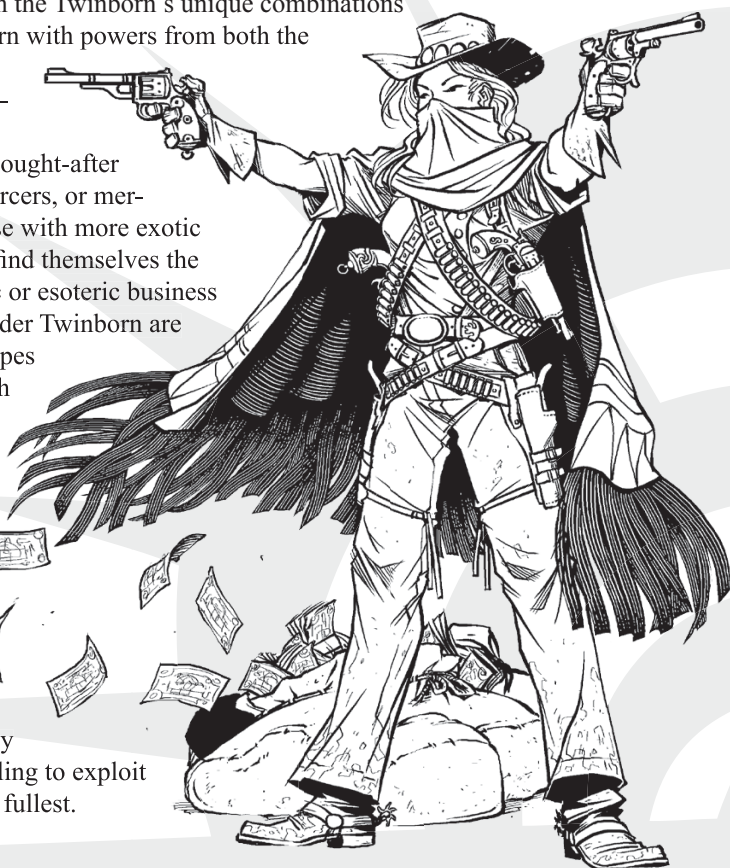
In some rarer cases, a Twinborn is able to use the same Feruchemical and Allomantic metal, which allows him or her to perform **Compounding**. These **Compounders** can Allomantically burn their own metalminds, which exponentially

amplifies the power of their stored charges and creates unusual but vastly powerful results. Compounded abilities are, in effect, an entirely new power which many Compounders commit their lives to mastering.

TWINBORN IN SOCIETY

The majority of people who can't use magic aren't usually able to distinguish Twinborn from either Mistings or Ferrings, typically because Twinborn are so much rarer than the other types of metalborn. What most folk do know is that Twinborn are rare and sometimes dangerous individuals with impressive powers — either heroes torn from the pages of the latest pulp, or villains of sensationalist newspapers or campfire stories. Amongst other metalborn, Twinborn are regarded with a certain amount of suspicion (by those who do not trust their commitment or understanding of their powers) or envy (by those who covet a Twinborn's potency). No matter what the individual attitudes are, nearly all folks can't help but be impressed by what Twinborn can do when they truly exercise their power.

Unlike Mistings and Ferrings, not many Twinborn seek specific employment based solely on the types of powers they possess — rather, those that hire them do so based on the Twinborn's unique combinations of abilities. Twinborn with powers from both the Allomantic and Feruchemical physical metals may find themselves highly sought-after as lawkeepers, enforcers, or mercenaries; while those with more exotic combinations may find themselves the subject of academic or esoteric business ventures. Compounder Twinborn are the most pursued types of all, thanks to both their raw power and mythical reputation that ranks amongst the greatest heroes and legends of the Final Empire. Both riches and reputation can be easily won by those Twinborn willing to exploit their abilities to the fullest.



TYPES OF TWINBORN

There are 256 different possible combinations of Twinborn in *The Alloy of Law* era, based on the metals that have been discovered and are available. The combinations of Allomantic and Feruchemical powers range from spectacularly powerful (as is the case with Crashers, who use Allomantic Steel and Feruchemical Iron to become engines of Metallic destruction) to middling (such as destruction), to middling, to outright indistinguishable from other Ferrings or Mistings (as is the case with any Twinborn using Allomantic Aluminum or Duralumin or Feruchemical Nicrosil).

The table on page 180 lists nicknames and perceptions of notable types of Twinborn. These names change frequently with popular culture, but should provide good grist for your own names and ideas!

COMPOUNDING

Compounding is the most potent form of magic known in *The Alloy of Law* era. By combining Allomancy and Feruchemy in the same metal, a Compounder can burn charged metalminds, greatly enhancing their stored abilities and granting new abilities unavailable through other, more conventional powers. More importantly, Compounded metalminds release exponentially more power, which allows the Twinborn to overcome the central limitation of Feruchemy: that you can only tap as much of an ability as you have first stored.

Compounders describe burning a metalmind as an incredible rush of power, like the feeling of burning any Allomantic metal, except far stronger. A few Compounders describe the feeling in terms most often used for strong intoxicants, euphoria, or a massive jolt of adrenaline.

COMPOUNDING RULES

If you have the power to use both Allomancy and Feruchemy with the same metal (such as choosing to be a Compounder Twinborn at character creation, or gaining the ability to tap and burn the same metal via Hemalurgy), you are a **Compounder** and are able to Compound your metalminds. **When you Compound, you Allomantically burn a charged metalmind (in game terms, the Feruchemical charges you've stored in that metalmind) to gain a massive jolt of Feruchemical power.** This power can be spent to provide huge Feruchemical benefits or to activate abilities unachievable through Allomancy or Feruchemy alone (*represented by Compounding Stunts, found on page 183*).

You may only Compound a metalmind that is in your body — thus, you must either ingest a metalmind, or pierce your body with it (such as an earring or non-Hemalurgic spike) in order to burn it and gain the benefits of Compounding. A metalmind in your body, whether swallowed or in a piercing, is still considered in physical contact, so you can still use Feruchemy to store and tap charges in it normally. Typically only small metalminds (capable of holding 25 charges) can be used for Compounding since they're small enough to swallow or pierce an ear or nose without excessive damage.



Example: Monica wants her character to be a scout in the Roughs, and thinks the combination of storing up caloric energy and speeding up time could make a character who can both survive in the wilderness and hold her own in a fight. So “Bandy” Jann Geffenry is going to be a Bendalloy Compounder Twinborn.

In addition to getting the benefits of both metals, “Bandy” Jann can store charges of energy in a small metalmind using Feruchemy, swallow or pierce her body with it, and burn it to get far more charges of energy out of it than she put in it.

To Compound, you must expend 1 or more stored charges from one of your metalminds, much like you would tap a Feruchemical charge normally. **However, each charge you Compound provides you the equivalent of 10 Feruchemical charges** (e.g., if you Compound 5 charges from a coppermind, you would gain 50 Feruchemical Copper charges). These charges can be spent like normal Feruchemical charges (*see the Mistborn Adventure Game, page 282*), used to activate Compounding Stunts (*see page 183*), stored in another metalmind (*see page 179*), or a combination of the three. Note that even though you can generate a huge amount of Feruchemical charges in this way, **the maximum number of Feruchemical charges you can spend per action or roll is still limited to your Feruchemy rating × 10, as normal.**

*Example: Jann previously swallowed a ring in which she’s stored 20 charges of caloric energy. Now, during a fight, a bandit is trying to push her over to get through a doorway. Monica thinks quickly and decides to increase Jann’s weight by 25% by tapping 10 charges of caloric energy (*see Mistborn Adventure Game, page 370*). Jann could just tap 10 charges from her ingested metalmind, but it’s more efficient for her to Compound the metal instead. Jann Compounds 1 charge, gaining 10 charges of caloric energy and leaving 19 charges still in her ingested bendalloymind.*

Because Allomancy is limited by the rate at which the metal burns, **you can only Compound a number of charges equal to your Allomantic Rating with that metal** (e.g., if you’re a Twinborn with Copper Feruchemy 3 and Copper Allomancy 4, you can Compound up to 4 charges from a metalmind at a time).

Example: Monica has spent some Advancements to improve Jann, who now has a Bendalloy Allomancy rating of 4 and a Bendalloy Feruchemy of 5. Monica likes Jann to be able to vastly increase her weight to disguise herself really well, so she has 2 options — tapping 50 charges at once to increase her weight 125%, thanks to a Feruchemy rating of 5, or Compounding 4 charges (and gaining 40 regular Feruchemical charges in the process) because of her Allomancy Rating is 4.

Compounding takes a toll on metalminds: since the metal is being Allomantically burnt, it’s physically consumed and depleted of its storage capacity over time. **Each Feruchemical charge you Compound from your metalmind permanently reduces that metalmind’s capacity by an equal amount.**

Compounding also reduces the metalmind physically by the same proportion (as the loss of metal makes the metalmind thinner, smaller, or more brittle).

Example: After depleting her last one, Jann swallows a small bendalloymind that weighs a few grams and is filled with 25 Feruchemical charges of caloric energy. She Compounds 10 charges over the course of a Conflict, so the Compounded bendalloymind now has a capacity of 15 Feruchemical charges and is about 60% of its original physical size.

Uncharged Metalminds and Burning Metalminds

You can't Compound a metalmind you have 0 Feruchemical charges stored in (whether you've never stored charges in it or you've depleted all its stored charges).

However, empty metalminds are still pure pieces of metal of their type and can still be burned using Allomancy, providing an appropriate number of charges for their size (*see the Mistborn Adventure Game, page 273*). In most cases that means a small metalmind provides 2 Allomantic charges; an average metalmind 3 Allomantic charges; and a large metalmind 4 Allomantic charges.

Finally, **you cannot burn a metalmind that has Feruchemical charges stored in it for its Allomantic effects**. It is, for all intents and purposes, a unique type of metal that only its creator can use.

Storing Extra Compounded Charges

Since Compounding yields a great deal of Feruchemical charges, many Compounders use the excess charges created by their powers to fill other metalminds. Storing in this fashion, while not as immediately beneficial as simply spending the charges at the time, allows the Compounder to quickly load up on stored attributes and avoid the long process and nasty side effects of normal Feruchemical storing.

When you Compound, you may choose to store some or all of the Feruchemical charges generated in another metalmind. **For every 5 Compounded charges you spend in this way, you may store 1 Feruchemical charge in any other metalmind you have**. Storing charges in this way happens instantaneously, and you suffer no penalties for storing in your metalmind. You can't store more charges per action or roll than your Feruchemy rating, nor can you store more charges per hour than the normal limit of your metal.

Example: Jann wants to fill up some metalminds in anticipation for a long trip through the Roughts and picks up empty metalminds in preparation. Her Feruchemical rating is 5, her Allomantic rating is 4, and her Physique score minus 1 (another limit on charges stored per hour imposed by Bendalloy) is 4. She can store no more than 4 charges into a metalmind per hour, so she wants 20 charges to do so (20 charges divided by 5 equals 4 stored charges). She Compounds 2 charges from one metalmind, gaining the equivalent of 20 charges which she immediately turns into 4 stored charges in another bendalloymind.

SAMPLE TWINBORN NAMES

Allomantic Metal	Feruchemical Metal	Twinborn Name	Reputation
Tin	Tin	Eagle Eye	Inhumanly and often frighteningly perceptive
Tin	Steel	Catcher	No one can escape their sight or speed
Tin	Copper	Monitor	Detail oriented and meticulous
Tin	Zinc	Quickwit	Adjusts plans at lightning speed
Tin	Chromium	Keeneye	Only fools try to cheat them at cards
Pewter	Pewter	Hefter	Lives for physical challenges
Pewter	Steel	Sprinter	Faster than a speeding bullet
Pewter	Zinc	Sooner	Sees and exploits any opportunity
Pewter	Chromium	Scrapper	Subjects of all the best drunken brawl stories
Pewter	Gold	Bruteblood	Never counted out of a fight
Pewter	Cadmium	Marathoner	Known for being utterly tireless
Iron	Pewter	Scaler	Scale buildings with great speed and grace
Iron	Iron	Deader	Notorious for smashing themselves flat
Iron	Steel	Guardian	Tremendously popular bodyguards
Iron	Zinc	Navigator	Nimble and quick-witted Ironswingers
Iron	Gold	Stalwart	Can take unheard of levels of punishment
Steel	Tin	Sharpshooter	Crack shots and deadly gunfighters
Steel	Iron	Crasher	Exceptionally destructive and dangerous
Steel	Steel	Swift	Fast and destructive, often criminals
Steel	Aluminum	Shroud	Nameless assassins
Steel	Duralumin	Bigshot	Leaders of law enforcement and gangs
Steel	Chromium	Luckshot	Death defying and dangerous
Steel	Cadmium	Cloudtoucher	Soars to heights that no others can reach
Copper	Copper	Copperkeep	Creepily good memories
Copper	Bronze	Shroud	Great allies to criminal Crews
Copper	Brass	Boiler	Excellent survivalists, tough to track down
Copper	Aluminum	Ghostwalker	Seem beneath everyone's notice
Copper	Duralumin	Shelter	An Allomancer's best friend
Copper	Chromium	Masker	A blessing to any Allomancer Crew
Bronze	Tin	Sentinel	Masters of all six senses
Bronze	Steel	Hazedodger	Skilled Allomancer hunters
Bronze	Copper	Metalmapper	Meticulous chroniclers of metalborn
Bronze	Bronze	Sleepless	Overstimulated and overly sensitive
Bronze	Zinc	Pulsewise	Mistings find them impossible to trick
Bronze	Bendalloy	Stalker	Pursue their quarry without end
Zinc	Pewter	Strongarm	Wins opponents over, one way or the other
Zinc	Zinc	Mastermind	Can outthink or mess with anyone's head
Zinc	Aluminum	Loudmouth	Strongly opinionated and tough to sway
Zinc	Duralumin	Zealot	Frighteningly persuasive



SAMPLE TWINBORN NAMES (CONTINUED)

Allomantic Metal	Feruchemical Metal	Twinborn Name	Reputation
Zinc	Chromium	High Roller	Turns everything into a high-stakes gamble
Zinc	Electrum	Instigator	Trouble magnets and short-lived
Brass	Zinc	Schemer	Quick-witted deceivers
Brass	Brass	Cooler	Chills hot tempers and bodies
Brass	Aluminum	Icon	Natural leaders
Brass	Duralumin	Pacifier	Excellent peacemakers
Brass	Chromium	Slick	Smooth talkers and lucky varmints
Brass	Electrum	Resolute	Masterful negotiators and diplomats
Aluminum	Aluminum	Puremind	Self-made, self-assured, and usually rich
Duralumin	Duralumin	Friendly	Blissed-out, likeable weirdos
Chromium	Pewter	Metalbreaker	Never fight fair
Chromium	Chromium	Ringer	Incredibly, unfairly lucky
Chromium	Nicosil	Sapper	Steals and hoards the power of others
Chromium	Bendalloy	Gulper	Consumes physical and magical energy
Nicosil	Pewter	Booster	Provides physical and mystical support
Nicosil	Copper	Burst-ticker	Never forgets a favor done for a Misting
Nicosil	Duralumin	Enabler	Feeds both magic and ego
Nicosil	Nicosil	Soulburst	Opens up new possibilities of magic
Nicosil	Electrum	Cohort	Fearless sidekicks for strong Allomancers
Gold	Copper	Chronicler	Records the past so they do not repeat it
Gold	Aluminum	Vessel	Can literally change personality overnight
Gold	Gold	Timeless	Unkillable, rumored to be immortal
Gold	Electrum	Introspect	Analyzes every detail of their lives
Electrum	Iron	Whimflitter	Prone to change plans
Electrum	Copper	Foresight	Has an infallible memory of the future
Electrum	Zinc	Flicker	Fastest reaction times in the world
Electrum	Chromium	Charmed	Impossible to ambush, really lucky
Electrum	Electrum	Visionary	Sees the future and faces it boldly
Cadmium	Bronze	Plotter	Skilled at executing long-term plans
Cadmium	Gold	Yearspanner	Seem to have extraordinarily long lifespans
Cadmium	Cadmium	Chrysalis	Endure dire situations until things improve
Bendalloy	Tin	Spotter	Able to take in every detail
Bendalloy	Steel	Blur	Inhumanly productive
Bendalloy	Copper	Assessor	Can break down events second by second
Bendalloy	Zinc	Flashwit	Expert negotiators and planners
Bendalloy	Aluminum	Monument	Can flip from dull to magnetic instantly
Bendalloy	Gold	Constant	Seemingly unaffected by time or age
Bendalloy	Electrum	Transcendent	Face the unknown without hesitation
Bendalloy	Bendalloy	Sated	Ascetic loners





BUILDING A BETTER COMPOUNDER

Thanks to their massive fonts of charges, Compounder Twinborn can be extremely powerful. However, there are some limitations you'll need to deal with — Compounding isn't simple!

To get the most out of your Compounding, you'll want your Feruchemy rating and Allomancy Rating to keep pace with each other so that you can Compound enough charges and be able to spend those charges. Unless you plan to rely on your Allomancy for its normal Allomantic effects quite a bit, it's usually best to increase your Feruchemy first, since you can still tap a bunch of charges normally without using Compounding if you need to. Also watch for other limits on your metal (like the previous example of Physique limiting how many charges of caloric energy Jann can store per hour).

You'll need to store in and ingest metalminds frequently, so look at taking more metalminds as Props so you have a steady supply. Juggling your inventory so you have metalminds ready to Compound when you need them is all part of being a Compounder.

Though Compounding uses Allomancy to enhance Feruchemy, and the Feruchemical abilities are what Twinborn are known for, don't forget you're still a fully capable Allomancer! Take Misting vials or pouches as Props so you have a supply that isn't reliant on just metalminds.

Though you start off a bit behind on Stunts, you can do some amazing things once you're able to buy a Compounding Stunt. It's a great idea to look at the Compounding Stunt options for your metal early on and buy one you like once you have the Advancements to spend.

TWINBORN



COMPOUNDING STUNTS

When a Twinborn Compounds her metals, she creates a totally new Metallic effect — as if she was burning another metal which mere Mistings could never use. These unique effects are represented by **Compounding Stunts**, and are identified by the word “Compounding” in parentheses following their names. **Any Compounder Twinborn Hero may gain Compounding Stunts corresponding to his metals during play using Advancements (see page 105).**

Nearly all Compounding Stunts can only be used if the Compounder spends large amounts of Feruchemical charges. Unless noted otherwise, **all Feruchemical charges spent to activate Compounding Stunts must be gained through Compounding**; these are referred to in these Stunts as “Compounded charges.” For instance, if you Compound 4 charges from a pewtermind, you can use the resulting 40 charges to activate the Earthshaker Compounding Stunt, as normal Pewter Feruchemical charges, or a combination of the two. However, if you tap 40 charges from your pewtermind using Feruchemy, you can only use those charges as normal — you can’t use your Earthshaker Stunt.

TIN

Spatial Sense (Compounding): By spending 10 or more Compounded charges of touch or hearing, you can detect the precise locations of people, machines, animals, and anything else moving within a single structure; by spending more charges, you can detect *all* objects, whether they are moving or not. The number of charges required depends on the size of the structure:

Structure Size	Charges to Detect Movement	Charges to Detect All
Small (1-room cabin, small cave)	20	30
Average (Small store, 2-bedroom house)	30	40
Large (locomotive car, large house or store)	40	60
Huge (large cave, governmental building)	60	80
Massive (large mansion, full-sized factory)	80	100

Penetrating Vision (Compounding): By spending 60 Compounded charges of sight, your vision grows so acute that you can peer between the motes that make up solid matter; you can see through most solid objects. Using this Stunt allows you to see clearly through anything but metal — though you can clearly see the outline of metal you are unable to peer through.

PEWTER

Earthshaker (Compounding): By spending Compounded charges of strength and forfeiting all other actions during a Beat, you can stamp or pound on the ground, shaking the earth and potentially destroying whatever your limbs land

on. The quake affects all characters within 3–10 paces of you (Close Range). The number of charges spent determines the Difficulty of Physique rolls they must make to stay on their feet, and the damage they suffer if they fail the roll:

Compounded Charges Spent	Physique Difficulty	Damage on Failure
40	1	0
70	2	1
100	3	2
130	4	3

Vaulting Leap (Compounding): By spending 10 or more Compounded charges of strength, you can jump long distances. For every 10 charges of Compounded Pewter you tap, you move 1 Step (*see the Mistborn Adventure Game, page 198*). This movement does not count as an adverse condition as normal. During a Conflict, you can make no more than one vaulting leap per Beat.

IRON

Full Stop (Compounding): By spending 20 or more Compounded charges of weight, you can make a moving conveyance carrying you come to a complete stop, or even to crash. The Compounded charges required to stop and/or damage depends on the size of the conveyance:

Conveyance Size	Charges to Stop	Charges to Crash
Small (man)	20	30
Average (small cart, horse)	30	40
Large (horseless carriage, full-size wagon)	40	60
Huge (small locomotive, small ship)	60	80
Massive (large locomotive, barge)	80	100

A stopped vehicle is stuck for one full Beat (as it has to pull its legs or wheels free from mud, or bail water taken on from your weight shift), while a crashed vehicle can no longer move (as you break the horse's back, shatter a wagon or horseless carriage's axles, or sink the ship).

Ironrend (Compounding): By Compounding 20 or more charges of Iron, you may simultaneously root yourself in place with Feruchemy and power a massive Ironpull to tear apart a complex metal object instantly. The size of the object determines how many Compounded charges have to be spent in order to rend it.

There are some limitations to this ability, however. Only machines and other objects composed of multiple parts can be rent. Simple items such as a koloss blade, which is a single massive piece of metal, can't be torn apart. This process also puts a great physical strain on you, particularly when the object is heavier

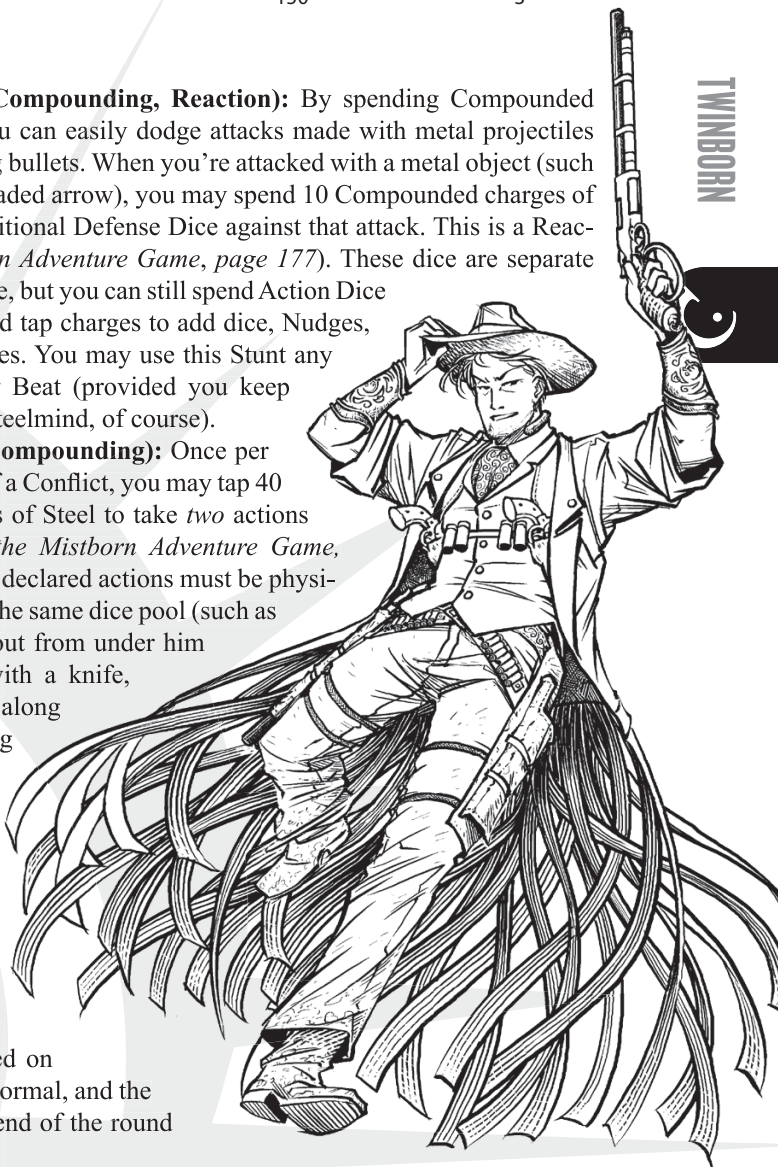
than yourself; you suffer damage based on the size of the object being rent. Finally, if you rent an item someone is holding, the holder must succeed on a Physique 3 Challenge to prevent the item from being disassembled.

Object Size	Charges to Rent	Damage Suffered
Small (music box, lock, revolver)	30	0
Medium (chandelier, rifle, stove)	60	1
Large (horseless carriage)	100	2
Massive (train car)	150	3

STEEL

Bullet Dodge (Compounding, Reaction): By spending Compounded charges of Speed, you can easily dodge attacks made with metal projectiles and objects, including bullets. When you’re attacked with a metal object (such as a bullet or steel-headed arrow), you may spend 10 Compounded charges of Steel to gain two additional Defense Dice against that attack. This is a Reaction (see the *Mistborn Adventure Game*, page 177). These dice are separate from your Action Dice, but you can still spend Action Dice to add to this pool and tap charges to add dice, Nudges, and Outcome increases. You may use this Stunt any number of times per Beat (provided you keep Compounding your steelmind, of course).

Extra Action (Compounding): Once per Beat, during Step 1 of a Conflict, you may tap 40 Compounded charges of Steel to take two actions during Step 2 (see the *Mistborn Adventure Game*, page 179). Both your declared actions must be physical feats that can use the same dice pool (such as kicking a foe’s legs out from under him and attacking him with a knife, or driving a carriage along a ridge and shooting your pursuer between the eyes). Note this Stunt does *not* increase the number of Action Dice you get — only the number of actions you can take. You resolve your first action based on your Action Dice as normal, and the second action at the end of the round



(as if your Action Dice were 0). When you take these actions, your movements are inhumanly fast, making it impossible to hide your use of powers from observers.

Additionally, the strain of this movement takes a major toll on your body. Each time you use this Stunt during a Conflict after the first, you suffer 1 damage and must tap an additional 10 Compounded charges of speed. This damage can't be prevented in any way (such as from armor, Powers, etc.). These penalties are cumulative (thus, using this Stunt the third time during a Conflict inflicts 2 damage and costs you 60 Compounded charges).

COPPER

Stitched Memories (Compounding): By spending 20 or more charges of Compounded memory, you can synthesize several accounts of an event you've only heard retellings of, just as though you were there (i.e., you can synthesize two eyewitness accounts of an event and relive it as it happened, finding the truth of the situation). Using this Stunt requires you to spend 20 Compounded charges of memory, plus 10 additional Compounded charges for every 5 minutes the event lasted (rounded up). No matter the length of the event you are recreating, reliving this stitched memory only takes one Beat.

Physical Mimicry (Compounding): By spending 20 Compounded charges of memory, you can imitate any action that you've seen once, as long as you saw it clearly. This includes complex physical tasks such as a secret handshake, running a locomotive engine, or modifying and reassembling a revolver.

Note that knowing how to perform one task doesn't help you perform related tasks, since you don't necessarily understand everything you're doing — you can merely *mimic* it. For instance, if you've watched an artist draw a lovely sketch of a particular house, you could draw the exact same house in exactly the same manner...but knowing how to draw that house wouldn't help you draw a different scene. Additionally, your mimicry is limited by your actual physical abilities; while you can replicate the motions of a Pewter-fueled punch, your body can't necessarily pull it off!

BRONZE

Presence of Mind (Compounding, Reaction): By spending Compounded Bronze, you may steel your will. When you're aware of another character's attempts to influence you with emotional Allomancy, you can spend 10 Compounded charges of Bronze to gain two additional Defense Dice against that Power or attack. This is a Reaction (*see the Mistborn Adventure Game, page 177*). These dice are separate from your Action Dice, but you may add Action Dice to this pool and tap charges to add dice, Nudges, and increase Outcome as normal. You may use this Stunt any number of times per Beat (provided you keep Compounding your bronzemind, of course).

Additionally, you may use this Stunt to recover Willpower during a Short Breather, at a cost of 20 Compounded charges per point of Willpower. This recovery is above and beyond those points normally gained during a Short Breather (*see the Mistborn Adventure Game, page 189-190*).

Inhuman Endurance (Compounding): Your Compounding allows you to exhibit koloss-like endurance in a number of situations. By spending Compounded charges of Bronze, you may ignore the effects of one Burden related to tiredness or fatigue for the next 3 Beats (*see the Mistborn Adventure Game, page 187*). The number of Compounded charges you must spend depends on the severity of the Burden; ignoring a Serious Burden costs 10 Compounded charges; ignoring a Grave Burden costs 20 Compounded charges; and ignoring a Mortal Burden costs 30 Compounded charges.

Additionally, when you're physically Incapacitated, you can tap 40 Compounded charges to remain awake for 1 additional Beat, even when you're on the brink of death (*see the Mistborn Adventure Game, page 185*).

Finally, you recover the standard amount of Health during Short Breathers, even if you don't sit out for the Breather (*see the Mistborn Adventure Game, page 189-190*).

ZINC

Inhuman Insight (Compounding): You think so fast that you can process and understand the world in ways impossible for ordinary humans to understand. At the beginning of Step 1 of a Conflict, you may spend 10 Compounded charges of mental speed to declare your action as if you had Wits 11 (*see the Mistborn Adventure Game, page 174*). Additionally, you may take this action at any point in Step 2 that you wish — going first, last, or immediately after any other action. You cannot interrupt another character's action in this way, and if you choose to act at the same time as another character using this Stunt, your actions occur simultaneously.

Additionally, you may spend 10 Compounded charges of Zinc to ignore the effects of declaring a new action during a Conflict (*see the Mistborn Adventure Game, page 180*).

Lateral Link (Compounding): By spending 10 or more Compounded charges of mental speed, you can make complicated logical connections rapidly (such as discovering a secret about a situation, determining weaknesses in a plan, sussing out a connection between two people, etc.). Making these lateral links costs 10 Compounded charges, plus an additional 10 for each correct logical leap you have to make (usually because you lack information). The Narrator tells you each logical leap you make, and you may continue tapping charges until you find out what you were looking for, until you run out of Compounded charges, or until you give up on finding the answer.

Example: Sam's Twinborn character Raymund is trying to figure out why a lawkeeper killed an honest businessman and disappeared. Thinking for a moment, the Narrator decides Raymund will need to spend 40 Compounded charges to get to the heart of the matter: 10 to find out that the businessman was in debt to a land baron; then 10 to discover that the lawkeeper fancied the businessman's sister; then 10 to know the businessman promised his sister's hand in marriage to the baron; and 10 more to learn that the lawkeeper and sister ran off together.

BRASS

Kindling Touch (Compounding): By spending 30 or more Compounded charges of warmth, you can release extreme heat from a specific portion of your body (typically your hands). Spending 30 Compounded charges of Brass allows you to char wood, ignite cloth and explosive fuses, or melt soft metals like gold, bronze, silver, lead, or aluminum; spending 40 Compounded charges, you can cause wood to burst into flame or work iron and steel as if it were in a blacksmith's fire.

Protective Heat (Compounding): By spending 10 Compounded charges of warmth, you begin to shimmer and glow with heat, causing anyone who touches you this Beat to suffer 1 damage. By spending 30 Compounded charges of warmth, those touching you instead suffer 2 damage, and wooden weapons that hit you burst into flame before making contact, inflicting no damage. Using this Stunt will destroy any clothing and gear that isn't fireproofed, leaving you clad only in shimmering waves of heat.

ALUMINUM

Mental Barricade (Compounding): By spending 40 Compounded charges of identity, you shake off outside influences on your mental state, temporarily ignoring all mental Burdens and becoming immune to mental manipulation (including emotional Allomancy) for the current Beat. You may continue this protection by spending 10 more Compounded charges per Beat thereafter.

DURALUMIN

Perfect Rapport (Compounding): By spending 20 Compounded charges of connection, you may deepen your sensitivity to the point where you can share feelings with all other characters within 10 paces (Close Range). Willing characters automatically share everything with you; you can sense the feelings of unwilling or hostile characters only by beating them in a Wits vs. Wits Contest. Using this ability doesn't allow you to read each others' thoughts, but you can sense one another's intended courses of action, how the others feel about different people nearby, and the like.

This effect lasts 1 minute + an additional minute per 20 additional Compounded charges you spend, or until you choose to end the effect. You may also extend the area of this effect out to all characters within 100 paces (Medium Range) by spending an additional 20 Compounded charges.

CHROMIUM

Jinx (Compounding): By spending 10 or more Compounded charges of luck, you can bend the fortunes of others nearby, spoiling the luck of a single nearby character. This character is the closest character to you within 10 paces (Close Range); select randomly if two or more characters are the same distance from you. This character immediately suffers narrative effects of bad luck similar to a Feruchemist storing luck and also suffers an adverse condition on his or her next roll (*see the Mistborn Adventure Game, pages 348 and 143*); if that next roll is also a Spirit roll, the character's dice pool for that roll *also* shrinks by 1.

Alternatively, you may spend 30 Compounded charges of Chromium to instead cause the closest character to suffer 2 adverse conditions to his or her next roll, and if that roll is a Spirit roll, his or her dice pool *also* shrinks by 2.

Uncanny Luck (Compounding): You may use your Compounded Chromium to greatly enhance your fortune. By spending 10 Compounded charges of luck you may add a single Nudge to *any* roll you make, rather than just those related to luck or Spirit, as normal (*see the Mistborn Adventure Game, page 284*).

NICROSIL

Convert Allomancy (Compounding): Since Nicrosil Compounders can very rarely tap other metalminds (at least, without Hemalurgy), most learn to burn Nicrosil in order to replenish their nicrosil minds. Once per Beat when burning Nicrosil, you may choose to convert 1 Allomantic charge into 10 Feruchemical charges, instead of using it for its Allomantic effect. You may store these charges as investiture, just as if you were storing extra Compounded charges (*see page 179*).

Mimic Feruchemy (Compounding): By Compounding Nicrosil, you can unlock hidden Feruchemical prowess deep within your being, as if you could use a different Feruchemical metal. When you choose this Stunt, select a Feruchemical metal other than Nicrosil. When you Compound charges of investiture, you can choose to generate 2 Feruchemical charges of your chosen metal per charge Compounded, rather than 10 charges of investiture as normal. Charges generated in this way are used as if you possessed that Feruchemical metal, but must be spent immediately and cannot be stored in a nicrosil mind for later.

Example: Jeff's Twinborn character Halyrn has the Mimic Feruchemy (Pewter) Stunt. When Halyrn Compounds Nicrosil, he can choose to either generate 2 charges of strength, or 10 charges of investiture. Charges of strength generated by Halyrn's Compounding must be used immediately and cannot be stored.

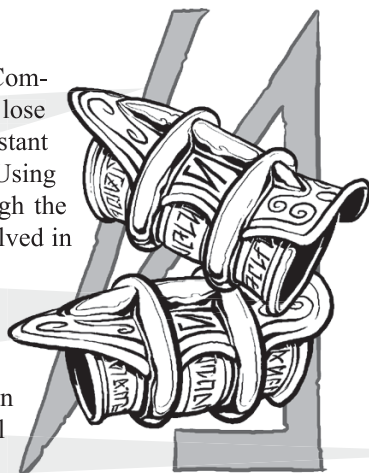
You can take this Stunt multiple times, each time choosing one additional type of metal you can mimic.

GOLD

Deathless (Compounding): By spending 100 Compounded charges of Gold, you either: immediately lose all Physical Burdens; recover 6 Health; overcome instant death; or flush a lethal poison from your system. Using this Stunt allows you to survive even if shot through the brain, but cannot be used if you are beheaded, dissolved in acid, or blown to bits.

ELECTRUM

Underdog's Grit (Compounding): By spending Compounded charges of determination, you can rise to nearly any challenge. When you attempt a roll



with a Difficulty equal to or greater than the number of dice in your dice pool (e.g., you must roll 4 dice against a Difficulty 5), or are in a Contest or Conflict Round with a character whose dice pool is greater than your own (e.g., your opponent would roll 7 dice while you only roll 5), you may add additional dice to your dice pool by spending 20 Compound charges of determination per die added. However, you may *not* increase your dice pool to be greater than the Difficulty (if a Challenge) or than your opponent's dice pool (if in a Contest or Conflict) using this Stunt — the best you can do is bring yourself even with the challenge!

CADMIUM

Slow Breath (Compounding): Your body bridges the gap of Allomantic and Feruchemical Cadmium to vastly slow your breathing. When you store breath, you only lose 1 die per 2 charges stored with Physique rolls related to endurance, and can store a number of charges of breath per hour equal to your Cadmium rating (rather than storing the lower of your Cadmium rating or your Physique score minus 1 as normal).

BENDALLOY

Alter Appearance (Compounding): You can selectively gain weight in different areas of your body to change how you look. For every 10 Compounded charges of caloric energy you spend, you gain 1 die to rolls to conceal your appearance for 1 hour. Additionally, you can selectively move this weight around on your body, allowing you to appear muscular, skinny, slender with a pot belly, or generally well-padded. You cannot appear to be another gender, nor can you appear to be a specific person. You may end this effect by spending one Beat reverting to your normal form (in a rather dramatic and disturbing display of power).

ATIUM

There are no Stunts for Atium Compounding, but the multiplication of your charges alone lets you defy aging. Though Atium has been dubbed the Lost Metal and is believed lost in the modern day, a Twinborn lucky enough to discover a large enough supply of Atium to create metalminds could live for centuries without appearing to age a single day...just as the Lord Ruler did.

5

HEMALURGY



When Harmony remade the world, he created a series of books containing all the knowledge he wished to share with the Originators. In these books, also known as the Words of Founding, he included extensive information about both Allomancy and Feruchemy; however, he chose to include nothing of the third Metallic Art, Hemalurgy, because he considered it to be an abomination. Thanks to that intentional omission, knowledge of this ancient and evil blood magic vanished from the world...but it still exists, regardless.

There are remnants of knowledge of Hemalurgy that predate the Origin, but they are few and far between. Nearly all the Steel Ministry's research and records about creating Hemalurgical spikes were lost during the apocalypse. The kandra remember much of their blessings and what they learned during the World of Ash, but are bound to silence by their new Contract with Harmony. And while the koloss know how to use the spikes they possess, based on the knowledge passed down by their ancestors, they have no definitive record on how to create new ones. This doesn't prevent koloss wise men from trying, but those that do create new Iron spikes see their success more as a matter of luck or divine blessing than skill.

Outside these outliers, the people of *The Alloy of Law* era know essentially nothing about Hemalurgy. Some explorers and scholars understand that koloss can transform both koloss-blooded and ordinary humans into koloss using four magical Iron spikes, but the exact process remains a mystery and is often chalked up to tall tales. Archeologists and scholars have discovered other Hemalurgical spikes from time to time amongst the ruins of the old world, and sometimes even accidentally exposed themselves to their influence (particularly when those spikes are jewelry), but none so far have definitively connected that unusual earring or



other ornament to their newfound powers. Still, these fortune hunters find themselves driven to find more of these ancient trinkets, which draw their fascination and consume their thoughts despite their crude and well-worn appearance...

Spike-bearers of the modern day (rare as they are) are not consumed with destruction and death, as they were during the World of Ash, for spikes no longer connect their bearers with the mind of Ruin. Rather, those who carry a spike connect instead with Harmony (*a fact that has important implications for members of the Pathian faith — see page 250*). Though a spike-bearer can be controlled by Harmony, just as Ruin was able to control spiked individuals in the past, Harmony has only done so in the direst situations, and even then for no more than a few moments at a time.

Creating new Hemalurgic spikes is a deadly and expensive game of trial-and-error. It requires a person (preferably a Misting or Ferring), a large amount of pure metal, and the willingness to commit murder. As a result, few aspiring Hemalurgists ever create more than half a dozen spikes — too many murders attracts unwanted attention. For similar reasons, most Hemalurgists work alone — trusting someone else to help you commit murder is an exceptionally tricky matter. There are a few groups of Hemalurgists, but all of them are both small and exceptionally secretive.

When a Hemalurgist does go on a gory spree, the law is often baffled by the nature of these crimes and has no information to start with. After all, sensible detectives and scholars do their best to avoid leaving instructions for other would-be Hemalurgists to follow. Some of the senior members of the Elendel constabulary have an idea of what Hemalurgy is, and they realize that a murder victim with a single puncture wound in a particular location is a sign of a Hemalurgist at work. To avoid having the information fall into the wrong hands, they generally record only what is absolutely necessary.



SIDE EFFECTS OF HEMALURGY

As in the era of the Final Empire, using Hemalurgic spikes isn't without cost. Each spike reduces one or more of the user's Attributes, as described in Book 2 of the *Mistborn Adventure Game* rulebook. However, Harmony has replaced Ruin, so Hemalurgists and Hemalurgical creations like kandra, koloss, and Steel Inquisitors can no longer fall under Ruin's control.

Hemalurgy follows all rules starting on page 285 of the *Mistborn Adventure Game*. A character whose Charm, Wits, or Spirit is reduced to 0 by Hemalurgic spikes no longer becomes a puppet of Ruin as described on pages 289–290 of the *Mistborn Adventure Game*; rather, the unfortunate soul goes dangerously insane until someone removes his or her spikes (*ibid.*, page 291). Also, while few know this fact, a sufficiently powerful Soother can still take control of a full koloss, though it is considerably more difficult (*see page 163*).

RELICS OF THE PAST

There are two exceptions to the general lack of knowledge of Hemalurgy — Ironeyes and the kandra. Ironeyes, as the one surviving Steel Inquisitor, understands far more about Hemalurgy than any living human or koloss, and is by far the most powerful Hemalurgist in all of Scadrial. However, he also isn't sharing this information, since he has no desire for others to become creatures like him. *For more on Ironeyes, see page 260.*

The mysterious and well-hidden kandra also understand Hemalurgy, at least to the extent of understanding how their four types of Blessings function. However, they refuse to create more of these Blessings, thanks to the prohibition on murder in their Contract with Harmony. On a few rare occasions, kandra have acquired additional Blessings, but only by stealing spikes from human Hemalurgists. Although they won't create additional Blessings, most kandra see nothing wrong with stealing spikes that can be used in Blessings from humans who possess them.



BOOK THREE



THE REFORGED WORLD

1

TELLING ALLOY STORIES



A bullet casing smokes on the hard-packed earth. A lawkeeper lies dead, his own badge Pushed through his throat. Now the only one left fit to wear the badge is the woman who Pushed it. As the dust settles, the thin crowd of spectators disperses. Then someone shouts, “Koloss raiders!”

Ruin, *the Coinshot* thinks. Least it’s better here than Elendel.

You’ve read the books, maybe you’ve played the *Mistborn Adventure Game*, and now you’re ready to shake off the ash and pick up a revolver. Or maybe you’ve come to this book with fresh eyes, pulled in by the allure of railroads and high-flying frontier action. Familiar or unfamiliar with the books, where do you start to tell **Alloy of Law** stories?

Look no further! This chapter provides inspiration and gets you going with themes and advice to bring the unique color of the Roughts and modern Elendel to light. Within the setting, a lot has changed since the end of the Final Empire — from the climate to the very species that inhabit the world. And yet, some things remain the same.

THE MORE THINGS CHANGE...

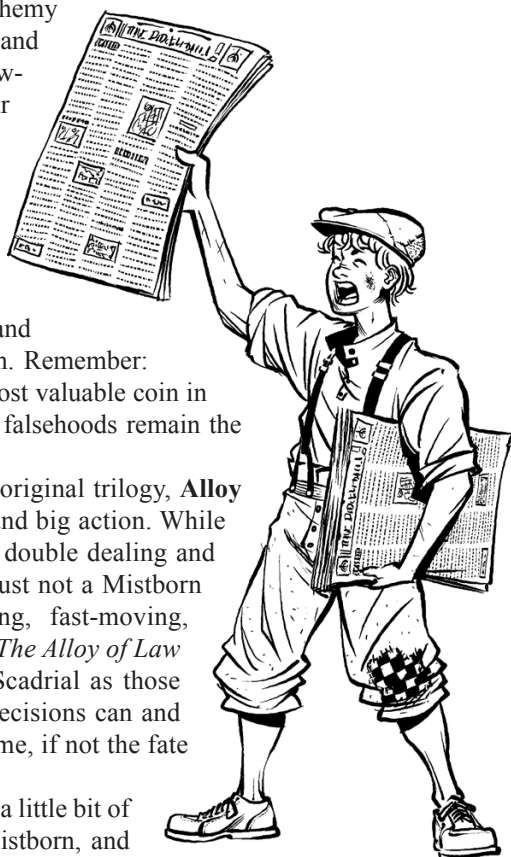
Scadrial is a world of secrets: everyone has at least one, and often many more. Maybe for your Allomancer, keeping his powers concealed is as important to him as keeping his hand of cards close to his vest. For a Twinborn, choosing when and to whom she reveals her true nature matters, because a creative



combination of Allomancy and Feruchemy could be the difference between life and death. Even for those without any Powers, having a secret or two can save your life, whether it's an old favor from a notorious bandit, hidden ancestry to a noble family, or a private discovery of useful blackmail. Look to build secrets into your game whenever you can, like the layers of an onion — what the Heroes see at first glance, and then the truth hidden beneath the skin. Remember: the economy of secrets remains the most valuable coin in Scadrial, and games built on lies and falsehoods remain the sport of champions.

Like the Mistborn stories of the original trilogy, **Alloy of Law** stories pivot on high stakes and big action. While there's plenty of room for backroom double dealing and subtle politicking in this world, it's just not a Mistborn story unless there's also high-flying, fast-moving, metal-flinging action! The Heroes of *The Alloy of Law* are just as important to the fate of Scadrial as those of the Lord Ruler's time, and their decisions can and should shape the outcome of your game, if not the fate of all those around them.

Allomancy, Feruchemy, and even a little bit of Hemalurgy are at the very core of Mistborn, and that remains true even in the age of trains and guns. Without the world's unique magic, you might as well be playing any old Western. In Book 2 you'll find details on the exact ways that people interact with metals as Allomancers and Feruchemists, but what's most important is that you're familiar with the general basics. Tossing out terms like *Lurcher* and *Bloodmaker* grounds your story in the unique flavor of *The Alloy of Law*. Think big with your action, think big with metal. Instead of just resting on what's already been explained in this book or the novel, expand your world by exploring how else Mistborn's unique magic might influence it.



PROGRESS AND PROMISE

The Final Empire was a dirty, regressive, and deadly place, but a great deal has changed since those dark times. The skaa are free, and the nobles who held sway over them have blended into a more equal society. The Mists, when they come, no longer herald monsters and nightmares. The people never want for food; the land is always fertile and green. While things are a bit thinner in the Roughts, it's nowhere near the scarcity that faced the World of Ash.



However, the world of *The Alloy of Law* has its own unique threats, and Heroes still face dangers in the night and betrayal in the daylight. Still, their struggle is not nearly as constant or pervasive. Now, it's just fine to give characters an afternoon off. Allow them to indulge in hobbies, gambling, or idle pastimes. Now, even miners and dock workers expect free time, and those pastoral activities may be exactly the jumping point you need. A bar fight started over a crooked card game is a mighty fine way to introduce a lawkeeper to a criminal and put them on the same side when your players are constructing their Crew.

With the disappearance of the skaa as a caste, the lines between noble and common person are now drawn along social and economic means more than anything else — and those lines can be overcome. A self-made person might be able to buy, steal, or marry their way into a noble title or business success, with the right balance of hard work and nerve. This social mobility throws the door wide open for all kinds of tales of romance and family duty for characters from all walks of life — and handy for bringing Crews together.

The role of women in *The Alloy of Law* era is far more open as well, as concerns about breeding and lines of succession have softened since the Final Empire fell. Noble daughters are no longer just bargaining chips used to cement noble alliances, and are now freer to pursue education, careers, and their interests without restriction. Common women are just as likely to be merchants, bounty hunters, politicians, and adventurers as they are to be found raising families. One of the most revered religious figures of the Survivorist faith, the Ascendant Warrior, was a woman, and her dogma encourages women to stand up for their own lives and protection. Though there are still pig-headed and crass individuals in the world, there are fewer obstacles to a woman achieving her destiny beyond her own skills, dreams, and desires.

ROUGHS JUSTICE

Even though things are better, and cleaner, and moving forward, that doesn't mean life is easy. Danger and drama are still an everyday reality, and the risk of running across two-fisted adventure is very real for folks in almost any walk of life. In a new world of greater fairness and equality, the line between good guy and bad guy has become much murkier, and the only thing defining right and wrong is the gunslinger with the fastest draw.

Things don't get any easier if you're on the side of law and order, either. Everyone knows a bandit or a corrupt politician deserves everything they get, but what about when the law flies in the face of basic human decency? Sure, that koloss-blooded outcast stole a horse, but that's only because he was trying to escape a lynch mob — so what do you do? If a woman steals bread to feed her family, and you're wearing a badge, which law do you follow? Lawkeepers face dilemmas like these every day, and it's their decisions that define what justice really means to those they serve.

If anything, things are even more complicated in the city. Around Elendel, food may be plentiful and the water clean, but that doesn't mean that life can't



get desperate and dirty beneath the shadows of skyscrapers. The nobility's *carte blanche* rule may have faded, but there are still the elite, the poor, and corruption that stacks the deck in favor of one over the other. Law and order are critical to keeping the machinery of Elendel moving, even if that order isn't in the best interests of all the people who live there. Sometimes, the have-nots raise their hand against the haves, but when those actions threaten the workings of Scadrian society itself, it's easy to see where justice and the law can diverge.

WESTERNS AND THE ALLOY OF LAW

The Alloy of Law pulls the world of Scadrial out of its dark ages and throws it into a new world of adventure and innovation. This is a world that parallels America's Industrial Age and western expansion. As a result, the setting for *The Alloy of Law* draws heavily from the Western genre and in places turns it on its head. Borrow from the feeling and themes of Westerns. Borrow heavily. It's an easy trick that will help you communicate the feeling of the setting in a way that's familiar to many players and create a sense of verisimilitude in your game world.

A classic Western theme that works well for **Alloy of Law** stories is “**an honorable person in an honorless place.**” Picture the lone sheriff who won't compromise with the local politicians or gangsters like his predecessor, the doctor who takes on an entire corrupt community to protect those under her care, or the rancher that stands up to a mining company to protect his family plot. In the Roughts, too many people simply succumb to the easier road, one of crime and vice. So these Heroes are rare, good men and women who inspire goodness and decency, changing the lives of the disenfranchised and disillusioned.

For more direct Crews, tales focusing on **revenge** are easy to script and very accessible. Revenge is one of the central motivations of many of the great Westerns. It pits the protagonists in a race against time, using all their guile, resources, and bullets to get back at the powerful villains responsible for their downfall using all their guile, resources, and bullets in the process. Revenge stories can easily form the heart of an entire campaign: the Crew may wish to spend time carefully hunting down, plotting, then acting against the targets of their revenge, slowly working their way up the chain until they have finally earned their satisfaction.

Treasure hunts are also good themes for an **Alloy of Law** yarn. The “treasure” in this case can be nearly anything: perhaps an ancient store hidden by an Originator, like Allomancer Jak's treasure of the Survivor; a lost secret; a runaway noble heiress; the target of a lucrative bounty; or even something intangible, like a Hero's respect or purpose. In most treasure hunt stories, the treasure itself is not the purpose, so much as a vehicle for the Heroes' larger voyage of self-discovery—they're about the journey, not the destination, as it were.

Another common set of plots are the “**us against the wild**” and “**us against them**” stories. Examples include tales of a group of settlers clinging to each other in a desperate attempt to make a home in a wild and foreign environment, or a group of natives trying to endure in changing times as strangers with unfamiliar ways of life encroach on their land and livelihood. Both these themes

segue well into one another, too — the story of a small mining community trying to find their big score naturally follows into a showdown with a large incorporated threat like an organized gang or a well-funded carpetbagger. Both these types of stories work best when the Heroes are invested in their communities, because threats to the community hurt them both indirectly and directly. Feel free to amp up these simple themes with exotic enemies, like a band of koloss mine-raiders, or those who are very human, such as greedy bankers seeking to funnel wealth back to Elendel.

STORY SEEDS AND STARTERS

Still stuck for ideas? Don't hop on the horse and ride out of town just yet: here are some story seeds to get you going. They're broken up by general location or threat, but don't think you can't have a run-in with a gang of silver thieves in Elendel or that the folks in the Roughs don't have politics to wrestle with. Mix and match seeds for even more colorful adventures!

THE CITY

- When the most destitute have started going missing, the constabulary the constabulary wasn't too concerned. Now, mutilated bodies have begun turning up on noble estates, and a manhunt is on to catch the killer before he strikes again.
- The Crew has discovered a smuggling ring moving aluminum through the city. But will they stop the smugglers or rob them?
- An assassin shouted, "In Ruin's name!" after executing a noblewoman in a public park before taking her own life. What did she mean? What was the point of this public execution?
- A locked, moving train, a limited number of suspects, twenty-five ingots of a new alloy missing, and two people dead. No one is getting off this train until the alloy and the killer are found.
- Everyone said the old man was a fool, playing with current and voltage the way that he did. Everyone assumes it was his own fault that he was electrocuted and died. Signs indicate everyone is wrong about that — how will you prove it?

THE ROUGHS

- An entertainer at the local saloon needs your help. He's being blackmailed into marrying a moneyed dowager from Elendel, but he's already in love with someone else. How will you break up the unhappy union?
- A washed-up prospector and town drunk swears this time he's really hit the jackpot. Everyone in town thinks he's full of ash, but where did he get the strange rock he's flashing around?
- A fella calling himself the Rainmaker has waltzed into town and promised the local farmers he has a steam machine that can actually cause it to rain. His demonstration was convincing, and his price is low, so what's his angle? What is he really up to?



- First, railroad men with their measurements and assessments came by your town. Next the mayor, a decent man and majority land owner, died mysteriously behind a brothel he's never frequented. Something is up, and you can't shake the feeling it threatens everything this town has built up over the years...
- When a reporter from Elendel comes to town to get the real Roughs experience, everyone in town wants to be immortalized in words. And they're willing to dig up a lot of skeletons and old bad blood to do it. Can the Heroes deter the nosy reporter before he ruins everyone's good name?
- The boss of a mining town is a brute and a bully, but he's also the brother of a made man in Elendel. If pressed much harder, the people of the mine are likely to revolt. With pressure from Elendel to produce more metal, where will the first cracks appear?

CRIME & PUNISHMENT

- They're gonna hang the butcher for horse thievery. He's a good man but the law is the law. However, you know he didn't do it. The question is: Why isn't he denying the charge?
- Turns out that the local lawkeeper did a turn in prison before she moved out to the Roughs. Now some of her old acquaintances have shown up to settle a score. What was her crime, and how can the Crew help her clear the skeletons from her closet once and for all?
- Some clever manipulation of the laws has let a robber baron take land from a lonely widow. The land is worth six times what she's being handed. Trouble is, she's refusing help due to general misanthropic tendencies. Do you let her get robbed, or stand up for the right thing? Or do you maybe find a way to make a mighty fine profit yourself?

MAGIC & METALS

- A tall dark stranger with a mysterious habit rolls into town. He keeps to himself, mostly, but as rumors get around of his taste for Cadmium, it leaves the characters to wonder what he's doing with all that time-controlling metal?
- A good, trustworthy metallurgist is as precious as gold. So when they start going missing one night, all the metalborn who depend on them for Feruchemy or Allomancy start getting desperate — and a black market opens up. Who's targeting the metallurgists, and what's their objective?
- Everyone has heard legends about Mistborn, and everyone knows what a Mist- ing is. So what do you do about a woman who claims to be able to burn two metals? Just two. It has to be a con, right? The Mistborn are gone, aren't they?
- Strangers in dark cloaks whisper that they can give anyone Feruchemy by driving spikes of metal into their bodies. While no one has admitted to trying it yet, word is getting out, and it's only a matter of time before they kill someone...or worse, are proven to be telling the truth.

OUTSIDERS

- The locals are terrified of creatures they refer to as “mist wolves.” You’ve never head of such a thing, but there are people getting attacked by some sort of beast outside the town limits. What are these creatures, and where do they come from?
- There are old stories of ghosts that eat the hearts of people and then wear their skins, but no one has ever seen it happen. That is, until now. Witnesses say they’ve seen the ghost. The question is, who or what is doing this, and how can it be stopped?
- You were set to be hung on the gallows when you saw ol’ Ironeyes himself in the crowd. He whispered to you a date and a place, and then your rope broke. You’ve since run or been redeemed, but that date is approaching quickly. Will you be there in time, and what awaits you when you arrive?



2

TECHNOLOGICAL TALES



The sparks of ingenuity and inspiration have, over the past three hundred years, greatly changed the technology on Scadrial from what was in the Final Empire. The intersection of magic and technology makes even more things possible than either one on its own, and has become a gateway to new story possibilities that weren't there in the time of Vin, Kelsier, and Sazed.

Take for instance the steam-powered trains which crisscross the Basin and the Roughs. How does the concept of fast transport impact society in ways you can explore? We know how much the automobile changed life in our world, and Scadrian horseless carriages are already altering the way society views infrastructure as well. Electricity lights the streets at night, changing forever the patterns of crime, work, and commerce — how might these advances affect everyday life?

Technology provides exciting new grist for stories set during *The Alloy of Law*. Think of all the offbeat and unusual ideas the late 1800's provided to society in our own world, and what that could mean in a world of the Metallic Arts! Technological advancements and their ramifications add a layer of adventure and wonder for stories, and new challenges for Crews to overcome. While the details of technology are discussed more in-depth in Book 1, Chapter 4 (*see page 109*) — these are just some of the ways you can weave technology into your **Alloy of Law** adventures.

ELECTRICITY

The relatively recent discovery of electricity is probably the most transformative technology in the world of Scadrial now and for the near future. In the past



fifteen years, the development of electrical generators has turned the once candle-lit streets of nighttime Elendel into brightly-lit thoroughfares. Modern conveniences such as indoor air circulation and electric heating elements are in development, allowing humanity to conquer the weather in addition to the night. Those that understand and provide electricity are becoming powerful in the world of Scadrial as the population is growing more dependent upon it.

Electric production is a growth industry. Just outside Elendel, the first of three planned power plants has been constructed. The massive plant uses teams of Coinshots and Lurchers to spin the generators that provide power. The iron and steel burned by the Mistings is far cheaper than powering the plant by coal or other means, since coal is reserved for use in smaller turbines, such as those in steam engines (*see page 207*).

But electricity is not without its challenges. In the plants, the demand for more electricity and the efficiency that using Mistings provides often means the workers are overtaxed and sometimes mistreated under harsh work conditions. The capital and workforce required to produce electric power is also great, so electricity has yet to reach many areas far outside of the Basin, or small communities within it. However, there are rumors of a mysterious source of electricity in the Southern Roughs...

Beyond the technological benefits and challenges of this new discovery, certain Allomantic powers affect electricity. The time bubbles of Pulsers and Sliders disrupt electricity, and Tineyes can sense nearby electrical sources or power lines when burning Tin. Some forward-thinking engineers also hope to weaponize electricity in the hopes of finding new ways to overcome or circumvent the abilities of Thugs and Bloodmakers.



IDEAS INVOLVING ELECTRICITY

- A hideout located within an electrical grid can be reinforced with rudimentary electrical traps, but such traps would be detectable by a Tineye.
- In a battle with a villain who has developed a rudimentary electrical weapon, the time bubbles of both Pulsers and Sliders can be used to disrupt electricity if the bubble encompasses an electrical device or power line.
- A workplace death during the launch of the second power plant reveals that the Lurchers and Coinshots who power the plants are overworked and mistreated, pitting the interests of the companies who sell electricity against the quality of life of the Mistings who physically produce it.
- The reliance on electricity for lighting, especially at night, provides an ideal opportunity for a villain to disrupt the power long enough to hold a town hostage financially.

- The growing infrastructure of power lines provides Coinshots with an alternative method of direct travel over the ubiquitous railroad lines. These lines can also be used by Lurchers, provided they are strong and well-insulated.
- Embroiled in labor disputes over the use of Mistings and with their profits and power monopoly in peril, an electricity baron finds an unexpected offer of help from the mysterious organization known as The Set.
- Some Feruchemists are attempting to transfer or duplicate the contents of metalminds through electrical devices, but these pioneers suffer dangerous and unpredictable effects...

TRAINS AND AUTOMOBILES

The coal-fueled steam locomotives that cross the Elendel Basin and venture into the Roughs beyond are a fairly recent invention. Railway lines have been laid down all over the Basin and into many of the major towns in the Roughs. With the rise of horseless carriages, infrastructure is also evolving, with paved roads beginning to replace Elendel's cobblestone streets, much to the dismay of interests in the city such as the Coachman's Union or the Citizens for a Peaceful Elendel.

For the most part, advances in travel more or less operate in ways you are familiar with from our world's history. There's no end in sight for the expansion of these technologies, and resources are plentiful. Harmony's reshaped world holds many vast deposits of coal and oil, especially in the mountains surrounding the Basin. Many mining companies run concurrent operations to mine both fuel and metal from areas near one another. Several have expanded their operations into the Roughs, where the law cares less about how the workers and natural resources are treated.

The implications of fast transport provide a number of interesting settings or set pieces for adventure. Don't just gloss over a rail trip — make it a feature of your story. Don't just describe cars rattling around the streets of the city or town; consider what it would be like to see one for the very first time, who might dislike their very presence, or feel threatened by what they mean for the future.

IDEAS INVOLVING TRAINS AND AUTOMOBILES

- Trains coming out of Elendel into the northern Roughs routinely carry passengers who are off to make new lives, bringing everything they have with them in the process. This makes them ripe targets for bandits — especially those who can hit a train while it's still moving.
- Imagine a battle on a speeding train between two Coinshots, each able to push the metal in the train and in the rails themselves. Should they receive a Microburst, or be a Twinborn with the right combination of powers, they might even Push pieces of the train loose, causing it to break down or derail.
- A rollicking car chase through the streets of Elendel ends when a Slider sees an unavoidable obstacle ahead and throws up a time bubble, which causes the pursuing car to crash.



- Horseless carriages in the city keep suffering mysterious breakdowns. Signs point to the Coachman's Union, and one mischievous young Lurcher in particular...
- The Elendel Pewterarm Guild stages a protest over losing their jobs to cars and trains, and an unruly element causes the event to turn violent.

RUDIMENTARY FLIGHT

The age of flight has begun! In certain areas of the Basin and portions of the Northern Roughs, bright minds have discovered they can use wing-shaped designs to glide, or that certain gases can be captured in a rubber-lined canvas to lift items into the air. While mechanical powered flight is still many years away, the basic concepts of gliders and balloons are changing Scadrial.

The most common users of the technology are Crashers, Skimmers, and Coinshots, many of whom are familiar with the glider coat (*see page 126*). Coinshot test pilots have begun to use basic gliders to attempt their flights through the air — though primitive, the technology is already showing great promise.

Folks with no powers don't have much use for gliders, but can still take trips in balloons. Hot air balloons have begun to traverse the mountain passes and the Roughs to discover bandit hideouts or to warn trains moving into the Roughs of potential attacks before they happen.

While flight is rare, there are interesting ways to integrate it into your adventure. In much the same way that a gun "makes a Coinshot from a common man," these machines could someday make anyone feel like a Lurcher or Coinshot flying high into the air.

IDEAS INVOLVING RUDIMENTARY FLIGHT

- A hot air balloon providing critical aerial intelligence on a bandit gang poised to attack a train comes under fire. The Skimmer piloting it alternates venting and filling the balloon, along with rapidly changing his weight to allow the balloon to be agile enough to evade the shots from far below — a new form of flight no one has yet attempted.
- A Coinshot pilot has had to land her glider in a remote location in order to deliver a critical message. She's exhausted from the trip and out of Steel, but is willing to lend the glider to someone willing to pass the message to the next destination.
- Just outside of Elendel, Coinshot-powered expedition races are becoming increasingly popular as a spectator sport and for gambling — until a Twinborn Crasher cheats by altering his weight at key points to win the purse.
- The utility of using Pewterarms as heavy labor is again altered as balloons can be used to make heavy materials lighter or to lift dense items for construction to the tops of the ascending skyscrapers. Those who base their livelihoods on such work resent the technology, and make plans for sabotage or conspicuous "accidents."

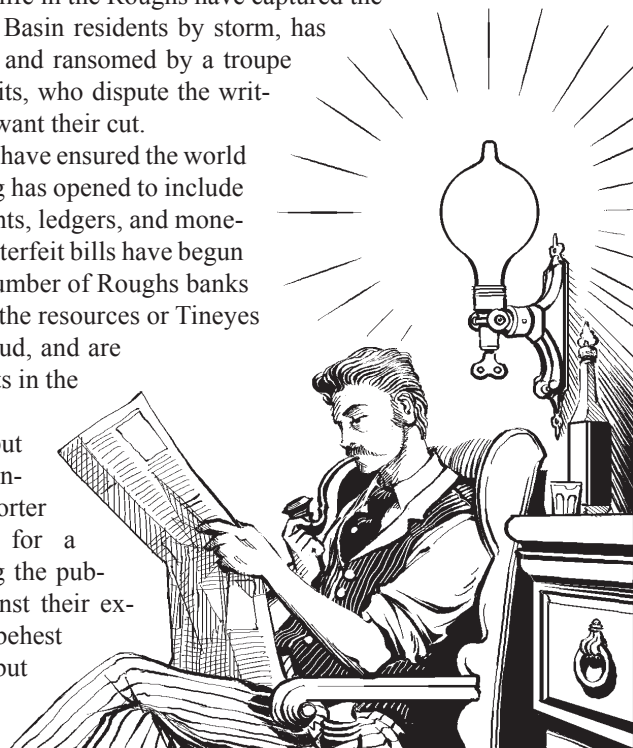
BROADSHEETS AND PRINTING

The advent of highly efficient printing presses, coupled with the bountiful forests of the Basin, has caused an explosion of new publications from Elendel out to the Roughs. Though older folks regard news from faraway places and people just a distraction, the younger generation has quickly taken to the ubiquity of news and information. Broadsheet boys carrying the news of the day can be found on any corner in Elendel, while weekly digest editions can be purchased in most Roughs towns. The university in Elendel is amassing a huge library of printed books to replace their old handwritten volumes, and is reprinting the classics for sale everywhere. Today, a person living anywhere remotely close to civilization can be as informed and aware of the events of their society as they wish to be.

At the same time, easy and cheap printing is also leading to less altruistic aspects: counterfeiting, “yellow” journalism, advertising, and propaganda. Gossip rags and pulp novels litter the shelves of general stores, while news-for-hire magazines bend and twist the facts to fit the whims of their patrons.

IDEAS INVOLVING BROADSHEETS AND PRINTING

- Fiction is an explosive industry, and a popular story like Allomancer Jak can make its creator rich overnight. One such author, a young novelist whose fanciful tales of life in the Roughs have captured the imaginations of Basin residents by storm, has been kidnapped and ransomed by a troupe of Roughs bandits, who dispute the writer’s claims and want their cut.
- Printing presses have ensured the world of counterfeiting has opened to include official documents, ledgers, and monetary notes. Counterfeit bills have begun to appear in a number of Roughs banks who don’t have the resources or Tineyes to detect the fraud, and are losing their shirts in the process.
- A determined but somewhat unscrupulous reporter makes trouble for a Crew by turning the public opinion against their exploits, at the behest of a shadowy but wealthy patron.



THE INDUSTRIAL AGE

Across the outskirts of the Basin, a new type of structure has popped up: the manufacturing plant. With large smokestacks and massive footprints to house assembly lines, the buildings signify that Scadrial's burgeoning industrial economy is taking off.

Items that once took painstaking care to craft at great expense are becoming commonplace and inexpensive. The economy of scale created by these facilities has allowed the most complex mechanical marvels to reach the hands of those not fortunate enough to be born into a high House. Firearms, tools, farming machinery, even metalminds can now be manufactured to a universal standard and quickly shipped anywhere in the known world.

As the economy of Scadrial moves from agrarian to industrial, the treatment of workers and the orderly processes of bringing goods to market become thornier issues among the industrialists of Elendel. The new technology has also brought with it a new problem: pollution, both of air and water. Additionally, the great investment made by the Houses operating the factories has made competition particularly fierce, to a degree unseen since the Final Empire.

The Industrial Age is still just beginning, but there's plenty of opportunity to fold these ideas into your next adventure.

IDEAS INVOLVING THE INDUSTRIAL AGE

- Manufacturing plants are still rather new and prone to malfunctions or delays. Their equipment and tools are especially susceptible to metalborn Pushing or Pulling key components, or to damage caused by a fight inside a plant.
- Manufacturing plants are revolutionizing the world of transportation not only with automobiles, but bicycles and other forms of human-powered transport. How might these fit into your stories?
- Assembly lines have resulted in cheaper and more readily available firearms. However, these items are generally lower quality and there is still a large market for gunsmiths who create their own designs and manufacture their own weapons. Some gunsmiths have patented their most famous designs for sale to mass manufacturers — some under duress.
- The typical workforce in a manufacturing plant often includes Pewterarms, Lurchers, and Coinshots. Many plant managers see the benefit of employing Rioters to whip up the workers to be more productive, or Soothers to calm them when conditions become too unpleasant or stressful. The more unscrupulous managers might also hire Copperclouds in case a union representative sends a Seeker around to see if Soothers and Rioters are being used.

GUNS AND OTHER WEAPONS

Firearms are a well-established technology by the time of *The Alloy of Law*, but two significant developments have occurred in recent years that signal the next step. Foremost of these are firearms and ammunition specifically targeted to

blunt or kill Allomancers or Feruchemists, such as aluminum firearms or Haze-killer rounds (*see page 120*). The second is the refinement of ancient weapons such as dueling canes, obsidian blades, or crossbows to combat metalborns' increasing skill at undermining traditional firearms.

Aluminum weapons and the development of ammunition designed specifically to kill or disable Mistings and Ferrings have the potential to provide challenging and unexpected circumstances. Likewise, the existence of explosives like dynamite can make for a lot of mayhem in your adventure. Don't forget, either, that there are many enterprising gunsmiths always on the lookout to design the next big step forward in firearms technology (*as we see in the Heispel series of weapons — see page 112*), which should continue to keep the Heroes on their back foot in a fight.

IDEAS INVOLVING GUNS AND OTHER WEAPONS

- Gunsmiths and other weapon designers work hard to create weapons to counter Allomantic or Feruchemical powers, which has led to a new type of arms race. Now, an engineer designing a new weapon based on electricity has been kidnapped by a villain looking to acquire the technology for his own corporation.
- The delicate balance of power between two rival outlaw groups in the Roughts is upset when an operative of The Set wants one side to win, and supplies that side with aluminum guns and ammunition to counter the Twinborn leader of the rival gang.
- A noble House in Elendel has been exclusively licensing the designs of a particular gunsmith to prevent other Houses from gaining the technology, until the gunsmith disappears under questionable circumstances.
- The Set has been stockpiling designs and ammunition for an unknown purpose. The Crew might unwittingly stumble into a stockpile, and have to figure out why someone would go to such lengths and expense to build one.
- A famous crafter in the Roughts only sells his dueling canes and knives to those who pass through his training to prove themselves worthy of his weapons. The Heroes are under contract with a designer in the city to learn his secrets.
- As banditry increases in the Roughts, lawkeepers from the Roughts and constables from Elendel join up to form a posse in order to combat a House that has been stealing trainloads of metal and weapons.



3

THE ELENDEL BASIN




The Elendel Basin is the cradle of civilization in *The Alloy of Law*, thanks to its fruitful farms, roads and railway lines, and cities from which much of the world's culture has sprung. It is the Basin that is home to the great metropolis of Elendel, and it is the Basin's many smaller cities that are home to the industry, scholarship, and innovations that move Scadrial forward.

ELENDEL

There's an old Scadrian saying, known by folk the world over: "If you can't find it in Elendel, it probably doesn't exist." Looking at the Basin's largest city, it's not hard to see the truth of it. It was here that the Lord Mistborn first emerged and built his first settlement following the ascent of Harmony, a place to bring his followers together and rebirth civilization anew. Since then, Elendel has striven to honor the Lord Mistborn's precepts, and grown and prospered from the enlightened policies he set forth three centuries ago.

The city is laid out based on the admonitions of Harmony himself and divided into eight octants, arranged like the spokes of a wheel. At the center of the wheel is the **Field of Rebirth**: a low hill covered with grass and flowers, home to marble monuments of The Last Emperor and The Ascendant Warrior, as well as a museum on the artifacts, history, and stories of the World of Ash.

From this hub, the eight **octants** radiate out in all directions. Each octant is separated from the next by numbered canals (save the north and south halves of the city, which are bisected by the **Irongate River**). These canals lead out from



**CITY OF
ELENDEL**
AND
VICINITY

FROM
AN ACTUAL SURVEY
MADE IN THE YEAR 341
BY THE CANTON OF CARTOGRAPHY

HAMMONDAR BAY

REFERENCE

	ROADS		RAILWAY
	UNDERGROUND		RAILWAY STATION
	DOCKS		BLOCKS
	PARKS		FARMS

SCALE OF ONE MILE
0 1/4 1/2 3/4 1 MILE

THE PLAN IS DIVIDED INTO MILE SQUARES

7TH OCTANT

8TH OCTANT

7TH 8TH CANAL

Northside 6th

6TH OCTANT

5TH 6TH CANAL

5TH OCTANT





the metropolis to all corners of the Basin, ferrying the never-ending flow of goods that have helped Scadrial thrive. Government buildings form the innermost portion of each octant. From there, housing is a mixture of noble estates, factories, business offices, parks, middle class neighborhoods, slums, and dedicated areas like the financial district.

The city has no walls — no enemy has ever challenged its sovereignty — and the octants continue to expand outward every year. As Elendel's city limits grow outward, so too do the buildings grow skyward. Skeletons of new skyscrapers fill the skyline, with new projects appearing seemingly every month. Most of these massive structures belong to large companies or the wealthiest noble Houses, though the City Hall near the Field of Rebirth is a noteworthy and striking exception.

The government of Elendel is formed of a **Senate** representing all manner of factions that call the city home. Some are scions of influential noble families, others guild leaders, and others representatives directly elected from each of the city's octants. Corruption and graft come with the territory, of course, but the checks and balances have formed a durable government that actually manages to work for the public good most of the time. Many other Basin cities have adopted governments in the style of Elendel's, with varying degrees of success.

Despite its age, Elendel remains a work in progress. New ideas and creations appear every day from its universities and company think tanks, coupled with art and cultural innovations that set the standard for all of civilization. But as the metropolis grows more complex, so too do its problems, as patches of rot continue to fester beneath its shining façade.

CRIME AND POLICING

Even as a city of culture and advancement, Elendel has always grappled with a crime problem, particularly in working-class and lower-class districts. The crews of the ancient world have been replaced by vicious street gangs and worse: the first stirrings of organized crime.

The crime issues in the Cradle of Light have led to the creation of the finest and most extensive constabulary in the world. Trained officers patrol the streets nightly, watching for crimes to thwart and innocents to protect. A more sophisticated form of policing is also in its infancy, which utilizes forensic science and other innovations to locate miscreants well after their crimes take place. Mistings and Ferrings are in high demand among the constabulary — particularly Seekers, Tineyes, Soothers, Archivists, and Steelrunners — in order to better combat crooks whose financing and methods grow more sophisticated by the day.

INFLUENTIAL GROUPS

Countless factions vie for political power, social clout, and financial dominance in Elendel. Anyone who can't hack the cutthroat dealing in the city typically leaves for one of the smaller cities in the Basin, or even the Roughts if they're especially disgusted with big-city politics.

While the number of entrepreneurs and hotshot personalities serving as representatives is growing quickly the city council, the oldest groups still have plenty of sway — particularly noble families. The seats that the Houses hold in the Senate alone give them a leg up on the *nouveau riche*, and their **Noble Houses Collective** works tirelessly to ensure labor stays cheap and financial competitors lag behind.

House Tekiel deal in insurance and security, and like to flaunt their power. Between the skyscraping Tekiel Tower they have under construction and the fact that every new invention or program they trot out has a huge, showy campaign behind it, it's clear the House wants people to take notice.

House Penrod, after decades of barely remaining solvent, have seen a great change in their fortunes when they risked their remaining wealth on a new automobile factory. The popular Penrod horseless carriages are seen as a cost-effective motor vehicle, and that popularity has opened the doors to more enticing business offers for the House than they have seen in decades.

Affiliated Metal Company sells bulk metals of a wide variety and purity, including material good enough for use by metal-born. Affiliated Metals is not independently owned, but rather it's a conglomerate of several noble Houses, each of which provides mining, refining, manufacturing, or distribution of products. Conventional wisdom holds that AMC's Allomantic metals are decent, but Ferrings are better off importing metal minds from artisans in Terris enclaves.

Coppercrew Lightworks supplies electricity to both private and industrial customers, including many of Elendel's factories. The company uses a unique workers' profit-sharing structure, which has proven a great boon to the efficiency and loyalty of its workforce. Though most noble Houses employ their own engineers and technicians to rig electricity, the Lightworks also does brisk business among non-noble companies and Houses that need help getting a big project done fast.

The Elendel Daily is the most popular broadsheet publisher and source of news throughout the Basin. Its journalistic bona fides aren't too solid, and it's given to sensational — and frequently fanciful — stories. Regardless, the paper has earned a great reputation for honesty amongst the common folk, because it is not owned by any noble House and (presumably) free of their influence.



The Promenade Press, on the other hand, is by nobles and for nobles. Put out by House Roffert, the broadsheet gives the scoop on all the dealings — both financial and social — amongst the noble Houses. Taking its name from the Demoux Promenade near the financial district, the Press has a very small circulation outside Elendel.

The labor guilds and unions are populist groups who advocate for the thousands of factory workers, longshoremen, and other skilled blue-collar laborers who form the backbone of Elendel's businesses. The unions and guilds number in the dozens in the city, but the most influential of these groups are the United Tradeworkers Union and the Trade Union Party. Though traditionally the guilds and unions have focused on noble House ownership, they have shifted their attentions toward a new threat: cheap laborers coming in off the farms of the Elendel Basin. Despite accusations of corruption and graft in recent years, the clout of these powerful organizations in the Senate is unrivaled by anyone short of a major noble House alliance.

NOTABLE LOCATIONS

The streets of Elendel are woven like a spider's web, filled with so many nooks and crannies and points of interest that no one short of an Archivist Ferring could keep track of them all. Some are famous in just their Octants or neighborhood (like the Inner Seventh or the Shipwrights' Crescent), but only a select few sites carry enough cachet that all citizens of Elendel know them.

Demoux Promenade, a wide avenue running by the 4th–5th Canal, draws people both for its scenic strolls and its proximity to the largest businesses in Elendel. Decorated with lush trees and statues depicting figures from the Origin and before, the Promenade is a place to take in Elendel at its bustling best.

Waterwend Crook, just north of where the Irongate River meets Hammondar Bay, is a bustling port where barges move cargo day and night. From Westerwend, these barges head out laden with goods through the city to the Irongate River and out into the Basin, or towards the sea to load ships headed south towards Bilming and other cities along the coast.

The **warehouse districts** border the canals and river, with the highest concentration near the bay. Every district has some variety of goods, but all specialize on one major type of good, which in turn dictates the octant's business, labor, and political forces. For instance, most warehouses bringing in food from the Basin are located on the banks of Irongate in the 3rd Octant. Consequently, the bakeries, canneries, and bulk grocers of the city have built up in the 3rd, as have the workers that run those businesses, the Canner's Union which represents them, and the political forces behind the distribution and management of the city's food supply.

The **Madion Ways** neighborhood is an enclave of rich elites and their immaculate estates. House Tekiel owns much of the area, but the area is also popular among upwardly mobile commoners and younger nobles with means. Though the Ways is certainly not the city's only wealthy neighborhood, its core choices (built in the eastern octants, away from the canals) formed the blueprint for all built after.

The **4th–5th Railway Line** runs between the financial district and the inner 4th Octant, making it the closest and busiest stop to the city center. Though Elen-del continually increases the number of trains that run this line, the cars still fill to bursting at rush hour.

Many **parks and greenways** break up the twisting blocks of Elendel, providing a reprieve from the noise and bustle of the city. Harmony always intended the city to be a place of beauty and plenty, and beautiful locations like Triad Park, Cladent Esplanade, and Dampere Park ensure that's still true.

The Sludge Flats were formerly known simply as “the inner 6th,” but were recent events have supplanted this old name with the new. Failing retaining walls have allowed canal water to seep into the streets, making the neighborhood a soggy mess; oftentimes, water stands ankle deep in the lowest-lying areas, and the ground never really dries out. While the slum can't match the squalor of the skaa slums of antiquity, compared to the relative prosperity of the rest of Elendel, the Sludge Flats seem dreadful.

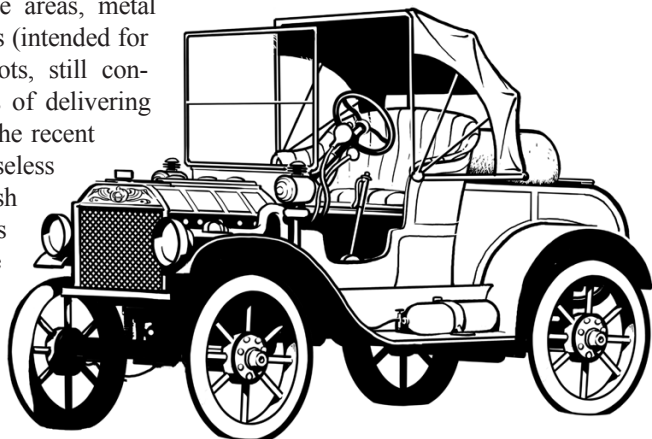
CANALS, RAILWAYS, AND ROADS

One detail Harmony chose to preserve from the world prior his Final Asension was the fundaments of the canal system built by the Lord Ruler. Even in ruins, the system was a boon to civilization, giving the Originators a vital system of transport as they slowly rebuilt the world. Today, the canals see traffic not only from barges but ships of all varieties, allowing waterborne vessels to travel anywhere in the Basin.

The august canal system may have met its match in a new form of transport: the railroad. Steam-powered locomotives can carry more cargo than the largest canal boats, move overland, and get to their destinations in half the time to boot. The relatively cheap cost of a ticket now allowed lower- and working-class people to afford to travel anywhere they wish, and first-class railway cars and even private trains threaten to supplant luxury canal cruises as well.

Neither of these innovations has replaced old-fashioned roads, however. Most roads in the Basin and the Roughs are still unpaved and intended for horses and foot traffic, but in the cities bricks and cobblestones prevail.

Even in the most remote areas, metal posts mark the main roads (intended for use by traveling Coinshots, still considered the fastest means of delivering news to distant towns). The recent development of the horseless carriage has lead to a push for a series of paved roads between Elendel and the major cities of the Basin, though this effort is still in its earliest stages.



OTHER CITIES

Elendel is by far the largest and most prosperous city in the world, but several more towns and cities dot the fertile lands of the Elendel Basin. These descriptions are meant to give you new places to take campaigns set in *The Alloy of Law* era, but shouldn't be regarded as strictly definitive. After all, your take on these cities might end up quite different from Brandon's, if and when he visits them in future books, so feel free to make them your own!

ALENDEL

Alendel prides itself as a crossroads, where rural farmers bring their crops, urban sophisticates create new art, and travelers from the Roughts comingle in the streets. Much of Alendel's economy is urban and industrial, based primarily in metal refining, but a large suburb called Fieldhaven is considered slightly more wealthy and provincial.

The downside of this mixture is that it also attracts a fair number of criminals. Much of their larceny is white-collar crime by crews who have found new ways to turn graft into money by taking cuts of legitimate businesses and buying political power. The city's constables have taken on these rackets with increasing ferocity, adding to Alendel's reputation as a wild and unruly town.

BILMING

Alendel is a crossroads of the land, and Bilming is a crossroads for the sea. The town began as a haven for scholars and intellectuals, but it soon attracted fishers and traders hoping to make their living from the bounty of the ocean waters. The city's fortunes are quite secure, thanks to strong trade with Elendel and an ideal location as a waypoint for voyages between the capital and the far south.

Bilming's streets are home to all manner of exotic goods and wares, bound for the Basin's noble and wealthy families. Melons and strange fruits crowd for space with seafood and crafts made by artists who enjoy the city's serene coastline.

Bilming Harbor is a massive complex of docks and trade ports, packed with all manner of vessels — mostly simple barges, but with an increasing number of steamships jostling for room as well. Apart from Elendel, the city commands the lion's share of sea power in the Sea of Yomend, and is responsible for managing most sea trade as well as rescue operations for fishing vessels at sea.

Prominent landmarks include the Bilming Lighthouse, billed as the "Keeper of the West"; the Central Marketplace and Exchange, where traders ply their wares; the dozen schools and universities housing all manner of academic pursuits; and the infamous Seatop Prison — final home for seafaring criminals of all stripes.

DAZARLOMUE

Dazarlomue links the wheat farms of the northern Elendel Basin and the mining colonies beyond. It's a fairly dull, provincial town with a stable government patterned after Elendel's Senate, and a consortium of business concerns engaged in rigorous competition to keep the economy thriving. The town is

SURVEY OF THE
ELENDEL BASIN
AND
NORTHERN ROUGHS
BY THE CANTON OF
CARTOGRAPHY

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TYRIAN SEA

CALLINGFALE

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TRUE MADIL

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FAR DOREST

FARADANA

NORTHERN
CHANNEL RANGE

ROUGH
FALEAST RANGE

DRY POST

TATHINGDWEL

MYCONDWEL

ELENDEL

DAZARLOMUE

ALENDEL

WYLLION

RASHEKIN

SEA OF
YOMEND

DRYPORT

IRONGATE RIVER

ELENDEL

STEINEL

BILMING

VINDIEL-CAMEUX

DOXONAR

DORIEL

TARIEP

ELMSDEL

GARMET

SEA OF LENNES

SERAN RANGE
SOUTHERN ROUGHS

best known for its windmills, which take advantage of the vigorous gusts on the plain to pump water and mill grain for business and private use.

DORIEL

A noted stop on a prominent canal route, Doriel is a gateway to the Southern Roughs. The city's position as a minor trade hub has grown since the city developed a series of bridges across the canal which can be raised and lowered to allow even heavy traffic and major cargo loads to cross in safety.

The coming of the railroad has brought further fortune to the city. No lines currently cross the canal, but Doriel plans to change that soon. The only fly in the ointment is resistance by farmers east of the territory, who are fighting plans to run railroad lines through their wheat fields.

DOXONAR

Situated between Bilming and Elendel, Doxonar benefits both from the former's trade and the latter's wealth. It bills itself as an artistically cultured city, welcoming those who wish to enjoy its picturesque beauty and draw inspiration from its tree-lined streets. Many of the city's youth travel to Bilming for their education, further binding the two cities. Other towns look at folks in Doxonar as if they live in an ivory tower, unable to understand the problems facing the rest of the Basin.

DRYPORT

Not to be confused with the more romanticized Drypost (a common error, as more than a few stranded travellers with misprinted train tickets can attest), the city of Dryport is the biggest developer of canal ships in the Basin. The city is ideally positioned along a wide bend in the Irongate River with access to the waters on three sides of its borders, which it translates into the perfect environment for designing and constructing barges of all varieties. Great flotillas of canal ships routinely journey the short distance to Elendel, to fill the bespoke orders of their buyers. The Dryport auction house also does a brisk business in bidding on barge contracts, and barge owners looking for dry docks to perform repairs won't find more extensive facilities anywhere.

DRYPOST

Basiners tend to look at Drypost as the last truly civilized city before reaching the Roughs. In truth, it's often just as wild as the larger towns in the Roughs; the only difference is that Drypost has more law enforcement to put a damper on the worst trouble. The town happens to be the law's last chance of catching fugitives before they escape into the Roughs, and lawkeepers following up on wanted posters and constables checking train cars provide a constant reminder of this fact.

Though the city of Drypost serves as the arbiter of disputes between rival police forces who come into conflict within the city limits, firefighting over criminals wanted in multiple places aren't unheard of. The city is working on a solution to this problem, but due to the nature of the treaties they signed, they can't clamp down on the sometimes squabbling lawmen in their city limits.



Beyond that, Drypost is a melting pot. Explorers and adventurers rub shoulders with ambitious entrepreneurs, and the concept of a “gentlemen’s duel” still resolves a surprising number of disagreements.

ELMSDEL

Elmsdel has a reputation as a place where anything can be purchased for a price. As the most important ally of the nearby city of Garmet, Elmsdel has positioned itself as the sole broker of that city’s agriculture goods to the rest of the Basin. While Elmsdel taxes its neighbor heavily for its services, the owners of Garmet’s chaotic markets know they have few options to get their products to market otherwise.

GARMET

Garmet is a city infamous as a hotbed of pointed political and economic struggle. The beginnings of the struggle reach back nearly 17 years, when a worker’s strike spilled over into a savage political battle between the city’s powerful noble families and organized labor as both sides sought to stack the city’s ruling council in their favor. Control of the council swung back and forth like a pendulum from each side, and graft and corruption soon became the order of the day as politicians sold their influence to the highest bidder. Distrust of local government reigned amongst the citizenry, and paranoid council members saw enemies at every door.

Tensions have eased somewhat in the last decade, as Garmet reformists have corrected the city’s most egregious practices. However, the city remains a remarkably stratified culture, distrustful of others and unwelcoming to politicians and influence peddlers. Consequently, where other cities increased their trade, Garmet’s people instead focused on self-sufficiency, using the city’s agricultural bounty to sustain them in the face of uncertainty and untrustworthy dealings.

Despite the city’s general suspicion and political chaos, its proximity to the Seran mountains makes it the last waypoint for travelers heading from the Basin to the Southern Roughs (*see page 238*). The instability of the town is jokingly referred to as good preparation for surviving in that wilderness...

MYCONDWEL

The mountain city of Mycondwel sits on a high plateau in the Channerel Range. Once just a small Terris community with a great deal of mineral wealth, the enclave’s elders were smart enough to incorporate before the large companies moved in mining operations, allowing them to stave off corporate claim-jumping and influence in their dealings. This independence has made Mycondwel a powerful independent broker in the metals market, and a vital lifeline for individual miners and small consortiums hoping to sell their minerals to someone other than the industrial giants.

Thanks to the mineral wealth flowing into the town, and a large amount of Archivist Ferrings amongst its citizens, Mycondwel now contains the largest number of banks per capita in the entire Basin. Customers hoping to keep their



transactions private find the community's distance from Elendel a boon, and many aspiring entrepreneurs work with the city's banks to build innovative new enterprises far from the attention of their rivals in the central Basin. Unfortunately, the combination of remote location and plentiful banks attracts a great many bank robbers as well, who use the nearby mountains to hide from the increasingly determined and effective constabulary.

RASHEKIN

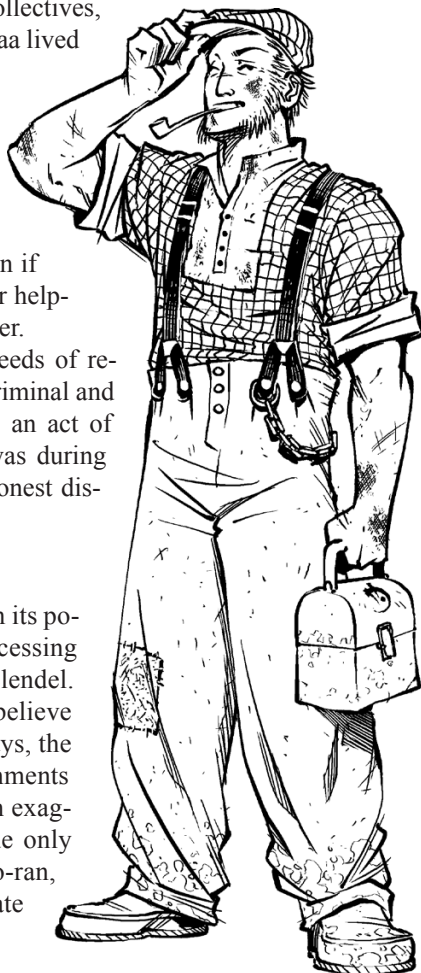
Rather than the predominantly democratic councils typical of the Basin, Rashekin's future is dictated by the whims of the Urvan noble family, which stacked enough family members on the city council that they could redraft laws to their benefit and preserve their grip on power in perpetuity. Nepotism in the town government has run rampant, as Urvan children are appointed to cushy jobs when they come of age. The weaker noble Houses of Rashekin long ago chose to toady to the Urvans rather than resist, leaving the rest of the citizens to toil in the city's factories and farm collectives, in conditions only slightly better than the skaa lived in under the Lord Ruler.

The Urvans' ruthless, top-down efficiency has paid off by rapidly advancing the city's industry and technical innovation. The success at any price motto has drawn dozens of unscrupulous companies who are happy to do business with Rashekin if it will make them a quick buck, only further helping the Urvans strengthen their grip on power.

Beneath the heel of the Urvans, the seeds of revolt have begun to sprout in the form of a criminal and political underground. Crime is viewed as an act of rebellion against the regime, much as it was during Kelsier's days, blurring the line between honest dissident and thug once again.

STEINEL

The font of Steinel's wealth is based on its position as the Irongate River's entrepot, processing and organizing barge cargo on its way to Elendel. Though most of the Basin's other towns believe Steinel's position to be a relic of the old days, the city merely points to its artistic accomplishments and numerous parks and public works with exaggerated civic pride. Sadly, such an attitude only reinforces the city's reputation as an also-ran, with the posturing appearing more desperate than powerful.





TARIER

Tarier began as a farming town, but the recent discovery of coal deposits brought a new source of income. Despite unprecedented economic prosperity, local farmers complain that the mining operations are ruining crop water with pollutants. The small town council largely ignores these claims, instead focusing on plans to expand train routes to get coal to Elendel faster.

TATHINGDWEL

Tathingdwel forms a vital link between the mining operations in the Chanerel Mountains and the industrial interests to the south. It also acts as the gateway to Terris country, with the vast bulk of Terris communities dwelling to the north and east of it. While not technically an enclave itself, a vast majority of Tathingdwel's population is Terris, with several Terrisfolk holding prominent political positions. This makes the city far more inviting to residents of nearby Terris enclaves, who travel to Tathingdwel in search of dry goods, tools, and the finest mineral samples pulled from the mountains for use as their metalminds. This relationship has boosted Tathingdwel's prosperity, backed up by the technical innovations produced by the city's large contingent of tinkers and inventors, drawn there by its cheap refineries and copious amounts of metal.

VINDIEL-CAMEUX

Vindiel began as a monastery dedicated to the memory of the Ascendant Warrior, while the nearby city of Cameux established the finest law academy in the Basin. The two cities soon merged as one, cementing their reputation for producing first-rate detectives and constables. The city also boasts a large number of munitions factories which feed the thousands of firearms used in the Basin and beyond.

WYLLION

Wyllion sits near the coast of the Sea of Yomend. Though it's a slightly inland, the city nonetheless benefits from its proximity to the ocean. Fishing villages along the coast come here to sell their catch, which Wyllion's traders then sell throughout the Basin. The fishermen's guild holds a great deal of sway in the city's politics. Wyllion boasts a modest tourist trade, with well-to-do travelers stopping here on the way to summer cottages along the seaside. Additionally, Wyllion represents a confederacy of smaller villages along the coast to the rest of the Basin, giving those small towns a voice that would otherwise remain unheard.

4

THE ROUGHS



Most of Scadrial's population is content to remain in the bountiful Basin, where food and water are plentiful and civilization close by. But those who want something different — whether it's to live a quieter life, or a more adventurous one, or one free to live by their own law — often brave the mountain ranges to the North to forge their own destinies in **the Roughts**.

Though the term "The Roughts" is used to refer to any location beyond the mountains that ring the Elendel Basin, the Roughts are typically split into two central sections: **the Northern Roughts**, which encompasses all territory north of the Chanerel and Faleast ranges; and **the Southern Roughts**, which are the lands southeast of Seran's Range. The Northern Roughts are the more settled and better explored of the two, thanks to more forgiving mountain passes; when city-folk refer to the Roughts, they're nearly always talking about the north. Less is known about the Southern Roughts, although there are many rumors and much speculation as to the dark goings-on there; for explorers, the southern regions are the great undiscovered frontier.

The lands of the Roughts are far more harsh than the fertile, flat topography that makes up the lands of the Basin, and suffer from greater extremes of weather, poorer soil quality, and far more difficult terrain — they're called "The Roughts" for good reason. A visitor from our world might think the Roughts look like the lands of the Old Southwest of late 19th century America: a hard land of rugged beauty, populated by tough, independent folk who live by their own code. From the vast flat plain between Covingtonar and Callingfale, to the mesas surrounding True Madil and Isaec's Bend, all the way to the dry mountainous outcrops near Faradana, the Roughts offer plenty of places to find adventure.



Roughs towns vary in population from just a few hundred to as many as a thousand, and range in sophistication from a collection of a few cabins, to gritty mining towns, to cattle towns, to small cities with more than a passing resemblance to Elendel. There's no central government in the Roughs; rather, each city has more or less adopted a straightforward method of government revolving around city councils and mayorships. While each town has its own set of laws, most hold to the same basic set of principles and rules involving property ownership, regulation of violent crime, and other expected processes necessary for citizens to get along.

In general, Roughs folk are a hardier lot than some of the more genteel people who populate the Basin. People in the Roughs are skilled survivors who work twice as hard as Basin residents to get by. Many have had to face down drought, fire, animal attacks, and bandits at some point in their lives, and had to learn how to hunt, fish, ride a horse, and wield a rifle before they could even read. But given the alternative — a paved-over life in some smoky city, surrounded by strangers and told what to do by a boss or a leader — they wouldn't have it any other way.

Over the past two decades, the problem of lawlessness in the Roughs has been mitigated somewhat by the rise of the **lawkeepers**: individuals much like sheriffs of the Old West who work at the behest of communities or their own code to protect the population and uphold the few but important laws and deliver justice to the people.

TRAVELING IN THE ROUGHS

The main geographic thoroughfares to the Roughs are natural rivers that converge in Elendel: the 8th–1st Canal in Elendel trickles all the way from its spring deep in the Northern Roughs, through the wide valley between the Channerel and Faleast ranges near Drypost, on down to meet the Irongate River in the city; and the 3rd–4th Canal flows out northwest of the Southern Roughs past Doriel as it heads to the sea. These rivers are vital conduits between the Basin and the Roughs, providing both key shipping lanes for cargo and enough flat land to accommodate large rail spurs necessary to host passenger and commercial train traffic.

Getting to either the Northern or Southern Roughs from Elendel is an arduous journey of at least 200 miles, which means most folks take trains. While train travel is cheap, fast, and mostly safe, the vast isolated areas and lack of law enforcement in the Roughs make train robberies a perpetual hazard. Consequently, trains headed out into the Roughs often employ “private security firms” to guard cargo and passengers and discourage would-be bandits.

Besides the rail lines, simple dirt roads criss-cross the Roughs, connecting larger towns to one another and allowing communities without a dedicated rail line to be reached relatively easily via horse or stagecoaches. Most towns have a coach station near the city center, and several independent drivers and small stage coach companies deliver passengers, mail, and money from town to town. The same risks of robbery or banditry faced by trains are even higher for stagecoaches, so nearly all drivers have a few guns-for-hire riding shotgun.

However, most of the Roughts are a wilderness frontier, requiring slow overland travel to reach. Even famous settlements like Far Dorest and Farandana lie far from railroad lines and canals. For these communities, isolation is a point of pride, sought by inhabitants come from other places to escape the stifling confines of “polite society,” the law, or both.

LAWKEEPERS

Lawkeepers are a relatively new development in the Roughts, empowered to conduct investigations and recognized throughout the land as agents of the law. With so much of the Roughts unsettled and each town’s laws differing from the next, this makes the men and women of the lawkeepers one of the few constants in Roughts society.

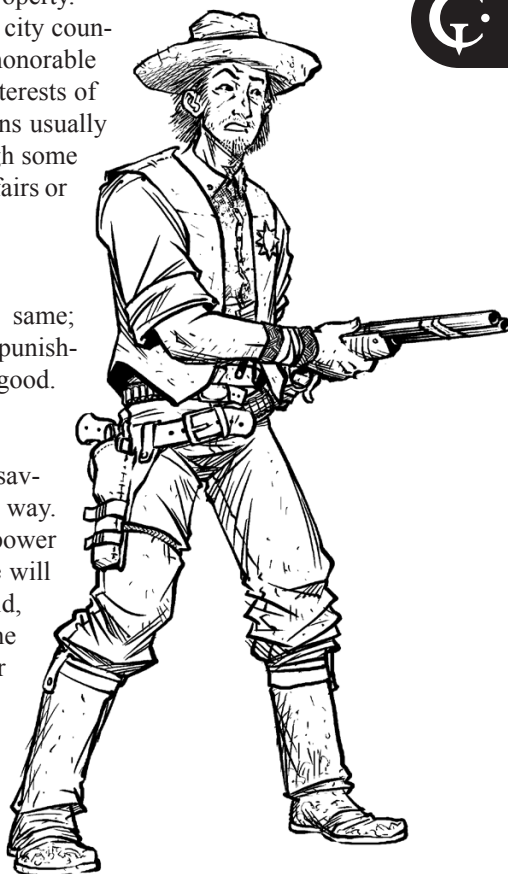
Most lawkeepers take responsibility for a geographic area: some larger towns have resident lawkeepers to keep the peace, but just as many are hired by a number of towns and settlements, travelling from place to place as they’re needed, much like the Texas Rangers of the Old West. For the most part, lawkeepers are paid by small stipends from the towns in which they operate or from mercenary work such as protecting a convoy or retrieving stolen property.

Lawkeepers aren’t fully beholden to the city councils as they are in the Basin, but most are honorable individuals who do their best to act in the interests of the folks they’re supposed to protect. Citizens usually afford them respect and cooperation, although some who resent the imposition of rules on their affairs or business can be openly hostile.

WHO THEY ARE

No two lawkeepers are exactly the same; their only uniting quality is an interest in punishing wrongdoers and enforcing the common good. Some common archetypes include:

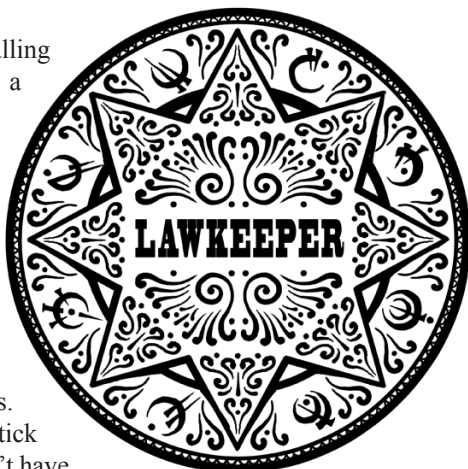
- **Moral Crusaders:** The Roughts are a savage land, but they don’t need to be that way. These rare types believe that with the power of the law — and more importantly, the will to enforce it — civilization can take hold, and those who presume to prey on the helpless will face real consequences for their actions.
- **Protectors:** Some lawkeepers view the law in far more practical terms: as a means of defending both themselves and the people they care about. They





don't consider their job a moral calling or as a way of making the Roughts a better place. Being a lawkeeper simply helps them keep their homes and families from being shot up on a regular basis.

- **Bounty Hunters:** The more mercenary lawkeepers view their profession in strictly monetary terms. When criminals evade the reach of local sheriffs, these guns for hire hunt them down to line their pockets. Rarely are bounty hunters keen to stick their neck out for anyone who doesn't have a price attached.
- **Vigilantes:** Finally, a few lawkeepers seek justice not for safety, nor money, nor because it's the right thing to do, but because they seek revenge. They may have lost loved ones to bandits or koloss raids; been betrayed and left for dead by old partners; victimized by a corrupt mining conglomerate; and so on. Whatever the reason, the lawkeeper acts largely out of some personal vendetta rather than any more "legitimate" calling.



HOW THEY DO IT

Every lawkeeper is different, but all of them require a common, specific set of skills and tools to do their work. They must be competent fighters, and able to defend themselves against well-armed foes who often outnumber them. They have to be strategists and team players, to work with each other in order to overcome those odds. They must learn to track their opponents through deep wilderness and to survive with no one else's help. They have to be skilled at negotiating, either with the city councils in areas they operate, or with criminals when they're outnumbered. They also must know the law of the towns they protect, and how it applies to them (in areas where criminals actually stand trial, that is).

Perhaps most importantly, lawkeepers need to know how to live by a code — one that demands they never give in to or join the criminal element, because if they do, the whole system breaks down. However, the line between good and bad in the Roughts grows increasingly blurry, and not all lawkeepers wish to project a sense of moral authority, or couldn't, even if they wanted to. Even they'll sometimes work with miscreants in a pinch, but have no issues turning them in when their usefulness ends.

ECONOMY

The Roughts are a frontier economy, and most economic activity is based on the few resources a town has in abundance. In general, each community has something relatively valuable — be it a mine, food, livestock, a rail station, access to abundant water, or a special craft or specialty — which it can draw upon



and use to form relationships with other communities. Barter is the basis of much economic activity between towns, but when shipping items to or from the Basin, Roughtowns typically pay using coppers, notes, and bars like everyone else.

Outside the towns, most folks are subsistence farmers or ranchers, coaxing just enough from the hardened earth to get by and to trade their excess for other goods or services in town. In these communities, the value of things such as gold, guns, or Allomantic metals is not measured monetarily, but in how well they help you to survive the next season. Out here, a bag of good seed, a sturdy shovel, or a reliable horse could easily be worth more than all the Atium in the Lord Ruler's cache.

THE NORTHERN ROUGHS

When most folks say they're from "The Roughts" they mean the Northern Roughts. The gateway to the **Northern Roughts**, known as the Northern Gap, is a wide river valley that flanks the 8th-1st Canal, just north of the Basin town of Drypost (*see page 222*). On the west side of the Gap, the Channerel range ends abruptly with a high cliff wall, and fifteen miles to the east, the Faleast range begins. The land in between that is mostly flat, and ascends gradually into the southern portions of the Northern Roughts. The Gap is a vital concourse to the north, and one can travel to the Roughts by train, stagecoach, horse, or on foot. Though the Gap is a beautiful spot, affording views of both the Northern Basin and the Roughts, the bottleneck makes it treacherous, battered by occasional high winds and the threat of bandits eager to exploit the bottleneck for ambushes and raids.

TOWNS OF THE NORTHERN ROUGHS

While the Basin holds the most developed urban infrastructures and the lion's share of the overall population, over the past century many people have sought their fortune in the Northern Roughts. Much of the north can be reached by the well-developed railway lines leading to all the major towns, or even a primitive roadway network joining the settlements and towns (although many stretches through more desolate territory are in poor repair). Each of the towns in the Roughts has its own special character and peculiarities that make it stand out from the rest.

CALLINGFALE

Sleepy Callingfale is an especially small town, with neighborhoods and shops haphazardly dotting the landscape of the plain overlooking the Tyrian Sea a few dozen miles away. Callingfale isn't known for much outside of its diverse population made up of many different ethnic groups, but its most unusual feature is that it does its majority of trade by the sea — a real rarity for a Rought community.

However, things in Callingfale seem poised to change — and soon — with the discovery a small vein of aluminum just outside the town. Should a mother lode of aluminum be found, the city's proximity to the ocean could provide easy access for locals to ship their ore directly to Elendel, providing a critical trade advantage over other mining towns north of the Channerels.

COVINGTAR

Covingtar sits in the middle of a flat, wide grass plain. Originally formed as an outpost, Covingtar has grown substantially since Weathering was established in the east, since it is the only stop on the way to that larger city. The town's economy is based primarily on livestock, and herd animals fill the expansive grassy plain in which the town sits. Covingtar's ranchers, butchers, and granaries are renowned throughout the Northern Roughts, and the city is rapidly becoming the *de facto* leader in ranching products in Scadrial. The locals are extremely proud of the city's industry and accomplishments, and leave no opportunity to "talk business" untouched.

Like most ranching towns, Covingtar is fairly dirty: its streets are rutted from the traffic of herd animals being driven to market or to the slaughterhouse, and the city has an ever-present animal smell of manure and offal. Whenever folks in Weathering smell an unpleasant odor, they refer to it as a "Covingtar Breeze" — a joke rarely uttered in the company of their rancher neighbors.

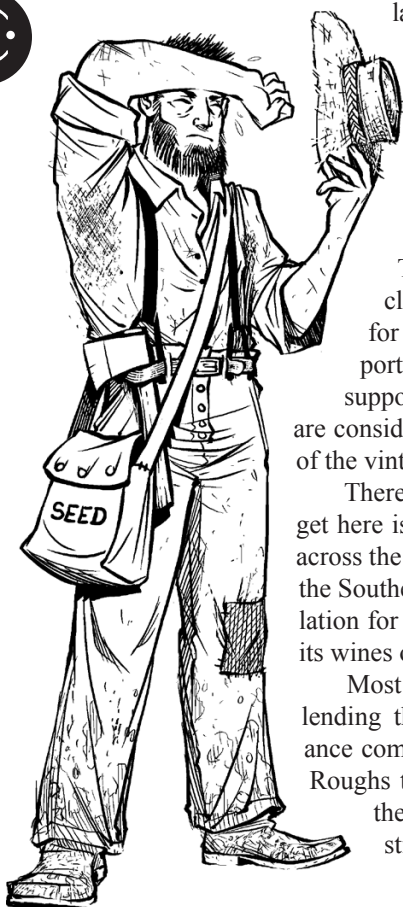
Covingtar is also a popular destination for "guns for hire," looking for work with ranchers, offering protection for their herds from Mistwraiths, predators, and cattle-rustlers. Though instances of crime by the population are exceedingly low, the isolation of the town means that criminals sometimes come here hoping to blend into the populace and lay low.

FAR DOREST

Nestled amongst red stone outcroppings and mesas, Far Dorest is often called the most beautiful and desolate town in all the Roughts. This beauty is a result of the town's arid, dusty climate and high elevation, which provides views for miles in all directions. Though there are few opportunities for traditional agriculture, the dry earth supports all manner of grapes, and Far Dorest wines are considered the best in the Roughts, rivaling even some of the vintages in the Basin.

There is no rail line to Far Dorest. The only way to get here is either by the difficult, winding road that leads across the high plain to True Madil, or the horse trail down the Southern pass to Faradana. The citizens credit this isolation for the city's unspoiled natural beauty and value of its wines on the market.

Most of Far Dorest's structures are of clay and brick, lending the architecture of the town a striking appearance compared to the wooden shacks that make up most Roughts towns. Though the use of brick helps moderate the hot days and cold nights a bit, living in the city still demands a certain level of stamina.





Far Dorest is also home to a disproportionately large Terris population, many of whom have been attracted to the city's resemblance to ancient Terris towns of the World of Ash. Terrisfolk from the enclaves criticize this group for putting style above substance — the look of the town above the companionship of other Terris people.

The residents of the town are educated and well read, with mandatory schooling for all children under the age of 13. Though Far Dorest has no permanent lawkeeper, it has the strictest laws of the Northern Roughs, and its judge is known for handing down harsh punishments.

FARADANA

The mining town of Faradana was founded by Urbain Minerals, Ltd., a private corporation headquartered in the Basin. Faradana is a company town, in the most literal sense of the word — the town council and mayor are all employees of the corporation. The town doesn't have a jail or any appointed lawkeepers — UML's private security force keeps most people in line — so the only law here is that which UML dictates.

The town is set up much like a university campus, with squat dormitory-like apartments for workers, a smattering of square buildings resembling offices, and a company store that provides basic goods for laborers. The only local inn and tavern are not terribly inviting, since the operators watch visitors who wander in from the mountains or Far Dorest for suspicion of being spies for competing companies.

FELTREL

At the top of a high bluff, just to the southwest of Weathering, is the tiny mining town of Feltrel. Cut off from the railway due to the difficulty of traversing the bluff, Feltrel relies upon a well-developed transport road and stagecoach or horse traffic to do its business. Though they look down on the corruption and graft in nearby Weathering, they still rely on the bigger city for access to the railway in order to get their ore to refineries in the Basin.

The miners who live and work in the mines here are notorious for their raucous celebrations and hard-drinking — not surprising, since there's little other opportunity to blow off steam in such a remote location. It doesn't help that Feltrel ale is said to be the best and strongest in all the Northern Roughs, and the town has the highest number of breweries of any town.

ISAEUC'S BEND

The town of Isaeuc's Bend was formed almost by accident, when an exploratory convoy led by Stuart Isaeuc made camp between the winding mesas and cliffs of True Madil and the high bluff sloping up to what would eventually become Far Dorest. The view was so spectacular, the conditions for survival so good, and the location of the canal so perfect, the group never left.

Isaeuc's Bend is a rustic town, made up entirely of log cabins and other wood buildings, known for its good hunting and fishing on the banks of the canal tributary. The residents think the Bend their own little corner of paradise, and protect



it vigorously with strict laws against the construction of any factories, mines, or other businesses that might pollute or despoil it. The Bend has very little crime, making it a popular destination for Heroes who want to unwind.

Getting to the Bend isn't easy. The main road twists through the passes to True Madil, and then southeast to Far Dorest where it becomes much more difficult to traverse. Stage coaches from Isaec's Bend to Far Dorest are quite expensive, as drivers seek compensation for the risk of damaging their coaches or horses on the long and poorly maintained road.

TRUE MADIL

True Madil is the Rough's most developed and best organized town, located at the fork of the 8th–1st Canal. It also happens to be the Roughts' business hub, since it sits at the first major stop along the rail line coming through the Northern Gap.

Due to the relatively heavy traffic through True Madil, the infrastructure and architecture of the town are more similar to Elendel than other locations in the Roughts. The town's most distinctive landmark greets visitors stepping off the train in the main station: a sparkling fountain that marks the split of the canal, featuring a statue of Harmony creating the Basin.

The canal is the town's most important asset and most of the major buildings are erected around it. The four-story, red brick town hall, the Mercantile Exchange, and the town jail all flank the banks of the river, creating a bustling city center. Stagecoach service is available from the town center to most locations in the Roughts or back to the Basin, and a number of small businesses like clothing stores, taverns, inns, gunsmiths, and the like are patterned outward from the town center in orderly blocks.

The residents of True Madil are in general the Roughts' wealthiest and best-educated citizens, who enjoy the protection of the area's highest number of lawkeepers. Because of this, the citizens of True Madil are regarded by other Roughts-folk as being snooty and condescending — or worse, as Roughtsfolk in name only.

WEATHERING

Weathering is located at the westernmost end of the Northern Roughts railway line, and has a long history as a dangerous and lawless town. Though the city was founded with good intentions, Weathering's distance from the other population centers made it a magnet for criminals, hucksters, fugitives, and other riff-raff seeking a place to hide. It wasn't until the arrival of Waxillium "Wax" Ladrian, a novice but capable lawkeeper, that the town's reputation began to improve. For years, Wax called Weathering his home, namely because being a lawkeeper there meant never having a dull moment or a quiet day.

The town itself is fairly compact and dense, with taller buildings than most Roughts towns. The population is made up of prospectors, explorers, reformed and active criminals, and other folks whose morality can only generously be described as "gray." Though Weathering seems a more peaceful place now than it ever has been, an undercurrent of corruption and violence has simply moved from out in

the open to behind closed doors. Town officials have overwhelming power and run the town through graft and bribery, and have been known to employ the criminal element to achieve their goals. People looking to hire shady characters or find illegal plots or schemes tend to gravitate to Weathering.

THE SOUTHERN ROUGHS

Far to the south of the Basin, below the Seran mountain range, lie the mysterious Southern Roughts. While the Northern Roughts have been explored and settled for well over one hundred years, the Southern Roughts remain a land of unexplored opportunity, unsubstantiated rumor, and untold possibility. As the Narrator, the Southern Roughts represent a great place to explore and to be creative. The land certainly has human settlements, political struggles, and other locations to explore — so you can make them up!

The population in the Southern Roughts is sparse, and the reach of the lawkeepers far weaker than in the north. Those that return from life in the Southern Roughts are often changed by the experience or won't discuss much. Those that do report strange encounters, from abandoned settlements devoid both of life and signs of struggle, strange mechanical noises echoing through the desert nights, and giant Mistwraiths wearing bones of undiscovered creatures — stories that are often written off by Basin-folk as tall tales or hallucinations.

It's not particularly difficult to reach the Southern Roughts, but unlike the Northern Roughts — which has the town of Drypost as a "last stop" before leaving the Basin — the Southern Roughts has no point in the Basin that people depart from. The closest Basin city to the Southern pass is Garmet a hundred miles to the Northeast, and the closest city connected via railway to the pass is Doriel, over 300 miles away. However, as Scadrial's great undiscovered country, there's little doubt that the next great wave of exploration and adventure will focus on the Southern Roughts.



5

STRANGER FRONTIERS



The Elendel Basin and the Roughts may be the most well-known and well-travelled parts of Scadrial, but there is far more to the world than just green farmlands and dusty frontier towns. There are also the spaces in between: the border mountains that divide the Basin from the Roughts; the intensely-private refuges of the Terris people; the lonely oceans still yet unexplored; and the lands beyond. What follows is only an initial look at the possibilities and promise of new places to set your next **Alloy of Law** adventure.

THE MOUNTAINS

The mountains which define the borders of the Elendel Basin — the Channerel and Faleast ranges to the north, and the Seran range to the south — serve as both physical and symbolic boundaries of civilization. Within their confines, “society” reigns supreme, and outside them is the land of individuality and freedom. Those that choose to live in the mountains, however, find a third way: a place to live away from society but without the dangers of the Roughts. It is in these mountains that the Terris way of life, the only culture to survive from the World of Ash unscathed, is cultivated and nurtured, amongst the imposing peaks that still mark the end of the civilized world as far as most Basiners are concerned.

CHANNEREL MOUNTAIN RANGE

The Channerel mountains border the northwest side of the Basin. The Channerels are the smaller of the two ranges on the northern Basin and are easily



distinguished from the Faleast mountains by their higher, sharper peaks. The extreme elevations of the Channerels mean weather is mostly dry, though some peaks remain snowcapped all year round. The Basin-side foothills of the Channerels are home to old Terris towns such as Mycondwel and Tathingdwel (*see pages 223 and 225*), and a popular vacation destination. Feltrel (*see page 233*) is the closest town on the Roughs side of the mountains, which are considered relatively bleak and imposing.

FALEAST MOUNTAIN RANGE

The Faleast mountain range is longer than the Channerels, with lower peaks and more temperate environments. Bordered by the Northern Gap on its west side, and the Irongate River on the southeast, the Faleast Mountains span over 400 miles in a curve around the Basin, gradually turning southward as they reach east. There are few settlements or towns near the range itself: Faradana is the closest Roughs town, and there are some minor townships and settlements near the center of the range, northeast of Rashekin in the Basin.

SAREN MOUNTAIN RANGE

The Sarens form the southerly boundary of the Basin, and are the gate through which travelers to the Southern Roughs must travel. Unlike the two northern ranges, the Saren mountains feature relatively narrow passes, often only in deep, cool crevasses, which makes travel by anything other than foot or horse fairly difficult. The steep mountainsides which so often threaten avalanches also make for stunning scenery, with dramatic basalt cliffs and towering waterfalls that dump spring melt hundreds of feet into the gorges below. Garmet (*see page 223*) is the only town close to the foot of the Sarens, and so is often used as a basecamp for explorers getting ready to head out into the wilds of the Southern Roughs.

MINING SETTLEMENTS

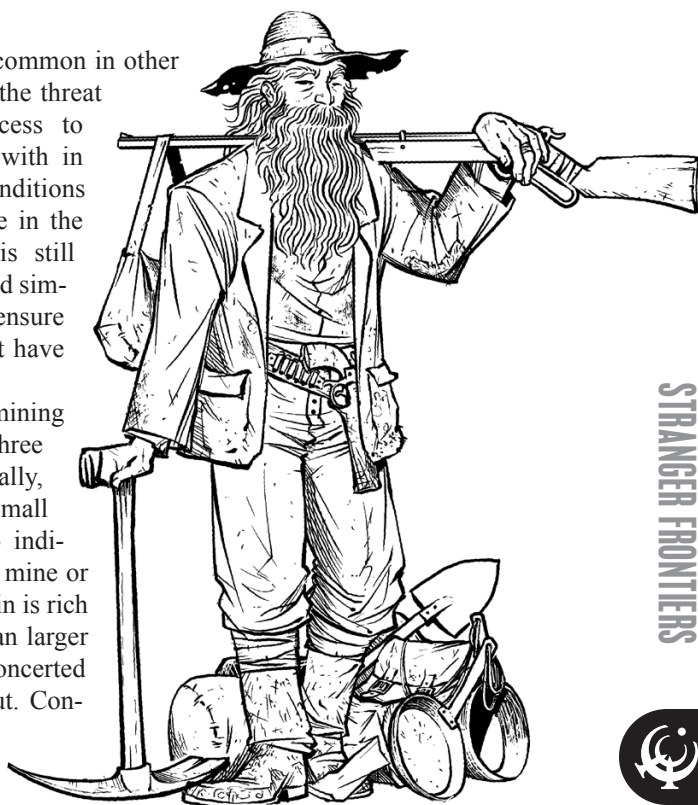
A few hardy townships squat in the mountain valleys and gorges of the north, their residents drawn by rich mineral deposits and a dream of striking it rich. These towns are often built by mining companies and operated in squalid conditions, with a mining foreman acting as *de facto* “mayor,” and company mercenaries serving as “law enforcement.” Life in such towns is miserable, and the only folks who stay are lost souls with nowhere else to go. The workers here toil in the mines by day and consign themselves to company bunks at night — many of them drinking themselves to sleep before rising for a new day of toil. The company store typically controls all the prices, robbing the workers of what little they get to keep, and the law translates to “whatever the company says” — a brutal tyranny by proxy. Lawkeepers hoping to meddle in the affairs of such communities have made some modest reforms (usually by pressuring the companies’ home offices), but typically the companies ensure their affairs are beyond the law’s reach.

The same is not the case in the Seran range, particularly the area around Garmet. As the largest port and only rail line in the area, Garmet holds a great deal of power over local businesses. The city’s labor-friendly government frowns

upon the sort of abuses common in other mining towns, and uses the threat of closing off rail access to companies it disagrees with in order to force better conditions for workers. Though life in the Serans' mining towns is still hard, miners' councils and similar governing bodies ensure that the residents at least have a chance at a fair shake.

Independent mining camps also exist in all three mountain ranges. Typically, these operations are small teams of a dozen or so individuals working a single mine or claim: however, if the vein is rich enough, that doesn't mean larger companies won't make concerted efforts to stamp them out. Consequently, these small camps tend to be stubbornly independent, and meet intruders with

blunt warnings and threats of force in order to protect their stake — an opportunity for like-minded or mercenary Crews to find a bit of work outside the Basin.



CRIME IN THE MOUNTAINS

The treacherous passes, secret byways, and hidden valleys of the mountains present criminals with both protection and opportunity. These opportunities are myriad: bold smugglers take full advantage of hidden passes to move illicit cargo far from the prying eyes of the law; mercenary guides steer fugitives to the Roughs for a handsome price; and a few bold bandits spring ambushes on convoys trapped in narrow or dangerous terrain.

The mountains are also a popular place for criminals to hide out. If a gang is pursued by the law, they can easily vanish into the nooks and crannies of the foothills, where the law is ill-equipped to follow. The Channerels, an extensive cave system near the Northern Gap (*see page 231*), has been a popular bandit base for decades. In the more temperate Faleasts range, a hospitable climate has allowed hill gangs to flourish and strike out at foothill towns throughout the north and east. The lawkeepers and constabulary work hard to fend off these raids, to little effect.

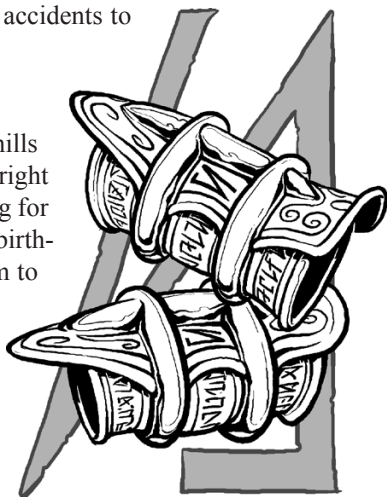
Beyond the criminals, corruption is also rife in mining towns. In some cases, the smugglers pay off local mining foremen to look the other way, recruit miners



as manpower in exchange for goods and services that make the workers' lives more bearable, or even arrange for accidents to befall certain odious foremen.

TERRIS ENCLAVES

The Terris civilization claims the low foothills of the mountain ranges as their home, as a birthright granted them by Harmony as a reward for surviving for centuries under the heel of the Lord Ruler. Their birthright, the Metallic Art of Feruchemy, allowed them to preserve and retain the collective knowledge of millennia, and in so doing, to give Harmony the tools he needed to save the world during his Final Ascension. The Terris enclaves are the hard-earned reprieve from those centuries of suffering — a place where the Terris can finally return to their ancient ways and heal their culture without interference from the outside world.



These two competing impulses — responsibility for engaging with and enriching the rest of humanity and the desire to turn inward and recover — have pushed and pulled the Terris culture over the past three centuries. This conflict is written in the different natures of Terris enclaves. Some remain strictly isolated, refusing to allow outsiders into their midst and using their Ferrings to enforce their solitude and the “purity” of their culture. These intensely private communities write their own laws, conduct their own marriages and other social arrangements, and acknowledge the authority of no other city or government that is not Terris. Most of the nearby cities are content to leave the isolationist enclaves alone, unless some emergency to the region arises.

On the other hand are the progressive Terris enclaves, which adopt a much more welcoming attitude towards the outside world. Though these societies are still predominantly Terris and keep to their traditions, they do not view outsiders as a threat to their culture. Often, inviting enclaves will allow non-Terrisfolk to live in their midst, particularly those seeking sanctuary or with a scholarly interest. Young Terris from these villages take it upon themselves to travel the Basin lands when they come of age, offering their services as teachers and guides as their ancestors once did in the World of Ash. Others even go so far as to settle in the cities, taking jobs as servants or teachers and integrating fully with Basin culture until eventually returning to their ancestral home.

Terrisfolk follow no central government; each community chooses its own leaders and governs itself. However, gatherings held twice a year are usually attended by leaders from all the nearby Terris communities, in the interest of protecting the Terris people's good. Here, they settle any internal disputes, address issues of importance to the Terris people, and exchange news and information.

Naturally, the “progressives” and “isolationists” rarely see eye to eye. When the Terris communities gather to discuss matters of importance to the Terris



culture, the division between the two sides of the divide often spills out into unconnected matters. The laws of all Terris enclaves state that no Terris person should ever raise a hand to another — they suffered far too much under the Lord Ruler to permit such conflict — but arguments often grow heated, and Terris people from more outgoing communities may find themselves treated with open contempt by their isolationist kin.

Regardless of their internal politics or workings, most Terris enclaves are set amid beautiful landscapes that speak to their people's deep spirituality — ponds and streams are popular, as are plateaus and valleys nestled in the foothills. Since these communities can sometimes be as small as a few families, one can find Terris settlements along almost every major path and roadway through the mountains. However, isolationist communities tend to distance themselves from the main pathways, either building their homes away from larger highways or (in some cases) actually moving the roads to keep unwanted visitors away.

THE DEEP ROUGHS

Much of the Roughs, particularly the Southern Roughs, are a pristine wilderness as yet unexplored and unspoiled by humanity. These unexplored regions are sometimes referred to as the “Deep Roughs” and are as great a source of scientific interest and wild speculation as the alleged lands across the oceans.

Since the nomadic koloss tribes tend to skirt the fringes of human society, many explorers conjecture the Deep Roughs might be host to some sort of “koloss homeland,” where the blue behemoths make permanent residence far from human reach. If there is a koloss homeland deep in the Roughs, what does it look like? How does koloss society function away from the tribes? What would a koloss city look like? Are the beasts hiding an heretofore unseen written language or culture, and how could humanity benefit from it? For the more paranoid, this theory also casts greater suspicion on the koloss tribes themselves: what do the koloss want? Are the wandering tribes scouting parties or precursors to some larger koloss invasion? Thus far, there are answers to none of these questions, though Elendel's top universities have threatened to mount an expedition from time to time.

Another, even larger mystery of the Deep Roughs is simply how large it is, and what's on the other side. There are many hypotheses on the subject. Some believe the Roughs are simply a desert that becomes less and less hospitable in order to keep mankind inside Harmony's promised lands, much as the Lord Ruler did in his time. Others wonder if the Roughs are merely a natural barrier that conceals a whole different world on the other side — perhaps a paradise filled with great natural and mineral wealth, a new and wondrous ocean, or perhaps another society of humans, waiting to be reunited with the rest of their brothers and sisters. This latter theory has stoked great debate between Harmony's most faithful, such as Pathians and Terris, and the scientific community, for it calls into question the benevolence of their god: why, after all, would Harmony remake the world and save humanity, only to divide them once again? Thus far, the answers have not been forthcoming.

THE OCEANS AND BEYOND

Little is known of the land beyond the oceans. Most trading ships keep close to the coastlines, since there's little motivation to go searching for far-off lands given the cornucopia available in the Elendel Basin. The coastal communities prefer the comparative ease and speed of ship travel to the dangers of the road. Steamers from Bilming and Elendel ply the trade routes regularly, as do ships from several of the smaller communities south along the Sea of Lennes.

Beyond trade, the seas provide a bounty unheard of in the days of the Final Empire, and fishermen are a common sight in coastal waters. As the wealthy grow wealthier, resort communities have sprung up in areas with gentle shorelines, providing accommodations and amusement for guests hoping to enjoy themselves on the seashore.

But the oceans come with their own sort of dangers. Smugglers, often in the guise of legitimate merchants, move all manner of ill-gotten gains in their holds without difficulty. Bolder criminals sometimes use ships to conduct raids on ships at sea, beyond the reach of the law; fortunately, these nautical bandits are thankfully rare and easily driven off by the ships' crews.

There are only a few brave souls who have traveled farther out to sea, whether as explorers or castaways set adrift in some disaster. Even fewer have returned. Those that have crossed the sea and lived to tell the tale come back with stories of strange islands filled with unusual animals, weird seafaring people who snatch crews in the middle of the night, and other wondrous events. All such stories come with an ominous countenance, and do little to inspire others to take to the sea.



6

HISTORY AND SOCIETY



A lot has changed in the last 300 years, since the time the precious few survivors of the cataclysm that ended the World of Ash stepped from the cave and looked out onto a strange new world. From that moment, their destiny, their history, and their society were theirs, for the first time in over 1,000 years. Since then, the people of Scadrial have faced a world of challenges far different from their ancestors, and yet familiar at the same time. These are just a few of them.

This chapter contains a great many spoilers for the ending of the Mistborn trilogy. If you still want some surprises from *The Hero of Ages*, give it a pass. If you're jumping right into *The Alloy of Law* era and skipping the Final Empire entirely, this section is safe to read.

EARLY YEARS

The history of the Elendel Basin begins with the **Final Ascension**, as Harmony remade the world. In an eye-blink, the ashen landscape of the Lord Ruler vanished, replaced by the bountiful land that allowed civilization to flourish. Compared to the previous millennia, the last three centuries have been a golden age — though of course, it hasn't come without conflict.

When he Ascended and remade the world, Sazed (now called **Harmony**) drew all of the survivors to a single locale where the heart of the city of Elendel now stands — the **Field of Rebirth**. With his temporary burst of power, Harmony healed and granted the abilities of a Mistborn to his long-time ally Spook — the last man to hold such power. Harmony then entrusted Spook with



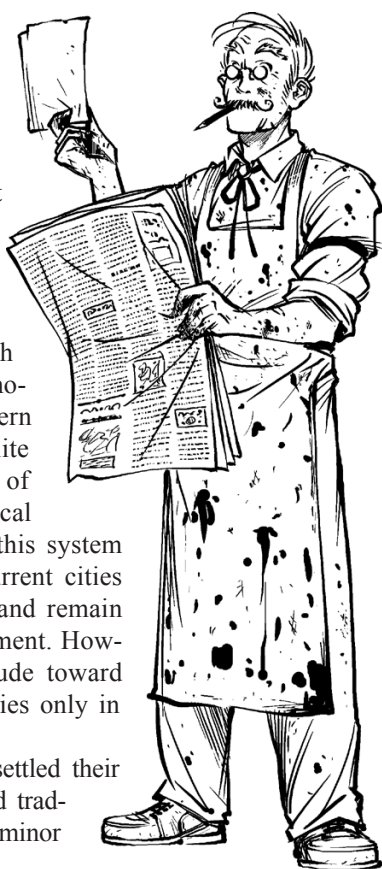
a sacred book containing his philosophy and musings, called the **Words of Founding**, as well as general instructions on how to lead the world's people into this new age. Spook — along with his friends Breeze and Ham and all who sheltered with them — took this collected wisdom and set out to found a new society. Elendel became their city, Spook became the **Lord Mistborn**, and the **Originators** began their new lives.

The Lord Mistborn served for many years as the city's premier authority, but he was no despot. He took a great deal of inspiration from his departed friend Elend, establishing a democratic council to aid him in making decisions and forming matters of policy, which still rules today as the **Elendel Senate**. With Harmony's teachings as a guide, they established the foundations of a just government, adhering to notions of fairness, representation, and enlightenment. Education flourished with the establishment of new schools and the first universities, and the old skaa/noble divisions were abolished in favor of a new, more permeable class structure.

Elendel quickly grew into a thriving urban center under the Lord Mistborn, but there were plenty of people who didn't wish to live within its physical or social confines. These folk spread out across the Basin, where they formed cities of their own: Doriel, Wyllion, Rashekin, and others. Some of these new cities tried their hand at establishing new, independent kingdoms, and others sought to subjugate the will of others as the powerful had done in the times before. Civil conflicts between Elendel and these rebel fiefs never erupted into outright war, thanks to the sage leadership of folk on both sides, but the first hundred years of the new world were marred by schism and debate about the direction of Scadrial and its people.

Elendel itself developed colonies which soon became cities in their own right, most notably the port city of Bilming and the northern holding of Drypost. Governing these satellite cities proved difficult — Elendel had plenty of issues on its plate to keep it busy — and local councils gradually took over. Remnants of this system remain to this day: Many of the Basin's current cities base their governments on that of Elendel, and remain beholden by treaty to the great city's government. However, Elendel maintains a *laissez-faire* attitude toward these agreements, calling upon its old colonies only in times of great need or desperation.

Eventually, Elendel and the other cities settled their differences, and established strong treaties and trading partnerships to the benefit of all. Despite minor





political squabbles, trade flourished and sparked a wave of innovation Scadrial had not seen in over a millennium. The new stability and openness of thought allowed for a culture of innovation to advance knowledge and technology more quickly. Industry came screaming forth, allowing for cheaper mass-produced goods and reliable, well-paying jobs for most. The old canal system, preserved and improved upon by Harmony, was joined by roads and eventually railway lines throughout the Basin, opening up the world to the noble and commoner alike.

THE CLASS SYSTEM

While the genetic difference between nobles and commonfolk were erased by Harmony, class remains a strong barrier between the rich and poor. Now, nobles hold power only through money, resources, and connections — not a legal mandate — and it's possible for someone of low birth to rise to wealth and renown by merit or cunning. A lingering sense of *noblesse oblige* that the Lord Mistborn instilled in the ruling class encourages the nobility to support charities and social work projects, further reducing tensions between the haves and have-nots.

Even so, social injustice continues to plague the cities. Crime, hunger and other social ills are still a way of life for many, particularly those in the slums and lower-class neighborhoods. The poor live from paycheck to paycheck, made worse by predatory lending and loansharking by those of means. Guilds and unions have facilitated the rise of a thriving working class, but they too suffer from greed and corruption, and sometimes prey upon the very workers they're supposed to be helping. The rise of industrialization, assembly line workers, and mass manufactured products has undermined skilled artisans and lead to exploitation of workers by factory bosses. The noble Houses continue to scheme against each other as they did under the Lord Ruler, with the common man suffering as a result.

The Lord Mistborn did his best to keep social unrest in check during his reign — preventing reprisals against former nobles even as he expanded rights for the underclass — but as firsthand knowledge of the Lord Ruler's tyranny faded, new calls for social justice became too great to ignore and proletarian rage has sparked action. In Doriel, workers' riots burned the center of the city to the ground some fifty years ago, and resentment still stews in some of the poorer quarters. Meanwhile, the criminal underground of Rashekin delights in stirring up the working class as a way of striking back at the city's despotic ruler. Cities like Elendel do better, largely by allowing guilds and other working-class representatives to share political power. But even there, underclass resentment still bubbles over from time to time, and the ills that plague them show no signs of abating anytime soon.

BEYOND THE BASIN

Exploration of the Roughts began when the Lord Mistborn still sat on his throne. He sent scouts over the border mountains to see what they could find. They reported nothing but empty wilderness, bereft of human life and holding



danger at every turn. Despite this initial disappointment, brave explorers continued to push past the borders in search of the unknown, particularly Ferrings who could use their powers to mitigate the harsh conditions there.

The search lasted for decades, until in the last days of the Lord Mistborn's rule, when reports of rich new mineral deposits in the outer lands trickled back to Elendel. The lure of gold, metals suitable for use in the Metallic Arts, and even bauxite (a source of aluminum) began drawing prospectors and entrepreneurs hoping to strike it rich. Many of these dreamers perished in their rush into the Roughts, but many more brought back great wealth...which in turn brought companies to exploit the wealth and criminals hoping to steal what others had earned.

Criminals and fugitives soon began to travel to the Roughts in hopes of avoiding the law, and they were followed soonafter by religious outsiders, hermits, and those who simply had enough of life in the Basin. Their existences in the wilderness were brutish, harsh, and often short — a dog-eat-dog battle for survival where the law of the strong prevailed. Many attempts at settling failed, and lawlessness remained the order of the day. But slowly, over the course of nearly 150 years, civilization began to take hold.

Some settlements tried to impose laws in the traditional ways, but eventually it was the rise of the lawkeepers that brought a semblance of order to the chaos of the Roughts. The first lawkeepers refused to surrender their concepts of morality and justice to the wilderness, and they enforced these beliefs with conviction, guns, and metals. Many of them came from the ranks of religious settlers, bound by their faith and determined to do right no matter what the costs. Other started down the path when they had to take up arms to defend what was theirs, while still others were at first mercenaries in the employ of mining companies hoping to exploit the Roughts' mineral wealth.

In the wake of the lawkeepers' efforts, tiny settlements slowly grew into respectable towns. At first, they clung close to the region's few rivers and water sources, but others sprung up farther out — bastions of safety within the wilderness. The first railway spur from Drypost to True Madil was completed twelve years ago, followed quickly by expanded lines to Callingfale and Weathering, with a new extension planned for Isaeuc's Bend in the next few years.

7

BELIEF AND WORSHIP



Faith is both an ancient and relatively new phenomenon in Scadrial: ancient because during the Lord Ruler's reign, all religion was stamped out for 1000 years; relatively new because religion's modern incarnations all arose at more or less the same time, after his fall.

Rebuilding spiritual belief has not been easy for humanity: followers of older faiths had to piece together their tenets from forgotten memories of long-dead civilizations, while those adherent to newer religions had to assemble their philosophies from scratch. Religious groups that succeeded in finding their identity then faced the challenge of finding and retaining new followers, exacerbated by a millennium of religious suppression. These young faiths often struggled to take root, and while many failed, the seed of belief are resilient — and have taken hold.

Scadrian beliefs have a slightly different tone than those of our world. There are no wars over religion, no purging crusades or notions of smiting unbelievers. This world experienced enough of those traumas under the Lord Ruler, and most believers see divergent beliefs — and the freedom to express them — as proof his tyranny has vanished forever.

Yet religions compete in other ways, like rival businesses trying to dominate the market. In the early days after the Lord Ruler's fall, a preacher or prophet might arrive in a new town with the intent of converting followers, only to find representatives of another faith already there. These competitions for the hearts and minds of the faithful ranged from races to secure donations from wealthy followers, struggles to claim real estate for worship centers, and rallies to bring worshippers to their banner. There was no direct violence, but some of these contests

grew contentious enough that rival preachers and their faithful took their convictions to the streets in minor scuffles.

Today, a handful of prominent faiths have claimed their share of followers, with numerous smaller cults and splinter groups on the fringes. The major contemporary faiths — **The Church of the Survivor**, **The Path**, and **Sliverism** — treat each other with grudging respect, their rivalry limited to snippy dinner conversations and the odd heated debate at a local university. Most of their clergies' time is spent tending to their flocks, pursuing charitable works, and refining the merits of their various philosophies.

Smaller cults (such as **Trellism** or **Larstaism**), or more extreme or fundamentalist offshoots of larger faiths, lack such luxuries. Many of these offshoot faiths retreat to the Roughts, where they can establish their own homesteads and live as they choose, or practice a “purer” version of their chosen philosophy far from the interference of their more moderate brothers and sisters. Hundreds of these tiny religious communes and compounds dot the Roughts, happy in their isolation, and those seeking solace at their gates may discover them to be no more welcoming than the howling wilderness.

Three organized faiths dominate spiritual life in the Basin, with a few other fringe beliefs gaining followers rapidly. A breakdown of these beliefs follows.

THE CHURCH OF THE SURVIVOR

When Kelsier, the Survivor of Hathsins, schemed to overthrow the Lord Ruler, he made the mysticism of religion a key part of his plan. After he brokered a Contract with a kandra to take his place after he died, he confronted the Lord Ruler directly before the skaa. He admonished the people to rekindle their hope, just before the Lord Ruler cut him down.

Shortly after his very public death, “Kelsier” (secretly, the Contracted kandra) began appearing to groups of skaa, inciting the faithful and telling them not to give up. Kelsier's words became a rallying cry in the last days of the Final Empire, and a call to revolution against the tyranny of the system. Those that believed most deeply in Kelsier's resurrection founded a cult around **the Survivor**, and in turn rallied around Kelsier's pupil, Vin, as his spiritual **Lady Heir**.

The modern Church of the Survivor holds to the traditions set forth three centuries before, with a dogma patterned after Kelsier's beliefs and actions. **Survivorism** and its followers (called **Survivorists**) form the most popular religious group in the Elendel Basin, and the church's pragmatic tenets make it appealing to a great many Roughtsfolk as well.

BELIEFS

Survivorism is defined by the following admonitions:

Be strong: The world is harsh and cruel, and no one will help you with your problems. Survivorists are expected to be self-sufficient, facing obstacles alone and honing the skills needed to endure. This doesn't apply to only literal survival

tools: a Survivorist banker may approach his investments with a view on self-sufficiency, for example, while a Survivorist shopkeeper would endeavor to lower or eliminate his debts to reduce his dependency upon credit and lenders.

Be independent: Independence goes hand-in-hand with strength, for freedom of thought is the key to self-sufficiency. Adherents must decide what is right for themselves rather than following the crowd (unless they have determined independently the crowd's cause is just). Once a Survivorist has made a decision, he is called to stand by it, even in the face of heated opposition or outside pressure.

Never lose hope: Even when things look their bleakest, Survivorists must refrain from giving up. They look for new options, fight to the last man, and come up with new plans and schemes—so long as they never stop searching for the light at the end of the tunnel. After all, the Lord of the Mists came back from the dead, surmounting the ultimate obstacle in order to deliver his message to his people.

Help those weaker than you: Survival is about more than self-preservation, for there are things that must survive beyond the individual — faith, hope, community, and values. While Survivorists aren't expected to ask for help, they should always be prepared to give it. By lending a hand to the poor and downtrodden, Survivorists help them to take their first step on their own path to self-sufficiency.

Respect the Mists: The mists belong to the Survivor, sheltering and protecting those loyal to him from harm. Survivorists revere the mists as Kelsier's gift to them, allowing them to hide and move in secrecy. Some Survivorists even claim that Kelsier visits them in the mists, watching over them and sending signs and portents in the mists' whirling tendrils.

ORGANIZATION

The Church of the Survivor's organization bears a vague similarity to various sects of Christianity, most notably the weekly individual congregations which meditate on the teachings of their prophet and practice his works (usually charity drives for the poor and similar acts of altruism). The vast majority of Survivorist congregations have no preacher or particular leader; rather, individuals volunteer to speak to the congregation each week, or even rise spontaneously and speak their mind if the spirit seizes them. Meetings begin before dawn, when the mists still shroud the land (metaphorically and, on occasion, literally), and end by mid-morning.

The Survivorist organization has a more concrete power structure beyond the individual churches. Holy "witnesses" oversee multiple congregations in a particular small town or neighborhood of a larger city, coordinating larger events and distributing resources based on each congregation's needs. Above the witnesses are the "pillars," who coordinate the Church's actions for an entire city. A Council of Pillars meets every year in Elendel to discuss matters of importance and to assign key roles.

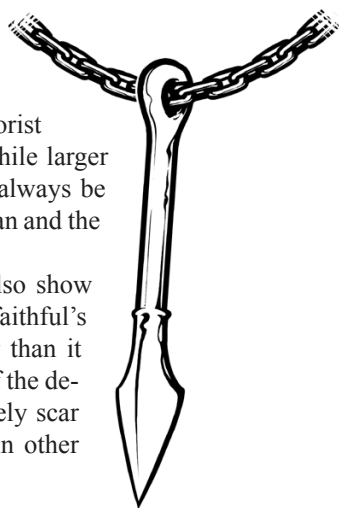
The use of authority in the organized Survivorist church is a matter of some debate. Those who hold the reins argue the needs of a large and popular religious organization necessitate the centralization of power, while their detractors argue their prophet distrusted instruments of power and admonished his followers to

think for themselves. While most of the discussion remains academic, the biggest political schism among the Survivorists arises between those who feel the Church needs to rein in its power and those who believe that they can only achieve Kelsier's dream by exercising their growing authority and social clout to the fullest.

SYMBOLS

The Survivor's iconic symbol is the wooden spear painted silver — a callback to the spear the Lord Ruler used to kill their prophet. Faithful often wear Survivorist spears around their necks or pinned to their clothing, while larger spears are used in Church ceremonies. The spear must always be wooden — a sign of Kelsier's devotion to the common man and the faith he placed in their strength.

Scars, like those the Survivor wore on his arms, also show devotion to the Church. Ritual scarification is one of the faithful's oldest traditions, and while the practice is less popular than it once was, crisscrossing forearm scars are a telltale sign of the devout Survivorist. Even Survivorists who don't deliberately scar themselves make no effort to cover up scars they got in other ways, for scars are the surest sign of survival.



FIGURES OF NOTE

- **The Survivor, Survivor of Hathsins/the Mists, Lord of the Mists** — Kelsier, the inspiration and central figure of Survivorism
- **The Lady Heir** — Vin, Kelsier's Mistborn protégée (also known as the Ascendant Warrior in secular society)

THE PATH

The Path is the faith of Harmony, the Hero of Ages whose Final Ascension delivered Scadrial from ultimate destruction. Before his Final Ascension, Harmony was known as Sazed, the Terrisman scholar who helped Kelsier overthrow the Lord Ruler, guided Kelsier's friends and followers in the subsequent battle against Ruin, and absorbed the power of both Ruin and Preservation to become a god. His followers, known as **Pathians**, observe Harmony's teachings in the hope of attaining enlightenment.

Like Survivorism, Pathism is a highly individualistic faith. However, the Path contains no organization per se, only teachings which can be transcribed in a few easy-to-carry pamphlets. Some accuse the Path of being "faith for the faithless," but Pathians usually just shrug at such accusations, claiming those detractors wouldn't understand.

The Path's formal teachings come from *The Book of the Path*, a collection originally gathered by the Lord Mistborn from Harmony himself. Like its alleged writer, the book doesn't contain many orders, but mostly observations and musings — questions without answers, and facts presented without embellishment. Those Pathians

who read the book (which is far from all of them) embrace the open-ended and confounding nature of the book whole-heartedly, much to the bafflement of others.

BELIEFS

Pathian beliefs can be summed up in a single sentence: **do more good than harm**. How and where that good is done depends on the individual Pathian, but the results must be tangible and concrete. There's no worship of or prayer to Harmony — doing good work in the world *is* worship.

Beyond good actions, Pathians merely need to meditate fifteen minutes each day on their actions and place in the universe. One's faith depends greatly upon her personal strength and ability to evaluate herself honestly, for without clarity of perception, the Path cannot be seen.

Pathians' vague tenets often confound and irritate those who don't follow the Path. Since each individual must decide what constitutes "good," their ethics may seem malleable in the face of new events or circumstances. One Pathian may cleave to views that another Pathian can't abide by, leading outsiders to consider the Path useless or corrupt. However, Pathians themselves see the wisdom in their ethics, for the Path promotes knowledge of the self, which in turn promotes wisdom and understanding. Humanity is a diverse — and at times contradictory — species, and only by acknowledging those differences and allowing each soul to find his or her own path to wisdom can faith be productive.

ORGANIZATION

Not surprisingly, the Path lacks formal organization or places of worship. Anyone can be a Pathian, and Pathians can worship anywhere they wish. There's no conversion or initiation, only a personal decision that the practitioner resolves to abide by.

Some Pathians keep monasteries in the mountains and the Roughts, devoting their lives to meditation and creation. These monasteries consist of anywhere from a handful to a few hundred monks, and are self-maintained and beholden to no higher authority. Many who come to join or study at these monasteries believe they have committed great harm in their lives, and seek to separate themselves from the world to avoid compounding that harm. During their time at a monastery, monastic Pathians often focus on mastering a skill or talent, such as a craft, histories, architecture, or even machines that can improve the world. Members may come and go as they will, and travelers are welcome provided they don't disturb the monks' introspection.

However, the vast majority of Pathians see no benefit to living cloistered lives. Rather, they choose to engage directly with the world's ills, hoping to make things better through their actions. Some work in law enforcement or in charitable organizations; others serve in menial positions, hoping to do what good they can. No matter their choice, all these Pathians work to improve humanity's lot, even if in small ways. Their actions help them understand the truth: that to know oneself is to know Harmony, and to understand others is to see that all life has a common purpose. That is the Path — and anyone can walk it.



SYMBOLS

Pathism is represented by ten interlocking rings, symbolizing the interconnectedness of all things. Every Pathian wears a metal earring while praying, typically stamped with the rings of the Path, which is said to increase the wearer's connection to Harmony. Duralumin, the Feruchemical metal of connection, is frequently used for these earrings, though its use is entirely symbolic for most Panthians.



FIGURES OF NOTE

- **Harmony** — Sazed, the Hero of Ages who saved Scadrial
- **Faceless Immortals** — Formerly known as kandra, these creatures are agents of Harmony who deliver His messages to the faithful in times of need or peril

SLIVERISM

Not all of the Lord Ruler's works died with him: in many ways, his thousand-year empire has left an imprint on Scadrial that may never be truly erased. Some noble families who thrived under his rule secretly pined for his return, especially as they watched their "inferiors" rise to prominence in the new world. Others passed secrets of Hemalurgy from parents to children, or told stories of the living god who held the entire world in his thrall. As the years passed, stories became scripture, and lessons became tenets. Gradually, a new religion formed, in the strictest secrecy. Its followers called themselves **Sliverists**, in reference to the Lord Ruler's title as "the Sliver of Infinity," and keep the Lord Ruler's name alive as they patiently await his return. Though rarely practiced entirely in the open, Sliverism is something of an open secret. Few outside the nobility know the specifics of the religion, and even fewer non-nobles practice it.

BELIEFS

Sliverists hold that the modern world is a sham, perpetrated by the usurpation of the one true god hundreds of years ago. Sliverist scripture holds the Lord Ruler will one day return to restore the rightful balance to the world, and when he does, he will reward his faithful with power and influence greater even than the nobility of old.

In the meantime, Sliverists are directed to maintain their faith and remember the teachings of the Lord Ruler, for it is by adhering to their code that they or their descendants will reclaim their birthright. The commoner and the unbeliever will fall back under the yoke of slavery, beholden to the whims of the Lord Ruler's chosen few.

The figure of Ironeyes also holds a prominent place in Sliverist belief, for he is the last of the Lord Ruler's servants and the embodiment of his will in the mortal world. This reverence of Ironeyes is so prominent that it is one of the few tenets of Sliverism that's widely known outside the tight-knit circle of Sliverist

cultists. Many of the leaders of the faithful claim to be in contact with Ironeyes, delivering orders that Sliverist cells carry out to the letter even when those acts are treasonous, violent, or worse. Whether such orders actually come from Ironeyes or merely represent the whims of ambitious leaders is unknown, but they always further their ambitions in some way: subtly extending their influence or undermining those who stand in their way.

The tenets of Sliverist beliefs are quite straightforward, based around the need to remain hidden and the fervent protection of the Lord Ruler's legacy:

Learn the teachings of Ironeyes and understand the Lord Ruler's will through him.

Attend the rituals of your family and obey the dictates of your Parent as you would those of the Lord Ruler.

Seek out the secrets of metals, for the Lord Ruler mastered their hidden power.

Watch for signs and portents of Ironeyes, who will warn you of the Lord Ruler's return. When they come, all Sliverists must be ready.

ORGANIZATION

Sliverists are organized around "families," groups of faithful located in a particular city or area. These stem from the noble families who originally kept their loyalty to the Lord Ruler, although most now include any Sliverist in a given area, regardless of genetic ties.

Grandparents — the senior-most members who form policy and dictate the cult's actions — serve as the leaders of a given cell. The chief lieutenants of the Grandparents are **Parents**, referred to as "Fathers" or "Mothers," while the lieutenants of other cells are referred to as "Aunts" or "Uncles." The Parents act as the middle managers, charged with carrying out specific tasks under the Grandparents' guidance. The rank and file cult members are "Sisters" or "Brothers," who follow the orders of their superiors and usually do most of the actual work. These titles have nothing to do with age or station: it's not uncommon to see Grandparents in their twenties overseeing Brothers well into middle age.

The Sliverists' focus on families isn't entirely metaphorical. Many Sliverists concentrate on bringing their blood relations into the fold before they search for others, and it's common for Sliverists to refuse to marry anyone who isn't part of the cult.

Sliverists congregate anywhere they consider safe: empty warehouses, abandoned basements, and false storefronts which deter casual visitors. In a few cases, they meet in a private club or the manor house of some noble family, but such instances are rare. Some cities have laws forbidding the public practice of Sliverism, though influential Sliverist noble families in Elendel are well known. Consequently, Sliverists have learned to move with caution lest they draw the unwanted attention of the authorities.

Sliverist rites tend to be closer to a political conspiracy than they are to an evil cult ritual. They discuss the business of the day, plan actions against those who oppose their ideal order, and discuss the wishes of Ironeyes. Grandparents lead



the debates, dictating orders and allowing others to speak at appropriate times. There is no formal lexicon for worship — only a statement of the cult's beliefs and a pledge from each member to fund their cell's efforts.

As life was cheap in the Lord Ruler's day, Sliverists hold the lives of their enemies in low regard. For most, this just means adopting a callous attitude, but a few more...zealous adherents have extended their disdain into violence and sometimes even murder. A few of the more canny police clerks have begun to pick up on these more extreme practitioners, which may spell trouble for the Sliverists in the future.

SYMBOLS

Sliverists mark their meeting places with hidden signs and secret sigils. In some cases, they knock out all of the glass in a given window save for a single shard. The size and position of the shard indicates the location and time of the meeting.

When cultists die, they often have nails pounded into their eyes, believing that Ironeyes will claim their souls and use them to grow stronger. Though grisly, such practices are usually carried out in secret by surviving relations and considered an honor amongst Sliverist families.

FIGURES OF NOTE

- **The Lord Ruler, the Sliver of Infinity** — The dark god who ruled Scadrial during the World of Ash
- **Ironeyes** — The last Steel Inquisitor, now a figure of legend believed to be the Lord Ruler's agent

TRELAGISM AND TRELISM

Trelagism is an ancient religion followed by the Nelazan people, whom the Lord Ruler wiped out when he began his thousand-year empire. Some remnants of their culture survived, thanks to the efforts of the Terris Keepers, and the Trelagists' knowledge of astronomy that helped Harmony set the planet aright and end the terrible ashfall during his Final Ascension.

Trelagists were stargazers who believed the stars were the thousand eyes of their god, Trel, who watched over them and sent signs through the evening sky. But Trel's brother Nalt, the sun, grew jealous of Trel's worshippers and sought to block them out with his single angry eye. At daybreak, Nalt cast down Trel, and every dusk marked Trel's ultimate victory over Nalt's vengefulness and anger.

Trelagists believed that spiritual truth is found among the stars, and that their movements hold the key to the universe. By studying their movements and alignment, one could divine the scheme of the universe and thus the mind of Trel. Daylight — the light of Nalt's burning eye — is profane, for it severs mankind's connection to Trel, and thus true enlightenment.

Such beliefs are literally antiquated in the present day, and most believe Trelagism to be extinct for all intents and purposes. However, there are those who still claim to be followers of Trel and practice a stranger, more extreme religion, based only very loosely on the original Trelagist legends (*followers*

like *Miles Dagouter* — see page 277). These **Trellists** claim that Trell created mankind, and that Twinborn are his superior creatures, destined to rule all others. The few known Trellists are prone to declaring strange prophesies, like the arrival of “men of gold and red” and “bearers of the final metal” but who they speak of or what they mean remains a mystery.

BELIEFS

Details about the Trelagist religion appear in only a few rare books, and virtually nothing of Trellism is known with certainty. However, some conjecture that Trellists and Trelagists might hold some of the following beliefs:

The stars hold the key to the universe: Both faiths hold that they can foretell the future and reveal the past, which the stars have witnessed through their unchanging positions in the sky.

The daytime should be avoided, lest the wrath of Nalt fall upon you: More superstitious Trelagists try to keep indoors during the day; going out under a clear blue sky is considered bad luck.

Only the exceptional are Trell’s chosen: The notion that only those meant for greatness can hear the truth of Trell’s words and follow his designs holds true for both faiths. Trelagists believed the Nelazan were the exceptional people, while Trellists seem to believe that Twinborn are the chosen.

Revere the twin-born, for they are the beloved of Trell. This belief seems to be the exclusive province of the Trellists, since Twinborn did not exist in the time of the ancient Trelagists, and even then it remains controversial amongst their ranks. Those aware of Trellists think this belief is rooted in the Nelazan tradition of placing actual twins in power — one to commune with the night sky and one to stand watch over the day — while others conjecture that Trellists believe their god created Al-lomancy and Feruchemy and the Twinborn are the scions of both arts.

ORGANIZATION

Because their numbers are so few, it is difficult to assert any facts about Trelagists or Trellists. One would assume in the modern day they might seek out libraries to learn more about astronomy, or observatories to glimpse upon the eyes of their god. The only thing that one can be certain of is that each Trellist is left to practice his or her beliefs on their own.

SYMBOLS

Trellists find their own way to show their worship of Trell, but many use stars or constellations as symbols.





8

SECRETS OF THE ALLOY OF LAW



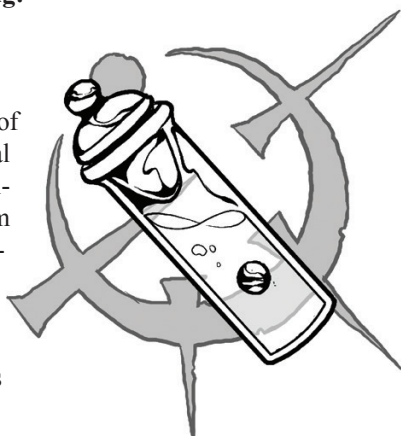
Even in this new and more open time, Scadrial remains a land that thrives on mysteries and secrets. This chapter will expose many of the world's deepest, darkest secrets for you. Note, however, this is not a definitive list: take this chapter as inspiration and a jumping-off point for the Heroes as they explore *The Alloy of Law* era of Scadrial. Don't shy away from this challenge — it's a big world, and if you break from canon a bit, that's fine so long as it serves the stories you're telling and the fun at your table.

WARNING! This chapter has substantial spoilers for many important stories in the Mistborn novels, as well as secrets Heroes are unlikely to know or understand early in their careers. Stop reading now if you want to avoid spoiling some of the fun of reading or playing!

ATIUM

It is widely believed that with the death of Ruin came the destruction of Atium, his physical body on Scadrial and the most powerful and valuable Allomantic metal ever discovered. Atium is often referred to as “the Lost Metal,” and remains the subject of intense academic interest and many failed treasure hunters' careers.

The truth is that some — very little, but *some* — Atium has survived the Origin, and is





still hidden in the world. Ironeyes carries with him a sack of Atium beads, which he took from a kandra who planned to sell them, and Compounds those beads to remain effectively immortal. If those beads have survived, it stands to reason that there could be other sources of the metal, as well: perhaps Atium spikes used in the Steel Inquisitors slain by Vin have been buried under ancient ashfall or crushed into the earth where miners might stumble across them; a Mistborn's stash of a few beads might still be tucked in a hidden cubby in some now-ancient ruin; or even a loose geode from the Pits of Hathsins which was never properly broken by Kelsier's attack on the mine could be sitting in a farmer's field, waiting to be opened.

HEMALURGY

As mentioned in Book 2, Chapter 5 (*see page 191*), Hemalurgy is one of the few pieces of pre-Origin culture that Harmony did not see fit to preserve in the new Scadrial. Make no mistake: Hemalurgy still exists, but *knowledge* of its existence is a secret. Though people can still gain spikes through accidental exposure, such incidents are so uncommon the spike-bearer is simply thought of as being “touched in the head” or “blessed by Harmony.”

With the fall of the Lord Ruler and the destruction of his Steel Ministry (particularly, the Canton of Inquisition), essentially all knowledge of the practice of Hemalurgy was lost, making new spikes nearly impossible to create. Some Hemalurgic creatures — most notably the koloss and the Faceless Immortals — *did* survive, and with them, incomplete fragments of Hemalurgic knowledge, but their work is purely trial and error at this point. The only being that possesses a fuller view of this blood magic is Ironeyes, but he isn't really talking (*see page 260*).

However, these barriers are not insurmountable, and there are many groups who seek to unlock the secrets of Hemalurgy for themselves. Sliverists, in particular, would be particularly interested in finding a spike, since it stands to follow that wearing a spike would bring them closer to the Lord Ruler and Ironeyes. Likewise, an unscrupulous metallurgist or industrialist who discovered the secret of making spikes would stand to make a fortune, for a product that can turn any human into a metalborn could fetch an incredibly high price...

THE SET

The Set is a conspiracy of powerful noble lords, operating in secret to pull the strings of Scadian society in the favor of the nobility and themselves. Their most notable plot revolves around kidnapping and pairing off descendants of the Lord Mistborn himself in the hopes of recreating the long-lost Mistborn, ushering in a new era of Allomantic supremacy under their control.

The existence and membership of the group itself is a secret — nearly all members of the Set are believed dead by their families and society at large, and all operate anonymity or under code-names to conceal their true identities. The only member of the Set identified in *The Alloy of Law* is Edwarn Ladrian, a.k.a.

“Mr. Suit,” former head of the powerful Ladrian noble family and uncle to Wax-illium Ladrian (see pages 281 and 265).

The motivations of the Set differ from individual to individual, but the members all agree on one thing: restoring noble rule is a matter of pride, a matter of honor, and ultimately, a matter of power and ultimate control. Their goals — a world where the natural inheritors of power and authority live as gods among men — is worth any loss of propriety or moral integrity, an objective that transcends “morality.” Set members believe themselves to be the heralds of a new age, bringing the order of ancient times to bear against the chaos that has infected the modern world.

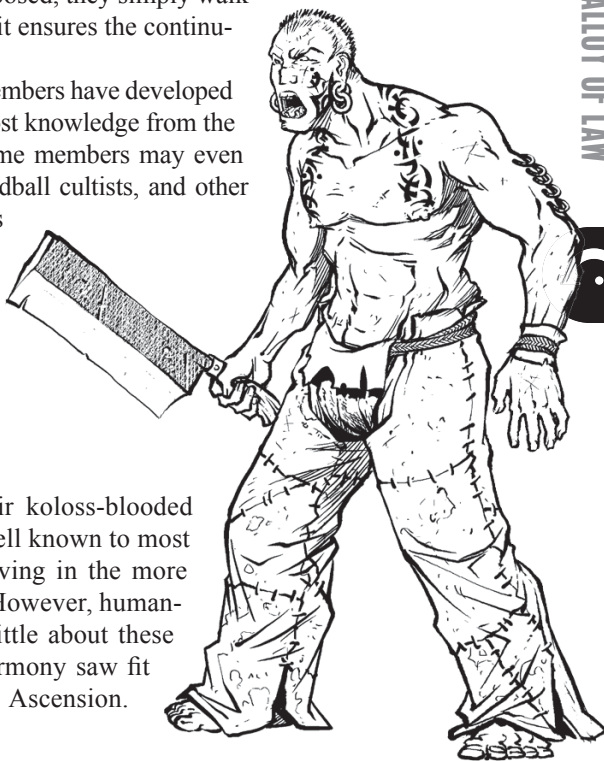
If one had to define the Set in a single word, it would be “subtle.” Their plot to recreate the Mistborn of old will literally take generations to bear fruit. However, the Set are both patient and very well funded, with the resources to wait as many generations as it takes to see it through. So long as they end up on top, time is simply another, relatively minor, cost of absolute power.

What the Set *cannot* afford is for their identity to be revealed before all the pieces are set in place, making secrecy their top priority. As a result, Set members almost always operate through intermediaries, whether they are trusted operatives, member-owned organizations, or unwitting pawns (much as the Vanishers used by Mr. Suit in *The Alloy of Law*). However, each of these resources’ value is nothing when compared to the secrecy of the Set itself, so when an operative is captured, the Set silences her; when a key asset wavers, they abandon him; or when an important facility is exposed, they simply walk away. No expense is too high if it ensures the continuation of the conspiracy.

In recent times, many Set members have developed a growing interest in gathering lost knowledge from the World of Ash or before, and some members may even have ties to the Trellist faith, oddball cultists, and other fringe groups. Their objectives and what manner of secrets they have gathered remain unclear — but the fact they have those secrets cannot bode well for the rest of the world.

KOLOSS TRIBES

The koloss tribes and their koloss-blooded offspring (see page 145), are well known to most Scadrians, particularly those living in the more remote regions of the Roughts. However, humanity on the whole understands little about these “savage creatures,” or why Harmony saw fit to save them during his Final Ascension.





For the most part, the koloss are perfectly content to leave humans to their endless questions, and focus instead on their own people.

The koloss of today share much in common with their ancient ancestors. Like the koloss of the Final Empire, each “full” is a blue-skinned humanoid behemoth, transformed by receiving four iron Hemalurgic spikes and destined to grow until his skin stretches tight and splits around his frame — and their heart finally gives out. Koloss are still creatures of immense strength and skill at arms, wielding massive chopping blades as long as a man is tall. They still sometimes conduct raids of human settlements (though those raids are not mindless orgies of destruction, but targeted attacks for defense or to capture necessities for their own use). And they still can be affected and controlled via emotional Allomancy (*though it is much more difficult* — see page 163). However, unlike the koloss of the Lord Ruler’s time, modern koloss have developed their own tribal culture — one that not only values martial prowess, but also personal honor, craftsmanship, and the natural world.

Harmony’s absorption of the god Ruin freed the koloss from the madness and mindless rages their ancestors suffered from, allowing them to create for themselves a functioning society. The koloss warriors that most humans see are but a small part of the actual tribes: Elders, craftspersons, matrons, and children are also to be found, far from the sight of normal people. Those who live amongst these koloss soon discover they have their own language; their own codes of conduct in peace and war; great skill in the arts of tattooing, leatherwork, and smithing; and spiritual rituals, sacred places, and taboos (including a vow not to harm the Terris). These tribes are nomadic, like the koloss hordes of old, following the direction of an elected chief and revering the ancients and their wisdom.

Another lesser-known fact is that many humans who are fed up with “civilized” society seek out and join the koloss tribes. Any human wishing to do so must survive the same trails that all young koloss-blooded do to earn their spikes (see page 145) — no mean feat for an average human — but those that prove themselves worthy are welcomed by the tribe without further reservation. Some believe it is through these converted humans that the koloss came to develop Allomantic and Feruchemical ability (see page 149).

One of the koloss’ greatest secrets, however, is that their numbers are slowly dwindling. Much like in the rest of Scadrial, the fall of the old world meant the loss of knowledge of Hemalurgy, and with it the knowledge of how to create the Iron spikes essential for the transformation to full koloss. This truth is the reason the tribes force the young koloss-blooded to compete for their spikes, for there are simply not enough to propagate their species. Consequently, koloss will go to great lengths to recover bodies of fallen tribemates and warriors, for each carries within him or her the future of both their tribe and their race.

IRONEYES

Ironeyes is a figure of death — a god of it, if one wants to go that far — to much of Scadrial, but what most folks do not know is that Ironeyes is real. Once, he was a man named Marsh, brother to the Survivor at the end of the Final Empire,

who sacrificed his humanity to see his brother and friends triumph. He saw his soul and his world nearly consumed by the evil god Ruin. And he was saved by its new god Harmony.

Today, Ironeyes still walks the earth, the last Steel Inquisitor, ancient and powerful, using a lost ancient metal to keep himself alive. He appears to folk seemingly out of the blue, delivering cryptic messages to those who need them. Ironeyes is often blamed for unexplained deaths or large-scale catastrophes, but he isn't actually involved with any such thing: His motivations may be mysterious, but those who have encountered Ironeyes believe that he is in service to Harmony.



What Ironeyes does have is a trove of lost knowledge unknown to anyone else in the modern day: the secrets of the Final Empire. As a former Steel Inquisitor, he knows the truth of Hemalurgy and its practice, how to control koloss and kandra, and the traits and properties of Atium. Even more valuable are the Atium beads in Ironeyes' possession — not only are they the last Atium to survive from the World of Ash, they are the secret of his immortality (*thanks to Compounding* — see page 190).

FACELESS IMMORTALS

The Faceless Immortals, subjects of great speculation and wild rumor, are in actuality the kandra of the Final Empire. They once lived under Contract to the nobility as spies, but now they live in service to Harmony, bringing his word to the right ears.

Like all the rest of Scadrial's sapient races, the kandra were restored by Harmony during the Origin, gaining freedom from the influence of Ruin, effective immortality, and the free will they never really had. However, this rebirth came at a heavy price — the ability to reproduce. In gratitude, the kandra transferred the Contract which they held with the Lord Ruler to the true Hero of Ages. The Faceless Immortals take no other contracts or serve any other master — only Harmony, for whom they now act as eyes, ears, and hands in the mortal world.

The Faceless Immortals operate under a different set of rules with Harmony than they did with the Lord Ruler. First and foremost, each Faceless Immortal is strictly forbidden from revealing his or her true identity to anyone directly; their role is observation, not intervention, and their messages are guidance, not directives. Secondly, Faceless Immortals are forbidden from killing under any circumstances, particularly other kandra. Gone are the fancy True Bodies of old; now, all kandra live in animal forms, though they often take the forms of departed humans when needed. Finally, Faceless Immortals must carry out Harmony's orders, whenever and wherever they are given — an edict none dare defy, for Harmony is the kandra's prophesied Hero of Ages they had waited over a thousand years to find.

9

HEROES OF THE ALLOY OF LAW



Throughout your adventures, you may come across some of the main characters and heroes of *The Alloy of Law*. Here are just a few of the personalities and their stories that you can incorporate.

Fair Warning: The following entries contain spoilers to *The Alloy of Law*. Proceed with caution.





HEROES OF THE ALLOY OF LAW



WAXILLIUM “WAX” LADRIAN

When you enter the world with a title like High Lord Waxillium of House Ladrian, your life is likely to follow one of two paths. The first path leads to a stuffy existence of formal balls and the minutiae of a prominent House in Elendel, perhaps with an arranged marriage down the road to cement the family’s political position and future heirs. Then there’s the second path: that which rejects everything safe about the nobleman’s life for one of independence and adventure. Waxillium — or “Wax” as he’s more commonly known — chose the latter.

Wax spent many of his early years in trouble, rebelling against the formality and ritual of life as young Lord Ladrian. He resented the expectations laid before him, so when it became clear that Elendel wasn’t going to change to suit him, he left for the Roughts.

It wasn’t long before Wax discovered just how different life — and the rules that people played by — could be in the Roughts. After a number of run-ins with various nasty characters, Wax found himself low on money and without many friends. Desperate, he walked into the lawkeeper station at Weathering, looked at the board, and tore down the poster of the most dangerous wanted man there — a Pewterarm named Peret the Black. Three days later, Wax returned to that same station, with the fugitive tied up and draped over his horse.

As a Twinborn Crasher, Wax soon discovered the abilities of a Skimmer Ferring and a Coinshot Misting made for perfect tools for his new career as a lawkeeper, and over the next two decades he made a name for himself as a master gunman and upholder of the law. He earned the nickname of “Dawnshot” for his uncanny and dazzling skill with a pistol, as sure to hit his target as the rays of the sun.

During a mission to Far Dorest, Wax befriended Wayne, who had been sentenced to death for shooting a bookkeeper. Wax saw something different in Wayne than the life he’d chosen, and offered the convict a chance to join him and seek redemption. The pair’s adventures together became the stuff of legend in the Roughts — and the subject of some fanciful tall tales in the Basin as well.

It was also during this time that Wax met Lessie, a fellow lawkeeper. For years Lessie and Wax maintained an on-again, off-again relationship, but neither ever stopped loving the other. Together with Wayne, the three had many adventures in the Roughts, and ended the aspirations of many bandit gangs, hooligans, and would-be crime lords. Things looked like they would go on that way forever.

It was a pair of tragedies that ended Wax’s time in the Roughts. The first occurred when Lessie was captured during the hunt for a serial killer named Bloody Tan. During a botched attempt to rescue Lessie from Tan’s clutches, Wax accidentally shot and killed her instead. Tan escaped, and though Wax eventually slew the killer, he was devastated and became haunted by his deadly failure. The second tragedy came in the form of a telegraph, informing him of the death of his uncle and sister and calling him back to Elendel.

Despite of his feelings about noble life, Wax returned to the city and took his place as the new head of House Ladrian. He tried desperately for a time to fit in to noble society, even to the point of making a politically-advantageous engagement



to the Lady Steris Harms, but when Wayne came to town investigating an intriguing set of train robberies, the itch of lawkeeping came back.”

Together with Steris’s half-sister Marasi, Wayne and Wax uncovered the mystery of the train robber gang known as The Vanishers and stumbled across a shadowy plot by The Set to kidnap Mistings for a nefarious purpose. In the process, Wax also settled an old score with his former acquaintance and leader of the Vanishers, the Twinborn Compounder Miles Dagouter. Though the Vanishers were ultimately defeated, the Set remains a force to be reckoned with yet.

Wax is a tall man of medium build in his forties. His style can best be described as “contrarian” — dressing immaculately in the Roughs, and going unshaven and disheveled in Elendel — but he favors cravats, vests, and Mistcoats. He is a highly-skilled Crasher Twinborn, using his ability to Push on sources of metal and to store and tap weight to creatively deadly effect, whether it’s taking massive Steeljumps, crushing buildings, or literally throw his weight around.

Wax is also an extremely talented investigator and marksman. He favors a pair of Sterrion 36 revolvers with a shotgun as a backup weapon, which he also uses during Steeljumps to change direction quickly. Though proficient in the use of melee weapons such as knives, he is notoriously bad with thrown weapons. Wax also practices basic metallurgy.

Wax is a follower of the Path, and purportedly had a Pathian earring given to him by a Faceless Immortal during his journeys in the Roughs. He often wears this earring while communing with Harmony, during his precious little downtime.

WAXILLIUM LADRIAN (DEADLY THREAT)

Attributes: Physique 3, Charm 4, Wits 5

Standings: Resources 6, Influence 6, Spirit 6

Resiliences: Health 9, Reputation 10, Willpower 11

Traits: The Dawnshot; Investigator; Lord of House Ladrian; Follow The Path; Strong Conscience; Haunted by Lessie’s Death

GUNPLAY STUNTS

- *Dual Wielding:* Wax can fire a pistol in each hand as a single action. He divides his dice pool into an attack with each gun however he likes, just as if he were making 2 attacks (which may be against different targets). However, he gains no benefits of Aiming with either of these shots, and his action occurs in Step 2 of this Round as if his dice pool were only half as large as it actually is, rounded down.

POWERS (ALLOMANCY)

Steel 7 (Pushes metal objects)

- *Increased Velocity:* Wax may Push objects (including bullets) at a velocity of up to 250 mph, and the damage they inflict increases by +1.
- *Steel Bubble (Allomantic Shot):* Wax can burn Steel to create a bubble that pushes all metal not in direct contact with him away — including any bullets fired at him. While using this Stunt, all damage Wax, and anyone within

Grappling Range of him, suffer from attacks made by metal weapons (including bullets) is reduced by 3. Maintaining a Steel bubble is considered an active defense that counts as Wax's action for a Beat (*see the Mistborn Adventure Game, page 177*).

POWERS (FERUCHEMY)

Iron 6 (Stores physical weight)

EQUIPMENT

2 Sterrion 36 revolvers (Damage +2; 6 shots; Range: Close / Medium); Sterrion Coinshotgun (Damage +2; 8 shots; Range: Close / Medium; Gains "Concealable" Trait); Mistcoat (absorbs 1 damage from physical attacks, counts as a tool for hiding in the mists); Misting vial (3 charges of Steel); 3 Average Iron metal-minds (100 charges of weight each); Pocketful of coins (Damage +1; Thrown Range: Striking / Medium); Formal clothing; Pocketwatch; Pathian earring

PLAYING WAX

You are loyal and honorable, with a keen eye for detail and an intuition that serves you well in investigative scenarios. You are also a bit conflicted: while you have a mild disdain for the trappings of high society, you tend to dress more formally than other Roughsfolk and try to uphold the better values of your upbringing.

You're a veteran gunslinger, so you're not above taking a serious risk if the situation demands it — though you tend to avoid risk if it puts a friend in direct danger. Although you're an expert marksman, you might falter in hostage situations as you remember what happened to Lessie.

You have a sharp wit that's best paired with your longtime partner, Wayne. You play off of each other's ideas and intuitions seamlessly — even if, in the execution of your plans, things don't always go your way. You find yourself being a bit protective of Marasi, although that's lessened somewhat if Wayne is in the mix as well.

WAX AS AN ALLY

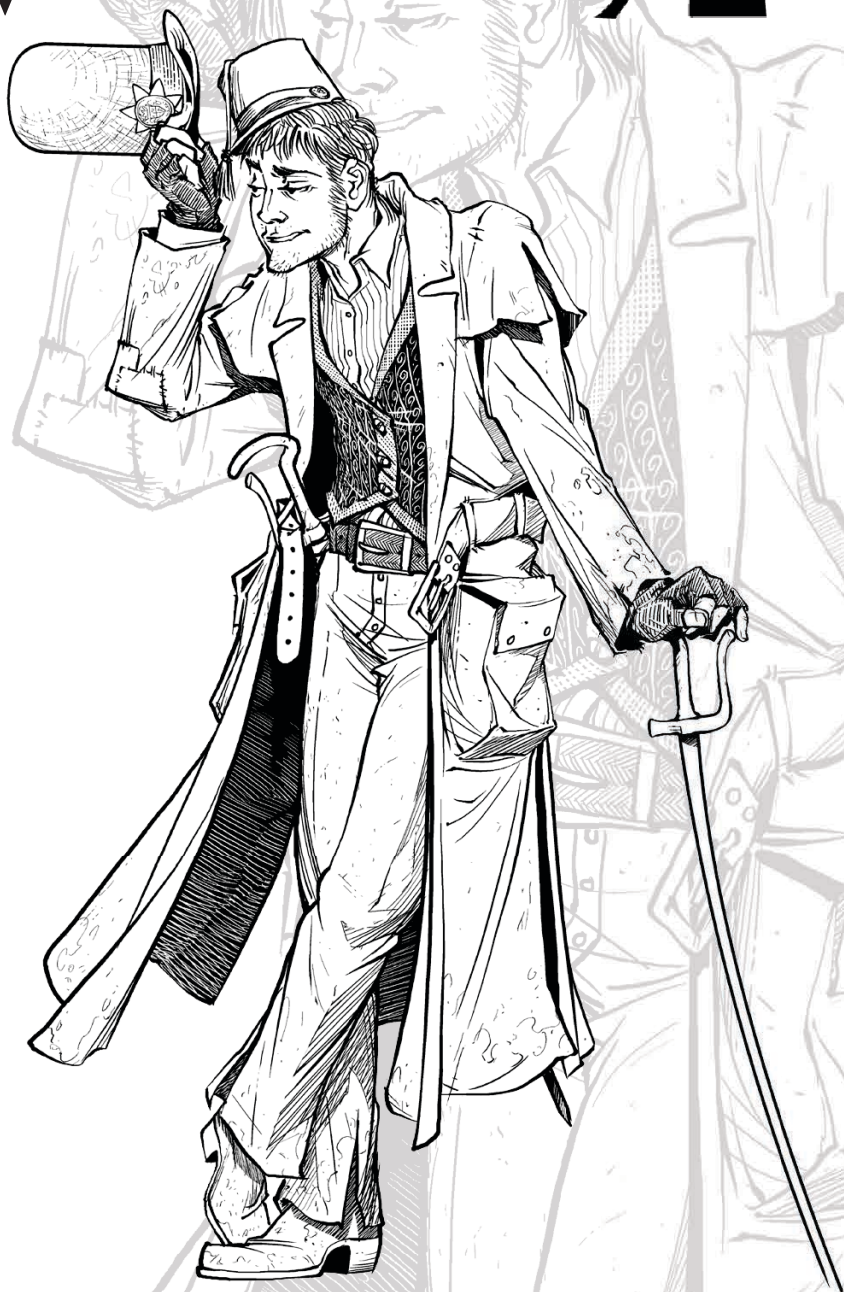
Chances are if Wax is your ally, you're a pretty good person. There are few folks more loyal than Wax; he'll never betray a true ally, and will seek to avoid putting them in harm's way unless he can trust in their abilities to handle the situation.

Gaining Wax's trust simply requires loyalty and adherence to the law. If you can put up with the antics of Wayne, that helps too. However, if Wax has judged you to be his ally, you've already met a high bar, so he tends to be accommodating of individual quirks and differences of opinion. That doesn't mean Wax is a pushover though — cross him once, and he won't forget it.

WAX AS AN ENEMY

Being a lawkeeper, Wax's chief enemies tend to be either on the wrong side of the law, or the gray area in between. The worse the crime, the more single-minded and dogged Wax's pursuit becomes. Wax reserves his greatest ire for those who betray him or lawkeepers who betray the public trust.





HEROES OF THE ALLOY OF LAW



WAYNE

Wayne always had a habit of pilfering the odd item or two, despite hearing over and over all the rules about being a good, moral person. He couldn't help himself — the thrill of theft was simply too great to resist...and he was very good at it to boot. To no one's surprise, Wayne eventually fell in with *real* criminals, who got him into *real* robberies with *real* guns.

Things went alright for a bit, until tragedy struck. On one of Wayne's first jobs — the first time he had used a gun in a robbery — he killed a father of three during the botched robbery attempt. His erstwhile colleagues left Wayne holding the bag while they made their escape. At the trial, Wayne listened as the worth and good deeds of the man he had killed were recited to the sounds of his sobbing children and widowed wife. The verdict of hanging was swift, and Wayne accepted that this was justice for his mistake.

The only reason Wayne is alive is Waxillium Ladrian. Wax took a big risk to fellow lawkeeper Jon Deadfinger and an enraged mob of townfolk to spare Wayne's life. Wax saw not only Wayne's Twinborn abilities, but the part of Wayne deep inside — the good man who could turn his life into one that benefits all people of the Roughts. Grateful and humbled, Wayne foreswore guns and from that point forward, he and Wax were both friends and partners.

Wax was right about Wayne, who has proven to be an excellent partner and protector of the law. Wayne became a master of disguise and impressions, able to handle potentially dangerous situations with a witty quip, a pair of dueling canes, and a strategically placed speed bubble. Wayne always had Wax's back, and when Wax fell for a fellow lawkeeper named Lessie, Wayne adopted her as a friend just as quickly. Over time the three became inseparable in cards, law-keeping, and friendship.

Though their adventures in the Roughts became the stuff of legend, not even Wayne could prevent Wax from leaving the Roughts after Lessie's death. Wax was broken by the accident, and their partnership soon followed. But that didn't stop Wayne from trying.

After Wax's return to the city, Wayne began investigating a mystery of vanishing trains. Desperate for help, Wayne traveled to Elendel and managed to convince Wax to set aside this new life as a lord and strap on his six-guns once again. Together with their newfound friend Marasi, the pair discovered a plot by the shadowy organization called the Set and derailed their plans.

Wayne is a man in his early thirties of medium height, with a lanky build and a round, sharp-chinned face. His attire varies greatly, as he often wears disguises, but he prefers simple clothes and a leather duster, topped off with a bowler or wide-brimmed Roughts style hat.

Wayne is a master of sleight of hand, accents, and disguises, and often uses his Allomantic Bendalloy powers to change personas instantly or reduce risks to a crowd by trapping opponents in one-on-one fights in his time bubbles. Wayne is also a Bloodmaker Ferring, and often appears weak and sickly thanks to regularly storing health in his goldminds during his downtime. Wayne is an expert





with dueling canes and still eschews firearms; however, not everything about guns is bad, judging by fact he's smitten by the course and derisive attentions of the genius gunsmith Ranette.

Wayne routinely sends half of his earnings back to the family of the man he shot, so many years ago, in the hopes that it will in some small way make up for his sins.

WAYNE (DEADLY THREAT)

Attributes: Physique 6, Charm 6, Wits 3

Standings: Resources 3, Influence 3, Spirit 5

Resiliences: Health 9, Reputation 9, Willpower 8

Traits: Lawkeeper; Master of Disguise; Smart-Alloy; Duelist; Reformed Thief?

POWERS (ALLOMANCY)

Bendalloy 6 (Speeds time)

- *Slow-Burning Bendalloy:* Wayne's Bendalloy burn rate is doubled. This Stunt does *not* increase his Bendalloy burn rate while flaring.

POWERS (FERUCHEMY)

Gold 6 (Stores physical health)

EQUIPMENT

2 dueling canes (Damage +2; Melee Range: Touch / Striking; contains no metal); Leather duster (absorbs 1 damage from physical attacks); Misting vial (3 charges of Bendalloy); 3 average goldminds (hold 100 charges of health each); 2 disguises; Pocketwatch; Fez

PLAYING WAYNE

You are typically up to no good. Not in the strictly illegal sense, mind you, nor the harmful one, but you follow your own moral code which is...flexible enough it can be adjusted for any situation. You're a lawkeeper, so you would never do anyone harm who wasn't on the wrong side of the law...but that being said, your definition of "harm" might not be the same as others. Even when you feel the need to filch, you always leave what you consider to be some form of fair payment.

"Prankster" might be the best word to describe you. You find the humor in every situation, and are always ready with a well-delivered quip or sarcastic remark, especially in times of danger. You're particularly irreverent toward those you see as inflexible or stodgy, and aren't above making some enemies through your ridicule.

You love the thrill of a chaotic situation, but at the same time control that chaos using misdirection and a multitude of accents and mannerisms to blend in and observe events as needed. However, you won't put anyone in harm's way unless you think they can handle it, or at least that you can get them out of it.

Always, underneath the humor, you carry the guilt of your previous crime. And while you may have made up for it through two decades of lawkeeping, you know the stain of your guilt will never really go away.

WAYNE AS AN ALLY

If you can put up with Wayne, you have the patience of a saint, but that patience is well-rewarded. Wayne is fiercely loyal in his own unique way. As a survivor, Wayne tends to expect people to take care of themselves and, while he always comes to an ally's aid, he won't do so until he's sure they can't get themselves out of it first.

Wayne has a sharp eye for personality traits and can be expected to apply his quick humor to them, sometimes to his allies' exasperation. Expect good-natured ribbing and banter to be the norm. This can be especially true if playing alongside Wax, as Wax often serves as a subtle counterpoint to Wayne's wit.

Wayne isn't above picking a fight if needed, but often he's more useful in his role as an investigator or deceiver through disguise. Gaining Wayne's trust is easy if you have a sharp wit, share his sense of morals, or are a gruff and verbally abusive woman.

WAYNE AS AN ENEMY

As a lawkeeper, Wayne focuses on lawbreakers. However, as a reformed criminal himself, Wayne is more forgiving of lesser crimes. Wayne knows the only reason he is alive is because of human mercy, and so he looks for the chance to offer the same redemption to others.

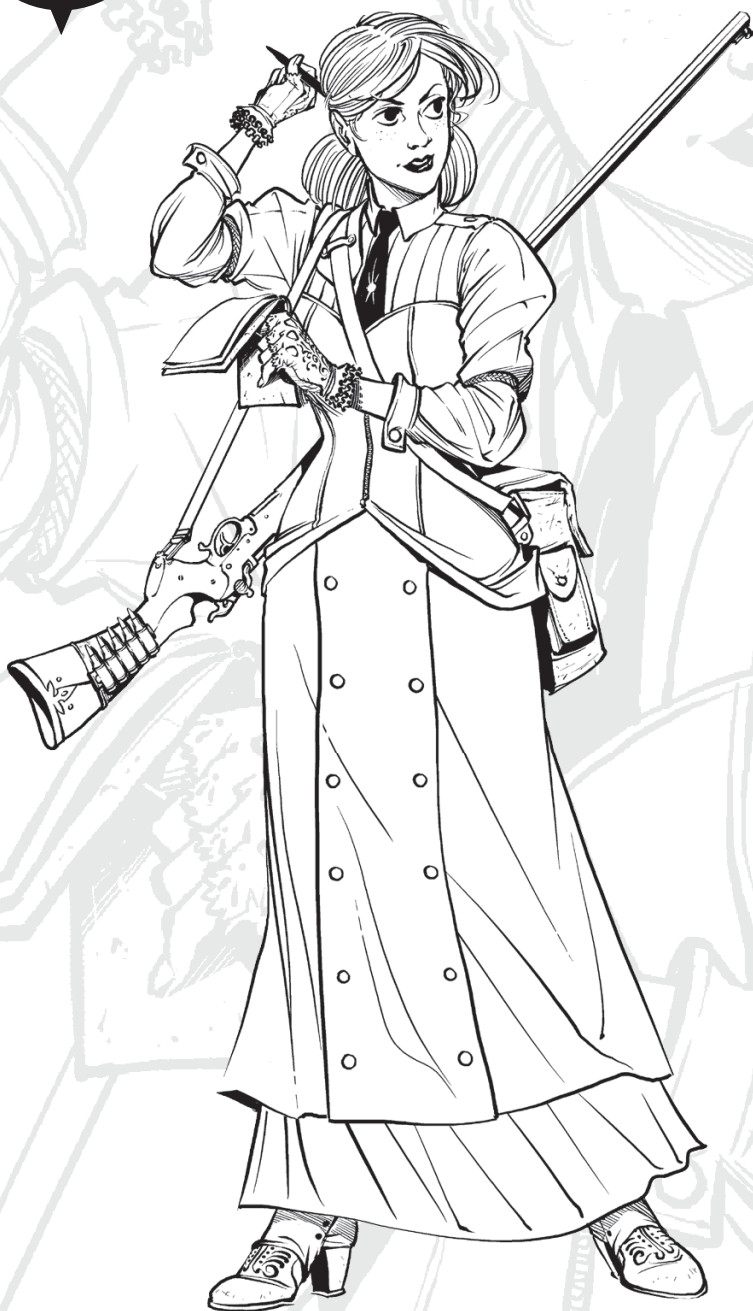
Once you're on Wayne's bad side however, expect a talented and resourceful opponent. You will likely never see him coming, and by the time you do, it could very well be too late. Wayne's threat is only compounded when he's teamed up with Wax, as the two have worked so long together that the enemy of one is often the enemy of both.

Wayne endeavors to capture an enemy if possible, but will kill if he's left no choice.





HEROES OF THE ALLOY OF LAW



MARASI COLMS

It's common among the high Houses to test children for Feruchemical or Allomantic powers. In some cases, having offspring with such powers is seen as positive, useful for arranging marriages to mutual benefit. In other cases, such as Marasi's, powers are seen as something to keep secret.

As the illegitimate daughter of Lord Harms, Marasi knew her station was different than everyone else's — something less than her sister Lady Steris and something more than the servants and employees of the House. Unfortunately, Marasi didn't learn the identity of her father until she was old enough to understand the shame that came with it.

When Marasi discovered that she was a Pulser, it only compounded that shame. Pulsing is widely regarded as a useless power, relative to being a Coinshot or Seeker or a Soother, second only to being an Aluminum or Duralumin Gnat. Who would want to sit in a time bubble while the world raced along in normal time outside?

Still, as Marasi grew into a young woman, she learned to relish the freedom afforded her by her social standing, despite her father's disdain of her power. She had friends, particularly Steris, and remained largely content, though not enthusiastic, about the life ahead of her. While her father certainly loved her, he could not afford her standing equal to Steris within the House. This meant that Marasi had all the resources of a financially-solvent House, without any of the risk of being married off to a stranger or having to accept the responsibility of leadership. In social circles she called herself Steris's cousin to conceal her true relationship.

Marasi is a fan of the exploits of the lawkeepers of the Roughs, and keeps current with the reports of their activities whenever she can. This passion for law-keeping encouraged her to study law, in the hopes that she could one day make a difference outside of the Basin. Though law is rarely an occupation pursued by women, Marasi excelled in her studies and even provided new insights into legal theory during her coursework.

Marasi was shocked to learn that Waxillium Ladrian had returned to take his position as high lord of his House after his uncle's death. For years she had followed the adventures of Wax and his partner Wayne in the broadsheets. She had further reason for excitement when she learned that her father had arranged a marriage between Waxillium and her sister Steris, and she wasn't about to miss a chance to meet a personal hero.

Meeting Wax was the moment Marasi had been waiting for. The opportunity was the culmination of a lifelong dream, the reason she'd begun to practice law. But the plans of the mysterious Vanishers soon proved just how dangerous life is for a lawkeeper. When the bandits attacked a formal dinner of the high Houses in the hopes of kidnapping both Marasi and Steris, Wax and Wayne intervened and drove them off, but not before they got away with Steris.

Thus began a thrilling 36 hours as Marasi, Wax and Wayne joined together to rescue her sister, reveal the Vanishers' machinations for robbing trains across the Basin, and discover the mysterious organization known as the Set and their plots that went far beyond simple train robbery. During the final confrontation with the



Vanishers, it was Marasi's Pulsing, not gunplay or trickery, that lead to the downfall and capture of the ex-lawkeeper Miles Dagouter, the Twinborn leader of the Vanishers and agent of the Set.

Marasi is petite, with dark hair and striking features. She typically dresses in the style and fashion of Elendel high society, but also enjoys a rugged pair of trousers and a homespun shirt when the situation calls for more practical wear. Despite her city noble upbringing, she still finds herself intrigued by the rough and tumble life in the Roughts and her adventures with Wax and Wayne.

Marasi is extremely intelligent and well-versed in the field of law, to the point of developing new theories on criminal behavior. She has a keen eye for detail, an excellent judge of character, and makes subtle and intuitive leaps of logic when faced with a problem. Her Allomantic power — the ability to create a time bubble around her in which time is slowed, leaving the rest of the world to pass her by — is not something she uses often, but she is discovering creative ways to use it to her advantage. She also happens to be a decent shot with a rifle.

MARASI COLMS (AVERAGE THREAT)

Attributes: Physique 3, Charm 4, Wits 4

Standings: Resources 5, Influence 3, Spirit 4

Resiliences: Health 8, Reputation 7, Willpower 8

Traits: Illegitimate Child; Observant; Student of Law; Quick Thinking; Handy with a Rifle

GUNPLAY STUNTS

- *Marksmanship:* If Marasi has Aimed, she needs 1 fewer Nudge to succeed with a Called Shot.

POWERS (ALLOMANCY)

Cadmium 5 (Slows time)

EQUIPMENT

Formal clothing; Horse & carriage; Misting vial (3 charges of Cadmium)

PLAYING MARASI

You might seem shy, and to some extent you are, but underneath your outward timidity is a clever, resourceful, and knowledgeable person. You've not only made peace with your illegitimate birth and subpar Allomantic power, but found clever ways to use them both to your advantage. You make up for your own perceived shortcomings with a focused energy, a keen eye, and a wealth of knowledge in psychology from your time at the University. You are highly observant and even the smallest details of a situation don't escape you.

Being new to the rough and tumble world of lawkeepers, you can sometimes be startled or embarrassed by their crude ways. However, you always adapt quickly. Though you're used to more refined tastes and sensibilities, the call of adventure and coarse living still speaks to you.

MARASI AS AN ALLY

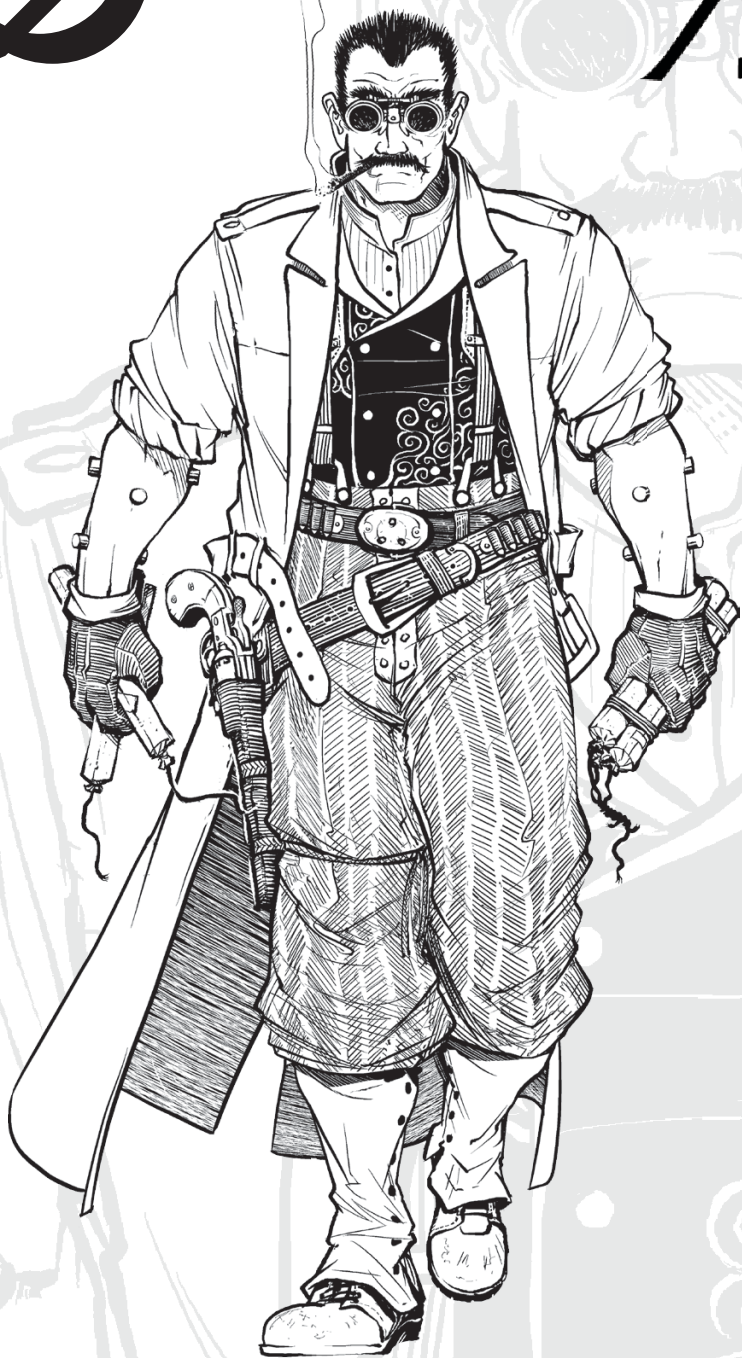
Marasi is an excellent observer and new enough to the life of adventure that she makes allies easily. Perhaps too easily, if more experienced individuals aren't around, but her skills in psychology always guide her to make the right decision in the end. Marasi has almost a hero worship for lawkeepers, so the easiest way to earn her trust is to come from that world.

Although outwardly refined, Marasi is more generous with her opinions and observations among allies. She becomes almost giddy with discovery. She's not experienced in the more practical elements of life outside her family's House, but she's surprisingly resourceful when a friend is in need. She's just beginning to understand how her Allomantic power can be a benefit in situations, and is more open to using it to help when allies are involved.

MARASI AS AN ENEMY

Marasi never hesitates to protect a friend, but it's hard to permanently become her enemy. She has a high degree of empathy for those who cross her, and hates cruelty and humiliation above all else. If she has to take a life, she will, but most times she seeks alternatives whenever possible.





HEROES OF THE ALLOY OF LAW



MILES “HUNDREDLIVES” DAGOUTER

Once, Miles was a lawkeeper, working with a relentless sense of duty and dogged determination for justice. Others might characterize him less as a champion of justice and more as a psychopath with a sense of duty, but who’s counting? For Miles, there is no mercy or sympathy, only justice and punishment.

Somewhere along the way, Miles’ sense of justice got twisted. He began to focus on what he saw as the “bigger picture.” In the city, criminals with standing in society and enough money to be seen as decent citizens called the shots, and innocent people out in the Roughs suffered. It would take complete and systematic changes to protect innocent people from the “real” criminals, and that change wasn’t going to happen without revolution, without burning Elendel to the ground.

Whether Miles had these ideas before or after he became an agent of the Set is impossible to say. He certainly learned about Trell and the favor Trell afforded Twinborn during his time with the shadowy organization, though the extent of what that means is unclear. What is clear is that Miles has come to see his Twinborn status, and the virtual immortality afforded him by his Gold Compounding abilities, as making him superior to normal men.

Now Miles is the leader of the Vanishers and the mastermind behind their elaborate heists. He’s brilliant and understands the importance of drama in making a big crime seem even bigger. While he’s content to kidnap specific targets for Mr. Suit and the Set, he’s not worried about their goals: as long as they stay out of his way, he’s happy to use them as long for as he needs.

MILES “HUNDREDLIVES” DAGOUTER (DEADLY THREAT)

Attributes: Physique 5, Charm 3, Wits 5

Standings: Resources 5, Influence 4, Spirit 4

Resiliences: Health 10, Reputation 7, Willpower 9

Traits: Ex-Lawkeeper; Hates Corruption; Ruthless; Trellist; Vanisher

POWERS (ALLOMANCY)

Gold 10 (Reveals alternate pasts)

POWERS (FERUCHEMY)

Gold 10 (Stores physical health)

- *Deathless (Compounding):* By spending 100 Compounded charges of Gold, Miles can either: immediately lose all Physical Burdens; recover 6 Health; overcome instant death; or flush a lethal poison from his system. Using this Stunt allows Miles to survive even if shot through the brain, but cannot be used if he is beheaded, dissolved in acid, or blown to bits.

EQUIPMENT

2 Aluminum Immerling 44 revolvers with Extra Capacity customization (Damage +2; 6 shots; Range: Close / Medium; can’t be affected or detected by



Allomancy); 10 Aluminum rounds; Obsidian knife (Damage +1; Melee Range: Touch / Touch; can't be affected or detected by Allomancy); Aluminum-laced hat (wearer is immune to the effects of Brass and Zinc Allomancy); Leather duster (absorbs 1 damage from physical attacks); 6 or more average goldminds (pierced into skin; each contains 100 charges of health); Cigars and silver lighter

PLAYING MILES

You are deathless. You fear no pain, and the concept of actual death is alien to you, thanks to your ability to Compound Gold. You know it's possible that you may age, someday, but for now, there is simply no force in the world that can kill you. You've guaranteed your survival by piercing your body with your metal-minds, so that they can't even be pulled from you in a combat.

You may be hyper-confident, but you're not careless. Your purpose may be divine, but devotion doesn't mean you can't be reckless. So you calculate and act only when you have a plan. After all, why rush? Nothing can stop you permanently, so time is only your ally.

MILES AS AN ALLY

Miles merely tolerates his allies, and considers all his underlings disposable. Deep down, he's still a lawkeeper, a man with a code, and he still believes criminals are about as important as the warts on Ruin's backside, but he's willing to work with them for now to meet his ends.

Even if the Heroes meet Miles before he's gone rogue, his outlook is more or less the same, just without the greater aspirations. To get a job done, Miles will do what it takes: torture, collateral damage, and ruined lives are nothing compared to the importance of taking down his target

If the Crew can get on the right side of Miles, however, they may find him to be useful. It's possible if the Heroes are willing to help Miles in his aims — especially if doing so might free him from Mr. Suit's control — he could prove a valuable if dangerous asset.

MILES AS AN ENEMY

No one in their right mind wants Miles Hundredlives as an enemy — a fact Wax quickly discovered in *The Alloy of Law*. Miles' drive is unflinching, his methods ruthless, and his purposes uncompromising. No matter who he faces, he takes the same approach: identify the threat, analyze the threat, prioritize the threat, and eliminate the threat. His pride and self-confidence are just as invincible as his body, so Harmony save the poor soul who dares personally offend the juggernaut.



RANETTE

If there's a gun worth getting shot over, it's probably made by Ranette.

A Lurcher of considerable genius, Ranette designs and builds some of the most effective and powerful guns in all of Scadrial. Her personal brand, Sterrion, includes some of the most unique and well-crafted firearms a body can lay hands on, with a knack for innovation and creativity one can't just learn.

Ranette's genius and single-mindedness always set her apart. While the other girls were interested in boys and games, Ranette turned inward, focusing on her talents and her skill. As a teenager, she had good offers to stay and apprentice with some of the greatest craftsmen in the known world. Instead, she left for the Roughts for the privacy and space unavailable in the city, where she could hone her skills in peace. Those choices paid off in spades.

It was in the Roughts that she first met Wax and Wayne, and, begrudgingly persuaded by their needs, started providing them with weapons. Her association with them was sticky at times, since their heroic nonsense also made her a target from time to time. Fortunately, Ranette's temper is about as notorious as her craftsmanship, and she proved happy to shoot first and ask questions later.

Eventually, Ranette left the Roughts and returned to Elendel, intent on living with a lower profile. She built a home for herself and outfitted it with a series of traps and conveyances specially designed for her own abilities, an excellent foil to anyone who gets funny ideas. Her desire for privacy has also driven her to hire a team of Smokers who keep a Coppercloud over her home at all times. These precautions have allowed her to disappear almost completely, represented to the public only by the excellence of the Sterrion brand.

Ranette finds just about any attention unwanted, particularly Wayne's; she's taken (both figurative and literal) shots at him in the past and wishes he'd get the picture. Even if she were interested in menfolk rather than ladyfolk, he wouldn't be setting her heart aflutter...but really, none of that's his business, nor anybody else's.

RANETTE (AVERAGE THREAT)

Attributes: Physique 3, Charm 2, Wits 4

Standings: Resources 4, Influence 3, Spirit 3

Resiliences: Health 7, Reputation 5, Willpower 7

Traits: Brusque; Gunsmith; Loner; Metal Expert

GUNSMITHING STUNTS

- *Create Guns:* Ranette can make guns from raw materials, allowing her to create any standard, common firearm.
- *Customize Guns (8):* Ranette can make guns with the Allomancer Safety, Extra Capacity, Hair Trigger, Invarian Chambers, Long Range, Magnum Force, Perfect Balance, and Tinsights specializations.
- *Create Custom Ammo:* This Stunt allows Ranette to create all of the more common types of specialized ammunition.



- *Create Hazekiller Ammo*: This Stunt allows Ranette to create specialist anti-Allomancer ammunition, including Coinshot, Lurcher, Pewterarm, and Tin-eye rounds.

POWERS (ALLOMANCY)

Iron 5 (Pulls metal objects)

EQUIPMENT

Riesfel shotgun with Hair Trigger and Tinsights (Damage +2; 2 shots; Range: Close / Medium; act as though your pool has 2 more dice when determining when you act in a conflict round; when Aimed, reduce Difficulty or final Result of attempts to Defend against this attack by 1); Sterrion Vindication (Sterrion 36 revolver with Invarian Chambers and Allomancer Lurcher Safety — Damage +2; 8 shots; Range: Close / Medium; Gun is locked until the user succeeds on an Iron 3 Challenge; Can hold 2 shots of different ammunition; reloading both sets of chambers requires separate Reload actions); Misting pouch (3 charges of Iron); Gunsmith's workshop; Pocketwatch

PLAYING RANETTE

You're a spitfire who's gone to embers. After years in the Roughs, seeing what people do to other people with the tools that you put in their hands has cost you some of your fire. It's aged you, at least on the inside.

You're still volatile, make no mistake — you're just more practical about it. Finding something interesting, like an aluminum gun, will probably stop you from shooting a boy who sets foot on your doorstep. Probably. Unless that someone is Wayne. Then you might shoot him on principle. But if folks interest you, or get you talking about your creations, you're a lot easier to deal with. Sure, you know when you're being flattered, but you'll take that flattery anyhow.

Work is serious business, though, and once you've been given a task that you're genuinely interested in, there's nothing that can stop you. Food, sleep, and anything else not related to completing your design is forgotten. Though you want to pretend you're hard and heartless, you'll part with those designs for a righteous enough reason. Well, that and a small fortune.

RANETTE AS AN ALLY

If Ranette has friends, she keeps them safely at arm's length. She isn't nearly as heartless or single-minded as she appears, but she works hard at making sure no one sees the truth. Breaking down her walls requires having something in common. She's far more likely to open up to intelligent, technically minded sorts — people who can truly appreciate her work and design. She grows to like folks with less of an appreciation for her craft, but that takes time and probably the intercession of someone who does understand it.



RANETTE AS AN ENEMY

Ranette won't come directly at a foe, but she'll do her best to make their life hard. A woman this talented and capable is connected, and she'll use those connections to get back at folks. Lords, constables, crime bosses, and a lot of other powerful people owe Ranette a thing or two thanks to her sublime weapons. Not to mention that anyone who makes a real enemy out of Ranette has made an enemy out of all the people who feel protective of the craftswoman.

MR. SUIT

Mr. Suit has a plan, and that plan is taking shape day by day.

Once, he was known as Edwarn Ladrian, failed head of House Ladrian. Edwarn squandered everything — a vast fortune, hundreds of people relying on his actions, all frittered away on gambling and drink. Then came the driving accident that killed Edwarn and his heirs, leaving House Ladrian rudderless.

But Edwarn's death was a ruse. He survived and took on the alias of Mr. Suit. He handed his niece over to the Set, as part of their greater plan for Scadrial's future (*see page 258*).

Mr. Suit is every bit as clever as his nephew Wax, and considerably more experienced. This mastermind remains three steps ahead of his pursuers and possibly a few steps ahead of the rest of the Set. His sophisticated schemes have allowed him to run a complicated kidnapping scheme, manipulate the Vanishers to destroy a rival House's reputation, and turn a hefty profit on investments simultaneously. Mr. Suit can move money, people, and politics like pieces on a game board, sweeping them away or sacrificing pawns in an effort to win at all costs.

Does Wax have a chance against Mr. Suit? Only time will tell. But whatever Mr. Suit and the Set have planned, you can bet Heroes will have an uphill battle foiling it.

Note: Mr. Suit's statistics are based on how he's presented himself in *The Alloy of Law*. It's possible he has Allomantic abilities he's kept carefully hidden, which could increase the level of threat he presents.

MR. SUIT (SERIOUS THREAT)

Attributes: Physique 2, Charm 5, Wits 6

Standings: Resources 8, Influence 7, Spirit 4

Resiliences: Health 10, Reputation 12, Willpower 10

Traits: Allomancer Supremacist; Arrogant; Cold and Calculating; Mastermind; Member of the Set

EQUIPMENT

Dueling cane (Damage +2; Melee Range: Touch / Striking; contains no metal); Aluminum Cohnvave Two-Shot (Damage +1; 2 shots; Range: Touch / Close; cannot be detected or affected by Allomancy); Pocketbook full of coppers (Damage +1; Thrown Range: Striking / Medium); Formal clothing; Pocketwatch; Rail pass





PLAYING MR. SUIT

Your motivations are as inscrutable to others as the next steps of your master plan. You've got everything worked out in your head and you can predict your opponents' next moves — anything that might surprise you, doesn't. Even if someone finds your blind spot, you pretend you anticipated their actions; there's nothing that annoys a would-be hero more than losing the element of surprise.

You are a puzzle to others. Do you really have a hundred-year plan to bring back the Mistborn, or is that simply a smoke screen? Are you serving some higher power? Do you worship Trell? Are your plots so significant that Harmony himself is observing your activities? You won't say. In fact, you prefer to show your actions are simply mundane, that you're just a very clever thief who will one day run Elendel and beyond. Any attempt by others to ascribe a mystical purpose behind your actions just earns a condescending chuckle.

MR. SUIT AS AN ALLY

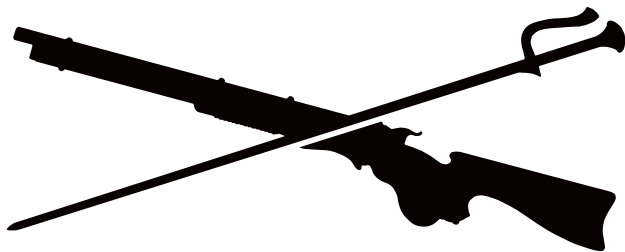
As the rest of the Set would attest, Mr. Suit is a fantastic ally. Assuming, of course, one doesn't confuse the term "ally" with "friend."

Mr. Suit is exceedingly dangerous, even to those close to him. His cunning and drive are matched only by his callousness. Remember: this is a man who arranged his own death, kidnapped his own niece for Harmony knows what ends, and arranged to have his nephew killed (several times)...and he isn't likely to stop until the job is done.

So long as you're performing whatever role he's placed you in, Mr. Suit is a fine and wealthy ally to have. However, if you fail, or outlive your usefulness to him, he won't hesitate to have you killed. Nothing personal, mind you — he prefers to keep his hands clean.

MR. SUIT AS AN ENEMY

Once Mr. Suit has decided you're in his way, you should consider getting your affairs in order and counting your remaining days dearly. The best you've got in those situations is to outsmart him, or at least his minions, and hope that he'll get bored trying to kill you. Stopping him might be possible, but then you face the even bigger question: what about the rest of the Set?



TARSON

Unlike many koloss-blooded, the Vanisher known as Tarson was not born to the koloss tribes — and neither were his parents. His grandpappy however, had once been a mighty koloss raider, known across the Roughts for his prowess with steel and brave attacks on human caravans headed out Weathering-way. His granny was a human who fell for the proud warrior, and together they raised their little family deep in the Roughts. His daddy was fair-skinned, and married a human woman who didn't even know about his koloss-blood until little Tarson was born — granite-skinned and bellowing. Tarson's mother didn't make it, and his daddy never let him forget it.

Tarson's daddy was ashamed of his son — ashamed of his dark complexion, his muscular frame, his propensity for violence. So he beat him. In fact, Tarson's youth could be described as one twelve-year string of beatings: beatings for not doing his chores; beatings for mouthing off; beatings for crying after a beating. Then, after Tarson was caught stealing sweets from the local general store with some friends, his daddy caught him and beat him so hard he drew blood. He beat Tarson for what seemed like an eternity, until he was drenched with sweat and panting like a horse beneath the noonday sun. He beat Tarson until something in the boy Snapped.

Tarson doesn't remember much about what happened next — only that one second he was curled up in a ball, avoiding the sting of his daddy's belt, and the next, his daddy was lying dead on the floor. Tarson didn't stick around to find out why. He gathered his meager possessions, grabbed his daddy's pistol, tossed a lit lantern through the window of their cabin, and never looked back. The next few years were a blur of violence, hunger, and desperation as young Tarson floated from town to town, gang to gang, learning the trade and craft of banditry. His koloss blood and his Pewterarm abilities served him well, and earned him a pretty penny. Then he met up with a man in a white coat named Miles, and he showed Tarson that he could be so much more.

In the years since then, Tarson has proven a loyal and competent bandit, and an excellent lieutenant. What he lacks in words he makes up for in actions, often involving smashing whatever Miles tells him to smash. Tarson's perfectly happy to put his skills as a thief and Thug to work for the Vanishers, or the highest bidder — and woe to anyone who tries to stop him.

TARSON (SERIOUS THREAT)

Attributes: Physique 7 [12], Charm 2, Wits 3

Standings: Resources 4, Influence 2, Spirit 3

Resiliences: Health 11 [16], Reputation 4, Willpower 6

Traits: Bonebreaker; Loyal; Vanisher; Angry

POWERS (ALLOMANCY)

Pewter 5 (boosts Physique and Health, as shown in brackets)

- *Unconscious Burning:* Tarson automatically burns Pewter when unconscious, if he's also injured. Each Pewter charge burned in this fashion lasts





for three hours, and the only benefits it conveys are increased Health, accelerated healing, and avoiding Pewter drag. It has no effect on Physique rolls or dice pools. This special Pewter burn stops immediately when he regains consciousness.

POWERS (KOLOSS-BLOODED)

Koloss-Blooded Traits (adds 1 to Physique and 2 dice to rolls involving physical strength)

- *Dense Muscle (2)*: Tarson's muscles are especially tough as well as being exceedingly strong. As a result, he suffers 2 less damage from physical attacks.

EQUIPMENT

Aluminum Immerling 44 revolver with Magnum Force customization (Damage +2; 4 shots; Range: Close / Medium); 10 Aluminum rounds; Aluminum-laced hat (wearer is immune to emotional Allomancy); Misting vial (3 charges of Pewter)

PLAYING TARSON

You've learned to appreciate two things in life: strength and self-sufficiency. Your daddy taught you that only those who are strong enough to stand up for themselves will make it in the world. If that git taught you nothing else worth a whit, it was that. You've learned that one lesson well.

You respect the strong. Men like Miles, they're strong. Lawkeepers like Wax, regardless of what you think about their motives, are strong, too. You have to respect that, even though you'll shoot 'em all the same. After all, if they fall, were they so strong in the first place?

PUSH AND PULL

Push and Pull have worked together for so long, even they don't remember if they're actually brothers, or simply lived their whole lives that way.

Push and Pull were once the children of privilege, raised in the upper echelon of Elendel society, taught by the best teachers and fed with the finest food money could buy. They never experienced want or desperation, and lived idle, charmed lives. As monied young men, they didn't bother learning a trade, and chose instead to focus their educational time on their Allomancy in a search for excitement.

It all fell apart, however, when political maneuvering and misdeeds shattered their House's prestige and finances. Filled with rage, the head of the House looked for ways to cut costs and preserve only those who could help the House back on its feet. He vented that anger on the two dilettantes, casting them out because the House could no longer support two grown boys with no prospects and no interest in others. He blamed them for being the boys they were raised to be.

The young men lived for a brief time in fleabag hotels and saloon booths, making a living by cheating at games of shelledry and dart-throwing competitions. While they weren't on their own for long, it was long enough for the boys to decide that they would rather burn Elendel to the ground than ever live that way again.

After finally finding a purpose — themselves — the pair began selling their abilities to the highest bidder, which attracted the attention of the Set. Inspired by promises of a coming time when men would revere them as gods, and given the chance to put their Allomancy to bloody work, they joined up. Leaving their old names behind, Push and Pull took on their new mantles, and began their work on behalf of the conspiracy as bodyguards, extortionists, and assassins.

PUSH (AVERAGE THREAT)

Attributes: Physique 3, Charm 4, Wits 4

Standings: Resources 4, Influence 2, Spirit 3

Resiliences: Health 7, Reputation 6, Willpower 7

Traits: Deadeye Shot; Stealthy; Agent of the Set; Cocky

POWERS (ALLOMANCY)

Steel 7 (Pushes metal objects)

- *Bulletpush:* While burning Steel, all attacks Push makes with firearms reduce the amount of damage absorbed by the target's armor or Powers by 1/2, rounded down (e.g., a Pewterarm with the Denser Tissues Stunt, which absorbs 1 damage, would instead absorb no damage, while a character wearing armor that absorbs 2 damage would instead absorb only 1).
- *Multiple Targets:* Push has finer control of his Steelpushing and may simultaneously Push a number of individual metal objects, or attack a number of different targets, up to his Steel rating. When attacking multiple targets, he makes a single Steel roll which each target must defend against individually. Nudges are ignored (they may not be gained) when using Steel to attack multiple targets.

EQUIPMENT

Aluminum Terringul 27 revolver (Damage +1; 6 shots; Range: Close / Medium); Pocketbook full of coppers (Damage +1; Thrown Range: Striking / Medium); Aluminum-laced hat (wearer is immune to emotional Allomancy); Misting vial (3 charges of Steel); Formal clothing

PULL (AVERAGE THREAT)

Attributes: Physique 5, Charm 3, Wits 3

Standings: Resources 4, Influence 3, Spirit 2

Resiliences: Health 9, Reputation 6, Willpower 5

Traits: Veteran Fighter; Persistent; Agent of the Set; Smug

POWERS (ALLOMANCY)

Iron 7 (Pulls metal objects)

- *Long Range:* Pull detects and may Pull metal objects out to 300 paces (Long Range).
- *Multiple Targets:* Pull has finer control of his Ironpulling and may simultaneously Pull a number of individual metal objects, or attack a number of different targets, up to his Iron rating. When attacking multiple targets, he



makes a single Iron roll which each target must defend against individually. Nudges are ignored (they may not be gained) when using Iron to attack multiple targets.

EQUIPMENT

Aluminum Terringul 27 revolver (Damage +1; 6 shots; Range: Close / Close); Lurcher plate (absorbs 3 damage from physical attacks); Aluminum-laced hat (wearer is immune to emotional Allomancy); Misting vial (3 charges of Iron); Formal clothing

PLAYING PUSH AND PULL

You and your brother are both dedicated to the Set because they've promised you something no one else ever has: purpose. It doesn't hurt that you again live well, thanks to the Set's vast wealth and political dealings. Unfortunately, it's also never occurred to you or your brother that the Set may be behind your House's falling from grace (though it would be very hard to convince you of the fact, even if it's true).

You take a lot of risks in a fight. It's not that you and your brother are suicidal — it's more that you don't believe in a world where men like you *can* die. Because, seriously, you're both wealthy, talented, young, good-looking, and most importantly, better than everyone else thanks to your training and Allomantic abilities. That's why you don't speak to others much, because very few are worthy of your time or consideration. Your brother deserves it, the Set deserves it, but pretty much everyone else is beneath your notice — until you're asked to kill them.

10

ROGUES GALLERY



The people of Elendel, the Basin, and the Roughts are quite a bit different than in the Lord Ruler's time. This chapter presents plenty of new stock characters for you to use in a game set in *The Alloy of Law* era. Many of the examples in the *Mistborn Adventure Game* rulebook are also still usable with minor modifications to their equipment (and possibly Traits).

CREATING ALLOY EXTRAS AND VILLAINS

Villains and Extras works the same way in the classic Mistborn era, but they have access to some new types of Powers and Stunts. When building new characters, follow all the rules outlined in Book 3, Chapter 10 of the *Mistborn Adventure Game* rulebook, replacing the list of options found in Step 4: Choose Powers, (*see pages 564–565*) with the following:

PATHETIC (1 POINT)

- None

Weak (2 Points)

- Character with no Powers and 1–2 Stunts
- Ferring with a rating of 4 in one metal
- Misting with a rating of 4 in one metal
- Kandra with Mimicry 3 and one Blessing
- Koloss-blooded with no Stunts

- Hemalurgist with a Tin, Pewter, Zinc, or Brass spike, *or* any other spike with a rating of 3

AVERAGE (3 POINTS)

- Character with no Powers and 3–4 Stunts
- Misting with a rating of 5 in one metal and one Stunt
- Ferring with a rating of 5 in one metal and one Stunt
- Twinborn with a rating of 3 in one Allomantic metal and a rating of 3 in a different Feruchemical metal
- Kandra with Mimicry 5 and one Blessing
- Koloss-blooded with one Stunt
- Hemalurgist with a rating 3 spike *and* one Weak Power (e.g., a Misting with a rating of 4 in one metal *and* a Tin 3 spike)
- Hemalurgist with two spikes chosen from Tin, Pewter, Zinc, or Brass

STRONG (4 POINTS)

- Character with no Powers and 5–6 Stunts
- Misting with a rating of 7 in one metal and two Stunts
- Ferring with a rating of 7 in one metal and two Stunts
- Twinborn with a rating of 4 in one Allomantic metal, a rating of 4 in a different Feruchemical metal, and one Stunt
- Compounder Twinborn with a rating of 4 in the same Allomantic and Feruchemical metal
- Kandra with Mimicry 7, one Blessing, and one Stunt
- Koloss-blooded with 2–3 Stunts
- Koloss-blooded Ferring with a rating of 5 in one metal and one Stunt
- Koloss-blooded Misting with a rating of 5 in one metal and one Stunt
- Hemalurgist with a rating 4 spike *and* one Average power (e.g., a Ferring with a rating of 5 in one metal, one Stunt *and* a Pewter 4 spike)
- Hemalurgist with four spikes chosen from Tin, Iron, Zinc, or Brass (e.g., a koloss)

MIGHTY (5 POINTS)

- Character with no Powers and 7+ Stunts
- Misting with a rating of 9 in one metal and 4–5 Stunts
- Misting Savant with a rating of 9 in one metal and three Stunts
- Ferring with a rating of 9 in one metal and 4–5 Stunts
- Twinborn with a rating of 7 in one Allomantic metal, a rating of 7 in a different Feruchemical metal, and 2–3 Stunts
- Compounder Twinborn with a rating of 7 in the same Allomantic and Feruchemical metal and two Stunts
- Kandra with Mimicry 9, one Blessing, and three Stunts
- Koloss-blooded with 5+ Stunts
- Koloss-blooded Ferring with a rating of 7 in one metal and 2–3 Stunts
- Koloss-blooded Misting with a rating of 7 in one metal and 2–3 Stunts



- Hemalurgist with a rating 5 spike *and* one Strong Power (e.g., a Twinborn Compounder with ratings of 4 in one Allomantic and Feruchemical metal *and* a Steel 5 spike)

CITY FOLK

All sorts of people walk the streets of Elendel, and most can be found in the other cities of the Elendel Basin.

CLERK

A mousy, officious looking man looks up from the ream of papers on his desk, squinting through his thick spectacles. Ink stains his fingers from the phalanx of rubber stamps organized along his desk, and a map behind him notes key locations around the district where his boss has business interests. He seems reluctant yet obligated to ask if anyone needs help with something.

In every business and government office in the Basin, clerks fulfill all the various bureaucratic duties required to keep society functioning: processing forms and ledgers, keeping accounting books, registering births, deaths, and marriages, and generally ensuring that the world's i's are dotted and t's crossed. Clerks don't hold a lot of power individually, but they know how the system works. They can find useful bits of information that no one else would think of, or ensure that crucial pieces of paper get lost for weeks in the red tape. Many of them exude an air of petty authority, using rules and regulations to stymie any requests that they find irritating. For the right sort (or the right amount), however, these meek little men and women hold the keys to all manner of fascinating information.

CLERK (INSIGNIFICANT THREAT)

Attributes: Physique 3, Charm 4, Wits 4

Standings: Resources 4, Influence 3, Spirit 2

Resiliences: Health 7, Reputation 7, Willpower 6

Traits: Entrepreneurial Aspirations; Good with Numbers; Yes-Man

Equipment: Pen and ledger; Pocketwatch; Rail pass

CONSTABLE

His voice is smug and unrefined, but the uniform gives him the air of authority. He borrowed his bluster from his badge, it seems, and he claims he'll have you in irons before the squad faster than you can blink. There's one thing about him that ain't phony, and that's the chip on his shoulder.

There are men and women in good standing in the constabulary, of course, proud men and women who serve the law just the same as any lawkeeper in the Roughts might. Some get by on graft and a series of questionable alliances and favors throughout Elendel's underworld, but most do their best to obey the spirit of the law if not the letter.



CONSTABLE (MILD THREAT)

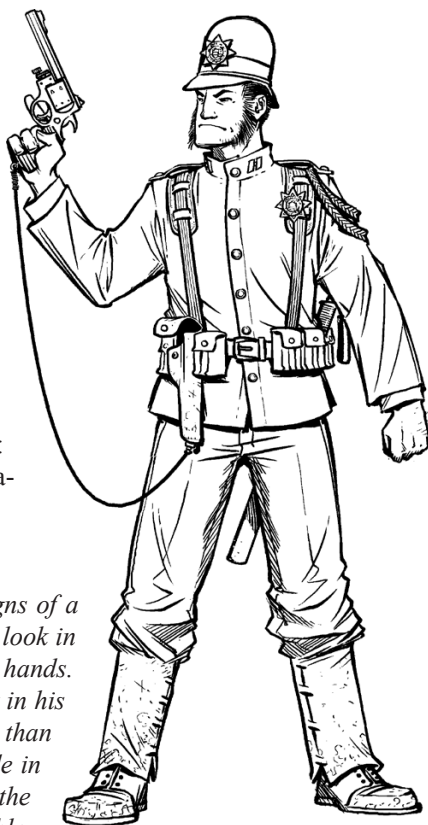
Attributes: Physique 5, Charm 3, Wits 3

Standings: Resources 2, Influence 4, Spirit 2

Resiliences: Health 7, Reputation 7, Willpower 5

Traits: Civic Authority; Hard-Charging; Protect and Serve

Equipment: Terringul 27 revolver (Damage +1; 6 shots; Range: Close / Medium); Club (Damage +1; Melee Range: Touch / Striking; contains no metal); Constable's badge and uniform



FOUNDRY WORKER

This big, brawny city worker shows signs of a tough life: well-developed muscles, a harsh look in his eyes, a few scars here and there along his hands. But he smiles jovially and the dinner bucket in his hand suggests that he has something other than mayhem on his mind. There's a certain pride in him when he looks at the belching smoke of the factories...as if he were somehow responsible for the advancements they provide.

Foundry workers can be found in any of the big cities, working hot, noisy, and sometimes dangerous jobs for a living. Wages are low and conditions are miserable, but most workers are happy just to have a steady position, and even take some pride in what they do. There's a tremendous *esprit des corps* among workers in a given factory, and in some of the more sophisticated cities, the first hints of unionization are beginning to rear their heads. Firebrand foundry workers often rail against the injustices of their bosses and hint darkly at uprisings to overthrow the established order. They're greatly in the minority, however; most workers are comparatively happy with their lot...though the tough conditions have made many of them prime physical specimens, and they aren't afraid to back up their words with fists if the need arises.

FOUNDRY WORKER (MILD THREAT)

Attributes: Physique 5, Charm 2, Wits 3

Standings: Resources 2, Influence 2, Spirit 4

Resiliences: Health 7, Reputation 4, Willpower 7

Traits: Can Take the Heat; Hardworking; Subservient

Equipment: Craftsman's tools (one occupation)



GUNSMITH

The line runs down the block, and the assistant at the storefront keeps trying to shut the door as patrons wedge their way inside. The proprietor walks out, seemingly oblivious to the commotion, carrying a fine pistol with silver inlay. As the folks in line shout out their requests, he simply looks at the orders on the board, selects one thoughtfully, and quietly heads back into his workshop.

People who aren't content with the assembly-line guns that are readily available seek out the services of a gunsmith to make something a little more special. Each gunsmith has a specialty, and connoisseurs pass around a directory that lists what each prominent gunsmith specializes in. Most gunsmiths work for whoever's paying, but some either refuse to work with known criminals or up their fees substantially for such work.

GUNSMITH (AVERAGE THREAT)

Attributes: Physique 4, Charm 2, Wits 3

Standings: Resources 5, Influence 3, Spirit 3

Resiliences: Health 9, Reputation 5, Willpower 6

Traits: Brawny; Gunsmith; In Demand; Perfectionist

GUNSMITHING STUNTS

- *Create Guns:* The character can make guns from raw materials, allowing him to create any standard, common firearm.
- *Customize Guns (3):* The character can make guns with the Extra Capacity, Long Range, and Perfect Balance specializations.
- *Create Custom Ammo:* The character can make all of the more common types of specialized ammunition, including Aluminum Ammunition, Armor-Piercing Ammunition, Hollow-Point Rounds, and Incendiary Shells.

EQUIPMENT

Immerling 44 revolver with Extra Capacity, Long Range, and Perfect Balance customizations (Damage +2; 6 shots; Range: Close / Long; Called Shots require only 1 Nudge, or 3 Nudges for an impressive Called Shot); 10 Armor-piercing rounds; 10 Hollow-point rounds; Hammer (Damage +3; Melee Range: Touch / Striking); Gunsmith's workshop

KOLOSS-BLOODED MODERNIST

He sticks out in the quiet university library, sitting a good foot taller than most of the students there. His gray skin marks him as different, and were he not in a dapper suit, he might have been asked politely whether he was lost. He speaks eloquently, all traces of his koloss ancestry lost from his accent. The small crowd listens intently as he talks about embracing who you are and your heritage — and embracing one another for the unique gifts we all possess. He grins, and a few of the lady students exchange looks and suppress smiles.

He had opportunities many koloss-blooded do not largely because he was able to keep his temper in check and he ran into some of Harmony's most generous



souls once he was ejected from the tribe. As a whelp, he asked a lot of questions. Why did the koloss live so poorly when humans had so many things like trains and electricity? His elders weren't impressed with his questions, and kicked him out of the tribe far before he was old enough to take spikes. He doesn't hate his ancestors or tribe, he just feels badly for them. There has to be a better way — a way for the koloss-blooded to live fuller, safer lives without the need of koloss breeding practices and violence.

KOLOSS-BLOODED MODERNIST (AVERAGE THREAT)

Attributes: Physique 6, Charm 4, Wits 4

Standings: Resources 3, Influence 3, Spirit 4

Resiliences: Health 9, Reputation 7, Willpower 8

Traits: Idealistic Outlook; Suppressed Rage; Tribal Outcast; Well-Read

POWERS (KOLOSS-BLOODED)

Koloss-Blooded Traits (adds 1 to Physique and 2 dice to rolls involving physical strength)

- *Rapid Healing:* The koloss-blooded's healing rate is doubled — from 1 recovered Health to 2 per day — and he may recover Health during a Short or Long Breather without sitting the Breather out.

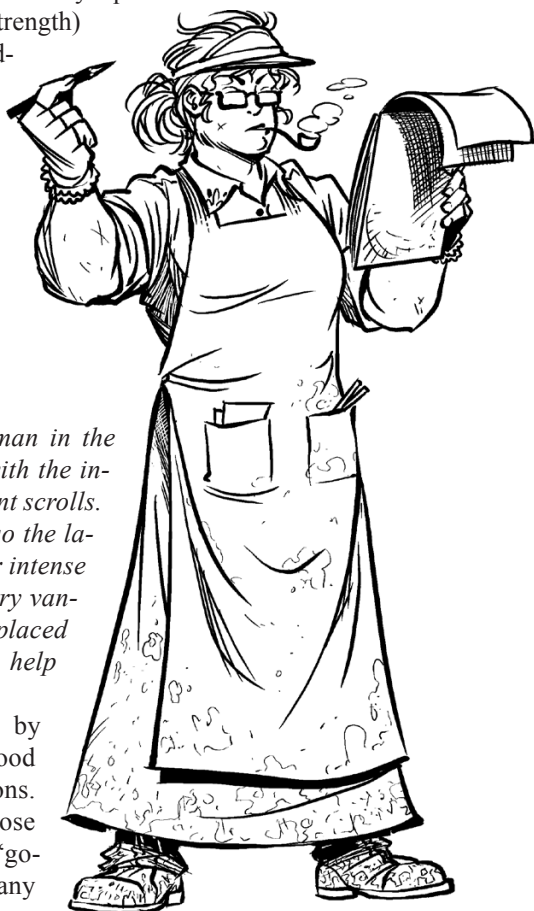
EQUIPMENT

Bottle of rotgut; Formal clothing

MERCHANT

The busy-looking, officious woman in the apron looks over an inventory list with the intensity of a Terrisman studying ancient scrolls. She pauses only to adjust her stock so the labels all stand in perfect position. Her intense concentration and signs of faint worry vanish at the first signs of a customer, replaced by a too-wide smile as she offers to help them find what they need.

City merchants live and die by the quality of their sales. Earn a good reputation and you can make millions. Miss an opportunity, and you'll lose your shirt faster than you can say "going out of business sale." Thus, many



merchants carry the air of well-heeled con artists about them, willing to hustle the last penny out of a starving beggar in order to make a profit. The honest ones deliver good products for the money, but even they are driven first and foremost by profit.

The good news is that many merchants have connections in the most unusual places, since they often move goods either to or from their present locale. The best have friends in very high places, and can use them to either make their allies' lives easier, or throw up insurmountable roadblocks against their enemies.

MERCHANT (MILD THREAT)

Attributes: Physique 2, Charm 4, Wits 3

Standings: Resources 4, Influence 4, Spirit 3

Resiliences: Health 6, Reputation 8, Willpower 6

Traits: Business Connections; Dealmaker; Greedy; Guild Backing

Equipment: Pocketwatch; Purse of coppers (Damage +1; Thrown Range: Striking / Medium)

POLITICIAN

The earnest woman wears a sandwich board over her tasteful dress, and a fashionable hat over her modestly coiffed hairdo. She hands out leaflets on the street corner admonishing voters to take action in the upcoming election. She fixes on them with the intense stare of the true believer and steps forward with a smile on her lips. She speaks warmly, her voice dripping with charm, asking for just a few minutes of everyone's time.

Politicians come in all shapes and sizes in *The Alloy of Law* era. The most powerful ones can be found in the halls of power, brokering deals both clean and dirty. Others run guilds and organize voting blocs of the people in the street. The locales may differ — the last three centuries have been colored by the rich diversity of democratic elections — but the game remains the same.

The best politicians know how to wheel and deal to get what they want. They sense the eddies and currents of power, and maneuver delicately through them to rise through the ranks. Most presumably hope to do some good with their ambition, but all of them understand the need for power to do that. In that sense, little has changed since the days of the Lord Ruler, and many noble families still count formidable politicians among their ranks. But with the rise of democracy and the power of the guilds, commoners have tried their hand at the game too...and many of them find it exceedingly pleasurable.

Politicians are a necessary evil, without whom nothing would get done. Their corruption breeds almost as much misery as it solves, however, and abuses of power continue along all rungs of the ladder. On the other hand, politicians have access to considerable resources, which the right person can use to do much good. On the other hand, those who find themselves on a politician's bad side are apt to encounter trouble from corners they never expected.





POLITICIAN (AVERAGE THREAT)

Attributes: Physique 3, Charm 5, Wits 4

Standings: Resources 4, Influence 6, Spirit 3

Resiliences: Health 7, Reputation 11, Willpower 7

Traits: Noble Heir; Popular Support; Skeletons in the Closet; Stirring Orator

Equipment: Dueling cane (Damage +2; Melee Range: Touching / Striking; contains no metal); Horse & carriage; Political paraphernalia

PROSECUTOR

She's carrying a stack of folders, neatly, but with the air that she's overburdened. Though her hair is styled at the exact middle of fashion and her dress is nice and proper but not extravagant, there's a sort of spiritual disorder around her. She's got busy eyes and a way of talking so fast that she can confuse even the most astute observer. But when she smiles, all that uncertainty slips away. She's all charm and the juries absolutely melt for her.

She's a good woman in a broken system and she's as aware of it as anyone. Working with the system and doing what good she can within it, she tackles the most egregious corruption while looking away from the everyday injustices. Because you can't keep doing good if you're ousted. That's what she tells herself over her third or fourth nightcap. You can't help those really in need if the system has shut you out. And she's good, even exceptional in a courtroom. The sacrifices must be worth it.

PROSECUTOR (AVERAGE THREAT)

Attributes: Physique 2, Charm 5, Wits 4

Standings: Resources 5, Influence 4, Spirit 4

Resiliences: Health 7, Reputation 9, Willpower 8

Traits: Fast Talk; Legal Eagle; Squeaky Wheel; Well-Connected

Equipment: Club (Damage +1; Melee Range: Touch / Striking; contains no metal); Pocketwatch; Briefcase with legal papers

ROBBER BARON

If the expensive clothes and dueling cane didn't give it away, then the hard look in the man's eyes would. Nobles are more passive than he. More relaxed in their roles as masters of the world. This one got where he was on his own, through ambition and cunning and plain old greed. It's clear, even without looking at the notches in that dueling cane, that he's not afraid to crack skulls if it means getting what he wants.

Robber barons constitute the ranks of the *nouveau riche*, having gained a fortune in a specific industry and now using that fortune to further their own ambitions. Rail tycoons, mine owners, dry goods entrepreneurs...whatever the business, it's dancing to a robber baron's tune.

The greed and ambition that brought the robber baron to his current status continues unabated now that he's in power. Many robber barons maintain deplorable conditions in their places of business, paying workers a pittance and

demanding absolute fealty in return. They trade politicians like coins and many of them serve as the de facto rulers of whichever community houses their business.

Though extremely wealthy, robber barons have an air to them that separates them from traditional nobles. These men weren't handed their wealth. They had to earn it with their own two hands. Accordingly, they often enjoy flaunting their wealth and influence, spending staggering amounts on extravagant mansions, parties, and accoutrements. They're also shrewd businessmen, viewing the world as their own playground that must be forced into submission. With the expansion of the Roughts, they're rapidly becoming powers to be feared in the Basin.

ROBBER BARON (SERIOUS THREAT)

Attributes: Physique 3, Charm 5, Wits 6

Standings: Resources 8, Influence 8, Spirit 3

Resiliences: Health 11, Reputation 13, Willpower 9

Traits: Cutthroat; Domineering; Land Grabber; Rivals Everywhere; Self-Made Man

Equipment: Terringul 27 revolver (Damage +1; 6 shots; Range: Close / Medium); Dueling cane (Damage +2; Melee Range: Touch / Striking; contains no metal); Formal clothing; Horseless carriage; Pocketwatch



TERRIS SERVANT

He stands almost perfectly still until he gracefully slides his employer's chair away from the table. As he sets the glasses of fine wine upon the table, he lightly taps one of the many earrings that stud his left ear. It's a subtle signal, but it gently prods his master on a minor point of etiquette. As he steps aside from the table, he gives his master's dining companion the slightest look of disapproval to put him on edge.

Like the Terris stewards of old, many Terrisfolk still embrace traditions of service and management. With so many Terris living in their people's enclaves, the demand is high for servants trained in the Terris tradition, and proper Terris stewards fetch top dollar for their services. Most of these itinerant Terrispeople funnel these earnings back to the enclaves or into support for Terris arts and research.



TERRIS SERVANT (MILD THREAT)

Attributes: Physique 2, Charm 4, Wits 5

Standings: Resources 3, Influence 5, Spirit 3

Resilience: Health 5, Reputation 9, Willpower 8

Traits: Faithful Servant; Prim and Proper; Terrisman; Tight-lipped

Equipment: Formal clothing; Bottle of wine

ROUGHS FOLK

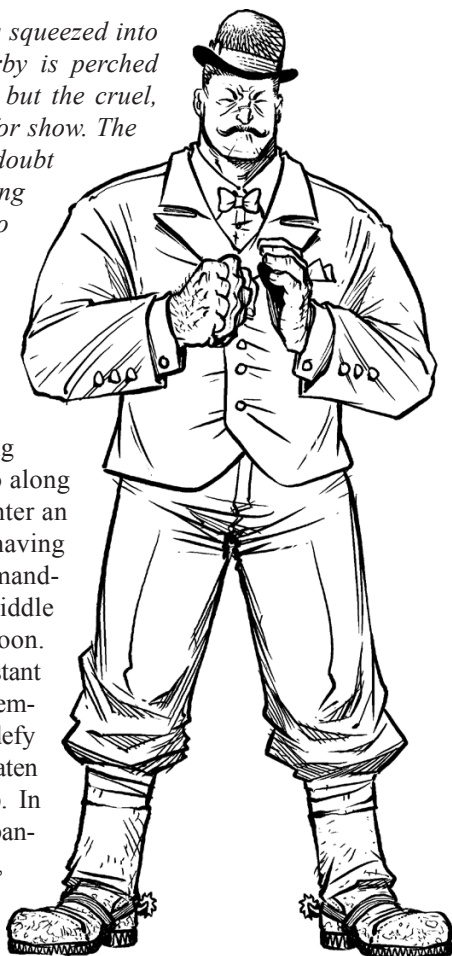
The people of the Roughts are as hardy as the land they live in. Though Basiners may accuse them of being coarse, they are a free people who know how to survive against the odds.

COMPANY GOON

The suit is expensive, but his body is squeezed into it like an overstuffed sausage. The derby is perched rather rakishly on the side of his head, but the cruel, sneering face beneath it proves it's just for show. The brass knuckles on his hands leave no doubt that the piece of paper he's been waving about comes with a legal mandate but no good intentions.

Company goons are mercenaries hired to protect the interests of a given corporation. In some instances, that means fending off bandits and ensuring that shipments reach their destination. All too often, however, it means enforcing company policy to workers who don't go along with the program. A miner reluctant to enter an unsafe shaft might think otherwise after having his ears boxed, while rabble-rousers demanding higher pay may just vanish in the middle of the night. All thanks to the company goon.

With their bosses often living in distant cities, goons frequently act as laws unto themselves in work camps, with no one to defy them. They take what they want and threaten brutal reprisals to anyone who speaks up. In many ways, they're no different than the bandits they supposedly fend off. Of course, turnabout is fair play, and a goon who goes too far may wake up one evening with a knife stuck in his chest.



COMPANY GOON (AVERAGE THREAT)

Attributes: Physique 6, Charm 2, Wits 3

Standings: Resources 5, Influence 3, Spirit 3

Resiliences: Health 11, Reputation 5, Willpower 6

Traits: Beat It Out of Them; Greedy; Imposing; Knows Legal Loopholes

Equipment: Brass knuckles (Damage +1; Melee Range: Touch / Touch); Riesfel shotgun (Damage +2; 2 shots; Range: Close / Medium); Lockpicks; Pocketwatch; Rail pass; Horse

DANCING GIRL

Don't play cards with that one, people advise. She's tall and strong, from her arms down to her ankles, and she proves it as she extends one beautiful leg toward a fella who's getting a little too close to the stage. He goes flying back into his stool, then tumbles onto the floor. Judging by that kick, she could have just as easily kicked over a horse.

She's a real dancer, a real talent, if she wanted to dance in Elendel, she could. But she's here, and she knows the business around here well. She's always got something cooking — that's pretty vital to survival in the Roughs for a woman living on her own. The bouncer is in love with her, the bartender owes her his life, and the sheriff comes to her for advice. She's got an eye for who's going to survive the long haul out here in the Roughs, and curries favor with them early on. Sometimes her dealings are just this side of legal, but she takes efforts to avoid hurting anyone with what she's got cooking. Unless they're unfaithful, low-down drunks who hurt the other ladies around town. Then, she takes the silk gloves off.

DANCING GIRL (MILD THREAT)

Attributes: Physique 4, Charm 4, Wits 3

Standings: Resources 3, Influence 4, Spirit 3

Resiliences: Health 7, Reputation 8, Willpower 6

Traits: Dancer; Shrewd; Troublemaker; Well-Known

Equipment: Cohnvave Two-Shot (Damage +1; 2 shots; Range: Touch / Close); Bottle of rotgut; Deck of cards; Jewelry

FRONTIER JOURNALIST

The mousy, mud-covered gal eagerly flips back a page in her meticulously collected notes and reads for a moment. Then she looks up and starts asking the mayor questions: "So you're saying the caves are entirely unexplored? That even bandits have not yet taken up residence inside because of the, what is this? Mistghosts that are said to haunt the caves?" Her eyes absolutely sparkle as she sets to work, ready to go hunting for this couple who threw themselves into the cave to avoid separation. Then she asks around to see if any good, hardy, hired guns in the area haven't heard about those Mistghost rumors.

Characterizing her as an opportunist would probably be a bit unfair, though she will leverage a situation to her advantage. The thing is, she's in love with the



Roughs. She's in love with its smallest and its grandest stories, and values all of them equally. She'll hunt down the truth behind a coalman's strike with the same passion as the story of a small-town widow and her missing son. Yes, she frequently hires fortune hunters and mercenaries to look after her on her quest for these stories, and sometimes that works out well. Usually it doesn't, which is really its own sort of story to tell. What would her noble lord daddy back in Elendel say if he knew?

FRONTIER JOURNALIST (MILD THREAT)

Attributes: Physique 3, Charm 4, Wits 4

Standings: Resources 2, Influence 3, Spirit 5

Resiliences: Health 5, Reputation 7, Willpower 9

Traits: Copious Notes; Noble Runaway; Snoop; Way with Words

Equipment: Riesfel shotgun (Damage +2; 2 shots; Range: Close / Medium); Obsidian knife (Damage +1; Melee Range: Touch / Touch; contains no metal); Pencil and notebook; Rail pass; Survival gear; Horse

HOMESTEADER

In many ways, the man looks like a farmer or rancher of the sort you'd see in the Basin. His skin may be a little tanner, his hands a littler gnarlier, and the farming tools look well used. But unlike a Basin farmer, he's got a revolver tucked in his waistband, and his eyes constantly scan the horizon for danger. This man has more than farming or ranching on his mind; he knows how to fight to keep what's his, and he often has to whether he likes it or not.

Homesteaders have headed out from the Basin into the Roughs to build a life for themselves. Here, they can be their own boss, working for everything they have and savoring the freedom from society's rules. Of course, a free life isn't the same as an easy life; homesteaders quickly learn to defend what's theirs from natural forces and human predators alike.

The homesteaders' lifestyle makes them wary of strangers and slow to trust. Newcomers mean fewer resources to go around. However, the isolated landscape in which they live means they must band together in times of trouble. Once you've earned their respect, you'll have a friend for life. That's worth its weight in gold out in the Roughs, where a warm fire and shelter for the night can spell the difference between life and death.

HOMESTEADER (MILD THREAT)

Attributes: Physique 5, Charm 2, Wits 2

Standings: Resources 2, Influence 2, Spirit 4

Resiliences: Health 7, Reputation 4, Willpower 6

Traits: Farmer; Hayseed; Independent; Muscular

Equipment: Riesfel shotgun (Damage +2; 2 shots; Range: Close / Medium); Farming implement (Damage +1; Melee Range: Touch / Striking); Working animal



KOLOSS-BLOODED SHEPHERD

He wears grimy, dour clothes and a hood to draw attention away from his looming, inhuman appearance. He and his flock are passing through, just looking for trade, water, and maybe to clean some clothes and bandages. The patrons in the general store make a fuss as they overhear him talking about a koloss tribe coming through in the near future. He promises that he'll help steer the tribe clear, and wishes the Survivor's blessings upon them.

Some koloss-blooded leave the wilds and nomadic life of their forebears, latching onto human settlements, or even moving on to work in the Outer Estates or Elendel itself...but not all. Some, like the shepherd, feel a sense of responsibility to preserve their culture for themselves and their fellow koloss-blooded, despite their exile. Shepherds are in many ways surrogate chiefs, who act as community voices for bands of koloss-blooded and sometimes, as go-betweens for both humans and koloss tribes. Though this work is both hard and thankless, for the shepherd the mission is a calling.

KOLOSS-BLOODED SHEPHERD (MILD THREAT)

Attributes: Physique 7, Charm 2, Wits 3

Standings: Resources 2, Influence 4, Spirit 5

Resiliences: Health 11, Reputation 6, Willpower 8

Traits: Koloss Outcast; Soft-Spoken; Pacifist; Survivorist

POWERS (KOLOSS-BLOODED)

Koloss-Blooded Traits (adds 1 to Physique and 2 dice to rolls involving physical strength)

- *Tough*: +2 Health (included in Resiliences above).

EQUIPMENT

Koloss cleaver (Damage +3; Melee Range: Touch / Striking); Holy book

MERCENARY ARCHER

No one heard her come in, nor the sound of her cranking the crossbow's winch. That's because they only know the sound of a gun being cocked. No one is ever listening for a bow. But the twang and the thunk of a bolt sinking six inches in a wooden wall...well, that makes people take note.

The one thing Mistings forget to take into account is a wooden arrow right through their ribcage. The archer counts on this. She's as silent as she is capable, and her arrows hit nearly all the time. They miss when she wants them to. She's not in this for the glory. She just wants a job that's a challenge and worth the effort, and acting as an archer for an upstanding lawkeeper pretty much fits the bill. For more money, she may even work for less scrupulous types.



MERCENARY ARCHER (AVERAGE THREAT)

Attributes: Physique 5, Charm 3, Wits 3

Standings: Resources 3, Influence 2, Spirit 4

Resiliences: Health 8, Reputation 5, Willpower 7

Traits: Eagle Eyes; Mercenary; Rought Scout; Tireless

Equipment: Crossbow and obsidian arrows (Damage +2; Range: Close / Extreme; contains no metal); Obsidian hatchet (Damage +1; Melee Range: Touch / Striking; contains no metal); Leather duster (absorbs 1 damage from physical attacks)

PROSPECTOR

There's a clanging, a rumbling from deep inside the mine's mouth, a lightless cave with tracks that vanish into its maw. The mouth spits out a massive dust storm that leaves everyone standing outside coughing and covering their faces. When the dust settles, a squat, keen-eyed man covered in dirt to the point where his age is impossible to gauge grins a toothless grin. He holds up a handful of rocks that glint in the sunbeams that pass through the cloud of smoke.

He's small, he's clever, and he knows the hills and mining operations all over the area. Years of experience and good instincts have helped him save the lives of a lot of other prospectors throughout his career, and though he likes to be treated as if he's got a bit more authority than he does, most people find that he's still a pleasure to work with. He should be proud — he's very good at what he does and he makes his bosses a lot of money...along with a good bit to spend back in town on himself.

PROSPECTOR (MILD THREAT)

Attributes: Physique 4, Charm 3, Wits 3

Standings: Resources 4, Influence 2, Spirit 4

Resiliences: Health 8, Reputation 5, Willpower 7

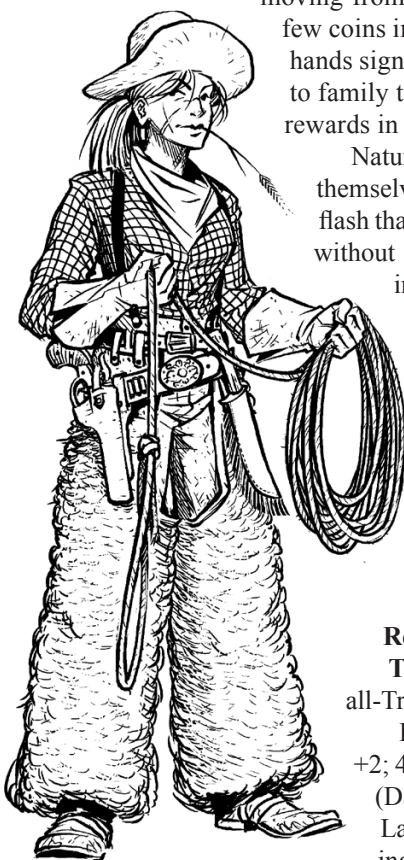
Traits: Filthy; Hagglar; Mining Expert

Equipment: Miner's pick (as hammer — Damage +3; Melee Range: Touch / Striking); Granger 30-30 rifle (Damage +3; 1 shot; Range: Close / Extreme); Dynamite (2 sticks; Explosive Damage 5 (Striking Range) / 2 (Close Range); Thrown Range: Close / Medium; contains no metal); Prospector's gear; Rope and grapple

RANCH HAND

A tall thin woman saunters by, lariat held easily in her hands. Her broad hat can't hide the careworn lines pressed into her face by the sun. She smiles a gap-tooth grin, but her free hand casually unbinds the revolver hanging at her belt, a gesture that says "We're talkin', friend, and we need it to stay that way." The horse nearby looks just as easy going...and just as ready to cause trouble if someone comes asking.

Ranch hands are typically drifters who work odd jobs on the sheep and horse ranches in the Roughts. They do everything from herding cattle to mending fences to patrolling the ranch borders for rustlers. Like a lot of work out in the Roughts, it's hard and thankless. Most ranch hands spend only a few months



moving from job to job, and they never have more than a few coins in their pockets. In some cases, however, ranch hands sign on to a single operation. They become second to family to the ranch owners, sharing the hardships and rewards in equal measure.

Naturally, ranch hands learn how to take care of themselves. They have to be tough, and aren't afraid to flash that toughness when the situation demands it. Left without many expenses, they often spend their earnings on alcohol and gambling, causing trouble in town before staggering back to wherever they're currently employed. The smart ones keep the carousing to a minimum, but ranch hands as a group have a reputation for rambunctiousness.

RANCH HAND (MILD THREAT)

Attributes: Physique 5, Charm 3, Wits 2

Standings: Resources 3, Influence 2, Spirit 3

Resiliences: Health 8, Reputation 5, Willpower 5

Traits: Good with Animals; Hayseed; Jack-of-all-Trades; Rugged

Equipment: Immerling 44 revolver (Damage +2; 4 shots; Range: Close / Medium); Hunting knife (Damage +2; Melee Range: Touch / Striking); Lasso (Disarm or Grapple at range; Range: Striking / Medium); Horse

RUGGED PATHIAN

He wears loose robes and a penitent's smile. When he speaks, it's with a stressed softness as if it's hard to keep his voice quiet, which it well might be. He wears his earring at all times. Harmony has taught him patience and tolerance — but only so much of it. Right now, he's staring down a group of ruffians.. One of them snorts and charges the Pathian, who sighs, catches him by the neck, and slams him three times into the rough pavement. "I am." Slam. "Trying." Slam. "To be patient." Slam. "With you."

He truly believes that the Faceless Immortal who found him in the wild saved his life, and he takes the teachings of the Path very seriously. *Do more good than harm* is not a conceptual nicety that sounds good on paper, but a literal call for a complete accounting of any and all action. When he arrived in town, he begged the barkeeper to teach him to read and write specifically so he could keep a literal tab of his right- and wrongdoing. When the balance is off, he looks for good to do. This, as you can imagine, can lead him into trouble.





RUGGED PATHIAN (AVERAGE THREAT)

Attributes: Physique 4, Charm 3, Wits 4

Standings: Resources 3, Influence 3, Spirit 5

Resiliences: Health 7, Reputation 6, Willpower 9

Traits: Devout; Do More Good Than Harm; Do Not Suffer Fools Lightly; I've Seen Rough Times

Equipment: Immerling 44 revolver (Damage +2; 4 shots; Range: Close / Medium); Hunting knife (Damage +2; Melee Range: Touch / Striking); Earring with symbol of the Path; Survival gear; Horse

METALBORN

A person with the right bloodline might hit the genetic jackpot and be able to use an Allomantic power, a Feruchemical power, or be one of the extremely rare Twinborn who have one of each.

BRUTE BUILDER

Fourteen stories up, a huge steel beam slips off one of its pulleys. It could fall, ruining two weeks of work and possibly killing some of the construction workers. But one man stretches out a hand, his muscles suddenly bulging and ripping the seams of his clothing as he grabs the beam and slips the entire thing in place without help. The other workers cheer, promising to cover all his drinks tonight after work.

Pewter Ferrings store their strength in their metal minds and then draw it out again to use later. Pewter Ferrings can't enhance their strength for nearly as long as a Thug with several full Misting pouches, and must pay for their additional strength with days or even weeks of weakness. However, unlike a Pewter Misting, they have no limit on how much they can enhance their strength. With enough charges of strength, a Pewter Ferring could pick up a locomotive or break open the door of an armored safe with a single blow. For jobs like construction, they're less in demand than Pewterarms, but considerably more desirable and well-paid than folks without powers.

BRUTE BUILDER (AVERAGE THREAT)

Attributes: Physique 5, Charm 3, Wits 3

Standings: Resources 4, Influence 3, Spirit 5

Resiliences: Health 9, Reputation 6, Willpower 8

Traits: City Kid; Construction Experience; Endless Endurance; Intimidating

POWERS (FERUCHEMY)

Pewter 5 (Stores physical strength)

EQUIPMENT

Hammer (Damage +3; Melee Range: Touch / Striking); 3 average Pewter metal minds (100 charges of strength each)

COINSHOT COURIER

An avalanche wiped out most of the food the people of Reddi's Find had stored for winter, and they figured they were doomed. Thank Harmony when the courier flashed off to Elendel swifter than anything. The broadsheets carried the story about the Coinshot dropping down from the sky, exhausted and shivering, to deliver the news and get emergency shipments sent out on the next train.

These days, the trains can go faster down the tracks, but Coinshot couriers aren't stuck moving on the tracks. Embedded "roads" of metal are much cheaper and easier to construct, and Coinshots with their trusty mailbags keep messages moving between Elendel and the remotest corners of the Roughs. Even towns too small or distant to be within easy reach of a train station can keep in contact thanks to the Coinshot couriers who travel these routes during all seasons of the year.

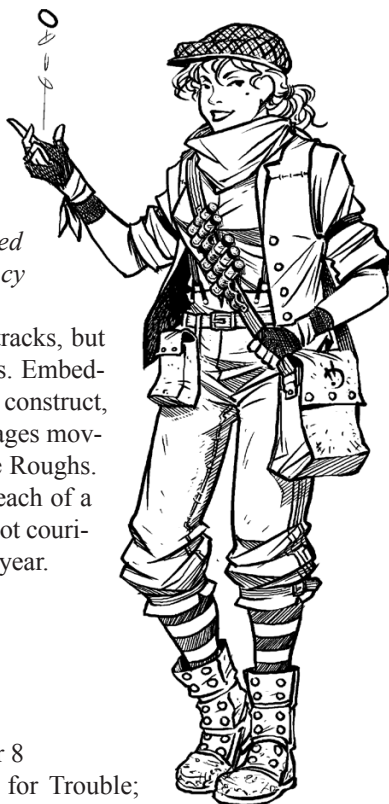
COINSHOT COURIER (AVERAGE THREAT)

Attributes: Physique 4, Charm 3, Wits 4

Standings: Resources 3, Influence 4, Spirit 4

Resiliences: Health 7, Reputation 7, Willpower 8

Traits: I Know a Shortcut!; On the Lookout for Trouble; Speedy Delivery



POWERS (ALLOMANCY)

Steel 5 (Pushes metal objects)

- *Steel Running:* By Pushing off the metals in her environment, she can move as fast as a galloping race horse (approximately 40 mph). During each Beat, she may Steelpush to take up to 2 steps toward or away from a target without penalty, or she may choose not to gain any Action or Defense dice for the round to take 3 steps toward or away from a target.

EQUIPMENT

Sack of coppers (Damage +1; Thrown Range: Striking / Medium); 2 Misting pouches (3 charges of Steel each); Survival gear

COPPERKEEP DETECTIVE

The detective realizes the person who broke into this vault must have been left handed, unusually tall, and exceptionally strong. Almost certainly a koloss-blooded, or perhaps a large Thug, but in either case definitely left handed — that narrows the field of suspects considerably. She also recognizes a faint smell, and taps a few charges of Copper that allow her to recall the sharp scent of a smoked jerky she'd only seen koloss-blooded enjoy. Oh, the thief was definitely koloss-blooded.

Copper Compounding Twinborn, called Copperkeeps, have inhumanly perfect and precise memories. Many who have connections to the Terris community become Keepers, but a few find that the combination of their immunity to Allomantic influence and their memories allows them to become extremely successful lawkeepers or consulting detectives.

COPPERKEEP DETECTIVE (SERIOUS THREAT)

Attributes: Physique 3, Charm 4, Wits 5

Standings: Resources 4, Influence 4, Spirit 5

Resiliences: Health 7, Reputation 8, Willpower 10

Traits: Highly Observant; Impatient; Methodical; Skilled Detective

POWERS (ALLOMANCY)

Copper 4 (hides nearby Allomancy)

POWERS (FERUCHEMY)

Copper 4 (Stores Memories; can perform Compounding)

EQUIPMENT

Cohnvave Two-Shot (Damage +1; 2 shots; Range: Touch / Close); Dueling cane (Damage +2; Melee Range: Touch / Striking; contains no metal); Misting vial (3 charges of Copper); average coppermind (stores 100 charges of memory); Formal clothing; Lockpicks; Pocketwatch

FIRESOUL ENGINEER

She's got a good head for machines, and the work of keeping a locomotive running doesn't seem to bother her as much as most people because she can store the heat in her brassminds. How she got used to the smoke, nobody's sure. The railway company appreciates her, especially after the time way out in the Roughts when a piston broke and she used her stored heat to make a temporary repair by welding a piston rod — without her, they'd have needed to dispatch a pair of engines to haul her train back to Elendel, rather than her sending it back under its own power.

Brass Ferrings can store and release heat, keeping them warm in the winter and cool in the summer, as well as allowing them to generate massive amounts of heat, if they've stored a sufficient number of charges. As a result, they often find work as firefighters, blacksmiths, or any position with extreme temperatures.

FIRESOUL ENGINEER (AVERAGE THREAT)

Attributes: Physique 4, Charm 2, Wits 4

Standings: Resources 3, Influence 2, Spirit 4

Resiliences: Health 7, Reputation 4, Willpower 8

Traits: Hot-Headed; Railroad Engineer; Stoke the Fires

POWERS (FERUCHEMY)

Brass 4 (Stores warmth)



EQUIPMENT

Granger 30-30 rifle (Damage +3; 1 shot; Range: Close / Extreme); Craftsman's tools (mechanic); 3 average Brass metalminds (100 charges of warmth each)

KOLOSS-BLOODED BLOODMAKER

The fugitives in the bar are quaking with every step as the koloss-blooded man comes through the saloon doors. Their wanted posters roll open as the big man tosses them on the floor. He gives them a choice: come along without saying a damn word, or eat a bullet and get dragged away. The lawbreakers know the tall tales saying this fella can't be killed, and their hands shoot for the sky right quick.

Koloss-blooded are large, powerful, and inhumanly strong. A koloss-blooded Bloodmaker is all this, while also being exceptionally difficult to kill or injure. By reducing his Health to a more normal level for a human, a koloss-blooded Bloodmaker can store large amounts of health with only minimal impairment, allowing him to later swiftly and easily heal all but the most massive wounds.

KOLOSS-BLOODED BLOODMAKER (SERIOUS THREAT)

Attributes: Physique 7, Charm 3, Wits 4

Standings: Resources 4, Influence 4, Spirit 4

Resiliences: Health 11, Reputation 7, Willpower 8

Traits: Crack Shot; Bounty Hunter; Fearsome Reputation; Skilled Rider

POWERS (FERUCHEMY)

Gold 5 (Stores physical health)

POWERS (KOLOSS-BLOODED)

Koloss-Blooded Traits (adds 1 to Physique and 2 dice to rolls involving physical strength)

- *Dense Muscle:* The character suffers 1 less damage from physical attacks.

EQUIPMENT

Granger 30-30 rifle (Damage +3; 1 shot; Range: Close / Extreme); Koloss blade (Damage +4; Melee Range: Striking / Striking); 3 average Gold metalminds (store 100 charges of health each); Horse

KOLOSS-BLOODED RIOTER

Though the koloss-blooded organizer's story is well known, he tells it yet again to the assembled crowd. He wasn't the strongest of his kind and he wanted another way to excel than to be a brutish koloss warrior. He came to human society because he knew his Allomancy gave him an edge that most of his kind lacked. Seeing how other koloss-blooded were treated in both the Roughts and in Elendel, how could he refuse to do something about the problem? How could any koloss-blooded not work for the good of all of them? The crowd erupts in deep-voiced cheers.



Few humans consider koloss-blooded to be charismatic or good at social situations, but koloss-blooded Rioters can use their powers to excel in social situations and even to overcome most of the anti-koloss prejudice that so many of their kind face. By combining the physical prowess of their ancestry with the rousing social prowess common to all Rioters, a koloss-blooded Rioter can be a formidable individual.

KOLOSS-BLOODED RIOTER (AVERAGE THREAT)

Attributes: Physique 4, Charm 5, Wits 3

Standings: Resources 3, Influence 4, Spirit 3

Resiliences: Health 7, Reputation 9, Willpower 6

Traits: Keen Hearing; Negotiator; Well-Spoken

POWERS (ALLOMANCY)

Zinc 5 (Riots the emotions of others)

- *Tug Emotion:* The character subtly Riots nearly everyone around him when burning Zinc. At these times he gains one die with Charm rolls. He does *not* gain this bonus with any roll that also gains dice due to Rioted emotions (i.e., he may not stack this benefit with the basic use of Zinc).

POWERS (KOLOSS-BLOODED)

- **Koloss-Blooded Traits** (adds 1 to Physique and 2 dice to rolls involving physical strength)

EQUIPMENT

Dueling cane (Damage +2; Melee Range: Touch / Striking; contains no metal); Misting vial (3 charges of Zinc); Bottle of wine; Formal clothing

LEECHER CONSTABLE

The Pewterarm bank robber holds a heavy wooden table in one hand as a shield and fires a shotgun with his other hand. The senior constable's first shots thunk into the table, and the Pewterarm warns that he'll hurt one of his three hostages if he's not set free. The constable has a junior member of the force draw fire as she dives across the floor, and before the Pewterarm can swing his gun around, she grabs his ankle. His Pewter's gone in a flash, and the table he was holding crashes to the ground. A shot he'd already taken to the calf starts up bleeding again, and the constable slaps the cuffs on him with a satisfied smile.

Leechers can eliminate all metals burning in another Allomancer's body with a single touch. Although Chromium has no other uses, Leechers excel at depowering Allomancers, instantly turning an invincible Thug or a leaping Coinshot into just another ordinary person. Anyone who worries about threats from Allomancers is happy to employ a Leecher; they can always find work guarding people who fear attack by Allomancers.



LEECHER CONSTABLE (AVERAGE THREAT)

Attributes: Physique 4, Charm 4, Wits 4

Standings: Resources 4, Influence 4, Spirit 3

Resiliences: Health 8, Reputation 8, Willpower 7

Traits: Protect and Serve; Touchy

POWERS (ALLOMANCY)

Chromium 5 (Wipes out another's metal reserves)

- *Defensive Leeching (Reaction) 1:* Once per Beat, when an Allomancer hits or otherwise makes direct physical contact with the character, the character may immediately burn Chromium, depleting the opponent's unburned charges at the moment of contact. If the opponent's action involves a roll, this is a Contest; the character makes a Chromium roll and if his Result beats that of his opponent, all charges that opponent has stored are immediately wiped out. If the opponent's action involves no roll, the character must instead make a Difficulty 1 Chromium roll to wipe out the opponent's stored charges.

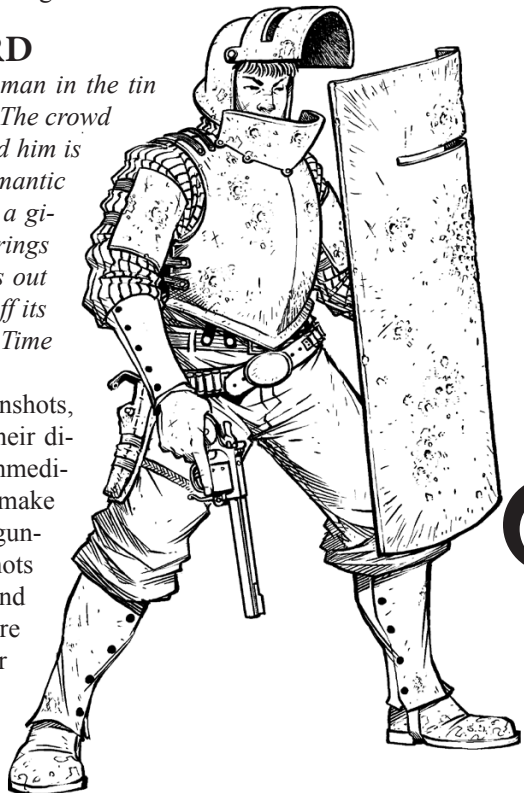
EQUIPMENT

Terrungul 27 revolver (Damage +1; 6 shots; Range: Close / Medium); Club (Damage +1; Melee Range: Touch / Striking; contains no metal); Misting vial (3 charges of Chromium); Constable's badge and uniform

LURCHER BODYGUARD

The day is sweltering, but the man in the tin suit can't afford to think about that. The crowd assembled for the labor rally around him is thick and close, and the blue Allomantic lines spread out from his chest like a giant spider's web. Suddenly, a shot rings out, and the man in the tin suit acts out of pure instinct, yanking the bullet off its arc to strike him square in the chest. Time to earn his pay...

Lurchers are the opposite of Coinshots, using Allomancy to Pull metal in their direction. Their powers aren't as immediately useful for attacks, but they make fine guards and can disarm most gunmen and foil the attacks of Coinshots with little more than a vial of metal and a heavily armored breastplate. More than one wealthy merchant or banker in Elendel City has a Lurcher bodyguard who can draw bullets away from her employer.



LURCHER BODYGUARD (AVERAGE THREAT)

Attributes: Physique 5, Charm 3, Wits 3

Standings: Resources 4, Influence 3, Spirit 4

Resiliences: Health 9, Reputation 6, Willpower 7

Traits: Guarded; Gutsy; On the Lookout

POWERS (ALLOMANCY)

Iron 5 (Pulls metal objects)

- *Iron Redirection (Reaction):* Once per Beat, the character may Pull metal objects that are already in motion (such as bullets, steel-headed arrows, coins, and other thrown metal objects), potentially redirecting their flight. This is a Reaction (*see page 177 of the Mistborn Adventure Game*), and grants the Lurcher 5 dice for her Reaction roll. The Lurcher may add Action or Defense Dice to this pool if desired, though no more than 10 dice may be rolled, as usual. If the Lurcher's Reaction Result beats the attacker's Result, the object's trajectory may be adjusted enough that it either misses the original target or flies toward the Lurcher instead (her choice). With success and if the Lurcher Pulls the object in her direction, 2 Nudges may be spent to catch it.

EQUIPMENT

Immerling 44 revolver (Damage +2; 4 shots; Range: Close / Medium); Lurcher plate (absorbs 3 damage from physical attacks); Large wooden shield (adds 2 dice to defense rolls against physical attack); Misting pouch (3 charges of Iron)

SEEKER DEPUTY

The man leads shotgun first, keeping it low lest he startle his targets. The tin badge on his vest announces his occupation as a lawkeeper's assistant — hard to believe with such a boyish and friendly face. His hat is practical but carries just the slightest hints of style, while the polished boots suggest a vanity of appearance....strange in such dusty surroundings.

Seekers are prized as bounty hunters and constables, and fetch a high price for their skills from law enforcement. Their ability to detect the Allomantic pulses emitted by Allomancers help them catch metalborn criminals in the middle of the act. Since their Seeking requires them to move on a bad guy right as he's in the middle of bad things, these Misting lawkeepers know that every one put behind bars or six feet under means the Roughts is just a little bit safer for average folks.

SEEKER DEPUTY (AVERAGE THREAT)

Attributes: Physique 3, Charm 3, Wits 4

Standings: Resources 4, Influence 4, Spirit 3

Resiliences: Health 7, Reputation 7, Willpower 7

Traits: Always Get My Man; Nosy; Tracker



POWERS (ALLOMANCY)

Bronze 5 (Senses nearby Allomancy)

- **Seeking Shot:** While burning Bronze, if this character makes a ranged attack at an Allomancer currently burning a metal, he or she ignores all adverse conditions and negative Circumstances related to cover, concealment, low light, and other visual impairments (*see the Mistborn Adventure Game, pages 197*). Additionally, the character needs 1 fewer Nudge to succeed with a Called Shot or the Ricochet Stunt when attacking an Allomancer currently burning a metal, to a minimum of 1 Nudge (*see the Mistborn Adventure Game, page 201, and page 138*). This Stunt has no effect against targets within a Coppercloud.

EQUIPMENT

Riesfel shotgun (Damage +2; 2 shots; Range: Close / Medium); Terringul 27 revolver (Damage +1; 6 shots; Range: Close / Medium); Obsidian knife (Damage +1; Melee Range: Touch / Touch; contains no metal); Misting vial (3 charges of Bronze); Horse

SOONER LAWKEEPER

As one of the three bandits goes crashing through the wall, the other two point their pistols at the lawkeeper. Rushing one will get her shot by the other one — maybe not enough to kill her, but plenty to keep her from getting their sorry carcasses on the last train to True Madil. They're not ready for her to talk them down and get them to come along willingly. But, well, she tends to get the jump on just about everybody.

Many people believe Thugs are brutish, coarse, and perhaps even a bit simple. However, everyone is impressed with Twinborn, and most people consider a Twinborn who can use both mental and physical abilities to be doubly impressive. This sort of character is equally at home in a fierce debate as in a gunfight or a wrestling match.

SOONER LAWKEEPER (SERIOUS THREAT)

Attributes: Physique 5 [10], Charm 4, Wits 4

Standings: Resources 4, Influence 3, Spirit 4

Resiliences: Health 9 [14], Reputation 7, Willpower 7

Traits: Lawkeeper; Silver Tongue; Smarter than She Looks

GUNPLAY STUNTS

- **Fast Aiming:** You can draw a bead on a target very quickly. You may Aim and fire in the same Beat, just as if you had Aimed in the previous Beat (*see page 133*). However, the extra time required means your action occurs in Step 2 of this Round as if your dice pool is only half as large as it actually is, rounded down (*see the Mistborn Adventure Game, page 179*).

POWERS (ALLOMANCY)

Pewter 4 (Boosts Physique and Health, as shown in brackets)





POWERS (FERUCHEMY)

Zinc 4 (Stores mental speed)

- *Sparker Shot*: You can draw on your greater acuity to effectively multitask during a gunfight. When you use the Dual Wielding or Fast Aiming Stunts, you may spend 5 charges of mental speed so that your action occurs during Step 2 of the Round at its normal count, rather than as if your dice pool is only half as large as it actually is (*see page 137*). Additionally, during a Pistol Duel, you can spend 1 charge of mental speed to use your Wits during the current round of a Pistol Duel (rather than using the lower of your Physique or Wits, as normal).

EQUIPMENT

Immerling 44 revolver with Hair Trigger (Damage +2; 4 shots; Range: Close / Medium; act as though your pool is 2 dice larger during Step 2 of a Conflict Round); Obsidian knife (Damage +1; Melee Range: Touch / Touch; contains no metal); Misting vial (3 charges of Pewter); Average zincmind (contains 100 charges of mental speed); Horse

STREET FIGHTER SWIFT

The best favor Elendel ever did for one young Twinborn was putting up all these metal-framed buildings. He doesn't seem to mind as folks see him from far below, his mistcoat flapping as he soars at full speed high above street level. He lands on the windowsill of a noble's mansion, opens a palm, and grins. The noble seems to know word on the street about this brawler, since he puts his pocketbook square in the kid's hand without much hesitation. The kid's gone with the goods in the blink of an eye.

A Steel Compounding Twinborn is one of the most powerful folks on the planet. They have the mobility and deadliness of a Coinshot, while also being fast enough to run at speeds of more than 100 mph or fire several shots before their opponents have even drawn their guns. The fact that they can also use Compounding allows Swifts to never have to worry about running out of physical speed, giving them unprecedented amounts of mobility in an era where even the fastest trains can't exceed 60 mph.

STREET FIGHTER SWIFT (SERIOUS THREAT)

Attributes: Physique 4, Charm 3, Wits 5

Standings: Resources 6, Influence 3, Spirit 3

Resiliences: Health 10, Reputation 6, Willpower 8

Traits: Brazen Thief; Elendel Native; Getaway Expert

POWERS (ALLOMANCY)

Steel 4 (Pushes metal objects)

POWERS (FERUCHEMY)

Steel 4 (Stores physical speed; can perform Compounding)

EQUIPMENT

2 Terringul 27 revolvers (Damage +1; 6 shots; Range: Close / Medium); Dueling cane (Damage +2; Melee Range: Touch / Striking; contains no metal); Bag of coppers (Damage +1; Thrown Range: Striking / Medium); Mistcoat (absorbs 1 damage from physical attacks); Misting vial (3 charges of Steel); average Steel metalmind (contains 100 charges of physical speed)

THUG ROUGHNECK

When the leader of a koloss tribe demanded a quarter of this year's foals and calves unless someone in town could beat him in a wrestling match, everybody figured it was a mean joke. Well, now there's a scruffy vagabond squaring off in the middle of the street against a 10-foot-tall blue behemoth, and the general store is sold out of every vial of Pewter they had.

Pewterarms, or Thugs as they're more commonly known, can burn Pewter to greatly enhance their strength, health, and speed. They can lift wagons, outrun horses, and survive blows that would kill ordinary men twice over, all of which makes them highly prized as bandits and also as lawkeepers in the toughest and most dangerous sections of the Roughts.

THUG ROUGHNECK (AVERAGE THREAT)

Attributes: Physique 6 [11], Charm 2, Wits 2

Standings: Resources 4, Influence 3, Spirit 4

Resiliences: Health 10 [15], Reputation 5, Willpower 6

Traits: Burly; Thick-Headed; Wrestler

POWERS (ALLOMANCY)

Pewter 5 (boosts Physique and Health, as shown in brackets)

- *Prodigious Strength:* While burning Pewter, add an additional die with Physique rolls involving physical strength, including lifting and moving objects, and wielding heavy weapons.

EQUIPMENT

Riesfel shotgun (Damage +2; 2 shots; Range: Close / Medium); Hunting knife (Damage +2; Melee Range: Touch / Striking); Misting vial (3 charges of Pewter); Bottle of rotgut; Horse

TINEYE GUNFIGHTER

When the kid arrived in Barl's Gap, it was just another nasty little town out in the Roughts, where bandits regularly rode through and took what they wanted. She shot three of the bandits before the other two decided to run lest they join their kin six feet under the churchyard. Now she takes whatever stool she wants in the bar, and any ruffian who underestimates her learns right quick to shut their yaps as soon as pistols come out.

Tineyes possess greatly enhanced physical senses — they can hear a whisper from 50 paces, read a poster on a wall two rooms away, distinguish the occupants



of a room by smell, and detect poisons with just the slightest taste or whiff. They make excellent scouts, lookouts, bandits, and lawkeepers, and they also can learn to use their keen senses to become inhumanly good shots.

TINEYE GUNFIGHTER (AVERAGE THREAT)

Attributes: Physique 4, Charm 4, Wits 4

Standings: Resources 3, Influence 4, Spirit 3

Resiliences: Health 7, Reputation 8, Willpower 7

Traits: Grim; Quick Reflexes; Trick Shooter

POWERS (ALLOMANCY)

Tin 5 (Enhances the five senses)

- *Tinslinger:* When burning Tin and this character's declared action is a fire-arm attack, they may form their dice pool using their Tin rating (rather than Physique, as normal).

EQUIPMENT

Terringul 27 revolver with Tinsights (Damage +1; 6 shots; Range: Close / Medium; when Aimed, reduce Difficulty or final Result of attempts to Defend against this attack by an additional 1); Granger 30-30 rifle (Damage +3; 1 shot; Range: Close / Extreme); Leather duster (absorbs 1 damage from physical attacks); Misting pouch (3 charges of Tin); Horse

OUTSIDERS

On the outskirts of human society, the koloss and Faceless Immortals wander, their actions mythical and mysterious to folks in civilized places.

FACELESS IMMORTAL

Her voice is sweet and light, like a pleasant breeze on a warm afternoon, and she carries with her the scent of flowers and fresh spring rain. She demands no specific attention immediately, and yet draws in the stranger by her gentleness. As he sees under her spring hat and modest clothes, he notices she has no face — or rather, she wears a mask. Saying that he has no direction, and that she knows of a path he could follow, she extends a hand; it's pale, with long and lovely fingers. In her palm is a single earring.

Although they've won a certain sort of freedom, many of the kandra felt lost without the Lord Ruler. What would they do? Where would they go? Who would tell them what to do and how to interact with humanity? The Faceless Immortal never worried. She knew from her first breath of freedom that she would devote her existence to Harmony, the one who liberated them from their bounds. When Harmony took up her Contract and described the Path, she knew she would find great peace on it, and in bringing others to it. In service, she's completely free. In duty, she's found peace.



FACELESS IMMORTAL (SERIOUS THREAT)

Attributes: Physique 3, Charm 6, Wits 4

Standings: Resources 4, Influence 4, Spirit 5

Resiliences: Health 7, Reputation 10, Willpower 14

Traits: Ancient Knowledge; Hand of Harmony; Improviser

POWERS (MIMICRY)

Mimicry 5 (imitate others using their bones)

- *Chimera:* When the character takes a Mimicked form, she may grant it one feature of another form she's taken in the past.

POWERS (HEMALURGY)

Blessing of Stability (increases Willpower by 5 [added to Resiliences]; may only be affected by Allomancers with a Brass rating of 10)

EQUIPMENT

Bones (any one person); Disguise (any one person)

KANDRA SURVIVORIST

The old man sits there every day on his front stoop, rocking in his chair with his shotgun in his lap. The tax man approaches carefully, knowing this fellow is an ornery old alloy. By the time he gets up to the gate, the old homesteader's standing up, with the shotgun aimed square at this trespasser. When the tax man sees the wooden spear dangling from the homesteader's neck, he knows he'd best back away.

He remembers a time before Harmony. He can remember a time when the heroes of legend were real people, and he had the chance to watch them once, long ago, under contract. Since, some of the Survivor's words have gotten stuck in his head. Self-sacrifice. Standing your own. Independence. When Harmony showed the Path to the rest of the kandra, he wasn't impressed. But given the choice, this kandra left and sought a way to live on his own. He eventually came across the body of an old man, recently dead, all alone on a homestead. He had no one, and no one had noticed he was gone. The kandra took the man's bones, finally finding total independence after centuries of slavery.

KANDRA SURVIVORIST (AVERAGE THREAT)

Attributes: Physique 5, Charm 2, Wits 4

Standings: Resources 2, Influence 2, Spirit 4

Resiliences: Health 7, Reputation 4, Willpower 8

Traits: Ancient Knowledge; Improviser; Stubborn; Survivorist

POWERS (MIMICRY)

Mimicry 5 (imitate others using their bones)

- *Regeneration:* The character may quickly close wounds on his body. So long as he's not incapacitated (at 0 Health) he may reduce his Willpower by any amount (minimum 1) to increase his Health by the same amount.

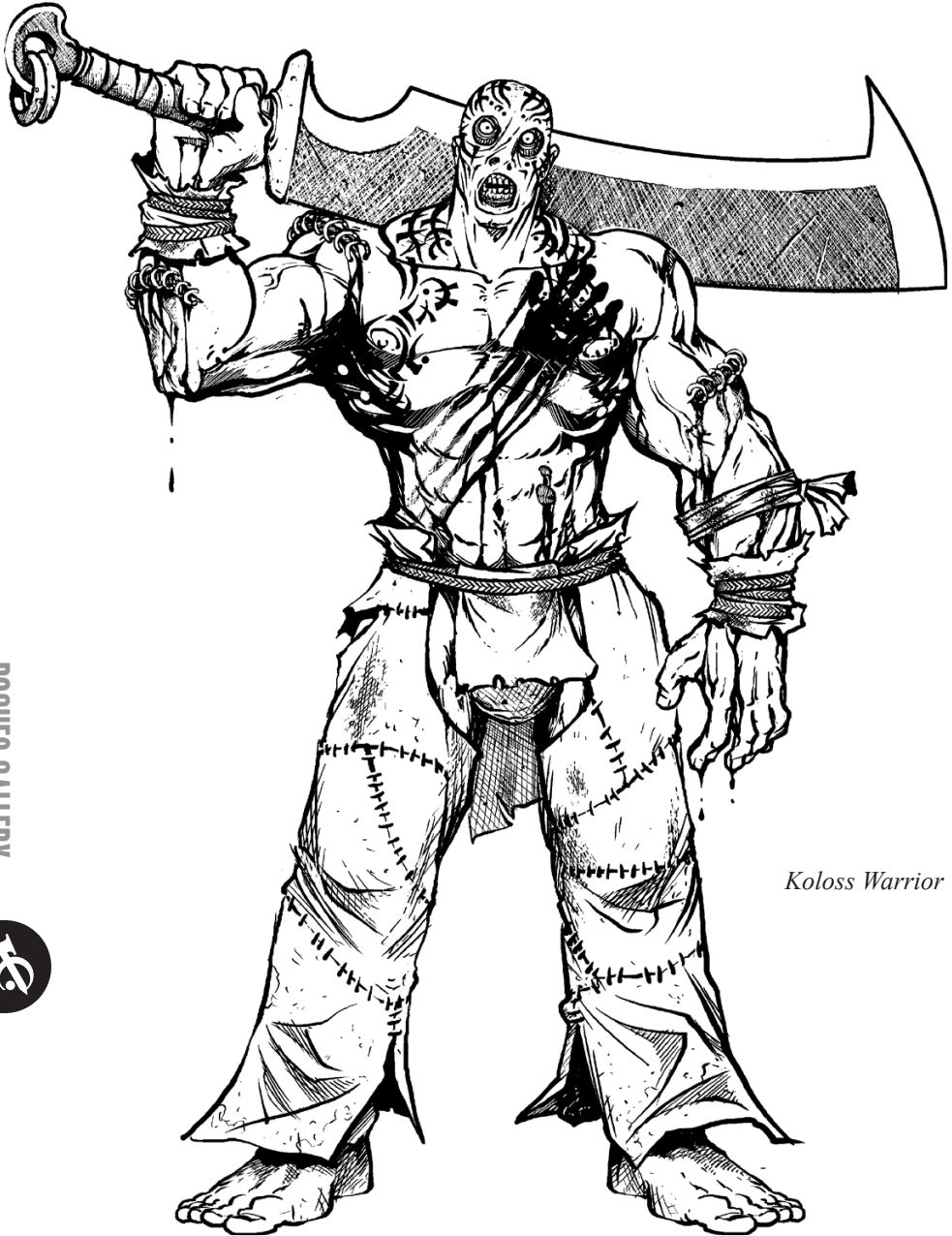


POWERS (HEMALURGY)

Blessing of Potency (increases his Physique score from 3 to 5)

EQUIPMENT

Bones (any one person); Disguise (any one person); empty Riesfel shotgun



Koloss Warrior

KOLOSS CHIEFTAIN

The creature looks a little small for a koloss her age, the skin tight but unsplit thus far. Even so, she hefts her huge sword with little effort, her muscles rippling with each step she takes. There's a gleam in her eyes that suggest intelligence beyond the norm, and the ornate necklace and bracelets she wears show that she's reaped the rewards of a good many raids on Roughts settlements. The cluster of koloss around her leaves no doubt as to who runs the show here.

The koloss inhabit the Roughts for the same reason bandits and homesteaders do: it's a chance to live free of persecution and carve out a life for themselves. The tribal chieftains who lead them are charged with keeping their followers safe, a duty most of them treat as sacred. Of course, "keeping their followers safe" can have broad connotations: anything from pillaging an entire township to carving out a private "kingdom" in the badlands is allowed under those tenets.

Without the chiefs, koloss tribes would be little more than scattered monsters. With the chiefs, however — and the improved intelligence and tactical thinking that most chiefs display — they can be exceedingly dangerous. Only by killing the chiefs can anyone hope to destroy a tribe. Otherwise, they simply retreat and regroup...only to emerge stronger and nastier than before.

KOLOSS CHIEFTAIN (SERIOUS THREAT)

Attributes: Physique 7, Charm 3, Wits 4

Standings: Resources 4, Influence 3, Spirit 2

Resiliences: Health 11, Reputation 6, Willpower 6

Traits: Accomplished Warrior; Fearless; Head of the Tribe; Tough; Uncivilized

POWERS (HEMALURGY)

4 Iron spikes (Add 5 dice with rolls involving physical strength)

EQUIPMENT

Koloss blade (Damage +4; Melee Range: Striking / Striking); Bow and obsidian arrows (Damage +2; Range: Close / Long; contains no metal); Pouch of coppers (Damage +1; Thrown Range: Striking / Medium); Jewelry

KOLOSS MATRON

The remains of the tribe are scattered all over the roadside, the carts sacked, the bodies of koloss everywhere. Their children, any koloss-blooded not yet expelled from the tribe, are gone. There's a groaning from one of the overturned carts. Within, a large, round, koloss female. She's decorated in a ceremonial fashion, now spoiled by blood. She groans in pain, showing where she broke her arm in a fall, and rolls over to pick up her cleaver. She is the last. Now she must avenge her babies.

Koloss matrons are strong and smart. An older matron can have a great number of children, who they send off to lead their own tribes once the home tribe gets too large. A matron is honored and revered in her own tribe, though some leaders — usually males with hot tempers and shortsighted goals — grow jealous of them and their lofty positions. Rightly so, because koloss matrons often become chiefs.

KOLOSS MATRON (AVERAGE THREAT)

Attributes: Physique 5,
Charm 3, Wits 4

Standings: Resources 3,
Influence 4, Spirit 3

Resiliences: Health 8,
Reputation 7, Willpower 7

Traits: Mothering Instinct;
Precious to the Koloss; Protective;
Uncivilized

POWERS (HEMALURGY)

4 Iron spikes (Add 5 dice with
rolls involving physical strength)

EQUIPMENT

Koloss cleaver (Damage
+3; Melee Range: Striking /
Striking); Cart

KOLOSS WARRIOR

*The ground shakes, sending
a thick cloud of dust into the air.
The dust settles, revealing the big-
gest koloss the Crew has ever seen.*

*His skin is so tight on his body he looks fit to burst, his lips in a rictus of
permanent agony. His body is painted and heavily pierced, and in his massive fist
is a dulled sword so big only such a monster as this could wield.*

Though the koloss warrior is brutal, uncivilized, and in constant agony, he isn't without honor. He got to where he is by besting his betters in one-on-one combat and winning victories for his people. Some koloss might become leaders of their tribes with brutal and underhanded practices, but this warrior learned that following the tribal codes wins a kind of respect that was every bit as valuable as fear.

When it comes to combat with them, he likes to give them a chance by attacking them in groups. Even when calling out a single human, he invites three of their friends to join in. It's only fair.

KOLOSS WARRIOR (AVERAGE THREAT)

Attributes: Physique 6, Charm 2, Wits 3

Standings: Resources 2, Influence 2, Spirit 3

Resiliences: Health 8, Reputation 4, Willpower 6

Traits: Fearless; Honorable; Raider; Tough; Uncivilized



POWERS (HEMALURGY)

4 Iron spikes (Add 5 dice with rolls involving physical strength)

EQUIPMENT

Koloss blade (Damage +4; Melee Range: Striking / Striking); Bow and obsidian arrows (Damage +2; Range: Close / Long; contains no metal)



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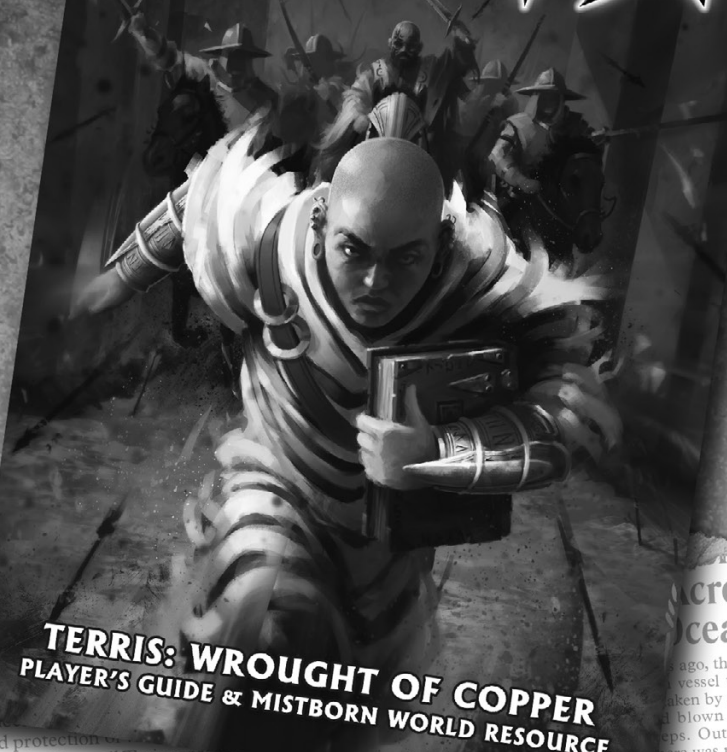
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The logo for Brandon Sanderson's Mistborn Adventure Game. It features the author's name "BRANDON SANDERSON'S" in a white, sans-serif font at the top. Below it, the word "MISTBORN" is written in a large, highly stylized, metallic-looking font with intricate patterns and a glowing effect. Underneath "MISTBORN", the words "ADVENTURE GAME" are written in a smaller, white, sans-serif font. The entire logo is set against a dark, textured background.



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PLAYER'S GUIDE & MISTBORN WORLD RESOURCE

Designed specifically as a response to the terrible and ever-increasing rise in bandit attacks by such groups as the infamous "Vanishers," the new Mistborn is made of the finest steel, designed upon the latest military designs, sealed by a massive lock identical to those found upon the vaults of Tekiel's own banking houses.

Indelible, this is a great concern than ever in light of the recent attacks upon those traveling the railways near our fair Elendel itself. None can be safe from the ravaging hands of the lawless stripping ladies and lords of their precious valuables or their lives. It is a terrible yet to be spilt in their attack. They have recently been found guilty of many of their list of sins, and it seems only a matter of time before injury results.

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In this harrowing report,
these witnesses tell of the
night by the Vanishers. One of
people of the
adventure

Harmony favored them, and the sailors found themselves praying for their lives as they sailed back eastward in the hopes of striking land. Harmony favored them, and the sailors found themselves praying for their lives as they sailed back eastward in the hopes of striking land.

your loved ones, at the
something cold, steel, a
less. Stand up for what
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