

BRANDON SANDERSON'S

MISTBORN™

ADVENTURE GAME



TERRIS: WROUGHT OF COPPER
PLAYER'S GUIDE & MISTBORN WORLD RESOURCE

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ADVENTURE GAME

The Secrets of Terris Revealed!

The remote lands of the Terris Dominance are the oldest and most mysterious region of Scadrial, predating the Final Empire itself. For over a thousand years, the proud Terris people have endured brutal systematic oppression by the Lord Ruler, guided and counseled by the shadowy Keepers and protected by their unique power of Feruchemy. But *why* have they survived, and *what* is their plan? There's always another secret...

Terris: Wrought of Copper is an essential supplement for the *Mistborn Adventure Game*, designed for players, Narrators, and fans of the Mistborn novels. Developed in cooperation with Brandon Sanderson, this guide expands the canon of the novels, providing a detailed look at the history of the Terris Dominance and its people. Inside you'll find a guide to the city of Tathingdwen, the heart of Terris society, as well as an exploration of both the secretive Terris Synod and the nascent Terris Resistance, plus all-new insights into the awesome power of Feruchemy.

For players of the *Mistborn Adventure Game*, there's a bevy of new rules for creating and playing your own Terris Hero, including new Stunts, equipment, metalminds, and a new ability: Networks!

Also included is an epic adventure, *Justice, like Ash*, which sweeps your Crew into events that shake the Final Empire to its very foundations! A powerful Obligator has been murdered, a Terrisman stands accused as the killer, and it's up to you to uncover the truth. Your hunt will take you from the paved streets of Luthadel to the ancient cobblestones of Tathingdwen and the farthest reaches of the Terris Dominance. Can you catch the culprit before the Lord Ruler's wrath is unleashed across Terris? The fate of an entire people rests on your shoulders...

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ADVENTURE GAME



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Player's Guide & Mistborn World Resource



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TABLE OF CONTENTS

DARZON'S STORY	5	5. Terris Stewards.	39
INTRODUCTION	7	<i>The Stewardship Tradition</i>	39
BOOK ONE:		<i>Steward Training</i>	40
WROUGHT OF COPPER	11	<i>A Steward's Rights</i>	41
1. A Secret History of Terris.	13	<i>The Steward's Code</i>	42
<i>Before the Ascension</i>	13	<i>Steward Relationships</i>	43
<i>The Conquest of Terris</i>	14	<i>Relationship with Nobility</i>	43
<i>Occupation and Resistance</i>	14	<i>Relationship with Skaa</i>	43
<i>In Modern Times</i>	16	<i>Relationship with Kandra</i>	43
2. The Terris People	17	6. Keepers	45
<i>The Breeding Program</i>	17	<i>Keeper Training</i>	45
<i>Terris Society</i>	18	<i>Areas of Specialized Study</i>	47
<i>The Terris Mindset</i>	19	<i>After the Lord Ruler</i>	47
<i>Appearance</i>	21	<i>Recording and Sharing Knowledge</i>	48
<i>Education</i>	21	<i>Rogue Keepers</i>	48
<i>Language</i>	22	7. The Synod	51
<i>Religion</i>	22	<i>Organization</i>	51
<i>Relations with Outsiders</i>	24	<i>Meeting the Synod</i>	52
3. The Terris Dominance	25	<i>Synod Directives</i>	53
<i>Geography</i>	25	<i>Working for the Synod</i>	54
<i>Population</i>	26	8. The Terris Resistance	57
<i>Infrastructure and Trade</i>	27	<i>Joining the Resistance</i>	58
<i>Village Life</i>	27	<i>Relationship with the Synod</i>	58
<i>The Steel Ministry in Terris</i>	28	9. Feruchemy	61
<i>Nobility in Terris</i>	29	<i>Gaining Feruchemical Abilities</i>	62
<i>The Dominance in Other Eras</i>	29	<i>The Feel of Feruchemy</i>	63
<i>The Rule of the Synod</i>	29	10. Terris Heroes	71
<i>The Razing of Tathingdwen</i>	30	<i>Building Your Terris Hero</i>	71
4. Tathingdwen.	31	<i>Common Terris Traits</i>	71
<i>Architecture</i>	31	<i>Terris Destiny and Tragedy</i>	73
<i>Public Spaces</i>	33	<i>Terris Names</i>	77
<i>Gofmynn Square</i>	33	<i>Terris Advancements</i>	79
<i>Dining Halls</i>	33	<i>Networks</i>	79
<i>Lydawa Playhouse</i>	34	<i>Spending Advancements</i>	80
<i>The Cleansing Falls</i>	34	<i>Terris Equipment</i>	82
<i>Schools</i>	34	<i>Metalminds</i>	82
<i>Trade Centers</i>	35	<i>Other Common Terris Equipment</i> ..	84
<i>Government Facilities</i>	35	11. Notable Terris People	87
<i>Canton of Orthodoxy</i>	35	<i>Tindwyl</i>	89
<i>Canton of Resource</i>	36	<i>Tindwyl (Deadly Threat)</i>	89
<i>Canton of Inquisition</i>	36	<i>Playing Tindwyl</i>	90
<i>The Breeding Compound</i>	36	<i>Tindwyl as an Ally</i>	90
		<i>Tindwyl as an Enemy</i>	90
		<i>Rashek</i>	90

TABLE OF CONTENTS

<i>Kwaan</i>	91
<i>Vedzan</i>	91
<i>Vedzan (Deadly Threat)</i>	92
<i>Playing Vedzan</i>	92
<i>Vedzan as an Ally</i>	92
<i>Vedzan as an Enemy</i>	92
<i>Nuryl</i>	93
<i>Nuryl the Steward (Serious Threat)</i> ..	93
<i>Playing Nuryl</i>	93
<i>Nuryl as an Ally</i>	94
<i>Nuryl as an Enemy</i>	94
12. Secrets of Terris	95
<i>The Waning of the Synod</i>	95
<i>The Steel Ministry and the Synod</i>	95
<i>Why Terris Survives</i>	96
<i>Discovery of Hemalurgy</i>	97
<i>The Kandra and Terris</i>	97

BOOK TWO:

JUSTICE, LIKE ASH..... 101

Introduction	103
<i>What's Been Happening?</i>	104
<i>What Happens Next?</i>	104
<i>The Set-Up</i>	106
<i>What the Heroes Know</i>	109
<i>Vital Components, Clues, and Pacing</i> ..	110
1. Persona Non Grata	113
<i>Scene Overview</i>	113
<i>Setting the Scene</i>	114
<i>Key Events and Locations</i>	115
<i>Vital Components, Clues, and Pacing</i> ..	115
<i>Secrets of the Scene</i>	116
<i>Primary Events</i>	117
<i>Wrapping Up the Scene</i>	133

2. Tathingdwen	135
<i>Scene Overview</i>	135
<i>Setting the Scene</i>	136
<i>Vital Components, Clues, and Pacing</i> ..	136
<i>Secrets of the Scene</i>	137
<i>Primary Events</i>	138
<i>The Cast</i>	149
<i>Wrapping Up the Scene</i>	151
3. Bhazzarazed	153
<i>Scene Overview</i>	153
<i>Setting the Scene</i>	154
<i>Vital Components, Clues, and Pacing</i> ..	154
<i>Secrets of the Scene</i>	155
<i>Primary Events</i>	156
<i>The Cast</i>	167
<i>Wrapping Up the Scene</i>	168
<i>Awarding Advancements</i>	169
4. Gholwyl's Choice	171
<i>Scene Overview</i>	171
<i>Setting the Scene</i>	171
<i>Vital Components, Clues, and Pacing</i> ..	173
<i>Primary Events</i>	174
<i>The Cast</i>	182
<i>Allies</i>	182
<i>Enemies</i>	183
<i>Wrapping Up the Scene</i>	186
<i>Awarding Advancements</i>	186
5. Aftermath	187
<i>Scene Overview</i>	187
<i>Primary Events</i>	187
<i>Awarding Advancements</i>	192
<i>Other Outcomes</i>	192
<i>What Comes Next?</i>	192
Appendix: NPC Summary	195

DARZON'S STORY



Warning: *This story contains major spoilers for the Mistborn trilogy, and it's best to read it after having read at least the early chapters of The Hero of Ages.*

Darzon turned his face away from the carnage. The red light of the setting sun only enhanced the crimson sea of blood that slicked the floor of the Synod chamber. *So many dead*, he thought, unconsciously tapping his goldmind to stem the tide of nausea rising within him. *The Synod should have stayed in hiding. After a thousand years, what was their hurry?*

The Synod had taken power in Terris only a year ago, in the wake of the Lord Ruler's death. They had dismantled the breeding compound and given the breeders back their freedom. Those few that could still create children did so willingly. Terrismen again could live as a peaceful, educated, and free people. Keepers were sent out into the world to educate the skaa, to ease their transition to independence.

But the Inquisitors had come, bringing death and destruction in their wake. Darzon had returned from a teaching trip to the Western Dominance just in time to find koloss ravaging the ruins of Tathingdwen. When he reached the Synod chamber, the sight that greeted him left no doubt that it was the work of Steel Inquisitors. Body parts were strewn about. Skulls stripped of their faces leered at him, crusted with dried blood. That blood still wetted the floor after what must have been at least a day testified to the sheer horror that befell those who perished in this chamber.

Darzon sighed and began to collect the scattered remains of his elders. *I can't even tell how many died here*, he thought. *I wonder if any escaped.*

Metalminds lay everywhere, useless now without their owners. These, too, he collected, to be cremated with the bodies of the slain Synod. As he worked at the gruesome task, his mind wandered.

We have suffered so much over the past millennium, he mused. Purges, executions...and the breeding program — which we thought was the last indignity. He picked up two matched copperminds from a pool of blood and put them aside. When it seems that our troubles are finally over, and we can once again live proud and free, there's this. Will the history of our people end here? Why do we even keep going?

He had never asked for this. Darzon was a Keeper of the history of rural Ter-ris — a scholar and farmer, not a warrior or a leader. He wanted only to teach, to help his people restore their land and dignity, not to bury his mentors. Swallowing his despair, Darzon tapped his copperminds, shuffling through the information stored there to keep himself distracted. It was then the idea struck him.

“The story of our land is like Feruchemy,” he murmured. “A village suffers through blighted seasons, or a community lies oppressed for years, just as a Feruchemist becomes weaker to fill a metalmind, suffering sickness, near-blindness, lethargy, depression, and even old age.”

He stooped again to pick up two hands, still clasped together, and nearly retched despite his goldmind. “But eventually the tide turns, and suffering yields to bounty and happiness, in the same way tapping a metalmind releases stored power, flooding a Keeper with strength, speed, enhanced vision, or youth. Our joy is that much greater for having borne the suffering, just as the tapped power expands one’s abilities beyond the mortal norm.”

Darzon paused a moment, hearing the distant cries of koloss as they turned on one another. *That is why we must go on*, he thought. *All that we endure — all the suffering and pain — leads toward the day when we can bring that collective power forth and again find joy. He gazed at the mists, gathering outside the windows. But the danger still lingers, for we may overindulge after so much loss. This is the most important lesson the Synod taught us; that we must be patient and tap our power, our joy, wisely, lest we again find ourselves robbed of freedom, sick and stumbling in the dark.* He turned from the window, his resolve returned, and set about finishing his grisly task.

INTRODUCTION



The story of the Terris culture is Scadrial's greatest tragedy. Though they were the only culture to survive the Lord Ruler's Ascension and retained their ancestral title, the Terris people are anything but victorious. The last millennium has seen them endure indignities like no other part of the Final Empire — their lands occupied, their men gelded, their women forced to breed, their children torn from families, their achievements stamped into the dust of history. Though the future of their culture, freedom, and the magical art of Feruchemy is ever in question, what has never been in doubt is that Terris people are survivors to a man.

The Terris people have suffered more than any other group in the Final Empire. The conquest of Terris following the Lord Ruler's rise to power was harsh indeed, as Feruchemists were hunted and slaughtered wholesale, and the pillars of their proud and ancient cultures were torn down by the Steel Ministry. The programs that followed were singularly designed to stamp out the Terris people's resistance: today, nearly all boys are castrated, families are forced apart, and those abroad live in service to loyal subjects of the Lord Ruler. Oddly enough, this terrible oppression has not made the Terris people rise up, but rather made them an exceedingly peaceful culture — for they, more than anyone in Scadrial, have learned that open rebellion brings nothing but greater suffering to their communities and a painful death to those who resist.

Despite this suffering, the Terris spirit has never broken. They are a proud and stubborn people, who take great pride in their culture and know with a burning certainty that the Lord Ruler is their greatest and most terrible enemy. Their resolve to endure is nothing short of astounding, and in the last millennium they have managed to retain both large stores of ancient and forbidden

knowledge and their Feruchemical powers, all in secret from the Steel Ministry and its agents.

For most living outside the Terris Dominance, their only contact with the Terris people comes through the famous Terris stewards. Trained to serve with quiet obedience, stewards act as trusted servants and advisors to many of the Final Empire's most powerful nobles. To retain a Terris steward is a sign of both wisdom and wealth, and most are trusted implicitly by their masters for their discretion and sage advice. What these nobles do not realize is many of these same stewards report everything they learn to the Synod, the secret council of Feruchemists that rules the Terris people.

The Synod has overseen the affairs of the Terris people for a thousand years, planning and waiting, ready to free their people should the Lord Ruler ever fall. However, until that time, they argue against any form of open resistance or rebellion, reasoning the retribution for such actions would be far worse than any benefit that could be gained. While most Terrismen accept such a stance, a scant few Keepers and others find the Synod's decrees of inaction intolerable and risk censure and disapproval in the hopes of seeing that change come in their lifetimes.

Based on the few scraps they still know of their history, the Terris people believe they came from greatness, and they know that their culture can return someday. But they have little idea of just how difficult their fight has been so far — or just how forcefully the Lord Ruler will oppose them.

*We wear Copper not to remember
But to be reminded
Of who we are, and shall ever be,
For we are wrought of Copper:
Like Copper, when beaten, we take new shape;
Like Copper, we are precious, though we are found everywhere;
Like Copper, we are beautiful, no matter how tarnished and scarred;
Like Copper, we become purer, when tested by fire.
Let us learn from Copper
And through these lessons show –
Copper is our lives
Copper is our history
Copper is us.*

– From the ruminations of Senwyn, first *vaht-har* of the Terris Synod

BOOK ONE



WROUGHT OF COPPER

1

A SECRET HISTORY OF TERRIS



The history of Terris is a spotty one, thanks to the efforts of the Lord Ruler and the Steel Ministry in the centuries following his Ascension to the throne of the Final Empire. All that remains are tattered remnants recorded by the first Keepers nearly a thousand years ago, the musings of elderly Terrismen, and the odd piece of writing from a merchant, explorer, or scholar.

What few snippets survive point to one unavoidable truth: the orthodoxy of the Lord Ruler is a lie. Though his power is unmistakable, his version of his Ascension is clearly one that has been engineered to serve his needs, and hides the truth of the Terris people. The full truth, at least prior to the Collapse and what followed, remains part of legend and myth to the vast majority of Terrismen...and completely unknown to the world at large.

BEFORE THE ASCENSION

While no one is certain exactly how old the Terris culture is, the history of Terris starts more than a thousand years ago, prior to the arrival of the Lord Ruler and his Final Empire. In those first days, the Terris people were a free and independent mountain kingdom, with a proud military, political influence, and the inherited skill of Feruchemy. Though not particularly powerful, Terris's scholarly and mystical legacy made them a distinct member of Scadrial's fourteen ancient lands.

Chief among the pre-Ascension Terris leaders were the **Worldbringers**, a sect of religious philosophers and teachers who committed their lives to scholarship. Most Worldbringers were also Feruchemists, and used their abilities to preserve their knowledge for posterity in their copperminds. They moved about



the ancient Terris lands, sharing with the scattered communities the fruits of their studies to the benefit of all.

The Worldbringers' commitment to knowledge and education helped Terris rise to great heights — and ultimately, aided in its fall. For it was they who foretold of the arrival of a Hero of Ages who would save the world from the corrupting power of the Deepness, in what are now known as the **Terris Prophecies**. As the crisis fell, and the Deepness ruled the land, the sect believed they found the man who would become the Hero...but they learned, much to their dismay, they were mistaken.

The man who took the power of the Well of Ascension and vanquished the Deepness, instead became the Lord Ruler.

THE CONQUEST OF TERRIS

After the Lord Ruler's Ascension, everything changed for the people of Terris. The Deepness was defeated, but the world was not saved. Thundering volcanoes rose, blotting out the sun with ash. The Feruchemists disappeared seemingly into thin air, and strange formless creatures appeared in the deep of the night to prowl the mists. And one by one, the ancient kingdoms fell before the Lord Ruler's legions of blue-skinned barbarians, powerful Allomancers, and armored soldiers. The old order was undone, and a new Final Empire rose in its place. With the Worldbringers vanquished along with all the warrior Feruchemists, Terris found itself without its greatest sources of spiritual and fighting strength, and for two hundred years the nation fell into decline, crushed beneath the yoke of oppression and Dominance.

In the third century after his Ascension, the Lord Ruler suddenly marched on Terris. His armies engaged in a brutal campaign of conquest: villages that resisted were razed to the ground, and thousands died defending their homes and families. Soldiers hunted down and purged Terris' remaining warriors wherever they found them, leaving the slain to rot in mass graves as a warning to all who would resist.

The march continued into Tathingdwen, the last center of armed resistance, where a relentless siege was laid to break the restive kingdom. The hallowed Library of Tathingdwen was burned during the assault and with it centuries of knowledge were turned to ash. Tens of thousands starved or died of disease. Eventually, the city surrendered, its leaders were put to the sword, and the back of the Terris resistance was broken. The Lord Ruler's domination was complete.

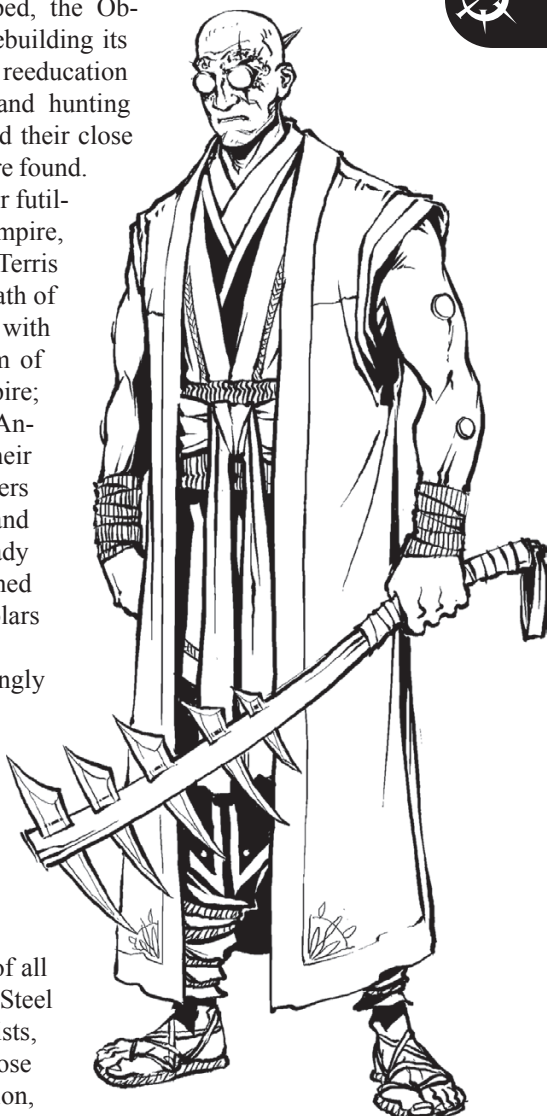
OCCUPATION AND RESISTANCE

With the conquest of Terris complete, the Lord Ruler turned his attention to subjugating the rest of Scadrial, leaving the newly-formed Steel Ministry in charge of establishing permanent rule over the Dominance. Tathingdwen became the new seat of Imperial power in Terris, and the Canton of Hegemony set out to assure the natives' compliance with the Lord Ruler's dictum.

Unfortunately, “compliance” was shorthand for a ruthless campaign of extermination that lasted nearly a century. Army units, led by Steel Inquisitors, began a pogrom which touched every village, farm, and cave of the Dominance, taking the lives of anyone who exhibited or had a family history of Feruchemical powers — man, woman, and child. More than half of the Terris population who survived the conquest were killed within a decade, whole communities and bloodlines vanishing overnight. Some fought back to defend their families and history, but to no avail. The first years of the occupation brought the Terris people to the edge of extinction, with less than 10,000 souls remaining by the 250th anniversary of the Lord Ruler’s reign.

After the bloodletting finally stopped, the Obligators became the wardens of Terris, rebuilding its infrastructure, establishing its cultural reeducation programs, and carefully watching for and hunting down suspected rebels, Feruchemists, and their close relatives whenever and wherever they were found. The surviving Terris people knew the utter futility of armed resistance against the Final Empire, and instead looked for ways to keep the Terris culture alive. Some elders followed the path of integration and cooperation, and worked with the Steel Ministry to establish a program of service to the nobility and the Final Empire; these became the first **Terris stewards**. Another, smaller, band of rebels found their answer in the tradition of the Worldbringers — to preserve their people’s knowledge and gift of Feruchemy until the world was ready for their return. These gifted few formed the **Terris Synod** and their order of scholars known as the **Keepers**.

But even a subjugated (and seemingly servile) Terris population was not enough to satisfy the Lord Ruler of their compliance; he would only be assured when Feruchemy, and the willfulness of Terrismen, could be scrubbed from their blood. So it was that the Terris people suffered their greatest indignity — the **Terris breeding program**. A great census was taken of all of Terris and cross-referenced with the Steel Ministry’s records of known Feruchemists, rebels, and other undesirables. Those whose bloodlines showed no history of sedition,



heresy, or Feruchemical talent were rounded up and moved to Tathingdwen to become the sires for a new generation of Terrismen. The remainder — the vast majority, in fact — were arrested, catalogued, and systematically sterilized to eliminate the “unacceptable characteristics” from Terris culture once and for all. The Obligators believed the breeding program would simultaneously wipe out Feruchemy and create an intelligent, docile race whose only loyalty would be to the Lord Ruler. What it did instead was unite a divided people behind an idea: that the Lord Ruler must one day fall, and that Terris would be there to see it.

IN MODERN TIMES

So began the modern age of the Terris people. In the centuries that have followed, the Synod and its Keeper agents have woven themselves integrally into Terris culture, recording and spreading the teachings of the past, safeguarding those with Feruchemical skill, and leading the quiet resistance. Thousands have sworn their lives to stewardship, both to escape the oppression of their home and protect their villages from Obligator scrutiny. Common Terrismen play their part in the charade — showing the friendly, servile face to the world while dreaming of a future where they can once again hold their heads high. If a single word could capture the life of the Terris people in the last half-millennium, it is *patience*.

However, for some, that patience is starting to wear thin. In recent years, rebellion against the Synod’s edicts has grown increasingly common. Keepers are ever more likely to refuse the wishes of the Synod or pursue personal agendas. Some of the young and brash chafe under the yoke of oppression, sometimes even acting out against the Steel Ministry. For them, the old ways of quietly suffering, waiting patiently, and acquiring knowledge for its own sake seemed to have hit a dead end. For the Synod, this breakdown of discipline threatens centuries of work and sacrifice, but even they are crippled by the status quo of their creation and find themselves stretched too thinly to stop it.

If ever the Lord Ruler is to fall, for the sake of Terris it needs to happen soon.



2

THE TERRIS PEOPLE



The people of Terris are a proud and stubborn folk, who have faced incredible hardship and not only survive, but retain their ancient identity.

THE BREEDING PROGRAM

Of all the travesties visited upon the Terris people over the past millennium, none has had a greater effect on their collective psyche, or is more essential to understanding their development, than the breeding program. The brainchild of the Canton of Inquisition 800 years ago, it was created for a singular purpose — to remake Terris as a land without Feruchemy, in the image of the Lord Ruler's ideals. The program remains the most vivid reminder of the extent to which the Terris people have lost their freedom...and the contempt in which they are held to this day.

Under this program, fertility is strictly and ruthlessly controlled. Only 1 in 8 Terris are allowed to bear children, and then only those whose bloodlines show no sign of Feruchemical ability or history of treason against the Final Empire. All men not selected as breeders are castrated as young boys, and women who get pregnant outside of the program are sentenced to death. Unfortunately, they are the lucky ones.

Those selected for the breeding program live their lives as prisoners in the great breeding compound in Tathingdwen, where they are forced to bring a new generation of Terrismen into the world. Any breeder who objects to their duties is beaten, and any who attempt to escape or harm an Obligator is killed. Pairings are determined by the whims of the Obligators who oversee the program, in the



hopes of crafting a more docile population. Breeding men live in isolation and are released only for breeding assignments. Women in the program, known as **Terris mothers**, are fed herbal mixtures to increase fertility and forced to bear between 17 and 20 children, most from different fathers and many twins or triplets.

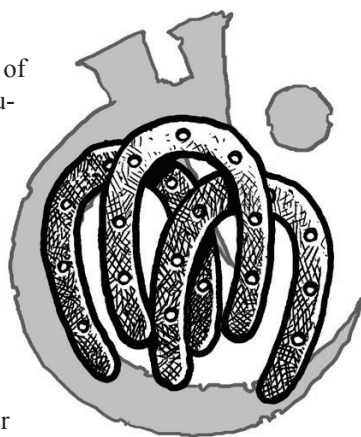
Children born in the compound remain for a minimum of four years, living in a great collective. During this time, the Obligators observe, test, and measure the children in order to select the next generation of breeders and eliminate any they consider aberrant. Those designated breeding stock will remain in the compound for most, if not all, of their lives. Those not selected are castrated and sent away to be raised and educated in Tathingdwen or villages beyond, as determined by the needs of the imperial census. Terris mothers who live long enough to see menopause are also allowed to leave the breeding compound and join the larger Terris community.

The program is brutal both in its simplicity and logic, but fortunately, many of the theories behind it have proven incorrect. After less than two centuries of the program and a sharp decline in the discovery of Feruchemists amongst the population, it was assumed Feruchemy was extinct, when in actuality the Keepers had simply become very adept at hiding Feruchemists. Likewise, attempts to breed a servile and compliant population have backfired by creating an entire Dominance that's fully aware of the horrors of the system and who will do anything to save their people from it. The Synod does very little to disabuse the Steel Ministry of these errors, and actively pushes young Feruchemists into the program whenever possible in order to ensure Feruchemy lives on.

TERRIS SOCIETY

The breeding program has made Terris a nation of orphans, save for the lucky few born and raised naturally outside the influence of the Steel Ministry. Most Terrismen born to a breeder have no idea who their father, mother, brothers, or sisters are; and if they do, they have little bond to them. It is only by the kindness of strangers — the village they are sent to, the neighborhood they join, or the trade they apprentice in — that these children survive to find love, and a measure of peace.

Consequently, it is community, not family, that forms the basis of Terris society. Every member of the community — whether it is a village, neighborhood, or job — is expected to contribute their skills and resources to the betterment of the group, and can call upon that group for help whenever it is needed. Food and knowledge are shared freely and equally, and secrets are kept from the prying eyes of outsiders, even under threat of violence or death. This spirit of cooperation and mutual dependence has proven essential to Terris as it struggles to survive under the Lord Ruler's dominion.





FREE-BORN TERRIS?

While the Steel Ministry's breeding program is exceptionally thorough, there are still Terrismen born and raised outside the horror of the breeding compound. Some exceptionally brave Terris midwives manage to slip children out of the compound immediately after birth, to be raised in secret in villages far from the city. Others are secretly protected from the gelder's knife as children, or have miraculously healed from their castrations. Still others are bastards of nobles or Obligators who dared to defy the Lord Ruler's strictest edict. It is these very rare Terrismen who are the fathers and mothers of the Dominance's freeborn children.

To be born a free Terrisman is to live a life of fear, for every naturally-conceived Terris child is a threat to the Lord Ruler's most carefully-laid plans. A free-born child lives the first 12 years of their lives in absolute secrecy, for should any parent or freeborn child be caught, they — and all who aid them — will be executed in the most painful fashion possible. Many freeborn Terris end up joining the Terris Resistance out of necessity as much as duty (*see page 57*), for they are enemies of the state from the moment they first draw breath. Fortunately, freeborn are protected by all Terrismen aware of their lineage, for they are symbols — symbols of hope, normalcy, and of a free future for Terris — which are worth living and dying for.



THE TERRIS MINDSET

Centuries of selective breeding, extensive cultural training, and a history of swift and severe punishment for rebellion have made the Terris people exceptionally calm, clear-headed, and slow to anger. Since the Lord Ruler's crackdown 800 years ago, there has never been an open revolt in Terris — all military training and weapon ownership (beyond hunting weapons) is strictly forbidden — and the Steel Ministry's brutal regime have ensured anyone who falls too far outside accepted norms is culled. Consequently, most nobles — including the Obligators who oversee the Terris subjugation — consider the Terris people to be docile and pliant. But these traits are just as illusory as many other supposed truths about Terrismen, like the “fact” that Feruchemy was bred out of them almost five centuries ago.

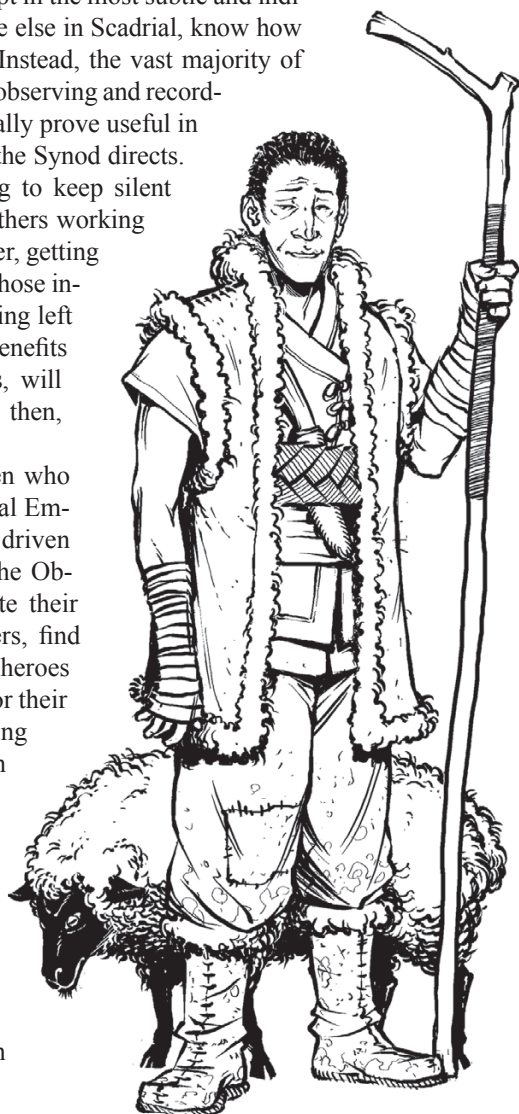
The Terrisman temperament is anything but docile, for they are a proud and long-lived people. Only through centuries of careful training by their elders have the Terris people become exceptionally skilled at concealing their emotions, regardless of the indignities visited upon them. A Terrisman can seem calm and placid even when faced with a situation that causes them to seethe with rage. Similarly, Terrismen have also developed an exceptional capacity for lying, particularly to their “betters.” Despite the reservations of their scholars, these skills of deception have become a necessary means of survival.



Most Terrismen are also exceptionally stubborn and determined. Terris education teaches perseverance and persistence, and almost all Terrismen learn this lesson early on. Elders privately teach the youth that the Lord Ruler and his Obligators are their true enemies, and the various horrors young Terrismen observe and endure only serve to reinforce this belief. However, these same experiences also teach them that direct and obvious resistance accomplishes nothing beyond a painful and often lingering death. This lesson is particularly important to Feruchemists, who know if the agents of the Lord Ruler discovered their abilities it would result not only in their death, but the mass extermination of their people.

The Terris people may watch, wait, endure, and hate, but almost all of them refuse to act except in the most subtle and indirect ways. They, more than anyone else in Scadrial, know how great the price of failure can be. Instead, the vast majority of Terrismen rebel through patience, observing and recording information that could potentially prove useful in the Lord Ruler's eventual fall, as the Synod directs. While most Terrismen are willing to keep silent or feign ignorance of efforts by others working against the nobles or the Lord Ruler, getting them to act is another story. Only those individuals who feel they have nothing left to lose, or that their actions have benefits which greatly outweigh the risks, will stick their necks out...and even then, only the minimum required.

But there are a few Terrismen who are not content to wait for the Final Empire to fall on its own. Some are driven by a desire for revenge against the Obligators who oppress and mutilate their people. Others, especially Keepers, find inspiration in histories of great heroes and powerful leaders who stood for their beliefs, and defy the Synod to bring change to the world. But even these bold Terrismen remain highly circumspect and slow to trust, revealing little about their people or their secrets to anyone. They know the price their people have paid in blood over the long centuries, and will not chance unraveling their culture's carefully woven cloak of secrecy.





APPEARANCE

All Terrismen are unusually tall and lean, with men averaging between six and six and a half feet tall, and women between 5 and a half and 6 feet tall. They have long faces, long earlobes, and tall skulls, and few of them are either highly muscular or overweight. The gangly traits are accentuated in many Terris males thanks to their castration as children, which causes them to develop unusually long arms and legs.

Terris clothing is equally distinctive. Traditional Terris dress, both for men and women, consists of robes woven in a series of lightweight but intricately embroidered V-shaped layers worn on top of one another, and may be made of anything from wool to cotton to silk, depending on the wealth of the wearer. Historically, the colors of a Terrisman or woman's robes indicated his or her region of birth and social station; however, as most Terrismen who can still afford such robes serve as stewards to the nobility, the colors are often those of the noble House instead. Working or poorer Terrismen dress more simply, favoring warm, utilitarian clothing made of wool, furs, and skins taken from their herd animals, which still incorporate scant embroidery and bits of colorful silks or dyes when available.

Jewelry is a vital part of Terris culture and appearance, and all Terrismen own anything from multiple earrings and metal bracelets to bracers, torques, and bangles. Unlike the nobility, who often favor painted wood jewelry over metal for fear of Allomancy, Terris adornment is universally crafted of metal and worn with pride. Most men and women decorate their long earlobes with either a single large metal disk between 1 and 2 inches in diameter or a series of metal earrings that encircle the earlobe. Most Keepers take advantage of this fact, using larger pieces as metalminds hidden in plain sight.

EDUCATION

If there is a silver lining to the occupation of Terris, it is that all Terrismen, from the confined breeders to the farmers to the stewards, are well-educated. Terris children learn reading and writing starting with their last year in the breeding compound, as Obligators attempt to assess ability and assign them to their roles after departure. Those who are deemed scholarly stay on a few more years, where they assist in the running of the compound and learn a modest amount of approved history, philosophy, mathematics, and a few similar disciplines. Literacy in the Dominance is nearly 100% — vastly higher than the rest of the Final Empire.

While the Steel Ministry officially forbids any education not conducted under their watch, most Terris communities host visiting Keepers in secret, who teach lessons of a different sort. Students with the time and inclination learn about the history and nature of the oppression of the Terris people, the Lord Ruler's attempts to exterminate Feruchemy, and how the Terris people resist these efforts. In both official and secret classes, students learn the basics of critical thinking as



well as respect for Terris traditions. Additionally, these Keepers test their students for Feruchemical abilities, and attempt to recruit any potential Feruchemist they find into the ranks of their order.

Children who show a great capacity for learning often return to Tathingdwen to attend the small but excellent Terris University, where they train as scholars. Those who excel at their studies must make the most significant decision a non-breeding Terrisman can make: the choice to become a steward, in service to one of the Final Empire's noble houses far from the crushing oppression of their homeland (see *Terris Stewards*, page 39).

LANGUAGE

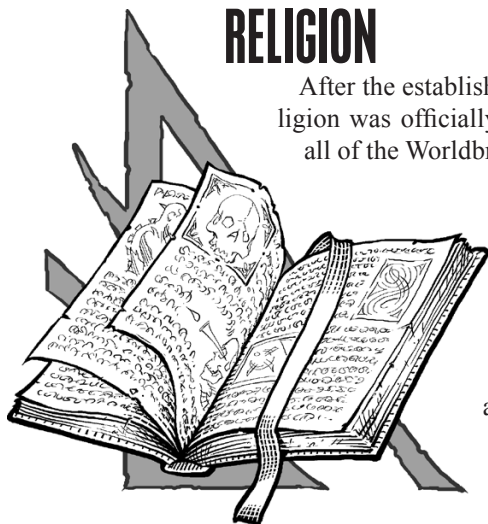
The Lord Ruler's purge of Terris culture has included a vicious suppression of the Terris language. Thanks to the imperial education programs, the tongue is nearly dead, spoken mostly by Keepers, a few scholars, and those commoners living far from the Steel Ministry's reach. However, traces of the Terris language live on all across the Final Empire, for the common tongue is distantly derived from the old Terris language. Also, a few names, like Kredik Shaw ("The Hill of a Thousand Spires" in Old Terris) remain to keep a small remnant of Old Terris alive.

Also, while the Terris people speak the common tongue, a few phrases of Old Terris remain in common use, and some have spread to nobles by means of Terris stewards. Vaht means "advisor" in Old Terris and is a term of respect for especially brilliant or insightful stewards and commonly used by nobles and Terrismen. Among the Terris people, perhaps the most important word in Old Terris is "kahl", which means freedom and has taken on implications of resistance. It is used to refer to the efforts of quiet disobedience, like the secret late-night classes about the true history of the Terris people and the Final Empire, or the tests for Feruchemical powers that have helped retain morale among Terrismen.

RELIGION

After the establishment of the Final Empire, the Terris religion was officially outlawed and, with the loss of nearly all of the Worldbringers, practice of its tenets fell into decline.

However, small groups continued practicing their faith in private all the way up until the Lord Ruler's conquest of Terris 200 years later. The crackdown began what the Ascension started: Terris' few remaining priests and religious scholars were hunted down, and religious records and artifacts were systematically destroyed. By the time the Keepers





OLD TERRIS WORDS AND PHRASES

Alhm: History, genealogy

Alhm-hur: The old ways

Beht ghazul, im salik a vahlik: Justice, like ash, falls on the just and unjust alike

Imhad: Elder

Kahl: Freedom, liberation

Kredik Shaw: The Hill of a Thousand Spires

Maht: Healer, provider

Maht-har: Guardian, priestess, mother

Shath: Hope, endurance, courage

Synod: The Circle of the Wise

Tathingdwen: The Valley of Ancient Kings

Terris: The chosen people

Vaht: Advisor, counselor

Vaht-har: Wise man, teacher, father

formed and attempted to recover much of the world's lost knowledge of faith, the one they were unable to recover more than a few fragments of was their own.

The loss of the Terris faith was perceived as one of the greatest tragedies of the Conquest, and 400 years ago, a sect of Keepers did their best to reconstruct their people's religion from the few fragments that remained. Though their research was ultimately inconclusive, the recent rediscovery of their findings has lead an exceptionally spiritual Terrisman named Falwhyl to found what he calls the **Old Faith**, a messianic religion which tells of the deliverance of the Terris people from a time of troubles by a brilliant and learned savior. Though most Keepers (including including Sazed, a religious expert) acknowledge the Old Faith as little more than wishful thinking, practice of this new belief is growing in a few isolated areas and Terris communities.

The rituals of the Old Faith are simple, in keeping with its ancient origins. Adherents can be identified by a unique earring they wear, inscribed with an etched mandala design of overlapping circles. They gather rarely — mainly only at weddings (where circles of life join) and cremations (where the dead return to the ash) — for fear of discovery. But the central practice revolves around personal reflection: meditation, quiet prayer, and a private resolve to help one's community survive to see a better future.

Practice of the Old Faith is a dangerous proposition: the penalty for following any religion other than the worship of the Lord Ruler is death. Consequently, believers of the Old Faith tend to be more often found in remote villages or the ranks of the Terris Resistance than in Tathingdwen, where they can practice their apostasy away from imperial eyes. Unfortunately, heresy against the Lord Ruler



rarely goes unnoticed, and religious crackdowns are becoming increasingly common, adding more fuel to the smoldering fire lingering in the heart of Terrismen everywhere.

RELATIONS WITH OUTSIDERS

The Terris people have very limited contact with outsiders by design; the Steel Ministry takes its duty of preventing the comingling of Terris blood with that of nobles or skaa as sacred. Consequently, with the exception of stewards, most Terrismen are not allowed to travel outside of their Dominance unless they have business or direct employment. Active breeders never leave their compound, much less Tathingdwen.

Even inside the Dominance, non-steward Terrismen have limited contact with skaa or nobles, save for highly-structured and controlled situations such as trading sessions, military patrols, or occasional academic study. Fraternization or any form of unmonitored contact between outsiders and Terrismen is strictly forbidden, and romantic relationships meet a quick and bloody end for both lovers. Terrismen inside the breeding compound are allowed absolutely no contact with outsiders, and any skaa or noble who attempts to enter the breeding compound is quickly killed.

The only outsiders the average Terrisman sees on a day-to-day basis are soldiers and Obligators, both of whom are universally reviled (for good reason). Their patrols, questioning and constant “testing” makes Terris communities extremely wary of *any* non-Terris who might wander into their villages. Strangers are treated with an (understandably) great deal of suspicion on arrival, and many Terrismen will play dumb or pretend not to speak the common tongue rather than try to help. Should a community decide to engage outsiders meaningfully, they will do only the minimum necessary to send the outsiders on their way, lest Steel Ministry catch wind of “collaboration.”

3

THE TERRIS DOMINANCE



The Terris people live far to the north of the Central Dominance, at the northernmost edge of the Final Empire.

GEOGRAPHY

At the northern edge of the Final Empire lies the mountainous Terris Dominance. In the days before the Final Empire, the slopes of the Terris Mountains were covered with trees, and the rounded peaks capped with pristine snow. In between were lush, verdant valleys whose green grasses, fruit trees, and crops nourished sheep, goats, cattle, and other herd animals, as well as the pastoral Terrismen. Sparkling waterfalls of amazing height spilled summer meltwater from high cliffs into streams that fed the valleys below.

After the Ascension, the very character of the Terris Dominance changed. Though the land is still mountainous, it is marked by high, snow-covered ridges punctuated with jagged peaks that are mostly devoid of shrubbery. The valleys in between are deep and rugged, and they exist at varying altitudes, supporting only the brown plants known to the Final Empire. Ashfall is rare here because the ashmounts all lie to the south, but snow can be heavy in winter. The few plateaus support scattered towns, but most of the population lives in small villages that cling to the sides and bases of the valleys.

In the southern section of the mountains, Terrismen have traditionally mined rich veins of copper ore and an opaque blue gemstone, both essential parts of native jewelry. The region is also home to **Mount Derytatith**, the peak Sazed would eventually identify as the home of the Well of Ascension.



Except for the highest peaks, the land of the Terris Dominance consists mostly of frozen tundra. A layer of permafrost a few inches below the surface never melts, forming a hard, frozen barrier to plant roots. Therefore, no trees can grow here, and precious few kinds of crops, leaving most Terris communities to rely on hardy root vegetables and grazing animals like sheep, goats and oxen for sustenance. The growing season is short, but for a few months in the summer, the snow in the valleys melts, forming pools of water on the surface where insects can breed to provide food for migratory birds that come here to mate and bear offspring. Terris farmers tap into these pools for irrigation, growing short-season crops to provide food for the entire Dominance. Life flourishes, if only briefly.

The legendary waterfalls of Terris are mostly gone — the snow in the ridges does not melt in summer. However, some secret underground waterfalls still exist, created by snowmelt which cascades down a series of rockfalls into an enclosed lake. These secret grottoes provide both water and security for settlements hidden from the prying eyes of Obligators, as well as summertime water for the western valleys.

POPULATION

The total population of the Terris Dominance numbers between 20,000 and 25,000 (before the post-Collapse purge by the Steel Ministry). About a quarter of the population lives in **Tathindwen** — the capital of the Terris Dominance — and the rest are scattered throughout small villages in the valleys, and isolated communities higher in the mountains.





These communities are connected to each another by marked routes and simple roads which crisscross the Dominance, but the pathways are rugged enough that contact between the villages is sporadic at best. In winter, avalanches regularly close these routes, leaving valleys completely isolated from each other for up to half of each year.

INFRASTRUCTURE AND TRADE

Trade with the rest of the Final Empire is conducted solely via the Imperial Canal, which terminates in Tathingdwen. This is partly due to the treacherous mountain passes which are snowed out during the winter and spring, but also because it allows the Steel Ministry to more easily detect illegal cargo, such as contraband, weapons, and fugitive Terrismen.

Whenever a loaded barge approaches Terris, its haulers bring it into the canalside docks, where Obligators inspect the cargo, oversee the unloading by both skaa and Terris longshoremen, and keep records of the merchandise. Once the barge is emptied and reloaded with export goods, its haulers take it out again. Though contact between the skaa and the Terris people is watched carefully, loading/unloading and layovers are excellent times for barge crews to get work from the Synod or deliver covert messages or packages from outside the Dominance.

Despite its relative poverty, Terris exports a wide variety of unique goods to the rest of the Final Empire. Brightly colored textiles, both as bolt fabric and garments, and handcrafted items such as jewelry and baskets are in high demand. The skill of Terris metalworkers is widely renowned, making jewelry such as rings, earrings, bracelets, and armbands made from all types of metal a sought-after commodity throughout the Empire, while Terris-styled kitchenware such as utensils, wrought iron, and cookware are popular in many southern cities and noble houses. Outside of finished goods, raw minerals and gems, such as copper ore and the bluestone found in Derytatith, are frequently exported back into the Central Dominance along with the stout, well-muscled Terris cattle and mountain sheep which find their way to many a noble table.

Trade within the Dominance is conducted primarily by caravans, which move goods from the canals overland. Internal trade consists primarily of the basics — livestock, grain, farm products, and raw materials for crafting — as well as the occasional luxury imported from other dominances, particularly spices or colorful cloth from the south.

VILLAGE LIFE

Most villages of Terris nestle on the lower slopes of mountains or in valleys, to better shelter them from high winds, snowfall, and rain. All are tiny (100 or fewer people) and based around subsistence farming, with perhaps one or two crafters, a supply depot, and a space for the infrequent travelers to stay.

Life is hard in the villages, as inhabitants try to scratch a living from the fallow earth. Technology is sparse at best, with most villagers using animals and

hand-held tools for work. Culture is likewise inhibited compared with that of Tathingdwen — the people simply don't have time for much entertainment beyond music, storytelling and the occasional poetry reading.

Unpaved roads maintained by crews from the villages connect the various settlements, enabling trade and shared harvesting work during the warm season. Weather conditions in winter may cut off valleys from one another, and from the capital. Therefore, each village must first and foremost be self-sufficient throughout the hardest times of the year. Beyond that, each must also produce food, textiles, lumber, stone, and other goods needed to support the city of Tathingdwen. Production beyond these high quotas are sold as goods for export.

Not all villages are built exclusively to support their residents, however. Along the Imperial Canal in the southern part of the Dominance are a few settlements that began as way stations for travelers and trade caravans. These small villages earn their keep through inns with extensive stables, food vendors, wagon repair, appraisers, and any other services that merchants or noble travelers might require as they head into the mountains or make their way to the capital. Fresh horses and pack animals are also available at these sites, allowing caravans to trade tired or injured animals for fresh ones.

THE STEEL MINISTRY IN TERRIS

Because of the potential for intermingling of Terris blood with that of the Allomancer lines, the usual system of establishing noble Houses to govern outlying areas was not a feasible solution for Terris. Therefore, the Lord Ruler gave the governance of the Terris Dominance over to the Steel Ministry. After the conquest of Terris, this was the job of the Canton of Hegemony; once that canton was dissolved, responsibility fell to the Canton of Inquisition instead.

At the time of the Collapse, approximately 250 Obligators and 10 Steel Inquisitors live in the Terris Dominance, most of them in Tathingdwen. These officials manage all the daily operations of Terris, administer the breeding program, maintain the city's infrastructure, and thwart smuggling and black market operations.

The remaining Obligators act as regional administrators throughout the Dominance. Their role is to perform the duties normally left to noble houses in other dominances, including leading the army in police actions and conducting all censuses and levies of the population each year. This confluence of economic and military power has given these Obligators virtually unchecked power over their administrative regions — power which many take full advantage of, much to the locals' peril.



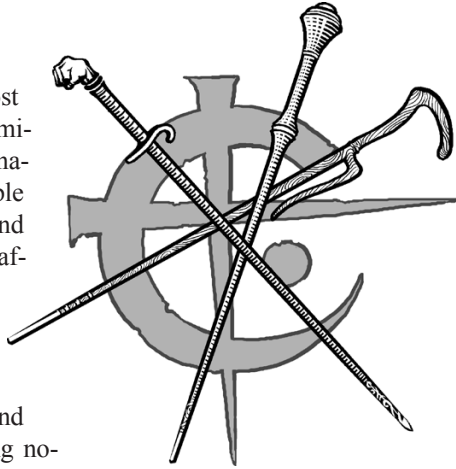
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NOBILITY IN TERRIS

Outside of the Obligators, the most numerous non-Terris people in the Dominance are nobles. Terris is a popular destination for young men and women from noble Houses who want to stretch their wings and “see the world.” Terris is considered the safest destination for noble travelers in the Final Empire because the Terris people are calm, stable, and cause no trouble. Crime is practically unknown there, and even the Obligators are friendly and helpful to travelers. More intrepid young noblemen stay at upscale inns and hike in the Dominance in the summer, guided and supported by trains of Terrismen loaded with supplies.

The only noble House permitted to maintain a keep in Terris is House Genril. The house is headed by Aubria Genril — a widow past childbearing years whose children have all married within the Luthadel nobility and settled in the Central Dominance. Aubria uses the keep as a summer home, leaving it in the care of her staff of Terris servants the rest of the year. Thanks to these long stays in the Dominance, Aubria has developed a taste for the brightly colored fabrics common to the Terris people, causing rumors she has “gone native” amongst the nobility.

Older nobles sometimes come to Terris as well, but such visits are usually undertaken as an extended retreat from the hustle and bustle of the cities. The older folks often stay with Aubria Genril and use the time to contemplate the beauty of nature, draw or paint the majestic mountains, or write poetry.



THE DOMINANCE IN OTHER ERAS

The following sections refer to the Well of Ascension era and the Hero of Ages era, respectively, so **beware of spoilers** if you have not yet read those novels.

THE RULE OF THE SYNOD

Time Frame: During *The Well of Ascension*

After the Collapse, the Synod came out into the open and took over ruling from the Obligators. This transfer of power happened with relatively little bloodshed, as the Keepers knew the layout of the cantons and the habits of the Obligators quite well. They had a plan in place for the day that the empire fell, and lost no time in implementing it.

Those Obligators who did not flee after the death of the Lord Ruler were tracked down and captured using tinminds and pewterminds, then offered the choice of continuing their bureaucratic work under the Synod’s leadership or leaving the Dominance. About forty Obligators chose to remain, and they worked well with the Synod.



THE RAZING OF TATHINGDWEN

Time Frame: Late in *The Well of Ascension*

However, the open governing of the Synod was short-lived. Once the Lord Ruler was dead, the Steel Inquisitors were no longer under his control. But Ruin was able to take control of them via their Hemalurgic spikes and direct them to his own purposes.

One of these was the destruction of the Synod and the Terris capital. With little warning, dozens of Inquisitors descended upon Tathingdwen with an army of koloss in tow. While the koloss began a killing spree in the city, keeping the few defensive forces busy, the Inquisitors went directly for the Synod chamber.

Though the Synod members were powerful Feruchemists, their lifetimes of servitude and secrecy had left them ill-prepared for combat — especially against such formidable opponents. Some were slaughtered in the surprise attack, but most were taken alive to serve as sources of new Hemalurgic spikes for Steel Inquisitors. A few new Inquisitors were created on the spot, with spikes driven through the bodies of dying Keepers. Only Sazed, Tindwyl and the few Keepers outside the city at the time escaped the fate of the others.

Meanwhile, the koloss rampaged through Tathingdwen, slaying all they found and looting the city. They tore the ancient, graceful buildings apart in their search for victims and money, eventually razing the entire city.

A few Terrismen who fled the city early managed to survive. They headed south toward Luthadel as tattered refugees in hopes that Tindwyl, the only Synod member they knew of who was outside the city at the time of the attack, might lead them. But after meeting Elend Venture on the road and hearing of Luthadel's situation, they took his advice and took refuge at the Pits of Hathsin instead.

4

TATHINGDWEN



The only real city in the Terris Dominance is Tathingdwen, its historic capital and the modern seat of Terris culture and Steel Ministry governance within the north. Founded long before the Final Empire, Tathingdwen is located in a broad valley in the southern part of the Dominance, near the Imperial Canal. From a distance, the city looks like an oasis in the midst of the tall, arid mountains, surrounded by small green farms and paddocks which feed and clothe the city's 8,000 residents.

Despite its age, Tathingdwen is laid out in a highly logical manner, as befits the Terris culture. The city's elegant street grid is like a wheel, with its spoke centered on the terminus of the Imperial Canal, the arterial for all trade into and out of the Dominance. Its clay and cobblestone streets are relatively clean, thanks to the rarity of ashfall and the diligence of Terris workers.

Tathingdwen is protected by a small force of soldiers drawn mostly from the Central Dominance. These guards occupy all the roads and canal passages into the city, and regular, well-armed patrols police the roads and keep watch for outsiders and rebels. When combined with the lack of concealing terrain and high mountain cliffs, the city is surprisingly defensible, and has not fallen into enemy hands since the days of the Terris Conquest.

ARCHITECTURE

Tathingdwen's architecture reflects the peaceful, scholarly nature of the Terris people. The city's buildings are designed to reflect both the breathtaking beauty of the local mountains and the lanky stature of the Terris people.



1. GOFMYNN SQUARE
2. BREEDING COMPLEX
3. CANTON OF RESOURCE
4. CANTON OF INQUISITION
5. CANTON OF ORTHODOXY
6. MARKET SQUARE
7. LYDAWA PLAYHOUSE
8. THE CLEANSING FALLS

TATHINGDWEN

Tathingdwen's oldest buildings are fairly humble structures of clay and stone, quarried from the cliffs and rivers nearby. When compared to more modern designs, these older buildings seem squat and dark, with thick walls and low ceilings to better insulate against heat and cold. However, considering these structures have survived the ravages of weather and the Terris Conquest equally well, they are in remarkable condition.

Newer buildings are tall and graceful, with sturdy foundations and simple ornamentation harkening back to that of Terris jewelry. Their high ceilings and doorways accommodate the elongated bodies of the eunuch population, and chambers are expansive and airy. The stained glass so popular with the nobility is eschewed for floor-to-ceiling windows looking out onto the canal or mountains, filling rooms with sun and moonlight at all times of the day. Scholars of architecture have noted that Kredik Shaw, the Lord Ruler's palace in Luthadel, had much in common with these newer designs; however, its spiderlike spires are a cruel and sinister caricature of Terris architecture.

PUBLIC SPACES

The austere existence forced on Tathingdwen's population means the city boasts few entertainments or public spaces. Those that do exist cater mainly to the Obligators, soldiers and the occasional noble tourist who visits the city looking for a "cultural experience." However, even the strictest laws do not prevent Terrismen from enjoying a meal or drink with friends.

GOFMYNN SQUARE

The most iconic crossroads in Tathingdwen is Gofmynn Square, a broad path surrounding a roughly bell-shaped hunk of metal embedded in the ground. The city's major roads all meet here, making the square a center of activity, though rarely host to true crowds. The only time the square fills up is for announcements by the Steel Ministry; these rarely bring good news, and are often used to put public spin on purges or raids happening elsewhere in the Dominance.

Still, the "bell" is considered a good luck charm by many locals, and Terrismen walking through often touch it as they pass. Whether there is something more to the ritual than superstition remains a mystery.

DINING HALLS

All Terrismen share community meals twice a day in these spacious, open-air dining areas scattered throughout the city's many neighborhoods, where they discuss the day's events and share some time together. Meals vary by season but usually revolve around a hunk of unleavened bread, bowl of soup, and fresh spring water free of ash. During the winter and spring, long tents cover the tables, which are arranged around a roaring fire pit to stave off the cold. Though it is one of the only safe places to gather, the dining halls are regularly attended by Obligators or their spies to keep watch for seditious behavior or treasonous discussions.





LYDAWA PLAYHOUSE

This ancient building was once the mansion of the noble governor of Terris, now converted into Tathingdwen's premier entertainment venue. A small troupe of Terris actors works under the direction of elderly Terriswoman Wodys to bring some "culture" to the city on a shoestring budget. Most performances are historical plays imported from Luthadel or melodramatic original pieces about everyday life in Terris, but all approved by and produced under close oversight from Canton of Orthodoxy officials.

During performances, Obligators and visiting nobles get the best seats, with Terrismen clustered into the back rows and wings. However, the content is not why most Terrismen attend: the most prominent actor, Todach, famous for his elegant movements and ability to play to the cheap seats, uses his performances to secretly convey coded messages to the audience from the Synod.

THE CLEANSING FALLS

Just outside of town is a small waterfall which flows into a sheltered grotto that remains largely empty of ash and other debris. Terrismen from all over the city gather here to perch on large rocks and launder their clothing and bedclothes in the stream. Most nobles and Obligators are loath to leave the city to perform such menial tasks, meaning the only oversight in the area are a few bored soldiers. The lack of security has made the Cleansing Falls the center of gossip and clandestine trade in Tathingdwen — so much so that the phrase "My clothes are dirty" has become a code for a secret meeting to exchange information or contraband.

SCHOOLS

Once children reach the age of 4, the Obligators choose the next generation of breeders from among them, castrate the rest of the males, and release all non-breeding children into the greater Terris population. Children assigned to live in Tathingdwen move to one of the eight dormitories surrounding the Tathingdwen Primary School, where they are educated by Terris teachers, who may be either non-breeder women or castrated men.

The Tathingdwen school dormitories look similar to breeder apartment buildings, but each room houses four girls or boys. All children are expected to work in addition to studying, doing the cleaning, cooking, and upkeep for the dormitories and school building. Students remain in the school until they reach the age of 12, where they are again tested and either assigned to become scholars and carry on their studies or released to begin a lifetime of work. City children who continue their education beyond the age of 12 are moved to Tathingdwen University, located in the western quadrant of the city, which is host to over 500 students at any time.



TRADE CENTERS

Nearly all of Terris's trade with the rest of the empire is done via the Imperial Canal in Tathingdwen. Therefore, much of the city's (and Dominance's) trade and tradesfolk are located around the canal. This is especially true at the canal's terminus located midway between Gofmynn and Market Squares.

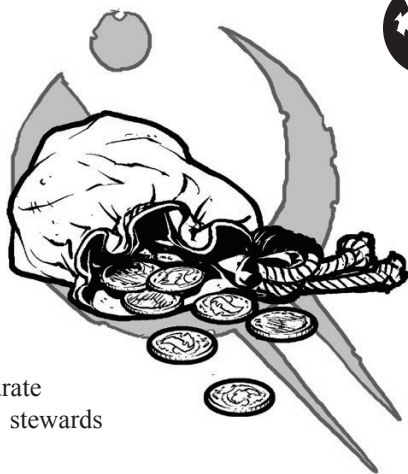
The length of the canal within city limits is flanked with loading docks and storehouses for goods coming in and going out of the Dominance. Obligator kiosks, which pepper the district, catalog goods entering and leaving, and perform spot inspections to prevent smuggling.

To the east of the canal, past the warehouses, lies the Market Square. In this network of open-air tents, visitors can find trade goods from root vegetables to animal pelts to colorful fabrics from villages around the Dominance, more exotic goods like spices and silks from abroad, and the services of Tathingdwen's most skilled weavers, tailors, metalworkers and jewelers. Outside the market, and beyond the warehouses to the west of the canal, lie a variety of businesses that cater to caravan merchants, including wainwrights, drayers, and horse traders.

TATHINGDWEN

GOVERNMENT FACILITIES

Though the Steel Ministry is intimately involved with the rule of Terris, its facilities are a far cry from those of Luthadel. For protection and ease of work, most Obligators and all Steel Inquisitors in the Dominance are quartered on canton grounds, which are scattered throughout the central city. A few Obligators have permanent quarters inside the Breeding Compound buildings that they monitor, while a scant few of the higher-ranking Obligators maintain separate housing within the city, complete with Terris stewards and servants.



CANTON OF ORTHODOXY

The smallest of the three cantons in Tathingdwen, the Canton of Orthodoxy oversees the affairs of Terris's few noble families and monitors House business dealings — a fairly light duty considering the dearth of nobles in the Dominance. However, its central task is more comparable to its original purpose: watching for and suppressing the spread of any blasphemous activities, which include the practice and teaching of Terris religion or history. Orthodoxy Obligators and their informants watch vigilantly for banned knowledge, going to the Canton of Inquisition when action needs to be taken against it. Prelan Homark, a scholar with an interest in ancient history, oversees this canton.



CANTON OF RESOURCE

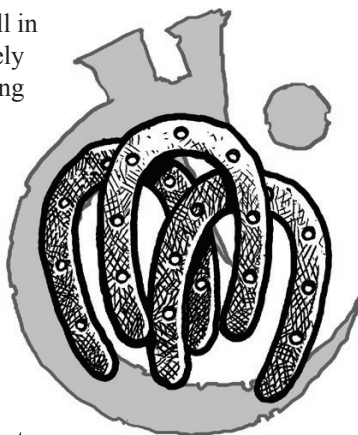
In the absence of noble rule, the business of trade, canal traffic and vital supplies are managed by this canton, making them the dominance's economic powerhouse. Everything from raw ore and food move through the canton's warehouses on their way south to the Central Dominance. The confluence of trade through this bottleneck makes for hectic schedules, but Obligators who excel in their work here often enjoy a quick advancement through the ranks upon returning to Luthadel.

High Prelan Syric oversees the high-stakes operation, and is deeply involved in day-to-day operations, directing shipments himself. He and a cadre of close associates personally oversee mines that collect rare aluminum ore, which is rarely used outside the Steel Ministry save for a few well-connected nobles. These nobles must deal with Syric directly, and often take "vacations" to Tathingdwen to do so.

CANTON OF INQUISITION

Not surprisingly, the Canton of Inquisition has a strong presence in Tathingdwen. Inquisition Obligators are tasked with quickly and violently suppressing all rebellion, banned knowledge, or signs of Feruchemy amongst the Terris population; however, there's been over 600 years of quiet in the Dominance, leaving them little to "do." The few Steel Inquisitors present rankle at being stationed here, but every now and again they have an opportunity to suppress a restive village or slay a randy noble — assignments they take on with extra gusto.

Unlike the rest of the Steel Ministry, not all in the Inquisition believe Feruchemy to be entirely bred out of the Terris people; some high-ranking Obligators and Steel Inquisitors are even aware of the Synod and its Keepers. Why they are not allowed to move against the rebels remains a mystery, but some use this knowledge to their own advantage. Inquisitor Graesh is one such member; acting of his own accord, he has been interfering with the operation of the Breeding Compound to create his own Feruchemist. Though his plan is in its infancy, he plans to eventually use hemaluric spikes on these Feruchemists to get even greater power.



THE BREEDING COMPOUND

The heart of the Terris breeding program is the great breeding compound in Tathingdwen, a walled city-within-a-city where all sanctioned Terris births occur. The facility dominates the city's north side, and is home to about 2,500 men, women, and children.



To outsiders, the breeding compound resembles a prison, with stone walls five yards high patrolled by a small number of well-armed soldiers loyal to the Steel Ministry. Water for the compound comes from its own wells, and only food and similar supplies, castrated male Terrismen, and trusted Obligators ever pass through its sturdy wooden gates, making it effectively autonomous from events outside its walls.

The compound's buildings are laid out on a rectangular grid of streets, with the ten men's dormitories on one side of a broad avenue and the twenty women's dormitories on the other. Like other Terris buildings, these are tall, but their design is utilitarian, and they seem drab and ugly compared to the rest of the city's structures.

Each dormitory is devoted to only one gender and policed by Obligators and a small cadre of Steel Inquisitors. Four Terrismen share each room in the male dormitories, and two Terriswomen share each room in the female dormitories. Though the furnishings are not lavish, the breeders are fed well and given access to exercise and minor entertainments to keep both body and mind fit. Breeders who are considered exemplary are sometimes moved into private chambers on the top floor of each building, where they are permitted more entertainments as a reward for their service to the Lord Ruler.

The lower floor of each dormitory has a common room, a kitchen, a library, an office containing residents' records, and a medical facility, along with quarters for the Obligators and Inquisitors who guard the breeders. In addition, the twenty women's dormitories each include a nursery where children are raised collectively by residents until the age of four, at which time the children are reassigned to school or work by the Steel Ministry.

Flanking the broad central street are four small buildings where the actual couplings take place. Selected males and females are brought to the breeding chambers and locked inside until mating is completed under the watchful eyes of Obligators, who monitor the event through windows. No comforts or privacy are offered to the participants.

5

TERRIS STEWARDS



Most citizens of the Final Empire only have contact with Terrismen through the Terris stewards, a cadre of specially-trained scholars who serve as advisors to the nobility. Renowned throughout the empire for their great learning, social discretion, and impeccable etiquette, Terris stewards enjoy a freedom which extends far beyond those of common Terrismen.

THE STEWARDSHIP TRADITION

The tradition of Terris stewardship goes back over 700 years, to the early days of the Terris occupation. In the midst of the Lord Ruler's brutal crackdown on the restive population, a cultural as well as physical genocide was being waged as the kingdom's most prominent elders and wise men were slaughtered wholesale, taking with them irreplaceable amounts of knowledge passed down through the eons.

Faced with a loss of everything they had worked so long to build, the elders felt they had only one choice. They took an offer to the Steel Ministry: if the purge of Terris' wise men and women ceased, they would provide an annual levy of Terris' most noteworthy scholars to serve the nobility. These thinkers would provide not only their counsel but also their complete loyalty, and in doing so balance the fledgling empire's great strength with equally great wisdom. Though the High Prelan initially rejected the offer, it was taken up by the Lord Ruler himself with surprising eagerness. That first levy of scholars became the first Terris stewards.

Though some Terrismen protested this agreement, the stewardship program provided great benefit to their people. By openly rejecting the rebellion that served only to turn the noble Houses against Terris, stewards came to be seen as allies to

the nobility — a great asset to their people if the Lord Ruler should ever fall. By raising noble children, each steward had a chance to build in future generations a fondness and trust they could have earned no other way. By gaining the trust and ears of the nobility, stewards could both monitor and subtly influence policies which might adversely affect Terris. Most importantly, the program mollified the Lord Ruler against even harsher measures, and returned stability to the homeland.

Since that time many hundreds of years ago, the notions and rules of stewardship have changed, but the spirit has remained the same. Those Terris lucky enough to become stewards still serve the Final Empire's most powerful individuals and organizations, where they act as mentors, accountants, counselors, confidantes, teachers, caretakers, and servants. Stewardship has become the greatest modern legacy of the Terris people, and those who serve are the living face for a people who would otherwise have been relegated long ago to the dustbin of public memory.

STEWARD TRAINING

Stewards are chosen primarily by the Steel Ministry from the top students of the university in Tathingdwen, particularly those pupils who receive high marks in mathematics, law, history, or language. Prior to being contacted, each potential candidate's background is secretly screened for any inclination toward aggressive, insubordinate, or treasonous behavior, and potential malcontents are passed over without ever knowing of the opportunity they missed.

Unlike so many choices in a young Terrisman's life, becoming a steward is purely voluntary; potential candidates are contacted by an Obligator under the guise of an informal visit, and informed of their candidacy. There is no penalty for refusing the offer, but each candidate is reminded he or she will have opportunities undreamt of by their countrymen — the chance to improve their lot in life abroad, far from the harsh realities of the Terris Dominance.

Prospective stewards must complete two to three years of additional classes in etiquette, protocol, finance, and similar subjects, above and beyond their core studies, to better prepare them for service. The





end of study is followed by a grueling series of examinations and interviews by one of the Terris Dominance's senior Obligators, which test the candidate's intelligence, knowledge and character. Those who pass become apprentice stewards.

All apprentice stewards are assigned to a noble house, where they serve under a senior steward. Generally, these assignments are a trial period to prepare the apprentice for service, either as an addition to the house's Terris staff, or as a replacement for their mentor. Apprenticeships can last two to three years, depending on the circumstances and needs of the house, after which time the apprentice is cleared to become a full steward.

A STEWARD'S RIGHTS

Once they matriculate, full stewards are free to choose their own postings. Many choose to stay in the house where they apprenticed, but other more enterprising individuals seek out masters who better suit their personal tastes or skills. Prior to the Collapse, such matches are made through the Canton of Resource, which keeps a waiting list of approved matches for stewards (more precisely, with nobility and wealthy Obligators, though some like Sazed do "slip through the cracks"); however, after the Lord Ruler's fall, some intrepid stewards choose employment with the burgeoning merchant skaa class, as well as military skaa families.

Regardless of the era, Terris stewards have little difficulty finding a position, for they are in exceedingly high demand both as a status symbol and for the vital services they provide to their masters and their families. As compensation, they typically receive room, board, clothing, and an excellent stipend (for Terrismen, at least) which most send to their villages back home.

While a steward is not truly "free" in the way a noble might be, he or she enjoys a great deal more latitude than other Terrismen. For example, only stewards are guaranteed the ability to travel outside the Terris Dominance, and have far fewer restrictions on their movements than unvetted Terrismen. Likewise, stewards move among higher levels of society and are subject to far less scrutiny in their affairs or relationships than other Terrismen, particularly those outside the Terris Dominance. This relative level of freedom is one of the central reasons so many Keepers also choose to become stewards — freedom of movement and access to sensitive information and powerful individuals greatly facilitate their work for the Synod.

Still, Terris stewards lack many rights available to other parts of society. Like skaa, stewards can be mentally and physically abused by their masters without provocation or justification (though most nobles think such treatment is a waste of a valuable resource). A steward considered to be a liability or to have outlived his or her usefulness may find their wages garnished or be thrown out on the street in a moment's notice, leaving both them and their dependants in peril. While a steward's services are both highly prized and expensive, should they flout their master's authority, betray his confidence, or otherwise step out of line, their life is as good as forfeit.

THE STEWARD'S CODE

Those who do not retain a Terris steward often wonder at the trust most nobles place in their steward — what, after all, is to stop this potentially aggrieved, abused servant from turning on their master for personal gain or revenge? What these on-lookers do not understand is that loyalty forms the very core of the steward's service. Stewards treat their service much like the Contracts carried by the kandra (and rooted in the same traditions), and will never divulge the secrets, business dealings, and even crimes of their masters unless required by the Steel Ministry. Although technically obliged to report any directly treasonous actions, some stewards will not do even that, and such unswerving, unflinching allegiance has made many noble masters' trust in their stewards both absolute and completely natural.



The foundation of this trust bond is the **Steward's Code**, created by the Terris leadership — both the elders who founded the stewardship program and those who became the first Synod — following the acceptance of the program by the Lord Ruler. All stewards must swear to the Code prior to entering their apprenticeship, and adhere to three points, each subservient to the one above it:

- **Be Loyal to Terris:** The safety and security of the Terris people is paramount to all other concerns. Any great opportunities or extreme threats to the people or the homeland anywhere must be reported to fellow Terrismen, and the elders whenever possible. While many stewards equate this dictum to loyalty to the Synod, more rebellious stewards sometimes interpret this differently and act on information themselves.
- **Be Loyal to Your House:** Betraying one's House is dangerous and short-sighted. Only through generations of loyalty can stewards win the confidence of their masters and access to their resources. Breaking the trust of a House compromises the position of all stewards, the Synod, and the safety of all Terris itself; it is better to die in service than betray the post.
- **Be Loyal to Knowledge:** Staying informed is the chief duty of a steward, which is valuable to both the Synod and the House a steward is sworn to assist. Stewards are obliged to acquire and protect both secrets and knowledge whenever possible, because an ignorant steward is a useless steward.

It is rare that the tenets of the Code run into conflict, for most noble houses — particularly minor ones — rarely pay any mind to Terris civilization, much less threaten it. When there is a conflict, however, a steward is responsible for reconciling the differing bonds of loyalty as best he can within the boundaries of the

Code. Sometimes, this resolution may require the steward to put him- or herself in harm's way, but as all stewards know, their people, House, and knowledge are more important than themselves.

STEWARD RELATIONSHIPS

Owing to their unique position, Terris stewards have a very different perspective on the world than their countrymen. Most travel widely and have extensive contact with both skaa and nobles, and have opportunities to form bonds with them the average Terrisman never will.

RELATIONSHIP WITH NOBILITY

Most stewards are outwardly friendly and helpful to their patrons and any other nobles or “betters” they interact with. However, most stewards deeply distrust nobles and view their contracts with noble Houses as nothing more than an opportunity to gain information that could eventually prove valuable.

A few stewards hate all nobles and use their position of influence to attempt to ruin the lives and fortunes of those they especially dislike. Similarly, a small number of stewards come to deeply care about the nobles they work for and do their utmost to help them and their family. Most stewards regard those who take either position as dangerous fools, holding both in contempt.

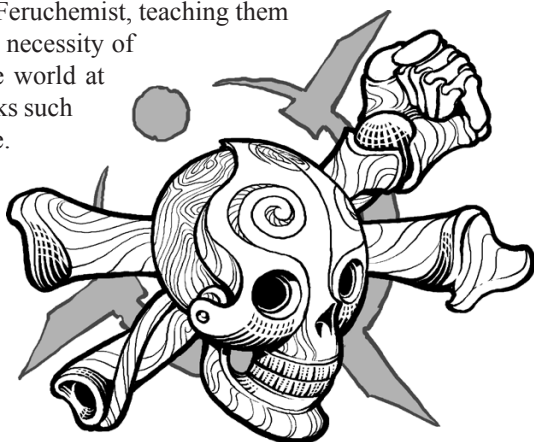
RELATIONSHIP WITH SKAA

The relationship between stewards and skaa is far more complex. Most skaa know little about the Terris people and assume they are willing servants who lead lives of luxury. Those who learn the truth are almost always horrified, often regarding the fate of the Terris people as worse than their own.

Stewards are fully aware of the plight the skaa face, and most feel a kinship with them, born of mutual suffering. Even the most timid and rule-bound Terris steward often tells a few lies to keep skaa servants in the estate they are working on from being punished or killed. In more extreme cases, some stewards (particularly those who are Keepers) go so far as to train newly snapped skaa Mistings or Mistborn as they would a Feruchemist, teaching them a bit about their powers as well as the necessity of keeping their powers hidden from the world at large. After all, they understand the risks such powers pose better than almost anyone.

RELATIONSHIP WITH KANDRA

Terris stewards very rarely come in contact with kandra, as a kandra's Contract binds him directly to the noble master. However, some noblemen may assign particularly loyal



stewards to act as a proxy in case of their master's absence. In these very unlikely circumstances the steward and kandra were given leave to become familiar, the steward might find an faint familiarity or common ground with the shapeshifter, like that between distant kin. Perhaps this is because both Terrismen and kandra understand the value of hiding in plain sight, or perhaps it is the camaraderie born of a life in service; only the Lord Ruler knows the truth.

6

KEEPERS



The secret organization known as the Keepers was founded late in the first century of the Lord Ruler's reign. The group was an extension of the original Terris Worldbringers, a sect of scholars and teachers who formed the elite of Terris academia in the pre-Ascension world. Like the Worldbringers before them, the Keepers' overarching purpose is to collect and preserve knowledge of all sorts — be it philosophical, academic, or pragmatic. However, their secondary purpose is to seek out information that can help the Terris people and culture survive long enough to see the end of the Lord Ruler, and the world beyond.

Unlike the Worldbringers, all Keepers are, without exception, Terrismen skilled in Feruchemy and trained by the Terris Synod. Each Keeper specializes in a particular topic, using his or her Feruchemical copperminds to store and meticulously catalog anything and everything he or she learns. This knowledge is passed down from one generation to the next, guaranteeing the continuity of knowledge until the day it will aid the next stage of Terris history.

KEEPER TRAINING

The only absolute prerequisite to becoming a Keeper is the ability to use Feruchemy; the order's archive of knowledge is preserved, accessed, and protected entirely through a Keeper's copperminds. Candidates do not need to show any particular level of skill or even to have manifested Feruchemy consciously — the Synod spends years training prospective Keepers in how to get the most from their abilities. Note that while all Keepers are also Feruchemists, not all Feruchemists are Keepers (see “Non-Keeper Feruchemists?,” page 49).



Due to the Lord Ruler's campaign of oppression, new Keepers (who live almost exclusively in Tathingdwen) cannot be trained openly. Instead, teachers in Tathingdwen's Primary School and university provide prospective Keepers specialized coursework alongside their general education. This work is disguised as advanced coursework and is innocuous enough — intensive focus on single subjects, tests of potential using common Feruchemical metals like copper clips, complex work in mathematics and record-keeping — that the Obligators who supervise the educational process miss the subtext. Results are passed back to the Synod for analysis and approval. Once approved, fledgling Keepers are then provided with their first metalminds, often as gifts of jewelry from craftspeople within the community — and their education truly begins.

All young Feruchemists are then enrolled in a special course, taught by a Keeper for one or two hours a day, which covers the primary methods of using Feruchemy. In these special classes, which are disguised as hands-on “shop” work in metalworking, the students learn about the art from their instructors, who impart all their lessons quietly while relying on the noise of the shop to keep prying ears from discovering what they teach. The young Feruchemists then move on to another class, to help conceal their true identities.

As recruit Keepers carry on with their studies, so too do their responsibilities grow. Philosophy and etiquette courses indoctrinate the students in the Synod's philosophy of non-interference and observation. As they grow older, training with copperminds — the mainstay of the Keeper's work — is conducted throughout all classes during the day through in-class recitations. Each student's first coppermind is filled with history, science, and engineering texts, which will cover the basic subjects that form the Keeper's education. Use of Feruchemy outside these limited uses is expressly forbidden, for doing so would put their lives and those of their peers and instructors, at risk.

A Keeper's training is completed within a few years — most often before a student is old enough to leave for university. This timing is particularly important, as it provides the new Keeper an opportunity to join the ranks of the Terris stewards — a common tactic of the Synod and a task made much easier thanks to the use of Feruchemy. The rights a steward enjoys are an excellent complement to a Keeper's charge, allowing him or her to serve in major cities, greater access to sensitive information concerning the political and economic powers of the Final Empire, and to freely move about in order to pursue leads and Synod agendas.

The few Terrismen who discover their Feruchemical ability later in life forgo this formal education and steward service. Instead, they are usually trained by a sect of Keepers who specialize in discovering and educating adult students. These sessions are less formal, typically disguised as social calls, crafting or harvesting gatherings, or sickroom visits, but cover the same core topics and use the same basic methods.

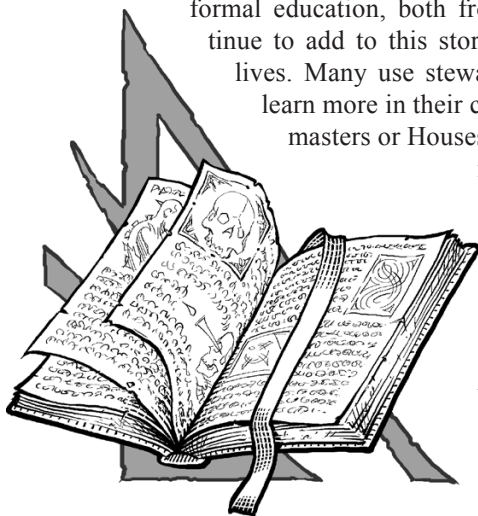


AREAS OF SPECIALIZED STUDY

Each Keeper specializes in the study and recording of a single area of knowledge, such as religion, politics, or medicine. This topic can be chosen freely, based on the individual Keeper's interests, or on the needs of the Synod. For example, Tindwyl was especially interested in leaders and rulers, and studied their biographies at length. Sazed, on the other hand, was fascinated with religions and became a treasure trove of information on lost faiths. Other Keepers might study farming practices, architecture, government, or geography — any knowledge of import to Terris or the world at large is fair game. Topics chosen tend to be broad, and multiple Keepers may choose the same topic if desired (doing so prevents the loss of a single Keeper from also killing centuries of information), though the Keepers do make an effort to ensure that all important areas are covered.

Keepers read and record all they can on their chosen topics during their formal education, both from books and from mentors, and continue to add to this storehouse of information throughout their lives. Many use stewardship assignments as opportunities to learn more in their chosen fields, and choose to steward with masters or Houses that provide ample opportunity to learn more about their topic. For example, a

Keeper steward who specializes in business and finance might become a steward for a House with many trade agreements, whereas a Keeper focusing on medicine might work with a healer. Going out into the world this way not only gives Keepers access to new academic material on their areas of specialization, but allows them to expand their records with personal, first-hand experience.



AFTER THE LORD RULER

After the Collapse, the Keepers realize their time has come and that humankind needs their knowledge to rebuild the world. Therefore, the Synod has ordered all Keepers to disseminate the knowledge collected over the centuries to the newly-liberated people of Scadrial. During this time, Keepers have become traveling teachers, taking their knowledge out into the world for anyone who needs it — Terrismen, skaa, and nobles alike. Some Keepers who focus on more esoteric subjects even find themselves changing their foci to instruct on more practical matters such as farming techniques, political discourse, and self-governance. Though they continue to accumulate more knowledge, their primary focus is on passing along their knowledge to the betterment of all.

Other Keepers, however, have found their efforts to be received more coolly than the Synod anticipated. Some communities seem generally unable or uninter-



ested in a Keeper's assistance, and still cling to the mistrust of authority or Ter-rismen — much to the Synod's dismay. Keepers in this position sometimes forgo their mandated responsibilities and choose to instead act on their best judgment for how they can help in this dangerous new world.

RECORDING AND SHARING KNOWLEDGE

Thanks to their intensive focus and scholarly rigor, Keepers quickly accu-mulate far more knowledge than they can possibly retain. Instead, they store the vast majority of their memories in their copperminds, indexing it carefully so they may access it as needed. A Keeper's copperminds are his or her most prized pos-session, representing the sum total of their life's work and the gift of knowledge to future generations.

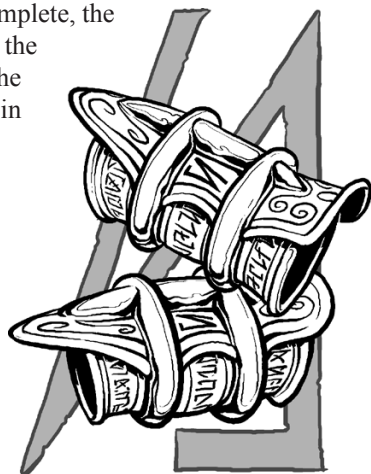
Though any memory can be stored in a coppermind, multisensory input — sight and sound, for example — produces the best, most accurate memories. Consequently, a Keeper will go to great lengths to build memories using as many senses as possible; for example, reading a book aloud, narrating an event as he or she experiences it, or touching, tasting, and smelling a new compound for posterity.

The Keeper's method of recording knowledge has one critical limitation; a Feruchemist can only access his or her own attributes from a metalmind, and not others. Practically, this means each Keeper can only recall information he or she has stored in a coppermind, and cannot simply hand off his or her copperminds upon retirement. Thus, the transfer and dissemination of knowledge between Keepers is a vitally important ritual to ensure continuity of the work, and prevents its loss with the Keeper who recorded it.

Passing on knowledge from one Keeper to another can require days, weeks, months, or even years depending on the amount of information and detail to be shared. The sharing Keeper recites his or her entire collection of facts, stories, anecdotes, and histories from his copperminds, while the recording Keeper mem-orizes, indexes, and stores it in his own. The process is gruelingly slow — one cannot rush such a transfer, lest the comprehensiveness of that knowledge be compromised. When the process is complete, the new Keeper remembers little of the words spoken or the books read, but can draw out any item desired from the coppermind at any time, and pass it along to others in the future.

ROGUE KEEPERS

Though the vast majority of Keepers treat their duties to the Synod with solemnity, a few grow to reject the Synod's teachings and "go rogue." Such rebellion is not rebellious in the traditional sense — for example, Vedzan, leader of the band of rebel Keepers in the north of the Terris Domi-





NON-KEEPER FERUCHEMISTS?

Try as they might, the members of the Synod did not succeed in identifying every Feruchemist born over the past several centuries. Some are freeborn Terrismen, who live far out of the Synod's reach or are deliberately concealed by the Terris Resistance (*see page 57*). Others were children who refused to play the "games" offered them by Keeper guardians or were overlooked since neither of their parents came from Keeper stock. Still others discover their gifts much later in life, perhaps by being protected from their abilities as children or simply by manifesting the skill later than others.

Regardless of the circumstances, these non-Keeper Feruchemists follow a much different path than others. Living beyond the Synod's protection and training means they've had to master their Feruchemical abilities on their own through trial and error, while avoiding the ever-vigilant eyes of the Steel Ministry. It also means these Feruchemists are not accountable to the Synod for their actions...or bound by the Synod's non-interference policies. Consequently, it's not unheard of for these Feruchemists to use their abilities to defend their homes and those they love from oppression — a noble risk, but one the Synod feels endangers hundreds of years of carefully-maintained secrecy.

Self-trained Feruchemists often have different methods of using their Feruchemy than we see in the Keepers. They may use a wider variety of objects as their metalminds — lucky coins, dinnerware, farm implements, or even cooking pot metalminds serve as well as jewelry, provided their metal is sufficiently pure. Similarly, their understanding of how metalminds work may be quite different from that of Keepers: for example, a Feruchemist might believe she has to sing while storing memories, or place his iron cooking pot on his head to tap weight.

In game terms, playing a non-Keeper Feruchemist is exactly the same as playing a proper Keeper — there's no downside in terms of your Powers or how your Hero uses them. However, you should carefully consider what sort of Traits you have; for example, it's far more fitting for you to have Traits like "Rebellious," "Reckless" or "Free-Thinker" than Synod-trained Feruchemists. Likewise, your Tragedy (and possible Destiny!) could be tied to this part of your background — perhaps you are not a Keeper because your mentor was slain when you used your powers in spite of his cautions, or you discovered your Feruchemical abilities only after a great calamity (torture at the hands of the Steel Ministry, witnessing the destruction of your village, accidentally slaying someone in a fight, etc.). Think outside of the box — just like your Hero's concept — and you can't go wrong.

KEEPERS



nance, grew tired of the Synod's game and rejected a life of observation for one of action, while Sazed was a rogue simply because he kept his own counsel as how to best serve mankind.

The reasons rogue Keepers split with the Synod are as numerous as the rogues themselves. Many may simply not agree with all of the Synod's dictums, feeling their teachings are antiquated or do not apply to them. Some, especially those who walk away from the Keepers after years of service, may uniformly reject the Synod. The most dangerous rogue Keepers (in the Synod's estimation), however, are those who view Feruchemy as a weapon and a force for change rather than as a passive service to the world. It's these rare few who, through bravado, passion, or a thirst for vengeance, put everything the Synod (and by extension, the Terris people) have worked for at risk. Regardless of why they leave, the Synod never gives up on rogue Keepers, for their skills are far too valuable to the future of the Terris people to simply abandon.



7

THE SYNOD



The Terris Synod is a group of twenty elder Keepers who serve as the organization's leadership, as well as a Terris "government-in-exile." Formed in the early days of the Lord Ruler's occupation of Terris, the Synod committed itself to ensuring that Feruchemy did not die out, that the Worldbringers' tradition of gathering and storing knowledge would continue, and that Terris culture would survive the Final Empire.

ORGANIZATION

During the Lord Ruler's reign, the Synod's seat of power is Tathingdwen, where they operate underground to set the overall goals for the Keepers and policies for the Terris people. Secrecy is the most important weapon in the Synod's arsenal during this time; no one except the Synod itself knows how many serve on it, and any one Keeper knows the identity of one or possibly two Synod members (but rarely more). Ordinary Terrismen do not know who any Synod members are, only their edicts.

Synod members are recruited from active Keepers without regard to gender or area of knowledge; faithful adherence to the Synod's mission and the doctrines of secrecy and non-intervention are the only requirements. Some Synod members, such as Tindwyl, are retirees from the Breeding Program, while others are eunuchs or non-breeder women who live and work in Tathingdwen or abroad. Replacements are nominated and voted on by members; those elected are elevated to the rank of *imhad*, or elder, and pave the way for the organization's next generation.

The Synod uses a complex, ever-changing code system to organize gatherings. The code system is two-layered, meaning that a given code phrase that is relatively easy to crack might translate to one place and time, but a second layer of code changes that to a different place and time. Gatherings are well protected by Keepers tapping tinminds, and deal with a variety of topics including identification and education of Feruchemist children, reports from Synod agents in the breeding program and abroad, coping with rogue Keepers, and other business concerning the protection of Terris and its people.

Directives are passed down to Keepers and agents through a system of contacts and dead-drops. Each Synod member maintains a private network of contacts, each of whom has a list of contacts, and so forth. In this way, Synod edicts and news pass up and down the chain of information, quickly and efficiently, without exposing the identities of the Synod elders or their key affiliates.

The Synod's efforts are funded by a voluntary donation program in which each Terrisman leaves a twice-yearly donation at a specified location, for pickup by agents.

MEETING THE SYNOD

The Synod is very difficult to meet; centuries of secrecy and careful concealment are hard habits to break. Synod members rarely expose themselves to the Terris people without very good reason, and only meet with non-Terris under extreme circumstances (and even then only 2-3 members maximum will attend). Since much of what the Synod does are administrative tasks, emergency meetings are rarely needed, but when they are, it likely concerns the safety of the Synod as a whole or discovery of important details related to Terris culture or history.

Getting word to the Synod takes time, as the organization is both disseminated throughout the population and cautious to the point of paranoia. First, the petitioner must either know the codes to call the meeting, or have the assistance of a Keeper who does. No matter how urgent, they must then wait for word to trickle up the contact chain. If at least three Synod members agree to attend, the petitioner will be brought to a gathering, with the members in attendance.

The Synod tends to hide its meetings in plain sight under the guise of cultural functions: group meals, holidays, weddings, and celebrations. The clamor and large guest lists provide adequate protection for the identities of attending elders from potential spies and informants.

Some potential Synod members that anyone seeking an audience might meet:

- *Rateen*: Rateen is a gregarious Terrisman who loves to talk, referring to everyone he speaks to as a “cousin.” He has a reputation for being extraordinarily charismatic, as well as a keen judge of character. Answering Rateen’s insightful and deeply personal questions truthfully are the first test; if he doesn’t like the answers he gets, the friendly manner dissolves like snow on a warm stone. Some believe his unusual charisma has its root in some ancient secret he’s unearthed...

- *Lelim:* Lelim often sits to the side at a Synod gathering, preferring to observe. Though she is one of the most ancient of the Synod, her generations of experience (enhanced by her many metalminds) makes her one of the most dangerous Keepers alive. Lelim is a philosopher both by nature and trade, and emphasizes caution and patience in all things. She believes the Terris people themselves are fashioned after the Feruchemical arts, and they must live their lives accordingly; in her own words, “It is better to store for the future, than to use in the present.”
- *Berek:* Berek presents the image of a friendly old man as often as possible, but this grandfatherly demeanor masks the fact he is one of the most informed members of the Synod. Berek keeps in contact with many of the Terris watchers throughout the Final Empire, and rewards those who provide speedy delivery of information to him with favors and information of his own. In the war of knowledge waged by the Synod, Berek is one of the best-equipped of all.

Though the process of meeting the Synod is challenging, having the Synod on a crew’s side is a powerful advantage. Their knowledge is vast, and their broad network of informants, Keepers and other agents can yield fruit for nearly any need the Crew has. *To learn how to gain the Synod as a Network, see page 79.*

SYNOD DIRECTIVES

One of the Synod’s most fundamental directives is that its agents observe, rather than participate in, the Lord Ruler’s downfall. They teach that the Final Empire will one day fall, and that only through patience and caution will they live to see that day. Keepers and other Synod operatives are to take no sides and give no advice, only record events and supply information as requested.

The reasoning behind this directive is simple: the Terris people are gravely underestimated by the Steel Ministry (and, presumably, the Lord Ruler). The obligators believe Feruchemy has already been bred out of the Terris population, and that the people of Terris pose no threat to them or the Final Empire. Keepers who put themselves in harm’s



way risk being exposed for Feruchemists should they use their metalminds or be captured; even if they do not participate in combat, any members of their crews who know of their abilities could reveal them under interrogation. Furthermore, a captured Keeper would certainly be interrogated and tortured by the Steel Inquisitors, and their knowledge could compromise their safe houses, reveal other Keepers' identities, and affirm the existence of the Synod. Better — or at least, safer — to stay out of such activities entirely, leave the fight to the skaa and nobility, and live to reap the rewards.

This policy of non-intervention has earned the Synod the dubious distinction of being “ten times as timid as the skaa rebellion, and ten times as effective because of it.” The Synod's opponents debate whether such activities are effective at all, pointing out that centuries of doing nothing have not produced any clear benefits other than the survival of the Synod. But these opponents overlook three critical achievements: first, that Feruchemy still exists in the Terris bloodline despite the Steel Ministry's best efforts; second, that they've amassed greater stores of forgotten knowledge and information than any culture in history; and third, that they have the world's best spy network.

Despite a strict policy of non-intervention, the Synod actively encourages preparation for the Lord Ruler's fall. Keepers are instructed to collect and store as much knowledge of their specialties as possible in their copperminds to be best prepared for the long game. They are to go to any length necessary to expand that knowledge, so long as it does not violate the directives of secrecy and non-intervention. For many Keepers, this means serving as trusted stewards in key noble Houses, spying on and reporting information of import back through the Synod information network, traveling in secret to explore new leads, and providing aid to other Keepers whenever needed.



WORKING FOR THE SYNOD

On occasion, the Synod requires something done outside of the Terris Dominance. For such missions, its members usually hire Crews of outsiders to do the work their agents won't — or can't — do. A steward may act as go-between for the mission between the Crew and the Synod, or a member of the Synod may travel to the location to hire and brief the Crew personally. Crews do not apply to the Synod for work — the Synod chooses their own.

Chosen Crews often include Terrismen (either out of necessity for the mission, or simply because it's the easiest way for the Synod to contact the right Crew), but it's not unheard of for a Crew made entirely of non-Terrismen to act as temporary Synod agents.

Some sample Synod missions might include:

- The Synod has learned a book called “The Lost Journal of Rashek” has recently come into possession of House Haught. While the Synod refuses to explain the book's significance, even going as far to claim that it is a hoax, they need the Crew to steal the book and deliver it to a steward in the Central

Dominance. Though House Haught may not know the significance of the book, they doubtlessly keep meticulous records and any theft will be pursued vigorously.

- The Synod asks the Crew to investigate what may be the remains of an ancient Terris settlement, based on scraps of text that reference the ancient Terris religion. Unfortunately, the settlement is believed to be located near the Ashmount of Torinost, and monitored by the imperial army.
- A Terris steward named Erlbit has been captured by Steel Inquisitors, and the Synod are afraid of what he might share when interrogated. The Synod asks the Crew not only to rescue Erlbit before he breaks, but to implicate the House he serves in the process.
- A Steel Inquisitor with a distinctive scar is rumored to have slain a Keeper in one of the small settlements near Tathingdwen, and has taken the Keeper's remains back to the Central Dominance. Some Keepers are outraged and want to respond in force. To keep the peace, the Synod wishes the Crew to recover the remains without the Steel Ministry or the Inquisitor tracing it back to the Terris people.
- A Terris watcher named Fillo is the Synod's sole source of information in the Crescent Dominance, where she serves one of the bandit king's inner circle. Her cryptic last message, sent via trained bird, simply said "Send exactly six non-Terris couriers." The Crew is to find Fillo and determine what her purpose is.
- Salys, a Keeper, is carrying the child of the heir to House Urbain. The Synod wants the Crew to rescue Salys, fake her death, and return with her to Terris before she is discovered to be pregnant. Salys has resisted the Synod's efforts to retrieve her previously, so they hope non-Terris have a better chance of convincing her and her would-be husband this is in everyone's best interests.



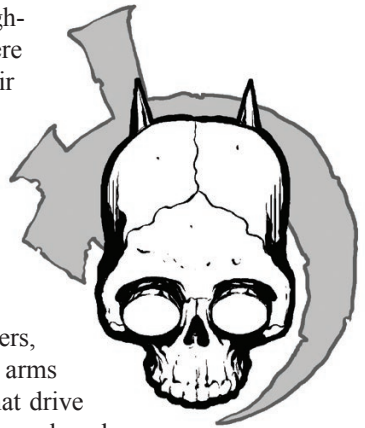
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THE TERRIS RESISTANCE



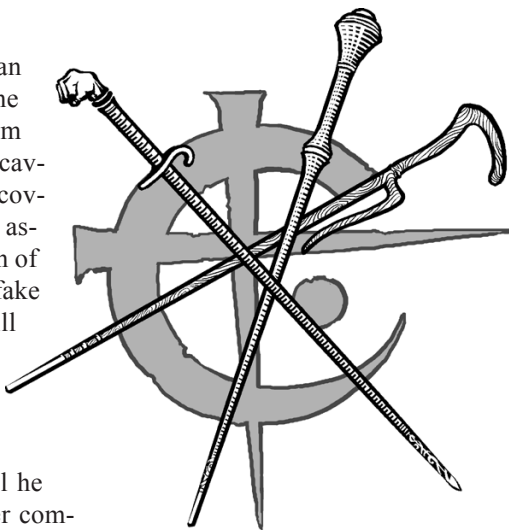
All Terrismen who survive to adulthood are understandably wary of weapons and direct action, thanks to the harsh realities of their lives, but some struggle with the Synod's directives of watching and waiting. Their acts of defiance are small: stealing food from their masters to send home; providing minor aid to skaa thieves and rebels; passing along information to those willing to take more direct action. For that vast majority of Terrismen, this is the face of rebellion. But there are a handful who want more — the members of the **Terris Resistance**.

The Resistance is not so much an organization like the Synod as it is a movement (albeit a new, small one). Individual cells, made of 5 to 20 fighters each, are sprinkled throughout the more remote parts of the Terris Dominance, where they keep watch for agents of the Lord Ruler in all their forms. Members come from all walks of life, united by their culture and a thirst for justice, freedom, or vengeance which prevents them from standing on the sidelines. Some are rogue Keepers, fed up with the Synod's inaction and the suffering they've witnessed; others are stewards who have fled from service or have served skaa rebel leaders; others are ordinary Terrismen whose brutal treatment by noble masters, Obligators, or the army have driven them to take up arms against the Final Empire. Regardless of the reasons that drive these individuals, each operates far outside the Synod's reach and knowledge, and will go to any length to keep things that way.



JOINING THE RESISTANCE

The path of the Resistance is not an easy one. Resistance cells survive in the remote parts of the Dominance, far from Tathingdwen, and often in mountain caverns, abandoned villages, or snow-drift covered forests. To join the Resistance, an aspiring fighter must first escape the watch of the Steel Ministry and, unless one can fake his or her death, the manhunt that will surely follow. The escape is only the beginning; the rebel will most likely have to travel alone across rugged terrain and through harsh weather, avoiding any signs of civilization, until he or she finds a cell and proves his or her commitment to their cause.



Once a fighter joins a cell, life is not much easier. Rebels live under constant fear of discovery, stealing or begging for the limited clothing, tools, and medicine they possess; the most successful cells may even find a village to sponsor them or join their cause. Their weapons are similarly primitive, little more than fire-hardened spears, and simple bows and arrows. The leadership may craft plans for resistance, but a combination of a lack of resources and opportunities to strike makes even the most desperate and violent settlements little more than bandit camps inhabited by relatively non-violent bandits.

Still, the Resistance has had its successes. While cells are rarely equipped to go out and attack imperial patrols or Obligator retinues, they are perfectly capable of killing the odd informant or census-taker who comes to their villages. When army units arrive in villages under Resistance protection, they are greeted by defiant looks, men with weapons, or even a flight of arrows. Such direct confrontations rarely end well for the Resistance or its civilian wards, but sometimes they succeed in helping a patrol go “missing.” Such losses are blamed on treacherous mountain crossings, avalanches, or flash floods — but a few Obligators grow increasingly suspicious as these accidents occur with greater frequency.

RELATIONSHIP WITH THE SYNOD

The Synod has no official knowledge of the Terris Resistance, but if they did, they would quickly condemn it as both ineffective and dangerous. Their argument would point to the dismal failure of attempts at armed rebellion over hundreds of years, as well as the Resistance’s lack of concern for the long-term ramifications of their actions. As they argue, any armed resistance — no matter how insignificant — endangers hundreds of years of planning and plotting,





VEDZAN'S REBELS

The most radical and successful Terris Resistance cell today is a small group of rogue Keepers and a few rebellious scholars, lead by a former Keeper named Vedzan. These rebels use their isolation deep in the Terris Mountains to attempt to correlate the vast mass of information that the Keepers store in their copperminds and discover a way to destroy or overthrow the Lord Ruler and his Steel Inquisitors.

Though Vedzan's cell has only been working for 23 years, they have already discovered one surprising piece of information. By comparing various records of the prophecies regarding the Hero of the Ages they have uncovered a few hints that most of these prophecies may have been tampered with or altered in some way, presumably by the Lord Ruler.

The Synod is aware of Vedzan's discovery, and maintains loose contact with them largely by means of Keeper couriers who travel quickly back and forth using steelminds. Most of the leadership considers Vedzan's theories to be crackpot at best; a few show a keen interest on the off chance there may be a method to his apparent madness.



making the Resistance dangerous fools who risk not only their lives, but those of their entire race.

Should the Synod become aware of the Resistance in any official capacity, Keepers and Crews working for them may find themselves spying on Terris villagers, tracking Terris merchants, or exploring cave systems — all operations to monitor the activities of a cell. In some more extreme cases, particularly if the Synod learned of a coordinated or military action in Tathingdwen or on the Imperial Canal, more drastic action could be taken...up to and including sabotaging or even informing on a Resistance cell's plot.

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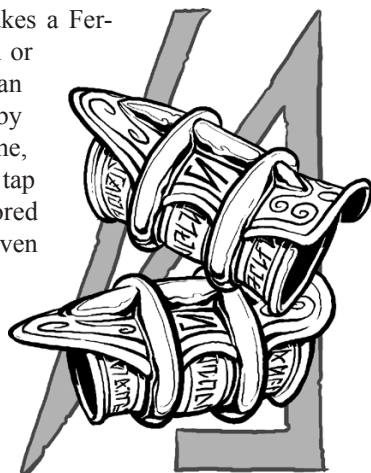
FERUCHEMY



The form of magic called Feruchemy allows the user to store physical, mental, or emotional abilities or qualities (such as physical or mental strength, senses, speed, luck, youth, or weight) in metal objects known as metalminds, from which they can be withdrawn and used later. Of the three Metallic Arts (Allomancy, Feruchemy, and Hemalurgy), only Feruchemy existed before the Lord Ruler's Ascension.

A Feruchemist, a practitioner of Feruchemy, can store a given ability by consciously funneling it into a metalmind — a piece of metal usually made in the form of jewelry — he or she is in contact with. Doing so means the Feruchemist must do without a portion of his or her own ability during that time. Thus, storing strength makes a Feruchemist physically weak, storing sight forces him or her to wear spectacles to see, storing luck results in an awful string of misfortune, and so forth. However, by storing a little of an ability over a long period of time, the Feruchemist can amass a huge amount of it, then tap the metalmind to draw out all or any part of the stored ability instantly. It may require weeks, months, or even years to store up enough power for a single superhuman feat.

Unlike the other Metallic Arts, Feruchemy is about balance. The metal acts only as a storage device. It doesn't create power from the metal itself as in Allomancy, or steal power from another



person like Hemalurgy. Only the power that has been put into a metalmind can be extracted from it — and only by the one who placed it there. *Rules for using Feruchemy can be found on page 277 of the Mistborn Adventure Game.*

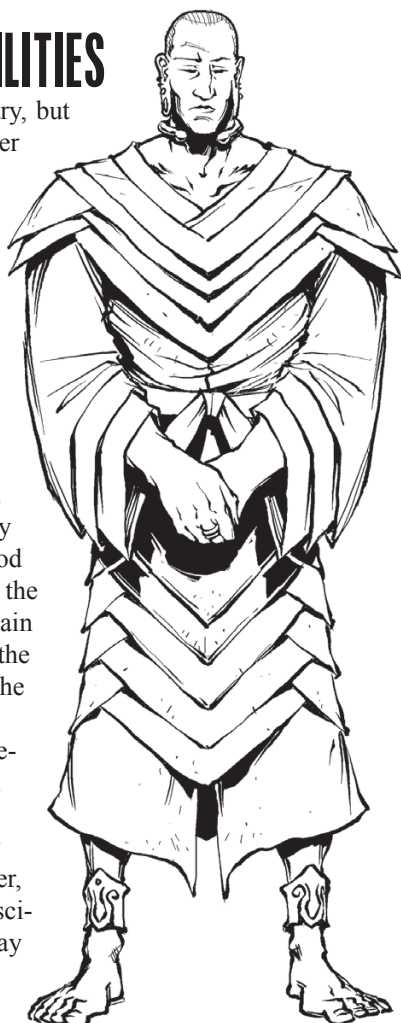
In this way, Feruchemy forms the underpinnings of the entire Terris philosophy of life. Terrismen are known for being patient, calm, stable, and above all balanced. Living close to nature has taught them about balance, but so too has Feruchemy — just as you reap what you sow, you can take out only what you put in. Terrismen must prepare for the long, harsh winters of their land by growing and storing food during the summers, and in the same way, they prepare for future needs by storing their own abilities in times of stability. The passivity associated with the Terris people, and especially with Keepers, is merely a reflection of this philosophy — one must not endanger the supplies that have been stored by taking precipitous action.

GAINING FERUCHEMICAL ABILITIES

Like Allomancy, Feruchemy is hereditary, but it is passed through the Terris bloodline rather than the noble lines. The Lord Ruler's breeding program succeeded in curbing the incidence of Feruchemy in the Terris population early on, but the Synod — the leaders of the secret organization known as the Keepers — managed over time to subvert that goal and actually place a number of Feruchemists into the program as breeders to pass on their genes and keep the art alive.

Feruchemy is a dominant gene within the Terris bloodlines. Therefore, it takes only one parent with Feruchemy in his or her blood to pass along the ability to offspring. This is the reason that so many Terrismen had to be slain to wipe out Feruchemy — those without the power made up only a small portion of the population.

The ability to use Feruchemy does not depend on awakening via “Snapping” through some kind of trauma the way Allomancy does. Anyone with the Feruchemy ability may begin using it at any time — however, very few children do so accidentally. Discipline, reflection, and experimentation may reveal Feruchemy in oneself, but actually learning to use the art requires training, as



well as appropriate metalminds for storage. Furthermore, all Feruchemists can use any kind of metalmind, rather than being limited to just one in the way Mistings are with Allomantic powers.

THE FEEL OF FERUCHEMY

Feruchemists often say that using the power is like breathing. “It is the ebb and flow of your own power, and your body and mind respond to it just as your body responds to the necessary intake of fuels. You take in air, and your lungs expand to accommodate it. You take in food, and your stomach expands to accommodate that. You feel more alive as you use the power of the fuel you have taken in. Then you breathe out, exhaling waste, and your lungs contract, and you feel depleted. Feruchemy is the same — you take in power from your metalminds, and your mind or body expands to accommodate it — you give up power to the metalminds, and you are diminished and needy as a result. The difference is that it is your own power. It will take you through all phases of life — weakness, strength, speed, lethargy, alertness, slowness, youth, age — just not in the usual order. But everything you become when using a metalmind — that is you.”

The details and rules for the metals start on page 293 of the *Mistborn Adventure Game*. The following sections explain how using each type of metalmind feels, and potentially philosophical connotations of that metal.

TINMIND

A tinmind stores physical senses. Because the effect is physical, a Feruchemist’s sensory organs undergo actual physical changes when tin is stored or tapped. For example, storing sight causes the lenses of the eyes to cloud over, and tapping sight clears the eyes of obscurities and widens the pupils, sometimes so that they nearly fill the visible portion of the eyeball. Tapping scent flares the nostrils like those of a wolf or other predator.

Tapping a tinmind feels like precisely tuning one’s own senses. As with an Allomancer burning tin, however, the Feruchemist can be overwhelmed by sensory input if the amount of light, noise, odor, or other environmental sensory input suddenly increases.

PEWTERMIND

Pewterminds store physical strength. Muscles wither when strength is stored, and grow huge when it is tapped. The loose clothing popular among the Terris people is in part meant to allow for such changes without tearing.

Tapping a Pewtermind brings a rush of power that Feruchemists find exhilarating. Muscles immediately grow larger and harder, and the Feruchemist feels as if anything is possible. When under the influence of a pewter tap, it takes considerable self-control not to just



FERUCHEMY



pound something that has been a source of frustration into oblivion. There is a strong temptation to use brute strength to solve every problem, rather than thinking through the options. In combat, when the Feruchemist has little time to think, this strategy isn't necessarily a bad one. Most Feruchemists avoid tapping pewter in situations requiring subtlety.

IRONMIND

Feruchemists use iron to store weight. Although weight is a physical characteristic, a Feruchemist storing or tapping weight has no readily apparent physical changes — outside of possibly leaving a trail of cracked stone where he or she has walked. The lowered weight when storing in an ironmind gives Feruchemists a sensation of being “light on their feet.” They have a marked spring in their step, and often feel as if they could fly.



Tapping an ironmind increases the pull of the ground on the Feruchemist's body, making him or her feel ponderous and slow. The Feruchemist feels awkward and huge and is highly aware of the potential for damaging anything touched. However, tapping iron also gives a sense of stability, as though the Feruchemist could serve as an immovable object merely by standing still.

STEELMIND

Steel stores physical speed. As with weight, an increase or reduction in speed causes no visible changes in the body. Storing speed makes the Feruchemist seem lethargic and slow to respond, as though moving through molasses. Storing speed also makes holding a conversation a challenge. Response time is slower, and the mouth literally can't form responses as quickly as the mind can think of them. To the Feruchemist, the world is moving much faster than normal, and other people zip about at frightening speed.



A Feruchemist tapping speed seems restless even when not running, and practically buzzes with energy. Of course, from the Feruchemist's perspective, the rest of the world has slowed down, and responds very slowly.

COPPERMIND

Copperminds, which store memories, are the mainstay metalminds. Because Keepers are first and foremost tasked with storing information, these are the first metalminds they learn to use, and the ones they use most often. Storing a memory requires verbalizing it in some manner — by reading aloud, narrating events in progress, writing it onto paper, or hearing someone else speak. Once a memory is stored, it is forgotten until tapped. Because Feruchemists tend to store memories as a matter of course, they can seem forgetful when suddenly asked about a stored event, as they often need a moment to tap the appropriate coppermind. Storing memories helps Feruchemists maintain their calm, reasoned outlook on life, because they can immediately store away any event that would upset them.





FERUCHEMICAL TRICKS OF THE TRADE

Over time, Feruchemists especially adept with their art have developed techniques that make the most of Feruchemical abilities, either alone or in combination.

For example, tapping sufficient charges of an Atiummind can revert the Feruchemist back to childhood physically, allowing him or her to pose as a child while gathering information with an adult mind.

Some techniques require tapping two metalminds and allowing their effects to overlap. For example, storing weight while tapping steel allows the Feruchemist to run across the surface of water without sinking due to the combination of high speed and low weight. A Feruchemist who taps both Pewter and Cadmium might be able to tunnel out from a cave-in or closed underground room. Tapping both Pewter and Iron could allow the Feruchemist to stomp the ground and create tremors that knock people prone.

Clever Feruchemists often use unusual items as metalminds to avert suspicion. Most people who know of the art at all realize that jewelry is common as a metalmind, but some Feruchemists — particularly in remote villages of Terris — use farm implements, metal buttons, or cookware. Similarly, some coat their metalminds with other substances, such as ceramic or a non-Allomantic metal, to disguise them. As long as a portion of the bare metal is left uncoated next to the skin, this ruse does not affect the metalmind's potency.

Tapping a coppermind fills the Feruchemist's mind with the desired stored memory, as crisp and clear as the moment it happened. If the memory was associated with a powerful emotion, the Feruchemist might smile, gasp, or otherwise react to it afresh.

BRONZEMIND

Bronze stores wakefulness. Storing wakefulness causes drowsiness, marked by yawning, drooping eyelids, and vacant expressions. Feruchemists storing wakefulness might need important information repeated several times or drift off into a trance in the middle of conversations. They often feel as if they are moving in a dream, and may have trouble distinguishing dreams from actual events.

Tapping bronze heightens alertness and allows the Feruchemist to do without sleep for long periods. Feruchemists tapping wakefulness feel edgy, and their eyes may dart restlessly about. They are never fatigued and feel as if they can accomplish anything.

FERUCHEMISTRY



ZINCMIND

Zinc stores mental speed. Storing zinc slows the mind's reactions, muddling thoughts and making it difficult to keep track of conversations and events. It feels as though the mind is in a fog. It takes longer to form thoughts, making the Feruchemist feel (and act) slow witted. Others might notice the Feruchemist acting on a command that happened some time ago, before conversation moved on to other topics. Ability to anticipate danger is also hampered, leaving the Feruchemist feeling exposed.



Tapping zinc allows mental processes to proceed at amazing speed. The Feruchemist finishes other people's sentences, acts on requests before others can finish making them, and makes logical connections quickly. The Feruchemist feels that any problem is child's play, but also might jump to conclusions without sufficient data.

BRASSMIND

Brass stores warmth from the Feruchemist's body. Storing warmth lowers core body temperature, causing lips, fingers, and toes to take on a whitish-blue tinge. Tapping warmth gives the Feruchemist a flushed face.

Storing warmth gives a pronounced cooling effect, which can be pleasant on a hot summer day. Others may think it odd to see the Feruchemist wearing thick clothing in the summer, especially when they come from such a chilly climate.



Tapping warmth increases core body temperature, which leaves the Feruchemist feeling toasty warm even on cold nights. It also forces the Feruchemist to strip down to the bare minimum of clothing to be comfortable, even in the winter. Radiating large amounts of heat is highly uncomfortable, leaving the Feruchemist hot and thirsty, and sometimes with a racing heart or other symptoms of heat exhaustion, in the most extreme cases.

ALUMINUMMIND

Aluminum stores personal identity — what makes a person unique. Storing identity makes a Feruchemist more likely to follow along with a group, adopting fads, fashions, opinions, and causes that others espouse. He or she feels uncommitted, and unsure of personal convictions. Persuasive speeches seem logical, reasonable, and worthy of adoption. Decisions become hard to make, as all options seem equally reasonable.

Tapping identity reinforces convictions and morals. The Feruchemist's personal sense of right and wrong crystalizes, sometimes to the point of making him or her unable to listen to reason. The Feruchemist feels that his or her own convictions and conclusions are the only correct ones — there is no value in trying to see others' viewpoints.



DURALUMINMIND

A Feruchemist can store his or her emotional and spiritual connection to others in duralumin. The emotional distance produced by storing this quality makes the Feruchemist feel alone and unloved. The character feels unable to connect with others in any meaningful way, and may try to avoid situations that require casual physical contact or social interaction.

Tapping a duraluminmind increases empathy and makes the Feruchemist more charismatic. Instinctively reaching out to others, the Feruchemist feels their pain, joy, fear, and anger almost as strongly as his or her own. The Feruchemist knows just what to say to alleviate negative emotions and form firm bonds. However, other people and their problems become more interesting to the Feruchemist than his or her own studies, missions, or personal gain.



CHROMIUMMIND

Chromium stores luck. Feruchemists try to ensconce themselves in the safest possible place while storing luck to minimize the ill effects. However, they still drop or break anything close to them, injure themselves in minor ways, and say things that offend everyone who comes into contact with them.

Tapping luck makes the Feruchemist feel he or she can do no wrong — which is essentially true. The character might be prone to gamble or try far more daring stunts than usual. Wise Feruchemists, however, learn to resist this urge so as not to deplete the stored luck on inconsequential matters.



NICROSILMIND

These incredibly rare metal minds allow a Feruchemist to manipulate his or her own primal power. Storing in nicrosil (or more accurately, transforming charges from other metal minds into investiture) feels like the Feruchemist is adding the stored power to his or her own soul. The Feruchemist feels the primal thrum of the universe and might even hear the voices of “gods.”

Tapping a nicrosilmind allows the Feruchemist to withdraw the stored power in any form desired, transforming it into the quality stored by some other metal. This process feels like the Feruchemist is suddenly flooded with raw power that radiates from every pore until he seizes it and shapes it into a form that fulfills his will. The sensation is so unique and exhilarating that many Feruchemists find themselves unable to stop tapping nicrosil until all the charges are spent.



FERUCHEMISTRY



GOLDMIND

A Feruchemist can store health in a goldmind. Storing health makes the Feruchemist frail and thin-skinned. The Feruchemist feels like he or she is falling ill. Fatigue and respiratory distress are common, and even the slightest bump leaves a huge bruise. Fer-



uchemists make sure that there are no sick people around when they store health, as they can easily fall prey to disease.

Tapping a goldmind makes the Feruchemist practically glow with health — hair smooth and shiny, eyes bright and dancing, skin supple and firm. He or she feels invincible, and wounds heal with inhuman speed. The Feruchemist fears no physical ill except those that cause instant death. Diseases, injuries, poisons, and even lost limbs are of no consequence.

ELECTRUMMIND

Electrum stores determination. A Feruchemist storing determination will feel cautious and unsure of him or herself. Seeing problems, difficulty, or danger in every course of action, he or she becomes profoundly depressed and unmotivated to take any action at all.

Tapping electrum increases self-confidence and produces a “manic high” that makes a Feruchemist fearless. If presented with options for achieving a goal, the Feruchemist’s first choice will be the most direct path that involves the least risk to others — no matter how much risk there is to the Feruchemist. Nothing fazes the Feruchemist, and nothing makes him or her turn back.

CADMIUMMIND

Feruchemists use Cadmium to store breath. Storing breath makes the Feruchemist feel constantly short of breath, as though unable to take in quite enough oxygen. Even the slightest exercise can leave the character panting and gasping.

Tapping a cadmiummind allows the Feruchemist to live without oxygen for long periods of time. The chest expands, filling with air from inside, and contracts only slowly. The extra oxygen gives the Feruchemist a sense of invincibility — while it lasts.

BENDALLOYMIND

Feruchemists use bendalloy to store caloric energy. Storing calories makes the body look thinner, and tapping large amounts of it makes the body fat. Storing calories leaves the Feruchemist hungry to the point of starvation and thirsty to the point of dehydration. Even eating and drinking constantly can’t satisfy these appetites. Stewards managing balls at noble Houses have been known to sneak several meals’ worth of food during an evening for storage.

Tapping a bendalloymind floods the body with calories, increasing body weight and rendering the Feruchemist satiated for a period of time. The Feruchemist feels as if he or she has just had a large meal. The increased body mass also makes the Feruchemist more sedentary and sluggish.



ATIUMMIND

Atium, the God metal, stores youth. Storing youth visibly ages the body, and tapping it restores youthful appearance and vigor. Storing youth is one of the more difficult tasks for a Feruchemist psychologically, since he or she must willingly take on both the appearance and infirmity of age. Bones become brittle, skin wrinkles, age spots appear, joints ache with arthritis, and getting around becomes more difficult. The Feruchemist might have trouble looking in a mirror, fearing to see how he or she will look in years to come.

Tapping youth, however, is invariably a joyous experience. Skin tightens, youthful beauty and vigor return, and infirmities disappear, leaving the body a younger version of itself. Combining a younger body with a mature mind allows the Feruchemist to execute intricate plans requiring physical vigor and good judgement.



10

TERRIS HEROES



Playing a Terris Hero is one of the most interesting ways to enjoy the Mist-born Adventure Game. They are, in many ways, more limited than any other type of Hero in their Crews: unlike the skaa, they are accountable to something far greater than themselves; unlike nobles, they command neither respect nor power; unlike kandra, they cannot hide who they are.

However, these limitations are also their greatest strength, for Terris Heroes are infused with more purpose, greater character, and richer destinies than their peers. They have the most distinctive tradition, history, and Powers of any other culture, which make playing Terrismen a uniquely rewarding experience.

This section provides you new insights as you create, play, and advance your Terris Hero, including new rules for Stunts, equipment, and networks uniquely suited to the Terris culture.

BUILDING YOUR TERRIS HERO

When building your Terris Hero, there are many special considerations to take into account, ranging from their distinct behaviors and cultural norms to their names and life events. This section offers tools and guidance to help you make your Hero fit the flavor and background of Terris as closely as possible.

COMMON TERRIS TRAITS

The only Terrisfolk we get to know from the novels are Sazed and Tindwyl, which can make creating a unique personality for your Terris hero tough. Fortunately, there's a lot more to the people of Terris than just what we see in the books.

The following Traits are some of the more common professional and personal features of Terris characters, broken down by the categories used for Creating Heroes (see the *Mistborn Adventure Game*, starting on page 84). While not comprehensive, these should put you on the path to creating more interesting and unique Terrismen, either as a player or a Narrator.

COMMON TERRIS TRAITS

Professions

Accountant	Caretaker	Craftsman
Elder	Farmer	Guide
Informant	Jeweler	Keeper
Merchant	Resistance leader	Rogue Keeper
Scholar	Servant	Shepherd
Smith	Steward	Survivor
Synod operative	Teacher	Terris Mother

Specialties

Academic thinker	Always one step ahead	Black marketeer
Codes & puzzles	Ear for languages	Easily overlooked
Eavesdropper	Eye for detail	Hard to read
Historical perspective	House contacts	Inside man
Keeper of secrets	Leaves no stone unturned	Mathematical genius
Political master	Quick learner	Quick-witted
Specialist in [chosen area]	Trusted servant	Well-read

Features

Calm and collected	Dignified to the end	Eunuch
Flawless diction	Gangly frame	Good listener
Graceful movements	Impeccable etiquette	Kind face
Long-limbed	Master's right hand	Musical voice
Perpetually neat	Poker face	Reads between the lines
Servile demeanor	Team player	Tenacious focus
Towering	Unbroken will	Unflappable

Personality

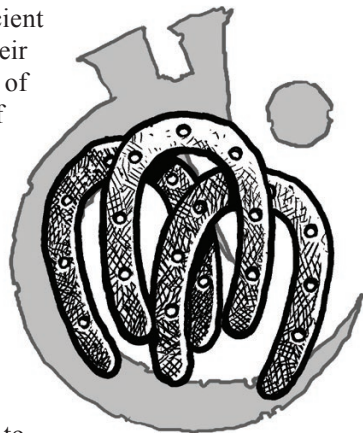
Dedicated	Deferent	Docile	Gentle
Graceful	Insightful	Logical	Orderly
Persistent	Philosophical	Pliable	Precise
Rebel with a cause	Reflective	Respectful	Reverent
Sincere	Solemn	True believer	Trustworthy



TERRIS DESTINY AND TRAGEDY

The Terris people have suffered more than their fair share of tragedies throughout their history: their ancient kingdom was shattered; their history erased; and their people bred like livestock. But unknown to most of the modern world, Terris has been a bellwether of Scadrial's future, as well — it was Terris prophecy that foresaw the coming of the Hero of Ages and his defeat of the Deepness, their Worldbringers who discovered the Well of Ascension, and their language and architecture that shape those of the Final Empire today.

The Destinies and Tragedies of Terris Heroes should be similarly distinctive. Unlike the skaa and nobles who came into being only by the Lord Ruler's will, the Terris are more ancient and intimately tied to their world than any other culture. Their roots run deep, and they are uniquely suited to see the balance of power turn again in the favor of what is good and right.



EXAMPLE TERRIS DESTINIES

Discover the truth about the Terris Prophecies

The Terris Prophecies are poorly understood, even by the most erudite Terris scholars. Imagine if it was your Hero who chooses to plumb their mysteries, rather than Sazed — how might that play out? Did the prophecies foretell of the coming of the Lord Ruler, or did the Worldbringers simply misinterpret their meaning? What relevance do they have for present times? Is the Hero of Ages still out there, waiting to be discovered?

Heroes with this Destiny present many options to remake the story of the Mistborn novels in new and interesting ways. For Narrators, this type of Destiny provides an opportunity to not only rewrite the story, but completely re-envision the truths of the prophecies themselves. The bolder the group is in their approach to this Destiny, the more rewarding it will be for everyone.

Help Terris reclaim its independence

All Terrismen look forward to the day when they can be free once again — but few, if any, know how to make that happen. Your Hero is someone who is willing to try. Freedom could come in many ways — armed rebellion, political maneuvering, noble revolt, a Synod resurgence, or the death of the Lord Ruler — the method is up to your Hero and his or her vision of the future.

This sort of Destiny plays well in many campaigns, as it is sufficiently broad in definition that it can fit nearly any sort of assertive Terris Hero's concept or any era of the Final Empire. Narrators could treat this Destiny as a chance to explore the Final Empire's politics, encourage the Crew to build their own rebellion, play



the nobility against the Lord Ruler, or collaborate in Kelsier's grand scheme. Even if your story assumes the events of the novels remain unchanged, there's plenty of room to fit this Destiny in.

Find the true Hero of Ages

More than anyone, the Terris are keenly aware that the Lord Ruler is not the savior of the world. Many have tried to prove this fact over the centuries since his Ascension, to little avail...but perhaps your Hero can. This discovery might come through research, collaborating with Vedzan's group (*see page 59*), exploring ancient ruins, infiltrating the Steel Ministry, or a host of other methods. Your Hero might even be the Announcer, who heralds the Hero of Ages' coming!

This Destiny works very well in stories which play off the events of and/or feature appearances by the iconic characters of the Mistborn novels. Your Terris Hero might be assigned by the Synod to spy on Sazed and Vin, only to end up collaborating with them, or you might end up stumbling into the cataclysms of the novels entirely by accident. No matter how you choose to play it, the Narrator can have a blast running with this Destiny and finding ways to weave the Crew's journey through the narrative of the original trilogy.

Lead the Terris Resistance to victory

The Terris Resistance, small and ineffective as it is, presents a great opportunity to change the status quo in Terris. Though few in number, their passion is great, and they are bold enough to act rather than wait and hope things will finally change. What they are missing is a leader — your Hero. If your Hero is to fulfill this Destiny, he or she must be similarly bold, guided by a vision not of what *might* be, but how things *should* be. He or she must be not only a rebel, but a commander, a teacher, a counselor, and a diplomat, ready to do whatever it takes to see things get better for his or her people.

This type of Destiny is not simply a fight for independence, worded in a different way — a Hero could easily succeed in leading the Resistance to victory without ever overthrowing the Lord Ruler or destroying the Steel Ministry. Freedom is a matter of degrees, and the Narrator should play with the idea of what “victory” really means — is it the violent overthrow of the Steel Ministry (or even the Synod), or does it simply mean establishing an organized and united movement which can grow and thrive in Terris? This Destiny gives the group a chance to explore such complex issues as revolution, civil strife, diplomacy, and freedom, all within a uniquely rewarding context.

Take down the Terris breeding program

There is no program more hated or monolithic in all Terris than the Steel Ministry's breeding program. Anyone who could succeed in taking it down would free the Terris people from centuries of oppression and be written into their legends forever. Achieving such a goal won't be easy — many have tried, and died doing so — but maybe your Hero can beat the odds.



A specific Destiny like this one provides excellent grist for a subplot running alongside the Crew's main story. Taking down the breeding program requires subtlety like unto a spy story; your Hero will need to manipulate people and documents, find those sympathetic to their cause, set up inside men to monkeywrench the program, and so on — but this is a nice complement to the more epic conflicts that fill the Crew's story. Narrators may find the complexity of this task is a great way to bring the whole Crew in as you progress along your path, as they see the chance to stick it to the Steel Ministry in a big way.



EXAMPLE TERRIS TRAGEDIES

Haunted by the loss of my mother

Very few Terrismen know their parents — but you are one of them. Somehow, in the breeding compound, you managed to learn your mother's true identity... which made her loss that much harder to you. Perhaps she died in childbirth with your siblings, took up with a nobleman and was slain for it, or tried to abscond with you only to be killed in the process. Regardless, you have never gotten over this event.

Overcoming this very personal Tragedy can be a long and complicated journey for your Hero. Perhaps catharsis can only come in revenge — but how will you destroy the men who took her from you, especially if they are powerful? Perhaps you never actually knew her, and your Tragedy will focus more on learning about her and coming to peace with that fact. Maybe you only *think* she's dead, but can't confirm it, which leads you on a journey to find her or the truth no matter what. All these paths offer great roleplaying possibilities, especially for experienced or mature groups.

Everything was taken from me by the Steel Ministry

The Steel Ministry's absolute dominion over the Terris Dominance has enabled it to perpetrate terrible abuses of your people. Villages are destroyed, lovely women abducted, villagers overtaxed, and youths killed for "heretical acts" far more often than even the cantons are aware of. Your Hero is a victim of that cycle of abuse.



There are many ways this Tragedy can go, depending on the specifics you choose to apply. For example, is your beef with a single, particularly cruel Obligator, or the system in general? How exactly did you suffer and what did you lose in the process — was it your community, a loved one, your livelihood, or your innocence? Can you get back what you lost, or is it gone forever? This Tragedy gives both you and the Narrator many venues to explore, making it easy to fit into nearly any campaign.

My mistakes have put all of Terris at risk

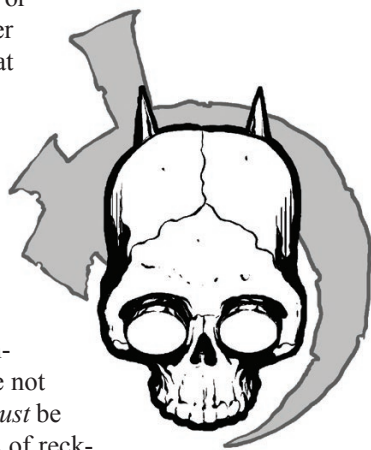
The communal responsibility all Terrismen share is unique to their culture; there are so few of them, and so much at stake, that each Terrisman and woman is held responsible for the well-being of all. Your Hero has screwed up so badly — perhaps in a moment of passion, a wagging tongue, or a catastrophic failure — that the safety of everyone is now compromised.

Details are critical to establishing a Tragedy like this. For example, a key question is whether it's possible to remedy this mistake at all. If so, your Hero may have to take up a personal quest to get back what he lost, silence those who learned his or her secret, or make reparations to those he or she has harmed. The second most important question is who holds the Hero responsible for this mistake: is it someone influential, like a mentor or the Synod; a community such as your village or peer group; or you personally? Though this Tragedy may at first seem purely personal, it is easy for the Narrator to write the rest of the Crew in by including challenges which make the other Heroes' skills critical to resolving your crisis.

I am a slave in my own lands

No one doubts the terrible truth of Terris oppression, but your Hero feels the Steel Ministry's boot on his or her neck much more keenly than others. Whether by circumstance or disposition, you are not able to simply lie down and accept your fate...you *must* be free or die trying. This can lead you to take all sorts of reckless actions. You might physically attack your oppressors, try to escape Terris, or openly defy the will of the Steel Ministry. No matter how you slice it, everyone agrees you're only going to make things worse for yourself.

This Tragedy is interesting because it places your Hero in direct conflict with most Terrismen and the Synod, without requiring you to necessarily disagree with them. Unlike most Tragedies, it is not about a critical event, but rather about your Hero learning either to deal with his or her lot or to find a way to change it. As such, that makes this Tragedy quite easy to tie directly into your Destiny, especially those such as "Free the Terris people," "Save my loved ones from oppression," or "Avenge myself against the Steel Ministry."



I've betrayed my own people

Not every Terrisman is perfectly loyal to his people or the Synod; like folk from all over the Final Empire, many simply do what they must to survive, no matter how distasteful. You've done something you're not proud of; maybe you broke and spilled an important secret during interrogation, turned informant to the Steel Ministry to protect a loved one, exposed a Keeper to save yourself, or sacrificed your ideals in trying to stay alive. Now you're wracked with guilt, perhaps cast out from your community, and you want to make things right.

When dealing with a betrayal-styled Tragedy, the first requirement is for your Hero to be penitent. After all, it's not tragic if you don't see anything wrong or feel bad for selling someone else out. The objectives in resolving this Tragedy should focus on winning people back; perhaps you need to take extraordinary steps or actions to prove your loyalty, or must make great sacrifices to expunge your own guilt for your traitorous actions. As part of this process, you might even discover the enormity of events your seemingly minor betrayal has set in motion, putting you in a race against time to stop them before it's too late. This Tragedy could easily go from a sideplot to a driving force in the Crew's story in the blink of an eye, so Narrators take note!

TERRIS NAMES

The naming conventions are the oldest and most distinctive amongst all the Final Empire — one constant proof of a people who still remember and honor their past. When spoken by nobles or skaa, Terris names may sound guttural or harsh, but when spoken in the native brogue of its people they are almost musical.

USING THE TABLES

The following tables provide a handy tool to come up with proper-sounding Terris names on the fly. All Terris names consist of two parts — a prefix and a suffix. To create a name, choose the tables appropriate to the character's gender, and then roll 2 dice for the prefix. The number shown on the first die indicates the row to read along, and the number on the second shows the column to read. Repeat the process again for the suffix, add the two parts together, and *viola!* — you have a Terris name.

Example: In the midst of a session, Brandon, the game's Narrator, introduces a curious Terris peasant as a foil for the Crew's current scheme. Realizing he doesn't have a name for the peasant in mind already, he decides to randomize it instead.

Brandon grabs two dice, consults the male name table, then rolls for a prefix. The results are a 4 and a 6 — reading along row 4 to column 6, Brandon gets a prefix of "Sur-." He rolls again for the suffix, this time getting a 3 and 2, which gives him a suffix of "-had." That sounds good to Brandon, so Surhad the Terris peasant is ready to start meddling in the Crew's affairs!



TERRIS MALE NAMES

Prefix						
Result	1	2	3	4	5	6
1	Be-	Bra-	Del-	Dra-	Ele-	Far-
2	Fis-	Ghol-	Gur-	Had-	Har-	Jor-
3	Kwa-	Lur-	Na-	Nu-	Oh-	Por-
4	Ra-	Rath-	Ru-	Sa-	So-	Sur-
5	Ta-	Telling-	Teth-	Tra-	Uld-	Ur-
6	Val-	Vo-	Why-	Wor-	Zal-	Zer-

Suffix						
Result	1	2	3	4	5	6
1	-al	-an	-bak	-bez	-brak	-bul
2	-dan	-dek	-dwar	-dwen	-dyn	-faz
3	-gez	-had	-hazar	-kun	-kwyl	-lan
4	-lyl	-mak	-razad	-rek	-rez	-run
5	-sal	-sath	-shek	-shaz	-teth	-wen
6	-wyl	-zed	-zek	-zel	-zen	-zon

TERRIS FEMALE NAMES

Prefix						
Result	1	2	3	4	5	6
1	Ad-	Al-	Alle-	Aly-	Bled-	Beth-
2	Ele-	End-	Free-	Gad-	Galla-	Gwyn-
3	Heyd-	Lar-	Li-	Kwy-	Ky-	May-
4	Pa-	Pro-	Qwy-	Ol-	Ow-	Raz-
5	Ree-	Sha-	She-	Tam-	Tath-	Tind-
6	Ul-	Un-	Wyn-	Zaha-	Zel-	Zaa-

Suffix						
Result	1	2	3	4	5	6
1	-aa	-ara	-dam	-daw	-de	-dura
2	-dyn	-eth	-ewn	-hara	-hyl	-ira
3	-ka	-kwen	-la	-law	-maa	-me
4	-na	-ne	-nira	-ra	-re	-rewn
5	-ru	-ryl	-sa	-sath	-sha	-shen
6	-ura	-wom	-wyl	-wyn	-za	-zera



TERRIS ADVANCEMENTS

Terris Heroes have access to some special Advancements, which represent the unique aspects, perceptions, and organizations within their culture.

NETWORKS

This supplement introduces rules for **Networks** — influential organizations which Heroes can tap for support and information during their exploits. A Hero does not necessarily have to join or otherwise contribute to a Network in order to access it (though it may help); having a Network simply represents the Hero's clearest and most valuable relationship to one of these organizations at a time. Thus, it is not unusual for a Hero to change his Network over the course of his career, or for members of the same Crew to have different Networks than one another.

GAINING A NETWORK

A Hero may gain a Network they qualify for by spending Advancements, just as they would gain a new Trait or Power, which represents the expenditure of time and goodwill necessary to forge their connections. Because Networks often have conflicting goals and rules, a Hero may only have a single Network at a time. However, as always, the Narrator must approve all Networks you choose as appropriate for the circumstances of the story.

Example: Isaac's character, the Keeper Damosi, has spent the last few months of the story working closely with the Synod leadership to plumb the secrets of the Treatise Metallurgic. Things have been going smoothly so, during the next Long Breather, Isaac decides to spend some Advancements to gain the "Synod Inner Circle" Network. Brandon approves, and Isaac adds his newfound relationship to Damosi's character sheet.

USING NETWORKS

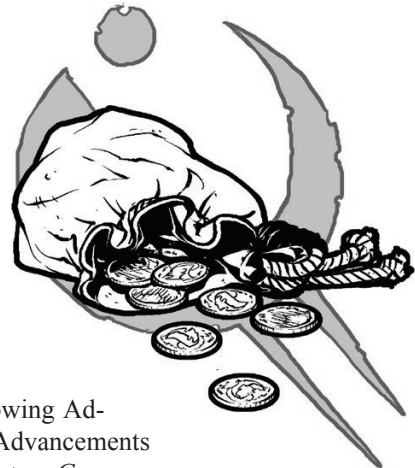
Unlike other Advancements, however, a Hero can only take advantage of a Network (gain its **Benefits** and use its **Network Trait**) while he or she remains in good standing with its leadership (following the Network's **Rules**); they rarely stick their neck out for those who don't respect their methods and dictums. **If a Hero breaks a Network's Rules, as defined in its description, he loses its Network Benefits and Network Trait until the next Long Breather** (at which time he smoothes things over with his contacts).

Example: As noted under the Synod Inner Circle, one of the Network's Rules is "Never share Terris secrets with non-Terris" and its Benefits include an Extra agreeing to assist you in your current task. So long as Isaac doesn't share Terris secrets with non-Terris, he can continue to call upon a Terris Extra once per session to complete tasks.



CHANGING NETWORKS

As a Hero's priorities change, so do his or her relationships. To represent this, a Hero can change his Network by spending 2 Advancements. While doing so takes time, there are no lasting penalties or lingering animosity for changing one's Network, and a Hero can choose to regain a previous Network at a later time by spending a further 2 Advancements.



SPENDING ADVANCEMENTS

Terris Heroes can choose any of the following Advancements, following the rules for Spending Advancements as described on page 121 of the *Mistborn Adventure Game*.

TERRIS ADVANCEMENTS

Improvement	Cost	Description
Change your Network	2	Switch your loyalties from one Network to another.
Develop a Network	4	Gain the benefits of a single Network
Gain a new Terris Stunt	4	(Terris only) Add a Terris Stunt to your Hero

2 ADVANCEMENTS

Change your Network: Your Hero abandons his old network and declares his loyalty to a new organization. Erase your existing Network and replace it with the one you now qualify for (*see Networks, page 79*).

4 ADVANCEMENTS

Develop a Network: Your Hero fosters a relationship with a powerful organization, exchanging his loyalty to take advantage of that network's training and contacts. Add your new Network to the Powers section of your character sheet; as long as you follow the Network's dictums, you gain its benefit (*see Networks, page 79*). You may only have one Network at a time, though you may change it by spending 2 Advancements, as noted above.

Networks available to Terris characters include:

SYNOD INNER CIRCLE (TERRIS ONLY)

Your Hero has developed contacts within the highest echelons of the Synod's hierarchy. The Hero is expected to help the elders collect information, keep its secrets and avoid intervening in the affairs of the Final Empire whenever possible.

Rules: Never share Terris secrets with non-Terris; never willingly take action which directly and openly opposes the Steel Ministry, the imperial army, or other agents of the Lord Ruler.



Network Trait: Synod Information Network

Benefits: Once per session, you may choose a Terris Extra and make a Spirit 3 Challenge roll; with success, the Extra agrees to assist you in your current task. The Extra assists you until the task is complete or the next Breather (whichever comes first).

TERRIS RESISTANCE (TERRIS ONLY)

Your Hero has linked up with one or more cells of the Terris Resistance.

Rules: Defend innocent Terrismen from the Steel Ministry whenever possible; gather and share information which could be used to defeat the Lord Ruler whenever the opportunity presents itself.

Network Trait: Terris Resistance Fighter

Benefit: Decrease all physical, mental and social damage you suffer from Obligators, Steel Inquisitors, and imperial soldiers by 1.

Gain a Terris Stunt (Terris Heroes only): Your Hero embraces or typifies some of the strongest aspects of his or her people. Each time you choose this improvement, choose one Terris Stunt from the following and add it to the Powers section of your Hero's sheet. You may only gain each Stunt once, unless otherwise specified:

- *Eidetic Memory (Terris only):* Whether through training or natural talent, you can remember anything you've experienced flawlessly. You never need to make a Wits roll to recall something you've seen, read, or heard, and you can do so with perfect clarity. However, your understanding of those details is not improved; for example, while you may remember a person's accent without issue, you won't necessarily identify her when she's in disguise. This Stunt also greatly improves the quality and detail of memories recorded in your copperminds; when you tap a coppermind for a memory, you automatically gain one Positive Circumstance to any rolls related to that memory, in addition to any bonus dice from tapped charges (see "Tapping a Coppermind" on page 320 of the *Mistborn Adventure Game*).
- *Extra Reach (Terris only):* Thanks to being gelt in your youth, your limbs are unusually long. You may make unarmed and Touch attacks at Striking range if you choose.
- *I Mean No Harm! (Terris only, Reaction):* As one of the Terris people, you are often perceived as posing no threat — a prejudice that works to your benefit. Once per Beat, when you are attacked by a character you have not attacked, and are unarmed and using no Powers, you may shout out, throw up your hands, or otherwise show yourself to be no threat to them. 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 Spirit 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, the attacker stays his hand at the last moment (effectively canceling the attack). With suc-





cess you may also spend 3 Nudges to prevent the attacker from attacking you again during this Conflict. This effect ends when you make an attack.

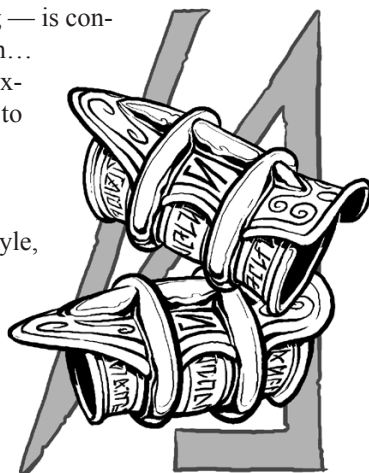
- *Keeper of Secrets (Terris only)*: You have lived your life protecting the secrets of your people, and you will only give them up under the most extreme circumstances. You gain 2 bonus dice when defending against mental attacks, such as through interrogation, torture or emotional Allomancy (see the *Mistborn Adventure Game*, page 225).
- *Terrisman's Resolve (Terris only)*: Your Willpower permanently increases by 2, and you may recover Willpower during a Short or Long Breather without sitting the Breather out (see "Recovery" on page 189 of the *Mistborn Adventure Game*).
- *The Master's Ear (Terris Stewards only)*: Your status as the right hand man to a noble lord allows you to subtly manipulate his actions. You gain 2 additional dice on all Charm and Influence rolls when dealing with members of the House you serve.
- *Will to Survive (Terris Only)*: Your people have survived the worst the Lord Ruler could muster and survived...you are no different. Once per session when you are Defeated in a Conflict (see the *Mistborn Adventure Game*, page 185), you may call upon your steely will to carry you through. Roll your current Spirit; if your Result equals or beats the attacker's Result, you remain Defeated but *you*, not the attacker, choose *how* you are Defeated, as well as any Burdens you suffer as a result (the Narrator must approve the Burdens you choose) With success, you may also spend 3 Nudges to reduce all Burdens you suffer from this Defeat by 1 level (from Mortal to Grave, Grave to Serious, or Serious to no Burden).

TERRIS EQUIPMENT

The Obligators of Terris are very strict about the tools, weapons, and equipment that fall into the hands of Terrismen. Openly carrying any tools which might be used to fight — including nearly all weapons, regardless of their utility in hunting food or farming — is considered a clear and present danger, and is dealt with... *harshly*. Fortunately, the people of Terris are extremely resourceful, and have put their wits to work to ensure their continued survival.

METALMINDS

Metal jewelry is deeply tied to Terris cultural style, and the practice has been celebrated and even encouraged by the noble masters of Terris stewards and servants for centuries. From time to time, stylish noblewomen have even worn ornate wooden jewelry copying the Terris style. Consequently, Feruchemists have long favored us-



ing their jewelry as metalminds — not only are they allowed to wear it, but it lets them keep their metalminds on hand at all times. Even though Feruchemy is banned in the Final Empire, the general public’s ignorance to its existence and the Steel Ministry’s confidence the art has been wiped out allows Keepers to get away with wearing small metalminds openly.

STYLES OF METALMINDS

Any metal object of sufficiently pure composition can serve as a metalmind, but some styles are more popular than others. Common forms of metalminds include:

- **Rings:** Though generally not big enough for large reserves of Feruchemical power, rings are imminently portable and are a hallmark of Terris stewards.
- **Bracelets and armbands:** Metallic armbands strike the right balance for many Keepers, containing enough mass to store a good deal of Feruchemical power without being particularly bulky.
- **Necklaces and torques:** Carefully layered necklaces (so that each one touches the skin on at least one bead of metal) or stacked neckbands allow a Keeper a bit more freedom, especially for any delicate task that requires free use of hands and arms.
- **Coins:** Though not fancy, a steward is likely to have a supply of money on-hand to help with the day-to-day expenses of running an estate, making it easy to conceal a few “lucky coins” amongst the rest.
- **Weapons and armor:** Though only found in the hands of Feruchemists living in the Outer Dominances, metal arms and armor can be an ideal place to store the same abilities that improve a Feruchemist’s combat abilities: a steel sword, for example, makes a particularly effective metalmind since the blade can store immense reserves of speed and the hilt can be inlaid with pewter to lend extra strength; an iron breastplate could store substantial weight, making the wearer an implacable juggernaut; etc.
- **Piercings:** While an obvious choice, and fairly common to Terris style, many Keepers have an inherent distaste for using piercings as metalminds.

MASTERCRAFTED METALMINDS

Beyond the standard metalminds presented in the *Mistborn Adventure Game*, Terris craftsmen have recently recreated some ancient styles long thought lost in the sands of time. Each of these is a unique, handcrafted, and precious creation, treasured by those Keepers lucky enough to get them. The Resource and Prop costs for these special metalminds, as well as new types of standard metalminds, are listed in the Other Terris Equipment table on page 86.

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 capacity (*see page 282 of the Mistborn Adventure Game*) — 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! Unfortunately, such high quality is costly, but many Feruchemists find it worth the expense.

Metalmind Clothing: By weaving clothing or shoes with metallic thread, an outfit can be turned into a simple metalmind. This practice is confined mainly to formal clothing such as steward’s robes, where such ornamentation is not so out-of-place. This clothing will only be identified as anything more than fancy dress with close scrutiny by an observer who is aware Feruchemy exists; 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.

Multimind: This ornate metalmind blends five separate metals into a single piece, allowing the Feruchemist to tap any number of these metalminds simultaneously. Like metalmind clothing, the cost of such flexibility is storage capacity; the multimind can only hold 25 charges of each metal.

OTHER COMMON TERRIS EQUIPMENT

Beyond the equipment found in the Mistborn Adventure Game, the people of Terris use additional gear uniquely suited for their lands and role in the Final Empire. Though any Hero can acquire any of the gear on the following tables as Props or by spending Resources, it is most easily found within the Terris Dominnance or in the hands of Terrismen.

TERRIS WEAPONS

Item	Props	Difficulty	Damage	Min / Max Range
Melee Weapons				
Farm implement	1	1	+1	Touch / Striking
Used by villagers only in defense (and desperation)				
Shepherd’s hook	1	1	+0	Striking / Striking
Carried by shepherds to manage their flock; grants 1 bonus die to attempts to trip or grapple; contains no metal				
Wooden spear	1	1	+1	Striking / Striking
A simple fire-hardened spear used by Terris Resistance fighters; contains no metal				
Ranged Weapons				
Bow and wooden arrows	1	2	+1	Close / Long
Preferred weapon of Terris hunters and rebels; contains no metal				
Wooden spear	1	1	+1	Close / Medium
A simple fire-hardened spear used by Terris Resistance fighters; contains no metal				





TERRIS ARMOR

Item	Props	Difficulty	Description
Concealed armor	2	2	Simple padded armor concealed under layers of furs to look like peasant's clothing; absorbs 1 damage from physical attacks; contains no metal
Wooden plate	2	3	Crude wooden breastplate worn by resistance fighters as armor; absorbs 2 damage from physical attacks; contains no metal

OTHER TERRIS EQUIPMENT

Item	Props	Difficulty	Description
<i>Animals, Mounts, & Vehicles</i>			
Livestock herd	2	2	Herd of 10 sheep, goats or cattle suitable for labor, farming, or eating
Pack animal	1	1	Rugged donkey, ass, or goat suited to moving supplies
Signal animal	1	3	Trained animal such as a bird used to carry messages to one location
<i>Tools</i>			
Climbing gear	1	1	Rope, pitons, and weatherproofing oils favored by mountain guides
Codebook	1	3	A book of ciphers, used to encode and decode messages
Concealed text	2	4	A banned book, written in code or re-bound to conceal its true contents
Encyclopedia Empirica volume	1	1	Steel Ministry-approved text used to instruct young nobles
Farmer's tools	1	1	Simple wooden and iron tools for chiseling the hard Terris earth
Grooming kit	1	1	Useful for tidying up one's appearance; a necessity for stewards
House seal	2	3	A steward's seal, used to sign and authorize one House's correspondence
Hunter's traps	1	2	Snares and other traps useful for catching small game
Spices	1	4	Exotic spices from the south, popular in Terris-style cooking

OTHER TERRIS EQUIPMENT (CONTINUED)

Steward's robes	1	2	Formal clothing of a Terris Steward in a noble House's colors
Survival gear	1	2	Backpack, warm clothing, and sturdy boots for explorers and guides

Implements

Metalminds (3, average) *	1	3	Each metalmind allows a Feruchemist (only) to store in and tap from one metal: Brass, Bronze, Copper, Iron, Pewter, Steel, Tin, or Zinc; each single metalmind item consists of three physical metalminds, each of one different metal and holding 100 charges
Metalminds (4, tiny) *	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 (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
Metalmind clothing *	2	2	Formal clothing or steward's robes Tool woven with metal threads, allowing it to hold 25 charges. Wits 4 will identify it as a metalmind.
Multimind *	1	4	Single metalmind with 5 different metals; can hold 25 charges of each metal contained

* The Narrator may let you roll to acquire from a broader selection of metals if more have been discovered (this may depend on when your story occurs, or different factors if your story diverges from what's in the novels).



11

NOTABLE TERRIS PEOPLE

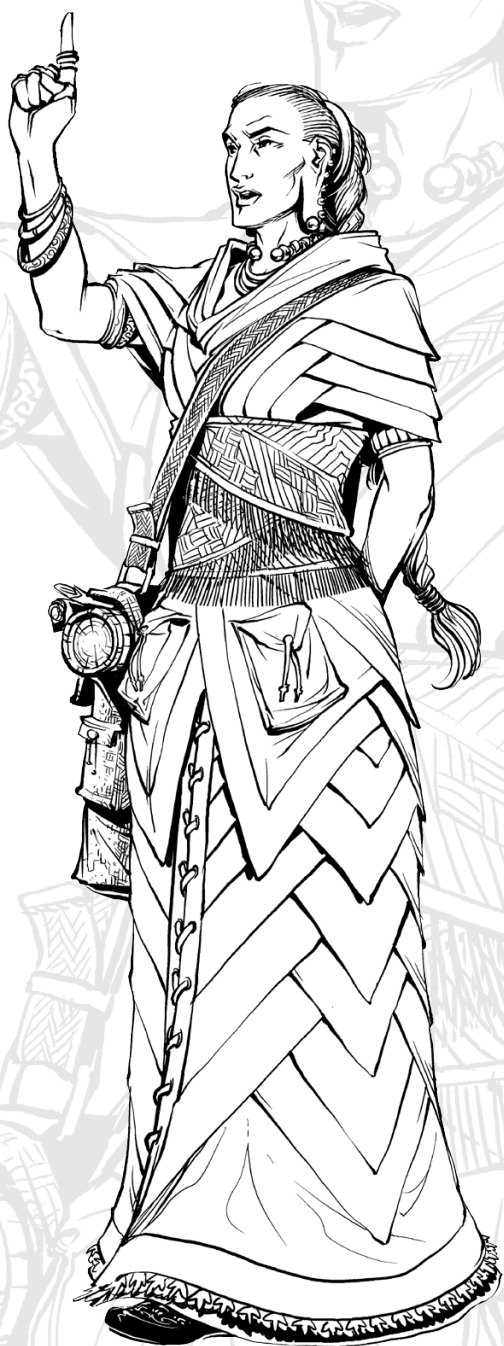


Despite their reputation as a humble and docile people, the Terris bloodlines produced some of the most powerful and world-changing individuals in the history of Scadrial. The most prominent among them were Feruchemists. The most noteworthy Terrismen from history and the Final Empire appear here. Those who might make an appearance in a Final Empire-era game have game statistics. Sazed is already presented on page 495 of the *Mistborn Adventure Game*; Rashek and Kwann don't have statistics since they appear in a different era.

Fair Warning: The following sections contain trilogy spoilers. Proceed with caution.



N



NOTABLE TERRIS PEOPLE



TINDWYL

Time Frame: The beginning of *The Well of Ascension*

Tindwyl's life has been one of hardship and endurance. She was chosen as a breeder when still a small child, and from age 14 to 43 she was forced to bear twenty children. However, Keepers who visited her taught her Feruchemy and eventually explained to her that the fact that she carried Feruchemy in her bloodline was why the Synod helped maneuver the Obligators to choose her as a breeder. During her long years as a breeder, she was secretly given a small amount of training as a Keeper. Her goldminds helped her survive the rigors of giving birth more than a dozen times. Even in these terrible and restricted circumstances, she was a scholar and devoured all of the biographies that her Terris nurses and teachers could provide, storing all of this knowledge on her copperminds. None of the abuse of her life as a breeder could dim her dedication to learning or her desire to become a Keeper.

Once her childbearing years were over, she was released from the breeding compound and began secretly training to be a Keeper. Her keen mind and unflinching determination earned her a place in the Synod. She firmly believes that strictly following the traditions of the Synod is what has allowed the Terris people to survive. She sees both safety and comfort in Terris traditions. Tindwyl initially regarded Sazed as a foolish and dangerous rebel, but grew to see that the Lord Ruler's death may mean that the Synod might soon need to cease watching and begin acting openly.

TINDWYL (DEADLY THREAT)

Attributes: Physique 3, Charm 5, Wits 7

Standings: Resources 4, Influence 6, Spirit 8

Resiliences: Health 7, Reputation 11, Willpower 15

Traits: Steward; Traditional; Loyal Member of the Synod; Stern; Biographies of Famous Leaders

POWERS (FERUCHEMY)

Copper 8 (stores memory)

Zinc 7 (stores mental speed)

Gold 6 (stores health)

Steel 6 (stores physical speed)

All Other Metals 4

EQUIPMENT

11 metalminds (2 Copper, 1 Brass, 1 Bronze, 1 Gold, 1 Iron, 1 Pewter, 2 Steel, and 1 Zinc; Formal clothing; 3 banned books (containing biographies of historical figures, including two who lived before the Lord Ruler's Ascension); Pen and blank book



PLAYING TINDWYL

You are the model of tradition and restraint. You are also exceptionally tough and stubborn. Both your life and your training as a Keeper have taught you that careful forethought is the only path to survival. You accept what you cannot change, but never allow unavoidable obstacles to keep you from your goals.

You do not suffer fools gladly and consider disregard for Terris rules and traditions as dangerously willful idiocy. However, you are sometimes troubled by the fact that the great men and women whose biographies you studied were often anything but restrained and careful. Instead, their daring often earned them success. Visiting Luthadel now that the Lord Ruler is dead has shaken your resolve a bit. You see that the world is changing and, perhaps, it is again a time for heroes instead of careful observers.

TINDWYL AS AN ALLY

She takes her duties as a Keeper very seriously and does the best she can to apply the lessons of history. She is also one of the spiritual leaders of the Terris people and her first loyalty is to her people. She would freely sacrifice anything to aid her people, including her own life.

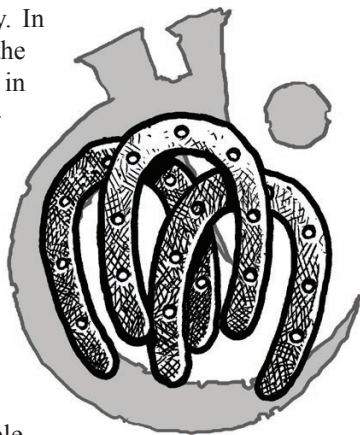
TINDWYL AS AN ENEMY

She opposes anyone who threatens the safety of the Terris people, including Terris rebels — though maybe not to the point of harming them. She mostly watches and observes, but she is also very skilled at delivering advice and counsel in ways that aid her people and harm her enemies.

RASHEK

Rashek is a name lost in the mists of history. In the modern day, his name is only mentioned in the Lord Ruler's logbook of his Ascension and perhaps in a few other equally ancient texts. In the Lord Ruler's book Rashek is the Hero of Ages' angry and mean-spirited Terris packman who was jealous of the Hero's special destiny and who wished for the Terris people to give up their quiet lives of agriculture and contemplative scholarship and instead take a new role of leadership in the larger world.

In this fashion, he is similar to some of the most militant and angry rebel Keepers today. Rashek was angered by the passivity of his people and wished them to take bold action. Most of all he wanted them to seize the prophecy of the Hero of Ages as their own, rather than quietly waiting for a Hero to arrive on their doorstep and save the world. The biggest difference between Rashek and current Terris rebels



is that Rashek eventually acted upon his anger. He killed the Hero of Ages and used the almost limitless power of the Well of Ascension himself. Since the Lord Ruler's logbook ends before the Ascension, even those who read it might not understand that Rashek — *not* the diarist Alendi — became the Lord Ruler.

KWAAN

Kwaan, a Feruchemist and member of the scholarly organization known as the Worldbringers, lived in the days before the Lord Ruler's Ascension. Like Sazed, he was a scholar of religions and when the mists began to engulf Scadrial, Kwaan was initially overjoyed that his research revealed that his friend Alendi could be the prophesied savior. However, he later learned hints of Ruin's machinations, including the fact that it could change any record not physically scribed in metal. Kwaan eventually understood that the prophecies were lies manipulated by an unknown being who wished to gain access to the power of the Well of Ascension. When he could not convince Alendi to give up the quest for the Well of Ascension, Kwaan attempted to prevent a great evil by making himself responsible for a lesser one. He told his jealous nephew Rashek to kill Alendi and thus put almost limitless power into the hands of a brutal and selfish man. Kwaan was then transformed into a mistwraith along with all other living Feruchemists, other than Rashek's friends. He may still exist, albeit without most of his memories, if he was later transformed from a mistwraith into a kandra.

VEDZAN

Vedzan is one of the foremost figures of the Terris Resistance, and leader of a small group of rogue Keepers who hide out in the northern region of the Dominance (*see page 59*). Unlike many Keepers, Vedzan is motivated not by duty but bile — he hates the Lord Ruler, the Obligators who enslave and mutilate his people, and the nobles who support them. But he also fully understands the position the Terris people are in, and is unwilling to risk actions that could bring greater harm to his own people.

Vedzan's consuming passion is to disprove the legitimacy and “godhood” of the Lord Ruler. He uses his rogue Keeper allies to pursue any lead in the hopes of finding something that will help him accomplish his goal. While he's found some circumstantial evidence, concrete proof continues to evade him.

His frustration with the search for proof has made Vedzan increasingly bold in his actions against the Final Empire. Recently, he's begun secretly recruiting disaffected Terris youth to ambush the worst and most brutal Obligators in both the Terris and Northern Dominances. These attacks are intended to appear to be accidents, like rockslides, attacks by wild animals, or assaults by desperate and violent thieves, but it's only a matter of time before either the Synod or the Steel Ministry catches on to his scheme and comes after him. Hopefully, innocent Terrismen won't also be caught in the crossfire.



VEDZAN (DEADLY THREAT)

Attributes: Physique 5, Charm 4, Wits 5

Standings: Resources 3, Influence 4, Spirit 6

Resiliences: Health 8, Reputation 8, Willpower 11

Traits: Rebel; Hates The Lord Ruler & Ministry; Charismatic Speaker

POWERS (*FERUCHEMY*)

Steel 8 (stores physical speed)

Copper 7 (stores memory)

Pewter 6 (stores physical strength)

All Other Metals 4

EQUIPMENT

11 metalminds (2 Copper, 1 Brass, 1 Bronze, 1 Gold, 1 Iron, 1 Pewter, and 2 Steel; Survival gear; 2 banned books (on military history and tactics); Pen and blank book

PLAYING VEDZAN

Despite years of instruction about the value of caution, patience, and restraint, Vedzan is an angry and bitter man. He wants to strike back against those who harmed him and his people, and he is willing to act. For Vedzan, the ends completely justify the means, so long as no further harm comes to the Terris people as a result of his actions. He has no patience with the Synod's platitudes and is deeply frustrated that most Keepers refuse to work with him.

VEDZAN AS AN ALLY

Vedzan is a difficult ally. He cares more about striking back at his enemies than helping his allies. However, if someone offers him substantial aid, he will be very grateful. He largely looks to other Terris as potential allies, but would be willing to consider working with skaa, if they were sufficiently daring and dedicated.

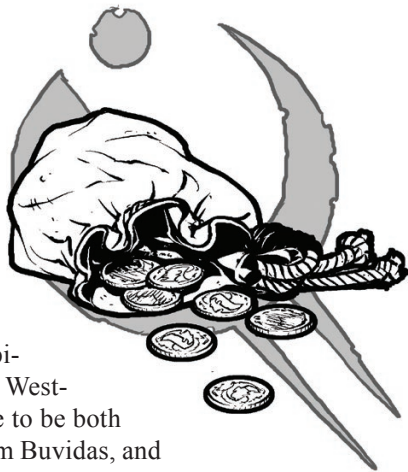
VEDZAN AS AN ENEMY

Ideas like mortality and mercy don't trouble Vedzan: he wants his enemies dead, and if he can find a way to kill an enemy that looks like an accident he won't hesitate to take it.



NURYL

Nuryl is a brilliant and experienced Terris steward in the Western Dominance, but to her great disappointment, she is not a Keeper. However, what she lacks in Feruchemical prowess she makes up in cunning and careful planning. Nuryl is employed by Enfram Buvidas, a powerful local noble in House Buvidas. Enfram controls the House's operations in and around the western capital of Tremredare and across most of the Western Dominance. Nuryl has the good fortune to be both smarter and more socially adept than Enfram Buvidas, and has proven herself exceptionally useful when negotiating with both trade representatives from the Farmost Dominance and gem buyers from across the Final Empire. Her brilliance and negotiating skill mean that Nuryl is privy to Enfram's business and personal secrets and openly manages his business concerns.



Nuryl takes care to make certain that Enfram thrives, but also uses her position to collect vast amounts of information. As her reputation for wisdom and excellent advice has spread, she spends an increasing amount of time dispensing advice to other members of House Buvidas and their allies, and is regularly asked to handle delicate business or diplomatic negotiations. Nuryl occasionally uses her influence over the trading caravans to smuggle skaa to the relative freedom of the Farmost Dominance, and she has on several occasions snuck Keepers into shipments going to various remote destinations.

NURYL THE STEWARD (SERIOUS THREAT)

Attributes: Physique 3, Charm 5, Wits 7

Standings: Resources 6, Influence 7, Spirit 5

Resiliences: Health 11, Reputation 12, Willpower 12

Traits: Steward; Manipulative; Brilliant Financial Advisor; Loyal Only to the Terris

Equipment: Four banned books; Formal clothing

PLAYING NURYL

Nuryl is smart and socially competent and knows it. She attempts to take control of any social interaction, but in a manner that causes her to appear wise and sensible rather than cunning and manipulative. Her bookish appearance and quiet manner are careful acts that disguise the fact that she now runs the business affairs of most of the local members of House Buvidas and its allies.



NURYL AS AN ALLY

Nuryl is primarily concerned with helping her own people, but is willing to aid skaa or even eccentric or rebellious nobles she likes. However, at most she'll provide information, an introduction to a potential ally, or discreet, safe passage under another name in a caravan.

NURYL AS AN ENEMY

Nuryl is ruthlessly pragmatic. She won't do anything to endanger her position, but is an expert at dropping quiet hints and suggestions that can ruin a business or a reputation.



12

SECRETS OF TERRIS



Kelsier once said, “There’s always another secret,” and this is especially true in Terris. Its history is intimately tied to that of the Final Empire’s most powerful secrets, including those of the Lord Ruler, making them the greatest and most devastating in all Scadrial. As with all content like it, **this chapter contains spoilers for much of the original trilogy of Mistborn novels**, so read with caution!

THE WANING OF THE SYNOD

While the Synod is widely believed to be the native Terris government, its rule is nowhere near as monolithic as they would like to believe. In recent years, rebellion against the Synod’s edicts has grown increasingly frequent, with both commoners and Keepers more and more likely to quietly defy its wishes. Part of the reason is simple: many believe after all this time, they are no closer to achieving independence than centuries before. Acquiring knowledge for its own sake, while still valuable, seems to have hit a dead end. The Synod still maintains its control and secrecy, yet their members are now often at a disadvantage as they try to maintain order — a task made even harder by new and secretive movements like the Terris Resistance.

THE STEEL MINISTRY AND THE SYNOD

Beyond the troubles brewing within Terris society, the Synod is also unaware the Lord Ruler knows many of its most closely guarded secrets. Not only is he aware Feruchemy still exists in the Terris population, but he also knows that the

Keepers have a secret cadre of leaders headquartered in Tathingdwen. Some Obligators and most of the Steel Inquisitors know this as well, but have instructions not to crush the organization, or even to reveal their knowledge...much to their consternation.

The Keepers are allowed to live in part to keep alive the practice of Hemalurgy. Inquisitors occasionally harvest a Keeper or two to use in making new Steel Inquisitors, specifically for the Gold Feruchemy that makes the creatures nearly unkillable. Rogue Keepers — those not connected to the Synod — are preferred victims because few notice their disappearance. Particularly effective Feruchemists are occasionally captured and made into Steel Inquisitors themselves, though this practice is quite rare because the Lord Ruler considers it too dangerous to give your enemies tools to exact vengeance.

WHY TERRIS SURVIVES

Of all the cultures that existed before the Final Empire, only the Terris culture remains distinct. While the Synod believes it is their leadership and patience, and the average Terrisman believes that his people honor their history and traditions, the truth is that the Terris culture survived only because the Lord Ruler wanted it to.

The Lord Ruler allowed the Terris to survive for several reasons. Most importantly, he needed to keep them both isolated and distinct from others in order to carry out his breeding program. Allowing Terris to melt into the general population as all other cultures had would have made it far more difficult to isolate and destroy possible Feruchemists. As long as the Terris people remained physically and culturally distinct, they could easily be watched and monitored.

The second reason was to make the Terrismen into pariahs. Even an oppressed people can still hate, fear, and oppress those who are different from themselves. Keeping the Terris people different ensured that they would always be viewed with some degree of distrust, making it more difficult for them to form bonds with those outside their own Dominance, to interbreed, and to foment rebellion.

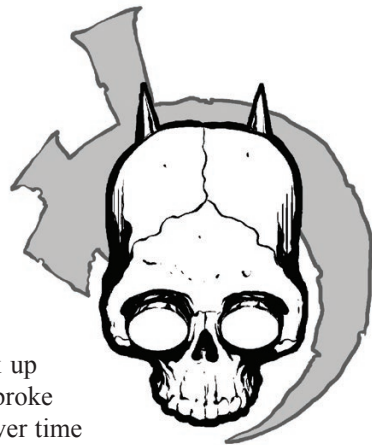
This distinction also made it more difficult for the Terris people to spread their dangerous education to the general populace. Though some educated people are necessary to keep the wheels of civilization turning, an educated populace is anathema to a slave state. The nobility could be counted upon to keep the skaa “stupid,” since they already believed them to be inherently mentally inferior. But Terrismen were likely to offer their education to anyone, and that education could breed a successful rebellion. Keeping them culturally distinct minimized their ability to mingle with the skaa and gain their trust.

The Lord Ruler was equally pragmatic in allowing the Terris Dominance to keep its name. Keeping the ancient name created the perfect red herring for anyone seeking the Well of Ascension. Should any seekers of power find out that the Well had been there, they would go to the wrong place, since the Lord Ruler had shifted the world’s surface in order to place the Well in close proximity to him. Forcing such aspirants to research where Terris had once been might have led them to the truth.



DISCOVERY OF HEMALURGY

Hemalurgy is not well known in the dominances, but some few outside the Lord Ruler's direct control have discovered it on their own. One such person was Trelynd, a Terriswoman from the village of Brint in the high mountains of the Terris Dominance. An expert smith and Feruchemist, she had been injured in her youth when an angry young farmer ran another farmhand through with a pitchfork. As Trelynd tried to break up the fight, she was injured by a tine of the tool that broke off in her side. She recovered quickly, and found over time she'd also gained a measure of the dead farmhand's strength. With the help of a hunter, she experimented further, having him shoot arrows made from pure metals through the bodies of animals such as mountain lions, sheep, horses, and cattle. The ones that passed through and into her own body seemed to grant her some of the animals' attributes, though only for a limited time.



So far, only the Terrismen of Brint are aware of Trelynd's discovery, but it's only a matter of time before word reaches the Synod. If the discovery spread through the Keepers, it would be both a powerful and dangerous weapon. It could be used to understand the Steel Inquisitors and even defeat them, but if the Steel Ministry discovers that the Synod knows the truth, they might choose to destroy the elders rather than risk that knowledge leaving the Dominance.

Adventure Hook: A Terrisman friend of the crew is summoned by Trelynd to help her with an important task, and he hires the crew to escort him to the Terris Mountains. She entrusts him with relaying her notes on Hemalurgy to the Synod, but on the way to Tathingdwen he declares they have to be destroyed so the Steel Ministry won't come down on his people. The crew has to choose which side is right.

THE KANDRA AND TERRIS

During the Ascension of the Lord Ruler, he transformed all Feruchemists (save a select few) into the mindless, gruesome mistwraiths. The Terrismen were, as a people, unaware what had caused their disappearance. Without these great mentors and scholars, the Terris people lost their cultural knowledge over the years.

The kandra, though, are well aware of the stock their First Generation came from. They rarely substitute themselves for Terrismen, perhaps because of an innate dislike for consuming their own. But one, KoShoon by name, was made to take the place of Gedartil, a middle-aged Terriswoman who served a noble house in the Central Dominance as a steward. The lord of the house killed Gedartil in a rage when she spurned his advances, and replaced her with a kandra to avoid Obligator scrutiny. Two years later, the heir to the house became romantically



interested in her and killed his father, suspecting that his father's refusal to allow his son a liaison with the Terriswoman was because he was jealous. The widow of the late lord, who knew Gedartil was truly KoShoon, sent the kandra to Terris to "gather information," so that her son would not be further tempted.

Upon returning to Terris, "Gedartil" was contacted by a member of the Synod seeking information. The kandra has become sympathetic to the Synod and learned many secrets. Though she can't imitate a Keeper, the Synod are impressed by her ability to retain information even without metalminds. The widow the kandra answers to has been unresponsive, so KoShoon is free to do as she pleases in Tathingdwen. Only she and her master know she's not really Gedartil.

Adventure Hook: The heir to the house has set off with two friends for a holiday in Terris, without telling his mother. He intends to find Gedartil and force her into the liaison that he has long been denied. His mother, upon hearing of her son's destination, has hired the crew to intercept him and kill Gedartil, so that she can be rid of the problem once and for all.





BOOK TWO



JUSTICE, LIKE ASH

INTRODUCTION



Justice, Like Ash is an epic adventure that sweeps the Crew up into a series of events that reverberate from the capital of Luthadel, all the way out to the farthest reaches of the Terris Dominance. An influential Obligator has been murdered by a Terrisman, inspiring brutal retaliations against the stewards and expatriates living throughout the Final Empire. The Crew has been hired to find the man responsible and bring him to justice before things escalate out of control. To catch the culprit, the Crew must travel from the safety of Luthadel into the Terris Dominance, where they will witness the oppression of the Terris people firsthand. Will they find the assassin before the vengeful blade of the Steel Ministry falls upon the Terris people?

Warning to Players: The remainder of this chapter provides a detailed and spoiler-laden overview of the adventure. If you plan to play *Justice, Like Ash* we recommend you stop reading here!

JUSTICE, LIKE ASH AT YOUR TABLE

Justice, Like Ash is designed for multiple gaming sessions — perhaps as few as two if the Crew is on the ball and pushing through as quickly as possible, or as many as four or five sessions if they want to explore their own agendas amongst or even beyond the main narrative. The sheer scope of *Justice* is large enough that the Narrator can easily insert additional scenes between those presented here (particularly Scenes 1, 2, and 3) to allow the Heroes some breathing room or to make the adventure the basis of a short campaign.

However, if you are short on time or wish to keep *Justice* confined to a single evening of gaming, we recommend planning for six to eight hours of play. Keep-



ing Scene 1 focused only on Copper Gate Market and the North Dominion Shipping Company locations, and going to a straightforward Q&A with the Elders in Scene 2, should also help rein in the adventure.

WHAT'S BEEN HAPPENING?

A high-ranking Obligator in the Canton of Orthodoxy, **Prelan Darian Vedes**, has been murdered at a market in broad daylight on the streets of Luthadel. All witnesses have fingered a Terrisman named **Gholwyl**, a steward in the employ of House Venture.

The crime has caused a major scandal amongst the noble Houses. **Straff Venture** himself has come forward to assign blame to Gholwyl and to what some term, “those people.” The Steel Ministry sees the murder as a sign of possible greater unrest in Terris, and is moving quickly not only to find and execute Gholwyl but to crack down on the greater Terris population — both as a reminder of who’s really in charge, and to make sure no other stewards get any wise ideas.

WHAT HAPPENS NEXT?

It is at this point that the Crew enters the scene. After being approached by one of their contacts, they are dispatched to find Gholwyl, figure out why he murdered Prelan Vedes, and, if possible, capture him so as to clear House Venture’s name and/or to relieve the growing crisis for the stewards of Luthadel and the peasantry of Terris.

Unfortunately for the Crew, they discover Gholwyl has fled the city and is making his way to his home of Bhazzarazed, deep in the northeastern part of the Terris Mountains. It will only be a matter of days before the Steel Ministry figures out where Gholwyl’s gone, and makes an example of him and all his people in one fell swoop.

The Crew leaves Luthadel by canal bound for Tathingdwen, the Terris capital, and witnesses the buildup of Imperial forces marching north along the way. Once in the city, the Crew encounters a Keeper named **Alwyn** who takes them to a meeting with Synod elders who are aware of their mission. The Synod knows full well of Gholwyl’s crime and the coming retribution, and has no interest in letting this oppression continue. They also ask the Crew for help in bringing Gholwyl to “justice” — not only for the sake of the villagers, but the continued freedom and independence of Terris people every-



where. Unfortunately for the Crew, this means their goals may be aligned with those of the Steel Ministry...not a popular position to find oneself in.

Now thoroughly conflicted, the Crew moves on to Bhazzarazed to confront Gholwyl and make him answer for his recklessness. Here, they discover that Gholwyl's crime was one of passion: he killed Prelan Vedes because Vedes had taken Gholwyl's sister **Hadwyn** as a lover; when she spurned Vedes, he made her a Terris Mother. Hadwyn was a gentle spirit, and the shame and stress of that life drove her to suicide.

Unbeknownst to Vedes, Hadwyn had a trick up her sleeve — she hid her bastard children, fathered by Vedes, from him. Her relatives have proven strong with Feruchemy; the fact that Hadwyn had children by an Allomancer could well mean that one or more of them could be both Feruchemist and Allomancer — the very reason the Steel Ministry has maintained its oppression of the Terris people for nearly 1000 years. This makes these children amongst the most dangerous (and possibly most hunted) people in all the empire, should they be discovered, for they could grow to have the same power as the Lord Ruler himself (the implications of which are beyond Gholwyl, the people of Bhazzarazed and any but the most informed Prelans and Keepers).

When Gholwyl learned of Hadwyn's death, he knew those kids were in imminent danger — the pairing of Terris and noble is forbidden and children of such unions are always executed. Moreover, he knew that Vedes was to blame for his sister's suicide, and, through social circles, that Vedes was now stationed in Luthadel. Consumed by grief, he made his way to the market where the Prelan often enjoyed tea, and stabbed him to death. He fled home not only for safety, but to attend Hadwyn's funeral rites — his obligation as her only living relative — and to secretly watch over the children, whose true origins were known only to a few villagers and Gholwyl.

Further complicating the matter is the fact that all of Bhazzarazed is a hotbed of rebellious thought which is rather divergent from the standard Synod line. The brutality with which they have been treated, and the Synod's inaction, has radicalized the population. They, too, know the mortal danger Hadwyn's children face, and aspire to protect her children as much as they are spoiling for a fight. If the Ministry should show up armed to the teeth, there will likely be a battle — one the people cannot win, and one that may lead to further punitive actions against other villages should the Ministry be convinced this is a bigger problem. Now, they may have an even tougher time on their hands convincing Gholwyl (and the rest of the village) to give himself up to the enemy. If he refuses, what becomes of the village and the Terris rebellion it is tied to? And if he agrees, what fate might befall the children?

At the climax of the adventure, the Imperial army arrives at Bhazzarazed, ready for a fight that the Crew would never be able to win, and choices must be made: Can the Crew help stop the massacre and oppression of the Final Empire's last free peoples? Is one man's life worth the price of freedom, and is that price simply too high? And what of the children? Will they give them over to the village's rival in the Synod, or try to help them escape the clutches of both the Ministry and the Synod in the hopes of preserving a free future for the Terris people?





THE SET-UP

The adventure begins in Luthadel (though this may be any large city in the Final Empire with only a minor amount of tweaking). It all starts innocuously enough when they get word from Tevigger, an informant with deep connections, of an unusual event — an Obligator has been murdered, in broad daylight, and by a Terrisman, no less! The concept seems preposterous at first. The Heroes have never heard of such a thing — and neither has anyone they talk to about it. Surely this is some sort of farce, cooked up by the rebellion or some nasty noble house looking to stir up trouble.

Throughout the evening and the next day, the Heroes start to see signs of something more going on here:

- Two people within earshot whisper to one another, “Happened right there by the fountain in the market! Saw it with my own eyes, I did, and I still don’t believe it! I knew they couldn’t be trusted...” When they notice the Heroes listening, they hush up and scurry past.
- Two functionary obligators in charcoal grey robes — low-ranking, judging from the single ring of tattoos around their eyes — speak in sharp tones to a Terrisman steward on the street (or on the grounds of a noble estate). The steward is backed up to a wall, but hangs his head and answers their questions in quiet, high-pitched tones. His noble master stands nearby, checking his pocket watch and tapping his foot impatiently, though never daring to interrupt.
- A group of noble children scurry out onto a balcony overlooking the street, their mother a few steps behind. As a steward laden with market sundries passes below, the children begin to pelt him with rotten fruit and jeer as their mother looks on.

The following evening, the Crew receives a visit from an unknown caller, shortly after the sun has fallen and the mists are starting to twist and coil in the darkened streets. This is Tevigger, a known skaa information broker who frequently acts as a go-between for anonymous clients and Crews. Read the following to the players:

Shortly after dark, you hear a knock at the door. Behind it, a tall, lanky skaa dressed in a dark, slightly worn suit smiles pleasantly and doffs his stovepipe hat. “Good evening, goodmen and goodwomen. Name’s Tevigger and I come to you with a proposition from a friend. Might I come in? The mists are out, and evil’s in their wake.”

When the players invite him in, he sweeps his suit and hat clean of ash with a hand broom, strolls to the nearest open chair, sits down, folds his long fingers, crosses his spindly legs delicately, and begins. Read the following to the players:



"You're not easy folk to find — and I'm a man who prides himself on finding things that are well- hidden. That speaks well of you...shows you understand privacy and the value of discretion. These are traits my friends also value; friends who would very much like to be your friends.

"As I mentioned to you at the door, I come to you with a proposition, one that can be very profitable for you and help you with your...*other* endeavors. My friends need help finding someone, a Terrisman. No doubt you've heard the rumors of a steward who raised a hand against an Obligator — a Prelan, no less — and struck him down? No matter how preposterous such a thing may seem, I assure you it is true. Happened yesterday, in the skaa markets near the Copper Gate.

"The victim is Prelan Darian Vedes, a lifelong servant of the Lord Ruler. He was slain with a kitchen knife wielded by a Terris steward named Gholwyl over his afternoon tea. After it was done, Gholwyl fled. That was the last time anyone saw him.

"No one knows why Gholwyl would do such a thing, but the crime has become a major scandal. The blow to the Steel Ministry has them in a furor, and they've dispatched Obligators to all the city's Great Houses to interrogate the stewards for signs of heresy or rebellion. The nobles themselves have suddenly become quite nervous; after all, if one Terrisman can take a blade to a lord Obligator, what's to stop another from slipping some Black Frayn or Gurwraith into a nobleman's tea, or putting a pillow over his face during the night? And that says nothing for the message this might send the skaa... Yes, the only thing we can count on now is that the Lord Ruler will act soon, and his vengeance will be swift and hard. This is where you come in.

"My friends — I'm sorry, *our* friends — need help in finding Gholwyl. Our friends assume he has fled the city, but they know not which direction he may have taken, nor who he might choose to refuge with, because Gholwyl was also a man who understood privacy and the value of discretion. Our friends have resources — valuable ones — but cannot risk showing their hand at this point in the game. Their hope is that finding him before the Lord Ruler's agents do may help diffuse the situation before it spirals out of control."

With this, Tevigger produces a small velvet pouch from his jacket pocket that clinks lightly against the table top. Inside are three silvery nuggets of ore and a tightly-wound slip of paper wrapped in a length of string.

"Our friends understand this task may not be easy, and that you will need to use your best discretion to avoid danger. Those are three nuggets of Atium — a fortune to many. Take the job, and they are yours to do with as you like; finish the job, and there are more waiting for you. The paper contains a few pieces of information our friends thought might help you get started. I've not read it, but our friends are certain they will help. I trust their judgment, and you should, too."

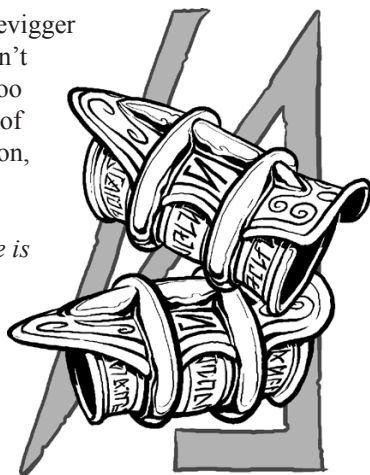
His piece said, Tevigger stands up, straightens his waistcoat, and puts on his hat. If you want to ask any questions, now's the time.

“OUR FRIENDS”

The players will no doubt have questions for Tévigger about their mysterious new employer, but he doesn't know a whole lot — he knows better than to ask too many questions in his line of work. The identity of the employer depends upon the Crew's Motivation, Method, Target or composition:

...If their Target is “The Final Empire” or Cause is “Rebellion”:

Tévigger explains he has been hired by a young rebel named Yeden, who is eager to meet Gholwyl. Apparently Yeden is very interested in finding out if the Terrisman's actions were part of some larger movement by the Terris people, and if so, he's interested in meeting them.



...If their Method is “Theft” or their Motivation is “Survival”:

A little atium goes a long way, and the promise of more is tempting. Tévigger's friends are a cadre of lesser noble houses who want the Crew to locate Gholwyl so they can bring him to justice. The benefits for them are twofold; one, they protect their investments in Terris servants and trade, and two, they win favor with the Lord Ruler, potentially increasing their position in the socioeconomic ladder. Tévigger assures the Heroes, “if you come through, our friends will be very, very grateful — and have the boxings to prove it.”

...If the Crew includes many noble characters or their Motivation is “The glory of our House”:

Tévigger admits he is here at the behest of Lady Lyrryse Venture, whose relationship with Gholwyl prior to the murder has come under intense scrutiny by the Canton of Inquisition. While she retains her freedom, her arrest would be an embarrassment and could spur investigations which could infect all of House Venture. Tévigger has no idea how high up the food chain this may come from in House Venture, but it's safe to assume doing Straff Venture a favor is worth more than a wheelbarrow full of atium. Noble characters should easily see the benefits of getting on House Venture's good side.

...If the Crew includes a Keeper or has strong ties to the Terris Synod:

Any Keepers in the Crew recognize Tévigger's turn of phrase as carefully coded language to indicate this is a mission for the Synod (pass them a note to that effect, no roll required). Tévigger will neither confirm or deny assertions to that point, but he does make it clear “our friends” want to see Gholwyl stand for his crimes so that the “disease of rebellion does not take root and bloom” — a reference to ancient Terris doctrine for surviving the Lord Ruler's oppression (with a Wits 3 roll, any Terris character knows the response is “may it keep

beneath the earth ‘til the wind blows the ash from its face and the sun brings it back to life”).

Feel free to concoct your own identity for Tevigger’s mysterious “friends” as fits the needs of your campaign — the only rule is their identity should reveal ties to an organization much more powerful than the Crew, who they would do well to be on the good side of.

With these questions answered, Tevigger takes his leave. Before he departs, he tells the Crew that if they have any questions, they are to leave an “X” in the lower right panel of the window of their hideout (wherever it may be) and he will find them at dusk the same day. With that, he rushes out into the mist-shrouded night, glancing back and forth carefully to ensure he’s not been followed.

THE NOTE

The pouch Tevigger leaves behind contains vital clues for use in the next scene. Next to the three nuggets of atium in the pouch is a tightly-wound piece of parchment. If the players read it, they find a set of cryptic notes scrawled in shorthand:

What we know:

- G. served Lyrryse Venture, distant relation to Lord Staff Venture. Servants must know more. Tell L.V. you’re a friend of Darrys Hasting.
- G. visited North Dominion Shipping Company approx. 1/week. Reason unknown.
- G. regular shopper at Copper gate market. Witnesses: tea merchant next to fountain, Slim Tym the beggar
- Canton of Orthodoxy has records on V. Connection between G. and V.?

Hurry. Army mustering to march on Terris in two days’ time.

WHAT THE HEROES KNOW

The Heroes will know a few pieces of information beyond Tevigger’s info dump that their players may not. Any player asking for any of the following information can get it without making any rolls or spending any resources to do so:

- The Terris people live in the remote Terris Dominance to the north, where the Lord Ruler exiled them long ago.
- Terris Stewards are eunuchs, bred and trained from young children to be docile servants of the nobility.
- No one has ever heard of a Steward raising their hand against a nobleman, much less an Obligator.



- That a Terrisman would be so bold as to slay an Obligator in broad daylight is unthinkable, even to other Terrismen in the Crew.
- The Steel Ministry is the Lord Ruler's priesthood and police force. It coordinates with the imperial army and noble houses to root out heresy and quash dissent. The Steel Inquisitors are its most ferocious agents.
- A Prelan is a high-ranking member of the Steel Ministry — the equivalent of a major in modern military terms, or a cardinal in many mainline Christian faiths.
- The death of a Prelan is always an important event, accompanied by processions and fanfare in their honor. Violent deaths of Obligators at this level are rarely, if ever, heard of.

Additionally, Terris characters will know a few extra snippets of information:

- The lands of Terris are located high in the mountains, and most of its people live in simple villages set in the valleys and rivers that dot the land. Tathingdwen is its capital and only city.
- Terris is an occupied land, kept under the thumb of the Steel Ministry and Imperial Army through brutal violence and cultural holocaust.
- Most Terris people acknowledge the Synod, a clandestine group of elders, as the Terris government-in-exile. The Synod provides the de facto leadership for the Terris people, under the nose of the Steel Ministry.
- Keepers are the Synod's eyes and ears — wise men and women who dedicate their lives to studying a single topic. They serve as advisors to many Terris communities.

VITAL COMPONENTS, CLUES, AND PACING

Justice, Like Ash is a rather unusual adventure in that it is playing with some larger philosophical concepts (Are all the Terris people so meek and passive? Are one honorable family's lives worth one hundred others? Is peace worth the price of continued oppression?) set against exotic set pieces and visceral experiences in the Terris mountains. It is an exploration of the Terris culture and characters' morality masquerading as a murder mystery — a film noir version of the Final Empire, if you will.

The majority of the most important clues the Crew will find are in Scene 1, and then, very few (beyond the fact that Gholwyl is making for Terris) are necessary to advance to the next scene. Consequently, the value of story, moral conflict and character interplay cannot be understated; the true conflict of this adventure is not between the Crew and the Steel Ministry, but rather their own personal morals and the ugly truths that have kept the Terris people both oppressed and alive for a millennia. There is no right or wrong way to play this adventure — there is only what the Heroes decide to do, and the consequences that follow, for good or ill.

As such, you need to leave some time in this adventure for these character conflicts and interactions to breathe. The pacing of this campaign is designed to be brisk, but not rushed — the Crew has approximately five to seven days before

the imperial army detachment reaches Bhazzarazed. The players should be cognizant of the time pressure, but that pressure should never prevent them from exploring the Heroes' own motivations or moral conflicts. As time passes, the tension should grow, as the players need to start making decisions. Give them time to make their choices, but not a lot of time to second-guess themselves; again, it's not about choosing correctly, so much as it about choosing from a host of unsavory choices.



1

PERSONA NON GRATA



SCENE OVERVIEW

With the visit from Tevigger over, and the contract accepted, it's up to the Crew to pound the pavement and learn more about Gholwyl and where he might have gone. The note points them to a few leads: Gholwyl's fellow servants at Lyr-ryse Venture's minor estate; witnesses as the Copper Fountain tea merchant; and a group of Terrismen canal pilots he used to dice with. If the Crew is ballsy enough to go to the Canton in search of information, they can also find out a little bit about the Prelan and his service record, as well. The takeaways should be not only the brutality of the crime but that Gholwyl does not sound like a hardened killer — something incongruent with what they know of his actions so far. With these new facts in hand, they'll need to contact Tevigger, report their progress, and head out for Tathingdwen, the capital of the Terris Dominance.

The point of this scene is discovery, both of the crime's details and background, and of Gholwyl's character. Don't allow the Crew to "fail" the adventure because they've burned through a bunch of time investigating Gholwyl; learning "the facts" about him in Scene 1 are a vital part of setting up Scenes 4 through 6, where they finally meet the man they've been chasing.

By the end of the chapter, the Heroes should have...

- Visited at least one, and ideally two or more of the locations found on the note Tevigger has provided.
- Gathered information that seems contrary to the possibility Gholwyl is a hardened killer.

- Deduced that Gholwyl has fled the city, likely for Terris.
- Contacted Tevigger to arrange for transport north.

SETTING THE SCENE

By the time the Crew hits the streets the next day, they should start to see evidence of the truth in Tevigger's predictions. Once they start out to investigate, they may witness any or all of the following vignettes:

- Armed soldiers breaking up groups of more than five skaa at a time, and patrolling the poorer parts of the city brandishing weapons.
- Absolutely NO Terrisfolk out on the streets. While rare, they were easily picked out in the markets, coaches, and crowds in the city's most populous areas thanks to their height and colorful clothing.
- As the Crew passes one of the many Venture estates in the city, they witness nobles and guards talking heatedly with Obligators at the gate. A successful Influence 3 roll indicates Straff Venture in the background, locked in an intense conversation with his advisors.
- A prison wagon rattles down the cobblestone streets, packed with Terrismen dressed in both working and fine clothes alike. Armed guards flank the wagon, occasionally shoving back a youth or wailing woman who gets too close to the cart.
- A chain gang of stewards, their resplendent robes sodden by ash and small splashes of crimson, stands outside the Canton of Finance, awaiting their turn for questioning.
- If the Crew includes one or more undisguised Terrismen, a successful Wits 1 roll gives them the sense they are being watched: low whispers which suddenly stop as they look for the source; suspicious glances from noblemen; steady, threatening gazes from passing soldiers.

You want to create a tone of impending dread and of the rippling consequences already hitting the city. While there is no violence, all these situations are out of the ordinary, and tensions on the streets are palpable. If the Crew decides to do something suspicious in public — pick a lock, loiter for any amount of time, or otherwise get up to no good — they suffer an adverse Circumstance (*see the Mistborn Adventure Game, page 143*) thanks to all the people on the lookout for trouble.

Should the Crew for some reason decide to make trouble, or, Lord Ruler forbid, start a fight, a squad of four imperial soldiers (*see the Mistborn Adventure Game, page 537*) shows up within two minutes, ready to fight anyone left standing; if a



Terrisman is present, the soldiers will move to immediately subdue and capture him for questioning, amid shouted accusations of “Rebel!” or “Traitor!” The only way to keep from falling under the sheer weight of the army is to win a short chase (Physique vs. Physique Contest, 3 successes to escape).

KEY EVENTS AND LOCATIONS

There are four different locations that look to provide promising leads on Gholwyl:

- The estate of Lyrryse Venture, second-cousin to Lord Straff Venture and Gholwyl’s master of the last six years;
- The skaa market in the Commercial District, near the Copper Gate fountain, where Gholwyl slew Vedes during the lunch hour;
- The North Dominion Shipping Company, a place Gholwyl often visited after his day’s duties;
- The Canton of Orthodoxy, where information on Vedes and his possible association with Gholwyl might be found.

Note that encountering even one of these locations *might* be providing enough information to the Crew for them to plan their next move and head for Terris, especially if that location is the Venture estate and they are very thorough. However, it is much more likely they’ll need to visit at least two, and possibly three, to put the pieces they need together for themselves.

VITAL COMPONENTS, CLUES, AND PACING

The upshot of the mystery is that no one knows why Gholwyl, or any other Terrisman, would want Vedes dead. Even if they get every clue and scout every location, at the end of the scene, the Heroes still shouldn’t know either because most of the clues in this scene are here to raise more questions than they are to answer them. What the players *do* need to learn during this scene is that there is a lot more to Gholwyl’s story than they know or can find out right now.

However, there are some facts the Crew does need to find out in order to progress:

1. Gholwyl is no longer in Luthadel.
2. He has fled to Terris.
3. They need to follow him there.

Hints of where Gholwyl has gone can be found in every location of this scene, whether they’re just speculation by his fellow domestics on the Venture estate, confessions from the Terris barge pilots, witness testimony at the skaa market or official records from the Canton of Orthodoxy’s archives. If the investigation is slowing down, be sure to push clues on this path into the spotlight (*perhaps ask-*



ing for Spirit 1 or 2 rolls for Hints or Lucky Breaks — see the *Mistborn Adventure Game*, page 250). The remaining information the Crew learns will help establish Gholwyl's character as something other than a fugitive murderer — clues that will be important to enhancing the drama of later scenes.

Once you think the Crew has these important facts in hand, feel free to ratchet up the tension by having a few nasty events happen on the street that spur them on, Tevigger contact them asking how their search is progressing, or a cameo appearance by Obligator Kensen, the lead in the Steel Ministry's search for Gholwyl (see page 141).

SECRETS OF THE SCENE

Heroes who go the extra mile in their investigations may come across a few Secrets that may come in handy later in the adventure:

- **Gholwyl and Vedes knew one another (Minor Secret):** If the Heroes talk with the tea merchants in the square, the barge pilots at the North Dominance Shipping Company and/or infiltrate the Canton of Orthodoxy and spend some time hitting the books, they will discover an important connection between Gholwyl and Vedes — the village of Bhazzarazed. The village was one of Vedes' areas of administration during his early days in the Ministry, and continued to be until he was recently promoted and moved to Luthadel. This Secret may come in handy, either as leverage or as a weapon (see the *Mistborn Adventure Game*, pages 460–461), during Scene 2's confrontation with the Synod or getting the villagers to talk in Scene 4.
- **The Synod has infiltrators in House Venture (Minor Secret):** A few lucky Wits checks while investigating Gholwyl at Lyrryse's estate could also yield a useful Secret for getting the Synod off the Crew's back should they get too pushy in Tathingdwen or should Alwyn try to coerce them to act on her wishes in Scenes 3 and 4.
- **The Synod is tracking Gholwyl for their own purposes (Minor Secret):** The Terris people trust the Synod, and believe they want the best for all its citizens. But the fact that the Synod's trying to run down Gholwyl quietly (presumably to turn him over to the Steel Ministry) would not sit well with regular citizens, much less the villagers of Bhazzarazed. Revealing this at the right time will give the Crew a favorable Circumstance in trying to turn other Terrispeople against the Synod, or it can be used as a weapon in a Social Conflict against the Synod.



PRIMARY EVENTS

INVESTIGATING THE KILLING

By the time the Heroes hit the streets, everyone from washerwomen to noble lords are gossiping about Vedes' murder. Listening in on these conversations will reveal the same basic (though vague) facts — a Terrisman killed an Obligator in a market during business hours, and then fled. The details themselves vary widely; some suggest the Terrisman drew a sword and struck him dead with a single blow, others say he came out to gloat and watch as the Obligator choked on some poisoned wine, though still others imply he used some weird form of Allomancy to slay him with a single glance. Reactions range from disgusted, intrigued, outraged, and excited to everything in between — but everyone is equally curious about what will happen next.

The starting point of the investigation is Tevigger's note from the night before. It lays out the four locations where information may be acquired; if the Heroes appear to be stuck, feel free to ask for a Spirit 1 roll from the character with the highest Spirit to nudge them in the right direction. These locations can be encountered in any order, though visiting Lyrryse Venture first will probably provide the strongest base for the rest of the scene.

Don't forget, you can sprinkle in some of the vignettes from "Setting the Scene" on page 114 as the Crew travels between locations, to build a better sense of the impact and growing crisis sweeping through the city.

LOCATION: THE LESSER VENTURE ESTATE

Gholwyl has spent the last six years in service to the family of Lyrryse Venture, second cousin to Straff Venture. Her modest estate is a rather plain affair — four stories of brick, with only a quarter-acre of manicured gardens dusted with ash, and a low wall that would do little to stop even a moderately-committed thief — but it's opulent gold-painted wooden gate proudly displays a House Venture crest (the symbol of Atium, which is also the letter "V" in Imperial Script) in delicate wire filigree nearly eight feet tall.

Most likely, the Crew will want to talk their way into the estate. If they walk right up, the gate will be answered by a Terris steward who introduces himself as Stanzyn. Talking their way in requires a successful Influence 2 roll (Influence 3 if





they are dressed particularly shabbily); saying they are friends of Darrys Hasting (Lyrryse's favorite gossiping buddy) grants the Heroes a bonus Tool die for this check.

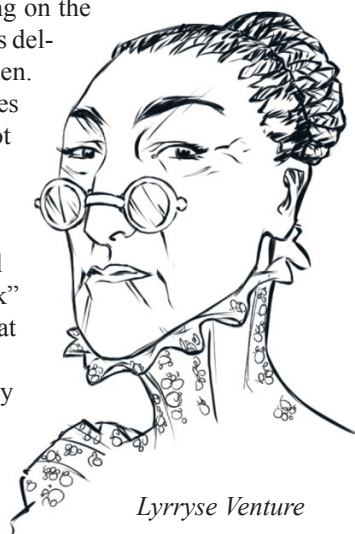
If they are successful, Stanzyn lets them in, bowing deeply as he does so. He's a swarthy Terrisman, nearly seven feet tall with dark skin the color of oak and a high but rich voice. However, he seems unusually subdued even for a steward; a successful Wits roll will spot a recent bruise and swelling just below his right eye (where the groundskeeper struck him). He makes no small talk, but leads the Heroes directly to meet with his mistress.

Sneaking into the estate is possible with a successful Physique 1 roll during the day (as there are no guards stationed; Lyrryse can't afford them) or a successful Physique roll vs. the Wits of a standard House Guard in the evening (*see the Mistborn Adventure Game, page 533*). In either case, roll using the *lowest* Physique amongst all Heroes attempting to sneak in. The downside to this option, however, is that the Crew will have to forgo talking with Stanzyn the doorman or Lyrryse.

MEETING LYRRYSE

When the Crew meets Lyrryse, she is standing on the back balcony of her estate, watching as her servants delicately sweep the ash from an expansive herb garden. She is a severe-looking woman — small spectacles balanced on the tip of a long nose, brown hair shot with silver pulled back in a collection of braids into a tight bun, and an immaculate gown that sweeps about her feet. Her face is etched with a haughty expression of permanent disdain for all around her — the servants, the ash, the “smallfolk” who intrude on her valuable time... And yes, that includes the Heroes.

As the Crew enters the room, Lyrryse quickly and obviously sizes them up — glancing at their clothing, shoe prints on the floor, and any articles they carry — with the precision of an Obligator. If a Terrisman is amongst the Crew, she narrows her eyes slightly, and asks in a saccharine voice:



“I apologize, but I do not allow foreigners in my private rooms. Would you please tell your servant to wait in the kitchens with my staff?”

Protesting the request is a fast track to be invited to leave; Lyrryse is very nervous around Terrispeople and only a Charm or Influence 4 roll will be enough to convince her “the servant” is no threat to her or her House. Even if the Crew

succeeds in keeping their Terris teammates present, they will suffer an adverse Circumstance when dealing with Lyrryse, thanks to her nerves around “foreigners.”

Once that has been resolved, Lyrryse asks politely after the Crew’s relationship with Darrys Hasting — did she send them to help her with her little...problem? — which is a simple Contest pitting their Charm against Lyrryse’s (rather lacking) Wits. If the Heroes succeed, she takes the story hook, line and sinker — Lyrryse assumes they are bounty hunters Darrys as has hired to help her track down Gholwyl and help curry favor with Straff. If they fail, Lyrryse will not kick them out; rather, she becomes suspicious that their story doesn’t quite check out, and she withholds some information (the Heroes will have to roll Charm against her Wits again to get 1–2 pieces of information of your choice).

With the pleasantries out of the way, the Crew is free to question Lyrryse about Gholwyl, and what she knew of his activities leading up to the murder:

Q: What do you want us to do for you?

A: “I thought Darrys would have told you — we need you to find this Terris traitor, and bring him back here. This heinous crime is a black stain on the dignity and honor of my household, and I **will not** allow it to sully the standing of House Venture! You can use whatever methods you think necessary; I don’t care what condition he’s in, so long as he’s able to breathe and profess my...I mean, *House Venture’s* innocence in his plot to the Steel Ministry. As you can see, I have a great deal of investment in Terris servants, and can scarcely afford the Steel Ministry carting them off for our security. Not to mention Straff needs our help, and only I can remove this blemish from his reputation.”

Q: Can we get paid up front?

A: “I may be a Venture, but I’m no spendthrift! Much of our finances are tied up in defending ourselves from those who want to impound our servants and question our loyalties. Cousin Straff’s enemies are everywhere, you see, and we are the perfect sort of weakness they might exploit to gain leverage over him. We can only pay on delivery — but I assure you, your reward will be a handsome one. Cousin Straff is quite generous to those who can help him in his times of need...”

Q: How long did Gholwyl work for you?

A: “Gholwyl was a steward to me for nearly six years, and my chief steward for the last two. In all that time he never caused me trouble, or asked me for anything. Must’ve been better that way, to help keep his cover...”

Q: Did Gholwyl ever speak of his past or where he came from?

A: “No, he was a proper servant — speaking when spoken to, and then as little as possible. He tended his duties to the letter and quickly, but that was expected. Cousin Straff had him imported from Tathingdwen, in the Terris Dominance you see, because their original Terris stock is supposedly more docile than those born in proper society.



“On occasion when he was into his cups, Lord Edrick may have asked Gholwyl where he came from — I don’t properly recall the name of it but I’m certain it’s some sort of back-country mud village they have up there.”

Q: Did Gholwyl ever act rebellious or speak about Terris rights/the Steel Ministry/the Final Empire?

A: “Absolutely not! We would never tolerate apostasy in this house — we are Ventures, and loyal to our Lord Ruler! We have on occasion had some fresh Terris servants wag their tongues and share their radical ideas; we find a few licks of the lash reminds them of their loyalties rather quickly. Whether that was Gholwyl’s work, stirring up the pot, we won’t know now.”

Q: Did Gholwyl seem dangerous? Do you think he could have committed this murder?

A: “Who knows with these Terrismen? One day, they’re washing your linens, preparing your meals, and caring for your children, and the next they’re out killing Obligators and plotting against your life! By the Sliver of Infinity, I was a fool to think he was different than the rest. I let him tend my children. *My children!* Poor foolish souls, they liked him so — he would tell them old Terris stories, you see, and take them to market with him. I shudder to think what might have befallen the children if they had been with him that day...”

Q: Is there anyone else at the estate who might have more information?

A: “I have been wondering that myself. The staff swears they don’t know anything, even after our coachman gave them a taste of his riding crop. I don’t believe they couldn’t know anything of Gholwyl — he did quarter with them for near six years — but I daren’t beat them too severely, lest they be unable to work. After all, I have a house to keep. Regardless, feel free to talk with them — anything you can do to track down this savage and bring him to the Lord Ruler’s justice is worth the trouble.”

If the Heroes spend time speaking with Lyrryse, some of the staff will bring tea and biscuits (shaped in the Venture crest, like the gate). Any member of the Crew may make a Wits 3 roll — with success; they notice the young Terris servant girl who brought the refreshments lingering in the hall, listening to their conversation. If the Heroes tell Lyrryse this, she explodes into a rage, quickly stepping out and cuffing the servant behind the ear before calling for Andren (her coachman) to “give her a taste” for eavesdropping. If they say nothing, they catch a glimpse of the girl (Azalse) as she scampers back to the kitchens to report to Stanzyn, her fellow Synod informant.

THE ESTATE STAFF

Speaking with the staff reveals a very different story from Lyrryse Venture’s. Most of the staff are Terrispeople; lanky groundskeepers, bronze-skinned housemaidens and flour-dusted cooks. If the Crew spotted Azalse, they

find her talking in hushed tones with Stanzyn in the main kitchens. As they enter, the rest of the staff look surprised, then quietly and quickly shuffle off to keep themselves out of trouble, leaving only Azalse and Stanzyn behind. If they didn't spot Azalse, she leaves with the staff, leaving Stanzyn to speak with the Crew on his own.

Azalse and/or Stanzyn play the demure Terris servant bit to the hilt — rarely looking the Crew in the eye (save when they are surprised, then their masks drop) and deferring their questions as often as possible. However, perceptive Heroes may get the distinct feeling these servants are not sharing everything they know — a successful Charm 3 roll gives the distinct feeling they're hiding something; with a Nudge, the Heroes *know* they're withholding important information.

Q: Why were you spying on our conversation with Lady Venture earlier?
[Azalse only]

A: "I...ah, I didn't mean to, milord! I was...just wondering if there was news of *vaht* Gholwyl. I didn't mean to intrude; I'm only worried, is all."

Q: What was your impression of Gholwyl?

A: "Oh, he was a good man, milord, and kind — he watched out for us. Even though he was a steward, he took his meals with the rest of the staff, and sometimes he'd talk of home. Often gave up his supper to those the Mistress was punishing. These things they say he did...he didn't do them. He couldn't have."

Q: What do you know of Gholwyl's past?

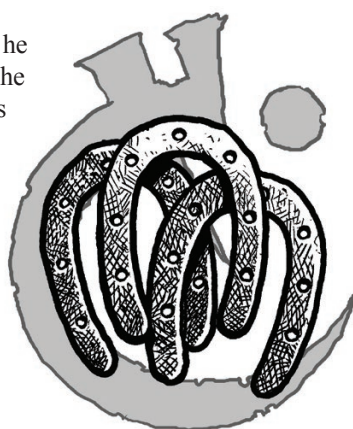
A: "Not much, other than he was from a village east of Tathingdwen, called Bhazzarazed I think. He talked about his youth sometimes — his family raised sheep. He'd smile but he seemed sad when he talked of home."

Q: Did Gholwyl ever act suspicious?

A: "He kept his own council, milord. I think he was...lonely. Some days he would meet with other men from back home, barge pilots on the River Channerel. He liked dicing, but I think he went for the company. Sometimes, he'd take a sack with him. Don't know if it was gifts for his friends, or maybe some things he was sending home."

Q: Do you think Gholwyl was capable of murder?

A: "No, milord, I just can't see it. He loved the Lady's children, and they him. He took them to market every week, taught them their letters...I don't see it. If'n he wasn't a eunuch, I'd think he was a father."





Q: Why did you tell Lyrryse you didn't know anything about Gholwyl?

A: "Begging your pardon, milord, but we have nothing to do with this business. The Lady is in a fury over what Gholwyl's supposedly done, afraid he'll soil her reputation. She's even accused us all of conspiring with him to bring down the House! But if we didn't have her, we'd have nobody."

Asking the staff about the Synod will get a lot of blank stares; they won't speak to anyone who's not Terris about it, and any Terrisman knows better than to mention the Synod in the company of outsiders. Stanzyn or Azalse will only give up information on their true affiliation as informants to the Synod under extreme duress (physical interrogation, or credible threats to take them before Lady Venture with false claims they aided Gholwyl in some material way). If pressed to these lengths, they will only beg to be spared, and admit they have been feeding information on House Venture activities to a Terrisman (whose name they don't actually know) who they believe to be an agent of the Synod. They don't know anything substantial beyond this, and (honestly) "...are only doing this to help our families back home." Gholwyl was completely unaware that Stanzyn or Azalse were spying for the Synod.

Beyond the staff interview, there's little else the Crew will be able to find in their search for Gholwyl — Lyrryse refuses an audience with her husband (out of town) or her children (locked away on the third floor). If they ask to see Gholwyl's chambers, she will tell him she's already given up everything to Obligator Kensen of the Canton of Inquisition yesterday; every scrap of paper, clothing and even drawers from cabinets have been removed and are being examined as they speak.

Eventually Lyrryse sees them out, and reminds them of her offer. As the door shuts, she goes out of her way to mention Cousin Straff's certain gratitude one last time, for good measure.

THE CAST

LYRRYSE VENTURE

As one of the "lesser Ventures" Lyrryse has spent her life riding the coattails of Straff and his progeny, and she is somewhat notorious on the noble social scene for name-dropping. Her husband (an equally inconsequential member of House Erikeller) runs a small mine for the larger Venture operation which keeps him out of town for half the year, but Lyrryse goes to great length to accentuate the vital part he plays in the family business. She'll often drop anecdotes about "cousin Straff" or "my nephew Elend" that are invariably self-serving and boastful.

When she's not overemphasizing her importance to the family, Lyrryse spends her time running the estate and keeping her social calendar full. That has led her to rely extensively on her staff (mostly Terris — they are the finest and most expensive servants Venture atium can buy, you know). While she has, over the years, become a bit more kindly to her Terris staff (which is to say, they are only *occasionally* beaten), Gholwyl's "betrayal" has hardened her not just to him, but to all Terrispeople — how dare he risk her standing with cousin Straff? And

to think she left the children *alone* with him! She's already had all the Terris staff beaten twice — once for information, and another for good measure — but so far she's got nothing.

Should Gholwyl continue to evade capture, Lyrryse's social woes will only continue to grow (a likelihood her Terris servants live in terror of), so she is eager to cooperate in getting him found. She, of course, will recommend the most severe punishment possible after he confesses his crimes and particularly, her innocence in his plot. To her, Gholwyl is the worst kind of criminal — a radical and a terrorist who killed not only a true servant of the Lord Ruler, but her social ambitions as well.

LYRRYSE VENTURE (MILD THREAT)

Attributes: Physique 3, Charm 3, Wits 2

Standings: Resources 6, Influence 3, Spirit 3

Resiliences: Health 9, Reputation 6, Willpower 5

Traits: Noble Etiquette; Vicious Gossip; Catty; Second-Cousin to Straff Venture

Equipment: Formal clothing; Scorn

AZALSE

As a relatively new and inexperienced servant, Azalse uses the stats of the Terris Peasant (*see the Mistborn Adventure Game, page 529*).

STANZYN

Stanzyn is now the head steward of the Lyrryse Venture estate, and uses the stats of the Terrisman Steward (*see the Mistborn Adventure Game, page 533*).

LOCATION: THE COPPER GATE MARKET

The scene of the crime, the skaa market of the southern Commercial District, lies about two miles from Lyrryse Venture's estate. This sprawling nest of ramshackle wooden booths, hide tents and ash-stained umbrellas extends nearly a half mile between the Bronze and Copper Gates, in the shadow of Luthadel's southern wall. The market is all noise and smells — the shouts of skaa hawking cooked rats and dogs, the smell of greasy smoke and charred meat, the clatter of clips changing hands, and the shrieking laughter of street urchins scampering amongst the legs of shoppers pursued by an old man angrily waving his cane. The crowd is pressed together at all hours of the day as goodwives and servants paw through dull red and brown fruits or haggle over cuts of meat with vendors.





The murder happened in the center of the market square which features a grand fountain made of wrought copper, now sporting a striking verdigris patina. Vedes was killed in front of the tea merchant at the northwest corner of the square, which is striking in itself because it is one of the few buildings in the entire market made of stone. A heavy sheet of canvas shields a modest patio with a few simple stone tables and stools.

THE TEA MERCHANT

As the Heroes arrive, they are greeted by a thick-bodied, dark-featured skaa named Vern, the proprietor of the tea shop. Vern is friendly enough — as a merchant he’s always slightly suspicious of people who show up and ask lots of questions, and as a skaa he wants no more trouble with the Steel Ministry than he’s already had — but if the players can prove their bona fides (successful Charm or Influence 2 roll) he’ll offer them some aromatic tea (“Bushing’s Burnlands Brew, straight from the Eastern Dominance!”) and settle down for a chat.

Q: What did you see the day Vedes was murdered?

A: “Not a whole lot. Prelan Vedes was here on the patio, drinking his usual mid-afternoon Mondas tea, when it happened. He was just sitting there when a tall fella — must’ve been six and a half feet tall, probably a Terrisman but I didn’t see for sure from the kitchen — strode up to him. They spoke for a few moments, and then the tall fella’s hand shot straight out at the Prelan’s chest. The tall fella took off like a shot into the crowd, and the Prelan fell forward onto his plate. I shouted for the market guard, but it was too late — the Prelan was dead, with a butcher’s knife sticking out of his chest. He looked almost... peaceful.”

Q: Where did the killer run?

A: “Took off into the market, quick as lightning, northwards [Note: The Venture estate is north of the tea shop]. I didn’t properly see his face but I could see his head bobbing over the crowd as he ran.”

Q: What did the knife look like?

A: “It was a beauty of a blade — had a fine gold symbol on the handle, in gold paint like so [sketches a very crude drawing in the ash on one of the patio tables—a successful Wits 2 roll proves this to be a bad drawing of the symbol for Atium, the crest of house Venture]. The Ministry already took it when they came to collect his body. Too bad...that would have been a nice knife to have.”

Q: What was Vedes doing in the skaa market? Why did he come to your business?

A: “He came every week you see, said I had the best teas in all Luthadel. Ended up being one of my best customers. He always drank the same thing — a spendy Terris brew I have shipped in from the northeastern part of the Dominance. Prelan said it reminded him of his past.

“I’ll tell you, at first it made me nervous — I mean, an Obligator showing up in the market’s bad enough, but to be hanging around your business? Everyone thought I was in trouble, or worse, an informant, ‘cause he had guards with him. But he wanted to come back, so he left the guards at home and came by himself for the last year. No one ever considered that someone might raise a hand against him...even the Prelan.”

Q: What did you know about Vedes, personally?

A: “Not much, but that’s not surprising. You know these noble types, much less the Obligators — we’re nothing to them. But drinking and conversation go together like tea and biscuits, so I hear things. He said he was new in town, had done most of his service to the Lord Ruler up in Terris, in the high country. He would savor that Terris tea though... it’d take him nearly an hour to go through a small pot. Seeing anybody, even an Obligator, in that moment, makes you feel like they’re just a man, y’know?”

Q: What do you remember about the people from the Steel Ministry?

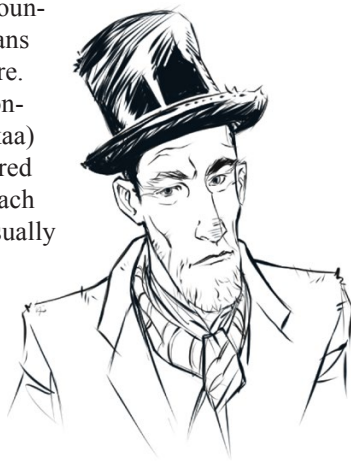
A: “It was three fellas — an Obligator and two bodyguards, asking me questions about the Prelan. Told him just what I told you, ‘cept the part about the Prelan’s stories about Terris. Figgered those were between him and me, private-like. Think the Obligator was named Kensen...guards were grizzled army types, so I didn’t look much at them.”

Vern knows nothing else beyond these facts, and won’t take kindly to threats against his health or business. Spending Resources (Difficulty 2) will get Vern to point out Slim Tym, the other man indicated in the note, over by the fountain.

SLIM TYM

50 yards away, in the shadow of the Copper fountain, a gaggle of skaa beggars rattle discarded cans ringing with what few clips passersby can spare. Amongst these men is Slim Tym — an exceptionally wiry and tall (over six feet, a real rarity for skaa) beggar dressed in an old stovepipe hat and tattered nobleman’s third-hand jacket. As the Heroes approach or ask around for Slim Tym, the other beggars casually and quietly shuffle off, leaving him sitting alone by the fountain.

Slim Tym is exceptionally reluctant to talk to the Heroes without proper motivation, because what he knows could easily get him captured or killed by the Steel Ministry. Bribery is easiest: spending Resources (Difficulty 3) will give him sufficient money to get him out of his predicament. Alternatively, the Heroes could intimidate him by



Slim Tym



saying they're with House Venture (Influence 3) or the Steel Ministry (Charm 4) to get him to capitulate. Roughing him up is the hardest path (Physique 4), as he's pretty drunk right now and his fellow beggars might return and become aggressive. Giving Slim Tym an atium nugget gets a blank stare and a question about what he's supposed to do with a shiny rock; a bottle of wine will go much further.

Once the Heroes get Tym to talk, he is a great witness mainly because he is the only eyewitness to the killing that remains (the rest have been rounded up by the Steel Ministry for questioning). Though his breath reeks of cheap wine and rotten teeth, he is lucid enough to recall what happened that day.

Q: What did you see the day of the killing?

A: "So's, I'm here at the fountain with me cup, beggin' fer clips what as usual. The noon hour's on, and the market's fill't with peoples at their shoppin' fer the evenin' meals, see — a day like any other. I sees the Obligator over at Vern's place like he usually is every week, when I catch my Terrisman walkin' over to 'ave a chat. I fink to meself, 'at's funny, cause ain't nobody talk to the Ministry 'less they's spoken to.' So I decide to 'ave a listen."

Q: Did you hear what they were saying?

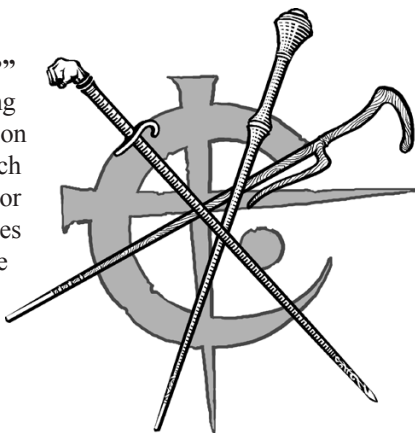
A: "Well, it was none'a me business, but [lowers his voice] I hear my Terrisman talkin' at the Obligator, likes he knew 'im. The Obligator, he doesn't say nuffing, just smiles, all calm-like and says something back. My Terrisman, he looks at 'im for a second, doesn't say a word. An' then, alla sudden, 'e stabs 'im, right inna heart and runs off. Right inna heart. Never seen nuffing like it."

Q: Did you see where the Terrisman ran?

A: "He ran right past me, he did, almost knocked me down him was goin' so fast. Headed north, back towards the Commercial District — probably back to that fancy house he works at. Vern says they ain't caught 'im yet. I say good — he was a good man, my Terrisman. Didn't seem like the killing type. Coulda swore he had tears running down his face, too. After, I mean. Prolly scareda gettin' caught, I reckon. I would."

Q: What do you mean, "your Terrisman?"

A: "He came here every week, 'shopping for the lady,' he said. He never looked down on nobody, not even me. Kind, never one to pinch the clips or drop a few of them veggies in me or the boys' laps, no sir. He wore them fancy clothes what the nobles wear, but he knew he wasn't one a' them. He was one of us, the skaa and the scum. No matter what that Obligator did or didn't do, I bet he deserved it. They all do."





Q: Did you know “your Terrisman” well?

A: “Only if accepting a man’s charity is knowing him. Look, I don’t know nuffing ‘bout him from the Lord Ruler, save he was kind to me, and seemed a good man. But me, I’m just a drunkard and a beggar and no good meself, so what’s my word count for, eh? A pile of ash and damns the rest!”

Q: Has anyone else come around asking about the murder?

A: “There was another Obligator that came ‘round a few hours later, asking questions. ‘Course, nobody but Vern said they seen nuffing if’n they didn’t haveta. Even talked to me, left this [holds out a rectangular slip of steel the size of a dog tag, with “Kensen, Obligator Fifth Rank, Canton of Inquisition” stamped on it]. Take it — I don’t want it, or nuffing to do with that one. I know the look of a hungry man, and this one was a hungry one, he was. I’m just as like to get ate as I am to get paid, I am.”

Slim Tym gets a bit drowsy after all this sharing and a bit incoherent as well. Pressing him for more questions just leads to a mishmash of the information above (especially if his tongue’s been loosened with a bit of booze). At this point it should be pretty clear to the Crew there’s not much more to be gained from asking around the market; the rest of the beggars swear they know nothing, and the vendors are all mysteriously just closing up as the Heroes approach.

THE CAST

VERN THE TEA MERCHANT

As an utterly typical skaa entrepreneur, Vern uses the stats for the Merchant Skaa (*see the Mistborn Adventure Game, page 528*).

SLIM TYM THE BEGGAR

Despite his particularly dangerous brand of curiosity, Slim Tym uses the stats of a regular Skaa Beggar (*see the Mistborn Adventure Game, page 527*).

LOCATION: NORTH DOMINION SHIPPING COMPANY

East of the Commercial District and the skaa market, on the other side of the infamous Cracks slums of Luthadel, lies the western shipping district — a massive knot of factories, warehouses, and private docks with access to the River Channerel, the most important trade route in the Final Empire. Dozens of freight operations, ranging from the Great Houses’ businesses that span all Scadrial to businesses comprised of just a few employees, all operate side-by-side to keep the lifeblood of commerce and trade flowing throughout the Final Empire, day and night. Any Hero with a Trait related to noble culture, finance, business or Luthadel will know this information without a roll; otherwise, a Hero only needs to succeed on a Spirit 1 roll to know where they might start looking for a shipping operation mentioned in Tevigger’s note.



The North Dominion Shipping Company is a small warehouse backed up to the River with a modest dock stretching out to an old barge, covered in heavy canvas tarps and peeling red and white V-patterned paint (anyone succeeding on a Wits 2 roll will barely make out the name of the barge — *Star of Tathingdwen*). The area is perpetually wrapped in ground-hugging mist, even during the daytime (thanks to the river's humidity); at night, it's nearly impenetrable (anyone trying to hide or evade detection in this mist automatically gains a favorable Circumstance die).

When the Crew arrives at the company, they encounter a pleasant-looking nobleman with a waxed moustache and thick Western accent who introduces himself as Larras. Larras is both completely in charge of the front office and completely clueless about the goings-on with his staff or what they ship. Pressing him beyond the basics is a fruitless exercise; he has no real control over the company (a third son to a fourth-rate house) and no authority. He just keeps the books.

Q: What does your company ship?

A: "We specialize in delivery of small cargo, often private parcels to the Northern and Terris Dominances."

Q: What sorts of people use your service?

A: "Nobles, mostly — they're the ones who have the money to cover the costs of delivery. We do provide a small parcel service for Terris serving staff, so they can send trinkets and other gifts back home from time to time."

Q: Did you ever have a client named Gholwyl?

A: (after flipping through a large, dusty book of accounts for a few minutes) "I don't see anyone by that name in our chart of accounts. I surmise from his name, he is a Terrisman? Might want to check with our dock hands — they may know something I don't."

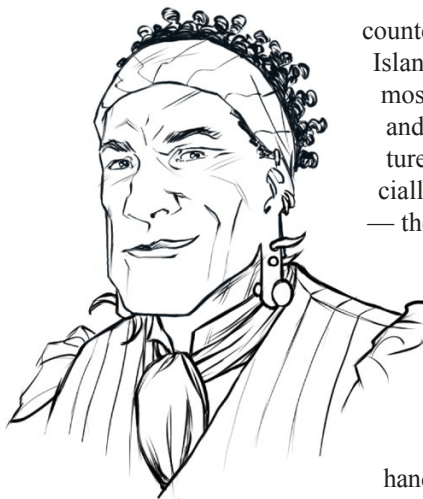
Q: Do you ever take people?

A: "Our barges are not passenger vessels — we are a freight company. If you want to book passage north, I can provide you with a number of names of reputable ships..."

TALKING WITH THE DOCKHANDS

The source of any real information in this location is the dockhands — a group of salty barge pilots made up of Terrismen and canal skaa, most of whom have been plying the Channerel for all their lives. Getting to them is easy; the Crew simply has to skip the front office and Larras.

The dockhands work all hours of the day, but the best time to talk with them is in the early to middle evening, prior to the mists getting too thick and pushing the hands back into the North Dominion warehouse. If the Crew shows up in this prime time, they'll find a cluster of men gambling at an old crate-turned-dicing table, shooting dice and drinking some potent-smelling booze they've never en-



Terris Dockhand

countered before (moonshine from the Southern Islands). Being far more well-heeled than even most noblemen, not much can rattle this bunch, and they watch the Heroes approach with a mixture of wry amusement and mild surprise (especially if the Heroes look like a bunch of nobles) — they're not used to even being looked at, much less talked to.

The easiest way to loosen the dockhands' tongues is with a little booze (using up an appropriate Prop or piece of gear — they like their liquor), splashing a few boxings for information (spending Resources, Difficulty 3), or by winning a few hands of dice (an extended Spirit vs. Spirit Contest between one Hero and a dockhand; first to three successes wins). Intimidation and deception won't yield

the results the Crew likely want; these men are suspicious of anyone, thanks to their little side business as smugglers, and they're confident they can stick up for themselves in a pinch, what with the river just a few paces away...

Once the Crew has "proven their salt" (and shown that they're not going to rat anyone out), the dockhands will talk casually about Gholwyl and recent events.

Q: Did you know a Terrisman named Gholwyl?

A: "Yeah, sure. Came here every week for a bitta dicin' and a bitta drinkin.' He liked visiting with some of his own kind, getting away from that witch Lady's a his. Sometimes he'd ask us to run something up to Terris for him. Good fella."

Q: How well did you know Gholwyl?

A: "Well enough, I suppose. He's a Terrisman a long ways from home, yeah? Liked to hear about our adventures on the River, asked about news from home. Always asked if we heard anything about that village he came from...Bhaz-zara-somethin'. Can't say I did. Guess he left a lot of family back there, missed 'em somethin' fierce."

Q: Did he ever speak of a man named Darian Vedes?

A: "Nope. We wasn't best friends or anything — he came to game, drink, and chat, and we obliged."

Q: Did you know Gholwyl killed Prelan Vedes two days ago?

A: "Oh? I don't keep up with all the latest gossip. Didn't seem like the kinda fella that'd do something like that to me." [a successful Wits 2 roll will reveal the speaker is surprised, almost shocked by this news; 2 Nudges will reveal he's definitely talked to Gholwyl, but had no idea he'd killed someone, much less an Obligator].



Q: Have you seen Gholwyl since the murder? Did you help him at all?

A: “Ah, no? [Wits 1 roll reveals he’s lying; calling him on it will make him spill his guts]. OK, OK, so maybe I did see him. Maybe he came to us, asking for a ride out of here, offering a whole sack of boxings for a spot on the crew going north. Maybe I took that money and I’m sitting here talking to you now because of that. What of it?”

Q: Where was he going?

A: “He was headed for Tathingdwen, I think. Said he needed to get out of the city, and that’s our last stop. Don’t know where he was going from there, honest truth.”

Q: How could you help a known killer escape the city?

A: “Oy, I couldn’t give one’a the Lord Ruler’s farts what he was up to, what he might’a done, or where he was going. He’s a pal, and he had the boxings to secure passage. He’s done well by me, and he called in a favor. Who am I to judge?”

Q: How long does it take to get to Tathingdwen by barge?

A: “Three, maybe four days. We push our crews hard, though, so we can make it in as few as two.”

Q: Can you take us to Tathingdwen?

A: “If you’ve got the money, yeah. But the *Star* ain’t leaving ‘til tomorrow mornin’. Come back then, and don’t forget your purse. Last-minute reservations can be expensive...” (See “*Heading to Terris*,” page 133, for more information.)

The dockhands don’t know any more than this, and will say so. If the Heroes push too hard, though, the dockhands will realize they’ve said too much and clam up or change the subject; if they keep pushing any further, they’re asking for trouble (getting tossed out on their butts, or even an unarmed brawl against a half-dozen dockhands, should they *really* push their luck). From here, the path north should be pretty obvious...

THE CAST

LARRAS THE MANAGER

Though of low rank, Larras uses the stats of a Minor Noble, save that he is unarmed (see the *Mistborn Adventure Game*, page 531).

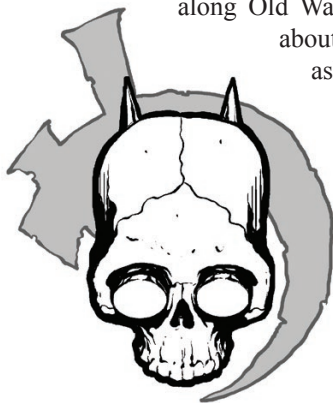
THE DOCKHANDS

Even though they are made up both of canal skaa and Terris pilots, all dockhands use the stats of Canal Skaa (see the *Mistborn Adventure Game*, page 528).



LOCATION: LUTHADEL CANTON OF ORTHODOXY

The final location of the investigation is Luthadel's Canton of Orthodoxy, a massive, church-like stone building that towers over its companions along Old Wall Street in the city's northeast quadrant. Everything about the Canton says "austerity," from the plain slate-and-ash décor of its exterior to the black clad guards keeping somber watch along its roofline.



Though the Canton of Finance keeps extensive financial records, and the Canton of Resource knows every food store and mine in the Empire, the Canton of Orthodoxy keeps records on its people — the largest single archive of information on the activities of citizens of the Final Empire. Records from informants, reports on allegiance to the Lord Ruler, histories of the relationships between noble houses...

if you want to know what someone is up to, has been up to, or maybe will be up to, this is the place to check. The downside, of course, is that it's a Steel Ministry facility, and thus not a place one can just walk into. The place is well-guarded and open exclusively to members of the Steel Ministry and nobility on official business.

There are, however, a few hours each day where members of the nobility are allowed to present requests for information (often accompanied by a "donation" to the Canton). It is within this window that the Crew may try to infiltrate the Canton. Lying, breaking in, or brute-force intimidation are all out — the facility is simply too heavily guarded and the Canton too powerful to force your way in. There are a few ways to go about gaining access to the Canton's archives:

- **Making a large "donation" to gain access to the stacks (spend Resources 4):** Certain nobles are allowed access to the archive, with an escort present. If they're good, they may get a shot at getting what they need to find; screw it up badly, however (an Outcome of -3 or worse), and they may find themselves held for questioning.
- **Disguising oneself as an Obligator (Mimicry 2 or Charm 4):** With an appropriate disguise, one or more Heroes may be able to slip in disguised as one of the faceless Obligator functionaries that keep the Canton running; making a beeline to the archives would be a Very Good Idea.
- **Intimidating a low-ranking Obligator (Contest, Influence vs. Steel Ministry Novice's Wits):** New acolytes in the Canton often run afoul of higher-ups while they learn the ropes. A creative Crew can exploit this by convincing one of them that they are high-ranking nobles or even Obligators and they need their mark to retrieve information for them.
- **Impersonating a guard (Mimicry 1 or Charm 3):** The faceless guards are numerous enough that impersonating one is probably the easiest way into the Canton. An appropriate (or appropriated) disguise will still be necessary, but once past the lobby, moving about should be simple.



Once the Heroes pass the lobby, they will have no problems finding the archives one floor down. Looking up information on Vedes' activities prior to his assignment in Luthadel requires one hour and a single Wits 1 roll; the Outcome of the roll determines how much the Heroes learn (if anything):

- **–1 or Worse:** Nothing; the archive is simply too complex or unfamiliar for them to find information in the given time frame.
- **0:** Prior to his promotion to Prelan, Vedes was stationed in eastern Terris.
- **1:** Vedes' assignment was to monitor a number of remote villages in the Terris high country, including the villages of Aquitosh, Bhazzarazed, Kindwyn and Treysal.
- **2:** Vedes was awarded a number of commendations for his ability to placate the restive population of his jurisdiction. He had the leading quota of Terriswomen entered into the Terris Mothers program, and arrested hundreds of youths on suspicion of sedition.
- **3:** A number of attempts had been made on Vedes' life while he was in Terris. He was considered quite cautious and a competent combatant, fending off all such attempts without benefit of bodyguards.
- **4:** Vedes had petitioned the Steel Ministry to be reassigned to Terris two months prior to his death; the reason was listed as "...ongoing investigation of rebellion in the village of Bhazzarazed."
- **5 or Better:** Five years ago, a lower-ranking Obligator accused Vedes of having a relationship with a Terriswoman named Hadwyn. The subsequent investigation cleared him of all charges.

The Heroes have two hours total to search the archive before the Canton staff starts to get suspicious (giving them two chances to research Vedes before they risk discovery). If the Crew leaves after their second attempt, they can do so by the front door with no problems. However, if they choose to stay or continue their research of Vedes after that time, they suffer a cumulative –1 penalty to the Result of all relevant rolls; if they ever get an Outcome of –1 or lower, they are discovered by a pair of Imperial Soldiers (*see the Mistborn Adventure Game, page 537*); fighting them will buy them five minutes before 10 more guards show up, while evading them by escaping the archive and slipping through a side door will allow them to avoid combat and capture (Contest pitting the Hero with highest Spirit vs. the Guard's Wits; first to 3 successes wins the chase).

THE CAST

CANTON STAFF

The novices and functionaries of the Canton all use the same stats as Steel Ministry Novices and Obligator Functionaries (*see the Mistborn Adventure Game, page 544–545*).

CANTON GUARDS

As protectors of one of the Lord Ruler's most important government facilities, the Canton of Orthodoxy's guards use the stats of the Imperial Soldier (*see the Mistborn Adventure Game, page 537*).



WRAPPING UP THE SCENE

Once the Crew decides they have enough information (or they've wrung all available information from the locations on the list), they should realize that Gholwyl is no longer in the city, and that he's headed to Terris. Meanwhile, the situation in Luthadel has devolved even further, with things visibly worse than they were even this morning; break out one or two of the vignettes in "Setting the Scene" on page 114, if you haven't already, to emphasize how quickly a crisis is developing. It should be clear to both the Crew and the players that they need to do something and soon... and that means heading north to Terris.

HEADING TO TERRIS

The easiest and fastest way to Terris is by barge (anyone knows this), which will probably seem like a tough thing to secure on the Crew's timeline. Fortunately, they have a few resources on hand. First of those is Tevigger — if the party leaves an "X" on their window as instructed, Tevigger will show up in the early evening to discuss their investigation as well as what they need. If they ask for passage, he assures them he'll secure it and they'll have their tickets by midnight for travel the next day.

If the Crew goes to Lyrryse Venture for help, she will provide it, but she'll need some persuading (successful Charm 3 roll) to convince her that finding Gholwyl is not yet a lost cause. She will also arrange travel for the next morning through the North Dominion Shipping Company, with whom her husband has business dealings with.

If the Crew decides to charter their own travel, the only place they can find someone with room on their roster in the next few days is the North Dominion Shipping Company. Passage is pricy — requiring a Hero to spend for a Resources 4 roll or give up one of those nuggets of atium — but it will ensure passage to and fro, plus complete anonymity.

Regardless of how they choose to arrange travel, the Crew will arrive at the North Dominion Shipping Company near dawn to find the crew of the *Star of Tathingdwen* awaiting their arrival. Once they hand over the payment or tickets (and endure a few wry smiles from the dockhands, if they caused any trouble



previously), they shove off into the River Channerel, en route to the capital city of the Terris Dominance — Tathingdwen.

The trip aboard the ship also counts as a Long Breather, allowing the Heroes to recover lost Resilience and Standings and to spend Advancements (*see the Mistborn Adventure Game, page 447*).

AWARDING ADVANCEMENTS

This scene is full of investigative moments, and Advancements should come mainly when the Heroes engage the mystery surrounding the murder, Gholwyl, and his motives.

- **Getting Lyrryse Venture’s Terris servants to share what they know about Gholwyl:** 1 Advancement
- **Infiltrating the Canton of Orthodoxy without drawing undue attention:** 1 Advancement
- **Deducing that Vedes and Gholwyl knew each other from Terris without being told:** 1 Advancement
- **Booking passage aboard the *Star of Tathingdwen*:** 1 Advancement

2

TATHINGDWEN

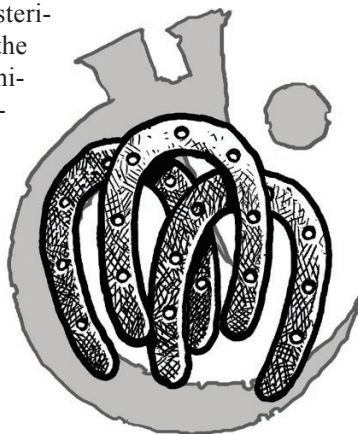


SCENE OVERVIEW

With the trail of Gholwyl leading out of the city, the Heroes make their way north aboard a barge bound for Tathingdwen. Along the way, they get a much better picture of the storm that's coming to Terris.

After a few days' travel, the Crew arrives in Tathingdwen, capital city of the Terris Dominance. After getting a feel for what the city is like, they encounter a nondescript Terriswoman named **Alwyn** who introduces herself as a representative of the **Elders** — secretly, members of the Terris Synod, the Dominance's government-in-exile.

During the meeting with three of these mysterious Elders, the Heroes learn the full depth of the brewing crisis — that the occupation of the Dominance is being reinforced, and a massive man-hunt for Gholwyl is being launched. The Synod have tracked Gholwyl to his home village of Bhazzarazed, far to the Terris east, and ask the Crew to find Gholwyl and turn him over to the Steel Ministry before the crisis spins out of control. After some suspicious turns of phrase and an encounter with a particularly curious Obligator, the Crew packs up and heads east, to Bhazzarazed.



SETTING THE SCENE

In this scene, the story shifts from a procedural investigative story to one of intrigue — that of the shadowy world of the Terris Synod and the occupation of Terris. Currently, Tathingdwen is a lot like Paris during World War II; a people occupied by a foreign power, and surrounded by a network of hard-line government officials (the Steel Ministry), informants, and rebels. The resistance — in this case, the Synod — operates in the shadows, quietly waiting and biding its time until the right opportunity presents itself. Unfortunately, they’ve been waiting nearly 1,000 years... and no one knows when that opportunity (the Terris Prophecies) might come along, or what it will look like when it does. Until that time, the Synod is content to wait, doing whatever it has to do to keep the movement, and the dream of Terris freedom, alive.

Consequently, the prevailing mood is that of a people beaten down by their circumstances, living in constant fear with little hope for how or when things will change. You can convey this sense of uncertainty and anxiety through a few different narrative tricks:

- When asked a direct question (e.g. “Where is Gholwyl?”, “Are you from the Synod?”, etc.), the questioned character should hesitate or glance about... even when they’re in a secure room. Even then, the answer should seem evasive or indirect, a sure way to frustrate blunt Heroes.
- When speaking or even loitering in public, emphasize the feeling the Crew and any allies are being watched. Point out (actually insignificant) details like an old woman staring at them, two men on a corner whispering to each other, or the sound of stamping boots echoing on cobblestones.
- Ramp up the paranoia through play. Ask the Heroes for a few Wits rolls here and there (pointing out an insignificant but suspicious detail when they “succeed” OR when they fail), or roll the dice behind a cupped hand or screen, nod to yourself then carry on, ignoring the roll entirely.
- When a Terris character does get carried away and speaks passionately or honestly, have them stop abruptly and pause for a few moments. After the pause, an Obligator or soldier walks past, glances in their direction, and then strolls away.

Note you don’t want to use these tricks more than a few times during the scene, otherwise the players will become paranoid or the tricks will lose their desired impact. The goal is simply to keep everyone on edge, especially when you notice them settling into a routine or getting too comfortable. Your scene will be the better for it.

VITAL COMPONENTS, CLUES, AND PACING

The point of this scene is to introduce the players to the intrigues of the Terris Dominance, the growing ramifications of Gholwyl’s actions, and then send the Crew after him. By the time the Crew arrives at the end of this scene, they should know the following:

1. Gholwyl has left Tathingdwen bound for Bhazzarazed in the eastern part of the dominance.
2. The Steel Ministry is gathering its forces to find Gholwyl; it's just a matter of time before they figure out where he is.
3. The Synod wants Gholwyl found and turned over to the Steel Ministry.
4. The Crew needs to go to Bhazzarazed to find Gholwyl, and soon.
5. *Bonus:* The Synod may have reasons for turning Gholwyl over beyond the good of the Terris people.

As with the mood, the general pacing of this scene should be slowly building as the urgency of the Crew's task becomes apparent. Fortunately, most of this scene is stuff that happens *to* the Crew, rather than self-directed, which, as the Narrator, puts you firmly in the driver's seat. If the players seem to be dragging things on too much or hanging on to insignificant details, don't be afraid to introduce the next element to keep the pace brisk and tense or to throw the Crew a little off-balance. After all, they're in a foreign city where they likely don't know the language, the people, or the real peril of their situation.

SECRETS OF THE SCENE

While there are not as many secrets waiting to be unearthed in this scene, canny Heroes can still put together a few on their own:

- **Alwyn is a Keeper (minor Secret):** Alwyn is exceedingly careful in concealing her connections to the Synod and her own identity as a Keeper; since she's terrified she'll be arrested and killed if exposed. A savvy Hero, who goes out of his or her way to engage Alwyn while waiting to meet with the Elders, may notice her upper arm bracers and put two and two together.
- **The Terris Synod exists (minor Secret):** The existence of the Synod, the Terris people's de facto underground government, is perhaps the worst-kept secret in the Dominance. Though the meeting with the "Elders" will not specifically reveal it, and no Terris person will utter the word "Synod" aloud, the events of this scene will all but confirm the truth. This Secret will only prove useful *outside* the Terris Dominance, however — here, no one is all that surprised by it.
- **The Terris Synod sometimes colludes with the Lord Ruler (major Secret):** The Terris people have lived their lives trusting in the wisdom and guidance of the Synod; after all, they are the organization that's helped Terris survive a cultural holocaust for centuries. However, the Synod succeeds only by doing what is necessary — and sometimes, that means actually *helping* the Lord Ruler in order to protect the Synod's or Terris people's interests. Turning over Gholwyl falls into both those categories. If the Heroes can Defeat the Elders in a Social Conflict during "Meeting the Elders" later in the scene, they may discover some evidence of this fact — evidence that could have a devastating effect on the people of Terris.

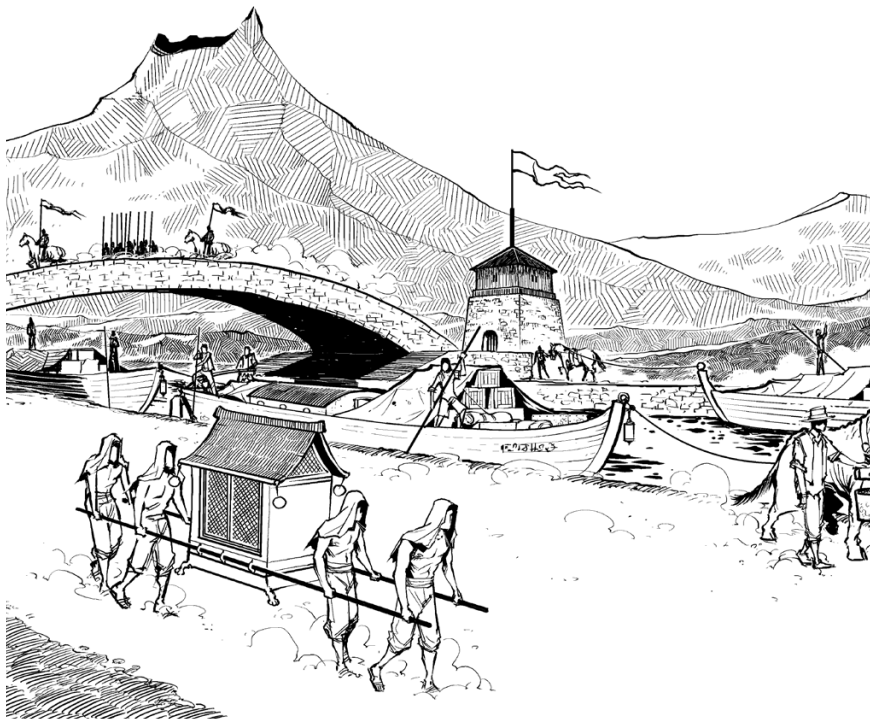


PRIMARY EVENTS

THE JOURNEY NORTH

The trip from Luthadel to Tathingdwen takes just two-and-a-half days, thanks to the *Star of Tathingdwen*'s skillful crew and their relentless schedule. If the Heroes did not have a chance to meet the dockhands in Luthadel, they will have an opportunity to ask the same set of questions of the crew as in Scene 1 (see "Location: The North Dominance Shipping Company," page 127). If, on the other hand, the Crew antagonized or fought with the dockhands in Luthadel, the barge crew's only communication with the Heroes will be a series of increasingly dirty looks and the occasional "accidental" splashing of them or their gear during the voyage.

The *Star* makes its way up the River Channerel swiftly, thanks to a favorable current and wind, plus the round-the-clock poling and rowing of the skaa and Terris crew. For much of the trip, the river is flanked by the North Dominion Road, an arterial land route used by poorer traders, pilgrims, and soldiers headed north. What's more noteworthy than the speed the *Star* is making up the river is the sheer number of military forces on the road; no less than a dozen columns of Imperial soldiers in traveling garb, lead by black-clad Steel Ministry officials and





followed closely by wagons laden with ash-sodden food and supplies, marching northwards along the road. A Wits 3 roll reveals these soldiers will probably start arriving in Tathingdwen within a few days time, giving the Heroes just a day or two of lead time before they arrive.

Aside from the marching soldiers, the Heroes will also hear some...*interesting* rumors floating amongst the *Star*'s crew about the Vedes killing. Feel free to drop these in for the players' amusement and character discussions:

- "...so this fella, he cut that black-clad from stem to stern, in one stroke. No, really, saw it myself! Swear on the Lord Ruler! Musta been a Thug, swingin' a sword like that..."
- "Nah, that's not what I heard. I hear the Terrisman, he drug that black-clad out into the middle of that square an' gutted him like a fish, while all them skaa cheered him on!"
- "Tryin' to start a war, they is. And what about us, who's got to work with the nobles every damned day? They send us back north, I'll be back to eatin' dirt and drinkin' snow, and that don't say nothin' for me family..."
- "I hear the Lord Ruler's coming on like an ash storm; sendin' his koloss north to butcher us, kill one Terrisman for every drop o' blood what spilled from that obligator..."

Everyone swears to a different story, and everyone's convinced their story's the right one. Roleplay out those discussions until they grow tiresome, or leave everyone else to their thoughts as they complete the journey.

ARRIVING IN TATHINGDWEN

Shortly after crossing the border of the Northern Dominance, the *Star* breaks north-by-northwest on a canal bound for Tathingdwen. The canal cuts through the majestic Terris mountains — towering walls of basalt which rise thousands of feet to either side in ravines and gorges. Snow dusts the peaks above and a slight ashfall from distant Torinost floats and hangs in the light, cool breeze.

The canal terminates at Tathingdwen, the ancient capital city of Terris. The city sits in a deep valley, surrounded by small pastures of brown plants which flank either side of the canal. The *Star* docks in the port at the lagoon set on the outskirts of the city, and the dockhands quickly unload the Heroes' gear. After a few brief goodbyes, the crew heads out for the local bars and to visit friends and family, leaving the Heroes on their own in the new city.

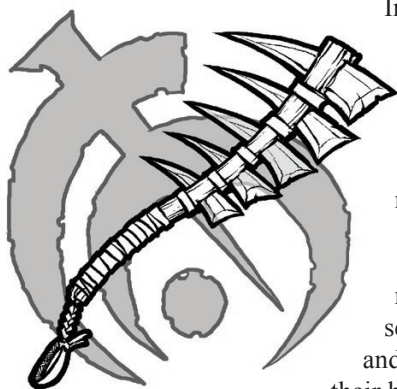
Tathingdwen is an impossibly ancient place — in fact, it is the oldest surviving city in the Final Empire, predating the Lord Ruler's Ascension. The city today is a far cry from its roots as a clay-and-timber village; now it is a small, but modern city, complete with tall graceful spires that cut through the cool, relatively ash-free mountain air, and are clearly visible from miles in any direction in the valley. Compared with the narrow alleys, crowded houses and ashen cobblestones of Luthadel, Tathingdwen seems open and airy, punctuated here and there by flashes

of color — beautiful stained glass windows set into large buildings, handwoven flags of many colored fabrics strung across streets flapping in the breeze, and towering Terrismen in elegant V-patterned robes chatting quietly as they enter and exit well-lit, high roofed offices and buildings. Walking the streets reveals the city to be exceptionally well-planned, organized into geometric shapes and easy to navigate — a far cry from the sprawling capital.

But there is something decidedly sinister lurking beneath Tathingdwen's exotic exterior. Everywhere, there are signs of the Imperial occupation. Some examples include:

- An Obligator, flanked by two novices, strolls through the streets. He moves unhurriedly, occasionally looking at the Terrismen, who stop their work and cast their eyes down as he passes. Those he looks at directly visibly shrink from his even gaze.
- A group of Terris workers turning out their pockets for a pair of Imperial soldiers. The soldiers pick up the coin purses dropped by the workers, pocket them and then wave them off. The workers stride sullenly off, but say nothing.
- An impossibly thin, gangly Terris child sprints past, carrying an armful of root vegetables which spill from his arms as he runs. A Terris merchant chases after him, yelling and waving his hands. Out of nowhere, the Heroes hear a whistle and thud, and an arrow sprouts from the boy's back. He crumples to the ground, the vegetables spilling across the hard-packed dusty street and mingling with his blood. In a nearby tower, a soldier lowers his bow and smirks. The merchant pauses, then walks over, solemnly collects the vegetables, and walks away. No one touches the child's body.
- A streak of black (a Steel Inquisitor) soars over the rooftops above, while people on the street flinch in slight surprise then go about their business.

Should the Crew be foolish enough to try to intervene in any of these events, or take any hostile action against any of these perpetrators, they will find themselves in trouble almost immediately (1d6



Imperial Soldiers, reinforced by 2d6 more within five minutes). If they persist or use any obvious Allomancy or (especially)

Feruchemy they will be accosted by a Steel Inquisitor (*see the Mistborn Adventure Game, page 547*) within just a few minutes — and things will go to pieces very quickly from there. Should the players get a sudden bout of bloodlust, ask for a Spirit 1 roll; with success, remind them they're both severely outnumbered and closely watched, and any action is liable to blow their cover and their hunt for Gholwyl.

ENCOUNTERING OBLIGATOR KENSEN

If the Crew decides to continue its investigation by asking around about Gholwyl by name, they'll attract some unwanted attention — a man dressed in a hood and simple Terris robes, tailing them. The figure is shadowing them (Wits vs. Wits Contest to notice the tail). Losing him is a slow motion chase (Contest pitting Physique vs. Kensen's Wits, 2 successes to win).

If the Crew decides to talk to him, or loses the “chase,” they will discover the figure to be Obligator Kensen (the Obligator in charge of the Vedes murder investigation, if they learned of him in Scene One). When they meet in a nearby alcove, the Obligator turns down his hood to look the Crew in the face. He is a young man with a face whose hardness belies his youth. His eyes, ringed with three layers of tattoos, are black and impassive, and his mouth is flanked by deep frown lines. He attempts a tight-lipped smile, and says:

“Good day, citizens. I am Obligator Van Kensen, fifth rank, Canton of Orthodoxy, in service to the Steel Ministry and our Lord Ruler. I noticed you talking with some of the locals, and thought you might require assistance. What brings you to Tathingdwen?”

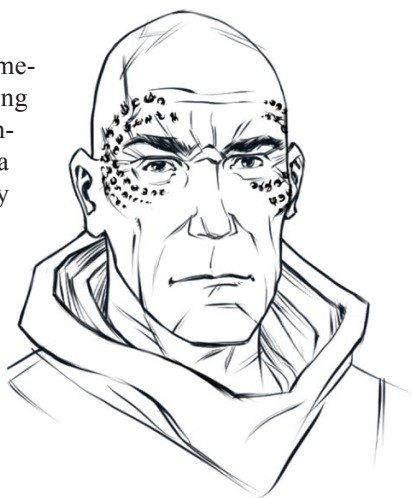
Naturally, the Heroes may be pretty nervous to be speaking with an Obligator. If they play it cool, however, Kensen can be a resource. He is unattended by guards and has no interest in arresting or fighting the Crew — he is simply looking for leads and has found a group of Luthadel folk asking around for a Terrisman of potential interest. Kensen will answer a few questions about his investigation that may help establish context for them.

Q: What are you doing in disguise?

A: “Ah, this. I am actually looking for something myself — a fugitive from justice. Judging from your accents, you are from the Central Dominance, yes? Perhaps you have heard, then, that a Terrisman recently stabbed and killed one of my brothers from the Canton of Orthodoxy before fleeing the city four days ago. It was a tragedy — one that cannot go unpunished. We now seek him here, in Terris.”

Q: Why do you think he's here?

A: “It stands to reason; here he can blend into the population much more easily than in Luthadel. We will turn this Dominance inside out, if we must, to ensure justice is done.”



Obligator Kensen



Q: Uh...I don't know anything about that.

A: "Ah. I'm sure you don't. But what of your employers? Certainly, a motley group such as yours cannot be here by chance. I hear Luthadel in your accent — that means nobility. Who is it, the Ventures who have hired you? Or some grasping, petty House seeking to make a name for themselves? Withholding information from an agent of the Empire could be considered treason, you know."

Q: Why were you following us?

A: "I found you...interesting. Strange to find someone from Luthadel here, so soon after the murder and asking questions, too. I figured we might be able to help one another."

Q: Why would we help you?

A: "Surely, a group such as yourself can't be here of your own volition so soon after the tragedy in the capitol — it takes substantial planning and resources to arrive here on such short notice. Whatever noble house has hired you would do quite well to help the Lord Ruler find and punish this traitor. The Sliver of Infinity rewards loyalty quite richly... Even of those who operate on the fringes of His law."

Q: What do you want us to do?

A: "If you find any information on the murderer, bring it to me at the Canton of Orthodoxy here in the city. I will take care of the traitor and bring him in. Whatever your employers are offering you, the Steel Ministry will pay twice that should your information lead us to this Terrisman. Think on it, and come see me if you find anything."

With that, Kensen hands the Crew a slip of thin steel, impressed with his name and rank, flips up his hood and heads back into the street to continue his search. He doesn't bother to look back.

AN UNEXPECTED MEETING

Shortly after the Heroes have passed through the city's main gate, they are approached by a young Terriswoman, who appears to be in her late teens or early 20's. She stands about six feet tall, dressed in simple woolen clothing and leather boots, and her dark, curly hair, bleached by the sun to a mocha brown at the tips, is pulled back in a loose ponytail. She leans in and whispers to the closest Hero (or, if present in a Crew, the closest Terrisman) in an incomprehensible tongue, then looks at them meaningfully. A Terris character, a Hero with a Trait related to the Terris culture or language, or any Hero who spends and succeeds on a Spirit 2 roll may make a Wits 3 roll; with success, they recognize the phrase as an obscure Terris dialect dating back to the earliest days of the Final Empire. Her message, though slightly difficult to understand, is simple:

<"I come to you with an important message from the Elders. Please, follow me.">



If the Heroes (likely) ask her to repeat herself or stare at her in bafflement, she repeats herself and waits. If the Heroes still don't get it, she sighs, looks around cautiously at the idly patrolling guards and loitering Terrispeople near the gate, and then scrawls "Follow" in the dust of the street with the toe of her boot before scrubbing it away quickly. She then turns and strolls away, glancing about and then back at the Heroes to see if they're getting the hint.



Alwyn

Once the Crew finally figures it out, the girl guides them through a crowded market, continuing to glance back past the Heroes from time to time to make sure they're not being followed. Let the Crew make a few Wits rolls to see if they notice anything untoward (with success, they will — a single Terrisman, dressed in pauper's cloth, is following them at a distance). The girl notices this, too, and takes a sudden turn down a narrow alley before breaking out into a dash across a street, flinging open a cellar door, and gesturing for the Crew to follow.

If the Crew doesn't comply, the woman slams the door and they will see this "pauper" shuffle with a limp quickly out into street, look to the left and right, glance them over, and then start moving at a normal gait down the street in the opposite direction. When the coast is clear, the woman opens the cellar doors once more, and hisses through her teeth "Get over here — I'm not the only one watching you!" A Hero who bothers to look around will notice a group of Imperial soldiers jog past the end of the street right around that time.

Once they are in the cellar, the woman turns to them and introduces herself:

"My name is Alwyn, of the village of Gathingdwen in western Terris. I have been sent by the Elders to welcome you to Tathingdwen, and to warn you that your movements are being watched. The eyes of the Lord Ruler are everywhere in this city.

"The Elders know you search for a man named Gholwyl. The Elders also look for him. Meet with them, and they can help you find that whom you seek."

Alwyn is a tough cookie who will not let slip any details about the true nature of her mission, the Elders (Synod members), or her own identity as a Feruchemist. If pressed harder on these questions, she simply shrugs and makes for the exit; it's a bluff, as she wants to please the Synod, but she can play hardball if she has to.

Q: Who are you?

A: "I serve the Elders, and the Elders serve Terris. That is what you need to know."

Q: Who are these "Elders?"

A: "They are the oldest and wisest of the Terris people, guiding us through these dark times. They are the spirit of Terris. They are friends and bear you no ill will, nor do I."

Q: How do you know about us/our mission/when we were coming?

A: "The Elders have many friends, in Luthadel and across the Final Empire. You are well-known to us, and we believe in your cause." [A Spirit 3 roll indicates a possible connection to Tevigger's "our friends" though this will never be confirmed nor denied concretely. Always another secret...]

Q: If the Elders know where Gholwyl is, why do they need our help?

A: "The Elders are hunted, as are all the leaders of the Terris people. Even in this crisis, they cannot risk exposing themselves, lest the Steel Ministry capture them. Only outsiders can move freely within our borders."

Q: What's in it for the Elders?

A: "Look around you — a week ago, those soldiers were far fewer, and no Inquisitors darkened our skies. The Elders want only a return to things as they were before Gholwyl's...indiscretion."

Q: What's in it for us?

A: [she makes a disgusted face] "Success is not reward enough for you?"

Q: Why don't you just cut out the middleman and tell us where Gholwyl is yourself?

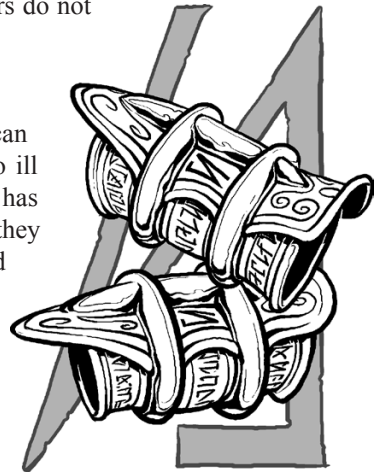
A: "Because I do not know that. Even the Elders do not trust me with all their wisdom."

Q: How do we know we can trust you?

A: "Nothing in this world is certain. But I can promise you that you are safe with me, and that no ill shall befall you with the Elders. The Steel Ministry has far more men and connections here than you, and they will find Gholwyl before you do. If you wish to find him first, you need our help."

Q: Do you work for the Synod?

A: "I do not know of what you speak." [Wits 3 reveals she's lying; however, no amount of prying, short of a Mental Conflict, will get her to say more.]



If/when the Crew agrees to go with her to meet the Elders, she gives a brief, rare smile, and then says they'll need to wait until dusk before they can move safely. She offers the Heroes a simple Terris meal; unleavened bread, dried fruit, and meat jerky, all left from her time on the trails. She's not big on small talk, but she will discuss her business as a "surveyor of the outer villages" (actually, the Keeper of Western Terris Culture). A Hero who spends a significant amount of time chatting with Alwyn may make a Wits 4 roll; with success, he/she notices that she is wearing a single woven copper torc low around her tanned neck. If asked about it, she mentions it's a family heirloom then changes the subject. Other Keepers or Terrismen, or those familiar with Feruchemy, will recognize this as a metalmind, making Alwyn a Keeper (which she vehemently denies knowing anything about).

SUPPER WITH THE ELDERS

When darkness finally falls, Alwyn guides the Crew out of the cellar and into the heart of the city, where most residents are preparing supper after a long day's work. The air is rapidly growing chilly in the darkening night, but crackling fire-pits keep away the cold in the markets and hawker stalls in the public squares. No soldiers or Obligators are to be seen.

Alwyn guides the party through the bustle of the evening supper to a large public table, where a bevy of Terrismen and women are gathered to share a meal under the night sky. Alwyn invites them to sit on an open bench, across from two elderly women and a man at the center of the table, and then leans against a nearby wall.

A hearty meal of stew, unleavened bread, and roasted root vegetables are delivered almost immediately, and the scent of exotic spices wafts through the air. As the Crew starts to eat, the old man asks one of the Heroes to pass the salt. When it's passed, he smiles, takes the Hero's hand, looks into their eyes meaningfully, and says:

"Hmm, you've quite the pale complexion. You must be a long way from Luthadel. Perhaps you've lost something...or someone?"

"My name is Berek, and my companions are Kwyla and Owa. We understand you are looking for another man who is also very far from Luthadel. Come, eat and we will talk of this man."

These are the Alwyn's aforementioned Elders — each of them a high-ranking Synod member and formidable Keeper. The other diners pay no attention to the conversation; in fact, they act as if neither the Elders nor the Crew are even there. The Elders are in no hurry, and speak indirectly and simply, as if they are simple old folk...but this is all for show. The real reason they want the Crew's help is that they are unable to get Gholwyl themselves — Bhazzarazed bucked off the Synod's leadership long ago, and only outsiders have a chance of getting Gholwyl out of there before the army arrives.





The Elders' goal in this conversation is to determine the Crew's intentions, then use them to convince Gholwyl to turn himself in; failing that, the Synod has no compunctions about using the Crew as bait so that Obligator Kensen and his contingent of soldiers can put greater pressure on Gholwyl to give himself up. What they want to avoid more than anything is the crisis to spill out into the rest of the Dominance — as far as they're concerned, Bhazzarazed has cast its lot already, and if one village must be sacrificed so the rest of the Terris people can live in peace, so be it.

Q: How long have you been watching us? What do you know about our purpose?

A: "As Alwyn no doubt informed you, we have watchers throughout the Empire who provide us with information vital to our cause. We have been eyeing you for quite some time, taking note of your investigations and your meeting with Tevigger. This convinced us you could help us, as well."

Q: OK, so where's Gholwyl?

A: "He is headed to his home village of Bhazzarazed, two days' ride east of Tathingdwen. He left a day and a half ago by horse, under the cover of night."

Q: How can you be sure that's where he is headed?

A: "Because he has nowhere else to go. He came through the Tathingdwen port two nights ago, and left as quickly as he could. Our watchers had heard of this news from Luthadel, and spotted him. He let out a horse from a merchant who reports to us, to whom he mentioned he was headed home. They will shelter him there."

Q: What can you tell us about Bhazzarazed?

A: "It is a tiny village, maybe only 50 souls in all. The Terris bloodline is strong there...filled with the power of our ancestors. Their will is similarly

strong, and they are a hard, uncompromising people. Uncompromising to a fault, and to the peril of us all. We do not expect you to understand — things are different here in Terris.”

Q: If you know where he is, why don’t you just get him yourself?

A: “Two reasons: first, Bhazzarazed is not a place receptive to our wisdom; and second, you have already been hired to retrieve him. It is serendipitous, is it not? We needn’t make this any harder on either you or him by becoming directly involved, but we do wish to help however we can.”

Q: So what’s in all this for you?

A: “Look around you, my friend. Last week, there were half this many soldiers in Tathingdwen. Last week, our people who are sent or sold to Luthadel were not being beaten in the street or harassed just for their existence. We want this to stop. The only way it will, is for Gholwyl to face his rightful judgment.”

Q: You’d turn one of your own over to the Steel Ministry?

A: “It is not our lot to protect those who choose to put themselves or their own people at risk. The stakes are far greater here than one man’s life...or those of who side with him. All our people are being punished for his transgressions and that will only grow worse until he is brought to justice. As our ancestors said, ‘those who choose the righteous path cannot pay the toll for those who walk with the wicked.’ So it is now.”

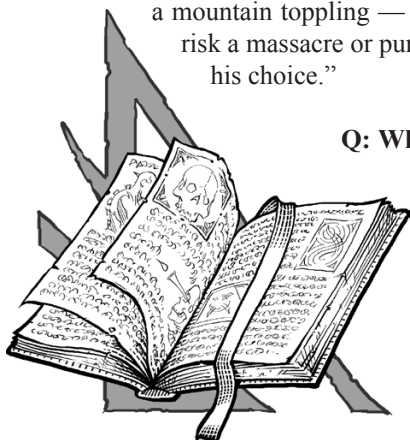
Q: Why don’t you just resist? The Steel Ministry can’t search for him forever.

A: “The Terris peoples’ path to survival is to endure, as we always have. See these mountains all around this valley? They do not fight the snows, nor do they battle the wind. No, they stand tall against them, let the snows cover them and the wind batter them, because all snows must one day melt and all storms must cease — and only the mountains will remain.

“There are precious few of us left, and each who dies needlessly is like a mountain toppling — a tragedy that rocks the whole world. We cannot risk a massacre or punitive actions against other people. Gholwyl made his choice.”

Q: Why not just wait for the Steel Ministry to catch him and call it good?

A: “You do not understand their methods. They are a blunt instrument in Terris. Rather than acting like a hunter who will spend days or weeks chasing an elusive buck, they would rather set the forest alight and let the smoke drive the prey towards them. The Obligators will punish all of Terris, particularly





the innocent, to find Gholwyl. Villages will burn, and people will die because they do not know one fugitive amongst 20,000 Terrismen. Eventually, someone will give them a name or clue, and then they will catch and execute Gholwyl. It is the collateral damage we wish to avoid — no one else should suffer for Gholwyl's sins."

Q: What is it you want us to do, then?

A: "We want you to convince Gholwyl to return to Tathingdwen and turn himself over to the Steel Ministry to answer for his crime. Only by subjecting himself to the Lord Ruler's mercy may peace return to Terris."

Q: But we have a contract to return him to Luthadel...

A: "Hmm, so you do. Perhaps we can make a compromise; you return Gholwyl to your clients in Luthadel first, and then escort him to face judgment while there? Yes, that is acceptable to us, so long as it happens as soon as possible."

Q: Do you know anything about Vedes?

A: "Vedes was once an Obligator charged with keeping the Lord Ruler's laws throughout eastern Terris, including Bhazzarazed. He was promoted and returned to the capital two years ago."

Q: Do you know why Gholwyl killed Vedes?

A: "Vedes was notoriously cruel, and sent many young boys to their deaths, and women to become Terris Mothers. Perhaps Gholwyl bore him some sort of personal grudge, or perhaps it was just political. The only thing that matters — he broke the Lord Ruler's law and we are all paying the price."

Q: So Gholwyl's guilty, simple as that?

A: "Yes. Many people saw him slay Vedes; while we shed no tears for a fallen Obligator, we also cannot deny that simple truth. His motives mean little to the Steel Ministry, or to our peoples' fate."

Q: Can you provide us with anything to get to Bhazzarazed?

A: "Of course, of course. The village is two days' ride from here. We can have horses and foodstuffs ready for you to travel by first light. Alwyn is well-versed in the ways of these distant villages, and speaks all the local dialects, so she will travel with you."

Q: We don't need a babysitter.

A: "Ah, and she is not there to take care of you. Alwyn will act as an interpreter and guide. Bhazzarazed is an old village, and set in its ways. Without someone who understands the customs, you would have a hard time getting them to even speak to you, much less tell you anything of Gholwyl. Alwyn will be a great asset to you in your search."



Berek and the other Elders will weather accusations of their guts or ethics with quiet dignity. Pleading with the Elders to spare Gholwyl or expressing outrage at their inaction will also be met with similar stony silence. Their mind is made up — Gholwyl has to go, as soon as possible, and become someone else's problem. Making a scene of one's outrage is frowned upon and a very quick way to end the conversation...but not before the Elders ask for the Heroes' help.

When the discussion is finished, the Elders stand and embrace each of the Heroes, wish them all luck on their journey, and then walk away escorted by the entire "family" that surrounded them. Trying to follow the Elders is an exercise in futility; the mass of people enters a narrow building a few blocks away, and from there they vanish (into a secret stairwell set beneath the stone floor, leading into a mazelike complex of dry sewers).

At the Elder's departure, Alwyn approaches and tells the Crew she has a safe place for them to rest, and then guides them away from the square. All that's left to do is leave the city at first light. She takes them to a small, darkened apartment on the northern edge of town, near the massive walled Terris breeding complex. The tenement is tall by Final Empire standards — over four stories — and packed tightly with poor and working-class Terrismen. Everyone here does everything they can to avoid interacting with or even looking at the Heroes (they're in a Synod safe house, and everyone knows the rules).



THE CAST

ALWYN

Alwyn is a novice Keeper charged with surveying villages throughout the most remote corners of Terris. Though it's a thankless job, she excels at her work, and she was hand-picked to guide the Crew to Bhazzarazed.

ALWYN, NOVICE KEEPER (AVERAGE THREAT)

Attributes: Physique 3, Charm 4, Wits 5

Standings: Resources 4, Influence 3, Spirit 5

Resiliences: Health 7, Reputation 7, Willpower 10

Traits: Linguist; History of the Terris Provinces; Loyal to the Synod; Hunted by the Inquisition; Stubborn

POWERS (*FERUCHEMY*)

All Metals 2

EQUIPMENT

4 metalminds (1 Copper, 1 Tin, 1 Bronze, 1 Brass); Pen and blank book; Survival gear; Horse

SYNOD ELDERS

The “elders” that Alwyn takes the Crew to meet are actually high-ranking members of the Synod, and skilled Keepers to boot.

SYNOD ELDER (SERIOUS THREAT)

Attributes: Physique 3, Charm 4, Wits 6

Standings: Resources 4, Influence 6, Spirit 4

Resiliences: Health 7, Reputation 10, Willpower 10

Traits: Great Wisdom; Protect the Terris People; Secretive; Leader of the Synod; Hunted by the Inquisition; Fixed in My Ways

POWERS (FERUCHEMY)

All Metals 4

EQUIPMENT

6 metalminds (2 Copper, 1 Pewter, 1 Tin, 1 Zinc, 1 Gold); Formal Clothing (Terris Robes); Disguise

OBLIGATOR KENSEN

An ambitious young nobleman who only recently ascended to the rank of Obligator, Kensen has been assigned to investigate the Vedes murder and bring the killer to stand for his crime in Luthadel. He’s on to Gholwyl’s scent, and has determined there’s someone else who is, too...

**OBLIGATOR KENSEN (SERIOUS THREAT)**

Attributes: Physique 4, Charm 4, Wits 6

Standings: Resources 5, Influence 6, Spirit 3

Resiliences: Health 9, Reputation 10, Willpower 9

Traits: Voice of the Lord Ruler’s Law; Get to the Bottom of It; Curious; Severe Appearance; Reviled

Equipment: Dueling cane (Damage +2; Melee Range: Touch / Striking; contains no metal); Pen and blank book; Disguise





WRAPPING UP THE SCENE

The Crew wakes at first light the next day to set off on the long journey from Tathingdwen to Bhazzarazed. Alwyn is already up and waiting outside the tenement, with one horse and provisions per Hero loaded and ready to go. The Crew leaves the city by the eastern gate, then turns to follow a winding river eastward along the valley.

It may be that more paranoid Crews will try to ditch Alwyn and carry out the mission on their own. Fortunately for the Narrator, the services of the guides familiar with the eastern part of the Dominance have all been retained. If they *still* insist on going even without a guide, the Heroes will find the changeable weather and sameness of the terrain makes navigation very tough (Wits 4 once per hour travelled to keep on course; if they fail, they lose one hour per Complication they suffer on the roll). Alwyn is supremely knowledgeable about the terrain and will follow at a distance, catching up within an hour should they fail their rolls to navigate.

AWARDING ADVANCEMENTS

Though heavy on roleplaying, Heroes can still earn advancements by engaging with the deeper mysteries of the plot and protecting their true purpose from being discovered.

- **Encountering Kensen without giving up the Crew's true purpose:** 1 Advancement
- **Hearing out the Elders:** 1 Advancement

3

BHAZZARAZED



SCENE OVERVIEW

Now armed with a guide and a far better understanding of the stakes in their quest, the Crew heads for the village of Bhazzarazed, in the remote eastern lands of Terris. Along the way, the Crew sees the true cost of the occupation of the Dominance, and of the mobilized army moving through the villages in the area.

By the time the Crew arrives at the village, it has been nearly a week since Vedes' murder. They are greeted by the village elder, Phelzed, who informs them that they have arrived in the midst of a funeral for one of their women, Hadwyn — Gholwyl's sister. Following the funeral rites, they finally have a chance to hear Gholwyl's side of the story over the funeral feast, where they learn why he killed Vedes: to avenge his sister's suicide. The village advocates fighting the Lord Ruler to protect Gholwyl, while Alwyn tries to convince them to turn him over.

When Alwyn leaves in disgust, the Crew learns of one final twist — Hadwyn had children by Vedes, himself a nobleman and an Allomancer to boot. Their line is strong with Feruchemy (indeed, a number of Gholwyl and Hadwyn's relatives have been Feruchemists), meaning there's a chance the children may themselves be Feruchemists, Allomancers...or both. No one knows yet, but if the children were to develop such powers, they would be public enemies, bargaining chips between the Synod and the Final Empire, or symbols to be waved around by the resistance. Gholwyl will not allow this to happen.

As the dilemma becomes apparent, the Crew beds down for the night — but they are awoken early the next morning by the sound of the approaching Imperial army. The time for talk is officially over.



SETTING THE SCENE

The trip is largely uneventful; Alwyn is not much of a talker and spends much of her time scanning the horizon for signs of bad weather, wild animals or trouble with the army. The ride is rough and slow going, requiring the Crew to cross narrow passes still white with snow and ash, ford chilly glacial rivers, and make their way through tiny mud and daub villages. Occasionally, the corpse of a horse or sheep lies along the roadside or along a dried riverbed, left to rot in the red rays of the sun. Some show the marks of wolves or other predators, and others cuts by weapons or the broken shafts of arrows.

When the Crew encounters Terrispeople, they first stare at the Heroes in their outsiders' clothing, then genuflect or bow their head in deference. Some do not speak the imperial tongue, and shake their heads sadly when spoken to without Alwyn's aid. Acts of aggression are met with utter passivity. Some canvas doors to huts have recently been torn down, a few men sport large bruises, and children look on with terror written plainly on their little faces. Offers of gifts or food are only accepted with hesitance and skepticism, like morsels taken by a feral animal. They are, to a person, nervous and unsettled, like horses before an oncoming storm.

The first night is cold and windy, with a chill that cuts through the hot soup, woolen blankets, and thick boots provided by Alwyn. On the second day, as the Crew continues its rugged journey along a sheer mountain face, they see the fires of what they think is a large village set at the neck of a narrow pass. As they approach, however, they can see it's not a town but an armed encampment; a row of wooden stakes, like porcupine's quills, have been raised as a perimeter around canvas tents, supply wagons and a corral of horses. Squads of soldiers march around the encampment like black ants, setting out in groups of 10 to 20 in all directions. Alwyn comments this must be an operating post for the army, and that they're only a day's march from Bhazzarazed, before guiding the Crew away urgently for the village.

VITAL COMPONENTS, CLUES, AND PACING

This scene is the set up for the climax of the story to follow, introducing the Heroes (finally) to the mysterious Gholwyl, and throwing them for a loop with the real story behind why he killed Vedes and what's truly at stake. The village itself is also a surprise, for they hope to meet the army head on with spears in their hands, rather than give their prodigal son back.

Like the previous scene, this scene is very much about roleplaying and secrets as the Crew struggles both to offset the crisis while dealing with some Empire-shaking revelations. The drama of this scene revolves around three central components:

1. **Gholwyl's story** — he is not a killer as much as a victim who has lost everything to the Steel Ministry and to Vedes' cruelty. Unfortunately, his actions have had terrible consequences, ones to which there are no right answers or easy ways out.



2. **The confrontation between Phelzed and Alwyn** — This heated discussion over the funeral feast is a microcosm of the larger Terris dilemma: whether their salvation lies in resistance or endurance. This also frames the larger moral dilemma for the Heroes — is the possibility of peace in Terris worth the life of one very sympathetic man, whose words and actions seem quite reasonable?
3. **The children** — The big reveal of the scene is of Hadwyn's children — the half-noble/half-Terris offspring of a known Allomancer and mother whose family has shown Feruchemical talent. Should even one of these kids develop into a Twinborn, they would be one of the most valuable and dangerous assets of all the Final Empire — after all, the very reason the Terris breeding programs exist at all is to prevent the creation of dual Allomancer/Feruchemists. If they were to be discovered, the children would become pawns — either of the Ministry, to be experimented on, dissected, and/or executed to suppress the truth; or of the Synod, who would want to hide them and control their lives. The village wants them to become weapons and symbols of both resistance and of the power lurking within each and every Terrisman. It is the *children's* fate that becomes the great stakes of the entire story. Who will the Crew side with, and to what lengths will they go to protect their secrets?

For this scene to work at its best, the Heroes (and the players) should be conflicted. Use the supporting cast (especially Phelzed and Alwyn) to foster debate among the Heroes on each of these topics. What personal or professional conflicts arise for the Heroes, and what are the ramifications of their decisions? Reward players' exploration of these topics with Advancements immediately to encourage roleplaying. Ultimately, whatever the players decide is what Gholwyl will do in the following scene, so it's up to them to choose their path — and the ultimate fate of Gholwyl, the children, and his village.

Unfortunately for the Crew, they don't have forever to make up their minds — the Steel Ministry has caught Gholwyl's scent and a platoon of soldiers (led by Obligator Kensen, naturally) will arrive at the end of the scene to flush him out. The Heroes will need to make their minds up quickly or else everything will go to hell in a handbasket.

SECRETS OF THE SCENE

In this revelatory scene, there aren't many Secrets to be found, aside from this possible doozy...

- **Twinborn may exist (major Secret):** Though the Heroes won't be necessarily aware of it, the existence of the children points to the fact



that people with both Feruchemy and Allomantic powers could exist. What might that mean for the Final Empire, and could that be a powerful new weapon in fighting the Lord Ruler?



PRIMARY EVENTS

FUNERAL RITES

The Heroes finally reach the village of Bhazzarazed near dusk, just as the first mists are starting to curl out from beneath the stones and scree. The village of Bhazzarazed lies nestled deep in a small valley, surrounded on three sides by magnificent snow-capped peaks and fed by a narrow stream which burbles slowly across volcanic rock. Brown lichen lines the hills, which are lightly dusted with ash and grazing sheep. Shepherds tending their flocks watch the party warily as they descend into the valley. Have one of the Heroes make a Wits roll; with a success, they notice these Terris do not seem frightened by the presence of outsiders





in their valley; rolling a Nudge also indicates the poles the shepherds hold are not sheep hooks, but simple wooden spears! Despite their armament, the shepherds make no aggressive moves toward the Heroes... They simply watch.

The village itself is much like the others the Heroes have seen en route; a cluster of squat clay and stone houses with thatched roofs and fur-lined canvas doors. There are about 20 buildings in the village total, most notably the large community longhouse standing in the center. There is no one on the streets; looking in the windows of any building around reveals them to be devoid of people, though a few dogs bark at trespassers. The light and smoke of a large fire glows on the northern edge of the community, on the opposite side of town.

In front of the community longhouse, a group of solemn-faced men and weeping women are gathered around a large pyre whose flames leap toward the darkening crimson sky. Everyone wears a dark scarf covering their heads, and they are chanting quietly in an unknown language (a regional dialect of Terris), led by a village elder. No one pays attention to Alwyn or the Crew. If asked, Alwyn tells the Heroes “It’s a prayer, a message for the dead. A mother has died here.” She covers her head and suggests the others do the same out of respect. Other Terris Heroes will get a fair amount of dirty looks from the gathered villagers if they do not do the same.

The rites last about a half-hour, and are highlighted by a few incomprehensible but very impassioned speeches by both men and women to the assembled mourners. Alwyn is reluctant to translate, as to talk during the ceremony is disrespectful of the dead. If pressed, she whispers them the basics — this is the funeral for a woman named Hadwyn, who leaves behind three children; she was an important figure in the village; and that she committed suicide, hence the very somber nature of the rites.

When the rites are over, they are greeted by the village elder who presided over the rites — once a tall man, he is now stooped, with leathery skin and braided silver hair. He smiles warmly at the Heroes and says in thick accented speech:

“Hello, travelers, and welcome. I am Phelzed, elder of our humble village. We have seen you coming from up the valley, and have been expecting you. Gholwyl told us you would come. Let us eat, talk, and celebrate the life of our sister Hadwyn.”

At the mention of Gholwyl, Alwyn glances at the rest of the Heroes in surprise, and then the Crew is led into the longhouse along with the rest of the adult villagers.

DINNER WITH GHOLWYL

In the hall, amid the smoke drifting from the pyre, the village has set out a feast — thin, yeasty bread slathered in stewed beans, meats, and vegetables of all colors. The hall is decorated in colorful flags, and lit by a roaring central firepit.

The relatively cheery nature of the room does not offset the grim and reflective mood of those gathered to sup, however.

Phelzed leads the Crew to the head of the table, where a group of men and women are gathered around empty seats and a massive platter. At the center, a man in his mid-20's towers over his companions; he is dressed from head to toe in black, and though he looks emotionally and physically drained, he is the picture of health compared to his neighbors. He smiles sadly but graciously and gestures for the Heroes to sit.

"Good evening, friends. I am Gholwyl. I suspect you have some questions for me."

Plates are placed before each of the Heroes, and a villager serves them all first as honored guests. Everyone eats in silence for a few moments, until Gholwyl turns to them and smiles once more, indicating he's waiting for them to ask him something.

Q: Did you kill Vedes?

A: "Yes. I am not proud of it, but when I learned of what he did...what he made her do...I couldn't let him get away with it."

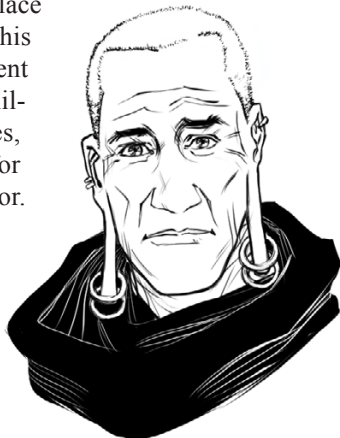
Q: Why?

A: "Today, I burned my sister's body. She died because of him. Because of what he did to her, when she wouldn't...she was so beautiful, my sister, in body and spirit. Like the flowers the Keepers speak of in their stories."

Q: Why did she die? Did Vedes kill her?

A: "My sister Hadwyn...she was a lovely woman, gentle...not a beauty you'd expect in a desolate place like this. Years ago, the Steel Ministry came to this village for the census. Hadwyn and I had been sent here to live six years hence, and we were but children. The Obligator in charge was Darian Vedes, then just a low-ranking novice. He had an eye for my sister, though he was many years her senior. I objected and tried to hit him. Vedes had me whipped and sent me back to Tathingdwen to be trained as a Steward so that I would learn my proper place.

"Hadwyn he kept for himself as his occasional plaything when he passed through. Such unions were forbidden, but Vedes was both powerful and sly. He told Hadwyn he would have me killed if she did not love him. He told me he



Gholwyl



would kill Hadwyn if I ever returned or spoke a word of our arrangement. For years she suffered his abuse obediently, so that I might live. I served obediently, so that she might live.

“Finally, I was sent to Luthadel to serve Lady Lyrryse, and Hadwyn went for years without seeing Vedes. I thought Vedes might have forgotten of us, or died. Hadwyn and I corresponded, and I sent money home, but the Ventures would not let me return to my village.

“Then, years later, came the day when Vedes returned for her. But now Hadwyn was older, stronger, had more to lose. She fought Vedes. She lost. In retribution for her resistance, Vedes made her a Terris Mother, took her from her village and everyone she loved. I only knew this because her letters stopped coming. I wrote Phelzed, and he told me what happened. I begged and pleaded, but still the Ventures would not let me return.

“Terris Motherhood broke Hadwyn’s tender spirit. She had lost everything, so she took back the one thing she still had that Vedes wanted — her life. When Phelzed wrote me of her death, he also told me her tormentor had been promoted and returned to Luthadel. It was then that I knew the old saying was wrong — justice, like ash, did *not* fall on all men equally.

“It was only by chance I came across Vedes in the Copper Gate Market, while at my chores. When I saw him, sitting there sipping tea, a black spot grew in my heart until it was an all-consuming rage. I came back the next week, with the knife. I told Vedes why I was there, what he had done, why he must pay. He was not surprised by any of these things. Then I ended it.”

Q: What did you say to Vedes?

A: “I asked him if he recognized me. He smiled at me over his tea, and said he did. He asked if I still heard from Hadwyn. I don’t think he knew. He just gave her to the slavers then discarded her, like garbage. When I told him, he didn’t even care.”

Q: What were you thinking when you killed him?

A: “Of her. Of what my people stand for. Of my responsibilities to my village and my sister. What else matters, if not these things?”

Q: Why did you run? You had to know they would catch you.

A: “This was the only way. I had to be here for Hadwyn’s funeral, and the Ventures would never let me go. Hadwyn’s spirit could not rest without a proper funeral, in sight of her family.”

Q: Family? What other family?

A: “...”

Q: People are suffering because of what you did. Did you think of them?

A: [Phelzed butts in] “Those cowards would’ve punished us, even if Gholwyl gave himself up. They fear us, you see... Us Terrismen, the power of our blood.

This is why they make us slaves in our own home, why they geld our sons and take our daughters off to—”

[Gholwyl] “There is nothing more important than family. Nothing. There was no other way.”

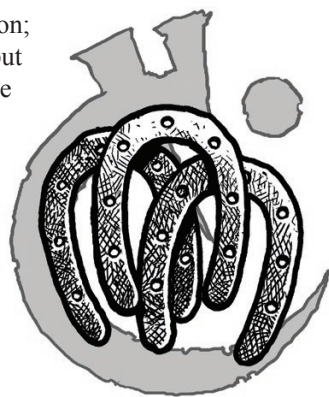
Q: Do you feel remorse?

A: “I never wanted any of this — this life, or to take another. I would have done anything for it to change. But it did not — this is how it must be. I grieve for every Terrisman who suffers for my actions, but I could not have acted differently. This is how it is.”

Q: Will you turn yourself in to stop this madness?

A: “It is not that easy. I have other responsibilities, yet.”

Gholwyl appears to be in a state of sad resignation; aware of the trouble he’s brought upon his people but knowing honor and his village’s code would not have allowed him to act differently. Now with his sister’s honor upheld, he is lost both in his grief and guilt over the repercussions of his actions. His only real concern is the children — every action he has taken, and every action he will take, is to ensure their well-being — but beyond that, there’s no game plan. This sets the stage for the conflict between the Heroes, Alwyn, and the village leadership during “A Heated Debate” (right).



In order to get Gholwyl to decide, the Crew is going to have to involve the villagers, all of whom have a substantial stake in protecting both him and the children. After all, it is the village’s code that has put him in this pickle. While Emotional Allomancy can easily make Gholwyl more ashamed of himself or sink him into the depths of crushing guilt, both situations will only make him more intractable and indecisive — and more dependent upon the villagers to make up his mind for him — in the next part of the scene.

Making obvious or dramatic attempts (including a Social Conflict) to coerce Gholwyl into ignoring the village’s wishes earn the Heroes a good deal of silent but scornful looks (particularly from Phelzed) and a quiet but firm rebuke from Alwyn who informs them such behavior is incredibly rude. Persisting in this line of dramatic behavior will see the Heroes “invited” to leave the rites and allow the rest of the village to discuss their business in peace — skip directly to “Wrapping Up the Scene” on page 168.

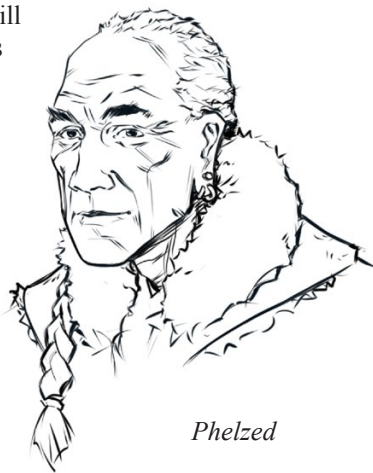
Attempting to take Gholwyl by force will result in the village turning on them, attacking with whatever’s at hand (A combat involving three Bhazzarazed Villagers per member of the Crew); if the Crew manages to fight their way out, they’ll discover the army has arrived in the middle of the fracas — skip ahead to “Wrapping Up the Scene” as well.



A HEATED DEBATE

Once the Heroes have had a chance to grill Gholwyl for a while, the funeral feast concludes and the younger members of the village in attendance are ushered from the room, leaving only adults and elders present in the longhouse. After the children exit, the Crew will notice the mood in the room becomes much more grim and businesslike: Phelzed stands up and begins to pace, scanning the attendees through half-lidded eyes; pairs of neighboring villagers turn and talk in conspiratorial tones, shooting glances at the Crew; young men sidle to each of the corners of the longhouse as if to keep anyone from entering...or leaving.

As the Heroes start to realize the change in the room's climate (or attempt to leave), Phelzed begins:



Phelzed

BHAZZRAZED

"Friends, now that our rites are concluded and Hadwyn's death committed to our memory, we must face our dilemma. Our brother Gholwyl has done his sister's memory a great honor as is our village's tradition, trading life for life and blood for blood, as it has been since the time before the Lord Ruler subjugated the world. Through his acts, Gholwyl has reminded us of what we have lost — what it means to be free. For that, I thank him — as should we all.

"But words are wind, and there is a darkness coming for our brother; one clad in black and armed with cruel spears. The darkness will say he is a criminal; to the darkness I say he is a hero. It will say he must be punished; I say he must be raised up. It will say he must die to pay for his sins; I say if he must die, then so do the hopes of all good men.

"The only way to drive off the darkness is with fire...the fire that burns in the hearts of free men, the fire that warms our village and keeps our people safe. Only with fire will we be safe from the darkness, so I say we all find that fire within ourselves, friends. Let us stoke the memories of freedom to a blaze and let it fill us, for only with courage will we honor our brother. Let us turn that fire into a weapon against our enemy, for only with spears can we meet spears. Let the fire lit by our ancestors and Gholwyl fill us with warmth, for only through resistance do we deserve to stand in their company."

After his speech, Phelzed sits and the villagers in attendance mutter to one another, deep in discussion. Gholwyl bows his head, looking almost ashamed.

Such impassioned speech will shock any Hero who is either from Terris or has had direct contact with Terrismen before — for them, the idea of Terrismen



planning open rebellion against the Lord Ruler is almost beyond imagination. Even Heroes not at all familiar with Terris culture will know that “all Terrismen are docile foreigners who serve the nobility” by reputation alone, and should be startled by such bold talk.

Heroes watching Alwyn during Phelzed’s speech will notice her jaw harden and her eyes narrow — an expression not of shock, but of frustration bordering on anger. A few moments later she stands (shaking off any Heroes who try to stop her).

After letting the discussions around the room that follow subside, Alwyn rises to her feet to speak.

“My fellow Terrismen, on behalf of myself and my fellow travelers, I want first to thank you for sharing your bread and fire with us. We have come here on behalf of the elders to bring Gholwyl a message — though you have suffered unjustly, the consequences of your actions have only precipitated greater suffering for countless others. Throughout the Empire, your countrymen are being rounded up, questioned, starved, and tormented because of your rashness. People are dying because you raised your hand against our oppressors. So reluctantly we ask you: please surrender yourself to the Steel Ministry as soon as possible, if not for yourself, then for the sake of this village and all your people.”

Gholwyl’s face flushes with shame at this statement, and his head seems to hang even lower. When he raises it again to speak, Phelzed cuts him off. “Surely, sister, you jest. A friend would not come to us now, as we grieve for a lost friend, and ask us not only to forget, but to deliver a hero over to certain death? Such an action would certainly be seen as collaborating with the enemy.”

Alwyn ignores the barb and continues. “You all know as well as I, that war is not the Terris way; our peoples’ strength is rooted in the endurance of our spirit, not the sharpness of our spears. Through his actions, that man —” she jabs a finger at Gholwyl, who sits staring darkly at the dusty floor — “has not only put the fate of your entire village at risk, but the lives of every Terrisman as well! Gholwyl made his choice; do not condemn the rest of us to suffer for it.”

Phelzed chuckles bitterly. “How are you suffering, there in your secret rooms in Tathingdwen? Do you go hungry as the black-clads levy their taxes from your meager crops and thin herds? Do *you* have to bury the children who die under the boot of a callous soldier? No, you sit in your meetings, safe and warm, sup on your wine and rich stew, and plot for a future that may never arrive. You and the Synod know nothing of our suffering.”

Ignoring Phelzed, Alwyn’s appeal becomes more insistent. “Please, don’t be fools! When the army comes, you know as well as I they will slay Gholwyl and all who sheltered him. Some will live to remember, and carry on. But should you take up arms, everyone will die — the old, the young, *everyone* — and Bhazzarazed razed. Nothing will remain but ash! Is *this* how you honor your traditions?”

Phelzed shakes his head. “You and your ‘elders’ have no influence here. You speak of tradition, yet you come to our village a stranger and tell us to ignore

those traditions we hold most sacred. Gholwyl is a free man, and his choice is his to make. Our only responsibility is to respect that choice.” All around the room, the villagers nod and mutter in agreement.

Alwyn’s face knots up in aggravation, but words seem to escape her. Saying nothing, she collects her traveling jacket and boots and quickly exits the lodge, leaving you in the room alone with the rest of the village.

Players trying to butt in on the conversation will be ignored, as Phelzed and Alwyn’s disagreement (essentially, Bhazzarazed’s independence from Synod “control”) is one that has a long history beyond this meeting. The Heroes should feel somewhat helpless to stop the escalating conflict.

If the players wish to track down Alwyn, she will be about 50 feet from the lodge, calming herself in the cool evening mists on the edge of the village. She politely refuses requests to rejoin the others, preferring to have a little time alone. A successful Wits 2 check will indicate she’s obviously rattled, probably at her own anger and impassioned plea rather than the answer she received.

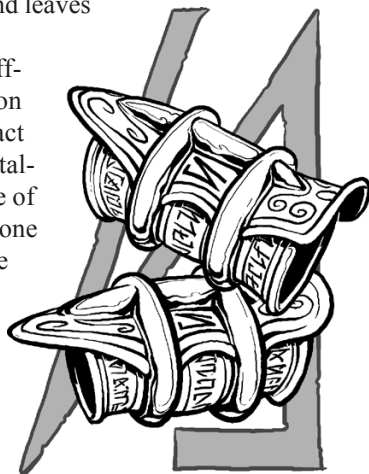
Shortly after Alwyn departs (or the Heroes return from trying to bring her back), Phelzed calls for a moment of privacy from the rest of the villagers, “...to speak with our guests about what’s at stake.” All the villagers save Gholwyl and Phelzed shuffle out into the night, leaving them alone in the longhouse.

THE CHILDREN

As the last villager leaves, Phelzed goes to the heavy canvas door, leans out and gestures to some children standing outside to come in out of the mist. The three children — a boy of about two years, another boy of about seven and a girl of five — step just inside the door, shyly casting their eyes down at the floor. Phelzed lays a gentle hand on each of their heads and smiles, then turns and gives Gholwyl a meaningful glance and leaves without another word.

What the Heroes don’t know is these are offspring of Hadwyn and Vedes — a highly illegal union of Terris and noble blood, compounded by the fact that Hadwyn’s line has a history of Feruchemical talent, and Vedes was an Allomancer! Should even one of these kids develop into a Twinborn, they would be one of the most valuable and dangerous assets of all the Final Empire — after all, the very reason the Terris breeding programs exist at all is to prevent the creation of dual Allomancer/Feruchemists.

When the kids enter, have the Hero with the highest Wits make a Wits 1 roll. If the Hero is Terris, or has substantial knowledge of Terris culture, he or she gains two Positive Circum-





stances on this roll. The Heroes will pick up on an increasing amount of interesting details about the kids, depending upon the Outcome:

Outcome	Information Learned
0 or less	These are the only children you’ve seen in the entire village.
1	The children seem even more nervous around the Crew than those few children they encountered in Tathingdwen, almost as if they expect to be beaten or kidnapped.
2	All the children have a slightly fairer complexion than their fellow villagers, with sandy blonde hair and green eyes.
3	The oldest boy and girl have facial features reminiscent of Gholwyl; a hawkish nose, long neck, and almond eyes.
4	The youngest boy is too young to be placed in this village — the Terris breeding program does not release children until they are at least the age of four.
5 or more	These children are not of pure Terris descent — perhaps the most dangerous thing to be in all Terris.

Once the Heroes have had a chance to look the kids over, the youngest looks up at them then runs across the room to Gholwyl and gloms onto his leg. His sister and brother follow quickly thereafter, gathering behind the steward. Gholwyl looks lovingly down at the children, then turns to the Heroes and says, “I imagine you have some more...questions.”

Q: Who are these kids?

A: “These are my niece and nephews. Evhar is the oldest; Ola is the middle child; and Shar is the little one. Say hello, children. Please forgive their shyness — they only rarely encounter strangers.”

Q: Waitaminute...these are Hadwyn’s kids?

A: “Yes, and now they are mine. As her blood, it is my responsibility to care for them. This is why I abandoned my duties to Lady Venture...to come here, because these children need my protection.”



Q: Why are they in danger?

A: “Because of who they are. You see, some Terrismen have a special skill to store, in metal, our own attributes and draw them out later, which we call Feruchemy. Once, this skill was common — a power manifested by many Terrismen for the good of our land. Now, that skill has faded from memory, and only a few families show Feruchemical talent. Hadywn and I had



an uncle with this skill, as did a cousin, so a sliver of that power may exist in our blood — or, that of our offspring.

“Vedes is their father, but Hadwyn bore and raised them here, in secret. Children born of nobleman and Terriswoman are expressly forbidden by the Ministry, you see, and should any loyal citizen of the Final Empire discover their existence, the children — and probably, most of our villagers — would be slain. It is a testament to Hadwyn’s caution that, for all Vedes’ Allomantic power, he never discovered the truth.

“But even this mortal peril is not the worst danger the children face.”

Q: What could possibly be worse than the Steel Ministry discovering the children?

A: “My instructors in the steward’s college in Tathingdwen used to tell us that as stewards we are symbols — the face of Terrisfolk to the rest of the Empire. How we behaved, spoke, dressed, and moved became the image of Terrismen to the commoner. Stewards are only men, but all of Terris is judged by our actions... just as my countrymen suffer because I raised a hand against Vedes.

“It is this power in symbols that makes them dangerous. They mean something in a world that often lacks meaning. So what if the news was to spread that an Obligator — a symbol of the Lord Ruler’s power — bore children by a Terriswoman? Those children might become a symbol of the failure of the Lord Ruler’s power; a symbol some would wish to destroy and others to exploit.

“And what if those children grew up to become Feruchemists, or Allomancers...or both? People like Phelzed might want to turn them into a weapon, a symbol of the power still present in our people. The Elders would want to hide them, to control them, or use them in some plot. The Lord Ruler certainly would want them to be experimented on, dissected, and executed to affirm his strength.

“None of these can come to pass. These children are my blood, not pawns in some game. I cannot allow it.”

Q: Well, do you know if they even have any particular powers?

A: “None of the children have shown the ability to use either Feruchemy or Allomancy, but they are young and these skills do not show up until later in life. It hardly matters — like so many things in this world, the appearance outweighs the reality.”

Q: So...why are you telling us all this, anyway?

A: “Because I can trust no one else. When your friends become possible enemies, perhaps the only people you can trust are strangers.

“I know why you have come, but I do not care what happens to me — only that the children are safe. I need you to help me protect them.”

Q: What do you want us to do?

A: “I am not certain anymore. After...Vedes’ death, I thought I might hide here, hope they would forget about me. But if what you say is true, there is no

hiding, not anymore. They will come, and they will find me. I only ask that they do not also find the children.”

Q: OK, so what do YOU want to do?

A: “I...don’t yet know. Everything is moving so quickly, nothing has turned out as I’d planned. I need more time to think. Something will come.”

Q: We should tell Phelzed. He’ll know what to do!

A: “Phelzed’s heart is good, but he is an idealist and all too quick to put at risk the lives of Bhazzarazed to do honor to me. I am no hero, nor warrior — my days as a symbol are long past. I cannot live with the idea he would lead my village into the teeth of the army to defend his principles! Doing so would risk the lives of the village, and certainly see the children fall into the Steel Ministry’s clutches.”

Q: We should tell Alwyn. She’ll know what to do!

A: “No! Please — you cannot involve the Keeper [*Note: the Crew may be surprised to learn Alwyn is a Keeper if they haven’t put it together already*]. She will certainly tell the Elders. Even though the Elders work for the good of our people, they protect their work before all else. We are pieces in a game to them, to be shifted, traded...and sacrificed if need be. Please, we cannot let the Elders take the children; though their hearts are good, I do not trust they would keep Hadwyn’s brood safe if their own lives were at risk.”

Gholwyl’s dilemma is a tough one — he trusts no one other than himself to do right by his nieces and nephews, but his appeal to the Crew for help is in earnest. So the question falls on the Heroes — what should the children ultimately become — symbols, as Phelzed desires? Tools to be used by the Synod? Bargaining chips to arrange the Heroes’ escape from the approaching imperial forces? Simply normal kids, innocent to the power of their blood, as Gholwyl seems to desire?

The difficulty of this particular question is what leads to the Turning Point in the next scene (*see the Mistborn Adventure Game, page 430*) — there are no right choices, only difficult ones. Phelzed may risk the children through his desire to resist; Alwyn may betray the Heroes’ trust to the Synod; and the army will certainly kill the children...or worse. Fortunately, the players don’t need to come up with an answer immediately. Let the players discuss and debate the options ahead of them for a bit (no longer than 5-10 minutes). The discussion happening now will frame what happens in the next, climactic scene!



THE CAST

PHELZED, BHAZZARAZED ELDER

The de facto figurehead of Gholwyl's village, Phelzed is an idealistic but outspoken man in his 70s with braided silver hair, a wispy beard, and a stooped gait. He believes strongly in the independence of his village both from the influence of the Lord Ruler and the Synod, whom he accuses of collaboration with the enemy.

PHELZED (SERIOUS THREAT)

Attributes: Physique 3, Charm 5, Wits 5

Standing: Resources 3, Influence 8, Spirit 5

Resilience: Health 6, Reputation 13, Willpower 10

Traits: Great Wisdom; Idealistic; Fiery Rhetoric; Liberty or Death; Suspicious of the Synod; Bent Back

Equipment: Walking cane (Damage +1; Min. / Max. Melee Range: Touch / Striking); Banned book (Terris Heroes)

GHOLWYL, DISGRACED STEWARD

The central figure in the current conflict, Gholwyl is himself conflicted — torn between protecting his sister's children and his village from brutal reprisals.

GHOLWYL (MILD THREAT)

Attributes: Physique 4, Charm 3, Wits 4

Standing: Resources 3, Influence 2, Spirit 5

Resilience: Health 7, Reputation 5, Willpower 9

Traits: Ascetic; Protect My Family; Clever; Conflicted; Eunuch

Equipment: Traveling clothes

BHAZZARAZED VILLAGER

The villagers of Bhazzarazed are an independent lot who proudly flout the authority of the Synod as much as the Steel Ministry. They believe in protecting Gholwyl and Hadwyn's children, with their lives if they have to.

VILLAGER (MILD THREAT)

Attributes: Physique 4, Charm 3, Wits 3

Standing: Resources 3, Influence 2, Spirit 4

Resilience: Health 7, Reputation 5, Willpower 7

Traits: Stand Together; Farmer; Hates the Steel Ministry

Equipment: Wooden spear (Damage +1; Min. / Max. Melee Range: Striking; Min. / Max. Thrown Range: Close / Medium); Sheep



ALWYN

Alwyn is a novice Keeper charged with surveying villages throughout the most remote corners of Terris. Though it's a thankless job, she excels at her work, and she was hand-picked to guide the Crew to Bhazzarazed.

ALWYN, NOVICE KEEPER (AVERAGE THREAT)

Attributes: Physique 3, Charm 4, Wits 5

Standings: Resources 4, Influence 3, Spirit 5

Resiliences: Health 7, Reputation 7, Willpower 10

Traits: Linguist; History of the Terris Provinces; Loyal to the Synod; Hunted by the Inquisition; Stubborn

POWERS (*FERUCHEMY*)

All Metals 2

EQUIPMENT

4 metalminds (1 Copper, 1 Tin, 1 Bronze, 1 Brass); Pen and blank book; Survival gear; Horse



WRAPPING UP THE SCENE

Following the discussion with Gholwyl and the private debate over what to do, the fatigue of a very long day has begun to set in. Gholwyl yawns loudly and, rubbing his eyes, ushers the children off to bed while offering to continue the discussion over tomorrow's breakfast. If the Heroes are persistent, he begs forgiveness, but if they continue to try and force his decision, other villagers and/or Alwyn who is still outside near the central fire, will intervene and remind them not to violate the courtesy of their hosts. It is clear there will be no further debate this evening.

Phelzed takes the party to an empty daub hut with a thick thatched straw roof, where they can shelter from the cold night. A fire has been stoked, and the inside is warm. Palettes of straw lined with woolen blankets and furs have been set up for sleeping, and, the Heroes eventually find this to be some of the best sleep they've had in weeks.

They wake shortly before dawn, as the mists are slowly retreating before the dim sunlight breaking in the east. A lonely horn sounds in the distance, echoing down the steep walls of the valley, and then blares a second time. A Wits 3 roll also reveals the distant stamping of feet in unison — the sound of an army patrol approaching. Time is up!

AWARDING ADVANCEMENTS

With the real dilemma of the adventure now increasingly apparent, the Heroes can earn Advancements by not just sitting idly by while the children's fate is decided.

- **Respecting the funeral rites and ways of the village (e.g. not trying to capture or coerce Gholwyl, not interrupting the dinner, etc.):** 1 Advancement
- **Volunteering to help get the kids out of the village:** 1 Advancement



4

GHOLWYL'S CHOICE



SCENE OVERVIEW

In the climactic scene of *Justice*, like Ash, the Heroes face their Turning Point — with the army at Bhazzarazed's doorstep, how can they protect Hadwyn's children, the village and themselves? Gholwyl is unprepared for this event to come so soon, and looks to the Crew for guidance and help on what to do next.

Once the Heroes make their choice, the scene could play out in many different ways. Will they run for it? Ask Gholwyl to surrender? Take the army head-on? And will they look to Alwyn for help, despite Gholwyl's grave misgivings about involving the Synod? There are no right or wrong answers — only choices and the consequences of those choices — but the outcome will determine the fate of Gholwyl, the children, the village, and perhaps all of Terris.

SETTING THE SCENE

The scene opens with the peal of a war-horn still echoing across the desolate valley that shelters Bhazzarazed from the harsh mountain weather. When the Heroes come out of their hut, they find the rest of the village rushing about — lookouts are sprinting back at top speed, women are hustling the elderly into the longhouse, and other men in the village are discreetly hiding sharpened sticks and farm implements nearby.

As the dim dawn sun breaks over the top of the hills, it illuminates the amassed soldiers at the west end of the valley in a bloody red glow — an ill omen, as a nearby villager notes. Any Hero looking carefully at the gathered forces will



notice they have infantry, archers and cavalry; characters using Tin to enhance their sight, or any Hero who succeeds on a Wits 5 Challenge, can also pick out the Obligator on horseback leading the force (Kensen), surrounded by a small contingent of men and women to the side carrying scarred shields, pouches and oversized clubs (his small group of Misting fighters).

After the Crew has had a moment to take in the scene, a handful of men on horseback break from the force and trundle slowly down the path towards the village. As they approach, it is apparent the man leading them is an Obligator (who they know as Obligator Kensen, provided the Crew has encountered him in Scene 1 or 2). Though Kensen wears only a dueling cane, the cavalymen with him are clad in steel armor and well-armed with swords, spears and bows. Kensen calls a halt approximately 50 paces short of the edge of Bhazzarazed where the majority of the villagers has gathered, pulls a scroll from inside his sleeve, unrolls it and reads the following in a booming voice:

“Citizens of Bhazzarazed: In the name of your Lord Ruler and the governor of the Terris Dominance, I come in search of a man named Gholwyl. This man stands accused of murder and is a fugitive from the Lord Ruler’s justice. I have it under good authority that he may be seeking sanctuary here. Where is your village elder, to answer to these accusations?”

At this, Phelzed emerges from his hut, pulls on his fur overcoat and walks slowly but confidently toward Kensen and his retinue. After a few moments of quiet discussion, Kensen and his men turn and head back to the ridge, and Phelzed returns. The elder appears downcast and paler, as if the fire in him from the night before has been extinguished:

“The Obligator knows Gholwyl is here. I did my best to deny it, but I doubt it did any good. He says he’s got the valley surrounded, and has given us an hour to turn Gholwyl over. If we don’t, he will choose a hut every hour and burn it to the ground until we do. Stab his eyes! We’re not yet ready to fight...”

A ripple of fear moves through the gathered crowd as the reality of their predicament takes hold — they’re screwed, and Gholwyl is their bargaining chip. Discussions, some panicked, begin to break out amongst the villagers: “Why should we die for *him*?”; “We’ve done nothing wrong!”; “There’s no dishonor in surrender...”; etc. Amidst the growing panic, Alwyn grabs the Heroes by the sleeve and tells them they’d best find Gholwyl now and tell him ‘it’s time to make up his mind, before the village makes it for him.’

The Crew will find Gholwyl in short order, where he’s quickly packing the children’s things. Alwyn takes up guard outside while they go in. The hut is a

mess, with overturned baskets and survival gear scattered about. Shar, the younger boy, is crying in a corner while his brother and sister cling to one another on the unmade bed. When the Heroes tell Gholwyl the details of Kensen's demand, he blanches and his face drops.

"Please...I don't know what to do. I do not want to leave the children, but I cannot risk their being discovered, either. Tell me what to do. Phelzed and the others will do what I say — they owe me that much. What should we do?"

The Crew has an hour of game time (keep it to five minutes of real time) to figure out what they want to do before the first hut is put to the torch, and panic sets in. What to do?

VITAL COMPONENTS, CLUES, AND PACING

The tension of this scene should be high: there are dozens of imperial soldiers blocking the entrance to the valley, led by an Obligator of unknown power, and there are few options for escape. The fear in the village and Gholwyl should be palpable. If need be, feel free to remind players that it's more than just Gholwyl's life at stake, here — these soldiers are willing to do anything up to and including slaying dozens of innocent Terrismen, just to catch a single man...and the soldiers are unlikely to distinguish the Heroes from the rest of his "collaborators." Time is short, and everyone's lives hang in the balance.

Then there's the even greater question of Hadwyn's children. These kids represent something far more precious than innocence: they are a ray of hope, and, if they prove to have Feruchemical and Allomantic power, could change a balance of power that's existed in the Dominance for 800 years. But they are also an incredibly valuable commodity that everyone, the Synod included, will be tempted to exploit to their own advantage. It is the fate of the children, not Gholwyl, which is the real heart of this story.





PRIMARY EVENTS

Note that the structure of this scene is different than other scenes, because (despite its name) the events of this scene depend entirely upon the Crew's choices. Make no mistake — *the players' decisions are the determining factor in how the scene plays out.*

As the players make their decision, choose the appropriate description of their action (e.g. "Hide or Wait It Out," "Fight," etc.) and follow the description for that sequence listed below:

- Hide or Wait It Out
- Treat with Kensen
- Surrender Gholwyl
- Fight
- Escape with Gholwyl
- Abandon the Village

Some of these paths interlock, as well, so you may bounce back and forth between the different parts of the scene as it plays out. Let the circumstances of the player choices and outcomes of these situations guide the story naturally — everything in this scene is about cause and effect.

HIDE OR WAIT IT OUT

If the Heroes choose to do nothing, try to hide, or hope to wait out the impending siege, Kensen will keep his word — after one hour passes, a single flaming arrow will soar through the air to land on the roof of a hut near the village center, setting it alight. The dry conditions ensure the fire becomes a blaze in a matter of moments, the fury of the flames threatening other nearby huts. After the second hour, two flaming arrows fall in two different parts of the village; in the third hour, three arrows; and so on until nightfall when half the village will have burned to the ground.

There are few options to stop the fires. The nearby creek still has water — but anyone risking the short trip to the bed will get a warning shot from Kensen's archers on the ridge. If the Heroes get clever and use their Powers to intercept the arrows falling in the village, Kensen will be aghast and immediately order his men to attack — move to "Fight," on page 177.

The longer the assault continues, the worse the situation with the villagers gets as people lose their homes. Phelzed appeals for calm, but without Gholwyl's blessing feels he cannot act in accordance with his vows from the night before. The only way to stop the assault peacefully is either to "Treat with Kensen" or "Surrendering Gholwyl."

The arrows finally stop at nightfall, but if the Heroes have not turned over Gholwyl or negotiated with Kensen by daybreak, the army marches on Bhaz-zarazed to burn it to the ground — move to "Fight," on page 177.



WHAT TO DO ABOUT ALWYN?

As the players make their decision about what to do, there's also the question of Alwyn — as the only person present who is guaranteed to be loyal to the Synod, she can be a great help or a hindrance, depending on how the Crew wishes to use her.

TALKING WITH ALWYN

Alwyn's motivations are simple: she wants Gholwyl to surrender himself. If he does not (i.e. he fights or tries to escape) she will report the last known location she had for him back to the Synod. Even if she can be convinced to aid and abet his escape, she will eventually inform the Synod of where he went.

She is completely unaware about the truth of the children (and will remain so unless it is explicitly laid out to her), but if she does find out, she will redouble her efforts to convince Gholwyl (or in his absence, the Heroes) that they would be safer with the Elders than anywhere else in Terris. Absconding with the kids after Alwyn finds out their true origins is a virtual guarantee the Crew will remain on the Synod's radar for the foreseeable future.

WORKING WITH ALWYN

Alwyn is an honest person, and will act to protect her fellow Terrismen and the Heroes whenever she can — even Gholwyl. She's not thrilled about having to give someone over to the Steel Ministry, but sees it as the price one should pay to protect the greater good. Note that she is not a fighter, and will avoid combat unless it is an absolute last resort of self-defense. Her knowledge of the region makes her a great asset should the Heroes decide to try and escape (see page 178).

DITCHING ALWYN

Alwyn has no reason to suspect the Heroes' motives are anything other than pure (unless they've blatantly done something to call those motives into question, like denounce the Synod or Elders to her face). She's not going to great lengths to track Gholwyl or the children during the current chaos, giving the Heroes a chance to give her the slip if they so choose. Escaping Alwyn's attention is a simple Contest vs. her Wits you can add into any other dramatic moment.

Killing Alwyn should be discouraged — while certainly convenient, it's hardly heroic to kill an unarmed, unsuspecting, well-intentioned Keeper just to make your life easier. Should the Heroes decide to do this, Gholwyl and any other witnesses to the act will refuse to cooperate with them further, perhaps suspecting them of being assassins. Whoops...





TREAT WITH KENSEN

Another possibility is that the Heroes might want to try tricking or intimidating Kensen into backing down. Unfortunately, Kensen is a zealous man with deep-seated faith in the Lord Ruler who wants one thing — to arrest Gholwyl — and he doesn't care who stands in his way. In his mind, even if he's wrong, his intentions are right and thus his actions are justified.

If the Heroes choose to treat with Kensen, they will need to do it themselves — Phelzed's already taken his shot at it and had little success. They will also have to go to him (he is patient), where they will be disarmed by his retinue before they get within 25 paces of him. Any suspicious moves immediately turn the situation into a combat — see “Fight,” on the next page.

If the Heroes encountered Kensen in Scene 1 or 2 and did not agree to work for him, he smirks and says little — he is now certain Gholwyl is in the village, and will politely ask after his location “if they know what's good for them.” If the Heroes lie to Kensen (and he catches it), he'll sigh and order his captain to arrest the Crew for sedition — see “Fight,” on the next page.

If the Heroes have not yet met Kensen during the adventure or have previously agreed to work with him, he will chat politely and try to convince them of the justice of his actions — “this man is an insurgent and murderer who has fled the law; is he really worth dying for?” He may even go so far as to offer immunity and a bribe if the Crew can convince him they're in the employ of a noble House; if the Heroes take him up on that offer, move to “Surrendering Gholwyl,” below.

The hardest path is going to be actually talking Kensen out of the siege without giving up Gholwyl: an Extended Contest pitting the Hero's Charm vs. Kensen's Influence, with the first to 3 successes winning the Contest. Powers are not going to be much help here: Kensen is backed up by a Smoker (Copper 5 with the Extend Mental Protection stunt, which reduces attempts to affect Kensen with emotional Allomancy by 5 dice!), which will be immediately apparent to anyone using Bronze Allomancy. Should the Heroes win the Contest, they buy themselves only a cessation of the hostilities for the rest of the day; with failure, however, Kensen declares the “negotiation” over and sends them back post-haste. They'll need to try something different...

SURRENDERING GHOLWYL

It may be that the Crew listens to the villagers or Alwyn, and they choose to give up Gholwyl so the rest of the village may be spared. Gholwyl does not fight this outcome — indeed, it's what he's expected all along — and will do whatever is asked of him, so long as the Heroes promise to hide the children until the army leaves. Phelzed insists on being the one to tell Kensen, however; Bhazzarazed is his village, and he should be the one to ensure their safety. He sets off with a heavy sigh and trudges up the ridge to meet with Kensen.

About 20 minutes after he departs, Phelzed returns, followed by Kensen, his retinue, and about 20 soldiers (approximately half the force on the ridge). The mood in the village is one of utter defeat; the fire that so many showed the night

before completely gone, and everyone hangs their heads, turns away or wipes away silent, angry tears as the soldiers ride in.

Just as Phelzed and Kensen near the village's small square, there is a roar of rage from the crowd. A young man, eyes wild with anger and fear, leaps from the crowd brandishing a wooden spear and thrusts it at Kensen. Kensen turns but too late, and the spear's tip plunges deep into his arm; he gains the "Wounded Arm" Serious Burden, which any Hero can exploit to gain an additional die in Conflicts with him (see *Mistborn Adventure Game*, page 68). Kensen's retinue recovers quickly, cutting down his assailant and covering his retreat. Kensen clutches his arm and screams in a ragged voice, "KILL THEM ALL!" and the soldiers immediately descend on the village — see "Fight," below.

FIGHT

The hair-trigger tension of the moment makes the standoff a powder keg; one misstep can turn even peaceful overtures into a pitched battle for survival. If the Heroes prefer to take their chances by fighting the imperial forces directly, waiting too long, or allowing the less level-headed members of the village to have their way, a fight will be virtually assured.

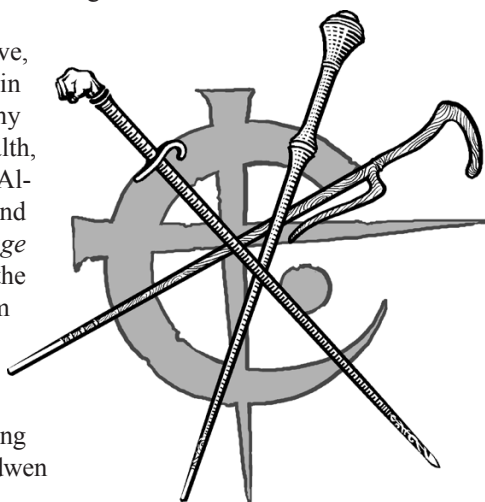
Fighting the patrol is a more dangerous prospect than most *Mistborn* combats, based both on the quality and quantity of the enemy. If you're concerned about the Heroes' chances of winning or don't want the game to bog down, consider using the optional rules for Epic Combats (see the *Mistborn Adventure Game*, page 191) for Wave 1 (and perhaps Wave 2) to give the Crew a much better chance of success.

Battles against the patrol follow all the normal rules for a Physical Conflict, but are fought in three distinct "waves" as the Heroes work their way through the enemy:

- Wave 1: 1 Imperial Soldier for each Hero in the Crew
- Wave 2: 2 Coinshots, 1 Lurcher, and 2 Imperial Soldiers
- Wave 3: 1 Thug, 6 Imperial Soldiers, and Obligator Kensen

If the Heroes get seriously hurt in a wave, feel free to give them a Short Breather (in the form of a temporary retreat by the army to regroup) so they can regain some Health, replace broken or lost weapons, and so on. Alternatively they can quit after any wave, and choose the "Escape" option instead (see page 178). The point of this fight is not to slay the Crew so much as it to discourage them from trying to kill their way out of trouble.

If the Crew loses the fight, the Heroes are beaten unconscious by the soldiers and shackled together with the surviving villagers to be marched back to Tathingdwen





to answer for their treason. Phelzed, Alwyn, and about half the adult men and a quarter of the women die in battle, and their bodies are burned along with the rest of Bhazzarazed as the prisoners are led away. Fortunately for the Heroes, moving over 50 Terris peasants over rough terrain in adverse weather is slow going and provides ample opportunity for escape — see “Escape,” below.

Should the Crew defeat all three waves, they’ve still only battled half of Kensen’s forces — though now they’re in disarray. The Crew immediately benefits from a single Short Breather thanks to the opening, before they have to proceed to “Escape” or “Abandon the Village,” below. Their victory also ensures Bhazzarazed’s continued survival — the chaos caused by Kensen’s defeat shifts the surviving forces from the village entirely onto the Heroes (meaning the village will not be burned in the Escape or Abandon the Village sequences).

ESCAPE WITH GHOLWYL

The path of least resistance for the Crew, and the most common endpoint for the scene, is a daring attempt to escape the imperial blockade by moving through the treacherous mountain passes leading south from Bhazzarazed. This may also be an option should either Gholwyl or the Crew get themselves captured — even if the location changes, the process turns out the same.

Escape from Bhazzarazed is not easy, requiring the Crew to sneak past army scouts to their horses, to run the blockade encircling the village, then make for the hills and the steep, narrow mountain passes leading to freedom with the army in hot pursuit. Dangerous as it may be, this is the best course of action to protect Gholwyl and ensure the children’s safety.

If the Heroes choose to try and escape, there will likely be dire consequences for Bhazzarazed — the villagers have little chance of defending themselves without the Crew. If the Crew chooses to leave the village before the army has left or been driven off, they will see the remaining villagers rounded up and Bhazzarazed torched (in Round 4 of the chase, below). However, if the Crew has defeated or driven off the army (likely by winning the Fight sequence), the village survives thanks to the disruption of the enemy forces.

RUNNING THE ESCAPE

The Heroes’ escape and the nail-biting pursuit that follows is the dramatic climax for the entire adventure. As such, you should aspire to lavish it with as much drama, excitement and tension as you can muster. Some tricks you might want to try include: providing more detailed descriptions (When an attack misses, where does it go? What are the horses doing? What are the soldiers talking about as the Heroes sneak past?); providing descriptions that touch on all five senses, beyond what they see and hear (what does the ash storm taste like in their mouths? Do they smell Bhazzarazed burning? If hit by an arrow, what does that pain feel like?); and going out of your way to involve each Hero, even if they’re not the one rolling dice. You want the *players*, not just the Heroes, on the edge of their seats!

The escape plays out in the same way as a scripted Extended Contest (*see the Mistborn Adventure Game, page 165*), with the rolls changing each round. Each



round is a Beat encompassing a few minutes of time, and pits the character with the highest or lowest named Attribute or Standing in the Crew against the stats of an Imperial Soldier. The escape lasts a maximum of 9 rounds, and the first side to 5 successes wins; each time the Heroes lose a round, follow the instructions for Failure noted in that round.

Round	Crew rolls...	Soldier rolls...	Description
1	Lowest Physique	Wits	The Heroes attempt to slip from the village past the alert scouts. Favorable Circumstance if they try it at night. <i>Failure:</i> Combat against 1 Imperial Soldier Extra per Complication (min 1).
2	Highest Wits	Wits	The Heroes follow the river cautiously on their way to the stables located on the edge of town. <i>Failure:</i> All Heroes suffer 1 die penalty in the next round per Complication (min 1).
3	Lowest Physique	Physique	The alarm goes up in the village, setting the nearby guards sprinting towards the stables. The Heroes need to prep their horses and get started as quickly as they can. <i>Failure:</i> The Soldier gains a +2 die bonus on the next round of the Contest.



Round	Crew rolls...	Soldier rolls...	Description
4	Horse Physique (7)	Influence	At the end of the valley, the besieging force quickly rallies its men to stop the Heroes from breaking through the blockade. The Heroes spur their horses furiously to try and break through before they can get organized. If they did not drive off the army prior to departure, they can also see Bhazzarazed being put to the torch as they leave. <i>Failure:</i> Combat against four Imperial Soldier Extras on horseback.
5	Highest Physique	Physique	Desperate to stop the Crew, the archers let fly a swarm of arrows from the camp, terrifying the horses and forcing the Heroes to turn to the high path leading over the mountains as the army gives chase. <i>Failure:</i> all Heroes lose 1 Health per Complication from arrow hits.
6	Lowest Spirit	Spirit	The chase leads onto a narrow mountain path along a sheer rock face with a thousand-foot drop into a ravine. The soldiers still fire arrows, but their shots go wild. In the distance dark clouds of ash are blowing up into a storm, headed right their way! <i>Failure:</i> all Heroes lose 1 Willpower per Complication as terror sets in.
7	Lowest Wits	Wits	As the Heroes climb higher and higher, the trail turns onto a plateau. Clearing the rim, they are now overtaken by the storm, trapped in a blinding torrent of ash and sleet that obscures the terrain. Despite the chaos, the soldiers follow doggedly; escape requires them to keep going. <i>Failure:</i> Fight 1 Imperial Soldier Extra per complication (literally running into them in the midst of the storm). Everyone suffers an adverse Circumstance during this combat, and attacks beyond Short range are not allowed.
8	Highest Spirit	Wits	As the storm worsens, the Crew scrambles to find shelter in the barren field. With a little luck, they'll be able to evade their pursuers in a nearby cave. <i>Failure:</i> The Heroes are trapped too long in the ash storm, leaving them hacking up black sludge. All Heroes suffer a 2 die penalty in the next Contest roll.
9	Lowest Physique	Physique	The Crew clears the storm and heads down a steep slope to the valley below, trying to break through to freedom. But they are encircled by the elite of the army reserves who have cut them off at the pass. The only way out is to leap down a waterfall to a pool a hundred feet below (success) or defeat the elite soldiers (failure). <i>Failure:</i> the Heroes must fight wave 2 of the "Fight" sequence above.

If the Heroes win the Contest, they manage to lose their pursuers in a winding canyon of steep rocks and jagged outcroppings, where the pursuing forces pass them by. The Heroes and anyone with them (hopefully, the children and/or Gholwyl) can slip the net and begin the long trek back to Tathingdwen, and freedom in the next scene.

If the Heroes lose the Contest, the army catches them, beats them unconscious, and separates the children from the group. The Heroes awaken in shackles with the rest of the villagers, who have been rounded up and captured to be marched back to Tathingdwen. If Kensen is still alive at this point, he has taken a keen interest in exactly *why* there were such young children in that village, and why outsiders took such an interest in dragging them along. He will ask some probing questions to that effect, before putting the Heroes back on the line (allowing them to try another escape, if they wish — however, this time the opposing side starts the Contest with 2 successes under its belt). The Heroes will never see the children again in this adventure — but recovering them could easily spark a whole new Scheme!

ABANDON THE VILLAGE

The least-heroic option available to the Crew is simply to leave Bhazzarazed to its fate in order to save their own skins. While doing so has some cold logic, it also guarantees the Crew will receive no Advancements for the scene beyond the Turning Point (a fact you may want to note to them). Fortunately, this sequence only happens if the Heroes leave Alwyn, the children, and Gholwyl behind — taking even one of these parties along requires you to play out the Escape, instead.

Should the Heroes choose to abandon the village, they face withering criticism from everyone there. Phelzed and the rest of the villagers merely stare with a mixture of disappointment and contempt. Gholwyl will implore for them to take the children, and when refused, will curse them as cowards and heartless beasts. Likewise, Alwyn will implore them to stay and help the innocent (if she's even aware they're leaving); if they refuse, her face hardens and she says she would rather stay and die with her people than be caught in the company of cowards.

The Crew will face little resistance getting to their horses and loading up to leave, so long as they don't do anything to attract too much attention — scouts who see them will wave them on provided they have no Terrismen along. Shortly after they depart, the patrol led by Kensen marches on the village, and screams of terror and anguish ring out to echo off the cliffs of the valley. Fires soon spring up as soldiers set huts and the great longhouse alight.

But the going is smooth only for so long. Shortly after the slaughter begins, a squad of cavalry peels off — no doubt, one of the villagers mentioned the Heroes have tried to escape! Begin the Escape sequence at Round 3, rather than Round 1.



THE CAST

ALLIES

PHELZED, BHAZZARAZED ELDER

The de facto figurehead of Gholwyl's village, Phelzed is an idealistic but outspoken man in his 70s with braided silver hair, deeply-lined face, and a stooped gait. He believes strongly in the independence of his village both from the influence of the Lord Ruler and the Synod, whom he accuses of collaboration with the enemy.

PHELZED (SERIOUS THREAT)

Attributes: Physique 3, Charm 5, Wits 5

Standing: Resources 3, Influence 8, Spirit 5

Resilience: Health 6, Reputation 13, Willpower 10

Traits: Great Wisdom; Idealistic; Fiery Rhetoric; Liberty or Death; Suspicious of the Synod; Bent Back

Equipment: Walking cane (Damage +1; Min. / Max. Melee Range: Touch / Striking); Banned book (Terris Heroes)

GHOLWYL, DISGRACED STEWARD

The central figure in the current conflict, Gholwyl is himself conflicted — torn between protecting his sister's children and his village from brutal reprisals.

GHOLWYL (MILD THREAT)

Attributes: Physique 4, Charm 3, Wits 4

Standing: Resources 3, Influence 2, Spirit 5

Resilience: Health 7, Reputation 5, Willpower 9

Traits: Ascetic; Protect My Family; Clever; Conflicted; Eunuch

Equipment: Traveling Clothes

BHAZZARAZED VILLAGER

The villagers of Bhazzarazed are an independent lot who proudly flout the authority of the Synod as much as the Steel Ministry. They believe in protecting Gholwyl and Hadwyn's children, with their lives if they have to.

VILLAGER (MILD THREAT)

Attributes: Physique 4, Charm 3, Wits 3

Standing: Resources 3, Influence 2, Spirit 4

Resilience: Health 7, Reputation 5, Willpower 7

Traits: Stand Together; Farmer; Hates the Steel Ministry

Equipment: Wooden spear (Damage +1; Min. / Max. Melee Range: Striking; Min. / Max. Thrown Range: Close / Medium); sheep



ALWYN

Alwyn is a novice Keeper charged with surveying villages throughout the most remote corners of Terris. Though it's a thankless job, she excels at her work, and she was hand-picked to guide the Crew to Bhazzarazed.

ALWYN, NOVICE KEEPER (AVERAGE THREAT)

Attributes: Physique 3, Charm 4, Wits 5

Standings: Resources 4, Influence 3, Spirit 5

Resiliences: Health 7, Reputation 7, Willpower 10

Traits: Linguist; History of the Terris Provinces; Loyal to the Synod; Hunted by the Inquisition; Stubborn

POWERS (*FERUCHEMY*)

All Metals 2

EQUIPMENT

4 metalminds (1 Copper, 1 Tin, 1 Bronze, 1 Brass); Pen and blank book; Survival gear; Horse



ENEMIES

OBLIGATOR KENSEN

An ambitious young nobleman who only recently ascended to the rank of Obligator, Kensen has been assigned to investigate the Vedes murder and bring the killer to stand for his crime in Luthadel. He's on to Gholwyl's scent, and has determined there's someone else who is, too...

OBLIGATOR KENSEN (SERIOUS THREAT)

Attributes: Physique 4, Charm 4, Wits 6

Standings: Resources 5, Influence 6, Spirit 3

Resiliences: Health 9, Reputation 10, Willpower 9

Traits: Voice of the Lord Ruler's Law; Get to the Bottom of It; Curious; Severe Appearance; Reviled

Equipment: Dueling cane (Damage +2; Melee Range: Touch / Striking; contains no metal); Pen and blank book; Disguise



IMPERIAL PATROL SOLDIER

Kensen commands a large patrol of ordinary soldiers, tasked with subduing all resistance to his orders.

IMPERIAL SOLDIER (AVERAGE THREAT)

Attributes: Physique 5, Charm 3, Wits 3

Standing: Resources 3, Influence 2, Spirit 3

Resilience: Health 8, Reputation 5, Willpower 6

Traits: Cavalryman; Spear Fighter; “Orders Are Orders”

Equipment: Spear (Damage +2; Min. / Max. Melee Range: Striking; Min. / Max. Thrown Range: Close / Medium; contains no metal); Sword (Damage +1; Min. / Max. Melee Range: Touch / Striking); Bow and steel arrows (Damage +2; Min. / Max. Thrown Range: Close / Long); Steel mail (absorbs 2 damage from physical attacks); Horse

COINSHOT

Kensen’s assassins are Coinshots, whom he’s used to pick off some of Bhaz-zarazed’s scouts and lookouts.

COINSHOT (AVERAGE THREAT)

Attributes: Physique 3, Charm 3, Wits 5

Standings: Resources 4, Influence 3, Spirit 4

Resiliences: Health 7, Reputation 6, Willpower 9

Traits: Keen Eyes; Accurate; Pushy

POWERS (ALLOMANCY)

Steel 5 (Pushes metal objects)

- *Multiple Targets:* The character has finer control of his or her Steelpushing, and may simultaneously Push up to 5 individual metal objects, or attack up to 5 different targets. When attacking multiple targets, the character 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

Sack of copper clips (Damage +1; Thrown Range: Striking / Medium); Mist-ing vial (3 charges of Steel)

LURCHER

Kensen uses a handful of Lurchers as a deterrent to Feruchemists and would-be snipers.

LURCHER (AVERAGE THREAT)

Attributes: Physique 4, Charm 3, Wits 4

Standings: Resources 4, Influence 3, Spirit 4

Resiliences: Health 8, Reputation 6, Willpower 8

Traits: Skilled with Shields; Watchful; Low Initiative

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 steel-headed arrows, coins, and other thrown metal objects), potentially redirecting their flight. This is a Reaction (*see the Mistborn Adventure Game, page 177*), and grants the Lurcher 5 dice for his or 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 (his or her choice). With success, and if the Lurcher Pulls the object in his or her direction, 2 Nudges may be spent to catch it.

EQUIPMENT

Club (Damage +1; Melee Range: Touch / Striking; contains no metal); Small wooden shield (adds 1 die to defense rolls against physical attack; contains no metal); Misting vial (3 charges of Iron)

THUG

Kensen's personal bodyguard is a Thug named Wooster, a sadist with a distinct love for the sound of crunching bones.

PEWTERARM / THUG (AVERAGE THREAT)

Attributes: Physique 5 [10], Charm 3, Wits 3

Standings: Resources 3, Influence 3, Spirit 4

Resiliences: Health 8 [13], Reputation 6, Willpower 7

Traits: Pugilist; Intimidating; Bull in a China Shop

POWERS (ALLOMANCY)

Pewter 5 (boosts Physique and Health, as shown in brackets)

- *Unconscious Burning:* The character automatically burns Pewter when unconscious, though only if also injured (i.e. he or she doesn't automatically burn Pewter while sleeping). 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 or she regains consciousness.



EQUIPMENT

Dueling cane (Damage +2; Melee Range: Touch / Striking; contains no metal); Misting vial (3 charges of Pewter)

HORSE

Horses are the most common types of “powered” transport on Scadrial, used both in work and war.

HORSE (AVERAGE THREAT)

Attributes: Physique 7, Charm 4, Wits 3

Standing: Resources 3, Influence 3, Spirit 3

Resilience: Health 10, Reputation 7, Willpower 6

Traits: Sprinter; Healthy as a Horse; Panicky

Equipment: None



WRAPPING UP THE SCENE

Ultimately, all roads through this scene lead to the same basic conclusion — the Crew slips the net (or gets captured) and returns to Tathingdwen. The consequences of their actions, successes, and failures are detailed in Scene 5: Aftermath.

AWARDING ADVANCEMENTS

As the pivotal scene in this adventure, this scene is loaded with Advancements, particularly for those Heroes who acted accordingly.

- **Deciding what Gholwyl should do (Turning Point):** 1 Advancement
- **Preventing the capture of both Gholwyl *and* the children:** 1 Advancement
- **Preventing the village from being destroyed (e.g. by winning the Fight scenario, negotiating with Kensen to be merciful):** 1 Advancement
- **Exhibiting great heroism (i.e. going out of your way to protect the village from attack, throwing oneself in the way of an attack against a villager or one of the children):** 1 Advancement

5

AFTERMATH



SCENE OVERVIEW

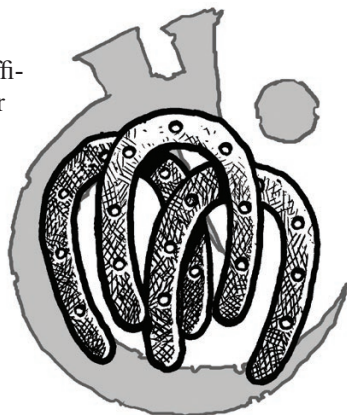
In this brief scene, the Crew learns of the ramifications of its actions in Bhazzarazed. They return to Tathingdwen — being either sent or driven away from Bhazzarazed — to escort Alwyn back and catch their barge home. When they return (no matter how they return, or with whom) the Synod agents intercept them for an audience with the Elders once again.

PRIMARY EVENTS

THE ROAD BACK

The journey back to Tathingdwen is more difficult than travel to the village; though the weather is favorable, exhaustion and perhaps loss have taken their toll on the Crew. The children sleep for most of the trip, safe on their uncle's horse and the adults rarely speak, preferring the company of their thoughts and the rugged beauty of the land to conversation. This interlude is a Long Breather, giving the Heroes a chance to recover in the days of travel back.

Events on the journey depend on the outcomes of the previous scene:



IF BOTH GHOLWYL AND THE CHILDREN ESCAPED WITH THE CREW...

Read the following to the players:

As the journey back nears its end and Tathingdwen's slender spires first come into sight, Gholwyl reins up his horse and calls the Heroes aside (out of earshot of Alwyn).

"Friends — I cannot thank you enough for all you have done for me, and for these children. We would not be here today without you, and we owe you our lives and eternal gratitude. But I have one last favor to ask. I need you to let us go. Everyone will be looking for us, and the city is not safe. I must take the children and go where we cannot be found. While I have made my choices — their lives are yet to be written. Please, for their sake...let us go."

Should the Heroes choose to let Gholwyl and his family go, he turns his horse and moves down a steep embankment, heading north toward the most remote part of the Dominance. If Alwyn is also traveling with the group, Gholwyl will gradually lag behind until they turn a corner, then vanish so as to escape her Tin-enhanced sight.

If the Heroes try to convince Gholwyl to continue on with them, he will do so reluctantly, looking to make a break for it if given the chance (as above). He will not fight, but he will take the first opportunity he sees, especially if he knows they're headed for the Synod.

IF THE CREW ONLY ESCAPED WITH THE CHILDREN...

Read the following to the players:

The children are largely withdrawn throughout the trip back to Tathingdwen, occasionally weeping quietly to themselves or whispering conspiratorially to each other. Evhar, the oldest, asks a few times where you are headed, and Ola asks for "Uncle Wyl" but they say little more than that. There seems to be little you can do to console them.

IF ALWYN IS TRAVELING WITH THE CREW...

She keeps careful tabs on both the children and Gholwyl. While she makes no obvious moves to restrain either, she spends a good portion of the trip trying to convince everyone of the virtues of the Elders' protection:

"I assure you, nothing is more precious to the Elders than our future. These children...they are that future. Gholwyl is a fugitive, and he will be for the rest



of his days — what kind of life can he provide for these children? Think of their fate, carefully.”

Should Gholwyl and/or the children make it back to Tathingdwen, Alwyn will report her findings back to the Synod at her first opportunity, effectively sentencing him to capture and death (*see below*).

MEETING THE ELDERS

IF GHOLWYL WAS CAPTURED BY THE ARMY...

...the Elders are quite pleased with the resolution; More importantly, the stewards have been returned to noble houses only slightly abused, and their agents are able to operate freely again. Though many soldiers are still in residence in Tathingdwen, it could have been much worse. The Synod considers this the best possible outcome, and will be happy to offer the Crew more work in the future.

A few days after they depart Tathingdwen, the Crew receives further news from a young Terrisman who taps them on the shoulder and hands them a note. The note informs them that Gholwyl has been executed, but the village has been spared — only 50% of its men were marched off to labor camps — and thanks them for the good work. Strangely enough, the Heroes may not feel as good about the situation as the note’s author...

IF GHOLWYL ESCAPED PRIOR TO RETURNING TO TATHINGDWEN...

...the Synod acknowledges the Crew has outwitted them, but makes a point that Gholwyl’s survival comes at the price of his people — Bhazzarazed has been sacked, its buildings torched, its graves defiled, its men slain, its women put to Terris Motherhood, and its elderly enslaved. Tension in the capitol remains quite high, and the Elders are scrambling to arrange its operatives to negotiate the release of the noble stewards.

Once the Crew leaves the town, they are intercepted by a scruffy young boy they recognize from the village who hands them a note: “Justice, like ash, falls on all men alike. — Gholwyl” What his plans are, and where the Crew fits in is the seed of another adventure!

IF GHOLWYL/THE CHILDREN ESCAPE BHAZZARAZED WITH ALWYN’S ASSISTANCE, OR THE HEROES TURN THEM OVER TO THE SYNOD...

...they are welcomed warmly back by the Elders as “heroes of Terris.” Gholwyl remains skeptical, but as the Crew and Elders feast together, he begins to let his guard down. Assuming they are present, the children play for the first time the Heroes have ever seen, and everyone in attendance is warmed by their laughter...



even Alwyn. After dusk, the Synod offers Gholwyl and the Crew separate apartments to rest from their long travels, an offer the Heroes find hard to refuse.

After a restful night's sleep on feather beds, the Crew arrives for a late breakfast. Gholwyl is nowhere to be seen (though the children are present). If the Heroes ask after him, no one seems to know where he is. Searching his room shows his pack is gone, as are his clothes. No one on the street has seen him, either. Making a big deal of his disappearance to the Elders does nothing other than upset the children, for which the Heroes are scolded.

It may well be the Heroes are suspicious of the circumstances of Gholwyl's disappearance (they probably should be!), but confronting Alwyn or the Elders directly about it yields little more than professions of ignorance and barbs about how "Gholwyl's selfishness must have gotten the better of him." Even if the Heroes can force the Elders to tell them what happened, they stop short of taking credit, but affirm that sacrifices must sometimes be made for the good of the Terris people — "something they know all too well."

The Heroes are informed the children will remain under the Synod's protection, "to be educated, guarded and hidden from the Lord Ruler's agents until they are of age." Whether the Synod knows of the children's father or true potential is intentionally left a mystery. Demanding the children is a surefire way for the Crew to find themselves (politely) tossed out of the city; should the Heroes go to the extreme step of kidnapping the children, they will find themselves pursued both by any number of Terrismen (who cannot abide their precious youth being raised outside Terris) and soldiers (who believe the Heroes are criminals).

Days pass before the Crew learns of Gholwyl's fate (either from Alwyn if they remain in Terris, or by rumor elsewhere). Apparently, Gholwyl was caught a few days after his disappearance, and summarily executed by an Inquisitor on the southern outskirts of the Dominance. His limbs have been sent to the largest cities at the four corners of the Final Empire, and his head will adorn the gate of the Canton of Orthodoxy in Tathdingdwen — a grim reminder of the rebel's fate. Such is the fate of a pawn on the centuries-old gameboard between the Synod and the Lord Ruler.

PAYDAY

Following the meeting with the Elders, it's up to the Crew to decide where they go next. Assuming they want to get paid by "Our Friends," they'll need to head back to Luthadel to collect.

Securing a berth aboard the *Star of Tathdingdwen* is little trouble, and draws no attention to the Heroes (unless they are very obviously wounded and/or toting Grave or Mortal physical Burdens), and the trip home is uneventful. If Gholwyl was killed or captured, the platoons of soldiers moving north are now following the canals back south,



at a much more leisurely pace. The chatter aboard the *Star* is casual and easy, as the pilots joke and gossip about something totally different. No one mentions Bhazzarazed — in fact, no one has heard of Bhazzarazed or what happened there recently. The importance of those events, the fate of that village and all who lived there, has simply vanished like a wisp of mist before the morning sun.

The Crew has just returned to their hideout to regroup and recover from their trip when they hear a knock at the door. Read the following to the players:

You've barely had time to get inside and brush the ash from your clothes after yet another two days of travel, when you hear a sharp rapping at the door, in an unmistakable pattern — Tevigger. You open the door and he steps in before you can invite him, crossing the room in long, confident strides. He doffs his hat, looks about the room and smiles at each of you.

"Hello, my good fellows! So glad to see your exploits in the north have not bested you. I knew you were the right Crew for the job! You've made my friends very happy, happy enough they now also consider you *their* friends. Splendid work, each and every one of you!

"I know you must be tired from your travels, so I'll get right to it. I'm only here delivering the message that our friends are very pleased with the events in Tathingdwen, and to deliver the agreed-upon payment for your trouble on their behalf. If everything I've heard is true...you've certainly earned it."

With that, Tevigger produces a small velvet bag, identical to the one he gave you at the start of the job, from his jacket pocket and drops it on the table with a soft *clink*. "There's three more beads of atium in there, plus an additional one for your trouble. Keep it, burn it, sell it if you wish — our friends are happy for you to have them, and so am I. It's always good to know people like you...I'll be in touch."

His piece said, Tevigger jauntily pops his top hat back on his head, smirks and lets himself out.

The atium is worth a small fortune — assuming the Crew hasn't burned any during the adventure, they have seven beads total. Unlike other loot, these beads do not "vanish" after the next Long Breather as normal, and the Heroes may keep these beads until they use them or sell them. Any Hero may sell a bead to increase his Resources by 1 die, or may trade it for any number of items with a total Difficulty of 5 or less (e.g. five items with a Difficulty of 1; an item with a Difficulty of 2 and another with a Difficulty of 3; etc.); both these benefits last until the next Long Breather as normal.



AWARDING ADVANCEMENTS

While the scene plays out largely based on the Crew's actions earlier in the story, the best way to earn Advancements is to act in the best interests of the children. The Heroes may also gain new Burdens, based on the final outcomes of their actions (see Other Outcomes, below).

- **Acting to protect the children (e.g. letting them go with Gholwyl if he lives, turning them over to the Synod if he has not):** 1 Advancement

OTHER OUTCOMES

Beyond the narrative outcomes of "Justice, Like Ash," the Heroes may also suffer additional consequences from their exploits in Terris:

IF THEY KILLED KENSEN...

Now they know what it's like to live in Gholwyl's shoes as criminals and enemies of the Empire. Each Hero gains a Grave Social Burden, "Wanted by the Steel Ministry."

IF ALWYN OR THE SYNOD KNOWS THEY AIDED IN GHOLWYL'S ESCAPE FROM JUSTICE, OR THE CREW KILLED ALWYN...

The Synod does not take slights as large as this one lightly, but will not act directly against the Crew; rather, they choose to sick the Steel Ministry on them. Each Hero gains a Serious Social Burden, "Hunted by Obligator Kensen."

WHAT COMES NEXT?

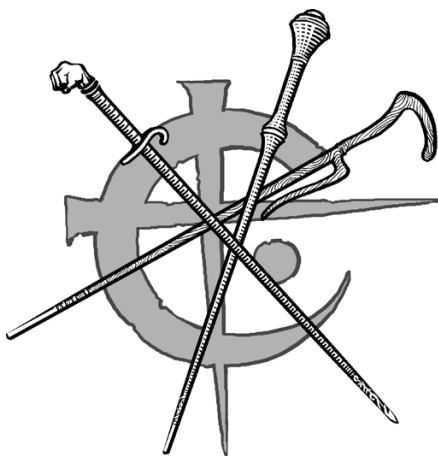
At this point, the Heroes can take control of the story once again, and start their next scheme (*see the Mistborn Adventure Game, page 419*), hopefully with a few new hooks for adventure under their belt. A few possible next steps following the events of *Justice, like Ash* include:

- *If Obligator Kensen survived the events at Bhazzarazed*, he might start harassing the Crew. Kensen has become very interested in finding out more about the mysterious foreigners who intervened on Gholwyl's behalf. Some of the Crew's contacts (perhaps Tevigger) get arrested and interrogated, common fences and meeting places are raided, and so forth. Though Kensen is not yet a high-ranking Obligator, he is driven to his very core and willing to bide his time until he can collect enough evidence or information on the Crew to make his final move...
- *If the Crew allowed the children to go with the Synod*, they might get a visit from a Terris servant who they recognize as one of Lyrryse Venture's staff. The servant is bringing them a message on behalf of the Elders requesting their help — Evhar, the oldest of Hadwyn's three children, has vanished from



Tathingdwen, and they suspect some dark machinations at work. The Synod has come seeking the Crew's help because they believe the Heroes' passing familiarity with the boy might help...

- *If the Crew saved Bhazzarazed from destruction*, the Crew may catch word by way of their contacts (perhaps Gholwyl) that there's been fighting in eastern Terris. A few weeks later, Phelzed shows up on the Heroes' doorstep, badly wounded, confused, and desperate. He informs the Crew that Bhazzarazed and the surrounding region have been utterly consumed in a guerrilla campaign against the Imperial army's actions there, and hundreds have died in the fighting. Bhazzarazed has been destroyed in the process, and he was one of the last survivors of the fight and has been living on the run. Now, it's up to the Crew to figure out what to do with Phelzed, deal with the heat he's just brought down upon them, and see what, if anything, they can do to help the embattled people of Terris....



APPENDIX: NPC SUMMARY



ALWYN, NOVICE KEEPER (AVERAGE THREAT)

Attributes: Physique 3, Charm 4, Wits 5

Standings: Resources 4, Influence 3, Spirit 5

Resiliences: Health 7, Reputation 7, Willpower 10

Traits: Inquisitive; History of the Terris Provinces; Loyal to the Synod;
Hunted by the Inquisition; Stubborn

POWERS (FERUCHEMY)

All Metals 2

EQUIPMENT

4 metalminds (1 Copper, 1 Tin, 1 Bronze, 1 Brass); Pen and blank book; Survival Gear; Horse

AZALSE (MILD THREAT)

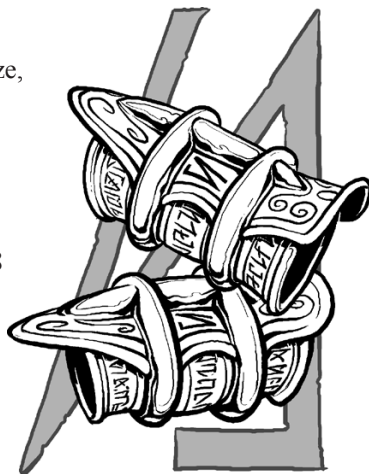
Attributes: Physique 4, Charm 3, Wits 4

Standings: Resources 3, Influence 2, Spirit 4

Resiliences: Health 7, Reputation 5, Willpower 8

Traits: Peace-Loving; Farmer; Obedient to
the Synod

Equipment: Formal clothing



BHAZZARAZED VILLAGER (MILD THREAT)

Attributes: Physique 4, Charm 3, Wits 4

Standings: Resources 3, Influence 2, Spirit 4

Resiliences: Health 7, Reputation 5, Willpower 7

Traits: Peace-Loving; Farmer; Obedient to the Synod

Equipment: Farming implement (Damage +1; Melee Range: Touch / Striking); Sheep

CANTON STAFF (AVERAGE THREAT)

Attributes: Physique 2, Charm 4, Wits 6

Standings: Resources 5, Influence 5, Spirit 3

Resiliences: Health 7, Reputation 9, Willpower 9

Traits: Accountant; Long Memory; Obsessed with Details; Bored

Equipment: Pen and blank book; Formal clothing

CANTON GUARDS (AVERAGE THREAT)

Attributes: Physique 5, Charm 3, Wits 3

Standings: Resources 3, Influence 2, Spirit 3

Resiliences: Health 8, Reputation 5, Willpower 6

Traits: Enlisted Man; Spear Fighter; “Orders Are Orders”

Equipment: Spear (Damage +2; Melee Range: Striking / Striking; Thrown Range: Close / Medium); Sword (Damage +2; Melee Range: Touch / Striking); Steel mail (absorbs 2 damage from physical attacks); Small metal shield (adds 1 die to defense rolls against physical attack)

COINSHOT (AVERAGE THREAT)

Attributes: Physique 3, Charm 3, Wits 5

Standings: Resources 4, Influence 3, Spirit 4

Resiliences: Health 7, Reputation 6, Willpower 9

Traits: Keen Eyes; Accurate; Pushy

POWERS (ALLOMANCY)

Steel 5 (Pushes metal objects)

- *Multiple Targets:* The character has finer control of his or her Steelpushing, and may simultaneously Push up to 5 individual metal objects, or attack up to 5 different targets. When attacking multiple targets, the character makes a single Steel roll that each target must defend against individually. Nudges are ignored (they may not be gained) when using Steel to attack multiple targets.

EQUIPMENT

Sack of copper clips (Damage +1; Thrown Range: Striking / Medium); Mist-ing vial (3 charges of Steel)

THE DOCKHANDS (MILD THREAT)

Attributes: Physique 4, Charm 3, Wits 3

Standings: Resources 3, Influence 3, Spirit 4

Resiliences: Health 7, Reputation 6, Willpower 7

Traits: Independent; Canal Pilot; Headstrong

Equipment: Dagger (Damage +1; Melee Range: Touch / Touch; Thrown Range: Striking / Close)

GHOLWYL (MILD THREAT)

Attributes: Physique 4, Charm 3, Wits 4

Standings: Resources 3, Influence 2, Spirit 4

Resiliences: Health 7, Reputation 5, Willpower 8

Traits: Tight-Lipped; Eunuch; Defend My Family; Uphold Tradition; More Than First Appears

Equipment: Formal clothing

HORSE (AVERAGE THREAT)

Attributes: Physique 7, Charm 4, Wits 3

Standing: Resources 3, Influence 3, Spirit 3

Resilience: Health 10, Reputation 7, Willpower 6

Traits: Sprinter; Healthy as a Horse; Panicky

Equipment: None

IMPERIAL PATROL SOLDIER (AVERAGE THREAT)

Attributes: Physique 5, Charm 3, Wits 3

Standing: Resources 3, Influence 2, Spirit 3

Resilience: Health 8, Reputation 5, Willpower 6

Traits: Cavalryman; Spear Fighter; "Orders Are Orders"

Equipment: Spear (Damage +2; Min. / Max. Melee Range: Striking; Min. / Max. Thrown Range: Close / Medium; contains no metal); Sword (Damage +1; Min. / Max. Melee Range: Touch / Striking); Bow and steel arrows (Damage +2; Min. / Max. Thrown Range: Close / Long); Steel mail (absorbs 2 damage from physical attacks); Horse

LARRAS THE MANAGER (AVERAGE THREAT)

Attributes: Physique 4, Charm 4, Wits 4

Standings: Resources 5, Influence 5, Spirit 4

Resiliences: Health 9, Reputation 9, Willpower 8

Traits: Ambitious; Business Sense; Duelist; For the Glory of My House; Proudful

Equipment: Dueling cane (Damage +2; Melee Range: Touch / Striking; contains no metal); Formal clothing; Bottle of wine





LURCHER (AVERAGE THREAT)

Attributes: Physique 4, Charm 3, Wits 4

Standings: Resources 4, Influence 3, Spirit 4

Resiliences: Health 8, Reputation 6, Willpower 8

Traits: Skilled with Shields; Watchful; Low Initiative

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 steel-headed arrows, coins, and other thrown metal objects), potentially redirecting their flight. This is a Reaction (see page 177), and grants the Lurcher 5 dice for his or 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 (his or her choice). With success and if the Lurcher Pulls the object in his or her direction, 2 Nudges may be spent to catch it.



EQUIPMENT

Club (Damage +1; Melee Range: Touch / Striking; contains no metal); Small wooden shield (adds 1 die to defense rolls against physical attack; contains no metal); Misting vial (3 charges of Iron)

LYRRYSE VENTURE (MILD THREAT)

Attributes: Physique 3, Charm 3, Wits 2

Standings: Resources 6, Influence 3, Spirit 3

Resiliences: Health 9, Reputation 6, Willpower 5

Traits: Noble Etiquette; Vicious Gossip; Catty; Second-Cousin to Straff Venture

Equipment: Formal clothing; Scorn

OBLIGATOR KENSEN (SERIOUS THREAT)

Attributes: Physique 4, Charm 4, Wits 6

Standings: Resources 5, Influence 6, Spirit 3

Resiliences: Health 9, Reputation 10, Willpower 9

Traits: Voice of the Lord Ruler's Law; Get to the Bottom of It; Curious; Severe Appearance; Reviled

Equipment: Dueling cane (Damage +2; Melee Range: Touch / Striking; contains no metal); Pen and blank book; Disguise



PEWTERARM / THUG (AVERAGE THREAT)

Attributes: Physique 5 [10], Charm 3, Wits 3

Standings: Resources 3, Influence 3, Spirit 4

Resiliences: Health 8 [13], Reputation 6, Willpower 7

Traits: Pugilist; Intimidating; Bull in a China Shop

POWERS (ALLOMANCY)

Pewter 5 (boosts Physique and Health, as shown in brackets)

- *Unconscious Burning:* The character automatically burns Pewter when unconscious, though only if also injured (i.e. he or she doesn't automatically burn Pewter when sleeping). 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 or she regains consciousness.

EQUIPMENT

Dueling cane (Damage +2; Melee Range: Touch / Striking; contains no metal); Misting vial (3 charges of Pewter)

PHELZED (SERIOUS THREAT)

Attributes: Physique 3, Charm 5, Wits 5

Standings: Resources 4, Influence 7, Spirit 5

Resiliences: Health 7, Reputation 12, Willpower 10

Traits: Great Wisdom; Traditionalist; Hates the Steel Ministry; Elderly

Equipment: Dueling cane (Damage +2; Melee Range: Touch / Striking; contains no metal); Banned book (Terris History)

SLIM TYM THE BEGGAR (INSIGNIFICANT THREAT)

Attributes: Physique 2, Charm 3, Wits 3

Standings: Resources 2, Influence 2, Spirit 3

Resiliences: Health 4, Reputation 5, Willpower 6

Traits: Pitiful; Destitute; Easily-Overlooked

Equipment: None

STANZYN (MILD THREAT)

Attributes: Physique 4, Charm 3, Wits 4

Standings: Resources 3, Influence 2, Spirit 4

Resiliences: Health 7, Reputation 5, Willpower 8

Traits: Ascetic; Serve the Master; Tight-Lipped; Eunuch

Equipment: Formal clothing

SYNOD ELDER (SERIOUS THREAT)

Attributes: Physique 3, Charm 4, Wits 6



Standings: Resources 4, Influence 6, Spirit 4

Resiliences: Health 7, Reputation 10, Willpower 10

Traits: Great Wisdom; Protect the Terris People; Secretive; Leader of the Synod; Hunted by the Inquisition; Fixed in My Ways

POWERS (*FERUCHEMY*)

All Metals 4

EQUIPMENT

6 metalminds (2 Copper, 1 Pewter, 1 Tin, 1 Zinc, 1 Gold); Formal Clothing (Terris Robes); Disguise

VERN THE TEA MERCHANT (AVERAGE THREAT)

Attributes: Physique 3, Charm 4, Wits 4

Standings: Resources 4, Influence 4, Spirit 3

Resiliences: Health 7, Reputation 8, Willpower 7

Traits: Hagglers; Gaudy Dresser; Business Connections; Arrogant

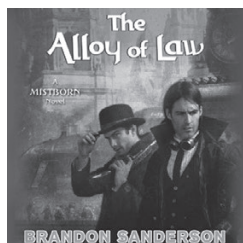
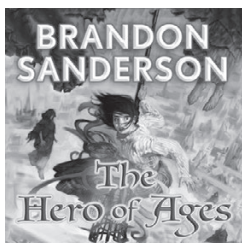
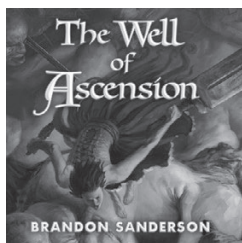
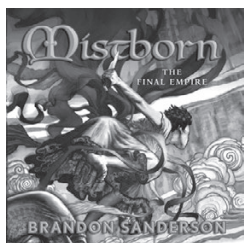
Equipment: Dueling cane (Damage +2; Melee Range: Touch / Striking, contains no metal); Sack of copper clips (Damage +1; Thrown Range: Striking / Medium); Pocket watch



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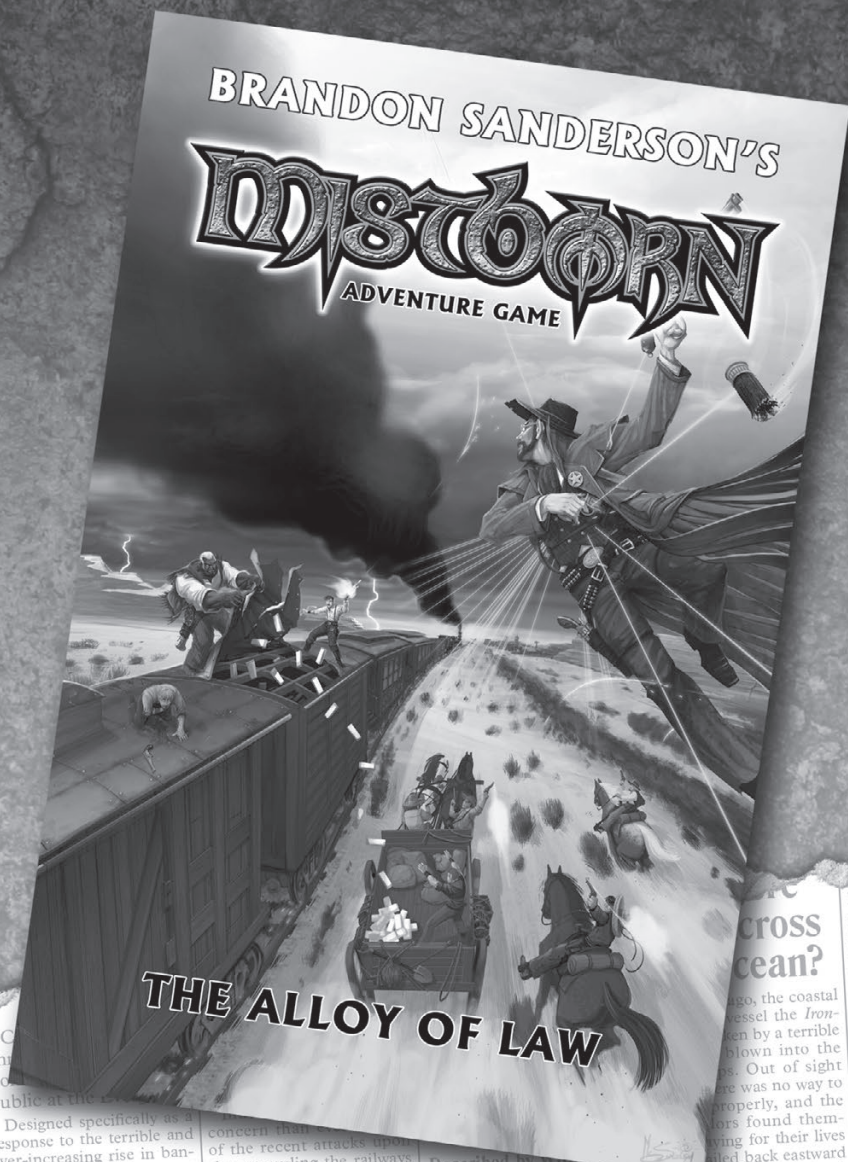


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