

MISTBORN
Episode 7

Written by

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THE SURVIVOR

'EPISODE SEVEN'

INT. SITTING ROOM - KEEP VENTURE - NIGHT

ELEND stands at a large fireplace with his back to JASTES. The flickering fire light illuminates his troubled face while a glass of brandy sits in hand.

JASTES

Well that was a distraction I won't soon miss. Now we can get back to a semblance of normalcy. All things considered.

Jastes lifts one of Elend's books from a center table and takes a seat on a plush couch thumbing through the pages with feigned interest.

JASTES (CONT'D)

Elend?

Elend looks down at his drink. He seems a million miles away.

JASTES (CONT'D)

You're thinking about her aren't you? The treacherous spy sent to destabilize your families house and most likely have you assassinated.

Elend downs the drink in one gulp then turns away from the fireplace, agitated.

ELEND

You didn't know her like I did Jastes. She's unlike any woman I've ever met, and I've known a few.

JASTES

And you'll know a few more, this is just another lesson in a life filled with lessons.

Elend pours another drink.

ELEND

I'm having her Terris steward followed. By nights end I should know who she's working for.

Jastes raises his drink, toasting his approval.

JASTES
That's the spirit.

Just then the moment is interrupted by a tremendous CRASH followed by a loud SHATTERING of GLASS from another area of the Keep.

JASTES
(standing)
What was that?

Jastes joins Elend at a large Bay window overlooking the courtyard. The two peer outside where they see guards rushing off in the garden below.

An alarm klaxon wails through the still night air.

ELEND
What the hell is going on?

JASTES
Should we investigate?

The two turn away from the window and make their way across the room just as --

SMASH! A shower of glass and steel rains down from above as a MAN falls through the skylight and lands in a heap at their feet.

The shock of the intrusion freezes Elend on the spot. He watches as the man staggers back to his feet. Black Obsidian blade glistening in his left hand.

With no time to react, Elend readies himself for an attack just as --

Jastes smashes an iron fireplace poker over the attackers head, knocking him out instantly.

ELEND
Thanks!

JASTES
We should go.

Elend nods in agreement. Turns to leave, but remembers --

He lifts a leather carrying bag and hastily shoves the pile of books into it.

Once finished the two hurry out of the room and into the hallway

EXT. KEEP VENTURE - COURTYARD - MOMENTS LATER

The courtyard is a hive of chaos.

SOLDIERS march into positions along the perimeter of the Keep while panicked BALLGOERS exit the building and board awaiting carriages.

Jastes and Elend emerge from a modest side entrance joining the exodus of people. Onlookers point and stare toward the roof.

Elend joins the focus of their attention where he sees --

A commotion along the battlements. Shadowy FIGURES fight atop the Keep.

ELEND
(to himself)
Allomancer's?

Jastes speaks to a carriage DRIVER which sits parked near the main gate of Keep Venture. He hurries back over to --

JASTES
Elend! Come, I've got us a coach.

Elend slowly joins the young Lekal, eyes fixed on the fighting Allomancer's above.

ELEND
Alright, let's go find out what my spies have learned about Vallette Renoux.

The two men climb aboard the coach which takes off into the swirling nightly mists.

(PRE-LAP of laughter)

BREEZE (PRE-LAP)
Honestly I don't see why I consistently prove to be the target of you people's juvenile humour...

INT. KITCHEN - CLUB'S SHOP - NIGHT

The room is occupied by the usual crew members.

HAMMOND, SPOOK, and BREEZE sit arrayed around the table. DOCKSON looks over ledgers and documents at the head of it.

KELSIER leans against the cupboard chuckling to himself while CLUBS sits in the corner with his customary scowl.

HAM
 (imitating Breeze's
 accent)
 Because my dear man, you are by far
 the best butt we have.

Spook nearly falls off his chair with laughter. Breeze rolls his eyes, unamused.

SAZED enters the kitchen checking the wall clock.

SAZED
 I should be leaving, master
 Kelsier. Mistress Vin will be about
 ready to leave.

KELSIER
 I should get going myself, I still
 have to...

The kitchen door SLAMS open. The faces of the room abruptly turn to see --

VIN stands outside, silhouetted by the dark mists. She wears nothing more than her dressing undergarments, a flimsy white shirt and shorts. Both sprayed with blood.

HAM
 (standing)
 Vin!

Her cheek bares a long thin gash. A bandage is tied to her forearm.

VIN
 (Wearily)
 I'm fine.

DOCKSON
 What happened?

Vin tosses a blue mass of what used to be her dress to the floor then closes the door before collapsing in a chair. Sazed rushes over to check her wounds.

VIN
 I kind of killed Shan Elariel.

KELSIER
 You did what?

Sazed removes the bandage from Vin's arm. She flinches from the pain.

VIN

She was a Mistborn, we fought, I won.

SAZED

Master Hammond, would you fetch me my healers bag?

Ham nods, rising.

KELSIER

Why would you fight a Mistborn? You should have run? Didn't you learn anything from your encounter with the Inquisitors?

Ham returns with the healers bag and a cloak which he places around Vin's shoulders.

VIN

She had more atium than me, if I hadn't fought she would have chased me down.

Sazed proceeds to stitch Vin's arm after applying numbing cream.

KELSIER

But how did you get into this in the first place? Were you attacked?

Vin stares at her feet.

VIN

I attacked first.

KELSIER

(incredulous)

Why?

She sits for a moment. Sazed now working on stitching her cheek.

VIN

She was going to kill Elend.

Kelsier exhales in exasperation.

KELSIER

Elend Venture! You risked your
life, risked the plan and our lives
for that fool of a boy?

Vin looks up with a glare.

VIN

Yes.

KELSIER

What's wrong with you girl? Elend
Venture is not worth any of this.

She stands angrily. Sazed backs away. The cloak falls to the
floor.

VIN

He's a good man!

KELSIER

He's a nobleman!

VIN

So are you!

Vin waves a frustrated arm indicating the crew.

VIN

What do you think this is Kelsier?
The life of a Skaa? Aristocratic
suits. Stalking your enemies in the
dark. Full meals and nightcaps
around the table with your friends?
That's not the life of a Skaa.

She takes a step toward Kelsier. Eyes hard and unwavering. He
blinks in surprise at the outburst.

VIN

What do you know about them,
Kelsier? When's the last time you
slept in an alley, shivering in the
cold rain, listening to the beggar
next to you coughing from a
sickness you know would kill him?
When's the last time you had to lay
awake at night, terrified that one
of the men in your crew might rape
you? Or ever been starving, wishing
you had the courage to knife the
skaa next to you so you could take
his crust of bread?

(MORE)

VIN (CONT'D)

Have you ever cowered before your brother as he beat you. All the while feeling grateful that you had someone pay attention to you?

Vin falls silent, puffing slightly. The crew-members staring at her.

VIN

Don't talk to me about noblemen, and don't say things about people you don't know. You're no skaa, you're just noblemen without titles.

She turns and stalks from the room. Kelsier watches Vin go with a look of shock and guilt on his face.

EXT. ROOF - CLUB'S SHOP - NIGHT

Vin sits huddled in the corner of the flat rooftop, arms folded in front of her.

She watches the curling mists in the unlit night, tears streaming down her face.

The unseen presence of Vin's brother, REEN accompanies her on the rooftop.

REEN (O.S.)

You should be angry at yourself.

(beat)

You let them get too close. Now they are all going to leave you.

Vin hangs her head, shivering as the tears fall.

ANGLE ON the trapdoor to the roof as it opens with a quiet CREAK. Kelsier's head appears from below.

Kelsier closes the trapdoor behind him. He stands tall and proud watching the mists. Vin wipes the tears from her eyes.

KELSIER

Watching the mists is comforting isn't it?

(off her nod)

What is it I once told you? The mists protect you, they give you power... They hide you.

He kneels next to Vin and hands her a warm cloak.

KELSIER

What you said downstairs about me was true. All of it. We're not Skaa, not anymore, and you're right, I don't give the nobility much of a chance.

She accepts the cloak and wraps it around her shoulders.

VIN

I... shouldn't have said those things. You're good people, and... I realize what you are trying to do for the Skaa.

Kelsier takes a seat next to Vin.

KELSIER

What *really* happened tonight?

VIN

Elend told me he didn't want to see me anymore.

KELSIER

Ah, Was this before or after you killed his former fiancé?

VIN

Before.

KELSIER

And still you protected him?

VIN

I know. I'm a fool.

KELSIER

No more than the rest of us.

Kelsier sighs, then looks up into the mists.

KELSIER

I loved Mare too, even after she betrayed me. Nothing could change how I felt.

VIN

And that's why it hurts so much?

KELSIER

You don't stop loving someone just because they hurt you.

(MORE)

KELSIER (CONT'D)

It would certainly make things
easier if you did.

Vin starts to cry again. Kelsier places a fatherly arm around her.

VIN

(whispered)

I loved him Kelsier. My brother,
Reen I mean. He beat me, swore and
yelled at me, told me he'd betray
me. Everyday I thought about how
much I hated him, but I loved him,
I still do. It hurts so much to
think that he's gone.

KELSIER

Oh, child.
(pulling her close)
I'm sorry.

VIN

My mother. She tried to kill me,
you know. She heard voices, in her
head. They told her to kill my baby
sister. She was going to kill me
too, but Reen stopped her.

(beat)

After that I clung to Reen, but he
left me. Everyone does in the end.

She looks into Kelsier's eyes.

VIN

When are you going to go? When are
you going to leave me?

He gives her a sorrowful stare.

KELSIER

I... Vin, I don't know. This job,
the plan...

Vin searches his eyes, looking for the secrets within, then
wipes the tears from her cheeks and pulls away.

A beat as Vin takes a deep breath, coming to terms with what
she must say next.

VIN

House Venture has a weakness,
Kelsier.

He looks at her questionably.

VIN

Atium, their house is responsible for harvesting and delivering the metal. It's the key to their wealth.

Kelsier lets the weight of this sink in.

KELSIER

Of course! That's how they can pay the taxes, that's why they are so powerful. He *would* need someone to handle things for him.

Vin lowers her head in shame.

KELSIER

(Off Vin's look)

I'll see to it that Elend isn't hurt. But as things stand. Venture has to fall.

VIN

I... understand.

KELSIER

I'm glad you told me, though.

She nods.

Kelsier sits for a moment staring into the mists. Strangely melancholy. He reaches down, absently scratching his scarred arms.

VIN

Kelsier?

KELSIER

Yes?

VIN

I don't think Mare betrayed you.

KELSIER

(he smiles)

I'm glad you think that way.

VIN

No, I really mean it.

(beat)

Kelsier, I think the Inquisitors can sense our allomancy even when we are burning copper.

KELSIER

Impossible.

VIN

I did it tonight. I punctured
Shan's copper-cloud to locate her.
That's how I got to Elend in time.
What if the Inquisitors are even
more powerful than we thought?

Kelsier looks troubled. He turns, sitting directly in front
of Vin.

KELSIER

Do it now then, tell me what metal
I am burning.

Vin closes her eyes. Flares bronze. Listens.

She hears a slow pulsing, like a quiet drum. Not from
Kelsier, but far away, distant.

Vin focuses harder. Something else draws her attention. A
familiar rhythm coming from Kelsier. Faint. She opens her
eyes.

VIN

Pewter! You're burning pewter.

Kelsier blinks in surprise.

KELSIER

(whispered)
Impossible. Again!

She closes her eyes.

VIN

Tin!
(beat)
Now steel. You changed as soon as I
spoke.

KELSIER

Bloody hell!

VIN

I was right. Mare didn't betray
you. The Lord Ruler thanked her
because her powers gave you away.

Kelsier sits back. The revelation of Mare's innocence hitting
him like a freight train. Tears stream down his face.

KELSIER

This changes everything. We have to
tell the others.

He stands, holding out a hand to help Vin up. She allows him
to pull her up. Then looks to the trap door apprehensively.

VIN

Don't know if I can go down yet,
Kelsier. How can I face them?

KELSIER

(laughing)

Don't worry. This crew has survived
far worse embarrassing scandals
than one teenage girls emotional
outburst. Come on.

Vin hesitantly lets him lead her back down into the warmth of
the kitchen.

We pull back, plummeting off the lip of the roof, down the
wall of Club's shop toward the mist covered ground floor, and
across the cobblestones to where a COACH sits parked along
the quiet street.

INT. ELEND'S COACH - CONTINUOUS

Elend sits in the coach reading by lamp light, while Jastes
sits across from him tapping his fingers against his arm rest
looking troubled.

JASTES

How can you read at a time like
this?

ELEND

(looking up)

It calms me.

JASTES

Your father is going to be livid
when you get back.

Elend shrugs.

A sudden KNOCK on the door makes Jastes jump. Elend closes
his book then opens the carriage door.

A man named FELT, one of house Venture's chief spies stands
outside. He climbs into the coach nodding his hawkish,
moustached face respectfully to Elend.

JASTES

Well?

FELT

The building is a woodcrafter's shop m'lord. Owned and operated by a Skaa carpenter by the name of Cladent.

ELEND

Why did Valette's steward come here?

FELT

It appears to be an underground hideout m'lord, and a good one. My guess is that the men inside, even the Terrisman are members of a Skaa thieving crew. A very well-funded and skilled one.

JASTES

A Skaa thieving crew? And Lady Valette too?

FELT

Likely, m'lord.

Elend sits back, stunned by the news.

ELEND

Valette is... Skaa?

He breaks out in amused laughter.

JASTES

Elend?

FELT

Do you want us to break in? I've got enough men to take their whole crew?

ELEND

(suddenly serious)

No. Call your men back, and tell no one what you've seen here tonight.

Felt nods.

FELT

M'lord.

He climbs out of the carriage leaving the two men.

JASTES
Lord Ruler! I knew it, all along.

Elend rolls his eyes.

ELEND
Oh please, she acted the part of an aristocrat almost perfectly. She fooled me, fooled us both...
(thinking)
But for what? Why go to all that trouble?

He reaches out, and knocks for the carriage to start moving.

JASTES
You don't seem angry, Elend. In fact, you seem... relieved.

ELEND
You've had me worrying over this for days Jastes. I thought Valette was a traitor, but now that I know the truth.
(beat)
I have so many questions I want to ask her.

JASTES
(incredulous)
You do realize assassins tried to murder you tonight. Or have you forgotten?

ELEND
I think I did something wrong.
(off Jastes look)
I think I might have hurt Valette for no reason.

Elend leans back thoughtfully. Jastes crosses his arms in frustration.

JASTES
You're hopeless.

EXT. ELEND'S COACH - LUTHADEL STREETS - CONTINUOUS

The carriage rolls toward its destination, disappearing into the dense fog.

EXT. KEEP VENTURE - COURTYARD - NIGHT

The carriage slowly pulls up to the Venture gates as Elend exits without letting the coach stop.

He looks back at Jastes.

ELEND

You should go, take the books.

Jastes nods before closing the door.

Elend turns and makes his way to the front entrance of the Keep. two surprised GATE GUARDS let him pass.

The grounds are still ablaze with light from the ball. Elend approaches the front of the Keep as a swarm of GUARDS rush from the mists to surround him. The CAPTAIN of the Guard addresses him.

CAPTAIN

My Lord, your father...

ELEND

Yes, I assume I'm to be taken to him immediately.

CAPTAIN

Yes, my lord.

ELEND

Lead on then, captain.

They enter the keep through a side entrance.

INT. STUDY - KEEP VENTURE - MOMENTS LATER

Elend enters his father's study. Lord STRAFF VENTURE stands at his desk scolding a group of pale faced GUARD OFFICERS.

Lord Venture dismisses the men who then scurry passed Elend as they exit the study. Straff's eyes focus on his son.

STRAFF

Well?

ELEND

Well what?

STRAFF

Where have you been?

ELEND
(offhandedly)
Oh, I left.

STRAFF
Fine, endanger yourself if you wish. It's too bad that mistborn assassin failed. They could have saved me a great deal of frustration.

ELEND
So it was a Mistborn Assassin. Anyone I know?

STRAFF
I'd say so...

Straff takes a seat at his desk.

STRAFF
It was Shan Elariel.

Elend stands frozen with shock.

ELEND
Shan?
(beat)
And the other assassins? Did we capture any alive?

STRAFF
The one who fell into your study died from a broken neck. Another was found dead on the roof. Some of the guards claim there was a third, fighting the other two, but I doubt the reports. It wasn't one of ours.

ELEND
(sarcastic)
Maybe it was a concerned citizen merely looking to uphold justice and protect the innocent.

STRAFF
Protect the innocent? You really are a dull minded twit.

Elend grinds his teeth with anger.

ELEND
(through clenched teeth)
Will that be all father?

Straff dismisses him with a wave of his hand. Elend turns and leaves.

INT. HALLWAY - KEEP VENTURE - NIGHT

A room sits at the far end of the hall. Two HAZEKILLERS stand watch at the door.

INT. GUEST ROOM - KEEP VENTURE - CONTINUOUS

Elend extinguishes a lamp and crawls into a stiffly made bed.

He lays back staring up at the ceiling deep in thought. We intercut to --

INT. VIN'S BEDROOM - CLUB'S SHOP - NIGHT

Vin lays in bed, staring up at the ceiling of her own room. She lets out an exasperated sigh as both she and Elend close their eyes.

CUT TO:

EXT. SKAA TENEMENT - LUTHADEL - NIGHT

An unusually tall building stands out from the surrounding architecture.

A hooded figure approaches the building from street level. The figure's head tilts up to view the structure revealing Vin.

She drops a coin to the cobblestones and steel pushes herself up the six story building and onto the --

EXT. ROOF - SKAA TENEMENT - LUTHADEL - CONTINUOUS

Vin lands atop the roof startling Spook who sits crouched in the darkness viewing the cityscape from the edge of the building.

VIN
(whispered)
It's just me.

Spook calms his nerves, then smiles as she joins him along the sloped roof.

VIN
Are they still going at it?

Vin flares her tin.

VIN'S POV, She surveys the city. A bright haze of firelight shines in the distance, giving the mists a strange luminescence.

Spook points toward the light.

SPOOK
(heavy accent)
Keep Hasting. Elariel soldiers with
the attacking tonight.

The tin-eye brings his attention to the dark foreboding structure of Kredik Shaw, the palace of the Lord Ruler.

SPOOK
(heavy accent)
The Lord Ruler. Liking he wants the
fighting.

Vin nods.

Spook glances at her, visibly nervous by her presence. He looks up, staring into the mists.

A beat.

SPOOK
I'm not a fool you know. I knew it
wasn't going to happen between us.
I see things, Vin. I see a lot of
things.

VIN
You can't help who you love. Even
if you don't want to.
(off Spooks look)
Can I keep the handkerchief?

Spook shrugs.

VIN
Thank you.

She lays a comforting hand on his shoulder just as a loud THUMP sounds behind them.

The two both jump and duck down. Kelsier chuckles as he walks across the rooftop.

KELSIER

We really need to figure out a way to warn people when we are coming up to the watch nest. Someone's liable to fall.

Vin stands, dusting off her mist-cloak, shirt and trousers.

VIN

It's time?

KELSIER

Nearly so, at least. I want to stop somewhere on the way.

EXT. LUTHADEL ROOFTOPS - LATER

Kelsier and Vin soar above the numerous tenements and buildings. They Iron pull and steel push silently like living shadows.

EXT. LUTHADEL STREET - CONTINUOUS

The two land upon an empty street which disappears into the distant haze. They stroll along the mist-water slick cobblestones.

KELSIER

Vin, I want to thank you.

VIN

Thank me, why?

KELSIER

For telling me about Mare. I've been thinking a lot about that day... about her. You've given me a new perspective. You've given me hope.

Vin nods, smiling.

KELSIER

This... Elend of yours. Perhaps he was trying to protect you by pushing you away.

VIN

Maybe, but there was something different about him. He knew I was lying. He seemed honest in his desire to be rid of me.

KELSIER

Maybe you thought that because you already convinced yourself he was going to leave you.

VIN

I...

She trails off, glancing at the ash strewn cobblestone street.

VIN

I don't know. I used to understand everything. Now it's all confused. I blame you for this.

KELSIER

(smiling)

Yes, we've messed you up right properly.

VIN

You don't seem bothered by that fact.

KELSIER

Nope, not a bit.

(Distracted)

Ah, here we are.

Kelsier stops beside a large, wide, darkly lit, skaa tenement.

VIN

This?

He walks up to tap lightly on the door. It opens hesitantly to reveal a WIRY FACED SKAA peering out from within.

WIRY FACED SKAA

Lord Kelsier!

KELSIER

I told you I'd visit. Tonight seemed like a good time.

WIRY FACED SKAA

Come in, come in.

The man steps back, careful not to let any of the mist touch him as Kelsier and Vin enter inside.

INT. SKAA TENEMENT - CONTINUOUS

Wan light from a small coal stove illuminates a crowd of PEOPLE packed together sleeping on the floor.

The sights of the domicile are depressing. Few furnishings and blankets bring comfort to the soot stained patrons.

The skaa are roused as Kelsier and Vin sweep into the room. Their eyes fall upon the scars running the length of Kelsier's arms.

A cacophony of whispers follow.

SKAA #1 (O.S.)
(whispered)
The survivor...

SKAA #2 (O.S.)
He's here.

SKAA #3 (O.S.)
Kelsier, the lord of the mists.

Vin stands back and watches as Kelsier greets the room. The Skaa gather around him with quiet excitement, reaching out to touch his arms and cloak.

Others look on in reverence.

KELSIER
I come to spread hope.
(beat)
House Hastings fell tonight.

Murmurs of surprise and awe emanate from the room.

KELSIER
I know many of you worked in the Hasting smithies and steel mills, and honestly, I cannot say what this means for you. But it is a victory for all of us. For a time at least, your men won't die before the forges or beneath the whips of Hasting taskmasters.

The murmurs grow louder. One concerned voice rings out above the others.

CONCERNED SKAA
House Hasting is gone? Who will feed us?

KELSIER

I'll send you another shipment of food. Enough to feed you for a while at least.

MALE SKAA

You've done so much for us.

KELSIER

Nonsense. If you wish to repay me, then stand a little straighter. Be a little less afraid. They can be beaten.

FEMALE SKAA

(whispered)

By men like you, Lord Kelsier, but not by us.

Kelsier turns toward the morose woman. Smiling warmly in his customary way.

KELSIER

You'd be surprised.

The crowd makes way for parents to bring their children forward.

Vin watches as Kelsier lifts one of the awe struck children into his arms. She sees the faintly illuminated, dirty faces of the skaa families, their eyes worshipful and reverent.

In this moment she realizes. *This isn't a show, this is who he is. He loves these people, and he will do anything to help them.*

EXT. LUTHADEL STREET - LATER

Kelsier and Vin walk in silence along the quiet mist covered street.

We hold on Vin a beat and then --

VIN

You visit them often?

KELSIER

(nodding)

At least a couple houses a night. It breaks up the monotony of my other work.

Kelsier approaches a doorway and pauses. He squints, peering into the darkness where he sees --

ANGLE ON, a faintly lit window.

KELSIER
(pointing)
Marsh said he'd leave a light
burning if the other obligators
were gone.

VIN
Window or stairs?

KELSIER
Stairs, the door should be
unlocked.

INT. STAIRWELL - SOOTHING STATION - NIGHT

The two Alomancers quickly make their way up the flight of stairs.

KELSIER
Marsh should be able to tell us the
Ministries reaction to the house
war. Hopefully that Garrison won't
return too quickly. The damage is
mostly done...

Lantern light leaks through a crack in a doorway at the height of the stairs.

Kelsier pushes the door open --

KELSIER
...but I'd like the war to go on
for --

He freezes in the doorway, blocking Vin's view.

KELSIER
(whispered)
No...

Vin immediately flares tin and pewter. Muscles tense. Waiting for an attack.

Then Vin sees a trickle of dark red liquid seeping around the side of Kelsier's foot. It pools slightly then begins to drip down the first step.

INT. CHAMBER - SOOTHING STATION - CONTINUOUS

Kelsier stumbles into the room, shock and sorrow displayed on his face.

Vin follows, paling by what she sees at the center of the room.

ANGLE ON, a flayed and dismembered corpse. Head crushed and unrecognizable as human. Blood paints the walls with red.

VIN
(quietly)
Marsh?

Kelsier falls to his knees, heedless of the gore. He raises a trembling hand as if to touch the skinless body, but remains frozen there. Stunned.

VIN
Kelsier, this was recent. The
Inquisitor could still be near.

He doesn't move.

VIN
Kelsier!

Kelsier snaps out of his stupor. He looks around, eyes meeting Vin's. Lucidity returning as he rises to his feet.

VIN
Window!

Vin rushes across the room, but pauses when she sees something sitting on a small desk beside the wall.

A WOODEN TABLE LEG is tucked half hidden beneath a blank piece of paper.

Vin snatches it up as Kelsier reaches the window.

He turns, looking back at his brother one last time. Before disappearing out the window and into the night.

DOCKSON (PRE-LAP)
I think that the Inquisitors
suspect me...

INT. KITCHEN - CLUB'S SHOP - NIGHT

Dockson reads a letter as he sits at the kitchen table.

Vin sits to his left while Kelsier stands with his back against the cupboard. Posture slumped. Arms folded. Head bowed.

DOCKSON

I've been asking too many questions. I thought to seek out a weakness that would help us destroy the Inquisitors, unfortunately, I've learned next to nothing except they are far more loyal to the Lord Ruler than the obligators. Regardless, I feel that I am close. They do have a secret, Kelsier. A weakness. I'm sure of it. I fear that I've prodded too much. The Inquisitors tail me, watch me, ask after me. So, I prepare this note. Perhaps my caution is unnecessary.
(beat)
Perhaps not.

Dockson looks up from the paper.

DOCKSON

That's all it says.

Kelsier breathes in heavily. His demeanour frightfully menacing, like a volcano moments before an eruption.

He stands up straight. The room grows tense.

KELSIER

Tell Renoux to pull out. I want him gone by tomorrow. Send a thug and a tin eye with him as protection, but tell him to abandon his canal boats one day out of the city and return to us.

Dockson glances to Vin and the others.

DOCKSON

Okay...

KELSIER

Marsh knew everything Dox. They broke him before they killed him. That's how Inquisitors work.

DOCKSON

To the backup lair then? Only you and I know its location.

Kelsier nods firmly.

KELSIER

I want everyone out of this shop, apprentices included, in fifteen minutes. I'll meet you at the backup lair in two days.

DOCKSON

(frowning)

Two days? Kell, what are you planning?

Kelsier strides to the door, and throws it open, letting in the mists. He glances back at the crew with eyes as hard as any Inquisitor's spikes.

KELSIER

They hit me where it couldn't have hurt worse. I'm going to do likewise.

INT. CAVERN - PITS OF HATHSIN - NIGHT

Darkness. Deep and endless and then --

Our vision brightens to reveal a cramped chasm. We look down the rift uncertain of our position in space. Up or down has no bearing here.

Finally the sound of SCRAPING is followed by a figure as it crawls past. A boy named, WALIN (14)

He feels his way through the cavern, forcing himself through the tight space.

ANGLE ON, Walin's fingers. Bruised and bleeding, they fumble along to where they find --

A long dead CORPSE. Body broken between the rocks. Walin reflexively flinches from the grisly discovery then realizes -

-

The man's decayed body hides something on the other side.

Walin pushes the dead man aside to where he sees a circular, pocket-like hollow in the wall. Lined with rows of jagged crystals.

The young boy takes a tentative breath before ramming his arm into the toothy maw. The skin on his arm tears as his hand ventures deep into the hole. He swallows the pain, searching in the darkness until --

Walin withdraws his bloody arm from the wall. Fist clenched tightly. He opens his hand to reveal a HATHSIN GEODE in his red stained palm. His eyes spit fresh tears of joy as he gets to live another day.

EXT. ABOVE GROUND - PITS OF HATHSIN - LATER

Dozens of cracks run the length of a small, flat valley.

Close on the edge of one of the cracks as a hand breaks the surface. Walin's head follows, but freezes when he sees --

Kelsier stands above him in the night. Quiet and powerful in his billowing mist-cloak. Walin cringes when he sees dozens of dead GUARDS and TASKMASTERS that litter the area.

The stranger reaches down, grabs Walin's hand and pulls him from the crack.

KELSIER

Go! Gather as many prisoners as you can and escape this place.

(noticing Walin's hand)

You have a Geode?

The boy pulls his hand toward his chest.

KELSIER

Good! Sell it to the underground. You should earn enough to live off for years. Go Quickly! I don't know how long you have until an alarm is raised.

Walin stumbles back, confused.

WALIN

Who... Are you?

KELSIER

I am what you will soon be.

Kelsier steps before the edge of the rift.

KELSIER

I am a survivor.

He stares down into the black scar in the rock. Walin takes that as his cue to leave.

KELSIER

(whispered)

And so I return.

Kelsier climbs down into the rift.

INT. ANTECHAMBER - PITS OF HATHSIN - CONTINUOUS

He drops down into a black cavern and burns tin. Vision brightening to see a large natural chamber filled with a honeycomb of branching cracks that spread out in various directions.

Kelsier lifts his arms into view, scarred with puckered white flesh.

A beat and then --

He burns iron. A hundred blue tendrils of light burst from his body, winding their way into the passageways.

We follow the tethers of light as they seek out the treasures within.

ANGLE ON the Geodes, dozens of the crystals, a fortune at his mercy.

Kelsier focuses on one of the blue lines, then pulls on it lightly. The Geode cracks, and dies.

He smiles, then continues his work.

Close on the Geodes as each is shattered by a light pull of Allomancy. The very wealth of the final empire destroyed in a mere blink.

VIN (PRE-LAP)

So that's it? For the plan I mean?

INT. CELLAR - BACK UP LAIR - NIGHT

Vin sits within a cramped, dirty cellar barely lit by lamp light.

She's accompanied by Ham who sits cross legged against the bricks of the far wall, along with Dockson sitting at a table, his various ledgers and documents organized into piles before him. Breeze stands thoughtfully near the doorway.

Two adjacent rooms are occupied by Club's various apprentices.

HAM

(shrugging)

If the Inquisitors broke Marsh that probably means they know everything. It doesn't look good Vin.

BREEZE

Perhaps, Gentlemen, it is time to pack up this operation. Given the circumstances I think we did a marvellous job.

Dockson sighs heavily.

DOCKSON

Well, we certainly can't live off saved funds for much longer. Not with Kell giving away our money to the Skaa.

BREEZE

I for one am looking for a change. This has all been exhilarating, challenging, rewarding and all manner of emotional adjectives, but working with Kelsier can be a bit draining.

Vin frowns.

VIN

You're not going to stay on his crew?

BREEZE

It depends on his next job. It pays to be discerning. The rewards can be great, but so are the risks.

Ham smiles, resting his arms above his head.

HAM

It kind of makes you wonder how we came to this job. Extreme risk, minimal reward.

BREEZE

None actually, We'll never get that atium now. Too bad, I was looking forward to swiping that treasury.

Dockson looks up from his pile of notes.

DOCKSON

True, but was it worth it anyway?
The things we accomplished. The
good we did?

Breeze and Ham pause thoughtfully then nod.

DOCKSON

And that's why we stayed. Kell
picked us because he knew we would
try something a little different to
accomplish a worthwhile goal.
You're good men, even you Breeze.
(Off his look)
Stop scowling at me.

Vin smiles at the familiar banter.

HAM

(thoughtful)
A house war. How many noblemen dead
do you think?

DOCKSON

Hundreds at least, all killed by
their own greedy hands.

BREEZE

I'll admit, I had my doubts about
this whole fiasco, but, you're
right, Dockson, it was worth it.

HAM

(mimicking Breeze's voice)
Indeed!

Suddenly the stairs RATTLE, Vin and the rest stand and back
away into the shadows of the room. watching the entrance as --

The splintery door opens and the familiar black clad form of
Kelsier strides in. mist-cloak draped over his arm. His face
looks weary.

VIN

Kelsier!

KELSIER

(tired)
Hello, all.

DOCKSON

You're late Kell.

KELSIER

I strive for nothing if not consistency.

He drops his cloak to the ground then takes a seat.

KELSIER

Where are Club's and Spook?

DOCKSON

Club's is sleeping in the back room. Spook went with Renoux. We figured you'd want him to have the best tin-eye to keep watch.

KELSIER

Good idea.

Kelsier lets out a deep sigh, and closes his eyes as he leans against the wall.

BREEZE

My dear man, you look terrible.

KELSIER

It's not as bad as it looks. I took it easy coming back, even stopped to sleep a few hours on the way.

HAM

Yes, but where were you? We've been worried sick that you were out doing something... stupid.

BREEZE

Actually, we took it for granted that you were doing something stupid. We've just been wondering how stupid this particular event would turn out to be. So what is it? Did you assassinate the Lord Prelan? Slaughtered dozens of noblemen? Steal the cloak off the own Lord Rulers back?

KELSIER

(quietly)

I destroyed the pits of hathsin.

The room falls into stunned silence.

BREEZE

You know, you'd think that by now we'd have learned not to underestimate him.

HAM

Destroyed them? How do you destroy the pits of Hathsin? They are just cracks in the ground.

KELSIER

Maybe that was being a bit dramatic. I shattered the crystals that produce atium, thus ending atium production for the next three hundred years or so.

Again the silence. The others look to each other incredulous.

BREEZE

You madman. Atium is the foundation of the imperial economy, controlling it is one of the main ways the Lord Ruler maintains his hold over the nobility. You blessed maniac... you blessed Genius!

Kelsier smiles wryly.

KELSIER

I appreciate the compliments. Have the Inquisitors moved against Club's shop yet?

DOCKSON

Not that our watchmen have seen.

KELSIER

Good. Maybe they didn't get Marsh to break after all. At the very least maybe they don't realize their soothing stations have been compromised.

He staggers to his feet.

KELSIER

Now if you don't mind. I'm going to sleep. We have a lot of planning to do tomorrow.

The group pause as Kelsier makes his way to the back room.

DOCKSON

Planning? Kell... We were kind of thinking we should pull out. We caused a house war, you've crippled the economy. With our cover compromised, what more can we do?

He looks back at the trio and smiles.

KELSIER

We'll talk tomorrow.

INT. CELLAR - BACK UP LAIR - DAY

Close on a bubbling cauldron dangling above the fire of a Hearth.

Sazed chops vegetables then deposits them into the boiling water while Vin sits on a stool.

VIN

What do you think he's planning Sazed?

SAZED

I really have no idea, Mistress, though this moment with the city so unbalanced, does seem like the perfect time to move against the final empire.

VIN

I suppose we could still seize the palace, but we still don't have enough soldiers, the others have lost confidence in the job. Maybe Kelsier has figured out how to deal with the Lord Ruler.

SAZED

Perhaps.

Sazed continues to prepare onions for the soup.

VIN

Sazed? You collect legends right?

SAZED

As a keeper I collect many things. Legends would be one of them, yes.

VIN

Have you ever heard about this
eleventh metal Legend Kelsier talks
about?

A beat as Sazed thinks a moment.

SAZED

No mistress. That Legend was new to
me when I heard it from Master
Kelsier.

VIN

But he swears that its true... and
I believe him for some reason.

SAZED

It is very possible that the legend
is true. If Keepers knew everything
about this world, then why would we
continue searching.

Vin nods with uncertainty.

Sazed stirs the soup. Looking dignified even with the most
mundane of movement.

Vin's tin enhanced ears pick up quick FOOTSTEPS clamouring
down the stairs. She perks up then stands to face the door.

SAZED

Mistress?

VIN

Someone on the stairs.

One of the apprentices, TASE, bursts into the main room.

TASE

People are gathering in the square!

Tase gestures toward the stairs urgently.

DOCKSON (O.S.)

What's this?

Dockson enters from the other room.

TASE

People in the fountain square,
master Dockson. Word on the street
is that the Obligators are planning
more executions.

His expression darkens.

DOCKSON
Someone go wake Kelsier.

KELSIER (PRE-LAP)
I intend to watch them.

INT. CELLAR - BACK UP LAIR - LATER

Kelsier paces through the room wearing simple Skaa clothing and a cloak.

KELSIER
You may all do as you wish. The executions are most likely in retaliation to what I did at the pits. I'm going to watch those people's deaths because indirectly I caused them.

DOCKSON
It's not your fault Kell.

KELSIER
(blunt)
It's all our faults.
(beat)
That doesn't mean what we do is wrong, however, if it weren't for us, these people wouldn't have to die. I, for one, think the least we can do for these people is bear witness to their passing.

He pulls open the door and climbs the steps. The rest of the crew slowly follow him, all but club's and the apprentices who stay with the safe house.

Vin is the last to join the group as she ascends the musty stairwell.

EXT. LUTHADEL STREET - CONTINUOUS

Vin emerges from the cellar doors of the hideout and onto a soot covered street of a Skaa slum.

Ash falls from the sky, floating in lazy flakes.

Breeze, Ham, Dockson and Vin move quickly to catch up with Kelsier who is already halfway down the street.

They make their way a few blocks, joining a herd of dull eyed skaa who trudge toward the fountain square.

Kelsier stops. Listens to the sounds of the city. Bells ring out in the distance.

DOCKSON

Kell?

He cocks his head.

KELSIER

Vin, do you hear that?

Vin closes her eyes, then flares her tin. We hear the SHUFFLING of feet. Doors SHUTTING, people BREATHING until --

VIN

(She hears hooves)

Horses.

(She hears the creak of wheels)

And...

KELSIER

Carts. They're coming this way.

Kelsier looks up at the buildings around him.

He grabs hold of a rain gutter and proceeds to shimmy up the wall.

Breeze rolls his eyes, nudges Dockson and nods toward the front of the building as both Vin and Ham easily follow Kelsier to the --

EXT. ROOFTOP - LUTHADEL - CONTINUOUS

Kelsier steps to the ledge of the roof and peers down to the street below. Here he can see past the four well crossroad, and the gathering crowd.

KELSIER

(pointing)

There!

Vin's eyes follow the direction of Kelsier's finger to a street a short distance away.

ANGLE ON the street. A row of barred prison carts roll toward the square.

Dockson and Breeze enter the slanted rooftop from a window, and join the three at the ledge.

HAM

Kell, what are you thinking?

KELSIER

We're still a short distance from the square, and the Inquisitors are not riding with the prisoners. They'll come down from the palace like last time. There can't be more than a hundred soldiers guarding those people.

HAM

A hundred men are plenty, Kell.

Kelsier ignores him. He steps closer to the edge. Like a cat ready to pounce.

VIN

Kell, there might not be many guards with the prisoners, but the fountain square is only a few blocks away. It's packed with Soldiers, not to mention the Inquisitors.

Vin looks to Ham, expecting the pewter-arm to back her up, but is surprised to see him glance at Dockson and Breeze. Dockson shrugs.

VIN

Are you all crazy!

BREEZE

Wait a minute! I'm no tin-eye, but don't some of those prisoners look a bit well dressed?

Kelsier freezes.

KELSIER

Dammit!

Without warning he jumps off the rooftop, dropping to the street below.

VIN

Kell... What...

Vin pauses. Seeing for the first time what Kelsier sees.

Her tin enhanced eyes cut through the glare of the red midday sun to the procession of carts. There, sitting at the front, is Spook.

VIN

No.

She jumps from the rooftop and joins Kelsier on the --

EXT. LUTHADEL STREET - CONTINUOUS

Vin dashes after Kelsier.

VIN

What's going on?

He slows slightly.

KELSIER

I saw Renoux and Spook in that first car. The Ministry must have hit Renoux's canal procession. The people in those cages are the servants, staff, and guards we hired to work at the mansion.

Behind them, Ham appears out of the building and onto the street. Breeze and Dockson follow.

KELSIER

We have to work quickly.

Kelsier picks up his pace.

VIN

Kell!

Vin grabs his arm.

VIN

Kelsier, you can't save them. They're too well guarded, and it's daylight in the middle of the city. You'll just get yourself killed!

He pauses. Halting in the street. Turning in Vin's grasp. His disappointed eyes locked on hers.

KELSIER

You don't understand what this is all about do you, Vin? You never did. I let you stop me once before, on the hillside by the battlefield.

(MORE)

KELSIER (CONT'D)

Not this time. This time I can do something.

VIN

But...

He pulls his arm free from her grasp.

KELSIER

You still have some things to learn about friendship, Vin. I hope one day you realize what they are.

Kelsier takes off, charging in the direction of the carts. Ham barrels past Vin, heading in a different direction. He pushes his way through the crowds of Skaa.

Vin stands stupefied for a moment as Dockson catches up to her.

VIN

It's insanity, we can't do this Dox. We're not invincible.

DOCKSON

We're not helpless either!

Breeze puffs up behind the two. He points to a side street.

BREEZE

There. We need to get me to a place where I can see the soldiers.

Dockson nods as they hurry away with Vin reluctantly following. A look of shame displayed on her face.

EXT. LUTHADEL STREET - MOMENTS LATER

Kelsier tosses a handful of empty vials on the cobblestones as he sprints down the street.

He ducks through an adjacent --

EXT. ALLEY - LUTHADEL STREETS - CONTINUOUS

Kelsier moves through the alley like a man possessed. He dodges between stacks of boxes and other refuse with amazing dexterity before --

EXT. COURTYARD - LUTHADEL STREETS - CONTINUOUS

He bursts from the alley in front of the procession of prisoner carts as they enter a small courtyard square formed by the intersection of two streets.

Each of the rectangular vehicles are lined with bars, housing the familiar faces of SERVANTS, SOLDIERS, and HOUSEKEEPERS from mansion Renoux.

Kelsier drops a coin and jumps. Steel pushing in a wide arc. Startled SOLDIERS look up as he lands directly at their centre.

A beat as the soldiers turn in surprise. Kelsier sits crouched amid them, and then --

He flares steel with a YELL, standing and pushing outward. The burst of Allomantic power hurls soldiers away by their breastplates, tossing a dozen men through the air and into their comrades and walls.

Men SCREAM as Kelsier spins, pushing against another group of soldiers which sends him flying toward a prison cart.

He smashes into the cart and grabs the metal door with his hands. The prisoners huddle back in surprise as --

Kelsier rips the door free with a burst of pewter enhanced power then tosses it toward a group of encroaching soldiers.

KELSIER
(to the prisoners)
GO!

He jumps down from the cart, and spins, coming face to face with --

A tall figure wearing a brown robe looms before him. Kelsier pauses as the figure pulls back his hood to reveal a STEEL INQUISITOR. It smiles.

Just then, FOOTSTEPS are heard approaching from the side alleyways. The colour drains from Kelsier's face as he sees --

EXT. ALLEYWAY - AT THAT MOMENT

Hundreds of SOLDIERS enter the courtyard.

BREEZE
Damnation!

Dockson pulls Breeze into an alley as the Soldier's flood the square.

Vin follows.

VIN
What?

BREEZE
Inquisitor.

Breeze points toward the robed figure standing before Kelsier.

DOCKSON
Kelsier?

Dockson cranes to get a better look. Vin grips his shoulder for support.

VIN
It's a trap.

EXT. COURTYARD - LUTHADEL STREETS - CONTINUOUS

The soldiers continue to pour into the square. An almost endless stream.

Kelsier pushes off one of the fallen guards and throws himself backward, flipping over the prison cart.

He lands in a crouch, quick to appraise the new battalion of soldiers. They carry Staves with little to no armour.
HAZEKILLERS.

The Inquisitor steel pushes himself over the cart and lands with a THUMP in front of Kelsier. He stands with a leering smile.

INQUISITOR
Where's the girl?

KELSIER
Why only one of you?

The creature's smile deepens.

INQUISITOR
I won the draw.

Kelsier flares pewter, dashing to the side as the Inquisitor pulls out a pair of obsidian axes.

The square is now clogged with soldiers. People cry out from the carts.

PRISONERS

Kelsier! Lord Kelsier! Please!

The Inquisitor attacks. Kelsier reaches out and iron pulls on one of the prisoner filled carts. He yanks himself over a group of soldiers. Lands then dashes to the cart intending to free its captives.

As he works on the iron barred door, the cart shakes violently. Kelsier looks up to where he sees --

The Inquisitor stands atop the vehicle grinning down at him menacingly.

Kelsier steel pushes himself backwards as the tip of an axe head whooshes past his face. He lands smoothly but immediately has to evade as a group of soldiers attack.

He lands then reaches out, pulling against one of the carts to anchor himself, and pulls against the fallen iron door from earlier. The barred door lurches into the air and crashes through the squad of soldiers.

The Inquisitor attacks from behind. Kelsier jumps away. The tumbling door advances forward and he leaps, steel pushing himself off the door and high into the air.

Below, the steel Inquisitor watches, trailing him with his unnatural gaze.

ANGLE ON the freed prisoners as they are rounded up one after another by the soldiers.

A look of despair is displayed on Kelsier's face until he sees --

A group of MEN, lead by Ham, charge the crossroads, carrying weapons but wearing no armour. *He brought the Calvary.*

EXT. ALLEY - LUTHADEL STREETS - CONTINUOUS

Kelsier's form drops from the air to be lost in the crowd of soldiers and skaa.

Vin cranes to get a better view.

VIN

What's happening?

DOCKSON
One of our Soldier units! Ham must
have fetched them!

VIN
Is there enough?

Dockson shakes his head.

VIN
I'm going out.

He grabs her by the cloak firmly.

DOCKSON
No you're not. I don't want a
repeat of what happened to you last
time you faced one of those
monsters.

VIN
But...

DOCKSON
Kell will be fine, he'll just try
to stall long enough for Ham to
free the prisoners, then he'll run.
Watch.

Vin steps back. Breeze mumbles to himself at her side.

BREEZE
Yes, you're afraid. Let's focus on
that. Soothe everything else away.
Leave you terrified. That's an
Inquisitor and a Mistborn fighting,
you want no part of that...

ANGLE ON the square. One of the soldiers drops his staff and
flees in fear.

Vin crouches to Breeze's side.

VIN
How can I help?

EXT. COURTYARD - LUTHADEL STREETS - CONTINUOUS

Kelsier ducks an attack from the Inquisitor as Ham's unit
crashes into the imperial soldiers and cuts their way toward
the prisoner carts.

Their attack diverts the attention of the regular soldiers who appear happy to leave Kelsier and the Inquisitor to their solitary battle.

Skaa clog the streets, drawn away from the Four-well crossroads by the commotion. Thousands of onlookers crowd the courtyard now. Other squads of SOLDIERS try to slowly push their way through the swarms of people.

The Inquisitor swings its black axe. Kelsier dodges causing the creature a great deal of frustration.

A small group of Ham's men reach one of the prisoner carts. They break the lock, freeing the dozens of people inside.

Kelsier smiles, eyeing the annoyed Inquisitor who growls its displeasure.

ELEND (O.S.)

Valette!

Kelsier turns in shock at the sound of Elend's voice through the roar of the crowd. He sees the well dressed nobleman pushing his way through the soldiers toward the centre of the melee.

Elend carries a duelling cane and is protected by two GUARDSMEN who flank him.

ELEND

Valette!

He angrily turns to one of the soldiers.

ELEND

Who told you to raid house Renoux's
convoy! Who authorized this!

Kelsier brings his attention back to the hateful gaze of the Inquisitor just as a female servant from house Renoux tries to flee past.

With a casual swing of its axe the Inquisitor chops off the woman's head.

KELSIER

No!

The body falls at the creature's feet spraying life blood across its robes. The Inquisitor reaches for another victim about to raise its axe.

KELSIER

All right!

Kelsier strides forward. He pulls a pair of vials from his sash.

KELSIER

You want to fight me? Come on!

The Inquisitor smiles. Pushes the captured woman aside and strides toward Kelsier.

Kelsier flicks the corks off both vials at once and downs their contents, then tosses them to the ground.

There's a tentative pause as the two size each other up and then --

Kelsier flares the steel inside of him and lets out a massive push throwing Soldiers, prisoners and rebels back with an invisible force opening up a battle ground.

KELSIER

Let's do it then!

EXT. COURTYARD - LUTHADEL STREETS - LATER

A dying IMPERIAL GUARD falls to the cobblestone street as a REBEL SOLDIER stabs him in the chest.

The courtyard is a hive of chaos. Ham's unit of rebel fighters engage the imperial army while Skaa onlookers crowd the perimeter.

ANGLE ON Kelsier who dashes forward, flares pewter and whips out his daggers.

He burns atium as does the Inquisitor. Hundreds of overlapping shadows spring from the two fighters.

Kelsier slashes twice at his foe. The creature dodges amid a vortex of atium tracers, then swings his axe which Kelsier leaps over with a pewter enhanced jump.

He steel pushes off a group of soldiers from behind, propelling him feet first into the face of the Inquisitor, then kicks off, flipping backward in the air.

The Inquisitor stumbles. Kelsier pulls on a soldier mid fall, yanking himself in reverse. The soldier is pulled off his feet by the force of the Iron-pull, and he streaks toward Kelsier. Both men flying in the air.

Kelsier flares iron, Pulling against a patch of soldiers to his right while still Pulling against the single soldier.

The result is a pivot. Kelsier flies to the side, and the soldier holds, as if by tether, to Kelsier's body, swinging in a wide arc like a ball on a chain.

The unfortunate soldier crashes into the stumbling Inquisitor, smashing them both into the bars of an empty prison cart.

The soldier topples, unconscious, to the ground. The Inquisitor bounces off the iron cage, falling to its hands and knees. A line of blood runs down the creature's face, but it looks up, smiling. Not the least bit phased as it stands.

KELSIER

Dammit!

With an incredible burst of speed, the Inquisitor grabs the empty, boxlike prison cell by a pair of bars, then rips the entire thing free of the cartwheels.

The creature spins and hurls the massive iron cage at Kelsier, who stands only a few feet away.

With no time to dodge, and a building directly behind him, Kelsier jumps, using a Steel-push to guide his body through the open doorway of the spinning cage. He twists within the cell, Pushing outward in all directions, holding himself in the metal cage's exact centre as it smashes into the wall, then bounces free.

The cage rolls then skids across the ground. Kelsier lets himself drop, landing on the underside of the roof as the cage slowly slides to a halt. Through the bars, he sees the Inquisitor watching him amid a sea of fighting soldiers, its body surrounded by a twisting, dashing, moving cloud of atium images.

The Inquisitor nods its head to Kelsier in a slight show of respect.

Kelsier Pushes out with a yell, flaring pewter to keep from crushing himself.

The cage explodes, the metal top flips into the air, the bars rip free and burst outward. Kelsier Pulls the bars behind him and Pushes the ones in front of him, sending a stream of metal shooting toward the Inquisitor.

The creature raises a hand, expertly dividing the large missiles. Kelsier follows the bars with his own body as he shoots himself toward the Inquisitor with a Steel-push.

The Inquisitor Pulls himself to the side, using an unfortunate soldier as an anchor.

The man cries out as he is wrenched away from a duel only to be choked off as the Inquisitor jumps, Pushing against the soldier and pulverizing the man to the ground.

The dark robed figure shoots into the air. Kelsier slows himself with a Push against a group of soldiers, tracking the Inquisitor. Behind him, the top of the cage crashes back to the ground, throwing up chips of stone. Kelsier blasts against it and hurls himself upward, after the Inquisitor.

Flakes of ash streak past him. Ahead, the Inquisitor turns, Pulling against something below. The creature switches directions immediately, instead hurling toward Kelsier.

Kelsier frantically Pulls against a soldier, lurching downward as the Inquisitor passes diagonally overhead.

Kelsier flares pewter, then crashes into the soldier he Pulled up toward him. The two of them spin in midair.

KELSIER

Sorry friend.

Kelsier Pushes himself to the side.

The soldier shoots away, eventually smashing into the side of a building as Kelsier uses him to soar over the battlefield. Below, Ham's main squad finally reach the last prison cart.

Several groups of imperial soldiers push their way through the gawking skaa crowds. One is a large team of archers armed with obsidian-tipped arrows.

KELSIER

Shit!

Kelsier drops to the cobblestones. The archers prepare to fire straight into the crowd, but Kelsier reaches to the side, Pulling against some discarded bars from the destroyed cage.

The archers draw their bows. Atium shadows predicting their next move.

Kelsier releases the bars and Pushes himself to the side. The bars rocket between the archers and the fleeing prisoners just as --

The archers fire.

Kelsier flares both steel and iron, Pushing against one tip of each bar and Pulling against the opposite tip. The bars lurch in the air, spinning like furious, lunatic windmills. The flying arrows deflected to the side by the rods of iron.

The bars clang to the ground amid the scattered, discarded arrows.

The archers stand, stupefied, as Kelsier jumps to the side again, then Pulls lightly on the bars, flipping them up into the air in front of him. He Pushes, sending the bars crashing toward the archers. He turns away as men scream and die, eyes seeking his true foe.

He looks into a scene of chaos. Men fight, run, flee, and die, each one bearing a prophetic atium-shadow to Kelsier's eyes.

More and more imperial soldiers arrive. Many of Ham's men are down, the others retreat, blending into the skaa crowds. Kelsier fixes his eyes on the last prisoner cart. The one with Spook and Renoux.

Ham attacks, throwing enemy soldiers out of his way, leading a squad of fifty men toward the final prison cart. As they reach it, Ham steps back to fight off a group of enemy soldiers as one of his men break the cart's lock.

Kelsier smiles with pride, eyes still searching for the Inquisitor.

Renoux exits the cart, then steps to the side, watching as his servants rush free from their cage.

Suddenly, Elend bursts from the melee, grabbing him by the front of his suit.

ELEND

Where's Valette? Which cage was she in?

Kelsier Pushes himself a path through the soldiers as he runs toward the cart.

The Inquisitor appears, leaping out from behind a pile of soldiers. It lands on top of the cage, obsidian axes grasped in each claw-like hand.

The creature meets Kelsier's eyes and smiles, then drops from the top of the cage and buries an axe in Renoux's back.

Renoux jerks, eyes wide. The Inquisitor turns his attention toward Elend next.

Kelsier pauses for just a moment.

The Inquisitor raises his axe to strike.

Kelsier flares steel and blasts against the soldiers behind him. Dozens of men are thrown backward as he streaks toward the Inquisitor, crashing into the creature mid swing.

The discarded axe clatters against the stones a few feet away. Kelsier grips the Inquisitor by its neck as the two hit the ground. He begins to squeeze with pewter-enhanced muscles. The Inquisitor reaches up, grabbing Kelsier's hands, desperately trying to force them apart.

The Inquisitor gasps raggedly, the metal spike-heads protruding from its eyes just inches from Kelsier's face. To his side Kelsier sees Elend Venture stumble back.

KELSIER

The girl is fine. She wasn't on the
Renoux barges. Go!

Elend pauses uncertainly until one of his BODYGUARDS appears, dragging him away.

Slowly, with straining muscles, the Inquisitor forces Kelsier's hands apart. The creature smiles triumphantly.

The Inquisitor pushes Kelsier back, then Pulls against a soldier, yanking itself in a skidding motion across the cobblestones.

The creature hits a corpse and flips backward, up to its feet. Its neck red from Kelsier's grip, bits of flesh torn by his fingernails. Yet still it smiles.

Kelsier Pushes against a soldier, flipping himself up as well. To his side, he sees Renoux leaning against the cart. Their eyes meet. Kelsier nods slightly.

Renoux drops to the ground with a final sigh, axe in his back.

HAM

Kelsier!

KELSIER

Go! Renoux is dead.

Ham glances at Renoux's body, then nods. He turns to his men, calling orders.

INQUISITOR (O.S.)

Survivor.

Kelsier spins. The Inquisitor strides forward, stepping with pewter enriched power within a haze of atium-shadows.

INQUISITOR
Survivor of Hathsin. You promised
me a fight. Must I kill more Skaa.

Kelsier flares his metals.

KELSIER
I never said we were done.
He smiles despite his fear and fatigue.

EXT. ALLEY - LUTHADEL STREETS - CONTINUOUS

Vin stands, trying desperately to see over the crowd.

DOCKSON
What?

VIN
I thought I saw Elend.

DOCKSON
Here? That sounds a bit ridiculous
don't you think?

She flushes.

VIN
Regardless, I'm going to try to get
a better view.

Vin grabs the side of the alleyway.

DOCKSON
Be careful, if that Inquisitor sees
you...

She nods, then scrambles up the brick wall. Once high enough,
Vin scans the intersection for familiar figures.

VIN'S POV. One of the carts lays on its side. Horses stomp
about, hedged in by the fighting and the skaa crowds.

DOCKSON
What do you see?

VIN
Renoux is down, looks like...
there's an axe in his back!

DOCKSON
What about the prisoners?

VIN

The cages are empty. Ham's free, I don't see him alive or dead anywhere. Spook's gone too.

DOCKSON

And Kell?

VIN

He's still fighting the Inquisitor.

EXT. COURTYARD - LUTHADEL STREETS - CONTINUOUS

Kelsier punches the Inquisitor square in the face. The creature stumbles and he follows with a fist to its stomach. The Inquisitor GROWLS and slaps Kelsier, throwing him down with ease.

Kelsier shakes off the blow. He Pushes himself up to his feet, backing away.

The Inquisitor strides forward. Many of the soldiers stop in awe. Transfixed by the fight between two powerful Allomancers.

Kelsier reaches out, grabbing smaller metal sources and Pulling them away from their owners. metal caps, fine steel swords, coin pouches, daggers. He throws them at the Inquisitor, carefully manipulating Steel-pushes and Iron-pulls.

With his atium burning, each item creates a fanning multitude of tracers to the Inquisitor's eyes, who struggles to deflect the maelstrom of metal.

Kelsier continues to use the Inquisitor's own Pushes against itself. Juggling the bits of metal back and forth like a mortal game of tennis.

The circle of imperial soldiers watch the two fighters warily. Kelsier Pushes against the men's breastplates, lurching himself back and forth in the air, moving constantly.

EXT. ALLEY - LUTHADEL STREETS - CONTINUOUS

DOCKSON

Keep an eye on my belt buckle.

Dockson wobbles slightly, clinging to the bricks next to Vin.

DOCKSON

If I fall, give me a pull eh?

She absently nods, distracted by Kelsier's fight with the Inquisitor.

VIN

He's incredible!

EXT. COURTYARD - LUTHADEL STREETS - CONTINUOUS

Kelsier lurches back and forth in the air, his feet never touching the ground. Bits of metal buzz around him, responding to his Pushes and Pulls.

The Inquisitor slaps the metal away with a fury, having trouble keeping track of them all.

Kelsier spins and flies amid a hurricane of metal. He periodically shoots the orbiting ingots at the Inquisitor.

The creature spins in confusion, trying to push itself upward. Kelsier shoots several larger pieces of metal over the creature's head, throwing off its jump.

An iron bar strikes the Inquisitor in the face.

The creature stumbles, blood mars its face. Another piece of steel strikes it in the side, tossing it backward.

Kelsier begins to shoot pieces of metal quickly, his rage and anger mounting.

KELSIER

Were you the one who killed Marsh?
Were you there when I was condemned
years ago?

The Inquisitor raises a hand as it tries to Push away the next swarm of metals. It limps away, putting its back against the overturned cart.

The creature GROWLS and lets out one last explosive push of strength. Soldiers topple to the ground, while Kelsier's metal weapons are deflected away.

Kelsier releases the metal as he dashes forward, rushing the disoriented Inquisitor, scooping up a loose cobblestone.

The creature turns toward Kelsier as he swings the cobblestone, striking the Inquisitor square in the eyes.

The creature's head snaps back, smacking against the bottom of the overturned cart. Kelsier strikes again, YELLING, repeatedly smashing the stone into the creature's face.

The Inquisitor HOWLS in pain, reaching claw-like hands for Kelsier, moving as if to jump forward until --

It suddenly jerks to a stop, head nailed against the cart's wood by the spike tips jutting from its skull.

Kelsier smiles as the creature screams in rage, struggling to pull its head free from the wood. Kelsier turns to the side where an obsidian axe juts from the back of a corpse. He snatches the weapon out of the dead man.

KELSIER

I'm glad you talked me into this.

He swings with a two-handed blow, slamming the axehead through the Inquisitor's neck and into the wood behind.

The Inquisitor's body slumps to the cobblestones, leaving the leering head nailed to the cart by its own spikes.

Kelsier turns to face an encroaching group of imperial soldiers. He stands defiantly, awaiting execution, his scarred arms plainly visible and then --

SKAA (O.S.)

The survivor of Hathsin!

SKAA 2 (O.S.)

He killed an Inquisitor!

The Skaa begin to CHANT. Others in the surrounding streets SCREAM Kelsier's name. A look of fear washes over the soldiers as they realize they are surrounded. The peasants press in.

Then it hits. Like a cloud moving before the sun. An oppressive shadow stifles the budding skaa emotions. The people cease their rebellious streak, cowering as --

Up ahead, a single, black carriage crests the hill and begins to move down from the fountain square.

The Lord Ruler has arrived.

EXT. ALLEY - LUTHADEL STREETS - CONTINUOUS

Vin nearly loses her grip as a wave of depression hits her. She flares her copper in defence.

DOCKSON

Lord Ruler...

Skaa step aside to make room for the dark carriage. It rolls down a corridor of people toward the corpse-littered square.

Soldiers pull back. Kelsier steps away from the fallen cart, moving out to face the oncoming carriage.

VIN

What is he doing? Why doesn't he run? This isn't some Inquisitor. This isn't something you fight.

DOCKSON

This is it Vin. This is what he's been waiting for. A chance to face the lord ruler, a chance to prove those legends of his.

Vin turns back to the square. The carriage rolls to a stop.

VIN

But... The eleventh metal. Did he bring it?

The LORD RULER steps from his carriage. Vin leans forward, burning tin to get a better look, but --

EXT. COURTYARD - LUTHADEL STREETS - CONTINUOUS

We don't see the Lord Ruler's face. Only glimpses of a black and white uniform similar to a nobleman's suit, but far more exaggerated. The coat reaches all the way to his feet, trailing behind him as he walks. While a pure black vest completes his ensemble, accented with brilliant white markings.

The Lord Ruler strides across the square, careful to avoid corpses as his soldiers pull back and force the skaa away.

Suddenly, a small group of REBELS burst through the line of soldiers, wearing mismatched armour. The man who leads them is named CHANCE, one of Ham's Thugs.

CHANCE

This is for my wife.

The Lord Ruler ignores the men. Chance BELLOWS in defiance, then rams his spear through the Lord Ruler's chest.

The Lord Ruler just continues to walk, passing Chance, spear sticking all the way through his body.

Chance pauses, then grabs a spear from one of his friends and drives this one through the Lord Ruler's back. Again, the Lord Ruler ignores the men as if they, and their weapons, were completely beneath his contempt.

Chance stumbles back, then spins in horror as his friends are chopped down by an Inquisitor's axe. He tries to run, but he himself is hacked to bloody pieces.

The Lord Ruler continues forward, two spears sticking unnoticed from his body. Kelsier stands waiting. He looks ragged in his ripped skaa clothing. Yet, proud. Standing tall.

The Lord Ruler stops a few feet away, one of the spears nearly touching Kelsier's chest. Black ash drifts lightly around the two men. The square falls eerily silent.

Vin leans forward, clinging precariously to the rough brickwork.

The Lord Ruler glances at the dead Inquisitor.

LORD RULER

Those are very hard to replace.

Kelsier smiles.

LORD RULER

I killed you once.

KELSIER

You tried, but you can't kill me
Lord Tyrant. I represent that thing
you've never been able to kill, no
matter how hard you try.

(beat)

I am hope.

The Lord Ruler snorts in disdain. He raises a casual arm, then -- backhands Kelsier with a blow so powerful that it echoes throughout the square.

Kelsier lurches and spins. Spraying blood as he falls.

VIN

NO!

The Lord Ruler rips one of the spears from his own body, then slams it down through Kelsier's chest.

LORD RULER

Let the executions begin.

He turns toward his carriage and rips out the second spear, then tosses it aside.

Chaos follows as the Inquisitor proceeds to cut down Skaa. The soldiers turn and attack the crowd. Other Inquisitors appear from the square above, riding black horses, ebony axes glistening in the afternoon light.

VIN

Kelsier!

Kelsier's body lays where it fell, spear jutting from his chest, scarlet blood pooling around him.

VIN

No, no, no!

Vin jumps from the building and Pushes against the metal armour of the soldiers in the courtyard. She soars above the massacre, landing in the centre of the now empty square and scrambles to Kelsier's side.

Almost nothing remains of the left side of Kelsier's face. Yet the right side still smiles faintly. His single dead eye stares up into the red-black sky as bits of ash falls lightly.

VIN

Kelsier no...

Tears stream down Vin's face. She prods his body, feeling for a pulse that isn't there.

VIN

You said you couldn't be killed!
What of your plans? What of the
eleventh metal?
(quietly)
What of me?

He doesn't move. Vin can barely see through her tears.

Someone grabs Vin from behind and she squirms, crying out.

HAM

Time to go, kid!

Ham stops a moment to look at Kelsier, assuring for himself that their crew-leader is dead.

Vin continues to struggle weakly as Ham pulls her away. She looks once more at Kelsier, shocked to find --

REEN stands above his broken body. He watches her with a baleful glare.

REEN (O.S.)
See, I told you he would leave you.
I warned you. I promised you.

FADE OUT.

END EPISODE SEVEN