

MISTBORN
Episode three

Written by

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Based on, the novel by Brandon Sanderson

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SON OF A BLACKSMITH

'EPISODE THREE'

INT. CREW SAFE HOUSE - DAY

FADE UP on a grim faced HAMMOND who stands within a dark room holding a solitary lantern.

Behind him, KELSIER and DOCKSON block the doorway as VIN tries to make her way past.

KELSIER

You may not want to see this.

Vin gives Kelsier a resolute stare. He hesitates then steps to the side.

Dockson follows Vin into the room. She freezes.

Angle on dozens of corpses. Their twisted limbs cast haunting shadows from Ham's lantern.

We see quick shots of gore. Limbs separated from torsos, Broken chairs and tables, impaled chests, dark sticky blood seems to cover everything.

Dockson kneels next to one of the bodies.

DOCKSON

Inquisitor?

Kelsier nods. SAZED enters from behind. Careful not to sully his grey robes.

Vin picks her way through shattered furniture. Joins Kelsier by his side, but stops dead in her tracks when she sees --

ULEF'S dead eyes look back at her. His expression contorted with pain. Rib cage torn open.

KELSIER

This isn't good. Steel Inquisitors don't usually bother with simple thieving crews.

VIN

You think it was the same one as before?

KELSIER

It seems like too much of a coincidence.

VIN

This is my fault. Ulef and the others are dead because of me.

KELSIER

It was Camon's fault. He shouldn't have tried to scam an Obligator.

Kelsier gives Vin's shoulder a comforting squeeze.

KELSIER

Are you alright?

VIN

They were no one to me.

He regards her for a moment, then crosses the room to speak with Dockson.

The loud CREAK of floorboards announce the arrival of Ham. Vin spins. Startled. On edge.

HAM

Areas secure...

He holds up another lantern.

HAM

...No sign of obligators or Garrisoners.

Vin makes her way over to Sazed. His eyes are closed as he chants something inaudible.

VIN

What's that?

SAZED

A prayer. The death chant of the Cazzi. It is meant to awaken the spirits of the dead and entice them free of their flesh so that they may return to the mountain of souls.

VIN

How did you decide which religion's prayer to use?

SAZED

It just seemed. Appropriate.

DOCKSON (O.S.)

Kell! Come look at this?

Kelsier moves to join Dockson. Vin follows.

INT. CREW SLEEPING QUARTERS - CONTINUOUS

Dockson stands by the long corridor-like chamber of what used to be Vins sleeping quarters.

Vin peeks her head inside.

She sees a single dead body tied to a chair. Eyes gouged out.

KELSIER

That's the man I put in charge.

VIN

Milev.

DOCKSON

They tortured him to be sure. Look at the amount of blood on the floor. His was not a quick death.

Vin shivers.

HAM

Should we move our base?

KELSIER

I don't think so. Clubs is a fine smoker. We'll be safe for now. Dockson, a word.

Kelsier pulls Dockson away from the others. He speaks to him in barely a whisper.

Vin tries to eavesdrop, but Sazed intervenes.

SAZED

Mistress Vin, if master Kelsier wanted us to hear what he was saying would he not speak in a louder voice?

She shoots the Terrisman an angry glance. Then burns *tin*.

The room immediately brightens. The sounds around Vin increase in volume. She can hear quite distinctly Dockson's voice.

DOCKSON

...Went to check on him a couple times, like you asked.

(MORE)

DOCKSON (CONT'D)
 You'll find him three streets west
 at the Fourwell crossroads.

Kelsier nods.

KELSIER
 (Shouting)
 Ham!

Vin winces from the sudden inclusion of Kelsier's loud voice.

Ham peeks his head out from a back room.

HAM
 Yes Kell?

KELSIER
 Take the other's back to the shop,
 and be careful.

HAM
 Of course.

Vin eyes Kelsier before being ushered out of the safe house
 with the others.

EXT. FOURWELL CROSSROADS - DAY

Close on a green, copper hewn face. Cheeks blackened by soot
 stained tears.

We pull back to reveal a massive statue of the Lord Ruler
 dressed in a cloak and armour, erected within a great
 fountain. Water caked by a recent ash fall.

Kelsier stands at the fountain looking up to the man he means
 to overthrow before continuing on his way.

The fountain resides at a large crossroad square with four
 wells at its corners. Many SKAA beggars populate the area
 calling out for money.

Kelsier tosses a handful of coins to the less fortunate.

Three streets over he finds a much smaller crossroads.

Kelsier studies the faces of the Skaa in turn. Malnourished
 children, and age-worn adults look at him with pleading eyes.

At the north corner of the intersection Kelsier notices very
 few beggars, almost as though avoiding the area.

He burns *Tin*. The sights and sounds of the square increase dramatically. Kelsier listens and hears --

The unmistakable BUZZING of flies.

Kelsier kicks off his shoes, removes his belt, and unclasps the cloak he wears until no metals remain to be exploited.

With that he dumps a few coins in his hand from a pouch and makes his way down a dark alleyway.

EXT. DARK ALLEY - CONTINUOUS

The thin dark alley is clogged with refuse and ash.

Kelsier makes his way forward, but pauses when he sees --

The source of the BUZZING. A BODY swings quietly from a rope tied far above. Flies dancing around the corpse.

Suddenly the sound of SCRAPING is heard from behind. Kelsier spins. Flares *steel* and sprays forth a handful of coins.

Vin ducks to the ground. Deflecting the coins as she burns *steel*.

KELSIER

Vin?

Kelsier angrily pulls Vin to her feet.

KELSIER

What are you doing here?

VIN

I wanted to see what you were doing?

KELSIER

This could have been dangerous.
What were you thinking?

Vin cowers lowly. She burns Brass, soothing Kelsier's emotions.

KELSIER

You don't have to use allomancy
Vin. I'm not going to hurt you. You
know that.

VIN

I didn't mean to.

KELSIER
It's all right.

Vin turns her attention to the hanging corpse.

VIN
They tortured him here. Out in the
open?
(beat)
Why the hook?

KELSIER
It's meant as a message.
Specifically for those who would
use allomancy against the final
empire.

VIN
Allomancy? Then that means he was?

KELSIER
No, but he must have admitted to
using your abilities when he was
tortured.

Vin pales slightly.

VIN
Then the ministry knows I'm
mistborn?

KELSIER
(thinking)
Perhaps.

VIN
Does this mean I'm off the job
then?

A beat as Kelsier considers.

KELSIER
No, we continue as planned. It
would take a rare man to connect
your position as a noblewoman to
the boy-like skaa slave girl in the
employ of a vile crew leader.

VIN
(annoyed)
Boy like?

KELSIER
You mean that wasn't intentional?

VIN
 (changing the subject)
 What will we do about the
 Inquisitor?

Kelsier notices shadows approaching down the alley.

KELSIER
 Come. We've already attracted too
 much attention.

Kelsier pulls Vin away.

We crane up to where Camon's lifeless body dangles from a rope tied to a hook that has been rammed down his throat and juts from the neck below his chin.

Hold on the body as we FADE TO --

INT. BEDROOM - MANOR RENOUX

Vin stands at a mirror wearing a prim, light blue noble-woman's dress replete with white ruffles and lace.

She appraises her reflection. Uncertain of the unfamiliar person staring back.

Sapphire barrettes in her hair are accompanied by a twinkling necklace and ruby bracelet at her wrist.

REEN (O.S.)
 What a fool you're being.

Behind her, Vin sees the reflection of her brother, REEN sitting on the edge of the bed.

REEN
 You actually believe they care
 about you? It's all a lie Vin.
 (beat)
 They will betray you.

VIN
 (whispered)
 That's enough.

She turns away from the mirror, relieved to find that she is alone. Vin puts on a light blue silken shawl. We follow her as she leaves the room and into --

INT. HALLWAY - MANOR RENOUX

Vin makes her way to the entrance of mansion Renoux where two servants open a set of double doors and reveal an awaiting carriage.

EXT. CARRIAGE - LUTHADEL ROAD - NIGHT

Sazed drives the carriage through the haze of mist as it is jostled about by an uneven road.

INT. CARRIAGE - CONTINUOUS

Vin sits patiently as she awaits her arrival in Luthadel.

THWUMP! The carriage shakes suddenly. Vin jumps in surprise. Her attention drawn above to where she hears movement.

An anticipatory beat and then --

Kelsier drops down from the roof to the footman's rest just outside her door. He smiles as he peeks his head in through the window.

Vin lets out a relieved breath and settles back into her seat.

VIN

You could have just asked us to pick you up.

KELSIER

No need.

Kelsier opens the door and swings himself inside, then closes the door behind him.

KELSIER

Besides. I figured I owed you for surprising me in that alley last week.

VIN

How very adult of you.

KELSIER

I've always been very confident in my immaturity. So, are you ready for this evening?

Vin shrugs. Trying to hide her nervousness.

VIN
How ...uh, do I look?

KELSIER
Splendid, just like a noble young lady. Don't be nervous, Vin. The disguise is perfect.

A beat.

VIN
Kelsier, Do we really have to do it this way. Couldn't we get street informants to tell us what we need to know about house politics?

KELSIER
I don't send you into danger heedlessly Vin. There are things informants generally don't have access to. Important meetings go on where no servant can overhear them.

VIN
And you expect me to be able to get into such meetings?

KELSIER
Renoux is a weapons merchant. Houses interested in military action will want to get close to you in hopes of brokering trust with Renoux. That's who we will focus on.

Vin pauses deep in thought.

VIN
Will the Lord Ruler be there?

KELSIER
No. Obligators to be sure, but no one to be worried about, and even if you were to be in his presence, you'd be safe. He can't read minds.

VIN
Are you sure?

KELSIER
I am. But don't worry about him. Our goal is to establish Lady Valette Renoux. Nothing dangerous or unusual. Just an appearance.

(MORE)

KELSIER (CONT'D)
We'll worry about building
confidences later.

She nods.

KELSIER
Good girl.

Kelsier reaches out and pushes open the door.

KELSIER
I'll be hiding near the keep,
watching and listening.

With that, Kelsier flings himself out the door to be
swallowed up by the mist.

Vin goes to close the door behind him but takes pause when
she sees --

EXT. CARRIAGE - LUTHADEL STREETS - NIGHT

Keep Venture rises from the tenement lined streets enveloped
in an aura of misty light.

As the carriage approaches we see eight enormous lights
ablaze around the perimeter of the rectangular building.
Bright as bonfires with mirrors directly behind them to shine
light upon the Keep.

Angle on Vin as she continues to stare at the looming
fortress.

SAZED (O.S.)
Head inside, please, mistress Vin.
(Off Vin's look)
Proper young ladies do not gawk.

Vin shoots Sazed an icy glare before retreating back into the
Carriage.

The carriage pulls up to the massive Keep. A Venture FOOTMAN
immediately opens the door while a second hurries forward and
holds out a hand to help Vin down.

Vin accepts his hand.

Sazed surrenders the carriage and takes his place a few steps
behind her. The Terrisman wears robes much finer than his
standard fare.

SAZED

(whispered)

Forward, mistress. Up the carpet so that your dress doesn't rub on the cobbles, and in through the main doors.

Vin does as instructed. She walks forward passing noblemen and ladies in various suits and gowns.

The two approach the entrance. Sazed presents Vin's invitation to a pair of ATTENDANTS in red and black servant suits. They look the invitation over then bow their acceptance waving her in.

INT. FOYER - KEEP VENTURE - CONTINUOUS

A crowd of ARISTOCRATS have pooled within the foyer waiting to enter the main hall.

Close on Vin. Face flush. Eyes darting throughout the room seemingly in terror.

SAZED

(Soothing)

Forward, mistress. Remember your lessons.

She continues forward, rigid, fearful, like a rat caught in a cage. Sazed's usual calm demeanour betrays a look of concern.

Vin stops just inside the Foyer. An imperious looking NOBLEMAN in a black suit turns to regard her. She freezes. The man immediately dismisses her.

In fact, everyone who looks her way seems to view her as inconsequential.

Vin let's out a long, calm breath. Anxiety melting away.

With renewed confidence she steps to the side and hands an ATTENDANT her shawl. Sazed relaxes beside her. Vin shoots him a smile then sweeps forward into --

INT. MAIN HALL - KEEP VENTURE - CONTINUOUS

The cavernous main hall opens into a grand and imposing four story room several times long as it is wide.

Enormous rectangular stained-glass windows run in rows along the hall where the powerful lights from outside shine through creating a dazzling display of colour which play upon massive, ornate stone pillars set within the walls between the windows.

In the distance, at the far end of the hallway we see a low balcony set into the wall where a small group of tables stand out.

SAZED
 (gesturing toward the far
 balcony)
 The dining table of Lord Straff
 Venture.

A string orchestra plays on a platform to Vin's left.

Couples dance to the music in the center of the hall.

To her right serving tables hold platter upon platter of food attended by SERVERS dressed in white.

Sazed approaches an ATTENDANT and presents Vin's invitation. The man nods, then whispers something in a YOUNGER SERVANTS ear. The young man bows, then leads the pair into the room.

SAZED
 I asked for a small, solitary
 table. You won't need to mingle
 during this visit. Just be seen.

Vin nods gratefully.

SAZED
 The solitary table will mark you as
 single. Eat slowly, once your meal
 is finished, men will come ask you
 to dance.

VIN
 (urgent whisper)
 You didn't teach me to dance!

SAZED
 There wasn't time Mistress, worry
 not, respectfully and rightly, you
 can refuse these men. They will
 assume that you are flustered by
 your first ball, and no harm will
 be done.

Vin nods. The serving man leads them to a small table near the center of the hallway. Vin seats herself in the only chair while Sazed orders her meal.

He takes a watchful stance behind Vin's chair. She sits primly, taking in the hall and its many occupants.

Most tables lay beneath an overhang of a gallery close to the dance floor leaving a walkway between the tables and the wall.

A HIGH PRELAN strolls along the pathway behind Vin.

Angle on numerous OBLIGATORS mingling throughout the party.

Vin's eyes come to rest on the windows. Beautifully designed in religious symbolism. Of interest is a dark foreboding image of 'THE DEEPNESS' an ancient multi-tentacled void representing what we would interpret as the devil. Vin shivers as --

SUITOR (O.S.)
Lady Valette Renoux?

She turns her attention to a YOUNG NOBLEMAN wearing a green vest and dark suit coat.

SUITOR
I am Lord Rian Strobe. Would you care to dance?

VIN
My Lord.
(glancing down demurely)
You are kind, but this is my first ball, and everything here is so grand! I fear I will stumble from nervousness on the dance floor. Perhaps, next time?

SUITOR
Of course, my lady.

The suitor gives a courteous nod, then withdraws.

SAZED
Very well done, Mistress. Your accent was masterful. You will of course have to dance with him at the next ball.

VIN
(flushing)
Maybe he won't attend.

SAZED

Not likely, the young nobility are quite fond of their nightly diversions.

VIN

(incredulous)

They do this every night?

SAZED

Nearly. We won't have you attend them all, but we should probably get you up to attending two or three a week.

VIN

Two or three. I'm going to need more gowns!

SAZED

Ah, thinking like a noblewoman already. Now, mistress if you will excuse me.

Vin turns toward Sazed.

VIN

Excuse you?

SAZED

To the steward's dinner. A servant of my rank is generally dismissed once my masters meal is finished.

VIN

You're leaving me by myself?

SAZED

You've done well so far, mistress. If any other young men approach, turn them away as delicately as you did the first.

VIN

But...

SAZED

I shall arrive in about an hour.

Vin nods hesitantly. Sazed remains, as if waiting for something.

VIN

You are dismissed.

SAZED
Thank you, mistress.

Sazed bows and withdraws, leaving her alone.

BEGIN PROGRESSION OF TIME MONTAGE

- A SECOND SUITOR approaches. Vin dismisses him.
- Vin watches the numerous couples on the dance floor.
- A THIRD SUITOR approaches. Vin graciously rejects him.
- Vin curiously watches an OBLIGATOR as he moves from table to table.
- A FOURTH SUITOR approaches. Vin respectfully turns him down.
- Vin's eyes fall upon a group at a nearby table, they wave the Obligator over.

END MONTAGE

Vin burns tin. The sights and sounds of the room increase, including the conversation at the nearby table.

NOBLEMAN (O.S.)
...swear that I'll share news of my
engagement with him before anyone
else.

OBLIGATOR
Very well, I witness and record
this.

She watches as the Nobleman hands the Obligator a handful of boxings which he promptly pockets as he leaves the table.

The people at the table rise and go their separate ways.

Vin follows the Obligator as he joins a second Obligator, one she immediately recognizes.

REEN (O.S.)
Well If it isn't dear old dad.

Vin hears her brother's voice in her head. We see his blurred out presence at her table.

REEN
Imagine if he recognized you. What
these people would do to a Skaa
pretending to be one of them.
(MORE)

REEN (CONT'D)

You'd be hanging from the rafters
with a hook...

VIN

(whispered)

Shut up!

She blocks her brother out and turns away from her father,
the Obligator, where she sees --

A lofty inset balcony runs above the entire far wall. Couples
move atop of it looking down at the party below.

Vin waves down a serving boy. He approaches with alacrity.

SERVING BOY

Yes, Lady Renoux.

VIN

(pointing up to the
balcony)

How do I get up there?

SERVING BOY

There are stairs just to the side
of the orchestra, my lady. Climb
them to the top landing.

She stands, nods her thanks, and makes her way toward the
stairs.

INT. UPPER BALCONY - KEEP VENTURE - MOMENTS LATER

Vin reaches the landing. The upper balcony is dark, lit only
by several small blue-glassed lanterns on the walls.

She approaches the iron railing between two pillars and looks
down upon the party below.

VOICE (O.S.)

Now see, here's the problem with
going to refill your cup of wine.

The sudden voice causes Vin to jump. She spins to see --

An unkempt young man, ELEND VENTURE, stands behind her. He
wears an ill fitting suit, less stylish than most, with a cup
of wine in hand. Vin notices the bulge of a book tucked away
in his breast pocket.

ELEND

The problem is, you return to find your favourite spot has been stolen by a pretty girl. Now, a gentleman would move on to another place, leaving the lady to her contemplations. However, this is the best spot on the balcony, it's the only place with adequate reading light.

VIN

I'm sorry my Lord.

ELEND

Ah, see, now I feel guilty. All for a cup of wine. Look, there's plenty of room for two people here, just scoot over a bit.

Vin steps a bit to the side. Elend takes a place next to her. He leans back against a side pillar and takes out his book and begins to read.

She stands for a moment watching him. He seems completely absorbed. Paying her no mind.

VIN

Do you always read at balls?

ELEND

Whenever I can get away with it.

VIN

Doesn't that defeat the purpose of coming? Why attend if you are just going to avoid socializing?

ELEND

You're up here too.

VIN

I just wanted to get a Brief view of the hall.

ELEND

Oh? And why did you refuse all three men who asked you to dance?

Vin pauses. Elend smiles and returns to his book.

VIN

There were four, and I refused them because...

ELEND

Because?

VIN

(embarrassed)

...Because I don't know how to dance very well.

Elend lowers his book slightly, eying her.

ELEND

You know, you are a lot less timid than you look.

VIN

Timid? I'm not the one staring at his book when there's a young lady standing by him, never having properly introduced himself.

ELEND

Now see, you sound like my father. Far better looking, but just as grumpy.

Vin glares at him, finally he rolls his eyes.

ELEND

Very well, let me be a gentleman then.

He bows to her with a refined formal step.

ELEND

I am Lord Elend. Lady Valette Renoux, might I have the pleasure of sharing this balcony with you whilst I read?

She folds her arms unamused by his obvious sarcasm. Elend immediately returns to his book.

VIN

You still haven't told me why you'd rather read than participate?

He sighs, lowering his book again.

ELEND

Well, see, I'm not exactly the best dancer either.

VIN

Ah.

ELEND

But! That's only part of it, once you've attended five or six hundred of these balls, they begin to feel repetitive.

VIN

You'd probably learn to dance better if you practiced.

ELEND

You're not going to let me get back to my book are you?

VIN

(smiling)

I wasn't intending to.

Elend tucks his book back into his jacket pocket.

ELEND

Well then, do you want to go dance instead?

Vin freezes. Elend smiles nonchalantly.

ELEND

That's a no, I assume?

(beat)

Good, I thought I should offer, since we've established that I am a gentleman.

VIN

What's this you were reading?

Vin snatches the book from Elend's pocket. She flips through the pages.

ELEND

Dilisteni, trials of monument. Have you heard of it?

VIN

(saucy)

Oh yeah, I've read it at least a half dozen times. An absolute page turner.

Elend takes his book back.

ELEND

Funny, I find it to be a bit Blaise.

(MORE)

ELEND (CONT'D)

(beat)

So what do you think of your first experience at court?

VIN

It's very...overwhelming.

ELEND

(chuckling)

Say what you will about house Venture, they know how to throw a party.

VIN

You don't like house Venture then?

ELEND

Not particularly, no. They're an ostentatious lot, even for high nobility. They can't just have a party. They have to throw the best party. Never mind that they run their servants ragged setting it up, then beat the poor things in retribution when the hall isn't perfectly clean the next morning.

Vin stifles a look of shock at Elend's words.

ELEND

(embarrassed)

But, well, never mind that. I think your Terrisman is looking for you.

She looks over the side of the balcony. Sazed stands at her now empty table speaking to a SERVING BOY.

VIN

I've got to go!

Vin turns toward the stairwell.

ELEND

Well then, back to reading it is.

He gives her a half wave of farewell and is back to reading before Vin reaches the first step.

INT. MAIN HALL - KEEP VENTURE - MOMENTS LATER

Vin arrives at the bottom of the stairs slightly out of breath.

Sazed surveys the crowd. Spots her and makes his way over.

VIN
(chagrined)
I'm sorry.

SAZED
Do not apologize to me mistress. It
is both unseemly and unnecessary.

VIN
Is it time for us to go then?

SAZED
It is a proper time to withdraw, if
you wish.

Sazed glances at the balcony.

SAZED
May I ask what you were doing up
there mistress?

VIN
I wanted to get a better look at
the windows. But I ended up talking
to someone. He didn't seem
important enough to bother Kelsier
with his name.

SAZED
Who was it you were speaking to?

VIN
The man in the corner there, on the
balcony.

SAZED
One of Lord Venture's friends?

Vin freezes.

VIN
Is one of them named Elend?

Sazed pales visibly.

SAZED
Did he ask you to dance?

VIN
In a round about way.

SAZED

Oh dear, so much for controlled
anonymity.

VIN

Why, what did I do?

SAZED

Vin, that man is Lord Elend
Venture.

VIN

(incredulous)
Venture? Like, Keep Venture?

SAZED

Heir to the house title.

A beat.

VIN

He was a bit annoying, in a
pleasant sort of way.

SAZED

We shouldn't be discussing this
here. You're far, far below his
station. Come, let us retire. I
should not have gone away to the
dinner...

Sazed leads Vin away as he mumbles to himself. She takes one
last look at the Hall. Her eyes glancing toward the balcony
above where she sees --

Elend stands with his book in one hand. He closes it and
glances her way.

Vin smiles.

EXT. RENOUX ESTATE - NIGHT

Manor Renoux stands out like a ghostly apparition in the
nightly mists. Lantern light glowing in its many windows.

KELSIER (PRE-LAP)

Elend? Isn't he the heir?

INT. PARLOR - MANOR RENOUX - SAME

Vin sits with her legs crossed beneath her in a fine easy
chair. While Kelsier speaks with Sazed, and LORD RENOUX.

RENOUX

He is indeed, I met the lad perhaps four years ago. When his father visited the west. He struck me as a bit undignified for one of his station.

KELSIER

How attentive was the boy?

SAZED

He asked her to dance, but mistress Vin was wise enough to decline. Apparently, their meeting was a matter of idle happenstance, but I fear she may have caught his eye.

KELSIER

(chuckling)

You taught her too well Saze.

(toward Vin)

Vin, in the future perhaps you should be a little less charming.

All eyes fall upon Vin.

VIN

Why? I thought we wanted to be well liked?

RENOUX

Not by a man as important as Elend Venture, child. We sent you to court to make alliances, not scandals.

Kelsier nods.

KELSIER

Venture is young, eligible, and heir to a powerful house. Your having a relationship with him could cause serious problems for us. To get the information we want, the aristocracy needs to see you as uncertain, unimportant and most importantly, unthreatening.

RENOUX

Besides, it is unlikely that Elend Venture has any real interest in you.

(MORE)

RENOUX (CONT'D)

He is known to be a court eccentric, he is probably trying to heighten his reputation by doing the unexpected.

Angle on Vin. She deflates at Renoux's comment.

KELSIER

Yes. It is probably best if you avoid Venture completely. Try to offend him or something. Give him a few of those glares you do.

Vin regards Kelsier with a flat look.

KELSIER

That's the one!

A beat.

VIN

(hesitant)

I saw my father at the ball tonight.

KELSIER

Really?

VIN

I recognized him from a time my brother pointed him out to me.

RENOUX

What is this?

KELSIER

Vin's father is an Obligator, and apparently an important one if he was at one of Lord Venture's balls.

(toward Vin)

Do you know his name?

Vin shakes her head.

KELSIER

Description.

VIN

Uh, Bald, face tattoos...

Kelsier laughs.

KELSIER

Just point him out to me sometime,
all right?

(toward Sazed)

Now, did you bring me the names of
the noblemen who asked Vin to
dance?

SAZED

She gave me a list Master Kelsier.
I also have several interesting
tidbits to share from the stewards
meal.

KELSIER

Good.

Kelsier glances at the grandfather clock in the corner.

KELSIER

You'll have to save them for
tomorrow morning, though. I've got
to be going.

VIN

(perking up)

Going, but you just got in!

KELSIER

That's the thing about arriving
somewhere Vin, once you are there,
the only thing you can really do is
leave again.

He waves a farewell to everyone, then ducks out of the room
whistling amiably to himself.

Angle on Vin. She knows he's up to something.

VIN

(Yawning)

I think I will retire as well.

Vin stands then makes her way to the door.

Sazed eyes her suspiciously as Renoux speaks with him.

INT. HALLWAY - MANOR RENOUX - CONTINUOUS

Once out of ear-shot Vin scrambles down the hallway and up
the stairs to the second floor.

INT. BEDROOM - MANOR RENOUX - MOMENTS LATER

The lid of a chest is thrust open as Vin pulls out her mist-cloak and quickly puts it on.

She pushes open the balcony doors. Mist pours into the room.

Vin flares *Iron* and is rewarded with the sight of a blue line dissipating in the distance.

She burns *steel*, then pushes herself off the balcony and into the humid autumn air.

EXT. RENOUX ESTATE - CONTINUOUS

With the momentum of the *Steel* push, Vin *Iron* pulls toward the metal gate of the perimeter fence and as she arcs over it *Steel* pushes off the metal sending her once again into the air.

Vin keeps a watchful eye on the trail of blue left by Kelsier, following at enough distance to remain unseen.

She looks down. Notices Kelsier's blue line leads away from the Luthadel high road and into --

EXT. WILDERNESS - CONTINUOUS

Vin lands on the rough ground running in the direction of Kelsier's Northbound destination.

VIN
(to herself)
Where are you going?

She stops next to a group of stumpy trees. The blue line fades away at a rapid rate. Indicating an increase in Kelsier's speed.

VIN
(to herself)
Shit!

Vin dashes forward trying to keep up. Eventually the blue line completely disappears. She slows to a frustrated stroll.

As Vin continues forward she notices --

Two stationary bronze bars are stuck in the ground a couple feet from each other.

Vin *steel* pulls one of the bars into her hands. She examines it a moment, then peers into the swirling mists to the north. A look of revelation appears on her face. He's using them to fast travel!

She walks forward and soon finds two more bronze bars embedded in the earth. Vin looks back realizing the bars of metal create a path.

With determination Vin grips the bronze bar in her hand, positions herself over the two ingots, then *steel* pushes herself into the air.

FWOOSH! Vin shoots into the sky as high and as fast as her powers will allow her. She burns *iron*. The blue lines which indicate the path of Bronze ingots soon become visible like a succession of lighthouses in the dark.

Vin uses the two parallel bronze pieces on the ground to *steel* push and pull herself along the Allomantic highway, quickly gaining on Kelsier and his destination.

EXT. CITY WALL - LUTHADEL - LATER

A line of blue finally appears ahead of Vin. She breathes a sigh of relief.

A second blue line appears, then a third.

Vin drops to the ground with a muted THUMP. She flares tin and a massive shadow appears in the night before her, its top sparkling with balls of light.

The Luthadel city wall.

She tosses the bar of bronze to the ground, using it to throw herself up onto the battlements. Once there Vin looks back and *iron* pulls the ingot back into her awaiting hand.

She gazes over the city before her.

An uncertain beat and then --

Vin throws herself from the wall, *steel* pushing and *Iron* pulling over the roof tops.

Eventually, Keep Venture rises before her in the night.

The massive torchlights have all been extinguished. Now only a few phantom lanterns burn near guard posts.

EXT. ROOFTOP - LUTHADEL - CONTINUOUS

Vin crouches on the lip of a rooftop. A cool breeze ruffles her hair and mist-cloak as the first droplets of light rain begins to fall.

She notices movement to her right. Hides behind a chimney and flares tin.

Kelsier sits on a rooftop three buildings away, barely lit by ambient light. Eyes fixed on Keep Venture.

Vin waits apprehensively. Finally Kelsier stands and walks away, steel pushing himself off the rooftop and into the air.

She drops the bronze bar and dashes after him. Her iron shows blue lines moving in the distance. She hurriedly jumps out over the street pushing off a sewer grate below.

Angle on the blue line as it rapidly moves off toward the center of Luthadel. Vin lands atop a roof and takes pause when --

A hand falls on her shoulder.

Vin YELPS, jumping back, flares pewter.

Kelsier regards her with a cocked eyebrow.

KELSIER

You're supposed to be in bed, young lady.

Vin glances to the side toward the blue line of metal.

VIN

How?

KELSIER

My coin pouch. A good thief can steal tricks as easily as he steals boxings. I've started being more careful after you tailed me last week. At first I assumed you were a Venture Mistborn.

VIN

They have some?

KELSIER

Most of the great houses do, but your friend Elend isn't one of them. He's not even a misting.

VIN

How do you know, he could be hiding it.

KELSIER

He nearly died in a raid a couple years ago. If there were ever a time to show your powers, it would have been then.

A beat as Vin hangs her head in guilt.

Kelsier sighs. He sits down on the slanted rooftop, one leg dangling over the side.

KELSIER

Have a seat.

Vin sits across from him. It begins to drizzle slightly.

KELSIER

I can't have you trailing me like this, Vin. Do you remember our discussion about trust?

VIN

If you trusted me, you'd tell me where you are going.

KELSIER

Not necessarily. Maybe I just don't want you and the others worrying about me.

VIN

Everything you do is dangerous. Why would we worry any more if you told us specifics?

KELSIER

Some tasks are even more dangerous than others.

Vin pauses, then glances to the side, in the direction Kelsier was going. The center of the city. toward Kredik Shaw.

VIN

You're going to confront the Lord Ruler! You said last week you were going to pay him a visit.

KELSIER

Visit is perhaps too strong of word. I am going to the palace, but I sincerely hope I don't run into the Lord Ruler himself. I'm not ready for him yet. Regardless, you are going straight to Club's shop.

Vin nods.

KELSIER

(frowning)

You're just going to try and follow me again, aren't you?

A beat. She nods again.

KELSIER

Why?

VIN

Because I want to help. So far my part in all this has essentially boiled down to going to a party. I'm Mistborn, you've trained me yourself. I'm not going to sit back and let everyone else do dangerous work while I wear dresses, eat food and watch people dance.

KELSIER

Well, since you put it that way, let's trade places for a day.

VIN

(rolling her eyes)

I doubt you'd look as good as me in a dress.

Kelsier laughs.

KELSIER

(serious)

What you're doing at those balls is important.

Vin gives Kelsier a resolute stare. She's not going to back down. He sighs, leaning back.

KELSIER

I'm serious, Vin. You can't go with me!

VIN

Why not? Wouldn't it be safer
having another Mistborn with you?

KELSIER

You don't know all of the metals.

VIN

That's because you haven't taught
me.

KELSIER

You're not ready!

VIN

The best practice is doing.

(beat)

I'm not afraid. I made my peace
with the possibility of dying a
long time ago. Every day that we
defy the empire brings us closer to
that reality.

Kelsier eyes her for a moment, then he smiles.

KELSIER

When we first met, half the time I
could barely get you to say a word.
Now you're lecturing me.

She blushes. Finally, Kelsier relents. He reaches beneath his
mist-cloak to pull something out.

KELSIER

I can't believe I'm considering
this.

Kelsier hands Vin a bit of metal.

She studies the tiny, silvery ball of metal. It shimmers
between her fingers like a quivering drop of mercury.

KELSIER

Atium. Tenth, and most powerful of
the known Allomantic metals. That
bead is worth more than the entire
bag of boxings I gave you before.

VIN

(surprised)

This little bit?

KELSIER

Atium only comes from one place, the pits of Hathsin. Where the Lord Ruler controls its production and distribution. The great houses get to buy a monthly stipend of atium, which is one of the main ways the Lord Ruler controls them. Go ahead and swallow it.

Vin eyes the bit of metal, uncertain.

KELSIER

You can't sell it. Many a thief have tried, but the Lord Ruler hunts each one down in turn. He's very protective of it.

She nods, then swallows the metal.

Close on Vin's eyes. Her pupils dilate. The power inside her, immediately evident.

KELSIER

All right, Burn it.

Vin burns the atium.

Suddenly Kelsier blurs and distorts before her.

A translucent, wraith-like image shoots out into the mists in front of him. The image is an exact copy of Kelsier, and it walks just a few steps in front of him. A very faint, after image trails from the duplicate back to Kelsier.

It seems to be a reverse shadow. The copy does everything Kelsier does except moments in time ahead.

The duplicate's mouth begins to move. Vin hears Kelsier's words seconds later.

KELSIER

Atium lets you see just a bit in the future. Or at least, it lets you see what people are about to do a little bit into the future. In addition it enhances your mind, allowing you to deal with the new information, quickly and collectedly.

The shadow copy of Kelsier stops as Kelsier catches up to it.

A beat.

The shadow reaches out and slaps Vin across the face. She moves reflexively, hand darting up to meet Kelsier's blow mid swing. THWAP!

KELSIER

While you're burning atium, nothing can surprise you. You can swing a dagger with the confidence that your enemies will run right into it. You can dodge attacks with ease. With atium you are nearly invincible, unless...

Suddenly, dozens of images shoot from Kelsier's body. The shadows spring out in different directions.

Vin releases his arm in confusion.

VIN

What's happening?

KELSIER

Allomancer's who burn atium at the same time cancel each other out. The images reflect the possible actions we might take.

VIN

It's confusing.

The jumble of images are like a whirlwind in front of Vin. Old images fade while new ones appear.

KELSIER

The only way to defeat someone burning atium is to burn it yourself. That way, neither of you have an advantage.

The shadowed images vanish.

VIN

What did you do?

KELSIER

Nothing. Your atium probably ran out.

VIN

It burns so quickly.

Kelsier nods, sitting down again.

KELSIER

That's probably the quickest fortune you've ever blown.

VIN

It seems like such a waste.

KELSIER

Atium is only valuable because of Allomancy. So if we didn't burn it, it wouldn't be worth the fortune that it is. Any Mistborn you face will probably have atium so be on your guard, they'll try to lure you into using up your reserve before they do.

VIN

Does this mean you're taking me tonight?

KELSIER

I'll probably regret it, but I have no other choice. You'll just follow me regardless, and I'm not about to leave you tied up here on a roof.

Vin smiles, stepping forward as Kelsier waves her over. He reaches into his pouch and pulls out a vial of atium, which he hands to Vin.

KELSIER

Don't use it if you don't have to. You need any other metals?

She nods. Kelsier hands her another vial.

KELSIER

All right, no going back now, but first, lets go get my coin pouch.

The two turn toward the center of the city. They steel push off the rooftop and into the nightly mist.

EXT. ROOFTOP - LUTHADEL - NIGHT

A steady rain falls from the sky thinning the mists slightly.

Vin shivers and pulls her hood up as she crouches on a rooftop next to Kelsier who stuffs his coin pouch into his jacket.

Kredik Shaw lay before them. The peaked spires and sheer towers rising up like dark talons in the night.

An energy seems to emanate from the massive structure. Like the pulsing or buzz of something unnatural.

KELSIER

Our target is a tunnel complex at the base of one of the far right spires. We're heading for a room at the very center of that complex.

VIN

What's inside?

KELSIER

Not sure. That's what we're going to find out. Once every three days the Lord Ruler visits this chamber. He always stays for three hours, then leaves. I tried to get in one time, a few years ago.

VIN

The job. The one that...

KELSIER

Got me captured, yes.

(beat)

Something has to be in that room, Vin. Something important. Perhaps whatever it is holds the secret to his power and immortality.

VIN

But the eleventh metal?

KELSIER

Will be useless to us if I can't make it work.

Rivulets of rain streak Vin's face. She looks sceptical.

KELSIER

I failed last time. We planned that job for months, everything perfect, right down to the last detail, and when we arrived Inquisitors were waiting for us outside the room.

VIN

Someone told them you were coming?

Kelsier nods.

KELSIER

Tonight will be different. No plan, no strategy, we go in quiet and fast. We kill anyone who gets in our way and we finally uncover the secret locked in that room.

He turns back to Vin, determination in his eyes.

KELSIER

Are you sure you want to do this?

She nods.

VIN

I made you take me with you. There's no backing out now.

KELSIER

I was waiting for you to tell me I'm crazy.

VIN

Well that goes without saying.

The two smile. Vin's expression turns serious.

VIN

There is something, Kelsier.
(Of his look)
The place feels, wrong somehow.

KELSIER

That's the influence of the Lord Ruler. He radiates like a Soother, but infinitely more powerful. Smothering the emotions of anyone who draws near. Turn on your copper, that will make you immune.

Vin burns copper. Immediately the pulsing buzz in the air subsides.

KELSIER

Good?
(she nods)
All right then.

Kelsier gives Vin a handful of coins.

KELSIER

Stay close to me, and keep your Atium handy, just in case.

With that, Kelsier throws himself off the roof. Vin follows, her cloak tassels spraying water.

The two burn pewter as they fall, hitting the ground with Allomantically strengthened legs.

Kelsier takes off at a dash as Vin follows.

They move along the wet cobblestoned ground with inhuman speed and dexterity, fuelled by the powers within them.

Kelsier rounds the palace complex, which oddly enough has no outer wall to keep out unwanted guests.

Flat wide open space leads up to the disturbing asymmetrical collection of wings, towers and spires that makes up the formidable palace.

KELSIER
(whispering)
Here we go.

He turns, dashing directly toward a squat, bunker-like section of the building.

As they approach, Vin sees a pair of GUARDS standing by an ornate, gate-like door.

Kelsier is on the men in a flash. He cuts one down with a knife slash to the throat. The second man tries to cry out but Kelsier jumps slamming both feet into the man's chest caving in his rib cage.

He leaps to his feet then slams his weight into the door, pushing it open with brute force and continues onward.

INT. HALLWAY - KREDIK SHAW - CONTINUOUS

Weak lantern light illuminates a long corridor. Kelsier ducks down the hallway with Vin trailing.

Vin nervously pulls out a glass dagger.

A MAN steps into the hallway ahead from a guard chamber. Kelsier jumps forward and elbows the man in the stomach, then slams him face first into the wall before continuing into the room.

INT. GUARD CHAMBER - KREDIK SHAW - CONTINUOUS

Vin follows, stepping into chaos. Kelsier pulls a metal candelabrum from the corner into his hands, then begins to spin with it striking down SOLDIER after SOLDIER.

Guards cry out, scrambling and grabbing staves from the side of the room.

A table covered in half eaten meals is thrown to the side as men try to make room.

A soldier advances toward Vin. She immediately reacts. Steel pushing a handful of coins in his direction. The projectiles pierce the attackers flesh dropping him in an instant.

Vin iron pulls the coins back into her hand. She turns with a bloodied fist, spraying the room with metal. Three soldiers drop. Kelsier kills the last with his impromptu staff.

Angle on Vin. Realizing she's just killed three men, but there's no time to think, only react as --

Another SQUADRON of soldiers enter through a door opposite her.

Kelsier drops the candelabrum and steps forward. The rooms four lantern's suddenly rip from their mountings, slamming directly toward him. He ducks to the side, letting the lanterns crash together.

The room goes dark. Vin burns Tin. Her eyes adapt to the meagre light from the corridor outside. The guards stumble to a halt unable to see.

Kelsier attacks relentlessly. Slashing through the men. His dagger flashing in the darkness. Men scream, then, silence.

Vin stands, surrounded by death. Bloodied coins dribble from her shaking hands.

Kelsier places a hand on her shoulder. She jumps.

KELSIER

These were evil men, Vin. Every
Skaa knows in his heart that it is
the greatest of crimes to take up
arms in Defence of the Final
Empire.

Vin nods numbly.

KELSIER

Come, time is short.

Kelsier takes off again, hopping lithely over corpses as Vin follows.

INT. FIRST CORRIDOR - KREDIK SHAW - MOMENTS LATER

The two dash down the corridor.

Kelsier jumps into the air. He iron pulls from an anchor down the hallway flying forward at incredible speed. Vin does the same.

Side corridors whip past. The air is a rushing HOWL in her tin enhanced ears.

Ahead, two HAZEKILLERS step directly into their path. Kelsier slams feet first into one, then flips up and rams a dagger into the other's neck. Both men fall.

Kelsier ducks down a side corridor. Vin sprints to keep up with him.

INT. SECOND CORRIDOR - KREDIK SHAW - CONTINUOUS

Ahead, Kelsier pauses and Vin lurches to a stop next to him.

To their right they see an open, arching doorway, and it shines with a light far brighter than the corridor lanterns.

Vin extinguishes her tin and follows Kelsier through the archway and into --

INT. ANTECHAMBER - KREDIK SHAW - CONTINUOUS

Six brazers burn with open flames at the corners of a large, dome-roofed chamber.

The room is covered with silver-inlaid murals. Each represent the Lord Ruler. There is an image of a mountain. A cavern. A pool of light, and something, very DARK.

Kelsier strides forward. Vin turns to see what his attention is on.

The center of the room is dominated by a small structure - a building within the building. Ornate, with carved stone and flowing patterns. The single storied building stands reverently before them.

Kelsier cautiously walks forward, bare feet falling on a polished black marble floor.

Vin follows in a nervous crouch as Kelsier stands before a large Oak door set into the inner building. It's surface covered in unreadable letters.

Kelsier reaches forward and pulls open the door where he is shocked to find --

A STEEL INQUISITOR stands inside. The creature smiles, lips curling in an eerie expression beneath the two massive spikes that have been pounded, point first into its eyes.

There's a tentative beat before --

KELSIER

Vin, RUN!

The Inquisitor's hand snaps forward grabbing Kelsier by the throat.

Vin freezes. To the side she see's two more black robed Steel Inquisitors stride into the room through open arched doorways.

The first Inquisitor lifts Kelsier into the air by his neck.

INQUISTOR 1

(gravelly voice)

Kelsier, the survivor of Hathsin.

He turns his gleaming gaze toward Vin.

INQUISTOR 1

And... You. I've been looking for you. I'll let this one die quickly if you tell me which nobleman spawned you, halfbreed.

Kelsier coughs, struggling for breath as he pries at the creatures grip.

The Inquisitor turns, regarding Kelsier with spike-end eyes. Kelsier coughs again, trying to say something. The Inquisitor curiously pulls him closer as --

Kelsier's hand whips out ramming a dagger into the creatures neck. The creature stumbles. Kelsier slams his fist into the forearm holding him. The bone SNAPS from the pewter enhanced blow.

The Inquisitor drops Kelsier to the reflective marble floor.

KELSIER

(catching his breath)

I said RUN!

Vin sees the desperation in Kelsier's eyes as he tosses his coin pouch toward her.

She reaches out, but the pouch lurches forward driven by an Allomantic steel push from Kelsier. The bag hits her squarely in the chest sending her careening past the two approaching Inquisitors where she hits the marble floor and skids to a stop.

Vin looks up, slightly dazed. In the distance, Kelsier regains his feet. The main Inquisitor, however doesn't seem concerned about the knife sticking from its neck.

The other two Inquisitors turn toward her.

Vin scrambles to her feet and dashes toward the nearest archway and into --

INT. THIRD CORRIDOR - KREDIK SHAW - CONTINUOUS

She clutches Kelsier's coin pouch and burns Iron, frantically seeking an anchor down the corridor.

Vin grabs the first bit of metal and yanks, tearing herself off the ground. She shoots through the corridor at an uncontrollable speed. Terror in her eyes.

Her body lurches suddenly from an Allomantic pull of the coin pouch she carries. Everything spins. Vin careens into the floor at an awkward angle. Her head slams against the rough stone.

Vin lays in a dizzy heap for a moment before rolling over where she sees --

The dark form of an Inquisitor shoots down the corridor. It's robes flutter as he drops lightly to his feet a short distance from Vin. He strides forward, his face impassive.

Vin flares tin and pewter, whips out a couple of coins and steel pushes them at the Inquisitor.

He idly raises a hand, and both coins freeze in the air. Vin's own push suddenly throws her backward and she tumbles along the stones.

Angle on the coins as they PLING harmlessly on the floor.

The Inquisitor smiles then steps over the discarded coins and walks toward her with a smooth gait.

Vin drops the pouch and jumps to her feet. She breaks off into a desperate run and ducks into the first room available.

INT. ALTAR ROOM - KREDIK SHAW - CONTINUOUS

The room is empty save for a golden altar at the center. Four candelabra stand at each corner with other religious paraphernalia cluttering the cramped space.

Vin turns, and iron pulls one of the candelabrum into her hands.

The Inquisitor steps in the room, then raises an almost amused hand, ripping the candelabra from her fingers in an easy Allomantic pull.

Vin jumps, pulling herself up and over the altar. At the doorway, the Inquisitor reaches over to a bowl that sits atop a short pillar, pulling out what appears to be a handful of small metal triangles.

The sharp triangles cut the creatures hand in a dozen different places. He ignores the wounds raising a bloodied hand toward her.

Vin ducks behind the altar as the triangle pieces of metal spray the back wall.

INQUISITOR 2

(scratchy voice)

You are trapped. Come with me.

She peeks from her hiding place just as one of the metal triangles shoots at her face. Vin ducks mere inches from harm.

VIN

Dammit!

Her eyes dart around the room to where she finds --

A large leather bound book sits next to the altar. She grabs it, then pauses, pulling out the vial of atium and downs it.

Vin burns the metal. The Inquisitors shadow steps around the altar, then the actual Inquisitor follows a second later. The atium-shadow opens its hand and a spray of tiny translucent daggers shoot at her.

Vin raises the book as the real daggers follow. She swings the book through the shadow trails just as the projectiles shoot toward her and catches everyone of them in the books leather cover.

The Inquisitor pauses with a look of confusion, then a hundred shadow images burst from its body as he burns atium as well.

Without pause, Vin hops over the altar, book in tow. The Inquisitor spins, spike-eyes following her as she dashes out the doorway.

INT. THIRD CORRIDOR - KREDIK SHAW - CONTINUOUS

A squad of SOLDIERS stand waiting for her. Each one bearing a future-shadow. Vin ducks between them, easily avoiding the attacks from twelve different men.

She dodges effortlessly, staves swinging above and below her. Each one missing by mere inches.

As she passes the last one, she turns around a corner where she comes face to face with --

The second Inquisitor stands before her. His body springing with shadow images. He steps up and stabs something sharp into Vin's lower side. She GASPS in pain.

There's a wet sound of split skin as the Inquisitor pulls his weapon from Vin's body, revealing a long piece of wood affixed with sharp obsidian blades.

She holds her hand to the wound in an attempt to stop the considerable amount of blood.

INQUISTOR 1
(gravely voice)
Who is your father?

The soldiers behind her step back to let the second Inquisitor through their ranks.

She looks in horror from one Inquisitor to another, both descending upon her as blood pours between her fingers and down her side.

The first Inquisitor still carries the axe-like weapon coated with her blood.

Vin awaits her fate when suddenly --

She hears the faint sound of rain with her tin enhanced ears.

Vin turns, realizing an exit to freedom is nearby. She spins, lurching through a door.

INT. ROOM - KREDIK SHAW - CONTINUOUS

Vin is rewarded by the sight of a large archway at the far end of the room. Mist pools on the floor from an exit where drops of rain spatter the cobblestone courtyard beyond.

EXT. COURTYARD - KREDIK SHAW - MOMENTS LATER

She stumbles out into the rain. reflexively clutching the leather book to her chest.

INQUISTOR 1 (O.S.)
(amused)
You think to escape?

Vin gives her pursuer one last look before iron pulling against one of the palace's many spires, hurling herself up into the night sky.

The thousand spires rise around her. She pulls against one, then switches to another. The rain batters her body, coming down in sheets.

She hits a spire, catching hold of it in the night and pulls to a stop.

A long beat as Vin tries to catch her breath. Her vision blurs. She's close to passing out.

Just then, something SLAMS against the spire above her. She hears a low GROWL.

Vin pushes off the spire as an Inquisitor slashes the empty air beside her.

Mid jump she pulls herself sideways toward a different spire. At the same time she steel pushes the large book in her hands. It continues in her original direction as a distraction.

Vin catches the next spire lightly. She burns tin, trying to make out any pursuers in the darkness. The sound of the wind and rain deafening in her enhanced ears.

She hears the distinct sound of something hitting a spire in the direction she sent the book.

Satisfied that she has a brief respite for a moment, Vin quickly rips a strip of cloth from her mist cloak and bandages her wound until --

A shadow moves in the darkness.

Her eyes look up just in time to see a Steel Inquisitor slam into the Spire above where she is perched. Vin cries out. Jumps and steel pushes herself away.

The Inquisitor follows in hot pursuit.

She catches spire after spire, juggling between them like an acrobat as the power, and strength drains away from her.

Vin's fingers catch the edge of a spire. She slips and falls into the murky embrace of darkness where --

Her body slams hard into the flat roof of the palace.

In a daze, she climbs to her knees, crawling away from the spire, trying to find a hiding place.

She crawls weakly to a nook formed by another tower. Huddling there like an injured animal, wet and covered in blood.

A beat, and then --

THUMP! The dark robed form of an Inquistor lands on the roof top. His unsettling metal laden eyes turn toward Vin.

INQUISTOR 1

Such a small, troubling thing you
are.

It strides forward. Vin accepts her fate. She closes her eyes.

Only the sound of the rain. So calming so peaceful, and then -
-

CRACK! SNAP! The sound of something breaking.

Vin's eyes weakly open to find something, or someone embracing her with two strong arms. She tries to see who it is, but her vision is blurred, cloudy.

VIN

(weakly)
Kelsier?

An unrecognizable face smiles down at her warmly. All goes dark as Vin loses consciousness.

FADE TO:

INT. KITCHEN - CLUBS SHOP - NIGHT

DOCKSON

You took her with you?

Angle on Dockson as he bursts into the room. His face Fearful, angry.

DOCKSON (CONT'D)

You took Vin into Kredik Shaw. Are you bloody insane?

He stands across from a badly beat up Kelsier. Mist-cloak in tatters while numerous cuts mark his bruised body.

Kelsier leans against a chair, his head lowered in shame.

KELSIER

(emotional)

Yes! You've been right all along, I am a madman. A lunatic. Perhaps I should have died in the pits and never came back to bother any of you!

He slams a pewter enhanced fist on the table splintering the wood.

Kelsier slumps into the chair, defeated as an apprentice moves quickly to apply a bandage to his arm.

Clubs sits with Ham at the side of the kitchen.

DOCKSON

(in disbelief)

By the Lord Ruler, Kelsier.

KELSIER

There were three Inquisitors waiting for us, Dox.

Dockson pales.

DOCKSON

And you, left her there?

KELSIER

She got out before I did. I tried to distract the Inquisitors, but...

DOCKSON

But?

KELSIER

One of the three followed her. I
couldn't stop him.

DOCKSON

(incredulous)
Three Inquisitors.

An Apprentice hands Dockson a cup of Brandy which he downs
with a shaking hand.

KELSIER

We must have made too much noise,
or they were already there. We
still don't know what's in that
room!

The kitchen falls silent. The rain and wind outside picks up,
slamming the building with a reproachful fury.

HAM

So... What of Vin?

Kelsier glances at Dockson. He sees pessimism in his eyes.

KELSIER

She might be somewhere in the city,
afraid to come to the shop. Maybe
she escaped back to Fellise.

(toward Ham)

Ham, you and I are heading back to
the palace.

(toward Dox)

Dox, take Spook and visit other
thieving crews, maybe one of their
scouts saw something.

(toward Clubs)

Clubs, send an apprentice to
Renoux's mansion to see if she went
there.

The solemn group begin to move.

Close on Kelsier who freezes. He hears something approach.

Hurried footsteps TROMP down the stairs as Spook's lanky wet
figure bursts into the room.

SPOOK

Someone's coming! Out in the night.

HAM

(hopeful)
Vin?

SPOOK
(shaking his head)
Big man, robe.

The occupants in the room look to each other fearfully.

Ham stands from his chair picking up a wooden stave. Dockson pulls out a set of daggers and Club's six apprentices move to the back of the room, eyes wide with fright.

A tentative beat and then --

The back door SLAMS open. A tall dark form soaked in rain stands ominously within the frame holding a human sized bundle in his arms.

KELSIER
SAZED!

Sazed steps quickly into the room with Vin in tow. His fine robes streaming with rain water.

SAZED
Quickly, she is badly wounded.

Sazed deposits Vin's unconscious body onto the kitchen table while setting aside the large leather book Vin had taken from the altar room.

SAZED
Master Hammond, I require some
pewter.

Ham hurries off.

Kelsier looks over his ward. Vin is Soaked to the bone, and pale as death with a massive wound leaking blood from her side.

KELSIER
(barely a whisper)
I did this.

Hammond returns with a vial in hand. Sazed accepts it then pours it down Vin's throat.

We hold on Vin a moment.

The colour returns to her cheeks. Her breathing steadies.

SAZED
Ah good, I thought her body would
reject the metal. There is hope for
her still.

Sazed removes the makeshift bandage at Vin's side. He strips off his robe and rolls up his sleeves.

SAZED

Master Cladent, I shall require a pot of boiled water, some bandages, and the medical bag from my room. Quickly now!

Clubs nods, waving to his apprentices to do as instructed.

Kelsier cringes as he watches Sazed examine Vin's gaping wound.

BEGIN SURGERY MONTAGE

- Three APPRENTICES bring a pot of boiling water, bandages and Sazed's medical kit.

- Clubs ushers the young apprentices out the door.

- Close on Vin's wound, as Sazed stitches it up.

- Kelsier paces, a look of worry on his battered face.

- Sazed cleans and bandages the wound. He nods to Ham who carefully lifts Vin and carries her away.

END MONTAGE

Sazed cleans his hands, shaking his head.

SAZED

I do not know, master Kelsier. She could survive. We'll have to keep her body supplied with pewter at all times. Even still, I've seen stronger men die from slighter wounds.

Kelsier nods gravely.

SAZED

I arrived too late, I think. when I found her gone from her room. I came to Luthadel as quickly as I could. I was still too late.

KELSIER

No my friend, you've done well this night. Far better than I.

Sazed sighs, then turns to the book he brought in with Vin. It's leather cover caked with rainwater and blood.

Kelsier regards it, frowning.

KELSIER

What's that?

SAZED

I'm not sure, I found it at the palace, while I was searching for Vin. It's written in Khlenni.

KELSIER

Can you translate it?

SAZED

(looking tired)

Perhaps, but not for a time I think. I shall need to rest.

He nods, then claps Sazed on the shoulder. The Terrisman bows thankfully, then walks wearily up the stairs.

DOCKSON (O.S.)

He saved more than Vin's life tonight.

Kelsier turns. Dockson approaches quietly from behind.

DOCKSON

What you did was stupid. Even for you.

KELSIER

I had to know Dox. I had to go back. What if the atium really is in there?

DOCKSON

You said that it isn't.

KELSIER

I did say that. But what if I'm wrong?

DOCKSON

(angrily)

That's no excuse. Now Vin is dying and the Lord ruler is alerted to us. Wasn't it enough that you got Mare killed trying to get into that room?

He pauses, taken aback by Dockson's words, but instead of fighting he just sighs and slumps into a chair.

KELSIER

I'm worried Dox. Worried that this plan of ours is doomed to fail if we don't find a way to take the Lord Ruler out.

DOCKSON

Your serious about this eleventh metal business, then?

KELSIER

It's the only way. Men have tried everything. He ignores normal wounds, and decapitation only annoys him. A group of soldiers burned down his Inn during one of the early wars. The Lord Ruler walked out as barely more than a skeleton, then healed himself within seconds.

(beat)

Only the stories of the eleventh metal offered any hope, but I can't make it work. That's why I had to go back to the palace. I feel that the answer is in there!

DOCKSON

You didn't have to take Vin with you.

KELSIER

The stubborn child followed me, but your right. I allowed for it to happen.

Dockson sighs, then nods solemnly.

DOCKSON

And we still don't know what's in that room.

Kelsier eyes the book Sazed had set on the table. The rainwater marks it, but the tome was obviously meant to endure.

He stands, approaches the book then runs his fingers over the leather surface before opening it to a random page.

KELSIER

No, but perhaps this book has an answer for us.

DOCKSON

Was it worth it Kell? Was this
stunt really worth nearly getting
yourself and the child killed?

KELSIER

I don't know.
(meeting Dockson's eyes)
Ask me once we know whether or not
Vin will live.

Close on the ancient book. We hold on one of the rain soaked
pages. An illustrated image depicts a FIGURE standing before
a dark shadow in defiance.

The classic Dichotomy of 'good' vs 'evil' as we --

FADE OUT.

END EPISODE THREE