

MISTBORN
Episode four

Written by

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Based on, The Novel by Brandon Sanderson

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PLOTS BEHIND PLOTS, PLANS BEYOND PLANS

'EPISODE FOUR'

OVER BLACK.

We hear the roar of a raucous crowd along with.

The wet unmistakeable SLAP-THWAP-SLAP of fists making contact with flesh as we --

SMASH CUT TO:

INT. ABANDONED THEATRE - SKAA SLUMS - NIGHT

Two SKAA GLADIATORS are engaged in mortal combat upon the theatre stage surrounded by a barbwire cage.

Smears of bright red mark the floor where other fighters have bled out.

A crowd of a hundred, unkempt SKAA ONLOOKERS scream with excitement as they gather around the stage.

We crane up to the --

INT. BALCONY - ABANDONED THEATRE - CONTINUOUS

NOBLEMEN and WOMEN populate the upper balcony wearing fine suits and gowns. They look over the carnage below drinking and dining while SERVANTS attend to their every need.

Hold on a man at the center of the balcony, LORD ENTRONE (30's) He drunkenly stares down at the two blood-fighters with sadistic pleasure.

Angle on the gladiators.

One gets the upper hand. Smashing his opponents face repeatedly into the hard wood floor ending the match and the other mans life with a sickening CRUNCH!

Entrone gives a satisfied smile before downing his drink.

EXT. ALLEYWAY - SKAA SLUMS - LATER

Lord Entrone exits a theatre side entrance. Lit by a single gas lantern.

The nightly mists enshroud everything in its stifling embrace, making it difficult to see.

The Lord staggers forward and unzips his trousers. He leans against a wall and urinates on the ash covered ground.

Entrone stops, made aware that he may not be alone.

He scans the alley. Listens for anything out of the ordinary. Satisfied, he continues his business until --

The twisting ribbons of a Mist-cloak fall within his perspective from above.

Lord Entrone looks up to where he sees --

KELSIER hangs upside down. Held aloft by an Iron pull to a metal awning.

Entrone tries to call out, but Kelsier leaps toward him, stifling his scream. Twin Obsidian blades flash in the dark as we --

CUT TO:

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

FOCUS UP on Kelsier from a low perspective. He sits on a stool across from us, hands clasped with elbows on his knees.

He smiles.

KELSIER
Welcome back.

Angle on Vin, looking up at him with groggy, bloodshot eyes.

Vin attempts to speak but COUGHS. Kelsier hands her a cup of water which she downs thirstily.

VIN
You're alive?
(taking in the room)
How long have I been out?

She winces. Checking white bandages that cover the side of her Torso

KELSIER
Nearly two weeks. What do you remember?

VIN
Most everything I think. We fought our way into the palace, but there were Inquisitors...

FLASH CUT to The leering face of an Inquisitor staring at Vin with steel pierced eyes.

A blade penetrates her side. END CUT.

VIN

Sazed. He saved me. The Inquisitor was about to kill me, but...
Kelsier, what is he?

KELSIER

That's a question you'll have to ask yourself.

VIN

Is he here?

KELSIER

Sazed had to return to Fellise. I assigned him to a very important job.

A beat.

KELSIER

Vin.

(hesitant)

I owe you an apology. I nearly got you killed.

Vin snorts quietly.

VIN

It's not your fault. I made you take me.

KELSIER

You shouldn't have been able to sway me. My original decision to send you away was the right one. Please accept the apology.

VIN

(nodding)

What do you need me to do now? The job needs to go forward right?

KELSIER

Indeed it does. The aristocracy is growing suspicious, wondering where you've been. There's a ball next month that...

Vin nearly leaps from her bed.

VIN
I'll do it...

She grimaces with pain.

KELSIER
Hear me out, Vin. You've been through a lot, and this infiltration could get dangerous.

VIN
Kelsier, my whole life has been dangerous. I'm going.

KELSIER
All right, but you have to promise not to use physical allomancy until Sazed says otherwise. Now get some rest.

Kelsier stands, moving to leave.

VIN
Kelsier?

He pauses, turning back to Vin.

VIN
The palace... The Inquisitors...
We're not invincible are we?

She flushes. Kelsier gives her a warm smile.

KELSIER
No, Vin. Far from it.

With that, he leaves the room, closing the door behind him.

EXT. LUTHADEL HIGH ROAD - DAY

A black carriage moves westward through a light dusting of ash on a predominately sunny day.

INT. CARRIAGE - CONTINUOUS

Vin watches the landscape pass by through the carriage window.

She wears a lavender noblewoman's dress replete with ruffles and lace.

In the distance Vin can see the town of Fellise materialize through the haze.

REEN (O.S.)
They're fools.

Vin glances across the carriage at the shadow of her brother, REEN, who's phantom image we can barely make out.

REEN (O.S.)
This entire plan will end in
disaster. Your death will be your
own fault for not leaving sooner.

She ignore's Reen's promptings, attention returning to her destination.

EXT. FELLISE - CONTINUOUS

The carriage turns a bend and rolls into the pastoral town of Fellise.

Vin's face peers from the window. She smiles. Feeling the breeze against her skin. Glad to be home.

INT. LIBRARY - MANOR RENOUX - LATER

A bespectacled Sazed sits at a desk next to a small coal stove at the far side of a modest sized room.

He studies a large tome while writing on a pad of paper, completely absorbed in the task at hand.

VIN (O.S.)
You're an Allomancer aren't you?

Sazed sets down his pen and turns. Vin stands at the entrance.

SAZED
What makes you say that, Mistress
Vin?

VIN
You got to Luthadel too quickly.

SAZED
Lord Renoux keeps many swift horses
in his stables. I could have used
one of them.

VIN

You found me at the palace.

SAZED

Kelsier told me of his plan, and I correctly assumed that you had followed him. Locating you was a stroke of luck, one that took me nearly too long to achieve.

VIN

You killed the Inquisitor.

SAZED

Killed? No, Mistress. It takes far more power than I possess to kill one of those monstrosities. I merely... distracted him.

A beat as Vin stands in the doorway studying him.

VIN

So, are you an Allomancer or not?

Sazed smiles then pulls a stool out from beside the desk.

SAZED

Please, sit down.

Vin crosses the room and takes a seat.

SAZED

What would you think if I told you I was not an Allomancer?

VIN

I'd think that you were lying.

SAZED

Have you known me to lie before?

VIN

The best liars are those who tell the truth most of the time.

Sazed studies Vin a moment.

SAZED

That is true, I think. Still, what proof have you that I am an Allomancer.

VIN

You did things that couldn't be
done by a mere human.

SAZED

Oh? A mistborn for two months and
already you know all that is
possible in the world?

A beat.

VIN

Then what exactly is a Keeper?

SAZED

Now that is a much more clever
question, Mistress. Keepers are...
Storehouses. We remember things, so
that they can be used in the
future.

VIN

Like religions.

SAZED

Religious truths are my particular
specialty.

VIN

But you remember other things?
(Off Sazed's nod.)

Like what?

SAZED

Well...

Sazed leans back, closing the book he was studying. Vin
immediately recognizes the glyph embossed cover.

VIN

The book I took from the palace!
How did you get it?

SAZED

I happened across it while
searching for you. Kelsier has
tasked me with translating it from
it's native Khlenni, an ancient and
long forgotten text.

VIN

But you speak it?

SAZED

Enough to translate this, I think.

VIN

What's it about?

SAZED

I initially thought it was an ancient religious text, but it is of a far more mundane nature.

VIN

Mundane? How?

SAZED

It is a journal, Mistress Vin. A record that has been penned by the Lord Ruler himself, or rather, the man who became the Lord Ruler. Kelsier believes there still might be valuable clues within its pages.

Vin nods thoughtfully.

VIN

How many languages do you know?

SAZED

One hundred and seventy two.

VIN

That's... impossible. One man couldn't remember that much.

SAZED

Not one man. One keeper. What I do is similar to Allomancy, but not the same. You draw power from metals. I use them...

(hesitant)

In other ways.

VIN

How?

Sazed turns back to the book.

SAZED

Perhaps another time. Keepers... prefer to maintain their secrets. The Lord Ruler hunts us with a remarkable, confusing passion.

(MORE)

SAZED (CONT'D)

And because of our Terris ancestry
he seeks to destroy our people out
of a hatred I still don't
understand.

VIN

Hatred? You're treated better than
Scaa. Some given positions of
respect.

SAZED

That is true, but in a way the Scaa
are more free. Our population has
been controlled, and we've been
conditioned since birth to be
stewards. We are not allowed a
family, nor to bear offspring.

VIN

(scoffing)

That seems like it would be hard to
enforce.

SAZED

Why not at all.

(beat)

All Terrisman stewards are eunuchs.
I assumed you knew this.

Vin stiffens at Sazed's admonition.

VIN

(blushing)

I'm... sorry...

SAZED

No apology required. I was
castrated a short time after my
birth. Often, I think I would have
easily traded my life for that of a
common Scaa. My people are less
than slaves. Merely automatons bred
and trained from birth to do the
Lord Rulers bidding.

VIN

But, you're a rebel Sazed. You're
fighting the Lord Ruler.

SAZED

I am something of a deviant, but it
is in our nature to serve.

(MORE)

SAZED (CONT'D)
Which is why I am now subservient
to Kelsier. We are not so brave as
we would wish, I think.

VIN
You were brave enough to save me.

Sazed smiles.

SAZED
Ah, but there was an element of
obedience in that too, I promised
master Kelsier I would see to your
safety.

Vin sits for a moment in thought.

VIN
Sazed?

SAZED
Yes, Mistress.

VIN
Who betrayed Kelsier three years
ago?

Sazed takes pause, then sets down his fountain pen.

SAZED
The facts are unclear, Mistress.
Most of the crew assume it was
Mare.

VIN
Mare?
(surprised)
Kelsier's wife?

SAZED
She was one of the only people who
could have done it. In addition,
the Lord Ruler himself implicated
her.

VIN
But, wasn't she sent to the pits
too?

SAZED
Sent, and died there. I suspect the
scars he bears from that horrid
place go far deeper than the ones
on his arms.

Vin contemplates the severity of Sazed's words.

VIN
(to herself)
"Anyone can and will betray you."

SAZED
What's that, Mistress?

VIN
Oh just something my brother would
say to me.

Sazed studies her. Vin's eyes appear heavy with exhaustion.

SAZED
Go and sleep Mistress. you've
survived something that should have
probably killed you. Give your body
the rest it deserves.

Vin nods tiredly, she climbs to her feet leaving Sazed to continue scribbling his notes.

INT. VIN'S BEDROOM - MANOR RENOUX - EVENING

Vin stands in her room looking over different gown ensembles.

She places her hand on a black dress with silver embroidery.

Next to that sits a perky yellow dress, and then a white, slightly pedestrian one. Finally Vin's eyes come to rest on a dazzling red dress.

She lifts the red dress, running her fingers along the fabric, imagining herself wearing it until --

Vin sighs with exasperation. She carefully lays the dress back down on the bed and makes her way to the window.

Outside, the sun is close to setting. Soon the mists will come.

She catches a glimpse of movement to her right.

Angle on Kelsier who stands on a garden balcony, deep in thought.

Vin watches him for a moment then leaves her room.

EXT. GARDEN BALCONY - MANOR RENOUX - MOMENTS LATER

Kelsier turns as Vin walks onto the balcony. She pauses not wanting to interrupt. He gives her a characteristically warm smile.

She walks forward, joining him at the carved stone balcony railing. He turns and looks west toward the wilderness.

KELSIER

Does it ever look wrong to you,
Vin?

VIN

Wrong?

KELSIER

The dry plants, the angry sun, the
Smokey black sky.

VIN

How can those things be right or
wrong? That's just the way things
are.

KELSIER

I suppose, but I think your mindset
is part of the wrongness. The world
shouldn't look like this.

VIN

How do you know that?

Kelsier reaches into his vest pocket and pulls out a piece of paper. He unfolds it with a gentle touch and hands it to Vin.

She looks at the faded and warn paper realizing it is an old photograph of what looks to be a flower.

KELSIER

It's called a flower. They used to
grow on plants, before the
ascension. Descriptions of them
appear in old poems and stories,
things that only Keepers and rebel
sages know about anymore.
Apparently these plants were
beautiful and had a pleasant smell.

VIN

Plants that smell? Like fruit?

KELSIER

Something like that.

Vin stands quietly frowning, trying to imagine a world like that.

KELSIER
That picture belonged to my wife,
Mare. She was fascinated by pre-
ascension times.

She looks down at the picture again as the sun touches the horizon casting a hue of red.

An uncertain beat and then --

VIN
You kept this picture still, after
what she did to you?

Vin folds the photo and hands it back to Kelsier.

KELSIER
Been listening at doors again have we?

(beat)
...Do you stop loving someone just because they betray you? I don't think so. Even through all the pain, frustration and anger I loved her. I still do.

VIN
How? How can you? And how can you possibly trust people? Didn't you learn from what she did to you?

Kelsier sighs heavily.

KELSIER
I risked, and I lost, but the risk was still worth it. It usually is.

VIN
That sounds foolish.

KELSIER
Is happiness foolish?
(pause)
I don't know if Mare betrayed me. She denied it until the end, but you didn't hear him when he caught us, Vin. The Lord Ruler... he thanked her. Thanked her for betraying me.

VIN

But that doesn't make sense. She was sent to the pits as well?

He nods.

KELSIER

A few weeks after I had been sent there. She died a year later, beaten to death by the slave masters. That night after her corpse was pulled away, I snapped.

VIN

You went mad?

KELSIER

No. Snapping is an Allomantic term. Our powers are latent. Only coming out after some traumatic event.

VIN

So... When did it happen to me?

Kelsier shrugs.

KELSIER

Hard to say. You lived a difficult life, it could have been one of many possibilities. For me, it was that night. Alone in the pits, my arms bleeding from the days work. Mare was dead, and I felt responsible, as though my lack of faith took away her strength and will. I decided that I'd see her dream fulfilled. I'd make a world where flowers returned, a world with green plants, a world where no soot fell from the sky... I know I must sound insane.

VIN

No, it kind of makes sense, finally.

The sun sinks below the horizon, and while it's light still flares in the distance the mists begin to appear. They don't appear from one specific place. They just grow in form.

The mists extend like translucent, twisting vines in the sky, curling back and forth, lengthening, dancing, melding.

KELSIER

Mare and I never had children,
didn't think they'd be safe in this
world, but I know you'd have been
like a daughter to her.

(beat)

I don't want to be responsible for
something happening to you again,
Vin. Just... Be careful.

VIN

I will.

They stand for a moment, watching the mists gather.

KELSIER

For what it's worth, I'm glad you
decided to join us, Vin.

VIN

To tell you the truth. I'd kind of
like to see one of those flowers
for myself.

EXT. MAIN ENTRANCE - KEEP ELARIEL - NIGHT

A black carriage rolls to a stop in front of the opulently designed --

INSERT CAPTION: KEEP ELARIEL

While not as large and imposing as Keep Venture, it manages to stand out in its own unique way.

A FOOTMAN opens the carriage door revealing Vin who waits inside. She takes the footman's hand and climbs down from the vehicle wearing the stunningly bold red dress from before.

Vin straightens her gown then nods to Sazed who joins her on the red carpet. The two make their way up the carpeted steps and into --

INT. KEEP ELARIEL - CONTINUOUS

The pair move through the throng of ARISTOCRATS.

ANGLE ON many of the NOBLEWOMEN who occupy the room. They wear gowns of varying colour and grandeur, with hair, makeup and jewellery done up far more luxuriously than Vin's.

They step up to the squat ballroom building which extends from the main Keep as a SERVANT takes Vin's shawl.

Vin pauses a moment to take in the Elariel ballroom. Unlike the majestic Venture grand hall it is dimly lit, with a balcony only one story high, and while it has a lot of stained glass windows they all reside in the ceiling.

Circular rose-window skylights shine from above, lit by limelight's on the roof.

A sunken dance floor is positioned at its center with two tiers of tables running along its perimeter set on different levels.

A SERVANT leads Vin to a table at the Rim of the room. She sits and is accompanied by Sazed next to her.

Vin struggles to see in the dim light, lit by a kaleidoscope of colours that dapple the party goers. She scans the area, looking for --

THUMP! ELEND VENTURE drops a stack of books onto the table. Vin jumps, startled.

She turns toward Elend as he pulls over a chair, takes a seat and begins to read.

Sazed frowns as Vin suppresses a smile.

Elend continues to flip through the pages of his book as Vin waits for him to acknowledge her.

Another beat and then --

VIN

I don't remember giving you
permission to sit at my table, Lord
Venture.

ELEND

(not looking up)

Don't mind me. You've got a big
table, there's plenty of room for
both of us.

VIN

What did you do at these parties
before you had me to pester?

ELEND

See, how can I be pestering you? I
mean, really, Valette. I'm just
sitting here reading quietly to
myself.

VIN

At my table, and where are the
servants supposed to put my food?

ELEND

There's a bit of room to your left.

Sazed's frown deepens. He gathers the books on the table and deposits them on the floor next to Elend's chair.

ELEND

Efficient, these Terrisman
stewards.

VIN

How is it, Lord Venture, that an
eligible man such as yourself comes
to these balls alone?

ELEND

Oh, I don't. I came here with Lady
Stase Blanches. She's the one in
green sitting across from us.

Vin glances across the room. A gorgeous blonde woman, LADY BLANCHES sits at an adjacent table. Staring daggers at her.

VIN

(flushing)

Shouldn't you be down there with
her?

ELEND

Probably, but see, I'll tell you a
secret. I'm not much of a
gentleman. Besides I didn't invite
her. That was my father's decision.
My behaviour is, none the less,
deplorable. Excuse me a moment.

Elend stands. Tucks his book into a jacket pocket then makes his way to one of the rooms bar tables.

Vin watches him go both annoyed and bemused.

SAZED

He's using you, Mistress. Lord
Venture, is infamous for his
unconventional, disobedient
attitude. Many people dislike him,
precisely because he does things
like this.

VIN

Like this?

SAZED

He is sitting with you because he knows it will annoy his family. Oh child, I do not wish to bring you pain, but you must understand the ways of the court. This young man is not romantically interested in you.

Vin's jubilant mood seems to fade at Sazed's words. She forces a smile.

VIN

Of course.

Her meal arrives. She picks disinterestedly at her food with a fork just as Elend returns to the table with a large goblet of alcohol.

He continues to read.

There's a long beat of uncomfortable silence between the two which carries on until --

Elend sits his book down.

ELEND

Why are you here Valette?

VIN

Here at the party?

ELEND

No, here in Luthadel.

VIN

Because it's the center of everything.

ELEND

I suppose it is, but the empire is a big place to have such a small center. I don't think we understand how large it is. How long did it take you to travel here?

Vin glances at Sazed for a brief moment.

VIN

Almost two months by canal, with a few stops.

ELEND

Such a long time. They say it can take half a year to travel from one end of the empire to the other, yet most of us ignore everything but this little bit at the center.

VIN

I...

ELEND

What do you think of the city then?

VIN

(honest)

It's... dirty.

A SERVANT arrives and removes Vin's empty dinner plate.

VIN

It's dirty, and it's full. The Skaa are treated terribly, but I guess that's true everywhere.

Elend cocks his head. Giving her a strange look. He leans forward conspiratorially.

ELEND

You think the Skaa here are treated worse than those on your plantation? I always thought they'd be better off in the city.

VIN

(backpedaling)

Um, I'm not sure. I don't go to the fields very often.

ELEND

So you didn't interact with them much?

VIN

Why does it matter, they're just Skaa.

ELEND

See, now that's what we always say, but I don't know, maybe I'm too curious, but they interest me. Did you ever hear them talk to each other. Did they sound like regular people?

VIN

(Reactionary)

What? Of course they do. What else would they sound like?

ELEND

Well, you know what the Ministry teaches.

VIN

I make it a rule to never completely believe what the Ministry says.

A beat as Elend considers Vin's words.

ELEND

You're... Not what I expected, lady Valette.

Vin sits, captivated by Elend.

Elend leans back returning to his book.

ELEND

I think some of those men over there want to ask you to dance.

Vin turns. A group of YOUNG MEN stand a short distance from her table.

SAZED

Several people have noticed you, my lady. However they never approach. Lord Venture's presence intimidates them, I think.

ELEND

(scoffing)

They should know I am anything but intimidating.

She frowns. Elend continues to read. Her attention turns back to the group of young men, one of them, LORD MELEND smiles at her.

The young Lord approaches.

LORD MELAND

(nervous)

Lady Renoux, I am Lord Meland Liese. Would you care to dance?

Vin shoots a glance at Elend, but he doesn't look up from his book.

VIN
I would love to, Lord Liese.

She takes the young mans hand and allows him to lead her to the dance floor.

The music begins. The couples throughout the ballroom begin to dance.

The young Lord's face takes on a look of consternation.

VIN
Lord Liese, do you know much of
Lord Venture?

Liese looks up.

LORD MELAND
Um I...

VIN
Don't focus so much on the dancing.
My instructor says it'll flow more
smoothly if you don't try too hard.

He blushes.

LORD MELAND
Lord Venture? I don't know, he's a
very important person. Far more
important than I am.

VIN
Don't let his lineage intimidate
you. From what I've seen he's
pretty harmless.

LORD MELAND
I don't know my Lady. Venture is a
very influential house. Besides,
you seem to know him better than I,
my Lady.

Vin pauses.

VIN
I... Oh, Elend is a friend of the
family.

LORD MELAND
He is?

VIN

Yes. It was very kind of my uncle to ask Elend to watch over me at these parties, and so far he's been quite a dear. I do wish he'd pay less attention to those books of his and more attention to introducing me, though.

The young man perks up, seemingly less insecure.

LORD MELAND

Oh. why, that makes sense.

VIN

Yes. Elend has been like an older brother to me during my time in Luthadel.

(off Liese's smile)

I ask you about him, because he doesn't speak much of himself.

LORD MELAND

The Ventures have been quiet lately, ever since the attack on their Keep several months back.

VIN

You know much about that?

LORD MELAND

No one tells me anything.

He glances down, watching their feet.

LORD MELAND

You're very good at dancing, Lady Renoux. You must have attended many balls back in your home city.

VIN

You flatter me my Lord.

LORD MELAND

No, really. You're so graceful.

Vin smiles. Feeling a surge of confidence.

LORD MELAND

You're not at all like Lady Shan said...

Liese abruptly stops talking, realizing what he just said.

VIN

What?

LORD MELAND

(embarrassed)

Nothing. I'm sorry. It was nothing.

Vin continues to dance. Deep in thought. Her eyes scan the many tables that surround them. Who is this Shan?

The song ends.

The young Lord returns Vin to her table where.

Vin notices that both Sazed and Elend are gone. All that remain are the numerous books scattered across the table.

VOICE (O.S.)

Lady Valette Renoux?

Vin looks back to where she sees a long limbed, TERRISMAN STEWARD.

VIN

(hesitant)

Yes?

TERRISMAN STEWARD

My Mistress, Lady Shan Elariel
requests your presence at her
table.

A beat as the Terrisman stands expectantly.

VIN

Very well.

She rises and follows the steward toward a table not far from her own.

The table is attended by five WOMEN seated around it. SHAN ELARIEL stands out from the others. She is a statuesque woman with long dark hair.

Her arms sparkle with lavender bracelets that match her dress. She turns dismissive eyes toward Vin.

SHAN ELARIEL

Excuse us Ladies.

The women do as instructed and leave the table.

A beat as Shan lifts a fork and begins to meticulously dissect a piece of cake which she devours.

SHAN ELARIEL
You may sit.

Vin takes a seat.

SHAN ELARIEL
You are in an enviable position
child.

VIN
How is that?

SHAN ELARIEL
Address me as 'Lady Shan' or,
perhaps 'Your ladyship.'

Shan waits expectantly taking small bites of cake.

VIN
Why is that, Your ladyship?

SHAN ELARIEL
Because my fiancé young Lord
Venture has decided to use you in
his games.

Vin stiffens at Shan's comment.

VIN
Fiancé? I don't understand.

SHAN ELARIEL
Elend didn't tell you? He's cruel
like that, This is a mutually
beneficial opportunity for you to
be used by me as well.

VIN
Wouldn't it be better to not be
used by anyone, your Ladyship?

SHAN ELARIEL
Nonsense, even an uncultured
simpleton such as yourself must see
the importance of being useful to
your betters.

She sits dumbfounded.

SHAN ELARIEL
I trust from your vapid look that
you accept your place. Do well
child and perhaps I will let you
join my retinue.

(MORE)

SHAN ELARIEL (CONT'D)
You could learn much from the
ladies here in Luthadel.

VIN
(Icey)
Such as?

SHAN ELARIEL
Look at yourself sometime child.
Hair like you've undergone some
terrible disease, so scrawny that
your dress hangs like a bag. Being
a lady in Luthadel requires
perfection. Not, that!

Shan waves her hand dismissively.

VIN
(to the point)
What do you want from me?

Lady Elariel sets aside her fork, cake half eaten as her Terrisman steward removes the plate.

SHAN ELARIEL
You really are a dull minded thing
aren't you?

VIN
(playing along)
What does her ladyship want from
me?

SHAN ELARIEL
I'll tell you eventually assuming
Lord Venture wants to continue
playing with you. For now tell me
of your conversation with him this
evening.

Vin opens her mouth to speak, but stops.

Close on Vin. Time slows along with her heartbeat. She realizes she is being soothed by Shan.

From the corner of her eye Vin sees Shan's Terrisman exit the kitchens and sneak his way over to her own table.

The Terrisman pauses next to the table and proceeds to rummage through the various books seemingly looking for something.

Vin quickly stands.

VIN

I just remembered I told my
Terrisman to find me at my table!
He'll be worried if I'm not sitting
there.

SHAN ELARIEL

Oh for the Lord Ruler's sake. This
is no time to be...

VIN

I'm sorry your ladyship, I've got to
go.

Vin curtsies and withdraws from Shan's table leaving the displeased woman behind.

As she makes her way back to the table Shan's Terrisman stooge smoothly slinks away to avoid detection.

When Vin arrives at her table she scans the surface, looking for anything out of place.

A small book that sits beneath a larger tome catches her eye.

Curious, Vin reaches over and slides the book out from beneath the larger one.

It has a black leather cover and the spine reads: 'Weather patterns of the Northern Dominance.'

Vin frowns, opens the book and scans the text inside.

CLOSE ON numerous important excerpts: 'Self proclaimed divinity' 'Colossal leadership errors' 'Lack of stability' 'Lord Rulers oversight'

Her eyes go wide at the implications of the book. It speaks of disloyalty and sedition against the Lord Ruler.

A hand falls upon Vin's shoulder. She spins to face her possible attacker only to find.

Elend steps back raising his hands in defence.

ELEND

Whoa! Has anyone told you how jumpy
you are, Valette?

Vin relaxes and takes a seat.

ELEND

(sitting down)

How was your twirling session?

VIN

It was actually kind of fun. Oh, I
met your fiancé, Shan by the way.
That was, unexpected.

Elend sighs heavily.

ELEND

Yes, that. I thought the matter had
been forgotten by now.

VIN

How do you forget about being
engaged to someone?

ELEND

The engagement was not my idea, but
the longer I hold out, the longer I
can annoy my father.

Elend begins to gather his books into a stack, he grips the treasonous book and slips it into the middle of the pile.

VIN

You can't remain aloof forever, you
are heir to a very important house.

ELEND

That's a matter of opinion. These
balls. They are just fluff and
distraction. A waste of time.

He sets the last book on the top of the stack.

VIN

And women, are they a waste too?

ELEND

Women are like thunderstorms.
Beautiful to look at, sometimes
nice to listen to, but most of the
time they are just plain
inconvenient.

Vin's jaw drops, but then she notices the amused twinkle in Elend's eyes.

VIN

You say these things just to
provoke me!

ELEND

I'm charming that way.

He stands, looking at her fondly.

ELEND

Ah, Valette. Don't let them trick you into taking yourself too seriously. It's not worth the effort. But, I must bid you a good evening. Try not to let months pass between balls you attend in the future.

VIN

(smiling)
I'll think about it.

ELEND

Please do.

Elend scoops up the tower of books, teetering as he looks back.

ELEND

Who knows, maybe one of these days you'll actually get me to dance.

Vin nods. Elend walks off circling the perimeter of the ball room greeting two FRIENDS.

Sazed approaches the table from a side room. Vin waves him over.

VIN

Who are those two men with Lord Venture?

Sazed squints behind his spectacles at the three men.

SAZED

(surprised)

Why one of them is LORD JASTES LEKAL The other is a Hasting, although I don't know his given name.

VIN

You sound surprised.

SAZED

House LEKAL and Hasting are both political rivals of House Venture, Mistress. Kelsier will want to hear of this, I think. It is time for us to retire.

EXT. KEEP ELARIEL - MOMENTS LATER

Vin and Sazed step down the carpeted steps and stop at the landing where they await their carriage.

She takes pause, attention drawn to a disturbance a short distance away in the mists.

Curious, Vin steps forward, but Sazed stops her.

A SOLDIER emerges from the mist pulling a struggling SKAA BOY along. The man gives her a wide berth as he nods apologetically.

The soldier approaches one of the guard CAPTAINS. Vin burns tin to hear their conversation.

SOLDIER

Kitchen Boy, caught him begging at
the front gate.

The captain simply nods. The soldier pulls the captive boy back into the mists. Away from onlookers.

Vin watches with tin enhanced eyes as --

The soldier draws out a dagger and slits the boys throat with barely a second thought.

Vin gasps, turning away from the boys muted gurgles as the soldier drags the struggling body away into the darkness.

SAZED

Mistress?

She stands there in shock as their carriage rolls up.

SAZED

Mistress?

Sazed pushes her forward, she relents and Enters the Carriage.

EXT. KEEP TEKIEL - LUTHADEL - NIGHT

Kelsier crouches atop a low garden wall, waiting quietly in the mist.

He scratches at a bushy fake beard which hides his identity. Accompanied by a fake nose, and makeup to lighten his skin.

Allomantic pulses vibrate from somewhere in the darkness. washing over Kelsier like rhythmic waves against a shoreline.

He flares tin. The murky gloom immediately brightens.

A FIGURE can be made out in the distance atop an adjacent wall. Soon three more, TINEYES (Mistings who specifically burn tin) move along the perimeter.

Kelsier smiles.

He creeps along the wall toward the outer grounds, reaches into a stand of bushes and retrieves a large sack.

Kelsier throws the human-sized sack over his shoulder then hauls it back to the keep.

He stops near a large, white-washed garden veranda that sits beside a small reflecting pool, and dumps the sacks contents next to it revealing --

The dead body of Lord Charrs Entrone, the man from the fighting pits.

The corpse rolls to a stop, face down in the dirt.

Satisfied, Kelsier hops off the garden wall and begins to move away from Keep Tekiel just as --

An alarm bell chimes, voices yell of murder.

Kelsier smiles. He drops a coin and steel pushes off the metal wafer, launching himself onto the rooftops.

EXT. ROOFTOPS - LUTHADEL - CONTINUOUS

Kelsier lands on a peaked roof. Retrieves a metal pocket watch from a nook, checks the time, then stows it away again.

He launches himself into the air once more, bounding northward along the rooftops toward --

EXT. STREET - LUTHADEL SOOTWARRENS - LATER

Kelsier drops to the cobblestone ground, then pulls his mist-cloak tight, walking along the street with a confident step.

A scrawny bald man, HOID sits in the doorway of a closed shop, puffing on a pipe.

He puts his pipe away as Kelsier approaches and rises to his feet.

HOID
Greetings, my Lord.

Kelsier pauses in front of the man, his arms tucked carefully inside his mist-cloak.

KELSIER
(haughty accent)
You come highly recommended.

HOID
I am one of the best, my Lord.

KELSIER
(haughty accent)
I need to know something,
informant, but first you must vow
to never speak of this to anyone.

HOID
Of course, my Lord. There is,
however, the matter of payment.

KELSIER
(haughty accent)
You'll have your money, Skaa.

HOID
Of course, my Lord.

Hoid bobs his head eagerly.

HOID
You requested information regarding
house Renoux, I believe...

KELSIER
(haughty accent)
Yes. What is known about it? Which
houses is it aligned with? I must
know these things.

HOID
There isn't much to know. Lord
Renoux is very new to the area, and
he is a careful man. He's making
neither allies nor enemies at the
moment—he's buying a large number
of weapons and armour, but is
probably just purchasing from a
wide variety of houses and
merchants, thereby ingratiating
himself to them all. A wise tactic.
He will, perhaps, have an excess of
merchandise, but he will also have
an excess of friends, yes?

Kelsier snorts dismissively.

KELSIER
(haughty accent)
I don't see why I should pay you
for that.

HOID
He'll have too much merchandise, my
lord. You could make a clever
profit, knowing that Renoux is
shipping at a loss.

KELSIER
(haughty accent)
I'm no merchant, Skaa. I don't care
about profits and shipping.

HOID
Of course, my lord. There is more
of course...

Hoid coughs quietly, holding out his hand.

KELSIER
(haughty accent)
Insufferable man!

Kelsier tosses a pouch at Hoid's feet.

HOID
Yes, my lord.

The informant falls to his knees, searching about with his
hands. Feigning blindness.

HOID
I apologize, my Lord. My eyesight
is weak, you know. I can barely see
my own two fingers held in front of
my face.

Hoid finds the pouch and tucks it away safely.

KELSIER
(haughty accent)
You said there was more. I swear,
skaa if it isn't good...

HOID
It is, Lord Renoux is considering a
union between his niece, the Lady
Valette, and Lord Elend Venture.

A beat. Kelsier wasn't expecting that.

KELSIER
 (haughty accent)
 That's ridiculous, Venture is far
 above Renoux.

HOID
 The two were seen speaking at
 length, at the Venture ball a month
 ago

He laughs divisively.

KELSIER
 (haughty accent)
 Everyone knows about that, it means
 nothing.

HOID
 Does it? The Venture Heir spoke
 very highly of the girl to his
 friends.

KELSIER
 (haughty accent)
 Young men speak of girls. It means
 nothing. You'll return those coins.

HOID
 (apprehensive)
 Wait! There is more. Lord Renoux
 and Lord Venture have had secret
 dealings.
 (off Kelsier's look)
 This is fresh news, I heard it
 barely an hour ago myself. There is
 a connection between Renoux and
 Venture. And, for some reason, Lord
 Renoux was able to demand that
 Elend Venture be assigned to watch
 over Lady Valette at balls.
 (lowering his voice)
 It is even whispered that Lord
 Renoux has some kind of... leverage
 over House Venture.

Kelsier takes a moment to consider this news. *What have you been up to, Vin?*

KELSIER
 (haughty accent)
 This all sounds very weak, skaa.
 (MORE)

KELSIER (CONT'D)
You have nothing more than idle
speculation?

HOID
Not about House Renoux, my lord. I
tried, but your worry over this
house is meaningless! You should
pick a house more central to
politics. Like, say, House
Elariel...

KELSIER
(haughty accent)
Very well, out with it.

HOID
The Lady Shan is a Soother.

KELSIER
(haughty accent)
Proof?

HOID
I felt her touch on my emotions, My
Lord. During a fire at the Keep a
week ago, she was there calming the
emotions of the servants.

KELSIER
(haughty accent)
What else?

HOID
House Elariel has recently given
her leave to use her powers more at
court functions. They fear a house
war, and wish her to make whatever
allegiances possible. She always
carries a thin envelope of shaved
brass in her right glove. Get a
Seeker close to her at a ball, and
you shall see. My lord, I do not
lie! My life as an informant
depends solely upon my reputation.
Shan Elariel is a Soother.

Kelsier smiles satisfactorily.

KELSIER
(haughty accent)
What of Shan's relationship with
Salmen Tekiel? Do you think she
used her powers to gain his favour?

HOID

Oh, most certainly, my Lord.

A glimmer of excitement washes over the dirty skaa informant.

KELSIER

Perhaps she was the one who secured
Elariel the deal with house Hasting
last week.

HOID

Most likely, my lord.

KELSIER

Very well, skaa, you have earned
your boxings. Perhaps I shall call
upon you some other time.

HOID

Thank you, my lord.

Hoid bows very low.

Kelsier drops a coin to the street and performs a steel push which launches him into the air.

EXT. ROOTOP - LUTHADEL SOOTWARRENS - CONTINUOUS

He lands upon a rooftop, glancing down to where he sees Hoid scuttle over to pick up the discarded coin.

Kelsier smiles, then continues Pushing and pulling east toward.

EXT. ALLEYWAY - LUTHADEL - NIGHT

Flying through the air, Kelsier pulls off his mist-cloak followed by his vest revealing a tattered shirt hidden underneath.

He drops to an alley discarding the cloak and vest behind a stack of crates.

Kelsier takes a double handful of ash from the corner, then rubs the crusty dark flakes into his hair, and skin.

EXT. AHLSTROM SQUARE - LUTHADEL - MOMENTS LATER

He steps from the alley, looking far different than the Nobleman who met with Hoid earlier.

Kelsier stumbles, pretending to have a lame leg. He approaches a FIGURE IN SHADOW who stands at the squares water fountain.

KELSIER
(raspy voice)
My Lord, my lord. Is that you?

STRAFF VENTURE (Elends father) steps from the darkness, duelling cane in hand. He is an impossibly dangerous looking man with a domineering way about him. Two GUARDS flank him.

STRAFF VENTURE
You are late, Skaa!

KELSIER
(raspy voice)
My Lord, I...I...I was waiting in
the alley, my lord, like we agreed.

STRAFF VENTURE
We agreed to no such thing!

KELSIER
(raspy voice)
I'm sorry, my lord.

Kelsier stumbles, playing up his role.

KELSIER
(raspy voice)
I'm sorry, I'm sorry. I was just in
the alley. I didn't mean to make
you wait.

STRAFF VENTURE
Couldn't you see us, man?

KELSIER
(raspy voice)
I'm sorry, my lord. My eyesight...
It isn't very good. I can barely
see my own hands in front of my
face.

Venture snorts, he hands his duelling cane to one of his guards, then slaps Kelsier smartly across the face.

Kelsier falls to the ground holding his cheek.

STRAFF VENTURE
Next time you make me wait, it'll
be the cane.
(MORE)

STRAFF VENTURE (CONT'D)
Now, let us get down to business.
What is this important news you
promised to deliver?

KELSIER
(raspy voice)
It's about house Erikell, my lord.
I know your lordship has had
dealings with them in the past.

STRAFF VENTURE
And?

KELSIER
(raspy voice)
Well, my lord, they are cheating
you dearly. They have been selling
their swords and canes to House
Tekiel for half the price you have
been paying.

STRAFF VENTURE
Proof?

KELSIER
You only need to look to Tekiel's
new armaments, my lord, my word is
true. I have nothing but my
reputation! If I have not that, I
have not my life.

Venture scoffs at the information.

STRAFF VENTURE
This is of little use to me. Let's
see how much your really know,
informant. Tell me about the
survivor of Hathsin.

Kelsier freezes. Caught off guard by the question.

KELSIER
(raspy voice)
Excuse me, my lord?

STRAFF VENTURE
You want to get paid? Well tell me
about the survivor. Rumours say
he's returned to Luthadel.

KELSIER
(raspy voice)
Rumours only, my lord.
(MORE)

KELSIER (CONT'D)

I have never met this survivor, but
I doubt he is in Luthadel if,
indeed he even lives.

SRAFF VENTURE

I've heard he's gathering a Skaa
rebellion.

Close on Kelsier. He doesn't like this.

KELSIER

(raspy voice)

There are always fools whispering
rebellion to the skaa, my lord, and
there are always those using the
name of the survivor, but I've
never heard of anyone living to
tell of the pits. The Lord Ruler
does not allow such oversights.

Sraff contemplates this.

SRAFF VENTURE

True. But the Skaa seem convinced
about this rumour of an 'eleventh
metal.' Have you heard of it,
informant?

KELSIER

(covering his shock)

Ah yes, a legend, my lord.

SRAFF VENTURE

One that I've never heard of, and I
pay very close attention to such
things. This is no 'legend' someone
very clever is manipulating the
skaa.

KELSIER

(raspy voice)

An... interesting conclusion, my
lord.

SRAFF VENTURE

Indeed, and assuming the survivor
did die in the pits, and if someone
got a hold of his corpse... his
bones... there are ways to imitate
a mans appearance. You know of what
I speak?

KELSIER
 (raspy voice)
 Yes, my lord.

STRAFF VENTURE
 Watch for this, I don't care about
 your gossip, bring me something
 about this man, or whatever he is
 that leads the skaa. Then you'll
 get some coin from me.

Venture spins in the darkness and waves to his men to leave.

Kelsier stands alone thoughtfully.

EXT. MANOR RENOUX - FELLISE - NIGHT

The mists twist and bend like the tendrils of a Cthulhuan beast.

Angle on the spikeway between Luthadel and Fellise.

Kelsier bursts from the mist, mist-cloak billowing in the wind. He lands next to an empty carriage across from the manor entrance.

VIN (PRE-LAP)
 That's a new look for you.

INT. SITTING ROOM - MANOR RENOUX - LATER

Kelsier enters the room where Vin, Sazed and Lord Renoux sit in discussion.

KELSIER
 You mean this? I hear beards are
 going to make a return soon. I'm
 just trying to stay on the edge of
 fashionability.

He finds a seat and begins to remove the unkempt beard and false nose.

Vin still wears her red gown, sitting unladylike with her legs tucked beneath her.

VIN
 The edge of beggar fashion maybe.

RENOUX
 How did the evening go, Kelsier?

KELSIER

Like most others. Fortunately, House Renoux remains free of suspicion. Though I myself am something of concern to the nobility.

RENOUX

You?

Kelsier nods as a SERVANT brings him a warm cloth to clean his face.

KELSIER

It seems that the general skaa have gotten wind of the eleventh metal. Some of the nobility have heard the building rumours, and the more intelligent ones are growing worried.

RENOUX

How does this affect us?

KELSIER

We'll spread opposite rumours to make the nobility focus more on each other and less on me.

(toward Vin and Sazed)

How did your evening go? Wait, let me guess, you convinced everyone that Renoux and Venture are the best of friends?

Vin and Sazed exchange looks.

VIN

(paling)

You know about that?

KELSIER

I'm mysteriously powerful.

(beat)

Now the nobility are under the impression that Renoux and Venture are in business together, and that Venture has a surplus of weapons.

VIN

I didn't mean for it to go that far.

Kelsier nods, rubbing the glue from his chin.

KELSIER

That's the way court is, Vin.
Rumours are like a fire, all it
takes is one spark. It shouldn't be
a problem, we'll just have to pay
close attention to how things
develop.

RENOUX

Agreed.

KELSIER

(yawning)

Now, if there isn't anything else,
playing both nobleman and beggar in
one evening has made me dreadfully
tired.

He stands making a move for the entrance, but Sazed
interrupts.

SAZED

There is one more thing. At the end
of the evening, mistress Vin saw
the Venture heir leaving with the
young lords of houses Lekal and
Hasting.

Kelsier pauses, frowning.

KELSIER

That's an odd combination.

SAZED

So I thought.

KELSIER

He's probably trying to annoy his
father, fraternizing with the enemy
in public.

SAZED

Perhaps, but the three did seem to
be good friends.

A beat as Kelsier considers the implications.

KELSIER

Investigate this further, Saze.
There's a chance that Lord Venture
and son are playing us all for
fools.

SAZED
Yes, master Kelsier.

Vin watches as Kelsier leaves the room.

INT. STAIRWELL - MANOR RENOUX - LATER

Kelsier hands his mist-cloak to a SERVANT at the bottom of the stairwell before ascending the steps.

Halfway up the stairs he hears footsteps approaching from behind.

VIN (O.S.)
Kelsier!

Kelsier looks back at Vin who shimmy's her way toward him in her red dress.

VIN
There was something else. Something I'd like to talk about.

He regards her quizzically.

KELSIER
My room.

INT. KELSIER'S ROOM - MANOR RENOUX - MOMENTS LATER

KELSIER
What is this about?

Kelsier leans against a bureau awaiting Vin's reply.

VIN
Lord Elend, I found something, strange tonight.

KELSIER
Oh? How so?

VIN
Elend had a stack of books with him. A few of which I picked through when he wasn't looking.
(off Kelsier's look)
One of them drew my attention. A book with a title about the weather, but inside, it spoke about the final empire and its flaws.
(MORE)

VIN (CONT'D)
The implications certainly seemed,
rebellious.

He smiles.

KELSIER
Book of the false dawn. Any Keeper
can quote the entire thing to you.
I didn't think there were any
copies left. The authors radical
thoughts led to his execution by
the Inquisitors.

Vin stiffens with alarm.

VIN
That might explain why Shan Elariel
had her Terrisman steward searching
through the books while I was away
from the table.

KELSIER
Elend's former fiancé? She might be
looking for something to blackmail
the Venture boy with.

VIN
I think she's a soother, Kelsier.

Kelsier nods distractedly.

KELSIER
False Dawn is questionable text,
but not enough to convict someone
with, perhaps if he has one
explicit book he may have others
which are forbidden. If the
Obligators had evidence of that
they'd hand Elend over to the
Inquisitors, nobleman or not.

(beat)
The question is, how can we make
certain that happens?

Vin pales visibly.

VIN
I didn't tell you this so we could
get him killed! He's reading
forbidden books, and he seems like
a good man. I thought we could
maybe use him as an ally.

KELSIER

A good man? That good man would hand you over to the Inquisitors in a blink if he knew you were Skaa.

VIN

But Elend asked me about the skaa, wanted to know if they were intelligent.

KELSIER

No more than a kennel master wanting to know how well bred their dogs are. Was his interests compassionate or intellectual?

She pauses.

KELSIER

See, Vin, that man is not your ally. I distinctly recall telling you to stay away from Elend Venture. This behaviour could put the operation and your fellow crew members in jeopardy, understand?

Vin looks down, nodding.

KELSIER

Get some sleep, we can talk about this later.

She leaves the room dejectedly, leaving Kelsier by himself.

Close on Kelsier's eyes, thoughtful and knowing. She's falling in love.

EXT. CARRIAGE - HIGH ROAD - DAY

Vin's carriage sways from the uneven roadway on its way toward Fellise.

INT. CARRIAGE - CONTINUOUS

She stares out the window watching the world go by. Trees blurring passed hypnotically.

BEGIN MONTAGE

- Vin dances at another Nobleman Ball.

- Vin attends a luncheon, sipping tea and laughing as she ingratiates herself within the nobility.
- Vin sits among many other well dressed nobles drinking and conversing.
- Another ball, Vin accepts the hand of a young NOBLEMAN. As she makes her way to the dance floor her eyes search the room for Elend, Disappointment displayed on her face.

END MONTAGE

Vin sighs, but immediately sits up, her attention brought to a commotion outside the carriage.

She grips a vial of metals.

EXT. MANOR RENOUX - CONTINUOUS

A large gathering of SKAA in simple workers clothing is gathered at the inner courtyard.

Boxes and sacks dapple the ground in heaps among the Skaa who bustle with activity, loading a series of carts.

Vin's carriage pulls to a stop among the rabble. She emerges from the door seeing Kelsier and Renoux standing not too far away.

She hops from the vehicle, hikes up her dress and makes her way over to the two men surveying the operation.

VIN

You're running goods to the caves
out of here?

RENOUX

Curtsy to me, child. Maintain
appearances while we can be seen.

Vin does as ordered.

KELSIER

Renoux has to do something with the
surplus of weapons or people would
start getting suspicious.

RENOUX

We're sending this all by Canal
barge to my plantation out west,
but it's merely a front to drop off
Soldiers and supplies to the caves.

KELSIER

Our Soldiers don't even believe Renoux is in on the plan, they believe he is a nobleman we are scamming. After a week or so at the caves, we can return to Luthadel on one of Renoux's barges heading east.

VIN

(concerned)

We?

Kelsier smiles with amusement.

KELSIER

Apparently, someone's coming to enjoy her balls and parties. Don't worry, you're staying. Yeden and I are the ones going. I need to inspect the troops, and Yeden is going to take a turn watching over the army so that Ham can come back to Luthadel. We'll also take my brother with us, then drop him at his insertion point with the Ministry acolytes up in Vennias. It's a good thing you're back, I want you to spend a little time with him before we leave.

VIN

With Marsh?

KELSIER

Marsh claims he can teach you a few tricks in regards to seeking. This will probably be your last chance to train with him.

Vin glances toward the gathering caravan.

VIN

Where is he?

KELSIER

Late.

RENOUX

He should be here soon child, perhaps you can take some refreshment inside.

She shoots Renoux a look of annoyance.

VIN
(cooly)
Fine.

EXT. MANOR RENOUX - LATER

Close on a stack of boxes as Vin's fingers trail along the wood while she walks among the supplies.

She takes in the operations around her, looking bored.

To her side, three SKAA MEN load one of the carts. Vin stands next to a large stack of boxes and watches the men work.

Angle on the men, they keep shooting looks toward Kelsier, whispering among themselves.

Vin burns tin so she can eavesdrop.

SKAA WORKER
...no, that's him for certain, I
saw the scars.

SKAA WORKER #2
He's tall.

SKAA WORKER
Of course he is, what did you
expect?

SKAA WORKER #3
He spoke at the meeting where I was
recruited. The survivor of Hathsin!

The men move on, gathering more boxes while Vin watches them when all of a sudden --

KELSIER (O.S.)
Valette!

Vin jumps, startled by Kelsier's tin enhanced yell.

She looks at Kelsier as he points toward Marsh's approaching carriage.

EXT. FORE-BALCONY - MANOR RENOUX

Vin and Marsh stand across from each other on the balcony, lit by a halo of red sunlight.

MARSH

Kelsier says you have spent very little time training with the internal mental abilities, correct?

She nods.

MARSH

Bronze may not be as flashy as other metals, but it can be very powerful in the hands of someone properly trained.

VIN

What is the use of learning bronze when everyone you fight is immune to its powers?

MARSH

Not everyone you encounter will be mistborn, girl. Very few people are. Knowing whether your attacker is a thug or coin shot could very easily save your life.

VIN

If you say so.

Marsh raises an eyebrow.

MARSH

You don't seem convinced? With Bronze you can identify precisely which parts of a persons emotions a soother or rioter is wanting to manipulate. You'll also be able to tell when someone flares their metal. If you grow very skilled you might even know when they're running low on metals.

Vin pauses in thought.

MARSH

You begin to see the advantage?

(off Vin's nod)

Good, now burn bronze.

She burns bronze, immediately the thump of two rhythmic beats begin to wash over her like the waves of the ocean. Soundless but distinct.

MARSH

What do you sense?

VIN

I... Think there are two metals being burned. One's coming from Kelsier down below, the other, is coming from you.

MARSH

Good, you've practiced.

VIN

Not much.

MARSH

Not much? You can already determine pulse origins, that takes practice.

VIN

It seems natural to me.

MARSH

Very well, are the two pulses different.

Vin concentrates, frowning.

MARSH

Close your eyes, remove other distractions, focus only on the Allomantic pulses.

She closes her eyes. We feel the bass of the two beats. They are different, but only slightly.

Vin smiles.

VIN

One's a pulling metal isn't it?

She opens her eyes.

VIN

That one's Kelsier, you're pushing!

MARSH

Very good! He is burning Iron, as I asked him to.

VIN

Do they all do that? Feel distinct I mean?

MARSH

I didn't tell you to open your eyes.

Vin immediately closes them.

MARSH

It's easy to distinguish the pulling metals from the pushing, but each metals pulse has a longer or shorter length. Can you feel it?

The pulses throb like the beating of a heart. She concentrates trying to identify what makes them different until --

VIN

(defeated)

I can't.

MARSH

It took me six months to distinguish pulse lengths. If you had gotten it on your first try I would have felt incompetent.

VIN

What was I suppose to see?

MARSH

Eventually two different pulse lengths. Practice will let you determine the three different patterns. Pulse length, metal group and push, pull variance. Once you know these three things you'll know exactly what your opponent is burning.

Vin nods thoughtfully. She glances toward Kelsier who stands in the courtyard below.

VIN

You know a lot about all the metals, but you're a misting right?

Marsh nods.

Close on Vin. She burns copper. A transparent cloud seems to envelop her.

She then burns Zinc, and brass. Time winds down as she soothes Marsh. His heartbeat slows, breathing steady.

VIN

You must have learned somewhere?

A beat --

MARSH

I snapped when I was very young,
I've had a lot of practice.

VIN

So have a lot of people.

MARSH

I... Had reasons. It's hard to
explain.

VIN

They always are.

Marsh turns toward her. His eyes like ice.

MARSH

Obligators took our mother. That's
when I snapped, and that's when I
vowed to destroy them. So, I joined
the rebellion and learned all that
I could about Allomancy.

Inquisitors use it, so I had to
understand it, understand
everything that I could, be as good
as I could...

(beat)

Are you soothing me?

Vin jumps, then extinguishes her metals. The copper cloud disappears.

Marsh turns back toward her again, his expression cold.

VIN

(meekly)

Yes.

MARSH

You are good. I'd have never known
if I hadn't started rambling. Stop
it!

VIN

I already have.

MARSH

Good, that's the second time you've
altered my emotions, don't do it
again.

VIN

It won't happen again.

MARSH

You're mistborn, it's what you do.
He does the same thing.

Marsh looks down at his brother.

The two stand in silence for a moment.

VIN

Marsh, how did you know I was
mistborn? I only knew how to Soothe
back then.

MARSH

You knew other metals
instinctively. You were burning
pewter and tin that day. Did you
ever wonder how you survived when
so many others died?

Vin nods. A beat as she chooses her next words carefully.

VIN

Do you hate Kelsier?

MARSH

No. He's frivolous and self
important, but he's my brother. The
pits changed him. Her... death
changed him.

Marsh's voice is tinged with sadness. A sadness that goes
beyond the love for a sister in law.

MARSH

Anyway, I've given you the basics.
Now you just need to practice. If
we meet again I'll show you more.

Vin nods. Marsh walks out the door without any other
farewell.

She turns her attention to the courtyard below where Marsh
joins Kelsier and Lord Renoux. The sun gives the world beyond
a beautiful orange glow.

INT. BARGE CABIN - CANAL - DAY

Close on the page of a book. We hold on a block of text that
reads: 'Sometimes I worry that I'm not the hero everyone
thinks I am.'

Kelsier lowers the booklet. He sits within the cramped cabin of a boat. A window displays the passing landscape outside.

The boat shudders as it begins to slow. Kelsier stands, making his way out of his cabin and onto --

EXT. BARGE - CANAL - CONTINUOUS

Kelsier steps onto the deck of the Barge. He removes a few coins from his pouch, drops one to the wood and steel pushes off of it into the air.

Wide angle on a convoy of four barges and two narrow boats that drift quietly along a canal.

The boats are pulled along by twelve SKAA WORKERS who bring them to a stop at a locking mechanism where the Canal splits into two sections.

Kelsier flies in an arc, rebounding off another coin as he makes his way to the narrow boat which leads the caravan.

Would-be SOLDIERS look up at him. In awe of his power.

EXT. NARROWBOAT - CANAL - CONTINUOUS

Kelsier lands on the deck with a loud THUMP!

Yeden steps out of his cabin, drawn by the noise.

YEDEN

Lord Kelsier, We've arrived at the crossroads!

KELSIER

I see that. Let's go meet our army.

EXT. BIRCH WOODS - LATER

Kelsier and Yeden lead a procession of SOLDIERS up a sloping hill toward a stand of Birch trees.

In the distance the canal can be seen moving away from the forest.

Kelsier stops the line of men. He scans the tree line, using Tin to enhance his vision.

KELSIER'S POV: We see movement within the shadows of the trees.

He hovers a coin above his hand, then steel pushes it through the air where it zips forward and THOCKS! Against a tree.

A group of CAMOUFLAGED MEN leave the tree line, crossing the ash strewn ground toward the canal.

The lead soldier, CAPTAIN DEMOUX, a disciplined man, barely into his twenties greets Kelsier and Yeden.

CAPTAIN DEMOUX
Lord Kelsier, I am Captain Demoux.
General Hammond is eager to see
you.

Kelsier looks back at Yeden who gives him a satisfied smile.

EXT. BIRCH WOODS - DAY

Angle on a procession of two hundred men as they snake their way along the forest floor.

Demoux slows, waving, several members of his SQUAD hurry forward.

The Squad members remove a tuft of false underbrush revealing a dark crack in the ground, with crystalline granite jutting out from its walls.

Kelsier stands quietly, looking down into the fissure.

FLASH CUT to. Kelsier is wedged between the rock walls of the pits of Hathsin.

He extends an arm through a small jagged opening in the cavern, returning an arm cut and bloody from the bite of its tooth-like maw. END CUT.

YEDEN
Kelsier?

KELSIER
It reminds me of the pits.

He overcomes his fear, steps forward and proceeds to climb down the thin crack, disappearing from view.

INT. CAVES - LATER

Kelsier and the others shimmy their way through the cold, damp cave.

The cramped space is stifling, barely big enough to fit two men abreast.

INT. LARGE CAVERN - MOMENTS LATER

The crack opens into a larger cavern below. Lit by lantern light.

Kelsier drops the rest of the way and lands on the uneven stone floor.

He stands, smiling at, HAMMOND who helps him to his feet.

KELSIER

Quite an entrance you have there.

The two men embrace.

HAM

You should see the bathroom.

Kelsier steps aside to make room for the others.

HAM

How many have you brought me?

KELSIER

Just over two hundred and forty.

HAM

Recruitment has picked up then?

Yeden and Demoux enter the cavern from the ladder. Yeden joins Kelsier and Ham.

YEDEEN

This cavern is amazing. No wonder the Lord Ruler hasn't found it. I was wrong about you, Lord Kelsier. This operation... This army... Well, you've done something impressive here.

KELSIER

Thanks, but I couldn't have done it without you. Now, if you'll excuse me. I'd like to speak to Hammond alone.

YEDEEN

Of course.

Kelsier nods to the side. Ham grabs a lantern and the two head off down a branching passageway.

INT. PASSAGEWAY - CONTINUOUS

Ham leads Kelsier down a passage. Lantern bobbing in the darkness.

HAM

Yeden certainly has changed.

KELSIER

I have that affect on people.

HAM

Must be your awe inspiring
humility.

They step from the passageway into --

INT. SMALL CAVERN - CONTINUOUS

The cavern has a rift in the ceiling allowing a faint bit of sunlight to trickle in.

Ten SOLDIERS stand guard in the room. The squad of men snap to attention as Ham enters.

KELSIER

Ten men at all times?

HAM

At each of the three entrances.

KELSIER

Good.

Kelsier turns to one of the soldiers.

KELSIER

Who do you let out of the cavern's
soldier?

SOLDIER

Only men bearing a seal signed by
Lord Hammond himself, Sir!

KELSIER

No exceptions?

SOLDIER

No, Sir!

KELSIER

And if I wanted to leave right now?

The soldier pauses.

KELSIER

You'd stop me! No one is exempt
soldier. Not me, not your bunk
mate, not an officer, no one. If
they don't have that seal they
don't leave!

SOLDIER

Yes, sir!

KELSIER

Good man! If all your men are this
fine, General, then the Lord Ruler
has good reason to be afraid.

The men on guard puff up slightly at the survivor's words.

KELSIER

Carry on, men.

Ham and Kelsier continue down another branching passageway.

INT. TRAINING CHAMBER - MOMENTS LATER

They enter a large hollow, here groups of MEN stand with
swords or staves, sparring beneath the watchful eye of
uniformed INSTRUCTORS.

The pair watch the training session for a brief moment.

HAM

What did you want to speak with me
about?

KELSIER

I brought Yeden to replace you.
Someone has to visit the Garrison
and gather intelligence, and you're
the only one with military
contacts.

HAM

So, I'm going back with you?

Kelsier nods. Ham looks crestfallen for a moment, then
relaxes with a broad smile.

HAM (CONT'D)
I'll finally be able to get out of
this uniform! But do you think
Yeden can handle it?

KELSIER
Yeden might not be the better
choice, but the army is going to be
his, eventually.

HAM
I suppose...

KELSIER
We're spread thin, Ham. You and
Breeze are the only two men I know
I can trust. I need you back in
Luthadel.

Ham nods his acceptance.

HAM
Oddly enough, I will miss this
place, it has a certain beauty to
it doesn't it?

Kelsier doesn't lend a reply.

He watches as two soldiers spar with duelling canes. The
TWACK WACK of wood on wood echoes throughout the cave and we -
-

FLASH CUT to. Kelsier looks on helplessly as his wife, MARE
is beaten to death by two TASKMASTERS. Face contorted in a
silent scream as she reaches toward him. END CUT.

INT. CENTRAL MEETING CAVERN - DAY

The sound of a thousand CLINKING utensils tap rhythmically
against soup bowls.

Angle on a massive natural cavern where seven thousand men
sit at various tables eating dinner.

Kelsier sits at a high table with the other commanding
officers. Including Yeden, Ham and Demoux.

He picks at this food thoughtfully, taking in the room and
its occupants.

Ham laughs with Yeden, enjoying his meal.

Kelsier scans the faces of the men. Some converse with each other, while others look, scornful.

Kelsier nudges Ham, getting his attention.

KELSIER

Are there any men here who have
given you disciplinary problems?
People who have spoken against what
we are attempting?

Ham shrugs.

HAM

In a group this big there are
always trouble makers.

KELSIER

Anyone in particular?

Ham scans the room. He stops at A SCRAWNY MAN wearing a red cloak, sitting with a hunched solitary posture. Kelsier follows Ham's nod.

HAM

That man in red, he was caught
trying to escape a couple weeks
ago.

KELSIER

I need someone a bit more,
charismatic.

The thug rubs his chin deep in thought, eyes falling upon, BILG a brawny man wearing a vest and full beard who sits four tables over.

HAM

What about Bilg? He's been making
trouble quietly. Doesn't think we
have a chance against the empire.

KELSIER

He's perfect.

Kelsier burns zinc, then focuses his attention on Bilg before standing to address the room.

The cacophony of voices and clinking of utensils abruptly stops.

KELSIER (CONT'D)

Men, before I leave, I want to
express one last time how impressed
I am by this visit. You are
becoming a fine army...

His voice echoes throughout the room, enhanced by the natural acoustics.

KELSIER (CONT'D)

...I apologize for stealing General
Hammond, but I leave a very
competent man in his place. Many of
you know General Yeden, and know of
his many years serving as rebellion
leader...

Kelsier focuses on rioting Bilg and his COMPANIONS. Time
slows --

KELSIER (CONT'D)

...I have confidence in his
abilities to train you even further
In the ways of being fine soldiers.

We no longer hear Kelsier's speech, only an uncomfortable buzzing noise as his lips move.

Angle on Bilg. His face grows dark, anger bubbling to the surface.

Kelsier continues to speak. Sound muted. We cut between him and Bilg, back and forth, building the tension until --

Bilge mouths an inaudible comment. All eyes turn toward him.

KELSIER (CONT'D)

Did you say something?

The big man stands from his table, face red.

BILG

Yes sir. I said some of us haven't
lost sight of our goal. We think
about it every day.

KELSIER

And why is that?

A rumble of whispers build throughout the cavern.

BILG

Because, sir, this is suicide
you're sending us to.

(MORE)

BILG (CONT'D)

The Final Empire's armies are bigger than just one garrison. It won't matter if we take the walls, we'll all be slaughtered. You don't overthrow an empire with a couple thousand soldiers.

KELSIER

I believe in these men and in their purpose.

BILG

I believe that you are a deluded fool, and I was a bigger fool for coming to these bloody caves. Now we're all trapped here until you send us to die!

KELSIER

You insult me. You know very well why men are not allowed to leave. Or are you that eager to sell out your comrades for a handful of boxings?

Bilg's face grows redder still.

BILG

I would never do such a thing, but I'm not about to let you send me to my death either, this army is a waste.

KELSIER

You speak treason.

Kelsier turns, scanning the crowd.

KELSIER (CONT'D)

Is there a soldier here willing to fight for the honour of this rebellion?

A couple dozen men stand up, including --

KELSIER (CONT'D)

Captain Demoux.

The young captain jumps forward. Kelsier Grabs his own sword and tosses it down to him.

KELSIER (CONT'D)

You can use a sword, lad?

CAPTAIN DEMOUX

Yes, sir!

KELSIER

Someone fetch Bilg a weapon. Defeat my champion and you are free to leave.

Bilg accepts a sword from a nearby soldier.

BILG

I accept the terms.

Kelsier nods. Men immediately pull aside tables, opening up a space before the high table. A crowd begins to gather.

HAM

Kelsier, what are you doing? Bilg is one of the best fighters in the army. Demoux doesn't stand a chance. He'll be killed.

Kelsier ignores Ham's request. He sits quietly while Bilg and Demoux lift their weapons. A pair of soldiers tie on the men's cuirasses.

Once ready, Kelsier motions for the fight to begin.

Bilg steps forward confidently, taking a few test swings with his broadsword which Demoux blocks competently.

Angle on Kelsier. He burns Iron and Steel. The tendrils of blue light stream toward the two men.

Bilg swings. Kelsier nudges the blade to the side giving Demoux room to escape.

The boy thrusts. Bilg easily knocks it away. He follows up with a relentless barrage. Demoux stumbles backward, trying his best to dodge, but is too slow. The blade falls with awful inevitability.

Kelsier flares Iron. He stabilizes himself by anchoring to a lantern bracket behind him, then Iron pulls the metal on Demoux's vest causing the boy to make an inhuman leap out of harms way.

Bilg's sword smashes into the ground. A gasp of disbelief moves through the crowd.

He growls and runs forward, sword held high. Demoux blocks the powerful swing, but Bilg knocks the boy's weapon aside with a careless sweep. The larger man strikes again. Demoux raises his arm reflexively to defend as --

Kelsier steel pushes, Freezing Bilg's sword mid swing. The two stand deadlocked for a moment. Bilg fights against Kelsier's power while Demoux looks on with awe.

With an allomantic push, Kelsier sends Bilg flying backward. The large warrior hits the ground hard with a cry of surprise.

Bilg rises up. He bellows in rage, grips his sword with two hands and rushes toward Demoux.

Kelsier pushes and pulls the captain, moving him left and right, allowing him to dodge Bilg's attacks with ease.

Demoux counters. Kelsier gives the boy's swing an allomantic enhanced nudge that knocks the sword from Bilg's hands with a loud CRACK!

The sword shatters, and the big man hits the ground with a broken and torn arm as his weapon clatters against the stone floor.

Demoux steps forward, raising his weapon over the stunned Bilg. About to finish him, but stops.

Angle on Kelsier. His face says it all. This man needs to die. He Iron pulls on Demoux's sword, forcing him to make the killing blow. Demoux struggles against it.

A tense beat and then --

Kelsier releases his grip on the sword. Demoux lowers the weapon and regards his shaking hands with wonder. Bilg lets out a long exhale of relief.

The crowd falls to a hush as Kelsier stands.

KELSIER

Do you think I would send you
against the Lord Ruler unprepared?
Do you think I would just send you
off to die? I will not leave you
unaided when you go against the
soldier's of the final empire.

He thrusts his hand into the air, holding aloft a tiny bar of metal.

KELSIER

You've heard of this haven't you?
You've heard the rumours of the
eleventh metal? Well I have it, and
I will use it. The Lord Ruler will
die.

The men in the cavern begin to cheer.

KELSIER

You soldiers have untold power
inside of you! I will unlock that
power, and we will use it to free
our people. Feast my soldiers, and
don't fear the battle to come. Look
forward to it!

Kelsier raises his glass of Ale. The room erupts in a riot of cheers as Yeden looks to him with adulation.

YEDEN

I... Didn't know. You should have
told me you could pass your powers
on to others. Why, with these
abilities how can we possibly lose?

The survivor gives Yeden a half hearted smile. Ham turns to Kelsier, speaking in a low voice.

HAM

(whispered)

You just lied to my entire army,
Kell.

KELSIER

(whispered)

No, Ham, I lied to *my* army.

Ham pauses, face darkening as he takes his seat.

He stares at the blood on the floor, a solitary man among a hurricane of celebration as we --

FADE OUT.

END EPISODE FOUR