

MISTBORN
Episode Six

Written by

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Based on, the novel by Brandon Sanderson

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THE LOGBOOK

'EPISODE SIX'

INT. WATCH HOLE - THERON'S SAFE HOUSE - DAY

TIGHT ON a playing card. A woodblock printed graphic of the allomantic symbol for *tin* marks its time worn surface.

THWAP! Another card is placed on the first, this one with the symbol for *atium*.

VOICE (O.S.)

Ha! Let's see you beat that.

Two young SKAA CREW MEMBERS (15) play cards within the confines of a hidden watch hole. The second boy exhales with exasperation before --

He flips a card face up from the deck in his hand.

CLOSE ON the card. There's a graphic of a steel Inquisitor. The two boys slump.

FIRST SKAA

Damn, steel eyes. Bust!

VOICE (O.S.)

Hey! You two better not be playing cards again.

SECOND SKAA

No Sir!

The pair quickly gather up the cards, hiding them away in a nook. They return to sentry positions at two peepholes within the wall.

We drop below the floor, following the length of a ladder leading down from the watch hole to --

INT. THERON'S SAFE HOUSE - CONTINUOUS

A surly, bearded man with scars on his face, YANEK (50) saunters past. He looks up to the second floor with a sceptical eye.

Yanek shakes his head as we track with him through the safe house. An old converted warehouse made of wood, steel and brick.

He moves through the expansive main storeroom. Here a dozen CREW MEMBERS busy themselves with tasks. Some carry boxes. Others pack supplies.

We follow Yanek to a door at the far end of the room.

INT. OFFICE - THERON'S SAFE HOUSE - CONTINUOUS

THERON sits at a desk wearing his customary grey shirt and slacks. He's in the process of forging numerous documents.

A large brown GUARD-DOG lays on the floor next to the desk.

YANEK (O.S.)

Ten minutes until we move house.

Theron glances back at Yanek. He nods. Finishes the last document before finalizing it with a red wax seal.

As Theron places a number of the documents into a carrying case. He hears a soft GROWL.

Back to the dog. Eyes alert. Lips curling back in anger. It lets out a loud BARK.

INT. WATCH HOLE - THERON'S SAFE HOUSE - AT THAT MOMENT

The barking is heard from downstairs.

The first Skaa keeps a watchful eye through the peephole.

PEEPHOLE POV: A hazy alleyway, ash drifts from the sky. SUDDENLY the face of an INQUISITOR blocks his view.

SHICK! An obsidian blade slices through the wall and into the eye of the first skaa, exiting the other side of his head.

The second skaa turns back in horror as his companion falls back dead.

SECOND SKAA

INQUISITORS!

INT. THERON'S SAFE HOUSE - CONTINUOUS

A side door BURSTS open revealing three STEEL INQUISITORS.

They flow inside like phantoms, Long robes dragging on the dusty floor. Steel pierced eyes scan the room for their Prey.

The guard dog dashes from the office at the lead Inquisitor. A blur of fangs and fur. It leaps, jaws intent on tearing out the creatures throat but --

With a smooth motion the Inquisitor snatches the dog from the air and snaps its neck.

The dog hits the ground in a dead heap.

The room becomes a swarm of activity as Skaa CREW MEMBERS drop what they are doing and dash for the exits.

The second Inquisitor raises his arm releasing a spray of coins that shoot through the air, killing three fleeing skaa.

The third Inquisitor *iron* pulls himself to a metal gangway above, running upside-down along the underside of the gangway as he chases Yanek.

He drops in front of the surprised man. Without hesitation, Yanek drives his sword through the Inquisitors chest, but the creature only gives an amused smile then bisects him at the waist with two obsidian blades.

Chaos erupts as the remaining skaa are cut off by the three Inquisitors, moving through the room with inhuman speed, killing anyone they encounter. Blood sprays everywhere.

Angle on Theron as he emerges from his office. Fearful eyes fall upon --

The first Inquisitor. It's steel gaze follows Theron who attempts to escape.

We track with Theron as he makes haste down a side corridor --

INT. CORRIDOR - THERON'S SAFE HOUSE - CONTINUOUS

Theron bolts down a cramped hallway. The Inquisitor in quick pursuit.

Metal debris is scattered throughout the hallway. The Inquisitor *steel* pushes the refuse at Theron. He ducks as the deadly bits of metal spray the wall ahead of him.

His pursuer *iron* pulls the ingots back. Theron evades as he ducks down a side corridor. One of the pieces of metal strikes his arm drawing blood.

At the far end of the hallway Theron sees an exit. He runs as fast as he can. Legs pumping hard.

The inquisitor turns the corner. Sees a bundle of wire against the wall to his left.

Back to Theron. The door to freedom merely feet away.

The Inquisitor gives the bundle of wire an allomantic push in Theron's direction.

The wire unravels, snaking through the corridor catching up to Theron as he reaches the door.

The creature masterfully *iron* pulls the wire. It constricts around Theron's legs. He falls forward and careens into the door --

EXT. ALLEYWAY - CONTINUOUS

Theron busts from the warehouse. Legs bound together. He lands with a hard THUD at the feet of --

FOUR OBLIGATORS stand in the alley. Each of their tattooed, bald heads turn toward Theron with satisfied amusement. All but one --

MARSH stands among the others. Surprisingly he wears the robes and bears the tattoos of an Obligator.

Theron and Marsh's eyes meet. Both stunned by each other's presence.

ANGLE ON the doorway. The Inquisitor stands within the building, immersed in shadow. Its gruesome smile and steel eyes barely glimpsed in the darkness.

LEAD INQUISITOR

I'm not done with you. We have much to discuss.

THERON

No!

The Inquisitor drags Theron's bound body back through the entrance. His arms splay wildly. Hands grip the edge of the door which SLAMS closed, severing his fingers at the knuckles.

One of the Obligators turns toward Marsh.

OBLIGATOR

You will notice our methods are quite, auspicious.

The Obligators grin like jackals. Marsh, however, looks visibly troubled by what he's witnessed as we --

CUT TO:

EXT. FOUR WELL CROSSROADS - DAY

SPLASH! A bucket of water is tossed against the blood soaked concrete basin of one of the fountains at the four well crossroad.

We follow a rivulet of bloody water as it cascades off the basin and pools in a pothole nestled between the cobblestones

The wheel of a carriage rolls to a stop in the puddle.

SAZED steps from the carriage, wearing skaa clothing. He scans the area. His grim expression reflects the somber scene before him.

SKAA SLAVES use large scrub brushes to clean gore from the the fountains.

Numerous other SKAA push carts stacked with the lifeless corpses of women and children.

CLOSE ON a small, blood stained stuffed animal that lays in the gutter. Sazed regards it for a moment before continuing on his way.

KELSIER (PRE-LAP)

All right, lets plan this out, How should we proceed?

INT. KITCHEN - CLUB'S SHOP - DAY

HAM, BREEZE, and VIN sit arrayed around the table, while KELSIER leans against the cupboard in his customary way.

DOCKSON carries a stack of papers to the table and takes a seat.

DOCKSON

With the Garrison gone our main focus becomes the nobility.

BREEZE

If we intend to seize the treasury, we'll need to distract the palace guard and keep the nobility from taking it from us.

VIN

What happens when the house war is over? We'll have to deal with the victors wont we?

Kelsier shakes his head.

KELSIER

I don't intend for there to be any winners, Vin. Not for a long while at least.

DOCKSON

Financial strain could bring any great house down, no matter how strong.

KELSIER

But we'll need to step up our efforts. Dox and Breeze, can you use some of your aliases to focus on the three of the most stable houses. It'll be dangerous, but speed is of the essence. Vin will still be our main spy.

The room nods.

HAM

If we can make the most powerful of the houses look vulnerable, then their enemies will be quick to strike.

The room falls quiet for a moment. Several heads turn toward Vin.

VIN

What?

DOCKSON

That means house Venture, Vin.

BREEZE

If Venture falls, the final Empire falls.

KELSIER

You already have an in with one of their most important members.

DOCKSON

See if you can Find us a bit of leverage and we'll do the rest.

A long beat as Vin considers.

VIN
I'll see what I can do.

There's a KNOCK at the door. Footsteps sound in the hallway.
A short moment later Sazed enters the room.

KELSIER
You're early.

SAZED
I try to make it a habit, Master
Kelsier.

Dockson gives Kelsier a smug look which he dismisses.

KELSIER
How are the men, Saze?

SAZED
As good as can be expected, but
they can't hide in the Renoux
warehouses forever.

KELSIER
That is a problem. Ham and Dox I'll
need you to figure out how to get
two thousand men into Luthadel
without being detected.

DOCKSON
We'll find a way.

HAM
You'd also like to continue
recruitment?

Kelsier nods.

KELSIER
I'd want at least double before we
try to pull this off.

Ham takes a deep thoughtful breath.

HAM
It's going to be tough, but I'll
make it work.

KELSIER
Good. Sazed, did the note come?

SAZED

It did, Master Kelsier.

Sazed pulls a letter from beneath his cloak and hands it to Kelsier.

BREEZE

What's that?

KELSIER

A message from Marsh...

He opens the letter and scans its contents.

KELSIER

...He's in the city, and he has news.

HAM

What news?

KELSIER

He doesn't say.

Kelsier grabs a baywrap, then walks over and picks up a regular skaa cloak.

KELSIER

But he gave instructions on where to meet him tonight. Coming Vin?

Vin nods, standing. They move to the entrance.

DOCKSON

Be careful Kel. It could be a trap.

KELSIER

I will. Keep working on the plan, I want this city to be so tense that once it breaks the Lord Ruler won't be able to hold it together.

EXT. ABANDONED BUILDING - TWIST SLUMS - EVENING

The sun casts a fiery orange hue onto two condemned four story buildings that run parallel to each other.

We enter a window at the top floor of the building on the right.

VIN (O.S.)

There's something your not telling us isn't there?

INT. ABANDONED BUILDING - CONTINUOUS

Vin looks away from the window, turning to face Kelsier.

VIN
Is the eleventh metal real?

Kelsier glances at her from his own place against the wall.

KELSIER
You saw it yourself. It is very
much real.

VIN
That's not what I mean. Are you
lying to us?

Kelsier frowns slightly, then smirks.

KELSIER
You're a very blunt girl Vin.

VIN
I know.

KELSIER
I'm not lying. The legends are
real, it's just...

A beat.

VIN
You don't know how to use it.

He shakes his head.

VIN
That's comforting.

KELSIER
Even if we don't figure it out in
time, we might not need it. I don't
know what the Lord Ruler is, but I
believe he's more like a man than
he is a god. The words in the
logbook. Those were the words of a
regular person. His real power
comes from his armies and wealth.
Once we remove them he won't be
able to stop his empire from
crumbling.

Vin picks flecks of paint from the window sill.

VIN

He might not be a god... But the Lord Ruler is something... something different. When he was in the square, I could feel him touching my emotions even when I was burning copper.

KELSIER

That's not possible Vin. If he had that kind of power we would have been found out a long time ago. Smokers like Clubs wouldn't be able to keep us safe.

She shrugs.

KELSIER

I believe the Legends of his strength gives him power over you.

VIN

Maybe, but you still hope to find a clue about the eleventh metal in the logbook?

(off his nod)

Why not try burning it and see what happens?

KELSIER

Not a good idea. Unknown metals, even tainted metals can be deadly. I wouldn't try that unless I had no other choice.

Outside, diaphanous patches of mist form in the air, hanging like ghosts. Slowly growing larger.

KELSIER

Here.

He removes a bead of atium from one vial and deposits it into another, then hands it to Vin.

KELSIER

In case you need it tonight.

VIN

Tonight? But it's Marsh.

KELSIER

It might be, then again, maybe the Obligators caught him and forced him to write that letter, or have followed him to this meeting. Either way it's best to be cautious.

VIN

(shivering)
You have a point.

She tucks away the vial.

KELSIER

You're right about the logbook. I was hoping it would mention something about allomancy, but so far it seems to focus primarily on something important in the Terris mountains. Something the Lord Ruler needs to do to protect the entire world. We'll know more once Sazed finishes the translations.

Kelsier checks his pocket watch.

VIN

How much longer?

KELSIER

Not long.

Vin nods. There's a moment of silence shared between them as they look out the window at the alley beyond.

VIN

You never taught me the ninth metal.

KELSIER

That's because it has no use in regards to your current training.

VIN

Still. What is it? Some alloy of atium?

KELSIER

No, the last two metals don't follow the same patterns as the basic eight.

Kelsier reaches into his sash and pulls out a GOLD BOXING.

VIN

Gold? All this time I could have tried it on my own.

KELSIER

Assuming you wanted to. Burning gold is a somewhat, uncomfortable experience.

Vin gives Kelsier an obstinate look.

KELSIER

You want to try it anyway, don't you?

She nods. He produces a small file and whittles off a sliver of gold from the boxing onto a handkerchief. Once done he presents it to Vin.

KELSIER

Go ahead. Just remember. This probably won't be pleasant.

A flicker of hesitation before Vin dumps a gold flake into her mouth, then washes it down with a flask of water.

She looks up at Kelsier. Takes a deep breath and burns *gold*.

Immediately two versions of Vin appear.

ONE represents the reckless side of Vin. She laughs easily. Trusts often, but appears strong. Happy.

The SECOND represents the overly cautious side. Thin to the point of scrawniness. A look of hatred and loneliness reflected in her untrusting eyes.

Vin reaches out with a hesitant, uncertain hand. She touches the face of both versions of herself at the same time. Like a mirror and then --

She GASPS! The illusion disappears. Vin squats to the floor, back pushed up against the wall as a wave of emotions wash over her.

Kelsier kneels down, placing a comforting hand on her shoulder.

KELSIER

It's all right.

VIN

What was that?

KELSIER

Instead of the future, a gold shadow shows us a past that didn't exist. The person you might have become had you made other choices.

VIN

It felt real. I could touch her.
The other me.

Kelsier helps Vin to her feet.

KELSIER

There's a lot about certain metals we don't know.

VIN

Remind me to listen to you in the future.

KELSIER

Curiosity is a fickle thing.

He smiles just as his attention is diverted to the building across the alley.

A light flickers through one of the windows on a lower floor.

KELSIER

He's here.

INT. CONDEMNED BUILDING - LATER

Vin and Kelsier enter into a dusty, dilapidated room.

Pieces of a shattered door are strewn about the floor. Chipped plaster flakes off the walls. Cobwebs and ash cover all surfaces.

VOICE (O.S.)

Kell?

A figure stands at the far side of the space immersed in shadow next to a caved in section of wall. Mist floats freely into the room.

KELSIER

It's me. Vin's here too.

Marsh steps from the shadows revealing his face.

Vin rears back in surprise.

VIN

You have Ministry tattoos?

MARSH

Of course. I needed them to pass as an acolyte.

VIN

...But, you'll always be branded.

KELSIER

That's the price he had to pay Vin.

MARSH

That doesn't matter. Look, I don't have much time here.

Kelsier nods.

KELSIER

The infiltration went well I take it?

MARSH

Too well it would seem. I've distinguished myself and already have an outstanding reputation among my group. The Obligators have already promoted me. Which might be problematic if I want to remain innocuous.

KELSIER

You always were an over achiever.

Marsh's tone turns serious.

MARSH

The Ministry is far more competent than we assumed.

KELSIER

What do you mean?

MARSH

There are bases throughout the city. Soothing stations, as they call them. At least twelve. Each one contains a couple of Ministry soothers whose sole purpose is to dampen the emotions of skaa within a certain area. This keeps the skaa cowed, and subservient. Less likely to rebel.

Kelsier looks to Vin, stunned by this revelation.

KELSIER

Bloody hell! That explains why recruitment here in Luthadel was such a challenge.

Marsh nods.

MARSH

Each team has a Smoker to keep them hidden, along with a Seeker to watch for passing allomancers. I assume this is how the Inquisitors get a lot of their leads.

KELSIER

Can you get us a list of those stations? We need to know precise locations.

MARSH

I'll try. Just be careful with this information. It gives us a serious advantage. We don't want to waste it.

KELSIER

What about the Inquisitors. Did you find anything more about them?

Kelsier's brother stands quietly for a moment.

MARSH

The Inquisitors are... strange. Apparently the creatures are very long-lived, but they do eventually die of old age. New ones must be recruited from nobleman ranks. They're people, Kell. They've just been... changed.

KELSIER

If they can die of old age, then there must be other ways to kill them.

Marsh nods in agreement.

MARSH

Anyway I should go. I have an appointment at one of these Soother stations tonight.

He begins to move away, carefully stepping over the rubble of the collapsed wall in his Obligators robe.

KELSIER

Marsh.

Marsh turns back as he reaches the doorway.

KELSIER

Thank you. I can only guess how dangerous this must be.

MARSH

I'll try to send you another missive once I have more information.

KELSIER

Be careful.

With that Marsh vanishes into the misty night. Kelsier stands quietly in the fallen room for a moment, staring after him.

Vin looks at Kelsier. Realizing the love he has for his brother.

KELSIER

We should get you back to Manor Renoux. House Lekal is throwing a party in a few days, and you'll need to be there.

PULL BACK through the hole in the wall as we are swallowed up by the mist and --

FADE TO BLACK.

EXT. KEEP LEKAL - NIGHT

A well built fortified building stands out from the mist enshrouded landscape.

Music is heard wafting from the grounds.

INSERT CAPTION: KEEP LEKAL

INT. BALCONY - KEEP LEKAL - CONTINUOUS

Close on an extravagantly detailed stained glass window of THE DEEPNESS. A creature made of darkness and shadow with a thousand watchful eyes.

The image becomes even more awe inspiring as we move away from it revealing the Terris mountains from the log book. Green rolling hills, clouds and various animals are depicted along its edges.

Vin stands before the windows in a stark white gown, admiring the artwork.

She turns away from the window and walks to the ledge of the second of four balcony's that overlook the equally grand, Lekal Ball room.

Here the ballroom is made up of a short pyramid shaped center with the dance floor at the top and the dining tables situated below at the four corners.

Vin continues along the balcony seeking out her prey, eyes alight when she sees --

LADY KLISS stands with a group of NOBLES halfway along the eastern balcony.

Vin stops a moment and pretends to admire one of the murals, waiting for the group to depart. Finally they do so as Kliss waddles in her direction.

VIN
(acting surprised)
Why lady Kliss, I haven't seen you
all evening.

Kliss turns toward Vin eagerly. Obviously excited by the prospect of gossiping with someone new.

KLISS
Lady Valette! You missed Lord
Cabe's ball last week! Not due to a
relapse of your previous malady I
hope.

VIN
No, I spent the evening dining with
my uncle.

KLISS
(deflating)
Oh... Well, that's good.

VIN
I hear you have some interesting
news about Lady Tren-Pedri Delouse.
I myself have heard some
interesting bits lately.

Vin eyes Kliss, implying she wants to trade information.

KLISS

Oh, that! Well, I heard that Tren-Pedri isn't at all interested in a union with House Aime, though her father is implying that there will be a wedding soon. You know how the Aime sons are, though. Why, Fedren is an absolute buffoon...

We hear the woman's conversation as inaudible chatter while Vin gives her a placating smile.

VIN

(interrupting)

That is interesting. Perhaps Tren-Pedri's hesitance comes because of House Aime's connection to house Hasting.

KLISS

Why would that be?

VIN

Well we all know what House Hasting is planning.

KLISS

We do?

Vin pretends to look embarrassed.

VIN

Oh perhaps that isn't known yet. Please, Lady Kliss, forget that I said anything.

KLISS

Forget? Why, it's already forgotten. But, come now, you can't just stop. What do you mean?

VIN

I shouldn't say. It's just something I overheard my uncle talking about.

KLISS

Your uncle? What did he say? You know that you can trust me.

Kliss leans in, looking eager.

VIN

Well... He said that House Hasting was relocating a lot of resources back to its plantations in the Southern Dominance. My uncle was quite happy Hasting has withdrawn from some of its contracts, and my uncle was hoping to get them instead.

KLISS

Relocating... Why, they wouldn't do that unless they were planning to withdraw from the city...

VIN

Could you blame them? I mean, who wants to risk what happened to House Tekiel?

KLISS

Who indeed...

The plump woman's eyes flare with excitement at the scandalous news.

VIN

Anyway, please, this is obviously only hearsay. You probably shouldn't tell anyone about it.

KLISS

Of course... Excuse me, I need to go refresh myself.

Vin nods, watching the woman zip away toward the balcony stairs.

She gives a self satisfied smile.

INT. BALCONY - KEEP LEKAL - LATER

Vin walks smoothly along the walkway, eying a massive clock set between the balconies on the other side of the chamber.

She approaches a swarm of ARMED GUARDS who march past, indicating the rising tensions among the nobility.

Her eyes scan the hallway looking for --

ELEND (O.S.)

I do believe you're late.

Vin turns to see Elend lounging in an alcove to her left. She smiles, glancing down at the clock.

VIN

I must be picking up bad habits
from some friends of mine.

She joins him in the alcove. Barely a fit for two. Their bodies close together.

ELEND

Oh, I don't know. My mother always
told me that it was a lady's duty
to be a bit dilatory. Helps keep
the men in line.

VIN

It sounds like she was a wise
woman.

ELEND

I don't know about that. She
married my father after all.

A small group of COURT GOERS stroll past.

VIN

You know, this isn't exactly the
most private location.

ELEND

You're the one who stepped in here
with me.

VIN

Yes, well, I didn't realize the
gossip it might start.

ELEND

Let it start.

VIN

So you can make your father angry?

ELEND

I don't care about that anymore,
Valette.

He steps closer. So close she can feel his warm breath on her face.

ELEND

I think I'm going to kiss you.

She shies away. Her guilt rising to the surface.

VIN
I don't think you want to do that,
Elend.

ELEND
Why?

VIN
How much do you really know about
me?

ELEND
Not as much as I'd like to.

Vin looks back at him. Both caught in each other's gaze.

VIN
Not as much as you need to, either.

ELEND
So tell me.

VIN
I can't. Not right now.

Elend stands a moment, rejected. He nods slightly then pulls away exiting into the balcony walkway.

ELEND
Shall we go for a stroll then?

VIN
Yes.

She takes his arm as they continue on their way.

ELEND
It's for the best. That alcove has
absolutely terrible reading light.

VIN
Don't you dare!

Elend smiles. Other couples walk the balcony while a few dance on top of the raised dance floor below.

INT. BALCONY - KEEP LEKAL - LATER

The two continue their stroll.

ELEND

I want you to leave Luthadel.

VIN

What?

He pauses, then turns to look at her.

ELEND

The city is becoming dangerous.
Very dangerous.

VIN

I know.

ELEND

Your uncles House is small, with very few allies. I think things are going to get out of hand here very soon. When that happens, I can't guarantee your safety.

VIN

My uncle knows what he is doing.

ELEND

This is different. Entire Houses are falling. The Tekiel family wasn't slaughtered by bandits. That was the work of House Hasting and more deaths are coming.

VIN

But, you're safe right? House Venture, it's not like the others. It's stable.

Elend shakes his head. No.

ELEND

We're even more vulnerable than the rest.

Vin frowns. Elend leans in. Speaking in barely a whisper.

ELEND

My family mines the Lord Rulers atium, Valette. That's where our wealth comes from. Our stability depends completely on whether we keep the Lord Ruler satisfied.

VIN
 (whispered)
 You shouldn't be telling me this.

ELEND
 Why? I trust you. Look, you need to understand how dangerous things are. The atium shipments have run into troubles lately. My father can't meet the Lord Ruler's quotas and the last time that happened...

VIN
 What?

He looks troubled.

ELEND
 Well... Let's just say that things could go very bad for the Ventures.

Elend pauses, smiling pleasantly as an OBLIGATOR strolls along the balcony beside them.

The Obligator looks the two over before casually making his way further along.

ELEND
 I want you to leave. People know I've paid attention to you. The Great Houses would have no qualms about crushing your entire family just to get at me and my father.

VIN
 I'll... Think about it, but you need to also worry about yourself.
 (Off his look)
 I think Shan Elariel is going to try something to strike against you.

ELEND
 Shan? She's harmless.

VIN
 I don't think she is Elend. You need to be more careful.

Elend laughs.

ELEND

Look at us... each one trying to convince the other how dreadfully dire the situation is, each one bullheadedly refusing to listen to the other.

A beat. Vin smiles. He sighs.

ELEND

You're not going to listen to me are you? Is there anything I can do to make you leave?

VIN

Not right now. Let's just enjoy the time we have together. We might not have many opportunities left.

Elend nods, then glances at the clock.

ELEND

Look, can we continue this later?

VIN

You need to go meet with your friends?

ELEND

I promised I'd meet with them, but I could arrive late...

Vin shakes her head.

VIN

Go drink with your friends. I'll be fine. I have a few more people I need to talk with anyway.

ELEND

Maybe I shouldn't worry about you so much. Who knows, considering all of your political maneuvering, maybe House Renoux will soon be the power in town, and I'll just be a lowly beggar.

She smiles and he bows, winking at her, then moves off toward the stairs.

Vin walks slowly over to the balcony railing, looking down to the people dancing and dining. Her eyes flare with hatred as she sees someone off screen below.

INT. BALLROOM - KEEP LEKAL - MOMENTS LATER

SHAN ELARIEL sits at a table with a large company of attendant NOBLEWOMEN and her TERRISMAN Servant.

Vin approaches in the background.

Most of the women at the table shoot Vin disapproving glances while Shan completely ignores her.

Vin stands awkwardly by the table awaiting a lull in the conversation. Seeing none she steps forward and --

VIN

Lady Shan.

Shan turns with an icy glare.

SHAN ELARIEL

I didn't send for you, country girl.

VIN

Yes, but I've found some books like you --

SHAN ELARIEL

I no longer require your services.

She turns away.

SHAN ELARIEL

I can deal with Elend Venture on my own. Now be a good little twit and stop bothering me.

Vin stands there dumbfounded.

VIN

But your plan --

SHAN ELARIEL

I said that you are no longer needed. You think I was harsh on you before, girl? That was when you were on my good side. Try annoying me now.

Vin wilts reflexively before the woman's demeaning gaze, then backs away from the table.

She'll have to find out Shan's plans for Elend some other way.

INT. GENTLEMEN'S LOUNGE - KEEP LEKAL - NIGHT

Elend holds a cup of brandy before him. Inspecting it musingly. Deep in thought.

JASTES sits across from him puffing contently on a pipe as TELDEN returns to the table with a drink in hand.

JASTES

You know, any one of the servants in here would have brought you a drink.

TELDEN

I felt like stretching my legs.

Telden settles into one of the comfortable leather chairs.

JASTES

And you flirted with no less than three women on your way back. I counted.

He smiles, sipping his drink.

TELDEN

Elend is quiet this evening.

JASTES

He's been like that a lot lately.

TELDEN

Ah, yes.

ELEND

Now, see, why must people be like this? If you have something to say, just say it.

JASTES

Politics my friend. If you haven't noticed we are noblemen.

Elend rolls his eyes. Jastes runs a nervous hand through his hair.

JASTES

All right I'll say it.

(beat)

You've been spending a lot of time with that Renoux girl, Elend.

ELEND

There's a simple explanation for that, you see, I happen to like her.

Telden shakes his head.

TELDEN

Not good, Elend, not good.

ELEND

Why? You seem pleased enough to ignore class variances yourself, Telden. I've seen you flirt with half the serving girls in the room.

TELDEN

I'm not heir to my House.

JASTES

And, these girls are trustworthy. My family hired these women, we know their houses, their backgrounds, and their allegiances.

Elend frowns at his nervous looking friend.

ELEND

What are you implying?

JASTES

Somethings strange about that girl, Elend.

TELDEN

(nodding)

She got too close to you, too quickly. She wants something.

ELEND

Like what?

He snaps, growing annoyed.

JASTES

Elend, Elend. You can't just avoid the game by saying you don't want to play. It'll find you.

(MORE)

JASTES (CONT'D)

Renoux moved into town just as house tensions began to rise, and he brought with him an unknown scion, a girl who immediately began to woo the most important and available young man in Luthadel. Doesn't that seem odd to you?

ELEND

I approached her first.

TELLEN

But you must admit its suspicious how quickly she latched onto you.

ELEND

(shaking is head)
Valette is different.

The other two share a look. Telden shrugs, turning back to his drink. Jastes stands with a sigh, then stretches.

JASTES

Anyway, I should probably be going.

TELLEN

One more drink?

Jastes shakes his head, running a hand through his hair.

JASTES

You know how my parents are on ball nights, if I don't go out and bid farewell to at least some of the guests, I'll be nagged about it for weeks.

The young man leaves, walking into the main ballroom. Telden sips his drink, eyeing Elend.

ELEND

I'm not thinking about her!

TELLEN

What then?

ELEND

The meeting tonight. I'm not sure if I like how it went.

TELDEN

You're getting as bad as Jastes.
What happened to the man who
attended these meetings just to
relax and enjoy time with his
friends?

ELEND

He's worried. Some of his friends
might end up in charge of their
houses sooner than expected, and
he's worried that none of us are
ready.

Telden snorts.

TELDEN

Don't be so melodramatic.

He smiles and winks at a serving girl who clears the table of
empty cups.

TELDEN

I have a feeling this is all going
to blow over in a few months.

Elend sits in deep thought, turning the cup of brandy in his
fingers. *Try telling that to House Tekiel.*

EXT. LUTHADEL GATES - NIGHT

A black Carriage driven by Sazed rolls to a stop in front of
a procession of carts and carriages waiting to exit the city.

Sazed steps down from the cart. He approaches one of the
GUARDS at the gate and hands him some PAPERWORK.

ANGLE ON an alley close to the gate. A MAN steps from the
shadows, quickly making his way to the Carriage. Careful not
to be seen.

Back on the Guard as he reads the paperwork.

We return to the man. He peers inside the carriage.

MAN'S POV: The carriage is EMPTY. Vin is nowhere to be seen.

The Guard nods, then hands the papers back to Sazed who
returns to the carriage.

Close on Sazed. Sensing something wrong. He dismisses the
feeling then commands the horses forward exiting through the
city gates.

INT. HALLWAY - KEEP VENTURE - NIGHT

Elend tiredly staggers down a hallway passing the open doorway to a study. Light spills from the room.

VOICE (O.S.)

Elend. Come here.

He sighs quietly, then begrudgingly enter the study, not looking forward to a conversation with --

INT. STUDY - KEEP VENTURE - CONTINUOUS

STRAFF VENTURE sits within what looks to be a small library lit by two lamps behind a large oak desk.

He speaks with a shifty-eyed servant named, TENSOON.

Elend leans against the door frame.

STRAFF VENTURE

You attended the ball tonight. What did you learn?

He reaches up, rubbing his forehead.

ELEND

That I have a tendency to drink far too much brandy.

Straff isn't amused. He nods for Tenson to leave. The servant walks past Elend, giving the boy a languid once over.

STRAFF VENTURE

You met with that, woman again?

ELEND

Valette? Yes, not for as long as I would have liked though.

STRAFF VENTURE

I forbade you from spending time with her.

ELEND

Yes. I remember.

His father's expression darkens. Straff stands, walking to the other side of his desk.

STRAFF VENTURE

Oh, Elend. When are you going to get over this childish temperament you have. I know you only do this to spite me.

ELEND

I got over my childish temperament years ago. This is just naturally who I am. Lucky you.

Straff holds up a letter.

STRAFF VENTURE

This is an acceptance letter to a lunch appointment with Lord Tegas tomorrow afternoon. If a house war does come, I want to make certain we are in a position to destroy the Hastings as quickly as possible, and Tegas could be a strong ally. He has a daughter. I'd like you to dine with her at the luncheon.

ELEND

I'll consider it. I'm not sure what state I'll be in tomorrow morning.

STRAFF VENTURE

You'll be there, Elend. This is not a request.

Elend pauses. His father glares at him.

ELEND

I'll think about it.

Straff waves his hand dismissively, returning to his chair.

ELEND

You probably don't have to worry about the Hastings. It seems that they are making preparations to bolt the city.

STRAFF VENTURE

What? Where did you hear that?

ELEND

At the ball.

STRAFF VENTURE

I thought you didn't learn anything important.

ELEND

Now, see, I never said anything of the sort. I just didn't feel like sharing with you.

Lord Venture scowls.

STRAFF VENTURE

I don't know why I even care, anything you learn is bound to be worthless. I tried to train you in politics, boy. I really did. But now... well, I hope I live to see you dead, because this house is in for dire times if you ever take control.

ELEND

I know more than you think father.

Straff laughs.

STRAFF VENTURE

I doubt that, boy, why you can't even bed a woman properly. The last, and only time, I had to take you to the brothel myself.

Elend flushes with anger.

STRAFF VENTURE

Get to bed. You look terrible.

He leaves his fathers study in a huff.

INT. HALLWAY - KEEP VENTURE - LATER

Elend approaches his bedroom at the far end of the hall where a SERVANT waits for him.

ELEND

Yes?

SERVANT

Lord Elend, you have a guest.

ELEND

At this hour?

SERVANT

It's Lord Jastes Lekal, my Lord.

INT. SITTING ROOM - KEEP VENTURE - MOMENTS LATER

Jastes stands with his back to the door looking at a painting on the wall.

ELEND (O.S.)
I hope you have something very
important to tell me.

He turns as Elend walks into the room, closing the door behind him.

A beat as Jastes shuffles nervously.

ELEND
What?

JASTES
It's about the girl.

ELEND
Valette? You came here to discuss
Valette? now?

JASTES
You should trust your friends more.

ELEND
Trust your knowledge of women? No
offence Jastes, but I think not.

JASTES
I had her followed, Elend.

Elend pauses. Taken off guard.

ELEND
What?

JASTES
I had someone watch for her
carriage at the city gates.
(off Elends look)
She wasn't in it when it left the
city.

ELEND
What do you mean?

JASTES
She wasn't in the carriage, Elend.
The carriage must have dropped her
off somewhere in town.

(MORE)

JASTES (CONT'D)

She's a spy from one of the other houses, they're trying to get at your father through you. They created the perfect woman to attract you, dark-haired, a bit mysterious, and outside of the regular political structure. They made her lowborn enough that it would be a scandal for you to be interested in her, then set her on you.

ELEND

Jastes, this is redic --

JASTES

Elend, tell me one more time, how did you two meet?

ELEND

She was... standing on the balcony.

JASTES

In your reading spot. The place everyone knows you like to go. Coincidence?

Close on Elend. He closes his eyes. Reality hitting him like a blunt force.

INT. SITTING ROOM - KEEP VENTURE - LATER

Elend looks out a large window at the courtyard below.

Jastes approaches a waiting carriage where a FOOTMAN opens the door. He pauses, looking up to the window where Elend watches him.

His friend gives a farewell nod before entering the carriage and driving off.

Elend turns away from the window, appearing conflicted.

INT. HALLWAY - KEEP VENTURE - MOMENTS LATER

A SERVANT quietly makes his way along the hallway, pausing when he sees --

Elend leans against the door to his room wearing an evening robe. He drinks from a bottle of Brandy. Visibly drunk.

ELEND

Tell my father I want to make a trade. I'll go to his luncheon just as he wants.

(beat)

In exchange, tell him I want to borrow a couple spies so that they can follow someone for me.

ALENDI (PRE-LAP)

It is almost over...

INT. TENT - NIGHT

ALENDI sits within an animal-skin tent, Lit only by meagre candlelight that sends shadows dancing on the walls.

Wisps of vapour escape his chapped lips indicating the cold as he writes within his log-book, occasionally dipping the tip of his quill into a nearly frozen ink well.

ALENDI (V.O.)

We can see the cavern from our camp...

EXT. TERRIS MOUNTAINS - DAY

A group made up of Alendi, RASHEK, BRACHES and a few Terris PACKMEN stand in waist high snow at the side of a mountain.

ALENDI (V.O.)

It will take a few more hours of hiking to reach it.

They gaze up the precarious slope at a CAVERN carved into the mountainside. A nebulous blue PULSING seems to eminent from the entrance.

ALENDI (V.O.)

But I can feel it up there, the thing that's drawn us here. I can feel it pulsing in my mind. Could it have something to do with what happened to Fedik?

FEDIK stands at the rear of the hiking procession as they make their way up the mountain. He wears heavy furs to keep out the elements.

A rope is tied between each of the hikers.

ALENDI (V.O.)
 He hasn't been the same since, what
 he believes to be a creature of
 mist, stabbed him.

SUDDENLY The weather picks up and for a moment. The other men
 disappear. Fedik scans his surroundings. He looks forward,
 back, then side to side coming across --

A man-shaped CREATURE made of MIST attacks him.

BACK TO the other men. Fedik's SCREAM carries on the wind.

INT. TENT - CONTINUOUS

ALENDI (V.O.)
 I fear that whatever awaits me at
 the cavern is somehow trying to
 stop us from completing the quest.

Alendi continues to write. He looks back at Fedik who lays on
 a cot in the corner. The man tosses and turns from a feverish
 dream.

EXT. MOUNTAINSIDE - DAY

ALENDI (V.O.)
 Thankfully we have the Terris
 Packmen. Their powers are
 extraordinary.

The fellowship glance up as a rockslide thunderously rolls
 down the cliff face, leaving a massive boulder along their
 snow covered path.

ALENDI (V.O.)
 Yesterday one of the Terris lifted
 a boulder of immense size, then
 tossed it aside with a casual
 throw.

One of the Packmen approaches the boulder. He grips it in his
 arms and heaves it to the side with very little effort.

Alendi watches in stunned disbelief.

ALENDI (V.O.)
 I have not seen such a feat in all
 my days. Yet they still won't tell
 me how they obtain their incredible
 abilities.

Alendi speaks with the man who threw the boulder. Trying to ascertain how he did it. The man steals a glance toward Rashek.

ALENDI (V.O.)
I believe Rashek is to blame. The other packmen look to him for leadership.

EXT. CAMPSITE - TERRIS MOUNTAINS - EVENING

Rashek secures one of the tents. He uses an iron mallet to hammer a stake into the frozen ground with inhuman strength.

Alendi approaches Rashek. Speaking with him in a heated exchange.

ALENDI (V.O.)
I forced Rashek to speak with me. He spoke with great passion regarding his hatred of Khlennium and my people. He thinks that we have turned the Terris into little more than slaves. He thinks that his people deserve far more, he keeps saying that they should be "dominant" because of their supernatural powers.

Rashek grips the mallet with deadly intent. The tension between the two men palpable. Alendi relents and walks off.

INT. TENT - NIGHT - CONTINUOUS

TIGHT ON the logbook. Words of the Khlenni scripture flow across the page.

ALENDI (V.O.)
Perhaps we have treated them unfairly. However, men like Rashek must be contained. He irrationally believes that all people outside of Terris have oppressed him. He is such a young man to be so angry.

Alendi looks up from the logbook thoughtfully.

EXT. CAMPSITE - TERRIS MOUNTAINS - MORNING

We pull back from Alendi's thoughtful face as he looks toward the cavern.

ALENDI (V.O.)

What will it be like, when this is all over? I will be just a regular man again. An unimportant man. It sounds nice, more desirable, even, than a warm sun and a windless sky.

Alendi begins his trek toward the cavern.

ALENDI (V.O.)

I am so tired of being the Hero of Ages, tired of being loved and hated for what a bunch of old men say I will eventually do. I want to be forgotten.

INT. TENT - NIGHT - CONTINUOUS

TIGHT ON the quill. Words are masterfully drawn across the parchment.

ALENDI (V.O.)

If men read these words, let them know that power is a heavy burden. Is this a temptation any man could resist? I feel strong now, but what will happen when I touch that power? I will save the world, certainly, but will I try to take it as well? Such are my fears as I write these words on the eve before the world is reborn.

EXT. CAVERN ENTRANCE - DAY

Alendi stands at the entrance to the well of ascension. A halo of blue painting the landscape with its light.

The dull pulsing calls to him. Drawing him inside.

ALENDI (V.O.)

Rashek watches. Hating me. The cavern lies above...

Rashek stands behind him. Watching. Waiting.

A hesitant beat. Like a deep breath before the plunge and then --

Alendi stalks forward, approaching the cave.

EXT. RENOUX GARDENS - DAY

ALENDI (V.O.)
 ...Tomorrow, it will end.

CLOSE ON the words "tomorrow, it will end" written in Vin's copy of the Lord Rulers logbook.

Vin eagerly turns the page only to find. The back of the booklet. She has reached the end.

Visibly annoyed she stands, lets out an exasperated sigh, then stretches.

The garden extends before her, made up of cultured pathways, broad limbed trees and a flowing stream. The sun hangs low in the sky giving a chill to the air.

Vin winds her way up the path toward the mansion.

INT. LIBRARY - MANOR RENOUX - LATER

VIN (O.S.)
 Sazed I've reached the end of your
 last transcription --

Vin peeks her head into the room surprised to see --

Sazed's desk sits empty. The Terrisman is nowhere to be seen. Vin frowns in annoyance.

INT. KITCHEN - MANOR RENOUX - MOMENTS LATER

Sazed stands amongst a small group of SERVANTS, pointing to a list on a table and speaking in a low voice.

He doesn't notice Vin as she makes her way to his side.

VIN
 (interrupting)
 Sazed?

Sazed turns, bowing slightly

SAZED
 Yes, mistress Valette.

VIN
 When are you going to get back to
 finishing the translation?

He cocks his head.

SAZED

Translation, Mistress? It is finished.

VIN

Where's the last part then?

SAZED

I gave it to you.

VIN

No you didn't, this part ends before they enter the cavern.

SAZED

That is the end, Mistress. That is as far as the logbook went.

Vin stares at him in disbelief.

VIN

What? But...

Sazed glances at the servants.

SAZED

We should speak of this in private, I think.

EXT. GARDENS - MANOR RENOUX - LATER

Vin grinds her teeth in frustration.

VIN

It's a very unsatisfying end to the story, Sazed.

Sazed smiles in amusement.

SAZED

Be careful, Mistress. You might find yourself unwittingly becoming a book lover.

VIN

Not if they all end like that!

SAZED

You are not the only one disappointed by the logbooks contents. Master Kelsier found nothing of use in regards to the eleventh metal.

(MORE)

SAZED (CONT'D)

It appears I'm the only one who benefited from its pages.

VIN

But there wasn't much about the Terris religion either.

SAZED

Not much, yet more than what we know. And that's still better than nothing.

The two stroll through the garden, passing many of the beautiful plants, grasses and shrubbery.

Vin lets out a morose sigh.

VIN

It's all going to change isn't it?

SAZED

What do you specifically mean?

VIN

Even if we're not all dead in a year. The crew members will all be off working on other jobs. Ham will be with his family. Dox and Kelsier will most likely be off on another adventure. Clubs will rent his shop to someone else. Even these gardens will belong to someone new.

Sazed nods.

SAZED

What you say is likely, but that is the nature of all life, Mistress. All things must change.

VIN

I know. I just wish... I like my life right now. I don't want things to go back to the way they were a year ago.

SAZED

It doesn't have to, Mistress. It could change for the better.

VIN

It won't. I already feel this life pulling away from me. My training is coming to an end.

(MORE)

VIN (CONT'D)

Elend doesn't even know I'm skaa, and once he does, Valette will be no more, and as for overthrowing the final empire. We'll most likely fail. Everything is moving faster and faster and here I am powerless to stop it.

Tears stream down Vin's cheeks. Sazed places a comforting hand on her shoulder.

SAZED

Then Mistress, simply enjoy what you have. The future will surprise you I think.

VIN

(unconvinced)
Maybe.

SAZED

Ah, you just need to have hope, Mistress.

VIN

How can you be so optimistic? You and Kelsier both.

SAZED

I don't know, perhaps we are just a little more foolish than most.

Vin falls silent. They weave their way back toward the manor as the first vestiges of mist begin to manifest.

VIN

Sazed, that night you saved me. You used Feruchemy, didn't you?

SAZED

Indeed. I had grown many times stronger than a regular man, then while the Inquisitor's attention was on you I crippled him so that we could make our escape.

VIN

So the metal you use determines its use. Like Allomancy?

SAZED

Most certainly. The metal determines what can be stored.

She nods, continuing to walk, deep in thought.

VIN

Sazed, can I have a bit of your metal?

(off his look)

I want to try burning it. Maybe that will let me use some of its power.

Sazed frowns curiously.

VIN

Has anyone ever tried it?

SAZED

I'm sure someone has, but I can't think of a specific example --

VIN

Do you have something made from one of the basic metals? Something you can afford to lose?

He pauses, then reaches up to one of his earlobes, removing an earring. He hands Vin the earrings tiny backing.

SAZED

It is pure pewter. I have stored a moderate amount of strength in it.

Vin swallows the tiny stud. She feels inside herself for the allomantic reserve.

SAZED

Anything?

VIN

(concentrating)

No, I don't...

Her expression changes. *Could something be there?*

SAZED

What is it, Mistress?

VIN

I... can feel the power, Sazed. It's faint, far beyond my grasp. But the reserve is there.

SAZED

...like, a shadow of the reserve, but you can't access it?

VIN

Yes. How do you know?

SAZED

That's what it's like when you try to use another Feruchemist's metals.

(sighing)

I should have expected this would be the result. You cannot access the power because it doesn't belong to you.

VIN

Oh.

SAZED

It's to be expected. If an allomancer could steal power from my people, it would already be known. It was a clever experiment however.

Sazed turns, pointing toward the manor. A carriage stands at the main entrance.

SAZED

The carriage has arrived. We are late for the meeting, I think.

Vin nods. As the two head inside.

VIN (PRE-LAP)

What's this?

INT. SITTING ROOM - MANOR RENOUX - NIGHT

HIGH ANGLE of a detailed Luthadel map resting on a table in the center of a room occupied by Dockson, Breeze, Ham, Kelsier, and Sazed.

LORD RENOUX sits in a high-backed chair in the corner.

Vin leans over the table, taking in the impressive graphic.

KELSIER

A map of all the soothing stations in Luthadel. My dear brother does not disappoint.

VIN

How did you get it?

DOCKSON

It arrived this afternoon in the hallow of a broken table leg from Club's shop.

BREEZE

It's quite the discovery. Not only does it show the thirty four soothing stations throughout Luthadel, but other areas of interest, including the Inquisitors activity.

Vin points to numbered sections on the map.

VIN

What are these numbers?

HAM

Inquisitor raids and dates. You can see when your old crew house was attacked.

VIN

One of these dates is new!

Dockson shoots a glance at Kelsier.

DOCKSON

That was Theron's crew. Inquisitors hit them yesterday.

Vin pales.

VIN

That must mean they still have my trail.

(beat)

Was it like last time?

DOCKSON

No survivors.

A beat of uncomfortable silence. Vin looks sick.

KELSIER

We'll need to utilize this information. If we gather the remaining army, work in tandem with the other crew houses and make a tactical strike on each of those stations it will give us a huge advantage.

BREEZE

It would need to be handled with
finesse, we can't show our hand too
recklessly.

Kelsier nods.

HAM

I'll get the army ready.

KELSIER

Vin, what news from the nobility?
Have you discovered anything useful
about House Venture?

ANGLE ON Vin.

VIN

(lying)
Not yet.

DOCKSON

Next weeks ball will be at Keep
Venture.

Kelsier studies Vin for a moment. Their eyes meet.

KELSIER

All right. Keep looking.

VIN

I will.

INT. KELSIER'S ROOM - MANOR RENOUX - NIGHT

From a large window, dim moonlight cuts through the darkness
and stifling mists onto a fitfully sleeping Kelsier who lays
in bed.

His skin is slick with sweat. Eyes darting behind the lids
from a nightmare.

INT. ANTE CHAMBER - KREDIK SHAW - NIGHTMARE

The memory is out of focus, colour bleeds. Audio distorted.

We push in on the building within the Ante chamber. Braziers
lighting the way. A large Oak door perfectly framed in our
POV.

ANGLE ON Kelsier and his wife, MARE (20's) She's a beautiful,
unconventional woman with dark hair.

They quietly approach the building. Nodding to each other as Kelsier reaches for the door about to open it --

A pale HAND grips Kelsier's wrist. He looks up to see --

An INQUISITORS face. Kelsier's visage reflected in the steel pierced eyes. The creature smiles.

Kelsier looks back at Mare. The LORD RULER stands behind her. His face obscured and blurred out. Mare mouths the words 'I'm sorry'

LORD RULER
(echoing, distant)
Thank you.

The Inquisitor tugs on Kelsier's arm transitioning to --

INT. NARROW CAVERN - PITS OF HATHSIN - DREAM SEQUENCE

Kelsier's arm is thrust deep inside a crystal lined hole in the cavern wall. He removes his arm as the crystal teeth tear his skin.

Once removed, he opens a bleeding fist to reveal an atium geode.

Kelsier looks up from the geode in his hand to where he sees the gaunt face of Mare. Inches away from his. Eyes pleading.

She closes Kelsier's hand over the geode just as --

An impossible number of hands grip Mare's body and rip her away from Kelsier.

INT. WIDE CAVERN - PITS OF HATHSIN - DREAM SEQUENCE

Kelsier watches from afar as a gang of FIVE TASKMASTERS beat Mare with whips and paddles.

Once finished, the men depart like scattering carrion birds.

Kelsier slowly makes his way over to his wife. Looking down at her dead battered corpse.

He cradles her limp head in his lap. Tears streaming down his face. and then --

THE IMAGE CRACKS, His SCREAM reverberates through the pits, shattering the crystalline walls into a million tiny pieces. The scream carries until --

INT. KELSIER'S BEDROOM - MANOR RENOUX - CONTINUOUS

Kelsier darts awake. SCREAMING. Eyes bulging from his skull. He GASPS for breath. Soon calming down once his vision focuses on the room, and the safety it brings.

With a long draw of breath Kelsier rises out of bed.

EXT. BALCONY - MANOR RENOUX - MOMENTS LATER

Kelsier stands at the ledge of the balcony, looking out over the mist enshrouded courtyard.

A soft KNOCK is heard from the door to his room. He curiously glances back.

KELSIER

Come!

A beat later Sazed peeks his head from the balcony entrance.

SAZED

Pardon the intrusion, Master Kelsier, but one of the guards noticed you on the balcony.

KELSIER

For a thief, I'm not very good at anonymity.

Kelsier steps away from the ledge. Sazed proceeds to withdraw.

KELSIER

Sazed? I can't sleep. Could you tell me about the Valla people again?

SAZED

(smiling warmly)

The Valla? Of course, Master Kelsier. What would you like to know about them?

KELSIER

I... Need to know what kept them going for so long. What made them keep fighting?

The two men enter into the room.

SAZED (O.S.)
They were the most determined I
think...

The door closes.

Pre-lap to the sound of MUSIC playing. Harp's and strings.
Upbeat.

INT. BALLROOM - KEEP VENTURE - NIGHT

TOP DOWN view of the Grand dance floor. It is crowded with
NOBILITY, but very few people dance. The mood seems, somber.

Vin enters. A SERVANT takes her shawl. She glances back at
Sazed as he follows her into the main hall.

VIN
Something's wrong Sazed.

SAZED
What do you mean, Mistress?

VIN
There are too many people here.

Her eyes scan the expansive room. Hundreds are gathered. All
dressed in their finest.

VIN
Somethings going on. Something we
don't know about.

SAZED
Yes... I sense it too. Perhaps I
should go to the stewards dinner
early.

VIN
Good idea.

Sazed nods and moves off. Vin strolls forward looking for a
group to join.

A man glances her way. Lord IDREN SEERIS (30's) He gives Vin
a stiff nod. She joins his group made up of THREE WOMEN and
one other NOBLEMAN.

Vin smiles politely, receiving cold looks in return.

VIN
I haven't been to Keep Venture in a
while. I forgot how majestic it is.

NOBLEWOMAN 1

(cold)

Indeed. Excuse me, I'm going to get something to drink.

NOBLEWOMAN 2

I'll go with you.

The two women leave. Vin watches them go with a frown.

NOBLEMAN

Our meal has arrived. Coming Triss?

The remaining woman, *TRISS*, follows her escort, leaving only *Idren*.

He adjusts his spectacles. Gives Vin a half hearted look of apology, then withdraws. She stands dumbfounded. *What's going on?*

Vin approaches a *SECOND GROUP* of *THREE*. As soon as she joins, the members pointedly ignore her. She waits a moment to be acknowledged.

Feeling awkward, Vin flees from their presence.

A *SERVER* saunters by with a tray of wine glasses. Vin snatches one off the tray and downs it with one gulp.

She glances to her right and notices the original group she tried joining have reassembled.

Vin stands below the shade of an Eastern overhang. She scans the crowd, noticing most are paired off, ignoring each other.

She walks to the stairwell and ascends the steps.

INT. BALCONY - KEEP VENTURE - MOMENTS LATER

Blue lantern light gives off a melancholy glow.

Vin passes the well lit cubby where she and *Elend* originally met. She gives the spot a furtive glance before continuing toward the balcony railing.

She cranes out to look toward the far end of the *Grand Hallway*. The hosts table sits on an overhang at the same level of the balcony. Vin looks shocked to find --

Elend sits at the table. Dining with his father, *Straff Venture*.

Down below Vin notices Sazed. He peers up to her. Nods and makes his way to the stairs.

TIME CUT:

Vin approaches Sazed as he joins her on the balcony.

VIN

Tell me you discovered something, Sazed. This ball feels, creepy.

SAZED

We have missed an important announcement. House Hasting said it is not going to host its regular ball this week.

VIN

So? Houses have cancelled balls before.

SAZED

House Elariel has cancelled as well, along with House Shunah.
(off her look)
It appears, Mistress, that this will be the last ball indefinitely.

Vin glances down at the Halls magnificent windows which stand above the groups of people.

VIN

They're finalizing alliances. Going on the offensive. That's why no one wants to talk to me. House Renoux was too neutral a force.

SAZED

Kelsier will need to know of these events. He's posing as an informant tonight. If he's ignorant of this situation it could hurt his credibility. We should leave.

VIN

No. I'll stay. Renoux already looks weak. I need to maintain appearances right until the end.

Sazed pauses, unsure.

VIN

I'll be fine. Go Sazed.

He sighs.

SAZED

Very well, Mistress, but I shall return once I've spoken with Kelsier.

Vin nods. Then bids Sazed farewell, watching him retreat down the stairwell.

Her eyes return to Elend at the Host table.

INT. HOSTS TABLE/BALCONY - KEEP VENTURE - MOMENTS LATER

Vin strides along the balcony, approaching a branching corner ledge which leads to the Venture high table.

She stands inside the corridor for a moment, trying to get Elend's attention while he is surrounded by Regal Lords and ladies.

Finally one of the GUESTS notices her. Nudges Elend. He turns with surprise then flushes once he sees Vin.

Vin waves briefly. He stands, excusing himself from the table.

As Elend approaches Vin steals herself away into a more private stone corridor.

VIN

Elend, you're sitting with your father?

ELEND

This ball has turned into something of a special event, Valette. My father was fairly insistent I obey protocol.

VIN

When are we going to have time to talk?

Elend pauses. His demeanour toward Vin seems cold. Distant.

ELEND

I'm not sure we will.

Vin frowns.

VIN

Elend?

She moves forward to touch him. He raises a hand to ward off her advance.

ELEND

Things have changed Valette.

VIN

Things? What things? What are you talking about?

ELEND

I am heir to House Venture. Dangerous times are coming. House Hasting lost an entire convoy this afternoon, and that's only the beginning. Within a month, the Keeps will openly be at war. These are things I cannot ignore. It's time I stopped being a liability to my family.

VIN

I understand, but that doesn't mean...

ELEND

(Interrupting)

You are a liability too. A very big one. I won't lie and claim I never cared for you. However I knew from the start, as did you, that this could never be more than a passing dalliance. The truth is, my house needs me, and it's more important than you are.

Vin pales.

VIN

But...

Elend turns to leave.

VIN

(quietly)

Elend, please don't turn away from me.

He stops.

ELEND

I know the truth, Valette. I know you lied about who you are. I don't care really.

(MORE)

ELEND (CONT'D)

The truth is, I expected it. You're just... Playing the game. Like we all are.

(beat)

Like I am.

VIN

Elend?

She reaches for him. Elend pulls away.

ELEND

Don't make me embarrass you here in public, Valette.

VIN

Don't leave. Don't you leave me too.

ELEND

I've got to meet with my friends. It was... Fun.

He leaves.

Vin stands in the darkened corridor, numb and in disbelief. She turns and stumbles back into the main balcony, walking toward the railing.

She glances at the host table where Elend bids his family good evening, then disappears through a back entrance.

REEN (O.S.)

Of course he abandoned you...

The phantom presence of Vin's brother, REEN joins her on the balcony. Standing like an unseen shadow behind her.

REEN (O.S.)

Everyone will betray you, Vin. What did I teach you?

Her world spins. She closes her eyes. She can almost feel Reen's breath on the back of her neck.

REEN (O.S.)

I never came back for you. He won't either.

Vin's hands grip the metal railing for support. Just as --

LADY KLISS (O.S.)

Why Lady Valette Renoux...

Lady Kliss's voice snaps Vin out of her malaise. She looks back at the plump woman.

VIN

Lady Kliss, I'm not in the mood to talk right now.

LADY KLISS

So Elend Venture finally spurned you. Don't worry child. He'll get what he deserves shortly.

Vin frowns at the odd tone in Kliss's voice.

LADY KLISS

Deliver a message to your uncle for me, will you dear? Tell him that a man such as himself, without House alliances, might have a difficult time gathering intelligence in the coming months. If he needs a good source of information, tell him to send for me. I know lots of interesting things.

VIN

(incredulous)

You're an informant? But, you're...

LADY KLISS

A foolish gossip? Why, yes I am. It's fascinating, the kinds of things you can learn when you're known as the court gossip. People come to you to spread obvious lies, such as the things you told me about House Hasting last week. Why would you want me to spread such untruths? Could House Renoux be making a bid for the weapons market during the House war? Indeed, could Renoux be behind the recent attack on the Hasting barges?

Kliss's eyes twinkle at Vin's obvious discomfort.

LADY KLISS

Tell your uncle I can be made to keep quiet about what I know. For a small fee.

VIN

(numbly)

You've been playing me all along.

LADY KLISS

Of course, dear. That's what we do here at court. You'll learn eventually if you survive. Now be a good child and deliver my message.

Kliss begins to turn away.

VIN

Wait! What was that you said about Elend earlier? He's going to get what he deserves?

LADY KLISS

(stopping)

Why... That's right. You've been asking after Shan Elariel's plans, haven't you?

Vin's eyes widen with concern.

VIN

What is she planning?

LADY KLISS

Now that is an expensive secret. A woman from an unimportant house such as myself needs to find sustenance somewhere...

Vin removes her sapphire necklace.

VIN

Here. Take it.

Kliss accepts the jewellery with a thoughtful expression.

LADY KLISS

Yes, very nice indeed.

VIN

What do you know?

LADY KLISS

Young Elend is going to be one of the first Venture casualties in the house war, I'm afraid.

She stuffs the necklace into her sleeve.

LADY KLISS

It's unfortunate, he does seem like a nice boy. Too nice, probably.

VIN
When? Where? How?

LADY KLISS
So many questions, but only one
necklace.

VIN
It's all I have right now.

LADY KLISS
But it's a very valuable secret, as
I've said, by telling you my own
life would be...

Vin doesn't have time for games. She burns Zinc and Brass,
hitting Kliss with a blast of emotional allomancy.

VIN
Tell me!

Kliss GASPS, wobbles and nearly falls to the floor.

LADY KLISS
An Allomancer! No wonder Renoux
brought such a distant cousin to
Luthadel.

VIN
Speak!

LADY KLISS
You're too late to help...

VIN
You WILL tell me!

Vin's eyes flash with intensity. She flares her metals. Fear
washes over Kliss.

LADY KLISS
He'll be assassinated by Elariel
Allomancers this evening. He might
even be dead already, but if you
want revenge you'll have to look
toward Lord Straff Venture as well.

VIN
Elend's father?

LADY KLISS

Of course foolish child. Lord Venture would love nothing more than to give the House title to his nephew instead.

Vin releases her allomantic grip on Kliss. She turns, lifts her dress and hurries along the balcony.

LADY KLISS

Where are you going?

VIN

I have to stop this!

Kliss laughs.

LADY KLISS

I already told you, you're too late.

Vin rushes forward, entering the corridor from earlier and moves into the --

INT. BACK PASSAGES - KEEP VENTURE - CONTINUOUS

She dashes down a narrow, unadorned stone passageway. Kicks off her shoes, and pulls off her stockings, running the best she can in her rustling dress.

Vin searches frantically for a window she can fit through, then sees --

A massive ROSE WINDOW stands at the far side of the corridor.

With a flare of steel Vin throws herself into the air, using a large metal door behind her to push from. She flies through the air for a moment, then pushes powerfully against the metal built into the window.

Vin lurches to a stop midair, pushing both backward and forward at the same time. She strains against the two opposing forces, flaring pewter to stop from being crushed.

The stone around the window splinters, chips fall from its surface and then --

CRACKOOM! The rose window bursts free from the stone wall, falling into the dark night beyond. Vin shoots out behind it.

EXT. KEEP VENTURE - CONTINUOUS

Cool mist envelops Vin. She steel pushes against the massive window as it tumbles down into the courtyard below.

Vin shoots skyward toward the --

EXT. ROOF - KEEP VENTURE - CONTINUOUS

We hear the window CRASH to the ground as Vin crests the edge of the rooftop. Her dress fluttering wildly in the wind.

She lands on the bronze plated roof with a THUMP, falling to a crouch.

Vin's tin illuminates the night. She burns bronze and scans the area, searching for the assassins.

A faint pulse draws her attention. She rises to a dash across the rooftops. As she runs, she flares pewter, grabs her dress near the neck then rips the garment down the front with a single yank.

Still running, Vin removes her corset and petticoat. Produces a vial of metals from a pocket and downs it in one fluid motion. Ready for battle.

She dashes frantically until --

SEVEN FIGURES resolve in the mists ahead. They stand before an angled skylight lit by the light within.

One of the figures points toward the skylight. A weapon glitters in it's hand.

VIN

No!

Vin steel pushes off the bronze roof, soars through the air and lands in the very center of the group of startled people.

She thrusts her coin pouch upward, ripping it in two. Coins spill forth like the glittering trails of a firework, and as they fall around her she pushes, sending them zipping outward.

Coins pierce flesh. Figures cry out. Several of the dark forms drop.

Some coins are rerouted by an invisible allomantic push.

Four of the assassins remain. Two wear mist-cloaks. One of them familiar --

Shan Elariel stands with mist-cloak tassels billowing around her. Their eyes meet, both just as surprised to see the other.

SHAN ELARIEL

You!

Vin scrambles away ducking as one of the assassins swings a duelling cane at her. She slides across the rooftop. Spinning with one hand on the cold bronze, then iron pulls the discarded coins back into her other hand.

SHAN ELARIEL

Kill her!

GROANS emanate from two of the fallen men. One of which stands unsteadily back to his feet. He tries to steel push Vin's vial of metals. She keeps hold of it with ease.

Shan turns her attention back to the skylight. Vin dashes forward to stop her just as --

One of the Assassins, a coinshot, steps in between her and Shan. Vin flings a coin, steel pushing it at her opponent. He counters with his own push. Vin anchors herself against the bronze roof and flares steel.

The coinshot CRIES OUT as his redirected energy launches him off the roof into the darkness beyond.

The second coinshot distracts Vin with a spray of coins as the other mistborn leaps at her from the mists. Two glass knives flashing in the air.

Vin ducks into a roll narrowly avoiding the blades, springing up next to the wounded misting thug. She drives a pewter enhanced shoulder into the man's chest sending him tumbling backwards and --

CRASH! The thug falls through the skylight and drops into the lit room below eliciting CRIES of surprise.

Vin looks up. Her eyes meet Shan's. She gives the vile woman a triumphant smile.

MISTBORN ASSASSIN

Dammit!

SHAN ELARIEL

You... You...

Shan grits her teeth into an angry sneer.

With the assassination attempt thwarted, Vin flares steel, launching herself backward in retreat.

Shan and the second Mistborn give chase.

Vin spins in the air and iron pulls herself to the rooftop edge near where she broke out of the rose window. Lantern light bobs in the mists below.

She leaps into the misty void as her pursuers follow closely behind.

Soaring through the air, Vin reaches out for any metal to anchor to. A line of blue moves to her right. She lashes herself to the source, yanking herself down to --

EXT. PERIMETER WALL - KEEP VENTURE - CONTINUOUS

An unfortunate SOLDIER holds himself from being pulled off the wall as Vin anchors herself to his metal breast plate.

She careens into him with both feet, flips off his body, then lands on the stone walkway.

The soldier continues to SCREAM as another allomantic force uses him as an anchor.

VIN
Sorry friend.

Vin kicks his hand free of the wall. He immediately snaps upward, pulled by one of the mistborn. The two bodies collide in mid air, falling limply to the courtyard below.

She smiles. Dashes along the wall. Leaps to the roof of the gate house near the keep.

EXT. GATE HOUSE - KEEP VENTURE - CONTINUOUS

PEOPLE scatter below, climbing into carriages to flee.

A figure plummets from the mists above. Vin leaps to the side just as Shan lands dextrously where she once stood, mist-cloak billowing. Daggers at the ready. Her eyes burn with anger.

SHAN ELARIEL
I'm not done with you girl!

Shan attacks. Vin evades to the side, rolling off the gate house and lands onto the wall top below.

A pair of GUARDS jump back in alarm. Shan drops to the wall behind them, steel pushing one of the men in Vin's direction.

He CRIES out as Vin pushes against his metal breastplate, forcing her back. She Iron pulls on him to counterbalance herself. The Guard falls to the stone walkway, dropping his quarter staff.

Vin lands next to him, then snatches up his fallen weapon.

Shan attacks in a flash of spinning daggers. Vin leaps back, defending with the staff. Shan dodges effortlessly and slashes outwardly.

Vin drops the staff. Touches her face. Shocked to find a bloody cut along her cheek. Shan smiles wickedly.

A look of reminder washes over Vin. She steel pushes the vial of atium at her waist, ejecting it into the air in front of her, then iron pulls the bead of metal within.

CLINK! The silver ball of atium breaks through the glass confines of the vial, shooting into Vin's mouth where she immediately swallows it.

ANGLE On Shan. She produces her own vial of atium, downing it in one gulp, then leaps forward, smiling, her auburn hair flaring in the air.

BOTH BURN THEIR ATIUM. Phantom *atium* shadows spring forth in dozens of directions.

Vin scrambles back, keeping her eyes on Shan.

The noblewoman calmly stalks forward, her phantoms forming an insane bubble of translucent motion around her.

A shadowy length of WOOD suddenly shoots through Vin's chest. She ducks to the side just as an ARROW zips through the air where she had been standing.

She glances toward the gatehouse where several SOLDIERS raise bows.

VIN

Shit!

Vin glances into the mists. Thinks to retreat. Shan smiles.

She decides to attack instead, dashing forward much to Shan's surprise.

Phantom arrows snap against the stones just before their real counterparts arrive. Vin easily moves between them as the missiles whistle past her body.

Shan swings her daggers. Vin dodges the first, then blocks the second with her forearm, earning a deep gash.

She spins, flares pewter, then punches Shan squarely in the stomach. The woman exhales a GRUNT of pain, but holds her ground.

There's a tense beat before --

Vin's Atium runs out. Her phantom forms disappear. Shan sees this as her opportunity to attack. Right-hand dagger swinging confidently for the kill until --

The phantom forms return. Shan pauses with confusion, caught off guard by Vin's bluff. A future arrow streaks through the mists overhead.

Vin catches the real arrow, redirecting it into Shan's chest. The wood snaps in half, leaving an inch protruding from her body.

The woman stumbles back. Still standing. The wound, a minor inconvenience.

Determined, Vin rips a sword from the sheathe of an unconscious soldier at her feet and swings it at Shan's head. The woman steel pushes the metal weapon from Vin's hands, just as Vin stabs forward with the broken arrow shaft, shoving it deep into Shan's heart.

Shan drops to one knee, eyes bulging. She tries to stand once more. Her face pales before falling over, DEAD.

Vin stands, breathing deeply. She wipes the blood from her cheek with an even bloodier arm. A complete mess.

SOLDIER (O.S.)

There she is!

SOLDIER'S from behind notch more arrows. Vin takes one last look at Elend's Keep before --

She Launches herself into the protective mists.

FADE OUT.

END EPISODE SIX