

MISTBORN  
Episode two

Written by

Trevor Trombley

Based on the novel by Brandon Sanderson

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## REBELS BENEATH A SKY OF ASH

### 'EPISODE TWO'

1

**EXT. LUTHADEL STREETS - NIGHT**

1

FADE UP on the silhouetted spires of Kredik Shaw as the last vestiges of sunlight cross behind it to dip beneath the horizon.

Angle on numerous SKAA SLAVES who scurry from their hovels lighting the gas street lamps of the city.

Fear washes over the remaining torch bearers once the mists arrive. The stragglers finish, then hurry back to their homes.

A beat as the mist settles over the city.

We hold on one particular figure who purposefully makes his way through the fog along the sidewalk. Hood drawn.

He makes sure no one is watching before side stepping down an alley.

2

**EXT. ALLEYWAY - CONTINUOUS**

2

The figure stops at an entrance. Wraps his knuckles against the heavy wood door.

A slat in the door slides back. Two eyes peer from inside.

The figure pulls back his hood to reveal ULEF, one of Vin's ex crew members.

The DOORMAN, slides the slat closed, unlatches the door and opens it.

Ulef takes a step forward, but stops.

He looks down the alley, staring into the murky grey mist a cautious moment. Satisfied, he enters the safe house.

Angle on, the end of the alley.

An impossibly long beat and then --

A STEEL INQUISITOR steps from the shadows and mist. The metal pounded into his eye sockets glimmer from the light of the street lamps.

It smiles a feral grin.

3           **INT. VIN'S BEDROOM - CLUB'S SHOP - MORNING**           3

VIN squints as red rays of early morning sunlight stream into her room from the window shutters.

The room is decorated with a wood armoire, circular area rug and comfy bed raised on posts. Vin slips off the mattress and creeps her way over to the door.

4           **INT. HALLWAY - CLUBS SHOP - CONTINUOUS**           4

The door creaks open. Vin pokes her head outside where she sees --

A group of six groggy, YOUNG MEN trample down the hallway and make their way toward the stairs to the first floor workroom.

Vin steals herself away from the door at the sound of footsteps approaching.

DOCKSON (O.S.)  
You'll want to get ready Vin.  
There's a fresh bath for you in the  
room at the end of the hallway and  
a change of clothing.

DOCKSON passes by her door wearing a fine nobleman's suit. He smiles as he catches her spying on him and continues on his way.

5           **INT. WORK ROOM - CLUBS SHOP - LATER**           5

Vin stands next to the kitchen entrance wearing tan trousers and a button up shirt.

She hungrily eats a Bay wrap while watching the WOMEN in the kitchen prepare food, then turns her attention to the young Men building furniture in the shop.

SPOOK (O.S.)  
(timid)  
Excuse me...

Vin turns to see Club's apprentice, SPOOK standing behind her.

VIN  
Yes?

SPOOK  
Um...

VIN

What?

SPOOK

(thick accent)

You're wanted. Ups in the where  
above with the doing. With Master  
jumps to the third floor.

The young man blushes, turns and hurries away up the stairs. Vin watches him go completely perplexed, then proceeds to follow him.

6

**INT. MEETING ROOM - CLUBS SHOP - LATER**

6

Vin peeks into a well decorated room with a hearth burning at the side. Chairs are arrayed around a large charcoal writing board set atop an easel.

The room is populated by KELSIER, BREEZE, Dockson, HAM, CLUBS, YEDEN, and finally Spook who glances over at Vin, catches her eye then abruptly looks way.

KELSIER

Ah, there she is. Please take a  
seat Vin.

7

**INT. MEETING ROOM - CLUBS SHOP - LATER**

7

Close on a succession of quick cuts as Kelsier writes on the board with a stick of chalk. We glimpse

- Luthadel Garrison
- Chaos, Great houses
- Ministry
- Atium: Secure treasury
- Troops, Skaa Rebellion

Finally we hold on the word 'LORD RULER' as Kelsier finishes writing. Pull back to reveal the easel covered in a schematic of thoughts and plans.

KELSIER

Did I forget anything?

A long beat as the occupants in the room take in the daunting tasks laid out before them.

YEDEN

Well, if you are writing problems  
we will have to overcome you should  
add insanity to the board.

The group laugh. Kelsier turns and writes 'Yeden's bad  
attitude' on the board.

He then underlines Luthadel Garrison.

KELSIER

First things first. The Garrison  
army. Any ideas?

(beat)

What do you think, Vin?

Vin freezes in her chair, completely caught off guard.

VIN

I...

BREEZE

Oh, don't intimidate the poor  
thing.

KELSIER

No, really. Tell me what you are  
thinking. You have a much larger  
enemy threatening you, what do you  
do?

A beat.

VIN

...Well, you don't fight him,  
that's for certain. Even if you won  
somehow, you'd be so hurt and  
broken that you couldn't fight off  
anyone else.

DOCKSON

Makes sense. We'll have to get rid  
of that army somehow.

VIN

I'd try to distract him, get him to  
leave me alone.

HAM

(chuckling)

Good luck getting the Garrison to  
leave Luthadel.

BREEZE

It would take a particularly large crisis for that to work.

The group fall silent in contemplation.

A moment of reflection and then --

DOCKSON

How far away are the pits of Hathsin?

BREEZE

(laughing)

Oh, now that's devious. The nobility don't know that the pits produce atium, so the Lord Ruler couldn't risk much of a fuss.

HAM

He would have to respond quickly. The Garrison would be the only force within striking distance.

Kelsier smiles.

KELSIER

A thousand men could do it. We send them to attack, and when the Garrison leaves, we march our second, larger force in and take Luthadel.

(beat)

Good work.

He writes, 'attack pits of Hathsin' beneath, 'Luthadel Garrison' on the board.

HAM

We'll need weapons and supplies. can't very well win a war simply with harsh language.

KELSIER

I've already got a plan to get weapons.

BREEZE

This should be good.

KELSIER

For once we're going to do things somewhat legally.

(MORE)

KELSIER (CONT'D)

We're going to buy our weapons, or rather, we're going to have a sympathetic nobleman buy them for us.

Clubs laughs bluntly.

CLUBS

A nobleman sympathetic to the Skaa, it will never happen!

KELSIER

Well, never happened a short time ago, because I've already found someone to help us.

The room falls silent save for the crackling of the fireplace.

HAM

(shocked)

Who?

KELSIER

His name is Lord Renoux. He arrived in the area a few weeks back and is situated in Fellise.

BREEZE

I know of Renoux, he's a Western Lord. But, Kelsier, you hate Noblemen.

KELSIER

This ones different.

The crew studies Kelsier and then --

Breeze bursts out laughing.

BREEZE

You blessed madman! You killed him, didn't you? Renoux, you killed him and replaced him with an imposter.

Kelsier's smile broadens. Yeden curses. Ham simply smiles.

HAM

Now that makes sense.

KELSIER

Not only will Renoux help us obtain our supplies, he is going to be our key to destabilizing the nobility and starting a house war. I've already begun the process...

Breeze glances at Ham who grumbles then pulls out a ten-boxing coin and tosses it across the room to the self satisfied Breeze.

DOCKSON

What was that about?

BREEZE

We had a bet. Regarding whether or not Kelsier was involved with last night's disturbance.

YEDEN

Disturbance? What disturbance?

HAM

Someone attacked house Venture. The rumours claim that three full Mistborn were sent to assassinate Straff Venture himself.

Kelsier snorts.

BREEZE

Venture isn't sure who to blame, but because Mistborn were involved, everyone assumes it was one of the great houses.

KELSIER

That's the idea. We'll need to keep an eye on local politics which means sending a spy to their social functions. Unfortunately the original spy I had in mind won't work. That's why, Vin will play the part of Renoux's niece and heir.

Vin pales slightly with shock.

VIN

Me?

KELSIER

How good are you at imitating a noblewoman?



VIN

My brother gave me a few lessons.  
But, I've never actually tried  
to...

KELSIER

You'll do fine.

Kelsier writes 'Vin: Infiltration' under 'great houses.'

HAM

What about the Ministry? We need to  
find a way to keep those  
Inquisitors out of our business.

KELSIER

We'll let my brother deal with  
them.

MARSH (O.S.)

Like hell you will!

Vin jumps to her feet. Spins and glances toward the rooms  
shadowed entrance.

Kelsier's brother, MARSH (40's) stands in the doorway. Tall  
and broad shouldered with a statuesque rigidity.

YEDEN

Marsh? Marsh, is it you! He  
promised you'd be joining the job,  
but I... well... Welcome back.

MARSH

(impassive)

I'm not certain if I am, back, or  
not Yeden. If you all don't mind  
I'd like to speak privately with my  
little brother.

Kelsier nods to the group.

KELSIER

We're done for the evening.

The others rise slowly. They give Marsh a wide berth as they  
leave the room.

Vin hesitantly follows the members of the crew out. She gives  
one final look back at Marsh and Kelsier before closing the  
door behind her.

8           **INT. THIRD FLOOR HALLWAY - CLUB'S SHOP - CONTINUOUS**           8

The group make their way down the stairs with Vin trailing.  
Angle on the empty staircase for a short moment until --  
Vin returns to the hallway and surreptitiously tip toes her way to the meeting room door eavesdropping on Kelsier and Marsh.

9           **INT. MEETING ROOM - CLUBS SHOP - CONTINUOUS**           9

Marsh strides over and regards the charcoal writing board with a critical eye before tossing a sheet of paper onto a chair next to Kelsier.

KELSIER  
(picking it up)  
What's this?

MARSH  
The names of the eleven men you  
slaughtered last night. I thought  
you might at least want to know.

Kelsier tosses the paper into the crackling hearth.

KELSIER  
They served the Final empire.

MARSH  
They were men, Kelsier. They had  
lives, families. Several of them  
were Skaa.

KELSIER  
Traitors.

Marsh breathes in heavily. Holding back his anger.

MARSH  
How dare you do this. I dedicated  
my life to overthrowing the Final  
Empire. While you and your thieving  
friends partied, I hid runaways.  
While you planned petty burglaries,  
I organized raids. While you lived  
in luxury, I watched people die of  
starvation.

Marsh stabs a finger into Kelsier's chest.

MARSH

And now you hijack the rebellion  
for one of your jobs.

KELSIER

(pushing Marsh's finger  
away)

That's not what this is about.

MARSH

No?

He taps the word 'atium' on the board.

KELSIER

This isn't about money, this is  
personal.

MARSH

It always is with you. Be it for  
revenge, or money, everything comes  
down to your own self interest no  
matter the collateral damage you  
leave in your wake.

KELSIER

That's where you are wrong, Marsh.  
That's where you've always been  
wrong about me.

Marsh looks at his brother with a critical eye.

KELSIER

I need someone to infiltrate the  
Ministry. This plan won't go  
anywhere if we can't keep an eye on  
those Inquisitors.

MARSH

You actually expect me to help you.

KELSIER

If not for me, do it for the  
others. Their lives are in your  
hands.

MARSH

It's not that easy anymore, Kell.  
Some people are different now,  
others are...gone.

The room grows quiet. Even the firelight from the hearth  
seems to dim from the smouldering of embers.

KELSIER

I miss her too.

MARSH

Despite what she did... sometimes I wish you hadn't been the one to survive the pits.

KELSIER

I wish the same thing everyday.

Marsh studies Kelsier with his cold discerning eyes.

MARSH

I'm leaving, but for some reason you actually seem sincere this time. I'll come back and listen to whatever insane plan you've concocted. Then, well... we'll see.

Kelsier watches as Marsh turns toward the entrance where he sees shadowed movement from beneath the doorway.

He burns Iron, and a faint line of blue light marks Vin as she scurries away from the door. Kelsier smiles.

MARSH

I'll return tomorrow.

KELSIER

Just don't come by too early. I've got things to do tonight.

10

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

10

Vin waits quietly in her darkened room listening to footsteps as they clomp down the stairs to the ground floor.

She crouches next to the door listening for any sound from the hallway beyond. Silence. Vin breathes a quiet sigh of relief before --

KNOCK KNOCK! The door shudders inches from Vin's head. She falls back in surprise.

She quickly ruffles her hair and rubs her eyes, trying to give the impression that she was sleeping.

A beat as Vin waits for another Knock. She looks down at her clothes. Untucks her shirt for good measure. KNOCK!

Vin pulls open the door. Kelsier stands on the other side. He lounges against the doorframe. Raises an eyebrow at her dishevelled state.

VIN

Yes?

KELSIER

So what did you think about Marsh?

VIN

I don't know. I didn't see much of him before he kicked us out.

Kelsier smiles.

KELSIER

You're not going to admit I caught you, are you?

A beat.

Kelsier studies her a moment, then steps back from the doorway and continues down the hall.

KELSIER

Tuck in that shirt and follow me.

VIN

What? Where are we going?

KELSIER

To begin your training.

VIN

Now?

Vin straightens her clothing and follows Kelsier down the hallway.

11

**INT. WORK ROOM - CLUB'S SHOP - MOMENTS LATER**

11

Vin follows Kelsier as he passes the kitchen.

KELSIER

Just a minute.

She pauses. Kelsier enters the kitchen where Dockson, Breeze, and Ham sit with Clubs and his apprentices around a wide table.

Kelsier returns a moment later carrying his pack and a small cloth bundle. He hands the bundle to Vin.

KELSIER

A present.

She lets the cloth bundle unravel revealing a Mistborn cloak. It's ribbonlike strips of cloth rippling before her. Her eyes widen in shock.

KELSIER

You look surprised.

VIN

I... assumed I'd have to earn this somehow.

KELSIER

What's there to earn?

He pulls out his own mistcloak.

KELSIER

This is who you are, Vin.

Vin hesitates then throws the cloak over her shoulders and tries it on.

KELSIER

How does it feel?

VIN

Good.

Kelsier pulls out several glass vials. He hands two to Vin.

KELSIER

Drink one, keep the other in case you need it. I'll show you how to mix new vials later.

Vin nods, downs the first vial and tucks the second into her belt.

KELSIER

You'll want to get into the habit of wearing things that don't have metal on them: Belts with no buckles, shoes that slip on and off, trousers without clasps. Perhaps later, if you are feeling daring, we'll get you some women's clothing.

Vin flushes.

Kelsier stops at the shop's front entrance. He pushes the portal open revealing a wall of darkly shifting mists.

KELSIER  
 Alright, let's begin.

The two disappear as they step into the haze.

12

**EXT. LUTHADEL STREETS - NIGHT**

12

Vin trails Kelsier as the two stroll along the street which seems to fade into nothingness.

Above there is no sky, just swirling currents of grey upon grey.

KELSIER  
 Your first lesson isn't about  
 allomancy, but attitude.

He sweeps his hands forward.

KELSIER  
 This Vin, is ours. The night the  
 mists, it belongs to us. Skaa avoid  
 the mists as if they were death.  
 Even the nobility and their  
 soldiers fear it. Not us, the mists  
 are your ally, Vin. They hide you,  
 they protect you, and they give you  
 power.

Vin notices lantern light moving in the distance. She cowers behind Kelsier.

VIN  
 Shouldn't we be worried about  
 soldiers?

KELSIER  
 Even if we were careless enough to  
 be spotted, no imperial patrol  
 would dare bother Mistborn. These  
 cloaks are typically worn by noble  
 born members of the great houses  
 and lesser Luthadel houses.

VIN  
 Guards just ignore Mistborn?

KELSIER

Those who wear these robes are considered superior and untouchable. Mistborn identities are closely guarded house secrets.

Kelsier turns down another street.

KELSIER

Alright, let's get you used to the basic metals. Can you feel your metal reserves?

Close on Vin. She closes her eyes. Feeling the many powers within her. Nods.

KELSIER

Begin burning them. One at a time.

She pauses in the middle of the street. Focusing inward on the metals within her body.

A beat and then --

She gasps.

KELSIER

What happened?

VIN

I feel different.

She lifts her arm, surprised to see it move inhumanly fast.

VIN

Strange, I'm not tired anymore, and I feel alert.

KELSIER

That's pewter. Mistings who use it are typically called thugs. it enhances your physical abilities, making you stronger, faster, able to resist fatigue and pain.

Vin flexes experimentally. She reaches down, grips a metal sewer grate and rips it from the street. Shocked by her strength.

Suddenly the grate weighs heavily in Vin's hand.

VIN

I'm running out.



KELSIER

Pewter burns quickly. The amount I gave you could last roughly ten minutes unless you flare your reserves.

VIN

Flare?

KELSIER

You can burn your metals more powerfully if you try. Giving you a boost. It causes the metal to run out quickly so an Allomancer needs to be careful or risk running out.

Vin flares the pewter in her body. A surge strengthens her muscles. She bends the grate in her hand, compressing into a knot.

Kelsier continues through the mist. Vin drops the grate and follows.

KELSIER

Now, you should feel a kind of pairing between your reserves of metal.

VIN

Like the two emotional metals?

KELSIER

Exactly. Find the metal paired with pewter.

Vin pauses as she reaches inside herself.

VIN

I feel it.

KELSIER

There are two metals for every power. One pushes, one pulls. You just used pewter to push your body. Now, try its companion.

Vin eagerly burns the metal.

Through her eyes we see the world brighten. The mists become less dense. Almost translucent. Even the sounds of the night are amplified. Including Kelsier's voice.

KELSIER

Tin enhances your senses and is one of the slowest burning metals. For example the tin in that vial is enough to keep you going for hours.

The sights and sounds begin to overwhelm Vin. The CREAK of trees swaying in the wind. The CHIRP of crickets. Everything all at once.

KELSIER

Leave it burning. You'll want to accustom yourself to the new sensations.

Vin pushes through her discomfort. Kelsier waves her over to walk with him deeper through the Mist covered streets.

She continues to scan her surroundings. Keeps stand out like small dark mountains, specks of light glimmer from windows.

Finally Vin gazes skyward astonished by what she sees --

Stars in the night sky glimmer like glittering pieces of sapphire.

KELSIER

Stars. You can't see them very often, even burning tin. People used to be able to see them every night. That was before the mists came, before the ash mounts erupted ash and smoke into the sky.

VIN

How do you know?

KELSIER

The Lord Ruler has tried to crush memories of those days, but some still remain.

(beat)

All right, lets continue.

Vin nods, as a multitude of faint blue lines spring from her chest.

The tendrils of blue point at random objects, doors, windows. A couple even point at Kelsier.

KELSIER

Extinguish that one for the time being, we'll get to it later. Burn one of the last two instead.

Vin does as she's told. The faint blue lines disappear. She burns another metal.

A pulsing vibration washes over Vin, emanating from Kelsier.

KELSIER

If I was to guess you are burning bronze. It lets you sense when someone is using Allomancy nearby. Seekers like my brother use it. Generally its not that useful, unless you are a steel Inquisitor searching for Skaa Mistings.

VIN

(paling)

Inquisitors can use Allomancy?

KELSIER

They're all seekers, Vin. It helps them to be more efficient killing machines.

Vin nods, then freezes. The waves of Allomantic pulses coming from Kelsier abruptly stop.

VIN

What happened?

KELSIER

I started burning copper. The mate to bronze. When you burn copper it hides your use of powers from other Allomancers. It's a vital metal to learn. It will hide you from Inquisitors. Many Mistborn keep their copper burning at all times. Besides that you'll be immune to emotional Allomancy.

Vin perks up.

KELSIER

I thought that might interest you. Copper's influence occurs in a bubble around you. This copper cloud hides anyone inside it from a Seeker.

VIN

That's what a Smoker does, but you can burn copper. Why were you so concerned about finding one like Clubs for the crew?

KELSIER

I can, and so can you. We can use all the powers, but we can't be everywhere. A successful crew leader needs to know how to divide labor, especially on a job as big as this one.

VIN

(losing interest)  
Uh-huh.

Kelsier notices Vin's attention seems elsewhere.

KELSIER

Go on.

VIN

What?

KELSIER

You are eager to find out what those blue lines were about, so go ahead.

Vin happily obliges, and the threads of blue light spring up around her.

New lines appear as she walks while old ones fade behind her.

KELSIER

Give one of the strings a pull.

Vin focuses on one of the blue lines disappearing into the Mist. Tugs on it with her mind.

There's an anticipatory beat and then --

FWOOSH! A rusty nail flies out of the darkness directly toward Vin. She YELPS. Tries to leap out of the way but the nail seems to be drawn to her like a magnet.

Suddenly an opposing force grabs the nail and flings it back into the darkness.

Vin comes up from her roll in a tense crouch.

VIN

What the hell was that? That nail attacked me.

Kelsier chuckles softly.

KELSIER

Actually you kind of attacked yourself.

Vin stands carefully, and joins Kelsier by his side as he continues along the street.

KELSIER

I'll explain what you did in a moment, first there's something you must understand about Allomancy.

VIN

Another rule?

KELSIER

More a philosophy. It has to do with consequences.

VIN

What do you mean?

KELSIER

With every gift Allomancy gives there is something that it will take from you.

VIN

I don't...

Kelsier claps next to Vin's head. She throws her hands up over her tin enhanced ears from the deafening sound.

VIN

Ow!

KELSIER

Tin gives you heightened senses, but at a cost. Same with Pewter, many a thug has shrugged off wounds that will later cost them their life once the metal burns out.

VIN

But what does that have to do with the last two metals?

KELSIER

Iron, and Steel give you the ability to pull and push metals toward and away from yourself.

(Looking ahead)

Ah, here we are.

Vin follows Kelsier's eyes to the massive city wall that looms before them.

VIN

What are we doing here?

KELSIER

We're going to practice Iron pulling and steel pushing, but first some basics.

He pulls a coin from his belt and holds it up before her.

KELSIER

Burn steel, and push this coin.

Vin nods, blue lines spring up before her. One of them points directly at the coin in Kelsier's hand.

The coin flips out of Kelsier's fingers. It travels directly away from Vin. She continues to concentrate. Pushing the coin until --

SNAP! It collides with a wall. Vin is thrown violently backwards in a sudden jerking motion. Kelsier catches her before she hits the ground.

KELSIER

What happened?

VIN

I don't know. I was pushing the coin, but the moment it hit that wall I was pushed away.

KELSIER

Why?

VIN

(frowning)

I guess the coin couldn't go anywhere. So I was the one who had to move.

KELSIER

Consequences Vin. This is the great art of Allomancy. Knowing how much or how little you need to push or pull will give you a major advantage over your opponents.

Vin nods.

KELSIER

Good. Now that you've learned the basics. Let's jump over that wall.

VIN

(incredulous)

What?

Kelsier leaves Vin looking dumbfounded in the street as he approaches the base of the wall.

VIN

You're insane!

KELSIER

Haven't you realized, my sanity departed a long time ago.

Vin looks up at the imposingly high wall.

VIN

Kelsier, I can't... I mean, I've never really used Allomancy before this evening.

KELSIER

Yes, but you are such a quick learner.

He hands her a belt with metal weights strapped to it.

KELSIER

Here. Put this on, if you fall it'll help me catch you.

(beat)

Probably.

VIN

(placing on the belt)

Probably!

Kelsier drops a large metal ingot at this feet.

KELSIER

All you have to do is steel push off the metal, like so.

He steel pushes off the metal, propelling himself upwards into the murky grey mists.

Vin waits a beat before --

KELSIER (O.S.)  
 (shouting)  
 Well are you coming or not?

She glances down at the ingot. Positions herself above it and burns steel. Blue lines point to the metal.

Vin lets out a long nervous exhale and pushes.

FWOOSH! Vin shoots into the air letting out a suppressed SCREAM as the ground disappears below. The blue line leading to the ingot grows fainter and fainter the higher she goes.

13 **EXT. LUTHADEL WALL - CONTINUOUS**

13

Vin slows to a stop hovering in the air with nothing but shifting mists surrounding her.

KELSIER (O.S.)  
 I've always liked the view from up here.

Vin glances to the side where she sees --

Kelsier stands on the top of the city wall. Vin concentrates on keeping her balance one hundred feet in the air.

VIN  
 Help!

KELSIER  
 I hope you're not afraid of heights, Vin. That's a big disadvantage for a Mistborn.

VIN  
 I'm not afraid of heights, but I'm also not accustomed to hovering in the air one hundred feet above the bloody street!

Kelsier chuckles then iron pulls on the belt at Vin's waist pulling her over the ledge of the wall and sets her down.

He reaches an arm over the side of the wall. A second later the ingot shoots through the mist into Kelsier's waiting hand.

KELSIER  
 Good job. Now we go back down.

Kelsier tosses the ingot behind his back where it falls through the mists on the other side of the wall.



VIN

We're really going outside? Outside  
the city walls? At night?

He steps atop the battlement ledge.

KELSIER

Yes, of course. Just focus on  
varying your rate of descent and  
you'll reach the bottom just fine.

VIN

Kelsier... I don't...

KELSIER

You either jump, or you can explain  
to that guard patrol why a mistborn  
needs to use their stairwell.

Vin follows Kelsier's eyes to an approaching blob of lantern  
light in the mist.

She turns back to Kelsier, but he is already gone.

VIN

Shit.

The GUARDS approach, getting closer and closer. Vin needs to  
make a decision.

She climbs on top of the battlements, waits a tentative beat  
and -- steps off.

Vin plummets toward the ground.

She steel pushes off the metal ingot below, but her  
trajectory is off. Instead she veers to the right and begins  
to tumble through the air.

Vin steel pushes again, but this time she is thrust back and  
up. Her body slams into the wall and the force of the push  
causes her to scrape upwards along the side of it.

Two passing guards spin with surprise barely catching a  
glimpse of Vin as she crests the wall then proceeds to fall  
out of view.

Panicked, Vin Iron pulls on the ingot. It shoots toward her  
like a missile from a canon. This could be her death when  
suddenly --

Vin's body lurches, yanked out of harms way by the metal on  
her belt.

Her descent slows as she drifts quietly through the air. Kelsier appears in the mists standing below her. A big smile on his face.

14

**EXT. OUTSIDE LUTHADEL CITY - WALL - CONTINUOUS**

14

Kelsier lets Vin drop the last few feet. He catches her and sets her upright on the soft earth.

KELSIER

Well that was fun.

Vin falls to the ground panting while Kelsier takes a seat on a rock.

KELSIER

You did well.

VIN

I nearly died.

KELSIER

Everybody almost does their first time.

(beat)

Iron pulling and steel pushing are dangerous skills, better to get into life or death circumstances early with someone watching out for you then find out the hard way later.

VIN

If metal can be manipulated, how can a Steel Inquisitor be a threat to us?

KELSIER

That's because metal in your body can't be pushed or pulled no matter the amount.

Vin reflexively touches the solitary earring in her ear.

VIN

I see.

KELSIER

Now, you ready to go?

She looks up at the wall. Prepares to jump again.

KELSIER

We're not going back up. Come on.

Vin frowns as Kelsier turns and walks off into the mist. She hurries after him.

15 **EXT. BEYOND THE WALL - NIGHT**

15

Kelsier and Vin travel by foot through the barren, ash covered landscape.

At night the hills and scrub covered plains reveal an eerie Nightmarish tableau barely glimpsed through the never ending mist.

Vin hears muffled and faint SHUFFLING in the darkness.

VIN

(whispering)

Kelsier. I think there's something out there following us.

She looks back straining to see through the mist.

KELSIER

(matter of fact)

You're right. It's a mist-wraith.

Vin stops dead in her tracks.

VIN

You mean they're real!?

KELSIER

Of course, where do you think the stories come from? You want to go look at it?

Before Vin can answer Kelsier heads off in the direction of the shuffling.

VIN

Wait, Kelsier!

16 **EXT. HILLTOP - BEYOND THE WALL - MOMENTS LATER**

16

Kelsier leads Vin to a scrub-free hill. He crouches, motioning for her to do the same.

VIN

Is this safe?

KELSIER  
We'll be perfectly fine.  
(scanning the horizon)  
There!

Vin squints in the darkness.

VIN  
I can't see it.

KELSIER  
Flare your tin.

The world brightens. She sees a squat hill in the distance.  
We hold on it a beat and then --

The hill moves. A dark mound, perhaps ten feet tall and twice  
as long lurches forward.

Vin gasps. The CREATURE has Smokey, translucent skin with  
bones visible underneath. Dozens of limbs jut out at varying  
angles made up of different animals.

Six heads swivel at different intervals. Each one diverse. A  
horse head, deer head. Finally a human skull twists toward  
Vin.

VIN  
What? How?

KELSIER  
Mist-wraiths are carrion. They feed  
on the dead, and with the bones and  
other tissue can mimic or copy that  
which it has consumed.

Vin shivers with disgust.

VIN  
Are they, intelligent?

KELSIER  
Not one this young, more  
instinctual than anything. As they  
mature the high nobility devise  
their own uses for the creatures.

VIN  
Is this what you brought me out  
here to see?

Kelsier chuckles.

KELSIER

A Mist-wraith? No, they might be worth a boxing or two to look at, but they are hardly worth the trip. No we're heading over there.

Vin follows Kelsier's gaze to a road glimpsed in the mist.

VIN

The imperial high road? We've circled around to the front of the city.

Kelsier nods.

17

**EXT. IMPERIAL HIGH ROAD - NIGHT**

17

The two leave the scrub wasteland and step onto the flat, packed earth of the imperial high road.

A Carriage sits parked on the side of the road accompanied by a man, SAZED who waits beside it.

KELSIER

Ho, Sazed!

Sazed bows.

SAZED

Master Kelsier. I almost thought you had decided not to come.

KELSIER

You know me Saze, I'm the soul of punctuality.

(beat)

This little apprehensive creature is Vin.

SAZED

Ah, yes.

Vin appraises the man before her.

His tan skinned, willowy body seems unnaturally long. Metal studs run the length of stretched earlobes, and his robes shimmer with colour and overlapping v-shaped embroidery.

VIN

You're a Terrisman?

SAZED

Yes child.

(bowing)

Have you known many of my people?

VIN

None, but I know the high nobility prefer Terrisman stewards and attendants.

SAZED

Indeed they do child.

(toward Kelsier)

We should go master Kelsier. It is late, and we are still an hour away from Fellise.

Kelsier nods. Sazed opens the carriage door for them, then closes it after they enter.

Sazed climbs atop the vehicle and sets the horses in motion.

18 **EXT. FELLISE STREETS - NIGHT**

18

Hooves CLIP CLOP against the cobblestone streets of Fellise as Sazed drives the carriage down a mist enshrouded Main Street.

The carriage passes lavish manors and villas. Aspens line the sidewalks with their bone white bark.

Vin's face peers from the carriage window watching the world go by. Many Skaa occupy the gutters just as they do in Luthadel.

Sazed steers the carriage down a long road which leads to a large manor house. Phantom light spills from its windows.

19 **EXT. MANOR RENOUX - NIGHT**

19

The carriage pulls up before the manor. Sazed hands the reins to a SERVANT and climbs down.

He opens the carriage door.

SAZED

Welcome to Manor Renoux Mistress  
Vin.

Sazed gestures to help her out. Vin eyes his hand, ignores it and scrambles down on her own.

The steps to the Manor house are lit by a double line of lantern poles. As Kelsier hops from the carriage, Vin sees a group of MEN gathered at the top of the white marble stairs.

Kelsier climbs the steps with a springy stride.

At the height of the staircase, a thin older man, LORD RENOUX awaits them. He wears a rich suit and pair of aristocratic spectacles that stand out on his moustached face.

KELSIER  
(shaking Renoux's hand)  
The mansion is looking much better.

RENOUX  
Yes, I'm impressed with its progress. Given enough time we could host the Lord Ruler himself.

KELSIER  
Wouldn't that be an odd dinner party.  
(beat)  
This is the young lady I spoke of.

Kelsier steps back gesturing toward Vin. Renoux studies her.

RENOUX  
The hour is late, lets speak in more detail after a nights sleep.

Renoux turns. The three follow him inside.

KELSIER  
Late? Why it's barely midnight.  
Have your people prepare some food.  
Lady Vin and I missed dinner.

20

**INT. MANOR RENOUX - CONTINUOUS**

20

Renoux waves to some SERVANTS who spring into action.

Vin pauses as she takes in the glorious foyer of the manor. The white marble floors seem to glow, reflecting the light of a dozen lanterns. A chandelier glitters overhead along with various vases and other bric-a-brac.

Sazed waits for her while Kelsier looks back.

KELSIER  
Vin?

VIN  
It's so... Clean.

KELSIER  
Well, her reaction speaks highly of  
your efforts.

The group turn right, and enter --

21

**INT. SITTING ROOM - MANOR RENOUX - CONTINUOUS**

21

The room is decorated with maroon furnishings and drapes.

RENOUX  
Perhaps the lady could enjoy some  
refreshment here a moment. There  
are some matters of a delicate  
nature I'd like to discuss with  
you.

KELSIER  
Fine with me.

Kelsier follows Renoux toward an adjacent door.

KELSIER  
Saze, why don't you keep Vin  
company while Lord Renoux and I  
talk?

SAZED  
Of course Master Kelsier.

Vin shoots the departing men an annoyed look. She then takes  
a seat in one of the stiffly upholstered maroon chairs and  
tucks her feet up beneath her.

Servants bring her a platter of fruits and bread. They set up  
a small stand beside her chair complete with a crystalline  
goblet of wine.

Sazed walks over and takes up a position behind Vin to the  
right.

She picks at the food. Yawns. Visibly put off by Sazed's  
hovering presence.

VIN  
Could you not stand over my  
shoulder like that?

Sazed takes two steps forward and stands with his same stiff  
posture adjacent to her chair.



Vin glances over. Notices a wry smile on the Terrisman's face. He stifles a laugh before taking a seat in a chair beside hers.

She stares at Sazed with a look of puzzlement.

SAZED

Is something troubling you Mistress Vin?

A tentative beat.

VIN

I was just wondering how you...  
Came here.

SAZED

You mean how did a Terrisman  
steward end up as part of a  
rebellion intending to overthrow  
the final empire?

Vin nods.

SAZED

That is an intriguing question  
Mistress. Certainly my situation is  
not common. I would say that I  
arrived at it due to belief.

VIN

Belief?

SAZED

Yes. Tell me Mistress, what is it  
you believe?

VIN

What kind of question is that?

SAZED

The most important kind I think.

A beat.

VIN

I don't know.

SAZED

People often say that, but I find  
it is rarely true. Do you believe  
in the final empire?

VIN  
I believe that it is strong.

SAZED  
Immortal.

VIN  
It has been so far.

SAZED  
And the Lord Ruler? Is he the ascended avatar of god? Do you believe that he, as the Ministry teaches, is a sliver of infinity?

VIN  
I've... Never thought about it before.

SAZED  
Perhaps you should. If, upon examination, you do not find the Ministry's teachings suit you, then I would be pleased to offer you an alternative.

VIN  
What alternative?

SAZED  
That depends. The right belief is like a good cloak, I think. If it fits you well it keeps you warm and safe. The wrong fit however, can suffocate.

Vin reflects on Sazed's words. She turns back to her meal just as --

The door opens. Kelsier and Renoux return.

RENOUX  
Now, let us discuss this child. The man you were going to have play my heir will not do you say?

A group of servants bring another plate of food for Kelsier as the two men take a seat across from Vin and Sazed.

KELSIER  
(diving into the food)  
Unfortunately.

RENOUX  
This complicates things greatly.

KELSIER  
We'll just have Vin be your heir.

Renoux shakes his head.

RENOUX  
Too risky. It would be suspicious for me to choose a girl especially with legitimate male cousins within the Renoux line who would be a more suitable choice. Besides there's another problem. If I were to name a young, unmarried girl as my heir, hers would become one of the most sought after hands in Luthadel. It would be difficult for her to spy if she received so much attention.

KELSIER  
What do you suggest?

Angle on Vin as Renoux thinks a moment.

RENOUX  
Well, she doesn't need to be my heir.  
(thinking)  
What if, instead, she is a young scion I brought with me from Luthadel?

Kelsier mulls over the idea.

KELSIER  
(playing along)  
As a favour to her parents...

Renoux continues to ruminate.

RENOUX  
Distant yet favourite cousins of mine who hope to marry her off. People will see her as unimportant and ignore her. Yes I quite like this angle.

KELSIER

Few people will expect a man of your age to attend balls and parties, but having a socialite to take your place will help bolster your reputation.

The two men look toward Vin who squirms in her seat at the sudden attention.

RENOUX

She'll need some refinement however, and not just in appearance.

KELSIER

I have the perfect coach. Sazed, I know plenty of noblemen who are less refined than yourself. Do you think you could help Vin prepare?

SAZED

I am certain I could offer the young lady some aid.

Kelsier pops a cake into his mouth, then rises.

KELSIER

Good! I'm glad that's settled. Judging by our guest of honour it's time to retire.

Vin stifles a yawn.

VIN

I'm fine.

RENOUX

Sazed, would you show them to the appropriate guest chambers?

SAZED

Of course Master Renoux.

Sazed rises from his seat in a smooth motion.

Vin and Kelsier trail the tall Terrisman from the room as a group of servants take away the remnants of the meal.

Sazed, Vin and Kelsier crest the second floor landing and turn down a hallway.

KELSIER

Saze, I know my way to the men's guest quarters. I can manage from here.

SAZED

Very well Master Kelsier.

Kelsier shoots Vin a smile. Then turns down a hallway. Vin watches him go before following Sazed down a side passage.

Eventually Sazed opens a particular door for her.

23

**INT. GUEST BEDROOM - MANOR RENOUX - CONTINUOUS**

23

Sazed enters and lights the lanterns.

SAZED

The linens are fresh, and I will send maids to prepare you a bath in the morning.

He hands Vin his candle.

SAZED

Will you require anything else?

Vin shakes her head. Sazed bows then exits the room into the hallway.

She stands a moment in deep thought.

24

**INT. HALLWAY - MANOR RENOUX - CONTINUOUS**

24

VIN (O.S.)

Sazed!

The steward turns back to where he sees Vin standing outside her door.

SAZED

Yes, Mistress Vin?

VIN

Kelsier, he's a good man isn't he?

SAZED

A very good man, Mistress. One of the best I've ever known.

VIN

A good man... I don't think I've known one of those before.

Sazed smiles warmly. He bows his head respectfully and turns to leave just as Vin closes her door shut.

25

**EXT. FELLISE STREETS - NIGHT**

25

Vin burns *steel*. Pushes against a coin and launches herself up into the mist. She flies away from the earth. Cloak flapping in the wind.

INSERT CAPTION: THREE MONTHS LATER

She opens her eyes as she begins to fall. Waits until the last moment, then flicks a coin to the cobblestones below.

Vin lightly pushes on the coin slowing her descent, burns *pewter* to strengthen her muscles as she hits the ground in a run and sprints through the quiet mist enshrouded streets of Fellise.

She tosses a coin backward, then uses it to push herself up and to the right.

Vin lands on a low stone wall barely breaking stride as she runs spryly along the length of it.

The wall turns north. Vin pauses at the corner huddling into a crouch. Bare feet and sensitive fingers grip the stone.

She flares tin, the darkness of the night brightens. Aspens stand out like emaciated statues while walled estates come into focus in the distance.

Suddenly Blue tendrils of light appear before her. Each pointed at her chest.

Vin immediately jumps to the side. Dodging as a pair of coins shoot past her.

She lands on the cobbled street beside the wall.

Her tin enhanced ears pick up a SCRAPING sound. A dark FORM shoots into the sky. A few blue lines trail a coin pouch at the figures waist.

Vin launches herself into the air after her opponent. They both soar for a moment flying over the grounds of a nobleman's estate.

The opponent suddenly changes direction in the air. Jerking toward the mansion itself. Vin follows, pulling on one of the metal window latches.

She hears a THUD as her opponent runs into the side of the building, immediately launching himself off its surface and into the mist.

A light flashes on in one of the mansion windows as a confused head pokes from the opening.

Vin lands against the wall unseen before kicking off the vertical surface chasing after her quarry in a game of cat and mouse.

He shoots a couple coins back, but Vin pushes them away with a dismissive thought.

She drops a coin to steel push off of, but the coin suddenly jerks backward by a push from her opponent. The sudden move changes the trajectory of Vins jump, throwing her sideways.

Vin lands in a clearing of soft grass.

VIN

Dammit!

A beat as Vin thinks a moment.

She empties a few coins into her hand before steel pushing the half empty bag in the direction where her quarry had disappeared. It trails a faint blue line.

FWOOSH! A scattering of coins suddenly shoot from the bushes ahead. Attacking her pouch. She smiles. The diversion worked.

A dark figure jumps out of the bushes and hops up onto the stone wall then slips down the other side.

Vin launches herself straight up into the air, then throws her handful of coins at the figure passing below.

He immediately steel pushes the coins away.

Vin lands on the ground before him. She unsheathes twin glass blades and lunges, slashing at her opponent who jumps backward.

Vin ducks and throws herself to the side as a torrent of the same coins she threw earlier shoots down from the sky and is caught by the other Allomancer who redirects them toward her.

VIN

Shit!

She drops her daggers and raises her arms. Defensively steel pushing on the coins. Vin is violently thrown back as her push is matched by her larger assailant.

The coins spray wildly in all directions. One catches a street lamp which explodes dramatically.

The last coin lurches in the air between Vin and her challenger. Vin flares steel, pushing with everything she has against the small wafer of metal. She is forced back against a tree. An audible GRUNT resonates from the other mist-born as he gets thrown against a brick wall.

Close on the coin. It quivers in the air. Trapped between the amplified strength of two Allomancers.

Vin grits her teeth. The Aspen begins to crack from the force.

Her nose bleeds. She will not be beaten and then --

FWOOM! The tree cracks in half with a loud SNAP! Vin lurches backward. Hits the ground in a tumble. Splinters of wood rain down upon her as she rolls along the cobblestones and comes to a shattering stop.

The dark figure approaches. Mistcloak ribbons billowing around him. Vin leaps to her feet. Grasping for knives that are not there.

Kelsier puts down his hood. He holds out Vin's knives toward her. One is broken.

KELSIER

You don't have to hold your arms forward when you push. It helps with keeping your weapons in hand.

Vin rubs her shoulder and nods as she accepts the daggers.

KELSIER

Nice job with the pouch. You had me there for a moment.

VIN

(grumbling)

For all the good it did.

KELSIER

All things considered, your progress is fantastic. I would, however, recommend you avoid push matches with people who weigh more than you.



He appraises Vin's stature.

KELSIER

Which probably means avoiding them  
with pretty much everybody.

Vin sighs, stretching slightly.

KELSIER

Here.  
(handing her something)  
A souvenir.

She holds up the object. It is the coin they had pushed  
between them. Bent and flat from the pressure.

KELSIER

I'll see you back at the mansion.

Kelsier turns and flies off into the Mist disappearing from  
sight.

Vin takes one last contemplative look at the coin as we --

CUT TO:

26       **EXT. RENOUX ESTATE - NIGHT**       26

Vin lands in a crouch just outside manor Renoux.

She removes her mist-cloak and ascends a set of steps toward  
a large doorway.

27       **INT. HALLWAY - MANOR RENOUX - MOMENTS LATER**       27

A mansion SERVANT directs Vin down a branching hallway. Vin  
nods and makes her way toward --

28       **INT. KITCHEN - MANOR RENOUX - MOMENTS LATER**       28

Vin enters the kitchen where she sees --

Sazed stands within the confines of an immaculately well kept  
kitchen. He is accompanied by a tall, middle aged female  
member of the staff, COSAHN.

SAZED

Ah mistress Vin. Your return is  
quite timely.  
(gesturing)  
This is Cosahn.

Cosahn studies Vin with a business like air.

SAZED

It is long enough now, don't you think?

COSAHN

Probably, but I can't perform miracles, Master Vaht.

Vin gives the two a questioning look.

SAZED

Your hair, Mistress. Cosahn is going to cut it for you.

VIN

Oh?

Cosahn waves to a chair. Vin reluctantly seats herself.

The stylist runs her fingers through Vin's hair. She TSK'S plucking a small twig from the tangled mess and begins to cut with a pair of scissors.

COSAHN

Such beautiful hair. Thick with a nice deep black colour. It's a shame to see it cared for so poorly.

SAZED

We'll have to see that it receives better care in the future.

Vin bristles at the comment.

VIN

Kelsier, hasn't returned yet I assume?

Sazed shakes his head. He regards her with a curious look.

VIN

What?

SAZED

I was wondering if you might be willing to listen to another proposal.

VIN

You've already tried five religions to convert me to. How many more can there be?

SAZED

Five hundred and sixty two  
(beat)  
More or less.

Vin's eyes widen in surprise.

VIN

And you've memorized them all?

SAZED

I am one of the Keepers Vin, it is what we do.

VIN

Keepers? Then there are more like you?

Cosahn begins to snip Vin's bangs.

SAZED

(somber)  
Not many, but some. Enough to pass the knowledge on to the next generation.  
(changing subject)  
Shall we go over your lessons while we wait Mistress Vin?

VIN

Fine.

SAZED

Can you name all ten great houses of Luthadel in order of power?

VIN

Venture, Hasting, Elariel, Tekiel, Lekal, Erikeller, Erikell, Haught, Urbain, and Burvidas.

SAZED

Good, and you are?

VIN

I am the lady Valette Renoux, fourth cousin to Lord Teven Renoux, who owns this mansion.

(MORE)

VIN (CONT'D)

My parents, Lord Hadren and Lady Fellette Renoux live in Chakath, a city in the western Dominance. Major export, wool. My family works in trading dyes specifically blushdip red, from the snails that are common there, and callowfield yellow, made from tree bark. As part of a trade agreement with their distant cousin, my parents sent me down here to Luthadel, so I can spend time at court.

Sazed nods pleasingly.

SAZED

And how do you feel about this opportunity?

VIN

I am amazed and a little overwhelmed. People will pay attention to me because they will want to curry favour with lord Renoux. Since I am not familiar with the ways of court, I will be flattered by their attention. I will ingratiate myself to the court community, but I will stay quiet and out of...

KELSIER (O.S.)

The haircut looks good.

Vin twists her head as Cosahn gives her a look of annoyance.

Kelsier stands behind the trio bearing a self satisfied smile.

KELSIER

Nice job Cosahn.

COSAHN

(blushing)

It was nothing Master Kelsier, I just work with what I have.

VIN

Mirror.

Vin extends her hand as Cosahn hands her one. What Vin sees gives her pause.

She looks like a girl. A pretty one.

KELSIER

We might actually turn you into a lady, Vin.

Vin glares at him.

SAZED

First she'll need to learn not to scowl so often.

KELSIER

She's quite fond of making faces. Good job Cosahn.

COSAHN

I've still got a bit of trimming to do, Master Kelsier.

KELSIER

By all means continue. I'm going to filch Sazed for a moment.

Kelsier winks at Vin, smiles at Cosahn, then he and Sazed retreat from the room.

29

**INT. HALLWAY - MANOR RENOUX - CONTINUOUS**

29

Kelsier peeks into the kitchen, watching Vin sit sullenly in her chair.

He slides the door shut and turns to Sazed.

KELSIER

Is she ready?

Sazed takes pause.

SAZED

I'm not sure, Master Kelsier. Pure knowledge is not the equivalent of skill. I don't know if she has the... Poise to imitate a noblewoman, even a young and inexperienced one.

KELSIER

I wish we had more time. Between preparations for Vin to infiltrate the nobility and teaching her Allomancy I find we are stretched terribly thin, and each day we risk being discovered by the Ministry.

A beat.

SAZED

If I might make a suggestion.  
 (off Kelsier's nod)  
 Send the child with some of the  
 misting crew members. I hear that  
 the man Breeze, is a very  
 accomplished Soother, and surely  
 the others are equally skilled.  
 Have them show Mistress Vin how to  
 use her abilities.

KELSIER

That's a good idea Saze.

Kelsier glances through the crack in the door at Vin.

KELSIER

I feel a little guilty about  
 pulling her into our plans. She'll  
 probably end up at a Ministry  
 execution ceremony with the rest of  
 us.

SAZED

But that guilt won't stop you from  
 using her to spy on the  
 aristocracy.

KELSIER

No. We'll need every advantage we  
 can get. Just... I want you to  
 Protect her Sazed. I'll feel a lot  
 less guilty if from now on you'll  
 act as Vin's steward and Guardian  
 at the functions she attends. It  
 won't be odd for her to bring a  
 Terrisman servant with her.

SAZED

Not at all. I will protect her with  
 my life Master Kelsier. I promise  
 you this.

Kelsier smiles. He rests a thankful hand on Sazed's shoulder.

KELSIER

I feel pity for the man who gets in  
 your way.

Sazed bows Graciously.



Vin says nothing and takes a seat at the table.

BREEZE

I'd almost forgot what an amazing conversationalist you are. Wine?

She shakes her head.

BREEZE

Well I'd certainly like some.

Four other MEN stand guard in the room. Breeze raises a cup and taps his finger against it catching the eye of a guard. One of Yeden's REBELS.

The Rebel looks at Breeze questionably.

BREEZE

Right now you are wondering if I am using Allomancy on you. Perhaps I am, perhaps not. Either way I am your leaders guest, and should be treated as such.

A beat as the rebel considers and then --

He snatches the cup away from Breeze, grumbling as he leaves.

Breeze smiles.

VIN

Did you push him?

BREEZE

Waste of Brass. Did Kelsier tell you why he asked you here today?

VIN

(annoyed)

He told me to watch you. Said he didn't have time to train me in all the metals.

BREEZE

Well, lets begin then.

(beat)

First you must understand that soothing is about more than just allomancy. It's about the delicate and noble art of manipulation.

Vin rolls her eyes.



VIN  
Noble indeed.

BREEZE  
Ah, you sound like one of them.

VIN  
Them who?

BREEZE  
Them everyone else.  
(beat)  
What we do, influencing emotions,  
makes people uncomfortable, but  
Soothing is no different than a  
rich man using his wealth to appeal  
to a woman's needs or a woman using  
her 'talents' to seduce a man. The  
difference is that our allomantic  
abilities give us an advantage.

Breeze settles back into his chair. He grips his duelling  
cane in his left hand, then reveals a coin in his right.

BREEZE  
The art is in the subtlety. You  
must have a keen eye on how you  
read your subjects emotions.

With the flick of his wrist Breeze sends the coin spinning on  
the table.

The coin is about to fall off the edge when Breeze cradles it  
with the tip of his cane.

Vin watches as he expertly balances the spinning coin.

BREEZE  
A little too far in one direction  
and you risk showing your hand. Not  
enough and you've failed to get the  
desired effect.

Breeze twirls the cane sending the coin flying toward vin.  
She catches it.

BREEZE  
That my dear is the challenge in  
what we do! It is difficult, but  
for those who can do it...

The door opens. The sullen Rebel returns with a bottle of  
wine in hand. He deposits the bottle in front of Breeze, then  
joins the other three guards against the wall.

BREEZE

...There are vast rewards.

Breeze winks at Vin, then pours himself a cup of wine.

The door opens again. Ham enters.

HAM

Site's secure. Got a couple tin eyes posted just in case, and Cobble's keeping us good and smoked. Aren't you Cobble?

COBBLE, one of the four guards in the room, nods.

COBBLE

Yes sir!

HAM

Good lad.

(eyeing the wine)

Really? You know that's a waste of resources Breeze.

BREEZE

I simply cannot work effectively with a dry throat. Shall I have someone fetch you a cup.

HAM

I'll pass.

Breeze shrugs. Sips his drink.

A tentative beat as Ham looks eager to ask Vin a question.

BREEZE

No, Ham.

HAM

(incredulous)

I haven't said anything!

BREEZE

Yes, but you were about to, and we'd rather not hear it.

Ham gives Breeze an unamused stare.

HAM

You can't push me into complacency, Breeze.

VIN

What? What were you going to say?

BREEZE

Please don't encourage one of Ham's philosophical rants. You'll soon learn why I drink so much.

HAM

Ignore him...

Ham pulls up a chair next to Vin just as the Rebel in the corner suddenly perks up.

REBEL

Master Kelsier has arrived.

Breeze downs the rest of his cup of wine.

BREEZE

And not a moment too soon. Ham, don't you have a perimeter you should be watching?

Ham deflates.

HAM

Fine. We'll talk later Vin.

VIN

Uh, Ok?

Ham exits the room as Breeze rises and makes his way to a long thin slat built into the wall.

BREEZE

Over here Vin. Bring me my chair would you?

Vin sighs pulling two chairs toward Breeze who slides back the slat revealing a view into --

34

**INT. DINING ROOM - CONTINUOUS**

34

A group of dirtied, SKAA MEN sit around tables wearing brown work coats or ragged cloaks. Skin blackened by soot.

Yeden sits at a table near the front of the room.

Kelsier enters from the kitchen. He walks quietly to Yeden's side speaking briefly to the man before clearing his throat to silence the room.

The cacophony of voices slowly die down. All eyes become fixed on Kelsier.

A beat and then --

KELSIER

You've probably all heard of me by now. And you wouldn't be here if you weren't at least a little bit sympathetic to my cause.

35           **INT. SMALL ROOM - SOUP KITCHEN - CONTINUOUS**

35

Breeze sips from a cup of wine with Vin at his side.

BREEZE

With most metals pushing and pulling have opposite effects. Same can be said for Soothing and Rioting. The difference is that emotions are more malleable than a solid piece of metal. An experienced soother can dampen everything but the emotion he wants to remain dominant.

He turns to one of the guards in the room.

BREEZE

Send in the blue server please.

One of the guards nods, cracks the door and whispers something to the doorman posted outside.

Vin watches through the slat.

36           **INT. DINING ROOM - CONTINUOUS**

36

A SERVING GIRL wearing a faded blue dress enters the room. She moves through the crowd filling drinks.

BREEZE (O.S.)

My soothers are mixed with the crowd.

37           **INT. SMALL ROOM - SOUP KITCHEN - CONTINUOUS**

37

Breeze is focused. In his element.

BREEZE

The serving girls are a sign,  
telling my men which emotions to  
sooth away. They will work the  
room, just as I do.

He trails off, concentrating on the crowd.

BREEZE

(to himself)

Fatigue, that's not a necessary  
emotion right now. Hunger...  
distraction. Suspicion...  
definitely not helpful.  
Curiosity... that's what they need  
now. Yes listen to Kelsier. You've  
heard legends and stories. See the  
man for yourself and be impressed.

38           **INT. DINING ROOM - SOUP KITCHEN - CONTINUOUS**           38

Kelsier continues his speech.

KELSIER

I know why you came today. Twelve  
hour work days. Beatings, lack of  
pay, poor food. And for what?  
Friends slain by an uncaring  
taskmaster, daughters, taken to be  
some Nobleman's plaything...

39           **INT. SMALL ROOM - SOUP KITCHEN - CONTINUOUS**           39

BREEZE

Yes, good. Red, send in the girl  
wearing light red.

40           **INT. DINING ROOM - SOUP KITCHEN - CONTINUOUS**           40

Another SERVING GIRL wearing light red enters the room.

41           **INT. SMALL ROOM - SOUP KITCHEN - CONTINUOUS**           41

BREEZE

Passion and anger, but just a bit.  
Just a nudge, a reminder.

42           **INT. DINING ROOM - SOUP KITCHEN - CONTINUOUS**

42

KELSIER

My friends, you're not alone. There are millions, just like you. You know why I am here. You know Yeden, and what he represents. Perhaps you've considered joining the rebellion. Most of you won't and I understand, but for those of you who come with me. Those men will be remembered in the years to come. Remembered to have done something grand.

Many of the workers share glances. Some just stare at their half-empty soup bowls.

SKAA WORKER (O.S.)

You're a fool. The Lord Ruler will kill you. You don't rebel against God in his own city.

A beat as Kelsier stands quietly. Finally he reaches up and pulls back the sleeves of his jacket revealing the crisscrossed scars on his arms.

KELSIER

The Lord Ruler is not our God, and he cannot kill me. He tried, but he failed. For I am the thing he can never kill.

With that, Kelsier turns and exits the room.

43           **INT. SMALL ROOM - SOUP KITCHEN - CONTINUOUS**

43

BREEZE

Well that was a little dramatic. Bring back the red and send out the brown.

44           **INT. DINING ROOM - SOUP KITCHEN - CONTINUOUS**

44

A SERVING WOMAN in brown walks through the crowd.

BREEZE (O.S.)

Amazement, and yes pride. Soothe the anger for now...

The crowd sits quietly for a moment, the dining room eerily motionless until --

Yeden, stands to speak.

45           **INT. SMALL ROOM - SOUP KITCHEN - CONTINUOUS**

45

BREEZE

Green! Let's make you all  
thoughtful, and give you a nudge of  
loyalty. Oh, and what about you,  
Yeden? You're a bit too nervous.  
Let's soothe that. Take away your  
worries. Leave only that passion of  
yours.

Vin gives Breeze a thoughtful look. Her respect for him  
growing as she witnesses his mastery of allomancy.

46           **INT. DINING ROOM - SOUP KITCHEN - CONTINUOUS**

46

YEDEN

You heard Kelsier, the survivor of  
Hathsin. Men, we are preparing for  
something grand. Something that may  
lead to our last struggle with the  
final empire. Join with us. Join  
with your brothers. Join with the  
survivor himself.

The room falls silent.

47           **INT. SMALL ROOM - SOUP KITCHEN - CONTINUOUS**

47

BREEZE

Bright red! I want those men to  
leave feeling passionate about what  
they've heard.

VIN

The emotions will fade won't they?

BREEZE

Yes.

Breeze sits back and slides the viewing panel closed.

BREEZE

But memories stay. If people  
associate strong enough emotion  
with an event they'll remember it  
better.

Just then, Ham enters through the back door.

HAM

That went well. The men are leaving invigorated, and a number of them are staying behind. We'll have a good number of volunteers after today.

BREEZE

It's not enough. At this rate we'll never hit ten thousand in time.

HAM

You think we need more meetings? That's going to be tough. We have to be very careful with who we invite.

A beat as Breeze thinks. He downs the rest of his wine.

BREEZE

I don't know, but we will have to think of something. For now, let's return to the shop. I believe Kelsier wants to hold a progress meeting this evening.

48

**EXT. ROOFTOP - CLUBS SHOP - AFTERNOON**

48

A poisonous red sun shines angrily through a sky of smoke.

Kelsier gazes westerly at the silhouette of a large volcano spewing ash. We see in his hands a white bar of metal. The 'eleventh metal' as he sits in contemplation.

He glances down toward the street below where workers trudge along in despondent ranks. Finally resting his eyes on Kredik Shaw. The palace of the emperor.

A trap door opens behind him. Sazed emerges making his way to Kelsier's side.

SAZED

Master Kelsier?  
(following his gaze)  
Ah.

KELSIER

I wonder what he'd think if he knew a Keeper was in Luthadel, barely a short walk from the palace itself.



SAZED

Let us hope we never find out,  
Master Kelsier.

A contemplative beat.

KELSIER

Tell me about another one, Saze.  
One with power.

SAZED

Power? That is a relative term when  
applied to religion, I think.  
Perhaps you would like to hear of  
Jaism. It's followers were quite  
faithful and devout.

KELSIER

Tell me about them.

SAZED

Jaism was founded by a single man.  
His true name is lost, but his  
followers simply called him 'the  
Ja' He was murdered by a local king  
for preaching discord, but that  
only made his following larger. The  
Jaists thought they earned  
happiness proportionate to their  
overt devotion and were known for  
frequent and fervent professions of  
faith.

KELSIER

That's nice, Saze, but power is  
more than just words.

SAZED

Indeed. Forgive me Master Kelsier,  
but I realize this religion does  
not suit you. Perhaps I can find  
another...

Kelsier raises a dismissive hand.

KELSIER

It's fine.

(beat)

What do you suppose gave these  
religions so much power?

SAZED

It wasn't any one thing I think.  
Some were strong through honest  
faith, others because of the hope  
they promised. Others were  
Coercive.

KELSIER

But they all had passion.

SAZED

Yes, Master Kelsier. That is quite  
a true statement.

KELSIER

That is what we've lost. They don't  
have faith in the Lord Ruler. They  
simply fear him. They don't have  
anything left to believe in.

(beat)

Anyway, have Breeze and Vin  
returned yet?

SAZED

They arrived just before I came up  
here.

KELSIER

Good, tell them I'll be down in a  
moment.

Sazed bows before leaving through the trap door.

Kelsier gives one last long look out over the city.

KELSIER (PRE-LAP)

All right crew, what have we got?

49

**INT. CONFERENCE ROOM - CLUBS SHOP - DAY**

49

The room is made up of Dockson, Spook, Breeze, Ham, Clubs,  
and Sazed.

Vin sits in an overstuffed chair trying to study Marsh out of  
the corner of her eye.

BREEZE

Besides the bad news?

KELSIER

Let's hear it.

HAM

It's been twelve weeks and we've gathered under two thousand men. Even with the numbers the rebellion already has we're going to fall short.

KELSIER

Dox, can we get more meetings?

DOCKSON

Probably.

YEDEN

Are you sure you want to take that risk, Kelsier? We're already in danger. Rumours are all over the underground. If we make any more of a stir, the Ministry is going to realize something major is happening.

DOCKSON

He's probably right, Kell. Besides, there are only so many skaa willing to listen. Luthadel is big, true, but our movement here is limited.

Kelsier thinks a moment.

KELSIER

All right. So we'll start working the other towns in the area. Breeze can you split your crew into two effective groups?

BREEZE

I suppose.

YEDEN

That many meetings will expose us even more.

HAM

That by the way, brings up another problem. How's the infiltration of the Ministry going?

KELSIER

Well?

Kelsier turns to his brother Marsh.

MARSH

The Ministry is tight. I need more time.

CLUBS

It's not going to happen.  
Rebellion's already tried it.

YEDEN

We've attempted to get spies into the inner Ministries a dozen times. It's impossible.

The room falls silent.

VIN

I... have an idea.

Vin shrinks as all eyes turn toward her.

VIN

Theron, a crew leader who was working with Camon. He has a contact, a lesser obligator open to bribes. Maybe we can get him to add an 'acolyte' to the group from the local chapter.

KELSIER

It's worth looking into.

Dockson scribbles something into a notebook with a fountain pen.

DOCKSON

I'll contact Theron and see if his informant is still viable.

KELSIER

Is that everything?

Breeze clears his throat.

BREEZE

I've been hearing a lot of rumours on the streets, Kelsier. The people are talking about this eleventh metal of yours.

KELSIER

And?

BREEZE

Aren't you worried that the Lord Ruler will hear? If he has forewarning of what we're planning to do...

Kelsier smiles.

KELSIER

Don't worry about the Lord Ruler. I've got things under control. In fact, I'm planning to pay him a visit in the next few days.

YEDEN

Visit the Lord Ruler? Are you insane...

(Looking at the others)  
Right, I forgot.

DOCKSON

He's catching on.

Heavy footsteps THUMP in the hallway.

A GUARD enters. He hurries over to Ham's side and whispers a brief message.

KELSIER

What?

HAM

An incident.

DOCKSON

Incident, what kind of incident?

HAM

Vin's old safe house. Apparently the Ministry has found it.

Hold on Vin's face, a look of fear and disbelief reflected in her brown eyes as we --

FADE OUT.