

BRANDON SANDERSON'S

MISTBOURN™

ADVENTURE GAME



ALLOY OF LAW

CAMPAIGN SETTING & GAME SUPPLEMENT

BRANDON SANDERSON'S

MISTBORNTM

ADVENTURE GAME

Secure Your Vials and Strap on Your Six-Guns!

It's 300 years after the fall of the Lord Ruler. The Final Empire is a distant memory, and the heroes who brought it down are legend. The rebels and thieving crews of old have been replaced with gunslingers, bounty hunters, shysters, and lawkeepers, and around every corner is a land of wild adventure, unlimited opportunity, ancient mystery, and ever-present danger. This is *The Alloy of Law*.

Alloy of Law is a core supplement for the *Mistborn Adventure Game*, letting you and your friends leap headlong into the thrilling world of the fourth book in Brandon Sanderson's best-selling Mistborn series. Inside you'll find a wealth of new world information, game rules, and advice for setting your game during this all-new era, including:

- An exclusive original story from Mistborn creator, **Brandon Sanderson!**
- A comprehensive overview of the people, society, and history of the remade Scadrial, with new information not seen in the novel
- Updated character and Crew creation. Play a metalmind-slinging **Ferring**, one of the powerful koloss-blooded, or a **Twinborn** — master of Allomancy and Feruchemy alike.
- Magic of *The Alloy of Law* era, including updates for all three Metallic Arts and rules for the godlike power of **Compounding**
- Rules for technology, guns, and gunplay — with a magical twist
- A gazetteer of the towns, cities, and key locations of the Elendel Basin and Roughs
- An exploration of the faiths, politics, and secrets of *The Alloy of Law*... and beyond
- Advice and inspiration for Narrators on running campaigns in *The Alloy of Law* era
- A rogues' gallery of noted personalities in the era, including novel heroes Wax, Wayne, and Marasi

SCHEME IN A WHOLE NEW AGE!

Alloy of Law is not a complete game. You need a copy of the **Mistborn Adventure Game**, some dice, and imagination to play.

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MISTBORN™

ADVENTURE GAME



ALLOY OF LAW

Campaign Setting & Game Supplement



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1

A WORLD TRANSFORMED



Scadrial at the time of *The Alloy of Law* has changed dramatically since the time of Vin, Sazed, Kelsier, and Elend. Gone are the red skies, barren lands, and constant ashfalls that blot out the sun, replaced now with blue skies, lush plants, and pleasant weather similar to our own world. Gone are the Lord Ruler, the Steel Ministry, and its Steel Inquisitors, replaced by a government of freely-elected officials, constabulary, and lawkeepers all dedicated to protecting, rather than oppressing, the people. Gone is the systematic repression of technological and intellectual progress, now replaced with thriving industry, scholarship, art, and culture — and all the benefits that come with it. Gone are the brutal social and ethnic divides amongst Scadrial's inhabitants, who now can intermingle, interact, and intermarry as their lives and love guide them.

Yet despite these changes, there is much that has not changed about this land over the last three centuries. As darkness falls, mist still rises from the streets to cloak those who prowl them in mystery. Men with power still scheme and betray, seeking to line their pockets through the labors of others. A lucky few can still harness the powers of Allomancy or Feruchemy — sometimes both. A great and untamed wilderness surrounds the cities, where men and women still struggle to find a life or make a living. Koloss tribes — though freed from the will of the dark god Ruin — still prowl the remote plains, now living off the land and wandering at the fringes of society rather than invading it. Mysterious shapeshifters known as the Faceless Immortals still inhabit the dreams of children, and the thoughts of those who have seen something beyond the ken of mortals. And secrets are still dangerous, whether they are used as weapons, as protection, or as tools to turn the world upside down.

The following is an overview of the changes, additions, and lost secrets of *The Alloy of Law* era, suitable for players and Narrators alike. Much more in-depth information and detail is explored throughout the rest of this book, particularly in Book 3: The Reforged World, starting on page 195.

THE LAND

Harmony's remaking of the world has radically changed the landscape of Scadrial from the times of the Lord Ruler. After moving Scadrial into a better cosmic location, Harmony was able to do away with many of the natural features the Lord Ruler had created to keep the planet from dying: ashmounts were flattened, the skies and seas were cleared of ash, and hardy brown plants were replaced with lush green vegetation. These changes — though they might seem small — have fundamentally shifted the way modern Scadrians live, work, and grow as a people and a society.

More details about this new land and its secrets can be found in Book 3, Chapters 3-5 (*see pages 213-242*).

THE ELENDEL BASIN

Civilization is now centered in the **Elendel Basin**, located in the former Southern Dominance of the Final Empire. The Basin is a land of plenty, located much closer to the equator than the Final Empire; it's adjacent to the sea, where the natural watershed from the mountains provides ample water and fertile soil for farming. The Basin was the nursery for the infant society of the Originators, and the breast which nursed its exceptional recovery and growth.

Amongst the fertile farmland, seventeen cities grow. Chief among them is **Elendel**, the Cradle of Light, which sits on the shores of the Yomend Sea. Blessed with an industrious population and abundant resources, it forms a hub of trade and commerce for the entire Basin. Other cities have advanced along similar lines: their forms of government vary, but all of them benefit from prosperous trade and rapidly evolving technology. The **Irongate River** — a massive waterway originating in the Faleast Mountains — cuts the Basin neatly in two, facilitating travel and trade as well as providing plentiful fishing.

Three mountain ranges surround the Basin, forming an almost perfectly circular barrier. The **Channeral Range** sits in the northwest, the **Faleast Range** in the northeast, and the **Seran Range** in the southeast. Two seas, the **Yomend** and the **Lenne**s, form the Basin's western border. All three mountain ranges offer abundant mineral resources, and a fair number of mining towns have sprung up among their peaks (along with the occasional trapper or hermit who travels there for the solitude).

Those wishing to journey beyond the mountains have two basic options: the great Northern Gap sits between the Faleast and Channeral ranges, while the wider **Ascendant Valley** opens up between the Seran ranges and the sea. Both lead into the **Roughs** beyond the mountains, and feature railway lines into the more civilized corners.

The Basin is described in more detail in Book 3, Chapter 3 (*see page 213*).

SURVEY OF THE
ELENDEL BASIN
AND
NORTHERN ROUGHS
BY THE CANTON OF
CARTOGRAPHY

0 miles 25 50 75 100

TYRIAN SEA

CALLINGFALE

COVINGTAR

ISAEUC'S BEND

WEATHERING

TRUE MADIL

FELTREL

FAR DOREST

FARADANA

NORTHERN

ROUGH

CHANNEL RANGE

DRY POST

EAST RANGE

TATHINGDWEL

MYCONDWEL

ELENDEL

DAZARLOMUE

ALENDEL

WYLLION

RASHEKIN

SEA OF YOMEND

DRYPORT

IRONGATE RIVER

ELENDEL

STEINEL

BILMING

VINDIEL-CAMEUX

DOXONAR

DORIEL

TARIEP

ELMSDEL

GARMET

SEA OF LENNES

SERAN RANGE
SOUTHERN ROUGHS

THE ROUGHS

The lands beyond the mountains are dominated by the frontier region known as the Roughts: harsh terrain of barren deserts, broken hills, and the occasional marshlands, all entirely bereft of the Basin's renowned bounty. Rain rarely falls here, and crops only grow through a lot of hard work and careful tending — but for the industrious and unscrupulous, there are fortunes to be found as well.

Out of this rugged landscape, several communities and townships have sprung up, often without law enforcement or any semblance of government. Often, the only law in these hardscrabble communities is “might makes right,” as bandit gangs prey on unwary travelers and justice is doled out with the barrel of a gun. The line between good men and bad is often drawn in the thinnest of terms out in the Roughts, and sometimes it vanishes entirely. But even this imperfect place, dominated by petty desires and the great evils that spring from them, carries the potential for great futures and even greater heroism.

More on the Roughts and many of these townships can be found in Book 3, Chapter 4 (*see page 227*).

THE WILDERNESS

Beyond the Basin and the Roughts, there are still many other frontiers that are yet to be truly explored and understood. These uncharted lands — ranging from the peaks of the mountains to the expanses of the seas — are filled with strange and dangerous beasts both real and imagined, and only the bravest and most foolhardy of Scadrians have dared to discover their secrets.

Greater details on these strange frontiers and their denizens are in Book 3, Chapter 5 (*see page 237*).

THE PEOPLE

Perhaps the greatest changes to Scadrial after the events of the original Mistborn trilogy have been to the people — physically, mentally, spiritually, and socially. The genetic differences between skaa and noble and Terrisman — upheld for nearly a thousand years through the Lord Ruler's careful planning — are essentially gone, thanks to intermarriage, economic opportunity, and social blending. All people are free to come together as they choose, be it through religious belief, business interests, shared politics, romantic entanglement, or ideas. Most importantly, the strict caste system that defined the Final Empire's society has been erased, replaced by a much more egalitarian class system. While not everything is as good as it could be — prejudice and misunderstanding are still part of human nature — things are far better for modern Scadrians than they have ever been before.

Beyond this overview, you can learn more about modern society in Book 3, Chapter 6 (*see page 243*).

HISTORY

For people in *The Alloy of Law* era, history began with Harmony's **Final Ascension** and remaking of the world — the **Origin**. Those who survived the

tumultuous years that preceded it emerged to rebuild civilization, based on his **Words of Founding**. Together, the **Originators** founded cities, engaged in trade, and established new forms of government to rule their population.

Naturally, conflicts arose between various factions, as personal ambitions and the desire for more territory tested the population's unity. The fertility of the Basin limited the need to compete for resources, but some power hungry leaders saw the remade world as a chance to start a new empire, while others allowed festering resentments and perceived slights to boil over into open hostility. Conflicts flared throughout the first century of the new era, as growing city-states jockeyed for position and supremacy.

They eventually settled into the system that now stands: cities with stable borders, interlinked in a series of mutually beneficial alliances. Commerce triumphed over territoriality. A complex series of treaties and agreements bound the cities together, creating stability and allowing technological advancement to flourish. By and large, the squabbles and attacks that defined the early years have vanished.

With peace and prosperity came the need to explore this brave new world, particularly the Roughs beyond the great mountain ranges. Most of the hardy pioneers who first ventured there were never heard from again, but gradually more settlers arrived. Towns sprang up, railway lines appeared, and real government began to claim small areas from the gangs and bandits who previously ruled.

Today, Scadrial has settled into a largely stable society, with an acknowledged social order, economy, and territory. Conflict erupts over resources, class strife, and economic disputes from time to time, but for modern citizens, history — and their future — is what they choose to make of it.

More chronicles of the history of Scadrial can be found in Book 3, Chapter 6 (see page 243).



LEGENDS OF SCADRIAL

Many of the heroes of the original Mistborn trilogy have become legends by the time of *The Alloy of Law*, mythic figures enshrined in the new religions and history of the world. Here's a quick guide to some of the aliases these heroes and times are now known by:

The Ascended Warrior, the Lady Heir: Vin

The Counselor of Gods: Breeze

The Hero of Ages, Harmony: Sazed

The Last Emperor: Elend Venture

The Lord Mistborn: Spook

The Survivor, Survivor of Hathsins/the Mists: Kelsier

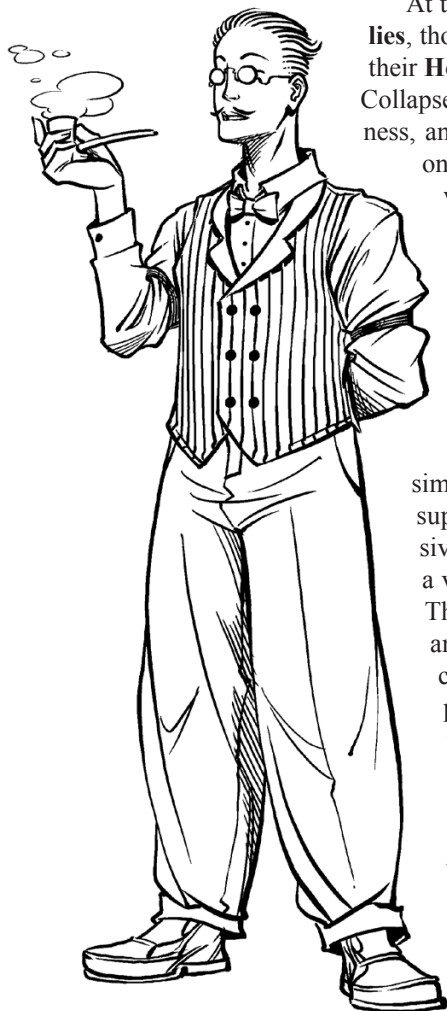
The World of Ash: The Final Empire era of Scadrial

THE NOBILITY

At the top of Scadrian society stand the **noble families**, those whose ancestors thrived and who established their **Houses** among the elites. As in the days before the Collapse, it is they who by and large control land, business, and wealth, and thus the reins of power. They sit on the cities' councils, make deals to build their wealth, form alliances to protect their interests, and scheme against their enemies in the elaborate web of politics that has continued for thousands of years.

But the nobility of the modern day is a far cry from what it was in the time of the Lord Ruler. While many famous Houses from the pre-Origin days managed to survive into modern times, their prestige is no longer simply an extension of legal, genetic, and magical superiority. Nor is the power of Allomancy exclusively their birthright — in fact, magical ability is a vital part of all levels of society (*see page 156*). Though their positions afford them great comfort and means, nobles are subject to the same laws as common folk — the times of tormenting weaker people, or each other, with impunity are over... for the most part.

Despite the necessities of *realpolitik*, not all nobles are selfish. Many of them understand their obligation to society, with thousands of workers and others of the underclass dependent upon their actions. Many more believe that their station offers opportunities to improve society, and a tradition of patronage for promising artisans, engineers, and craftspeople has become a widespread phenomenon.



THE MIDDLE CLASS

While the nobility still exist in this new Scadrial, the same cannot be said for the skaa. The erstwhile laboring people of the world have been restored by Harmony to greater equality; now, common people are “common” because of the circumstances of their lives, rather than legal, economic, or social inferiority. This new space for opportunity has allowed those with skill and ambition to raise themselves up, far beyond the dreams of their skaa forbears.

Since the Lord Ruler's fall, a skilled middle class has arisen, thanks to new educational and vocational opportunities available in the cities. Craftspeople, entrepreneurs, inventors, and merchants have become the engine driving

Scadrial's technological revolution as they hone and expand their craft. At the same time, the freedom of expression enjoyed by clergy, scholars, and artists has allowed them to explore new ways of thinking and build a more progressive and just society. With this prosperity comes wealth and comfort; these innovators make up a new middle class that enjoys the rewards of their hard work in a way never afforded to the skaa.

More importantly, the success of the growing middle class has allowed them to challenge the traditional roles of the nobility. Many city councils now offer seats to the representatives of various trade unions, while some individuals become powerful enough to claim seats on the council through their own influence. Some even more ambitious personalities seek loftier goals, hoping to use their success to found new noble Houses and catapult themselves far beyond their birth. Such aspirations do not go unnoticed by established Houses, and more than one such enthusiastic commoner have found their reputations and livelihoods quickly and brutally under assault by those who seek to maintain the status quo.

THE LOWER CLASSES

Unfortunately, even in a world of progress, there are still those who are left behind. The growing gaps between rich and poor, powerful and powerless have swallowed up many common folk who find the ideals put forth in the Words of Founding slowly going by the wayside. Those born with little money and few prospects must toil in mills, factories, and farms for a pittance, often living crammed in the teeming and crime-infested slums of the cities.

For many of these poor souls, the easiest way out is to join the bandit gangs preying upon people like themselves, or to scrape together enough money for a ticket to the Roughs and a fresh start. Nevertheless, even the most destitute and desperate citizens live lives far richer and safer than those of the skaa who preceded them.

ROUGHS FOLK

Those who wish to escape the bounds of "proper" Scadrian society can follow a third way — heading out into the wilderness of the Roughs. These enterprising folk come from all walks of life: some are poor, others are rich; some come seeking a new life, while others are running from an old one; some seek adventure, and others simply want a quiet life and a small piece of land to call their own.





ALLOY OF LAW SAYINGS

Just as the world of Mistborn has changed in the last 300 years, so has its slang. Here are some common words and phrases from this period:

Bad alloy: an ill omen, bad guy

Bleeder (derog.): a full koloss

Broadsheet boy: a newspaper boy, an innocent kid; also used sarcastically to refer to someone who states the obvious

Certain/special alloy: of high quality; a cut above (e.g., "That Bessie, she's a shooter of a certain alloy, eh?")

Conner: a constable; occasionally used to refer to lawkeepers by city folk

Full of ash: lie or exaggerate (e.g., "Koloss? Here? You're full of ash!")

Get thunder: catch grief or be berated (e.g., "When Tan finds out I crashed his new horseless carriage, I'm gonna get thunder.")

Git (derog.): a stupid, annoying, or childish person

Hard ore: a tough guy

Levergun: a repeating rifle

Mate, matey: friend, buddy (of either gender)

"Melt it down and forge it": get to the truth or core of a matter

Nugget: head

"Old habits make for strong steel": old habits are hard to break

Old Ironeyes: death

"With a pinch of copper": view something skeptically, or not take it literally

"Pound a brittle metal": belabor a point or touch a sore subject

"Rest with the Hero": rest in peace

Ruin, ruination: damn, damnation (e.g., "Ruin these gits!")

"Rust and Ruin!": "Hell and damnation!"

Rusting (adj.): damned, worthless (e.g., "This rusting pistol always jams!")

Scattergun: shotgun

"Shake hands with Ironeyes": to come to the end, to die

Slowboy (derog.): moron, ignoramus

"True as titanium": a sure bet, the absolute truth

Wheelgun: a revolver

What binds them all together is a spirit of independence, ingenuity to make do without help, and the toughness to carve out their own destiny. City folk consider, Rought-dwellers course, ill-mannered, insular, suspicious, or blunt...and to a degree, they're right. Life in the Roughts is dangerous, under perpetual threat by wild animals, drought, bandits, koloss, and disease, and all the Roughts folk have is each other, for better or worse. For those strong and smart and resolved enough, however, the Roughts offer a unique opportunity to forge their own paths as they see fit.



ALLOY OF LAW SAYINGS (CONTINUED)

There are also a number of religious exclamations and curses, with their roots in Scadrial's new religions:

"Damn you to Ironeyes's tomb!"

"Oh, Lord of Harmony!"

"Hero help (you/me/us)!"

"Preservation's wings!"

"Survivor above!"

"By the Survivor's (scars/spear)!"

"What in the Survivor's deadly name?"

TERRISFOLK

Approximately one-fifth of the Originators were Terrisfolk who lived through the apocalypse and became heirs to the Terris legacy of struggle and survival. From those meager few, Terris culture has become stronger than it has ever been, now both fully accepted by, and integrated with, everyday society.

The thought of gelded Terrismen living in absolute servitude to the nobility is now a distant and unpleasant memory; today, Terrisfolk ply their trade as scholars, advisors, spiritual guides, and servants — as they have done since the days before the Origin — as well as farmers, craftspeople, artists, politicians, and constables. The influence of Terris culture can be seen everywhere: in popular fashion, in traditions of scholarship and stewardship, and particularly in the spread of Feruchemical abilities in the populace (*see Ferrings, page 167*).

But this integration is balanced with the Terris desire to retain a distinct ethnic identity; as Scadrial's oldest surviving culture, some see Terris ways as something they're responsible for preserving, while others take them as a birthright. The mountains and hills surrounding the Basin are filled with small Terris enclaves, where more insular Terrisfolk choose to keep to the old ways far from the cities. Marriages between Terris and those of non-Terris descent still remain an uncommon occurrence, though the trend is gradually shifting as more and more Terris youth seek adventure and fortune among the greater Scadian society. More information on these enclaves can be found in Book 3, Chapter 5 (*see page 240*).

KANDRA

The end of the Lord Ruler and the calamity that followed also marked the end of the Contract, setting the kandra adrift after ten centuries of servitude. Those that sheltered with the last vestiges of humanity during the Final Ascension survived to see the rebirth of the world, but mysteriously disappeared shortly thereafter.

Many of their fellow Originators thought the kandra might have died off, but there are rumored sightings of these strange creatures even today. Modern folk call

these mysterious beings the **Faceless Immortals**, and they are believed to be servants of Hamony himself. An encounter with a Faceless Immortal is exceedingly rare in the modern day, for they only appear to those who need their assistance most. Those who ignore the Immortals' divine messages do so at the most dire peril.

Many more secrets about the kandra can be found in Book 3, Chapter 8 (*see page 261*).

KOLOSS

Perhaps the most dramatic changes to any of Scadrial's races during the Origin came to the **koloss**. Most of the koloss hordes the Lord Ruler used as terror troops were slain by Elend during the Final Ascension, but a choice few — including the koloss Human and his horde-mates — sheltered with the rest of the Originators. Harmony made them true-breeding to give them a chance at a more normal life, and freed them of their slavery by Ruin to choose their own destiny.

In the three centuries since, koloss have become an accepted — if not always *fully* accepted — part of Scadrian society. The koloss now live in tribes, primarily in the Roughs, where they live a far less violent lifestyle than their ancestors. Those born to koloss parents, or with koloss heritage, often have a faint grey or blue cast to their complexion and are known as **koloss-blooded**. Most koloss-blooded live their entire lives in the tribes, accepting their iron spikes when they come of age to become “full” koloss, but many others choose to leave their tribes to live amongst humans. Some rare koloss-blooded can even inherit the power of Allomancy or Feruchemy, making for truly terrifying foes...or powerful allies.

More information on the koloss, koloss-blooded, and their society can be found in Book 1, Chapter 6 (*see page 145*) and Book 3, Chapter 8 (*see page 259*).

TECHNOLOGY, TRADE, AND COMMERCE

Scadrial has made tremendous strides in terms of technology since the times of the Final Empire. Once the Lord Ruler's restrictions on technology and progress lifted, humanity was once again free to explore science and technologies that could improve their lives and economy.

Money is one of the few things that hasn't changed much in modern times (save for the fact that atium is now the stuff of legend, much less part of the economy). Most currency is issued from the Central Bank of Elendel, and comes in three denominations: **coppers**, or minted coins, are the smallest and most common form of currency (much like the Imperial clip); **notes**, or paper money, are used for larger transactions; and **bars**, typically made of gold, are the largest denomination. Pure metal bullion, particularly of rare or highly useful metals like Aluminum, Bendalloy, Electrum, or Nicrosil, is also a popular trade commodity.

Modern Scadrial's technology has advanced to a point very similar to that of Europe or North America in the mid-to-late 19th century. Industrialization is now widespread, and goods can be manufactured on a massive scale. Railways

packed with steam-powered locomotives crisscross the land, allowing people and goods to move nearly anywhere quickly and efficiently. Revolvers and repeating rifles are now commonplace, and rotary guns and explosives are changing the face of conflict. Most cities in the Basin have paved or cobblestone streets, gas lighting, and sometimes even electric power. Horseless carriages and automobiles are new and exciting inventions that herald the promise of a bright future.



The average citizen has reaped the fruits of these advancements. Homes are heated and dry, and the availability of electricity and gas are radically changing the comfort and convenience of life. Most people can travel cheaply and (comparatively) safely whenever they wish, thanks to the prominence of rail travel, and improved trade routes give normal folks greater access to fresh food and valuable trade goods. New inventions such as the phonograph, the typewriter, and the photographic camera continue to improve day-to-day life. Factories have recently moved to automation of many tasks, creating even more skilled jobs and higher-quality products at lower prices for all.

Beyond mundane technologies, magic has also found its place in technology and business. With mass production of goods now common, vital implements such as purified metals and inexpensive metalminds suited for use in Allomancy and Feruchemy have become more widely available. Enterprising engineers have also developed new tools for augmenting Allomantic powers (such as gliding wings for granting Coinshots limited flight), or countering them (such as Aluminum bullets that cannot be Pushed or Pulled, or Aluminum-lined hats that deaden emotional Allomancy).

Much more information on technology and its impact on modern Scadrial can be found in Book 1, Chapter 4 (*see page 109*).

CRIME AND LAW ENFORCEMENT

The end of the Lord Ruler's iron-fisted reign has had one very palpable downside: the rise of the criminal element. During the days of the Final Empire, thieving crews were often folk heroes whose daring raids on noble Houses and the centers of power served the cause of justice (at least tangentially). But with the absence of a vastly unfair social system, the Steel Ministry, and the ever-watchful eyes of its Obligators, crime has flooded back to fill in the cracks. In the cities, organized gangs battle the law and each other for control of such rackets as metal

forgery, robbery, weapons smuggling, and extortion.

In the Roughts, bandit crews sometimes operate like virtual kings, raising armies of goons, capturing mining and industrial operations, and even taking over entire towns.

Fortunately, there are men and women willing to oppose thugs no matter where they operate. In the cities, law enforcement is typically the purview of the **constabulary**, which combines the functions of the old city watch with new and increasingly sophisticated investigative skills. Constables (also known as “**conners**”) patrol the streets, maintain public order, and respond to crimes and emergencies in progress.

In Elendel and other larger Basin cities, new “consulting investigators” have joined the fight, specializing in applying logic and existing evidence to pinpoint suspects and apprehend them before they can strike again.

In the Roughts, justice is administered by the **lawkeepers**: sheriffs fighting to keep the peace by any means at their disposal. Unlike constables, lawkeepers don’t answer to any central authority: while some stay in one place, most are roving defenders of order, working in conjunction with multiple municipalities to deal with whatever problems may arise. Some less charitable individuals are scarcely more than bounty hunters, perfectly willing to let a community suffer if it can’t scrape together the necessary notes. No matter the particulars of a lawkeeper’s ethics, in the Roughts each is the face of the law — which means they often play judge, jury, and executioner as the need arises.

The lawkeepers and their operations are explained in greater detail in Book 3, Chapter 4 (*see page 229*).

BELIEFS

During his thousand-year reign, the Lord Ruler went to great lengths to stamp out all forms of religion and faith. Countless beliefs were ruthlessly snuffed out, their practitioners executed, and their holy texts burned. The diligent efforts of Terrisfolk across the globe — acting in secret and often at great risk to their own lives — preserved the tenets of some of these religions, but the rest were lost to the sands of time, casualties of the Lord Ruler’s tyranny.

The events surrounding the Lord Ruler’s demise led to the rise of several new forms of religion, which flourished and spread in the centuries that followed. Today, many of those early faiths constitute the primary forms of worship in the world, practiced by fanatics and secular adherents alike. The **Church of the Survivor** enshrines the words, deeds, and schemes of Kelsier, the Survivor of



Hathsin; it emphasizes self-sufficiency, independent thought, and a reverence for the mists. **The Path** arose from the teachings of Harmony, and instructs its faithful, **Pathians**, to simply leave the world a better place than they found it and to regularly reflect on their place in it. Other faithful may cleave to the ancient dogmas of **Trellagism**, the secretive dark faith **Sliverism**, or **Trellism**'s upholding of exceptional people — especially Twinborn.

These faiths are described in detail in Book 3, Chapter 7 (*see page 247*).

BEASTS AND MONSTERS

Though the world of *The Alloy of Law* has changed radically, Harmony did not see fit to wipe any living creature from existence entirely — only to make whole that which wasn't. For example, one of the greatest “monsters” of the World of Ash, the koloss, are no longer the mindless engines of destruction they once were, and now have something recognizable as a society (*see page 259*).

Mistwraiths also have a place in the new world, living on the fringes of the Roughts as scavengers and occasionally apex predators. While their terrifying reputation has diminished somewhat along with popular fear of the mists, a feral mistwraith remains a brutal opponent that even the largest gun or most powerful Twinborn will struggle to take down.

Aside from these more exotic beasts of the bygone world, the remade Scadrial is also home to many animals that died off in the Lord Ruler's world. Mountain cats, bears, predatory birds, snakes, and other dangerous critters present a danger that, while not as memorable as mistwraiths, can easily fell the unwary.

MAGIC

Magic is a hallmark of Scadrian society; with the dissolution of the Final Empire, those with a talent for the Metallic Arts (also known as **metalborn**) were able to come out of the shadows and use their gifts without fear. The Originators included Allomancers, Feruchemists, and even Hemalurgic creatures, and they rebuilt their world as one where magic was not only accepted, but harnessed for the greater good of their fledgling society.

But magic has definitely changed in the last 300 years. The Mistborn and Keepers, who could use the full spectrum of Allomancy and Feruchemy respectively, are now a memory, thanks to the interbreeding of Scadrial's people and dilution of the magical bloodlines. Nearly all metalborn are either **Mistings**, who can use one Allomantic power, or **Ferrings**, who can use one Feruchemical power. Some can use both; these rare individuals are known as **Twinborn**.

The upside of these changes is that the Metallic Arts are now available to people at all levels of society, and are writ large in all walks of life. Many business ventures depend upon Coinshot couriers, Pewter-using laborers, Lurcher bodyguards, Copper-tapping clerical workers, and so on to achieve their goals. Political leaders are always on the lookout for Rioters and Soothers lurking at the edges of campaign rallies and protests, and employ Smokers to protect their own

interests. University students seek out Slider study partners to squeeze in a little more practice time before the big exam, Duralumin-tapping salesmen use their powers of connection to close deals, Bronze-burning constables seek out rogue Misting criminals, and Brass-tapping firefighters use their powers to walk through the flames relatively unscathed. The fact that a poor man is as likely as a noble to discover magical talents has provided new opportunity for those willing to use those gifts to raise themselves up and achieve great things, regardless of their birth.

The following is a quick summary of the changes. More in-depth details can be found in Book 2 (*see page 155*).

ALLOMANCY

The discovery of new metals since the Final Ascension has transformed the practice of Allomancy. The most prominent and important discoveries have been of the temporal metals **Bendalloy** and **Cadmium**, which allow an Allomancer to slow or increase the passage of time around him, respectively. **Nicrosil** and **Chromium**, which greatly boost or drain Allomantic abilities in a flash, have also changed Scadrial's magical landscape.

However, no single metal has had a greater impact on modern Allomancy than **Aluminum**. This metal was thought to be of little use during the Final Empire era, thanks to its limited utility in draining an Allomancer's stores (since they had to willingly burn it) and the difficulty in producing it. However, the advances in mining and refining technology has made Aluminum vastly easier to find and produce, allowing engineers to discover the metal's greatest ability — Allomantic neutrality. Objects made from or lined with Aluminum cannot be detected or affected by a Misting's powers, making Aluminum bullets or Aluminum-lined hats hard counters to the abilities of Coinshots, Lurchers, Rioters, and Soothers. An Aluminum-framed pistol is worth more to a gunslinger than chest full of gold — because who wants to burn Gold?

One metal has been lost in the transition from the old world to the new — **Atium**. Atium nuggets were the body of the dark god Ruin; with the destruction of Ruin, so too was his body destroyed. Over the centuries, many intrepid adventurers have declared they've discovered an atium nugget, or part of the Lord Ruler's ancient atium cache, but to date every claim has proven to be hogwash. But would Harmony really take something away from the world, when he's worked to preserve so much? There's always another secret...

More specific information on Allomancy in *The Alloy of Law* era can be found in Book 2, Chapter 2 (*see page 159*).

FERUCHEMY

Much like Terris culture, Feruchemy is in the midst of a golden age. Ferrings are nearly as numerous as Allomancers; while this doesn't make them common by any stretch of the imagination, it does mean the Terris legacy of Feruchemy, and the blood that carries it, is more well-known and accepted than ever before.

The discovery of new Allomantic metals has affected the landscape of Feruchemy as well. Foremost of these are what Ferrings refer to as the **Spiritual**

Metals (known as the Enhancement Metals in Allomancy) — Aluminum, Duralumin, Chromium, and Nicrosil. Unknown and unused by Feruchemists during the Lord Ruler’s reign, the abilities these metals offer are astounding — the ability to store and tap identity, connection to others, luck, and investiture...raw magical energy. Feruchemical scholars are still exploring the applications and consequences of these abilities, and many more brash young Ferrings are experimenting and exploiting them in the field.

A deeper exploration of modern Feruchemy is available starting in Book 2, Chapter 3 (*see page 167*).

TWINBORN

The mixing of noble and Terris bloodlines was strictly forbidden by the Lord Ruler, and for good reason: he believed that those born with the power to use all of Allomancy and Feruchemy — a power only he possessed — posed a clear and present threat to his reign. The Canton of Inquisition bent their dark will towards eliminating all known Feruchemists and skaa Allomancers, forcing them underground and away from each other to survive.

Though the Lord Ruler prevented such a powerful Allomancer/Feruchemist from ever arising, in the new world there are Twinborn, who possess the more limited ability to use both a single Allomantic and a single Feruchemical ability. Though not as broadly capable as their Mistborn or Keeper forbears, their combination of abilities can allow Twinborn to break some of the limitations of both Metallic Arts. For instance, a Twinborn with the Allomantic ability of Steel (Pushing on metal objects) and the Feruchemical ability of Iron (storing and tapping weight) can tap weight while Pushing to let him move things heavier than himself, or store weight while Pushing against another object to give himself much greater and longer flight.

Additionally, some Twinborn have the ability to burn and tap/store power in the same type of metal. These rare specimens are referred to as “Compounder Twinborn,” because they have the ability to **Compound**, or burn a metalmind in which the metalborn has also stored an ability. Compounding allows a Twinborn to draw far more power from the burnt metalmind, effectively allowing him or her to overcome the primary limitation of Feruchemy — that one can only tap as much as she has first stored. With practice, a Compounding Twinborn can use their two powers in conjunction to achieve results far beyond the reach of any other Allomancer or Feruchemist.

A great deal more information on Twinborn and Compounding can be found in Book 2, Chapter 4 (*see page 175*).



HEMALURGY

It should come as little surprise that the bloody art of Hemalurgy has waned in the modern day; with the fall of Ruin and the Steel Ministry — the primary practitioners of Hemalurgy in the Final Empire — there are few who understand its complex and corrupting practice. Harmony said nothing of the art in the Words of Founding, and if anyone knows how the art works...they're not talking. Hemalurgic spikes can still be found in the bodies of full koloss and the Faceless Immortals, but all are relics from the World of Ash and treasured by those whose lives depend upon their preservation.

This is not to say that Hemalurgy is definitely gone, however — merely that knowledge of its intricacies and side effects are lost. And as with any mystery, there are those whose curiosity, greed, or thirst for adventure may drive them to search for the answer. Harmony help those who find them.

You can learn more about Hemalurgy in Book 2, Chapter 5 (*see page 191*), or plumb the secrets of the dark art in Book 3, Chapter 8 (*see page 258*).



- Aluminum armor and clothing, which thwarts emotional Allomancy and physical Pushing and Pulling
- Ceramic bullets and similar “Hazekiller” ammunition specifically purposed to thwart Allomantic defenses
- Shotgun shells and large caliber bullets designed to take down physically-enhanced Ferrings, Mistings, and koloss-blooded warriors
- Compound crossbows with obsidian bolts, which improve upon the ancient bow with longer range and faster reloading speed for taking out targets with magically-enhanced senses

Beyond handguns, melee weapons are extremely common in *The Alloy of Law* era, in no small part because they remain an inexpensive and effective defense against foes with Allomantic and Feruchemical abilities. Dueling canes remain a fashionable accessory among both the nobility and *nouveau riche*, and more recently aluminum-laced swords have begun appearing on the hips of flashy bandits and duelists. Mass-produced glass weapons, coming in the form of hatchets and machetes in addition to traditional knives, are cheap enough that most Allomancer-fearing folk can afford one.

ALLOY OF LAW EQUIPMENT

The following sections describe some of the items available to heroes in *The Alloy of Law* era, and include the particulars for using new equipment in your game. Especially interesting items like guns or horseless carriages have descriptions, but basic items like hammers or bottles of wine are self-explanatory. Equipment not specifically described here works exactly as it does in *The Mistborn Adventure Game* rulebook.

FIREARMS

Once suppressed by the Lord Ruler, firearms are the most noteworthy and popular weapons of the present day. There are literally dozens of different manufacturers and gunsmiths producing hundreds of models sold throughout Scadrial; the weapons listed below are just the most well-known brands and models.

In game terms, firearms are considered ranged weapons. They also feature a new statistic — **Capacity** — which indicates how many times the weapon can be fired before Reloading (*see page 136*). Firearms can also be customized with new options and special ammunition (*see page 116*), and are subject to a handful of new rules and Stunts relating to their use and manufacture. You can learn more about these special rules in Chapter 5: Guns and Gunplay, starting on page 133.

Cohnvave Two-Shot: These tiny pistols are designed to fit into a coat sleeve or purse, and be drawn at a moment’s notice. They lack both range and firepower, but their speed and concealability make them excellent “last-ditch” weapons.

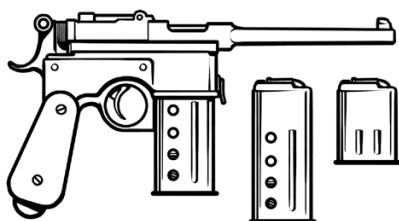
Disguised Gun: This small, simple, single-shot gun is built into a cane, umbrella, carpetbag, or other mundane item, making it the ideal weapon for an

assassin. However, a disguised gun's ungainly construction makes it difficult to use properly; it cannot be Aimed (*see page 133*) and all attacks with this weapon suffer a 1 die penalty, as if the weapon is an inferior Tool (*see the Mistborn Adventure Game, page 142*). The cost of a disguised gun includes a simple object like an umbrella, but not a more complicated or useful object like photographic equipment, or another weapon such as a koloss sword.

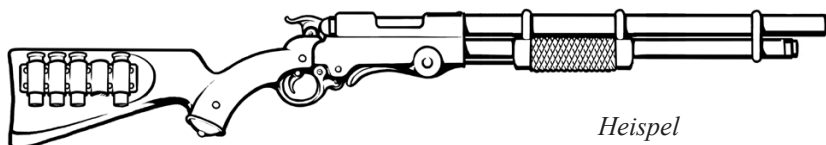
Granger 30-30 Rifle: These common single-shot rifles benefit from extremely long range and high accuracy, but take time to reload. This latter feature means they are quickly falling out of favor for multi-shot rifles, but some sharpshooters maintain that the Granger's greater accuracy is worth the inconvenience.

Heispel Autoloader: The Heispel's cutting-edge design replaces the traditional cylinder of a revolver with a box magazine, greatly increasing its capacity without requiring use of smaller rounds. These upsides are offset by the autoloader's tendency to jam when dirty and its high price tag.

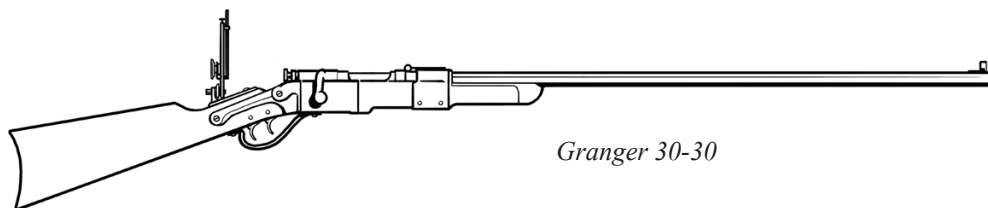
Heispel Pump Shotgun: The pinnacle of shotgun technology, this firearm replaces the traditional break-action of older style shotguns like the Riesfel with a sliding "pump" which ejects a spent shell and loads another from the 8-round tube magazine. Some custom models rack another round on both the forward and reverse motion, to allow creative Allomancers to reload "hands free" by Pushing or Pulling on the slide.



*Heispel
Autoloader*



*Heispel
Pump Shotgun*



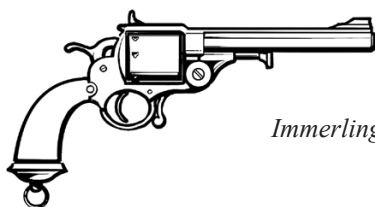
Granger 30-30



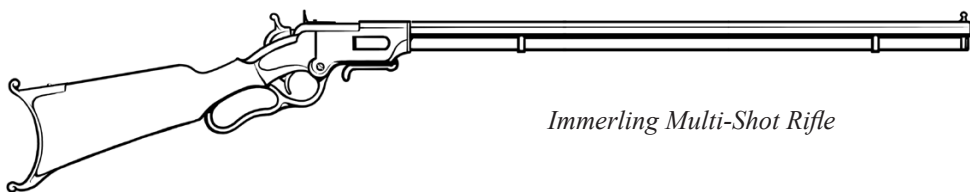
Immerling 44 Revolver: Immerling's "thunder-handed" pistol boasts the largest caliber of any mass-produced revolver on the market, at the expense of capacity. The gun's heavy recoil makes it harder to wield (they're rarely used in pairs), but it makes up for its handling in stopping power and general intimidation. Pewterarms tend to use Immerlings to the exclusion of other pistols, since their great strength can handle the kick more readily.

Immerling Multi-Shot Rifle: The Immerling Multi-Shot is a lever-action repeating rifle, with a cylindrical magazine of eight rounds running below the barrel. Loading the weapon requires the shooter to simply swing the lever forward, ejecting the empty cartridge and loading the next. The high capacity and rate of fire means Immerlings are rapidly replacing single-shot rifles as the go-to weapon for denizens of the Roughts.

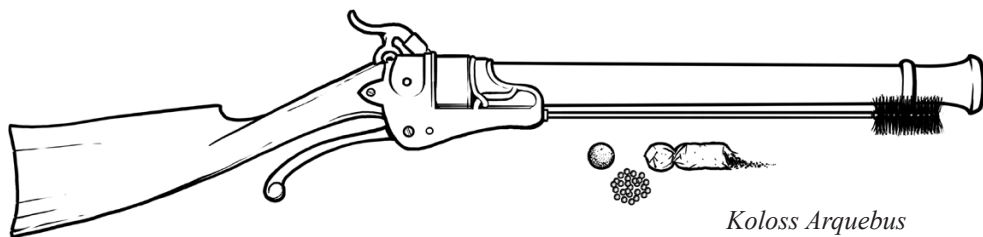
Koloss Arquebus: While most koloss and koloss-blooded prefer a blade to "dishonorable" weapons such as firearms, some more progressive tribes have adopted the rugged arquebus as an alternative to bow & arrows. The weapon's simplicity and use of gunpowder rather than cartridges allows the shooter to substitute improvised "shot" such as rocks, scrap metal, and flint for standard lead ball ammunition in a pinch.



Immerling 44



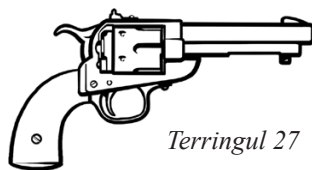
Immerling Multi-Shot Rifle



Koloss Arquebus



Sterrion 36



Terringul 27

Riesfel Shotgun: The Riesfel is typical of the wide array of break-action shotguns available on the market. It features two barrels, side by side, firing 10-gauge shot pellets courtesy of dual action triggers that let the user shoot one barrel at a time, or both at once. When empty, the gun must be “broken” open by turning down and emptying the barrels before firing again. Some shooters — particularly criminals — have taken to sawing off the barrels, which decreases the range but makes the shotgun much easier to conceal (*an example of the Small customization — see page 119*).

Rotary Gun: Rotary guns, predecessors of the machine gun of Earth, use hand-cranked rotating chambers to fire a large number of bullets very quickly — so fast, in fact, that they fire bursts of bullets called “salvoes” rather than individual shots. This large and bulky weapon is either mounted on wheels, on the deck of a ship, or in some similar permanent emplacement. Effective use of a rotary gun requires a crew of three people: one to crank, another to reload, and a third to aim. See “Firing a Rotary Gun” on page 134 for rules about using this weapon.

Sterrion 36 Revolver: Lurcher engineer Ranette Sterrion has established the new standard for revolvers with the Sterrion 36, a six-shot, .36-caliber pistol with excellent range and stopping power. Each Sterrion is hand-made and difficult to find outside of Elendel, but their exceptional efficiency and reliability ensures they remain equally popular with gunslingers in the Roughs and many Elendel constables.

Terringul 27 Revolver: The Terringul revolver lacks the Sterrion’s reputation, as well as its punch, due to a smaller caliber and less-meticulous construction. It is still used because many shooters find the Terringul is much easier to conceal, and can be drawn and fired much more quickly than the bulkier Sterrion. Like the Sterrion 36, this revolver holds six rounds in the chamber.

FIREARMS

Item	Props	Difficulty	Damage	Capacity	Min/Max Range
Cohnvave Two-Shot	1	1*	+1	2 shots	Touch/Close
Disguised gun	1	2*	+1	1 shot	Touch/Close
Granger 30-30 rifle	1	2	+3	1 shot	Close/Extreme
Heispel Autoloader	2	3*	+2	12 shots	Close/Medium
Heispel Pump shotgun	1	2*	+2	8 shots	Close/Medium

FIREARMS (CONTINUED)

Item	Props	Difficulty	Damage	Capacity	Min/Max Range
Immerling 44 revolver	1	2	+2	4 shots	Close/Medium
Immerling Multi-Shot rifle	1	3	+3	8 shots	Close/Long
Koloss arquebus †	1	2	+3	1 shot	Close/Medium
Riesfel shotgun	1	1	+2	2 shots	Close/Medium
Rotary gun	N/A	4*	+4	10 salvos	Close/Long
Sterrior 36 revolver	1	2*	+2	6 shots	Close/Medium
Terringul 27 revolver	1	1	+1	6 shots	Close/Medium

* These weapons are harder to find in the Roughs, where the Difficulty to buy them increases by 1.

† Only koloss-blooded and koloss can take koloss weapons as Props.

CUSTOMIZED FIREARMS

Gunsmiths can customize firearms to improve their aim, range, the amount of ammunition they can hold, and many other features. Some especially rare and prized customizations are made for metalborn shooters, such as metalmind grips or Allomancer locks.

A firearm can have **up to three** of the options listed below. Each option chosen increases the Difficulty of purchasing the weapon and the number of Props the weapon counts as. Each of these increases is cumulative with all others. Many customized gun options also have a minimum Difficulty — **the Difficulty of purchasing a customized weapon is equal to the base Difficulty of the weapon +1 per customization, or the highest Difficulty of all customizations, whichever is higher.**

Example: David thinks it's fitting that his gunsmith, Enid, would have a customized pistol as one of her Props. He starts with a Sterrior 36 (1 Prop, Difficulty 2), and then adds Invarian Chambers (+1 Prop, +1 Difficulty with a minimum Difficulty 3). The modified Sterrior counts as 2 Props and has a Difficulty of 3 — Difficulty 2 +1 is 3, which also happens to equal the minimum Difficulty for the customization.

If David chose to instead add an Aluminum Frame customization (+1 Prop, +1 Difficulty with a minimum Difficulty 4), the aluminum Sterrior would count as 2 of Enid's Props, and would have a Difficulty of 4 (Difficulty 2 + 1 from Aluminum Frame customization, but increased to 4 by the minimum Difficulty on that customization).

If David added both the Invarian Chambers and Aluminum Frame customizations to the Sterrior, it would count as 3 Props and have a Difficulty of 4 (Difficulty 2 for the Sterrior +1 for Aluminum Frame +1 for Invarian Chambers equals 4 — enough to ignore the minimum Difficulty of both customizations).



ON ALUMINUM

One of Scadrial's greatest treasures during *The Alloy of Law* era isn't gold, or silver, or even the long-lost cache of atium, but rather a metal we take for granted in our own world — aluminum.

Aluminum's true value is rooted in the fact that the metal can be used to make an object Allomantically inert. Allomancy can't affect items made of these aluminum alloys; thus, Lurchers and Coinshots can't Pull or Push any item made from aluminum (including guns and bullets), making an aluminum sword or bullet a deadly counter to these Allomancers. Likewise, Allomancy cannot penetrate these aluminum alloys — when worn close to the body, an aluminum skullcap or foil lining can block emotional Allomancy, rendering Rioting or Soothing completely worthless. Fortunately for most Allomancers, aluminum items are hard to make and expensive to produce, especially in large quantities, but many Mistings fear a future where mass-production of aluminum becomes a reality.

Though aluminum ore isn't uncommon, refining it is time consuming, difficult, and requires specialized equipment. As a result, aluminum is somewhat rarer and more expensive than gold, leading metallurgists to find new ways to stretch the supply. What most Scadrians refer to as "aluminum" items are usually in fact made from an alloy of aluminum and scandium (also known as ekeboron) or other metal. While use of alloyed aluminum rarely impacts the performance of items, it's happened that a shooter whips out his "authentic aluminum" pistol only to find its unscrupulous creator's blend was a little too light on aluminum... to his great distress.

Note that customized guns aren't always available to every Hero — these weapons take great time and skill to create, something that many gunsmiths simply lack. Before adding customizations to your weapons, check with the Narrator to see what customizations are available to your character. Fortunately, a Hero can avoid many of the complications of getting specialized weapons by making their own using the gunsmithing rules (*see page 138*).

Allomancer Holdout: The grip of this weapon conceals a tiny, hidden chamber just big enough to hold a single charge of one metal of the owner's choice (as used by Allomancer Jak in the opening fiction to this book). Discovering the compartment is quite difficult, requiring the searcher to succeed on a Wits 4 Challenge to notice it if they are not aware. Retrieving the charge from the compartment is an action, and after it is used, the charge of metal is replenished during the next Long Breather.

Allomancer Safety: A concealed metal mechanism within the gun acts as a hidden safety which can only be tripped by Lurchers or Coinshots. The safety is



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GUNS AND GUNPLAY



The widespread adoption of gunpowder and firearms have radically changed the face of conflict in *The Alloy of Law* era. Now, any man or woman with the coin and the guts can inflict death at distances and with power only available to Coinshots and Thugs in ancient times. This chapter includes the rules for using guns in combat (including Aiming, Reloading, Pistol Duels, and so on), Stunts for gunfighters, and the rules for creating specialized weapons using gunsmithing.

NEW TACTICS IN COMBAT

AIMING

Aiming is a useful trick for increasing one's accuracy, and is required to benefit from a number of gunplay, Allomantic shot, and Feruchemical shot Stunts. Any gun or bow can be Aimed.

To Aim, the shooter must spend an entire Beat Aiming the weapon, taking no other action beyond taking a Step. The next time the shooter makes a ranged attack, the Difficulty of the Aimed shot, or the final Result of any rolls to defend against this attack, is reduced by 1 (to a minimum of 1). Once you've made your ranged attack, or you take more than 1 Step during a Beat prior to making a ranged attack, this bonus is lost.

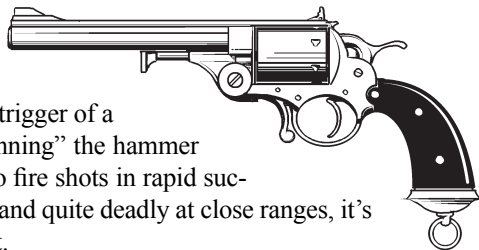
Example: Enid is shooting at a fleeing bandit. She's not a great shot, so she decides she'll Aim now and shoot during the next Round. She can take no actions

this Round other than to take 1 Step (which she does to keep the bandit from running out of range of her Sterrion).

During the next Round, Enid takes her Aimed shot, getting a Result of 4 with 1 Nudge. The bandit decides to defend, getting a Result of 5. Normally, this would mean the bandit would successfully defend against the attack (Result of 5 vs. Enid's Result of 4), but Enid's Aimed shot reduces the bandit's Result by 1, to 4, making it a tie. Since Enid also scored a Nudge on the roll (Result 4 with 1 Nudge vs. the bandit's 4 with 0 Nudges), Enid's attack hits...barely!

FANNING

Used exclusively with revolvers and other wheelguns, this style of shooting involves holding down the trigger of a revolver and repeatedly striking or “fanning” the hammer with the off-hand, allowing a shooter to fire shots in rapid succession. While this tactic is easy to use and quite deadly at close ranges, it's notoriously hard to keep shots on target.



Fanning requires the shooter to fire three shots at a target in Close or shorter Range. The shooter gains no benefits of Aiming when Fanning (they're shooting from the hip). **If the attack succeeds with at least two Nudges, inflict the weapon's damage twice. With 4 or more Nudges, inflict the weapon's damage three times instead.**

On the flip side, the attack fails (misses completely) unless at least 2 Nudges are scored, wasting the shots — such are the risks of (literally) shooting from the hip!

FIRING A ROTARY GUN

Firing a rotary gun isn't like using a normal gun — it fires incredibly quickly, saturating an area with bullets. While incredibly potent, particularly when employed against large or grouped targets, this weapon still requires a three-man crew to fire at full efficiency and must be broken down and set up before it can be moved and fired.

Using a rotary gun at full efficiency requires 3 characters — a shooter, a loader, and a cranker. A rotary gun can be shot without a loader or cranker, but for each crewman that's missing, the shooter reduces his Action Dice pool to fire that weapon by 1, and must take 1 additional Beat to move or reload the weapon.

When making an attack with a rotary gun, the shooter may designate a number of different targets within range and in front of him, up to his Wits rating. Each attack fires one salvo. Make a single attack that each target must defend against individually. Nudges are ignored (they may not be gained) when making attacks with a rotary gun, and the shooter may not use any Stunts with this attack.

PISTOL DUELS

Pistol duels are an iconic type of gunplay during *The Alloy of Law* era — a deadly test of hand-eye coordination, marksmanship, and skill. A pistol duel is an extended Contest that can only be used outside of a Conflict. In a pistol duel,



ALTERNATIVE RULE: SHOOT 'EM, SCARE 'EM, OR SHAME 'EM!

Not every pistol duel needs to end with someone either scampering away in shame or lying dead in a ditch. Sometimes, a gunslinger just wants to teach her foe a lesson, make him turn tail and run, or look a fool instead.

If using this optional rule, when the winner of a pistol duel chooses to *shoot* and has scored at least one Nudge on their roll, he or she can choose whether this attack damages the loser's Health (by shooting to kill), Reputation (by shaming them, say by shooting their hat off their head or gun out of their hand), or Willpower (by scaring them with a few well-placed rounds at their heels).

Though the damage is different, the end result is the same — if the loser is not Defeated or suffers a Grave or Mortal Burden from this attack, they may shoot back as normal before the duel ends.

each participant forms his pool using the *lower* of his or her Wits (to anticipate the opponent's move before he or she makes it) or Physique (for drawing before the other person does).

The winner of the Contest can choose to either:

- *end* the duel and gain a Serious Social Burden (like “yellow-bellied” or “coward”);
- *continue* the duel into another round and add cumulative +1 damage when he or she finally chooses to shoot; or
- *shoot* using the Result as their attack roll, and any additional damage they've accumulated during the duel. Unless the loser is Defeated by or suffers a Grave or Mortal Burden from this attack, they may shoot back, using their Result as their attack roll and adding any additional damage they've accumulated during the duel. Neither party can defend or use a Reaction against this attack (everything's moving too fast!). After both attacks are resolved, the duel ends.

Once a duel is ended, neither party can participate in another duel again until the next Short or Long Breather.

Example: Sperry has been accused of cheating at a game of Sheldry by a cowpoke who decides to challenge the con artist to a pistol duel. The cowpoke has a Physique of 4 and Wits of 3, but must use the lower of the two; he has a pool of 3 dice. Sperry has a Physique of 3 and a Wits of 4, but luckily has the Quicker Draw Stunt, which allows him to choose which Attribute to use. Sperry chooses Wits and forms a pool of 4 dice.

The duelists roll their pools, with Sperry getting a Result of 2 and the cowpoke getting a Result of 3. The cowpoke wins, but wants to put Sperry down for



good; he decides to continue, which adds a +1 bonus to his damage and pushes the duel into another round.

Both men roll again, again the cowpoke wins, and again the cowpoke continues the duel, upping his bonus damage to +2 and sending the duel into yet another round. Jess, Sperry's player, is starting to sweat; if this cowpoke wins, he's likely to shoot Sperry dead!

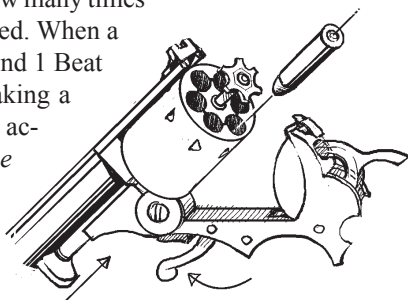
As the tension mounts, both players form their pools and roll...luckily Sperry finally wins! Jess has the option to continue and add +1 damage if either side decides to shoot, but she believes prudence is the better part of valor and ends the duel rather than testing her luck. The duel immediately concludes, and the Narrator assigns Sperry the Serious Burden "lily-livered" as the other card players laugh at his cowardice. Fortunately, Sperry won't have to worry about getting into another embarrassing duel until the next Breather's passed...

QUICK DRAWING

Drawing and firing a weapon quickly is an essential skill for survival in the roughest parts of the Roughts. When you Quick Draw, **you may draw and make a ranged attack with a weapon during the same Beat; however, your dice pool for this attack shrinks by 2 dice** (due to the difficulty of firing so quickly). If this action would reduce your Pool to 1 or fewer dice, you may not Quick Draw. Any one-handed pistol or knife can be Quick Drawn; other weapons are simply too large.

RELOADING

Firearms all have a Capacity, indicating how many times they can be shot before they need to be reloaded. When a firearm runs out of shots, the shooter must spend 1 Beat reloading it (taking no other action beyond taking a Step) in order to use it again. Reloading is an action that produces no dice during a Conflict (see *the Mistborn Adventure Game*, page 177). Heroes are assumed to have an unlimited number of bullets for weapons gained as Props or purchased using Resources.



GUNPLAY STUNTS

Anyone can pick up a gun and shoot it, but with practice, dedication, and a knack for violence, some Heroes can become superlatively excellent gunfighters. This sort of skill, precision, and marksmanship is represented by **gunplay Stunts**. Any character can learn these Stunts — Allomancers, Feruchemists, Twinborn, ko-loss-blooded, and normal humans. All learning requires is practice with a firearm.

Any Hero may gain gunplay Stunts during character creation (see page 88), or purchase them during play using Advancements (see page 105). Other, more specialized Stunts which combine gunplay and the Metallic Arts (such as

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TWINBORN



Twinborn are rare and fortunate individuals who wield the rarest magical power of all: the ability to use both Allomancy and Feruchemy. The combination of these two Metallic Arts was unheard of prior to the Origin, but Harmony's new world has allowed for the mingling of Allomantic and Feruchemical bloodlines, and in so doing created a whole new type of metalborn. While some Twinborn are the scions of noble families who married Terris shortly after the Origin, the descendents of Allomancers and Terris Keepers can come from all backgrounds and social strata. People whose parents lacked any Allomantic or Feruchemical abilities are almost as likely to become Twinborn as someone who is the child of an Allomancer and a Feruchemist.

Each Twinborn is both a Misting and a Ferring, but only capable of using two metals. While this may seem weaker than the Mistborn and Keepers of the World of Ash, they are the only people who can use more than one type of metal in modern times. Additionally, the Twinborn's ability to combine a Feruchemical and Allomantic power allows them to circumvent the limitations facing a normal Ferring or Allomancer. For instance, a Crasher Twinborn with the ability to use Allomantic Steel (Push on metal objects) and Feruchemical Iron (store and tap weight), can use her two abilities in unison to fly through the air more effectively than a Coinshot or push at objects far heavier than herself. Meanwhile, a Twinborn with the ability to use Feruchemical Gold and Allomantic Bendalloy can use his time-bubbles to give himself more time to store health, allowing him to heal more quickly and more often.

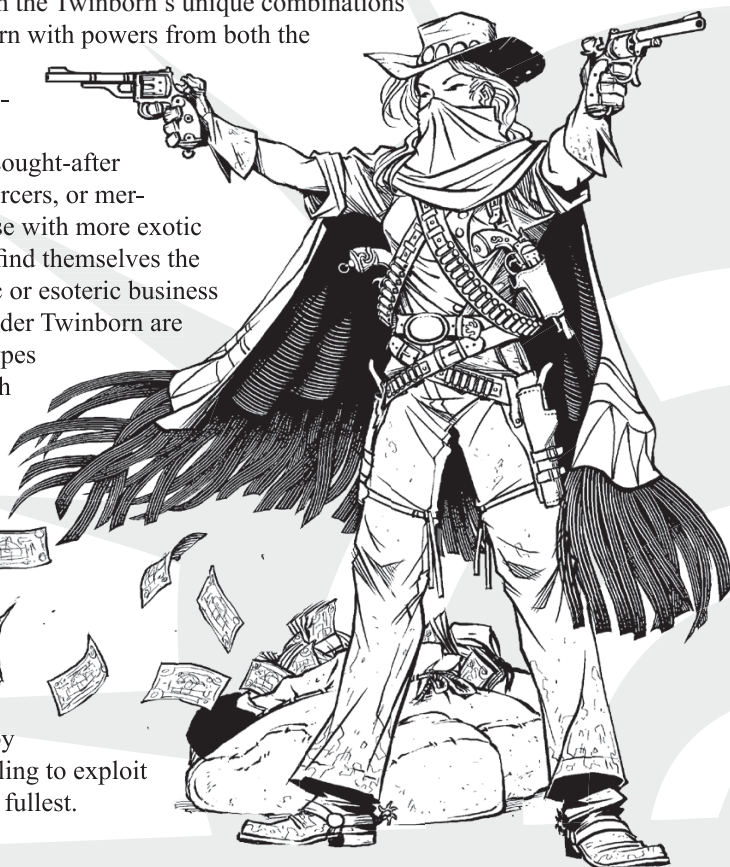
In some rarer cases, a Twinborn is able to use the same Feruchemical and Allomantic metal, which allows him or her to perform **Compounding**. These **Compounders** can Allomantically burn their own metalminds, which exponentially

amplifies the power of their stored charges and creates unusual but vastly powerful results. Compounded abilities are, in effect, an entirely new power which many Compounders commit their lives to mastering.

TWINBORN IN SOCIETY

The majority of people who can't use magic aren't usually able to distinguish Twinborn from either Mistings or Ferrings, typically because Twinborn are so much rarer than the other types of metalborn. What most folk do know is that Twinborn are rare and sometimes dangerous individuals with impressive powers — either heroes torn from the pages of the latest pulp, or villains of sensationalist newspapers or campfire stories. Amongst other metalborn, Twinborn are regarded with a certain amount of suspicion (by those who do not trust their commitment or understanding of their powers) or envy (by those who covet a Twinborn's potency). No matter what the individual attitudes are, nearly all folks can't help but be impressed by what Twinborn can do when they truly exercise their power.

Unlike Mistings and Ferrings, not many Twinborn seek specific employment based solely on the types of powers they possess — rather, those that hire them do so based on the Twinborn's unique combinations of abilities. Twinborn with powers from both the Allomantic and Feruchemical physical metals may find themselves highly sought-after as lawkeepers, enforcers, or mercenaries; while those with more exotic combinations may find themselves the subject of academic or esoteric business ventures. Compounder Twinborn are the most pursued types of all, thanks to both their raw power and mythical reputation that ranks amongst the greatest heroes and legends of the Final Empire. Both riches and reputation can be easily won by those Twinborn willing to exploit their abilities to the fullest.



TYPES OF TWINBORN

There are 256 different possible combinations of Twinborn in *The Alloy of Law* era, based on the metals that have been discovered and are available. The combinations of Allomantic and Feruchemical powers range from spectacularly powerful (as is the case with Crashers, who use Allomantic Steel and Feruchemical Iron to become engines of Metallic destruction) to middling (such as destruction), to middling, to outright indistinguishable from other Ferrings or Mistings (as is the case with any Twinborn using Allomantic Aluminum or Duralumin or Feruchemical Nicrosil).

The table on page 180 lists nicknames and perceptions of notable types of Twinborn. These names change frequently with popular culture, but should provide good grist for your own names and ideas!

COMPOUNDING

Compounding is the most potent form of magic known in *The Alloy of Law* era. By combining Allomancy and Feruchemy in the same metal, a Compounder can burn charged metalminds, greatly enhancing their stored abilities and granting new abilities unavailable through other, more conventional powers. More importantly, Compounded metalminds release exponentially more power, which allows the Twinborn to overcome the central limitation of Feruchemy: that you can only tap as much of an ability as you have first stored.

Compounders describe burning a metalmind as an incredible rush of power, like the feeling of burning any Allomantic metal, except far stronger. A few Compounders describe the feeling in terms most often used for strong intoxicants, euphoria, or a massive jolt of adrenaline.

COMPOUNDING RULES

If you have the power to use both Allomancy and Feruchemy with the same metal (such as choosing to be a Compounder Twinborn at character creation, or gaining the ability to tap and burn the same metal via Hemalurgy), you are a **Compounder** and are able to Compound your metalminds. **When you Compound, you Allomantically burn a charged metalmind (in game terms, the Feruchemical charges you've stored in that metalmind) to gain a massive jolt of Feruchemical power.** This power can be spent to provide huge Feruchemical benefits or to activate abilities unachievable through Allomancy or Feruchemy alone (*represented by Compounding Stunts, found on page 183*).

You may only Compound a metalmind that is in your body — thus, you must either ingest a metalmind, or pierce your body with it (such as an earring or non-Hemalurgic spike) in order to burn it and gain the benefits of Compounding. A metalmind in your body, whether swallowed or in a piercing, is still considered in physical contact, so you can still use Feruchemy to store and tap charges in it normally. Typically only small metalminds (capable of holding 25 charges) can be used for Compounding since they're small enough to swallow or pierce an ear or nose without excessive damage.



Example: Monica wants her character to be a scout in the Roughs, and thinks the combination of storing up caloric energy and speeding up time could make a character who can both survive in the wilderness and hold her own in a fight. So “Bandy” Jann Geffenry is going to be a Bendalloy Compounder Twinborn.

In addition to getting the benefits of both metals, “Bandy” Jann can store charges of energy in a small metalmind using Feruchemy, swallow or pierce her body with it, and burn it to get far more charges of energy out of it than she put in it.

To Compound, you must expend 1 or more stored charges from one of your metalminds, much like you would tap a Feruchemical charge normally. **However, each charge you Compound provides you the equivalent of 10 Feruchemical charges** (e.g., if you Compound 5 charges from a coppermind, you would gain 50 Feruchemical Copper charges). These charges can be spent like normal Feruchemical charges (*see the Mistborn Adventure Game, page 282*), used to activate Compounding Stunts (*see page 183*), stored in another metalmind (*see page 179*), or a combination of the three. Note that even though you can generate a huge amount of Feruchemical charges in this way, **the maximum number of Feruchemical charges you can spend per action or roll is still limited to your Feruchemy rating × 10, as normal.**

*Example: Jann previously swallowed a ring in which she’s stored 20 charges of caloric energy. Now, during a fight, a bandit is trying to push her over to get through a doorway. Monica thinks quickly and decides to increase Jann’s weight by 25% by tapping 10 charges of caloric energy (see *Mistborn Adventure Game, page 370*). Jann could just tap 10 charges from her ingested metalmind, but it’s more efficient for her to Compound the metal instead. Jann Compounds 1 charge, gaining 10 charges of caloric energy and leaving 19 charges still in her ingested bendalloymind.*

Because Allomancy is limited by the rate at which the metal burns, **you can only Compound a number of charges equal to your Allomantic Rating with that metal** (e.g., if you’re a Twinborn with Copper Feruchemy 3 and Copper Allomancy 4, you can Compound up to 4 charges from a metalmind at a time).

Example: Monica has spent some Advancements to improve Jann, who now has a Bendalloy Allomancy rating of 4 and a Bendalloy Feruchemy of 5. Monica likes Jann to be able to vastly increase her weight to disguise herself really well, so she has 2 options — tapping 50 charges at once to increase her weight 125%, thanks to a Feruchemy rating of 5, or Compounding 4 charges (and gaining 40 regular Feruchemical charges in the process) because of her Allomancy Rating is 4.

Compounding takes a toll on metalminds: since the metal is being Allomantically burnt, it’s physically consumed and depleted of its storage capacity over time. **Each Feruchemical charge you Compound from your metalmind permanently reduces that metalmind’s capacity by an equal amount.**

Compounding also reduces the metalmind physically by the same proportion (as the loss of metal makes the metalmind thinner, smaller, or more brittle).

Example: After depleting her last one, Jann swallows a small bendalloymind that weighs a few grams and is filled with 25 Feruchemical charges of caloric energy. She Compounds 10 charges over the course of a Conflict, so the Compounded bendalloymind now has a capacity of 15 Feruchemical charges and is about 60% of its original physical size.

Uncharged Metalminds and Burning Metalminds

You can't Compound a metalmind you have 0 Feruchemical charges stored in (whether you've never stored charges in it or you've depleted all its stored charges).

However, empty metalminds are still pure pieces of metal of their type and can still be burned using Allomancy, providing an appropriate number of charges for their size (*see the Mistborn Adventure Game, page 273*). In most cases that means a small metalmind provides 2 Allomantic charges; an average metalmind 3 Allomantic charges; and a large metalmind 4 Allomantic charges.

Finally, **you cannot burn a metalmind that has Feruchemical charges stored in it for its Allomantic effects**. It is, for all intents and purposes, a unique type of metal that only its creator can use.

Storing Extra Compounded Charges

Since Compounding yields a great deal of Feruchemical charges, many Compounders use the excess charges created by their powers to fill other metalminds. Storing in this fashion, while not as immediately beneficial as simply spending the charges at the time, allows the Compounder to quickly load up on stored attributes and avoid the long process and nasty side effects of normal Feruchemical storing.

When you Compound, you may choose to store some or all of the Feruchemical charges generated in another metalmind. **For every 5 Compounded charges you spend in this way, you may store 1 Feruchemical charge in any other metalmind you have.** Storing charges in this way happens instantaneously, and you suffer no penalties for storing in your metalmind. You can't store more charges per action or roll than your Feruchemy rating, nor can you store more charges per hour than the normal limit of your metal.

Example: Jann wants to fill up some metalminds in anticipation for a long trip through the Roughs and picks up empty metalminds in preparation. Her Feruchemical rating is 5, her Allomantic rating is 4, and her Physique score minus 1 (another limit on charges stored per hour imposed by Bendalloy) is 4. She can store no more than 4 charges into a metalmind per hour, so she wants 20 charges to do so (20 charges divided by 5 equals 4 stored charges). She Compounds 2 charges from one metalmind, gaining the equivalent of 20 charges which she immediately turns into 4 stored charges in another bendalloymind.

COMPOUNDING STUNTS

When a Twinborn Compounds her metals, she creates a totally new Metallic effect — as if she was burning another metal which mere Mistings could never use. These unique effects are represented by **Compounding Stunts**, and are identified by the word “Compounding” in parentheses following their names. **Any Compounder Twinborn Hero may gain Compounding Stunts corresponding to his metals during play using Advancements (see page 105).**

Nearly all Compounding Stunts can only be used if the Compounder spends large amounts of Feruchemical charges. Unless noted otherwise, **all Feruchemical charges spent to activate Compounding Stunts must be gained through Compounding**; these are referred to in these Stunts as “Compounded charges.” For instance, if you Compound 4 charges from a pewtermind, you can use the resulting 40 charges to activate the Earthshaker Compounding Stunt, as normal Pewter Feruchemical charges, or a combination of the two. However, if you tap 40 charges from your pewtermind using Feruchemy, you can only use those charges as normal — you can’t use your Earthshaker Stunt.

TIN

Spatial Sense (Compounding): By spending 10 or more Compounded charges of touch or hearing, you can detect the precise locations of people, machines, animals, and anything else moving within a single structure; by spending more charges, you can detect *all* objects, whether they are moving or not. The number of charges required depends on the size of the structure:

Structure Size	Charges to Detect Movement	Charges to Detect All
Small (1-room cabin, small cave)	20	30
Average (Small store, 2-bedroom house)	30	40
Large (locomotive car, large house or store)	40	60
Huge (large cave, governmental building)	60	80
Massive (large mansion, full-sized factory)	80	100

Penetrating Vision (Compounding): By spending 60 Compounded charges of sight, your vision grows so acute that you can peer between the motes that make up solid matter; you can see through most solid objects. Using this Stunt allows you to see clearly through anything but metal — though you can clearly see the outline of metal you are unable to peer through.

PEWTER

Earthshaker (Compounding): By spending Compounded charges of strength and forfeiting all other actions during a Beat, you can stamp or pound on the ground, shaking the earth and potentially destroying whatever your limbs land



SAMPLE TWINBORN NAMES

Allomantic Metal	Feruchemical Metal	Twinborn Name	Reputation
Tin	Tin	Eagle Eye	Inhumanly and often frighteningly perceptive
Tin	Steel	Catcher	No one can escape their sight or speed
Tin	Copper	Monitor	Detail oriented and meticulous
Tin	Zinc	Quickwit	Adjusts plans at lightning speed
Tin	Chromium	Keeneye	Only fools try to cheat them at cards
Pewter	Pewter	Hefter	Lives for physical challenges
Pewter	Steel	Sprinter	Faster than a speeding bullet
Pewter	Zinc	Sooner	Sees and exploits any opportunity
Pewter	Chromium	Scrapper	Subjects of all the best drunken brawl stories
Pewter	Gold	Bruteblood	Never counted out of a fight
Pewter	Cadmium	Marathoner	Known for being utterly tireless
Iron	Pewter	Scaler	Scale buildings with great speed and grace
Iron	Iron	Deader	Notorious for smashing themselves flat
Iron	Steel	Guardian	Tremendously popular bodyguards
Iron	Zinc	Navigator	Nimble and quick-witted Ironswingers
Iron	Gold	Stalwart	Can take unheard of levels of punishment
Steel	Tin	Sharpshooter	Crack shots and deadly gunfighters
Steel	Iron	Crasher	Exceptionally destructive and dangerous
Steel	Steel	Swift	Fast and destructive, often criminals
Steel	Aluminum	Shroud	Nameless assassins
Steel	Duralumin	Bigshot	Leaders of law enforcement and gangs
Steel	Chromium	Luckshot	Death defying and dangerous
Steel	Cadmium	Cloudtoucher	Soars to heights that no others can reach
Copper	Copper	Copperkeep	Creepily good memories
Copper	Bronze	Shroud	Great allies to criminal Crews
Copper	Brass	Boiler	Excellent survivalists, tough to track down
Copper	Aluminum	Ghostwalker	Seem beneath everyone's notice
Copper	Duralumin	Shelter	An Allomancer's best friend
Copper	Chromium	Masker	A blessing to any Allomancer Crew
Bronze	Tin	Sentinel	Masters of all six senses
Bronze	Steel	Hazedodger	Skilled Allomancer hunters
Bronze	Copper	Metalmapper	Meticulous chroniclers of metalborn
Bronze	Bronze	Sleepless	Overstimulated and overly sensitive
Bronze	Zinc	Pulsewise	Mistings find them impossible to trick
Bronze	Bendalloy	Stalker	Pursue their quarry without end
Zinc	Pewter	Strongarm	Wins opponents over, one way or the other
Zinc	Zinc	Mastermind	Can outthink or mess with anyone's head
Zinc	Aluminum	Loudmouth	Strongly opinionated and tough to sway
Zinc	Duralumin	Zealot	Frighteningly persuasive

SAMPLE TWINBORN NAMES (CONTINUED)

Allomantic Metal	Feruchemical Metal	Twinborn Name	Reputation
Zinc	Chromium	High Roller	Turns everything into a high-stakes gamble
Zinc	Electrum	Instigator	Trouble magnets and short-lived
Brass	Zinc	Schemer	Quick-witted deceivers
Brass	Brass	Cooler	Chills hot tempers and bodies
Brass	Aluminum	Icon	Natural leaders
Brass	Duralumin	Pacifier	Excellent peacemakers
Brass	Chromium	Slick	Smooth talkers and lucky varmints
Brass	Electrum	Resolute	Masterful negotiators and diplomats
Aluminum	Aluminum	Puremind	Self-made, self-assured, and usually rich
Duralumin	Duralumin	Friendly	Blissed-out, likeable weirdos
Chromium	Pewter	Metalbreaker	Never fight fair
Chromium	Chromium	Ringer	Incredibly, unfairly lucky
Chromium	Nicosil	Sapper	Steals and hoards the power of others
Chromium	Bendalloy	Gulper	Consumes physical and magical energy
Nicosil	Pewter	Booster	Provides physical and mystical support
Nicosil	Copper	Burst-ticker	Never forgets a favor done for a Misting
Nicosil	Duralumin	Enabler	Feeds both magic and ego
Nicosil	Nicosil	Soulburst	Opens up new possibilities of magic
Nicosil	Electrum	Cohort	Fearless sidekicks for strong Allomancers
Gold	Copper	Chronicler	Records the past so they do not repeat it
Gold	Aluminum	Vessel	Can literally change personality overnight
Gold	Gold	Timeless	Unkillable, rumored to be immortal
Gold	Electrum	Introspect	Analyzes every detail of their lives
Electrum	Iron	Whimflitter	Prone to change plans
Electrum	Copper	Foresight	Has an infallible memory of the future
Electrum	Zinc	Flicker	Fastest reaction times in the world
Electrum	Chromium	Charmed	Impossible to ambush, really lucky
Electrum	Electrum	Visionary	Sees the future and faces it boldly
Cadmium	Bronze	Plotter	Skilled at executing long-term plans
Cadmium	Gold	Yearspanner	Seem to have extraordinarily long lifespans
Cadmium	Cadmium	Chrysalis	Endure dire situations until things improve
Bendalloy	Tin	Spotter	Able to take in every detail
Bendalloy	Steel	Blur	Inhumanly productive
Bendalloy	Copper	Assessor	Can break down events second by second
Bendalloy	Zinc	Flashwit	Expert negotiators and planners
Bendalloy	Aluminum	Monument	Can flip from dull to magnetic instantly
Bendalloy	Gold	Constant	Seemingly unaffected by time or age
Bendalloy	Electrum	Transcendent	Face the unknown without hesitation
Bendalloy	Bendalloy	Sated	Ascetic loners



4

THE ROUGHS



Most of Scadrial's population is content to remain in the bountiful Basin, where food and water are plentiful and civilization close by. But those who want something different — whether it's to live a quieter life, or a more adventurous one, or one free to live by their own law — often brave the mountain ranges to the North to forge their own destinies in **the Roughts**.

Though the term "The Roughts" is used to refer to any location beyond the mountains that ring the Elendel Basin, the Roughts are typically split into two central sections: **the Northern Roughts**, which encompasses all territory north of the Chanerel and Faleast ranges; and **the Southern Roughts**, which are the lands southeast of Seran's Range. The Northern Roughts are the more settled and better explored of the two, thanks to more forgiving mountain passes; when city-folk refer to the Roughts, they're nearly always talking about the north. Less is known about the Southern Roughts, although there are many rumors and much speculation as to the dark goings-on there; for explorers, the southern regions are the great undiscovered frontier.

The lands of the Roughts are far more harsh than the fertile, flat topography that makes up the lands of the Basin, and suffer from greater extremes of weather, poorer soil quality, and far more difficult terrain — they're called "The Roughts" for good reason. A visitor from our world might think the Roughts look like the lands of the Old Southwest of late 19th century America: a hard land of rugged beauty, populated by tough, independent folk who live by their own code. From the vast flat plain between Covingtar and Callingfale, to the mesas surrounding True Madil and Isaec's Bend, all the way to the dry mountainous outcrops near Faradana, the Roughts offer plenty of places to find adventure.



Roughs towns vary in population from just a few hundred to as many as a thousand, and range in sophistication from a collection of a few cabins, to gritty mining towns, to cattle towns, to small cities with more than a passing resemblance to Elen-del. There's no central government in the Roughs; rather, each city has more or less adopted a straightforward method of government revolving around city councils and mayorships. While each town has its own set of laws, most hold to the same basic set of principles and rules involving property ownership, regulation of violent crime, and other expected processes necessary for citizens to get along.

In general, Roughs folk are a hardier lot than some of the more genteel people who populate the Basin. People in the Roughs are skilled survivors who work twice as hard as Basin residents to get by. Many have had to face down drought, fire, animal attacks, and bandits at some point in their lives, and had to learn how to hunt, fish, ride a horse, and wield a rifle before they could even read. But given the alternative — a paved-over life in some smoky city, surrounded by strangers and told what to do by a boss or a leader — they wouldn't have it any other way.

Over the past two decades, the problem of lawlessness in the Roughs has been mitigated somewhat by the rise of the **lawkeepers**: individuals much like sheriffs of the Old West who work at the behest of communities or their own code to protect the population and uphold the few but important laws and deliver justice to the people.

TRAVELING IN THE ROUGHS

The main geographic thoroughfares to the Roughs are natural rivers that converge in Elendel: the 8th–1st Canal in Elendel trickles all the way from its spring deep in the Northern Roughs, through the wide valley between the Channerel and Faleast ranges near Drypost, on down to meet the Irongate River in the city; and the 3rd–4th Canal flows out northwest of the Southern Roughs past Doriel as it heads to the sea. These rivers are vital conduits between the Basin and the Roughs, providing both key shipping lanes for cargo and enough flat land to accommodate large rail spurs necessary to host passenger and commercial train traffic.

Getting to either the Northern or Southern Roughs from Elendel is an arduous journey of at least 200 miles, which means most folks take trains. While train travel is cheap, fast, and mostly safe, the vast isolated areas and lack of law enforcement in the Roughs make train robberies a perpetual hazard. Consequently, trains headed out into the Roughs often employ “private security firms” to guard cargo and passengers and discourage would-be bandits.

Besides the rail lines, simple dirt roads criss-cross the Roughs, connecting larger towns to one another and allowing communities without a dedicated rail line to be reached relatively easily via horse or stagecoaches. Most towns have a coach station near the city center, and several independent drivers and small stage coach companies deliver passengers, mail, and money from town to town. The same risks of robbery or banditry faced by trains are even higher for stagecoaches, so nearly all drivers have a few guns-for-hire riding shotgun.

However, most of the Roughts are a wilderness frontier, requiring slow overland travel to reach. Even famous settlements like Far Dorest and Farandana lie far from railroad lines and canals. For these communities, isolation is a point of pride, sought by inhabitants come from other places to escape the stifling confines of “polite society,” the law, or both.

LAWKEEPERS

Lawkeepers are a relatively new development in the Roughts, empowered to conduct investigations and recognized throughout the land as agents of the law. With so much of the Roughts unsettled and each town’s laws differing from the next, this makes the men and women of the lawkeepers one of the few constants in Roughts society.

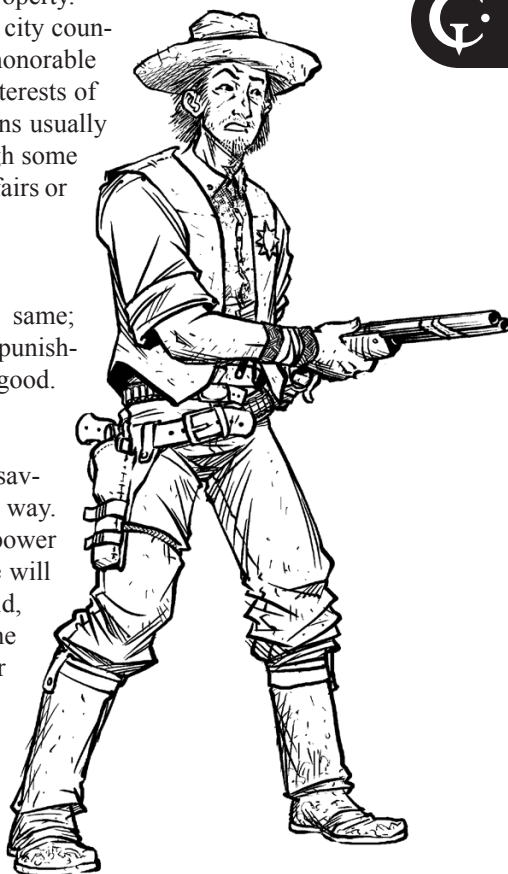
Most lawkeepers take responsibility for a geographic area: some larger towns have resident lawkeepers to keep the peace, but just as many are hired by a number of towns and settlements, travelling from place to place as they’re needed, much like the Texas Rangers of the Old West. For the most part, lawkeepers are paid by small stipends from the towns in which they operate or from mercenary work such as protecting a convoy or retrieving stolen property.

Lawkeepers aren’t fully beholden to the city councils as they are in the Basin, but most are honorable individuals who do their best to act in the interests of the folks they’re supposed to protect. Citizens usually afford them respect and cooperation, although some who resent the imposition of rules on their affairs or business can be openly hostile.

WHO THEY ARE

No two lawkeepers are exactly the same; their only uniting quality is an interest in punishing wrongdoers and enforcing the common good. Some common archetypes include:

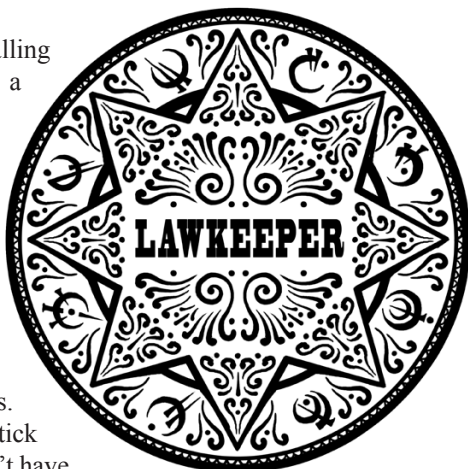
- **Moral Crusaders:** The Roughts are a savage land, but they don’t need to be that way. These rare types believe that with the power of the law — and more importantly, the will to enforce it — civilization can take hold, and those who presume to prey on the helpless will face real consequences for their actions.
- **Protectors:** Some lawkeepers view the law in far more practical terms: as a means of defending both themselves and the people they care about. They





don't consider their job a moral calling or as a way of making the Roughts a better place. Being a lawkeeper simply helps them keep their homes and families from being shot up on a regular basis.

- **Bounty Hunters:** The more mercenary lawkeepers view their profession in strictly monetary terms. When criminals evade the reach of local sheriffs, these guns for hire hunt them down to line their pockets. Rarely are bounty hunters keen to stick their neck out for anyone who doesn't have a price attached.
- **Vigilantes:** Finally, a few lawkeepers seek justice not for safety, nor money, nor because it's the right thing to do, but because they seek revenge. They may have lost loved ones to bandits or koloss raids; been betrayed and left for dead by old partners; victimized by a corrupt mining conglomerate; and so on. Whatever the reason, the lawkeeper acts largely out of some personal vendetta rather than any more "legitimate" calling.



HOW THEY DO IT

Every lawkeeper is different, but all of them require a common, specific set of skills and tools to do their work. They must be competent fighters, and able to defend themselves against well-armed foes who often outnumber them. They have to be strategists and team players, to work with each other in order to overcome those odds. They must learn to track their opponents through deep wilderness and to survive with no one else's help. They have to be skilled at negotiating, either with the city councils in areas they operate, or with criminals when they're outnumbered. They also must know the law of the towns they protect, and how it applies to them (in areas where criminals actually stand trial, that is).

Perhaps most importantly, lawkeepers need to know how to live by a code — one that demands they never give in to or join the criminal element, because if they do, the whole system breaks down. However, the line between good and bad in the Roughts grows increasingly blurry, and not all lawkeepers wish to project a sense of moral authority, or couldn't, even if they wanted to. Even they'll sometimes work with miscreants in a pinch, but have no issues turning them in when their usefulness ends.

ECONOMY

The Roughts are a frontier economy, and most economic activity is based on the few resources a town has in abundance. In general, each community has something relatively valuable — be it a mine, food, livestock, a rail station, access to abundant water, or a special craft or specialty — which it can draw upon



and use to form relationships with other communities. Barter is the basis of much economic activity between towns, but when shipping items to or from the Basin, Roughtowns typically pay using coppers, notes, and bars like everyone else.

Outside the towns, most folks are subsistence farmers or ranchers, coaxing just enough from the hardened earth to get by and to trade their excess for other goods or services in town. In these communities, the value of things such as gold, guns, or Allomantic metals is not measured monetarily, but in how well they help you to survive the next season. Out here, a bag of good seed, a sturdy shovel, or a reliable horse could easily be worth more than all the Atium in the Lord Ruler's cache.

THE NORTHERN ROUGHS

When most folks say they're from "The Roughts" they mean the Northern Roughts. The gateway to the **Northern Roughts**, known as the Northern Gap, is a wide river valley that flanks the 8th-1st Canal, just north of the Basin town of Drypost (*see page 222*). On the west side of the Gap, the Channerel range ends abruptly with a high cliff wall, and fifteen miles to the east, the Faleast range begins. The land in between that is mostly flat, and ascends gradually into the southern portions of the Northern Roughts. The Gap is a vital concourse to the north, and one can travel to the Roughts by train, stagecoach, horse, or on foot. Though the Gap is a beautiful spot, affording views of both the Northern Basin and the Roughts, the bottleneck makes it treacherous, battered by occasional high winds and the threat of bandits eager to exploit the bottleneck for ambushes and raids.

TOWNS OF THE NORTHERN ROUGHS

While the Basin holds the most developed urban infrastructures and the lion's share of the overall population, over the past century many people have sought their fortune in the Northern Roughts. Much of the north can be reached by the well-developed railway lines leading to all the major towns, or even a primitive roadway network joining the settlements and towns (although many stretches through more desolate territory are in poor repair). Each of the towns in the Roughts has its own special character and peculiarities that make it stand out from the rest.

CALLINGFALE

Sleepy Callingfale is an especially small town, with neighborhoods and shops haphazardly dotting the landscape of the plain overlooking the Tyrian Sea a few dozen miles away. Callingfale isn't known for much outside of its diverse population made up of many different ethnic groups, but its most unusual feature is that it does its majority of trade by the sea — a real rarity for a Rought community.

However, things in Callingfale seem poised to change — and soon — with the discovery a small vein of aluminum just outside the town. Should a mother lode of aluminum be found, the city's proximity to the ocean could provide easy access for locals to ship their ore directly to Elendel, providing a critical trade advantage over other mining towns north of the Channerels.

COVINGTAR

Covingtar sits in the middle of a flat, wide grass plain. Originally formed as an outpost, Covingtar has grown substantially since Weathering was established in the east, since it is the only stop on the way to that larger city. The town's economy is based primarily on livestock, and herd animals fill the expansive grassy plain in which the town sits. Covingtar's ranchers, butchers, and granaries are renowned throughout the Northern Roughts, and the city is rapidly becoming the *de facto* leader in ranching products in Scadrial. The locals are extremely proud of the city's industry and accomplishments, and leave no opportunity to "talk business" untouched.

Like most ranching towns, Covingtar is fairly dirty: its streets are rutted from the traffic of herd animals being driven to market or to the slaughterhouse, and the city has an ever-present animal smell of manure and offal. Whenever folks in Weathering smell an unpleasant odor, they refer to it as a "Covingtar Breeze" — a joke rarely uttered in the company of their rancher neighbors.

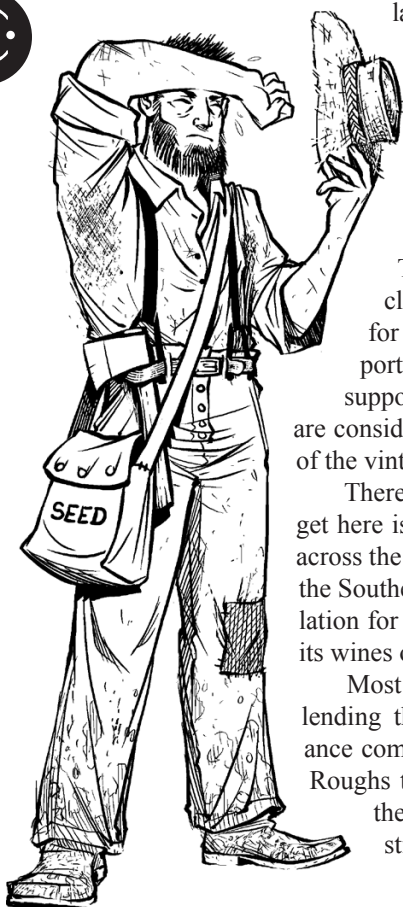
Covingtar is also a popular destination for "guns for hire," looking for work with ranchers, offering protection for their herds from Mistwraiths, predators, and cattle-rustlers. Though instances of crime by the population are exceedingly low, the isolation of the town means that criminals sometimes come here hoping to blend into the populace and lay low.

FAR DOREST

Nestled amongst red stone outcroppings and mesas, Far Dorest is often called the most beautiful and desolate town in all the Roughts. This beauty is a result of the town's arid, dusty climate and high elevation, which provides views for miles in all directions. Though there are few opportunities for traditional agriculture, the dry earth supports all manner of grapes, and Far Dorest wines are considered the best in the Roughts, rivaling even some of the vintages in the Basin.

There is no rail line to Far Dorest. The only way to get here is either by the difficult, winding road that leads across the high plain to True Madil, or the horse trail down the Southern pass to Faradana. The citizens credit this isolation for the city's unspoiled natural beauty and value of its wines on the market.

Most of Far Dorest's structures are of clay and brick, lending the architecture of the town a striking appearance compared to the wooden shacks that make up most Roughts towns. Though the use of brick helps moderate the hot days and cold nights a bit, living in the city still demands a certain level of stamina.





Far Dorest is also home to a disproportionately large Terris population, many of whom have been attracted to the city's resemblance to ancient Terris towns of the World of Ash. Terrisfolk from the enclaves criticize this group for putting style above substance — the look of the town above the companionship of other Terris people.

The residents of the town are educated and well read, with mandatory schooling for all children under the age of 13. Though Far Dorest has no permanent lawkeeper, it has the strictest laws of the Northern Roughs, and its judge is known for handing down harsh punishments.

FARADANA

The mining town of Faradana was founded by Urbain Minerals, Ltd., a private corporation headquartered in the Basin. Faradana is a company town, in the most literal sense of the word — the town council and mayor are all employees of the corporation. The town doesn't have a jail or any appointed lawkeepers — UML's private security force keeps most people in line — so the only law here is that which UML dictates.

The town is set up much like a university campus, with squat dormitory-like apartments for workers, a smattering of square buildings resembling offices, and a company store that provides basic goods for laborers. The only local inn and tavern are not terribly inviting, since the operators watch visitors who wander in from the mountains or Far Dorest for suspicion of being spies for competing companies.

FELTREL

At the top of a high bluff, just to the southwest of Weathering, is the tiny mining town of Feltrel. Cut off from the railway due to the difficulty of traversing the bluff, Feltrel relies upon a well-developed transport road and stagecoach or horse traffic to do its business. Though they look down on the corruption and graft in nearby Weathering, they still rely on the bigger city for access to the railway in order to get their ore to refineries in the Basin.

The miners who live and work in the mines here are notorious for their raucous celebrations and hard-drinking — not surprising, since there's little other opportunity to blow off steam in such a remote location. It doesn't help that Feltrel ale is said to be the best and strongest in all the Northern Roughs, and the town has the highest number of breweries of any town.

ISAEUC'S BEND

The town of Isaeuc's Bend was formed almost by accident, when an exploratory convoy led by Stuart Isaeuc made camp between the winding mesas and cliffs of True Madil and the high bluff sloping up to what would eventually become Far Dorest. The view was so spectacular, the conditions for survival so good, and the location of the canal so perfect, the group never left.

Isaeuc's Bend is a rustic town, made up entirely of log cabins and other wood buildings, known for its good hunting and fishing on the banks of the canal tributary. The residents think the Bend their own little corner of paradise, and protect



it vigorously with strict laws against the construction of any factories, mines, or other businesses that might pollute or despoil it. The Bend has very little crime, making it a popular destination for Heroes who want to unwind.

Getting to the Bend isn't easy. The main road twists through the passes to True Madil, and then southeast to Far Dorest where it becomes much more difficult to traverse. Stage coaches from Isaec's Bend to Far Dorest are quite expensive, as drivers seek compensation for the risk of damaging their coaches or horses on the long and poorly maintained road.

TRUE MADIL

True Madil is the Rough's most developed and best organized town, located at the fork of the 8th–1st Canal. It also happens to be the Roughts' business hub, since it sits at the first major stop along the rail line coming through the Northern Gap.

Due to the relatively heavy traffic through True Madil, the infrastructure and architecture of the town are more similar to Elendel than other locations in the Roughts. The town's most distinctive landmark greets visitors stepping off the train in the main station: a sparkling fountain that marks the split of the canal, featuring a statue of Harmony creating the Basin.

The canal is the town's most important asset and most of the major buildings are erected around it. The four-story, red brick town hall, the Mercantile Exchange, and the town jail all flank the banks of the river, creating a bustling city center. Stagecoach service is available from the town center to most locations in the Roughts or back to the Basin, and a number of small businesses like clothing stores, taverns, inns, gunsmiths, and the like are patterned outward from the town center in orderly blocks.

The residents of True Madil are in general the Roughts' wealthiest and best-educated citizens, who enjoy the protection of the area's highest number of lawkeepers. Because of this, the citizens of True Madil are regarded by other Roughts-folk as being snooty and condescending — or worse, as Roughtsfolk in name only.

WEATHERING

Weathering is located at the westernmost end of the Northern Roughts railway line, and has a long history as a dangerous and lawless town. Though the city was founded with good intentions, Weathering's distance from the other population centers made it a magnet for criminals, hucksters, fugitives, and other riff-raff seeking a place to hide. It wasn't until the arrival of Waxillium "Wax" Ladrian, a novice but capable lawkeeper, that the town's reputation began to improve. For years, Wax called Weathering his home, namely because being a lawkeeper there meant never having a dull moment or a quiet day.

The town itself is fairly compact and dense, with taller buildings than most Roughts towns. The population is made up of prospectors, explorers, reformed and active criminals, and other folks whose morality can only generously be described as "gray." Though Weathering seems a more peaceful place now than it ever has been, an undercurrent of corruption and violence has simply moved from out in

the open to behind closed doors. Town officials have overwhelming power and run the town through graft and bribery, and have been known to employ the criminal element to achieve their goals. People looking to hire shady characters or find illegal plots or schemes tend to gravitate to Weathering.

THE SOUTHERN ROUGHS

Far to the south of the Basin, below the Seran mountain range, lie the mysterious Southern Roughts. While the Northern Roughts have been explored and settled for well over one hundred years, the Southern Roughts remain a land of unexplored opportunity, unsubstantiated rumor, and untold possibility. As the Narrator, the Southern Roughts represent a great place to explore and to be creative. The land certainly has human settlements, political struggles, and other locations to explore — so you can make them up!

The population in the Southern Roughts is sparse, and the reach of the lawkeepers far weaker than in the north. Those that return from life in the Southern Roughts are often changed by the experience or won't discuss much. Those that do report strange encounters, from abandoned settlements devoid both of life and signs of struggle, strange mechanical noises echoing through the desert nights, and giant Mistwraiths wearing bones of undiscovered creatures — stories that are often written off by Basin-folk as tall tales or hallucinations.

It's not particularly difficult to reach the Southern Roughts, but unlike the Northern Roughts — which has the town of Drypost as a "last stop" before leaving the Basin — the Southern Roughts has no point in the Basin that people depart from. The closest Basin city to the Southern pass is Garmet a hundred miles to the Northeast, and the closest city connected via railway to the pass is Doriel, over 300 miles away. However, as Scadrial's great undiscovered country, there's little doubt that the next great wave of exploration and adventure will focus on the Southern Roughts.



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