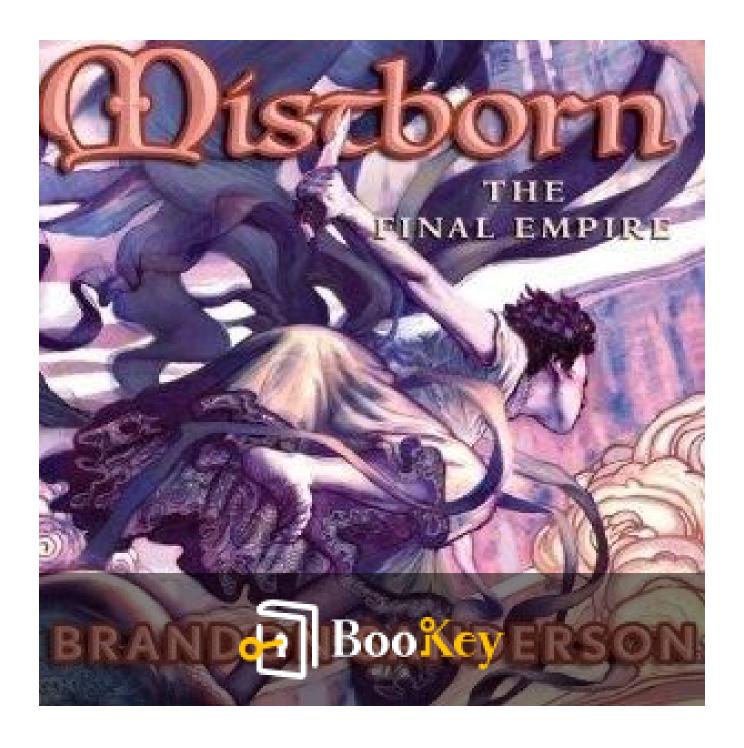
# **Mistborn PDF (Limited Copy)**

### **Brandon Sanderson**







# **Mistborn Summary**

"Where Shadows Rise, Metal Becomes Power."
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### **About the book**

In a world cloaked in perpetual ash and torment, where mist shrouds the night and the tyrannical Lord Ruler reigns with an iron grip, hope has all but vanished. That is until a young street urchin named Vin discovers she possesses Allomancy—an astounding power rooted in the ability to manipulate metals. Joining forces with the enigmatic and charismatic Kelsier, a betrayed hero returned from the brink of death, she is thrust into a rebellion that seeks to topple the seemingly invincible empire. As Vin learns to trust her new allies, confront her dark past, and grapple with an unforeseen destiny, she must muster her wit and strength to unlock the secrets of the mystical magic known as "Mistborn," and ignite a revolution that holds the fate of humanity in balance. Prepare to be swept away by a tale of battle, betrayal, and a hope rekindled against impossible odds.





### About the author

Brandon Sanderson is a prolific American author renowned for his contributions to the fantasy genre, most notably through his acclaimed "Cosmere" universe. Born on December 19, 1975, in Lincoln, Nebraska, Sanderson's creative journey began with the completion of his debut novel, "Elantris," which was published in 2005. His writing, characterized by intricate world-building and innovative magic systems, has won widespread acclaim among readers and peers alike, and is often praised for pushing the boundaries of traditional fantasy storytelling. Sanderson rose to particular fame after being chosen to complete Robert Jordan's famed "Wheel of Time" series, solidifying his status as a luminary in contemporary fantasy fiction. His "Mistborn" series, another cornerstone of his literary oeuvre, exemplifies his signature blend of high-stakes adventure, imaginative settings, and deeply empathetic character development, captivating audiences across the globe.







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# **Summary Content List**

Chapter 1: MAPS

Chapter 2: PROLOGUE

Chapter 3: EPILOGUE

Chapter 4: 1. Metals Quick Reference Chart

Chapter 5: 2. Names and Terms

Chapter 6: 3. Summary of Book One

Chapter 7: 4. Summary of Book Two



### **Chapter 1 Summary: MAPS**

The acknowledgments section of the book provides a heartfelt expression of gratitude from the author to those who contributed to the creation and success of the book. The author begins by thanking his editor, Moshe Feder, and his agent, Joshua Bilmes, for their skilled guidance and support in maximizing the book's potential. The author's wife, Emily, also receives special mention for her unwavering support throughout the writing process.

Acknowledgment is given to Isaac Stewart for his exceptional map work, chapter symbols, and illustrations of Allomantic metals, which align with the book's intricate fantasy plot involving Mistborn's magical systems. Jon Foster is praised for his artwork on the book cover, which the author considers his favorite among the Mistborn series. The teamwork of Larry Yoder, Dot Lin, Denis Wong, Stacy Hague-Hill, and the artistic direction from Irene Gallo have also been pivotal in the publication process.

A significant number of "alpha readers" are thanked for providing valuable feedback on early drafts. This group, comprising family, friends, and colleagues, contributed critical insights to refine the manuscript. The author gives special note to Jordan Sanderson for his dedication to managing the author's website, with a nod to Jeff Creer's contributions to the site's artistic elements.





In a sincere gesture of gratitude, the author dedicates this book to Jordan Sanderson as a testament to his enduring contribution and support. These acknowledgments highlight the collective effort and dedication of a broad community that played a role in bringing the book from concept to fruition.





## **Chapter 2 Summary: PROLOGUE**

In the prologue, we delve into the dark and tormented world of Marsh, a former human turned Inquisitor—an elite enforcer created by the misuse of a mystical, alchemical process called Hemalurgy. Hemalurgy involves using spikes that steal abilities from one person to transfer them to another, albeit at a horrifying cost. Marsh has spent three agonizing years imprisoned within his own mind, unable to break free because of the spikes embedded in him that offer both power and bondage. Now, constantly on the brink of despair, he struggles with thoughts of ending his own life by removing the linchpin spike that keeps him alive.

His internal battle is interrupted as a mysterious and malevolent force, known as Ruin, exerts control over him. This force has recently been freed by a young protagonist named Vin, who inadvertently released it while attempting to harness another mythical power at the Well of Ascension. In this world, Ruin seeks to perpetuate chaos and destruction, requiring Marsh and the other Inquisitors to act as its instruments. Despite being physically blind due to spikes driven through his eyes, Marsh can perceive the world through Allomantic lines, a form of magic that reveals the presence of metals.

In the room with Marsh are his fellow Inquisitors, all horrifyingly marked by their own eye spikes, as they stand over a profoundly terrified prisoner—a



Terris Keeper. The Terris Keepers are wise, dedicated individuals committed to preserving knowledge, and their deaths are an immense loss to their world. The prisoner is bound atop another person, ready for a grim process epitomizing Hemalurgy, as Marsh prepares to drive a brass spike through the Keeper's heart.

Marsh fights back against Ruin's influence, horrified at the prospect of taking a life for such violent purposes. However, Ruin's power is overwhelming, and Marsh is unable to resist the compulsion to commit this atrocity. Ruin is searching for something hidden, something necessary to complete its destructive plan, a mission it has imposed upon Marsh.

As the Keeper cries in fear and desperation, Marsh, corrupted and no longer fully in control of his actions, readies himself to complete the horrific ritual. Despite his internal anguish and faint vestiges of resistance, he succumbs to Ruin's will. The prologue concludes with Marsh preparing to carry out Ruin's commands, aware of the suffering he is about to inflict as he lifts the mallet to drive the spike home.





## **Critical Thinking**

**Key Point: The Battle Against Inner Darkness** 

Critical Interpretation: The chapter portrays a powerful struggle, capturing the essence of battling inner darkness and external manipulation. In Marsh's situation, his mental and emotional conflict is a dramatic representation of the internal battles we all face in our lives. Often, we may find ourselves torn between opposing desires, facing temptations or negative influences that threaten to compromise our integrity and moral compass. Marsh's story is a grim reminder of the cost of losing control to those darker urges, but it also inspires resilience and the courage to fight back, however overwhelming the odds. It encourages you to remain strong, perceptive, and vigilant against influences that could lead you astray, fostering a sense of mindfulness in your journey towards personal growth and freedom from self-imposed limitations.





## **Chapter 3 Summary: EPILOGUE**

In the epilogue of the book, Spook awakens from a nightmare in a dark cavern filled with survivors from Urteau, a city that had fallen victim to the devastation. As Spook navigates through the crowd, he is joined by Beldre, and they move toward the front where Breeze, a Soother known for manipulating emotions, comments on Spook's improved appearance. Spook, now healed, prepares to explore the world outside the cavern.

Despite warnings that the city was consumed by the sun's heat, Spook climbs a ladder, steps into blinding light, and is astonished to find a lush field of green grass instead of the burnt remains of Urteau. The sky above is a serene blue, devoid of the ash and smoke that had plagued their world. Beldre, filled with wonder, holds Spook's arm as they marvel at this new landscape.

The two are soon joined by others emerging from trapdoors scattered across the field, including Ham, from Fadrex, and his family, reunited in this strange yet beautiful environment. As they explore, they find more people emerging from these shelters—remnants of Elend's army among them. General Demoux, accompanied by a Terriswoman, speaks of a vision of the Survivor, Kelsier, seen in the sky amidst the chaos, validating stories they had heard from Sazed, a scholar and seer.



Spook walks to the center of this pattern of openings, guided by a sense of discovery. There, they find a beautiful display of colorful flowers—something only dreamed about in their ash-laden world—finally realized as Kelsier's dream of a fertile land. At the heart of this splendor, they discover the bodies of Vin and Elend, lying peacefully in the blossoms, dressed in their characteristic garb, evidence of their sacrifice in saving their world.

Among the flowers, Spook finds a tome and a note from Sazed, who had ascended to a god-like figure, the Hero of Ages. The message explains Sazed's failed attempt to bring Vin and Elend back to life, assuring Spook of their happiness in the afterlife. The book serves as a record of the events leading to their world's rebirth and contains extensive knowledge from Sazed's metalminds. This repository of wisdom is intended to help future generations rebuild civilization.

Spook is also informed by Sazed that he has been made Mistborn—a gift from Kelsier—and that leadership of the survivors might fall to him. Encouraged by Sazed's words, Spook feels optimistic about the future, confident that, despite the challenges, everything will finally be all right in this newly rejuvenated world.





## **Critical Thinking**

Key Point: Embrace Change and New Beginnings

Critical Interpretation: Chapter 3 introduces the momentous occasion where Spook, upon emerging from the abyss of shattered expectations and a scorched city, is greeted by an unexpected vista of vibrant life and renewal. This key point - that life can unleash unprecedented promise when we dare to step into uncharted territories despite dire warnings - reminds us of the innate power of resilience and optimism. You, too, can draw inspiration from Spook's journey, understanding that your greatest transformations often bloom from the ashes of past trials. As you embrace change, let newfound landscapes of possibility inspire you to explore further, knowing that even amidst perceived devastation, lies the potential for lush renewal and growth.





### Chapter 4: 1. Metals Quick Reference Chart

The **Ars Arcanum** in Brandon Sanderson's books serves as a guide to the world of Allomancy, Feruchemy, and Hemalurgy—three magical systems based on the manipulation of metals. The section provides a comprehensive chart detailing the effects each metal has when used within these systems. Allomancy, a mystical hereditary power, allows individuals known as Allomancers to gain abilities by "burning" different metals. For instance, iron allows Allomancers to "Pull" on nearby metal objects, while steel enables them to "Push."

Allomancy and Its Characters: In the Mistborn series, these abilities are explored through Vin, a young Mistborn who can burn all metals, offering her a diverse range of powers. Alloy pairs in Allomancy include internal metals like tin and pewter that enhance personal abilities, and external metals like zinc and brass that manipulate the emotions of others. Other key characters include Kelsier, the rebellion leader who sacrifices himself for a greater cause, and Elend Venture, Vin's husband and a scholar striving to lead a new empire.

Historical Context and Key Terms The backstory unfolds in the Final Empire, a land shaped by the tyrannical Lord Ruler—once known as Rashek—who used Allomancy and Feruchemy to solidify his reign. The empire is divided between the oppressed skaa and the privileged nobility,





with the latter often possessing Allomantic abilities granted by the Lord Ruler. Hemalurgy, a darker art, allows one to steal powers from others and was central to the Lord Ruler's control, embodied by his terrifying Steel Inquisitors.

The Saga of Resistance and Ascension: The first book, \*Mistborn: The Final Empire\*, introduces Kelsier and Vin's quest to overthrow the Lord Ruler. Kelsier, known as the Survivor of Hathsin, rallies the skaa and becomes a mythic figure through his martyrdom. Vin, trained by Kelsier, infiltrates the nobility and ultimately discovers that the Lord Ruler is mortal, overthrowing him by tapping into a mysterious power source linked to the mists.

The Power Struggles and Consequences: In \*Book Two\*, titled \*Well of Ascension\*, Elend seeks to establish a just government amidst internal and external threats, including his father Straff's siege. Vin battles internal turmoil and external threats, notably the manipulative Zane. The encroaching mists cause widespread sickness, hinting at a greater impending calamity. Vin ultimately discovers the Well of Ascension's true power and intention, mistakenly releasing an ancient force, Ruin, intended for destruction rather than preservation. As chaos ensues, Vin bestows Mistborn abilities on Elend, preparing them to face new perils as they strive to lead and protect their crumbling world.



Overall Theme: The series intertwines themes of rebellion, sacrifice, leadership, and the balance of power. The narrative explores the consequences of choices made with incomplete understanding and the ongoing struggle to reclaim a world teetering on the brink of ruin—driven by mysterious prophecies and powerful, often dangerous, magical systems. As the story progresses, the protagonists must navigate a landscape of shifting allegiances and dark revelations, ever determined to survive and forge a hopeful future from the shadows of their past.

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## **Chapter 5 Summary: 2. Names and Terms**

### Summary of Ars Arcanum

### **Metals Quick Reference Chart:**

- **Allomantic Powers:** Each metal grants specific abilities in the magical system of Allomancy. Key metals and their powers include Iron (pulls on metal sources), Steel (pushes on metal), and Pewter (enhances physical strength).
- **Feruchemical Powers:** Metals allow for the storage and later tapping of personal attributes like weight, speed, or warmth.
- **Hemalurgic Powers:** A darker art, stealing specific powers by using metals to spike these abilities from others.

### **Names and Terms:**

- **Alendi:** An ancient conqueror thought to be the Hero of Ages, but his servant Rashek betrayed and killed him to seize power.
- **Allomancy:** A hereditary mystical power allowing certain individuals to "burn" metals for supernatural abilities. It breaks down further into





Mistborn (capable of burning all metals) and Mistings (can burn only one).

- Ascension of the Lord Ruler: Rashek, originally a servant of Alendi,

took power at a legendary site, becoming the Lord Ruler with near god-like

capabilities.

- Atium: A rare metal whose exact usage is varied but important in

power dynamics and monetary value in the society.

- Vin: A young Mistborn who plays a key role in discovering secrets

about the Lord Ruler and the true nature of the supposed Hero of Ages.

**Summary of Previous Books:** 

**Book One: Mistborn: The Final Empire** 

The saga begins in the Final Empire, a land controlled by the tyrannical Lord

Ruler who has held power for a thousand years since seizing it at the Well of

Ascension—portrayed as a savior against a mysterious force called the

Deepness. Central to this narrative is Kelsier, a charismatic Mistborn who

escapes from the deadly Pits of Hathsin and establishes a plan to overthrow

the empire. He gathers a ragtag crew, including a young street thief named

Vin, whom he trains in Allomancy.

The plot unfolds with Vin acting as a spy within the nobility under the guise



of Valette Renoux, while building emotional connections, notably with Elend Venture, the idealistic heir of a noble house. As the rebellion gains momentum, Kelsier sacrifices himself as a martyr to galvanize the skaa—oppressed workers of the empire—into rebellion. Vin discovers the weakness of the Lord Ruler, exposed by understanding the carnal connection between Allomancy and Feruchemy, ultimately leading to his assassination. Elend Venture emerges as the reluctant leader in the new vacuum of power.

**Book Two: The Well of Ascension** 

Following the overthrow of the Lord Ruler, Elend Venture attempts to consolidate a fragile new government, fighting against internal political challenges and external threats, including his own father, Straff Venture, who besieges Luthadel. Amidst this turmoil, Vin grapples with her identity and worth, doubting her place alongside Elend. The mists act strangely, foreshadowing a darker force at play.

During the prolonged siege, intrigues unfold with Vin's discovery of a kandra betrayal, the strange activities of the mist, and the enigmatic presence of a mist spirit. Elend loses the throne through political chess, but Vin aids him back to strength, marrying him amidst chaos to create a more legitimate rule.





In a critical crescendo, Vin accesses the Well of Ascension under Luthadel, faced with a choice colored by falsified prophecies. She releases the captured power, unwittingly freeing Ruin, the malevolent entity responsible for manipulating events. Ruin is now active in its quest of destruction. Elend and Vin, joined by loyal allies with emotional burdens from the siege, face a deteriorating world as they pursue hope and survival against Ruin's manipulations.





## Chapter 6 Summary: 3. Summary of Book One

The "Mistborn" series by Brandon Sanderson is set in the Final Empire, a realm under the oppressive reign of an immortal figure known as the Lord Ruler. The series delves into a unique system of magic called Allomancy, which allows individuals to gain supernatural powers through burning specific metals.

### Metals Quick Reference:

Allomancy involves burning metals, each granting specific abilities. For instance, iron allows individuals to pull on metal sources while steel grants the ability to push. Feruchemy, another magical discipline, involves storing physical attributes in metals, with iron storing physical weight, for example. Hemalurgy, the darkest of the three arts, can steal these powers but requires the act of gruesome sacrifice.

### Key Terms and Characters:

- **Allomancy**: A mystical power enabling individuals to burn metals internally for magical effects.
- **Skaa**: The oppressed peasantry, akin to slaves, in the Final Empire.
- Kelsier: A legendary Mistborn and former thief, who becomes the



leader of a rebellion against the Lord Ruler.

- **Vin**: A young, discovered Mistborn trained by Kelsier, who plays a pivotal role in the series.
- **Elend Venture** An idealistic nobleman who falls in love with Vin and becomes a key political leader.

### Book One Summary:

"Mistborn: The Final Empire" introduces readers to a world ruled by the Lord Ruler for a millennium, during which he stamped out diversity and maintained strict class divisions: the skaa and the nobility. Kelsier, once a renowned thief turned Mistborn after escaping a death camp, leads a rebellion to overthrow the Lord Ruler. He assembles a team of half-breed Mistings, including a newly found Mistborn girl, Vin, to execute his audacious plan. As Vin infiltrates noble society, she meets and falls in love with Elend Venture, a young noble who defies stereotypes.

Kelsier's plot is multilayered, encompassing not just a skaa uprising but also his own martyrdom, which inspires the skaa to finally revolt. In a climactic confrontation, Vin, leveraging a mysterious ability to draw power from the mists, defeats the Lord Ruler, who was merely a powerful man, not a deity. His fall plunges the empire into chaos, leaving Elend to take control of Luthadel with Kelsier's crew assuming governance roles.



### Book Two Overview:

A year into the new regime, Elend endeavors to stabilize his kingdom with a parliamentary system, but his grasp on power falters. Meanwhile, Vin faces both external threats from encroaching armies led by Elend's father and internal turmoil surrounding her sense of belonging with Elend. She finds an enigmatic ally in Zane, a Mistborn and Elend's half-brother, who sows seeds of doubt about her relationship. On another front, Sazed, a Terris Keeper, brings news of ominous changes in the mists and a koloss army advancing on Luthadel.

As tensions rise, Vin is manipulated by Zane into assaulting Cett, a rival noble with designs on the throne. When Zane reveals his treachery, she manages to defeat him, thanks in part to the loyalty of her kandra, TenSoon. The city soon faces devastation from an uncontrolled koloss horde. Vin returns just in time to assume control of the creatures, saving the city and swaying its fate.

She ultimately discovers the Well of Ascension beneath Luthadel. Betrayed by prophecy, Vin releases a dark force imprisoned at the Well, misunderstanding its true nature. Though Elend, near death, is reborn as a Mistborn, they are left confronting a new peril unleashed upon the world. With resolve strengthened, Elend commits to consolidating their empire against the looming threat, ushering in a new era of struggle and survival.





### ### Concluding Thoughts:

The series is deeply rooted in themes of resilience, sacrifice, and the quest for justice in the face of tyranny. Sanderson artfully weaves a tale where the very forces of creation and destruction balance precariously on the decisions of those with the courage to defy fate.



### **Critical Thinking**

Key Point: Resilience and Sacrifice for a Greater Cause

Critical Interpretation: Chapter 6 introduces the unwavering spirit of Kelsier and the skaa as they stand against the omnipotent Lord Ruler. In this moment, your connection with Kelsier's journey transcends the fantasy world, echoing profound truths about human resilience. Just as Kelsier risks everything to spark a rebellion, you are inspired to confront your own struggles with tenacity, believing in the power of a determined spirit and organized action. His willingness to lay down his life not only provides hope to those around him but also births a movement that topples a millennium of oppression. In your life, this reminds you of the impact your sacrifices can have when aligned with a noble purpose, encouraging you to push through adversities, foster unity, and work diligently towards transcending personal and communal barriers. The lesson is clear: no matter how insurmountable your challenges may appear, your dedication and courage can ignite change, reshaping your world and inspiring others along the way.





Chapter 7 Summary: 4. Summary of Book Two

**Summary of "Mistborn: The Final Empire" (Book One)** 

"Mistborn: The Final Empire" unfolds in the world of the Final Empire, dominated for a thousand years by the immortal Lord Ruler, who ascended by taking power at the Well of Ascension. His rule suppressed all former kingdoms, cultures, and religions, creating a rigid class division between the magical nobility and the oppressed skaa. Despite numerous skaa rebellions, none succeeded until Kelsier, a former thief turned Mistborn—the rare breed of Allomancer with the ability to burn all metals—sought to overthrow the regime.

Kelsier, who earned the moniker "Survivor of Hathsin" after escaping the Lord Ruler's death camps, assembled a crew of skilled thieves, including Vin, a young streetwise half-skaa who unknowingly possessed Mistborn abilities. Through her, Kelsier aimed to create a legacy and inspire the skaa. Vin, juggling her own trust issues and burgeoning romantic feelings for Elend Venture, a nobleman disillusioned with his class's norms, infiltrated the aristocracy to gather intelligence.

The narrative intensifies with the revelation of the Lord Ruler's journal, which portrays him as a misunderstood figure against an enigmatic entity

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called the Deepness. This mysterious journal ignites internal struggles within the crew regarding Kelsier's true intentions—whether his campaign was a personal crusade or a sincere rebellion against oppression.

In a climactic sequence, Kelsier sacrifices himself, cementing his status as a martyr and catalyzing a skaa uprising. Vin, harnessing an unexpected ability to draw power from the Mist, confronts and defeats the Lord Ruler, discovering he was not the immortal he claimed but rather a mortal leveraging Allomancy and Feruchemy.

Elend Venture assumes leadership of Luthadel, the capital, alongside Kelsier's crew, now tasked with governing a fractured empire.

Summary of "Mistborn: The Well of Ascension" (Book Two)

A year into Elend Venture's and his allies' rule, the nascent kingdom wrestles with governance challenges amidst power-hungry assembly members. The promise of the Lord Ruler's atium—a powerful metal needed by Allomancers—and Luthadel's strategic value invite external threats. These include Elend's own father, Straff Venture, who encamps outside Luthadel with an army alongside Mistborn son Zane. Ashweather Cett, leading a rival force, complicates matters by laying simultaneous siege, resulting in a precarious stalemate.





Central to the plot are personal journeys. Vin grapples with her identity and burgeoning omens, marked by encounters with a mist spirit reminiscent of those described by Alendi, a predecessor hero. The mist spirit, along with bronze-sensed thumpings, signals impending disasters as the mists begin causing illness and death. Her relationship with Elend is tested by Zane's manipulation, posing as a kindred spirit in her Mistborn struggles.

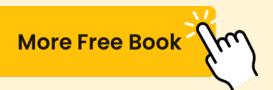
Elend's rule is jeopardized when the Assembly deposes him, prompting introspection and a transformation into a potent unifying figure. He learns the complexities of leadership, aligning political maneuvers with moral duty—rising as a capable emperor despite the loss of official power.

Meanwhile, Sazed, Vin's Terris Keeper ally, unearths alarming anomalies in ancient prophecies, enhancing the urgency of responding to the unfolding crises.

The siege culminates in treachery and desperation. As Vin and Elend are misled northward to locate the mythical Well of Ascension, Luthadel faces a deadly internal assault by uncontrolled koloss creatures. Most of the crew perishes, save for a few like Sazed and Breeze, sustained by strategic defense until Vin's return. Wielding recently acquired insights into Allomancy, she halts the koloss and confronts Straff's returning forces. Amid the chaos, the couple reclaims the city, their bond solidified through marriage.



In a fateful decision, Vin releases the Well's power, falling prey to foreseen prophecy distortions crafted by an ancient force, Ruin. The unshackled entity looms a broader existential threat, leaving Vin devastated yet determined beside Elend, now transformed into a Mistborn himself by the mist spirit's intervention. They, alongside a beleaguered cadre, face the future vowing survival despite looming calamity.





## **Critical Thinking**

Key Point: Sacrifice for a Cause Greater Than Oneself
Critical Interpretation: In Chapter 7 of "Mistborn: The Final Empire,"
Kelsier's ultimate sacrifice showcases the profound impact of
dedicating oneself to a cause that transcends individual desires. He
becomes a symbol of hope and resilience, sparking a revolution that
had seemed impossible. This chapter offers a powerful lesson: By
channeling our energy and talents towards meaningful endeavors that
uplift others, we can inspire transformative change. Such commitment
requires courage, as it often means facing significant risks and making
personal sacrifices. Yet, it reminds us that even one individual's
determination can empower communities, crumble oppressive
structures, and kindle the flame of justice and freedom in seemingly
desolate circumstances. Embracing this mindset in our lives
encourages us to pursue our passions with unwavering conviction,
potentially leaving a legacy that motivates future generations.



