

BRANDON SANDERSON'S

MISTBORN

ADVENTURE GAME





MISTBORN

ROLEPLAYING IN THE FINAL EMPIRE



Based on the Novel Series by
BRANDON SANDERSON



www.crafty-games.com

Imagine a world, much like our own a few hundred years ago — a world of men, of cobblestone roads and horse drawn carriages, of majestic manor houses and sprawling plantations and massive cities packed with soldiers and citizens, beggars and noblemen, artisans and thieves.

But then imagine something has gone direly amiss. Thick black clouds blot out the sun, belched by titanic volcanoes that dot the horizon. Rather than rain, ash falls from the sky, always, every day... It stains the buildings, chokes the rivers, and blankets the land like a sea of stained snow. Imagine there are no flowers, no green grass or leafy trees — only stunted brown undergrowth struggling to reach the meager light of a dim red sky.

Imagine that at night, roiling clouds of impenetrable mist materialize to swirl and dance in the streets, shrouding the stars and shrouding mortal danger for those foolish enough to venture out into the dark. Mindless mistwraiths — horrific beings that devour the dead to make of them a mockery of life — hunt intrepid wanderers, while savage gangs of bandits and rebels plunder baggage trains and passersby for what little they carry.

Imagine a society so repressive that police and priest, state and church are one, and that your ruler is not just a man but a *god* who sees, knows, and controls all. Imagine his grip on the land's culture is so strong that he can stifle the march of technology, halt integration of the classes, and rule unopposed for a thousand years. Imagine that innovation, evolution, and ingenuity are replaced by duty, devotion, and above all, fealty.

Imagine a world where wealth is not measured in gold, or connections, or status, but in secrets — where everyone and everything conceals something else. Imagine those secrets are valuable not for the information they offer, but the power they wield — that they can become weapons to destroy, shields to protect, and treasure so coveted that others would kill to see them buried forever.

Imagine a power hidden in a select few can use metal to perform wondrous magic, letting them soar through the air, perform superhuman feats of strength and speed, and manipulate emotions. Then imagine being hunted for those powers, by creatures so brutal, so relentless that they'll stop at nothing to tear your very soul from your body.

Imagine living in such a world — and choosing to *fight against it*. You fight to shrug off the bonds of oppression, fear, and entropy that poison the land and divide the people. You fight opposition with all the power, all the money, and God himself on their side, and still you don't surrender. You fight to change the world, because if you can't change it, it's not worth saving.

This is the world of Mistborn.

BRANDON SANDERSON'S MISTBORN

The *Mistborn Adventure Game* is based on the best-selling series of epic fantasy novels by Brandon Sanderson, author of the final volumes of *The Wheel of Time*. The first volume of the original trilogy was released in 2006 and tells the story of Vin, a young skaa urchin with the incredible powers of a Mistborn, someone who can consume and “burn” metal to gain amazing magical abilities. Vin and her friends vow to take on the seemingly divine Lord Ruler and are swept up in a series of events that reshape the entire world. But that's just the beginning, as a whole new story is set to unfold in November 2011 with the release of the fourth Mistborn novel, *Alloy of Law*.

THE MISTBORN ADVENTURE GAME

The *Mistborn Adventure Game* centers on a Crew of rebels operating between the classes and among the shadows of Scadrial, the world featured in the *Mistborn* novels. These brave or foolhardy men and women may be former slave skaa, disenfranchised nobility, or travelers from the far-off Terris mountains. They may wield magic or have the clout to summon armies, stymie lords, or rouse the masses. They're brought together by a common cause that drives them, every day, to change the world.

This is what makes them Heroes.

THE STUFF OF HEROES

Heroes are created as the game is played: through casual conversation. Players answer a series of questions about their Crew and their Hero, and in most cases their answers become part of their character. Beyond a personal history, here's what makes up a Hero:

ATTRIBUTES (each ranging from 2 to 6 traditional six-sided dice)

Physique: Physical fitness and speed, including strength, agility, and endurance

Charm: Natural charisma and social skills, including appearance and ability to lead

Wits: Intelligence and insight, from wisdom to raw knowledge to resourcefulness

STANDINGS (each ranging from 2 to 10 traditional six-sided dice)

Resources: Wealth, privilege, and financial might

Influence: Political power, contacts, and ability to call in favors

Spirit: Fate, connection to the metaphysical, and ability to survive against the odds

TRAITS (each granting a bonus die with applicable rolls)

These are player-defined characteristics like Drive, Profession, Specialty, Feature, and Personality. They can also cover skills, knacks, quirks, relationships, and more.

POWERS (each with a rating used as dice, or determining its effects)

A few Heroes also have superhuman or metaphysical abilities, which can include:

Allomancy: Mistborn and Mistings can consume and burn metals for various effects.

Feruchemy: Feruchemists can store physical, mental, and emotional aspects of their being within "metal minds," and then tap them for dramatic boosts to the same aspects.

Hemalurgy: Certain characters drive metallic spikes used to slay Allomancers and Feruchemists into their bodies, gaining great power but also sometimes hearing voices, hallucinating, and even losing control of their actions.

Mimicry: Kandra can mimic the forms of those whose bones they consume.

Stunts can be learned for many Powers, enhancing them for a wide range of uses.

SAMPLE CHARACTERS

Four ready-to-play characters are provided on the last two pages of this Primer. These characters do not include certain rules from the full game, such as Destiny and Tragedy.

PLAYING THE GAME

The *Mistborn Adventure Game* focuses on character-oriented roleplay, with dice rolls reserved for risky maneuvers with high stakes. Even when danger's afoot and the bones come out, story remains the very heart of the action.

All rolls are made with a pool of 2 to 10 traditional six-sided dice. The Narrator chooses one Attribute, Standing, or a Power rating that most fits your action, and you...

...add 1 die for each Trait that applies.

...add 1 die if you have a helpful item, or subtract 1 die if you're missing a critical one.

...add 1 die for favorable conditions, or subtract 1 die for adverse conditions.

Again, you can only roll 2 to 10 dice. Each die above 10 grants a bonus Nudge, and each die below 2 worsens your Outcome by 1 (keep reading).

The Narrator assigns a **Difficulty** of 1 (simple) to 5 (near impossible) and you roll, immediately putting any 6's aside. If the numbers on two or more of your dice match, the highest number shown on any matching set is your **Result**.

- **If your Result equals or beats the Difficulty, the roll (and action) succeeds.**
- Otherwise, your roll (and the action) fails.

Optional: Subtract the Difficulty from your Result to obtain your **Outcome**, which may be positive or negative and defines how *well* you succeeded (positive) or how *badly* you failed (negative). The Narrator describes all Outcomes.

Contests: Sometimes an action is resisted by another character (in a chase, or during an arm wrestling match). In these cases, the highest numbered set wins (with ties broken by the highest number of Nudges, or continuing as a stalemate if Nudges are also tied).

COMPLICATIONS & NUDGES

For each point of negative Outcome, your Hero suffers a **Complication** (a Narrator-defined setback or problem). If your Outcome is -3 or worse, the Narrator may alternately apply a single Complication to your Hero and all Crewmates and allies in the area.

Each 6 you roll is a **Nudge** and may be used to barter with the Narrator to "nudge" your success (e.g. boost a jump's distance by a few feet per Nudge). If you roll 3 or more Nudges, you can forego bartering to instead "catch a Beat" (gain an action).

CONFLICTS

When characters fight (physically, socially, or mentally), they declare actions from lowest Wits to highest, gaining **Action Dice** as they go. Turns go from most Action Dice to least. When it's your turn, you may roll 2 or more dice to act, and any leftover dice become your **Defense Dice**. Your target may defend by rolling 2 or more Action or Defense Dice, and if his or her roll succeeds you must also beat the Result to inflict damage.

If you attack *and* succeed (scoring a match and beating any opposing Defense roll), one of the target's Resiliences (Health, Reputation, or Willpower) drops by 1 + any from gear + 1 per Nudge you apply. **When any Resilience drops to 0, the target is incapacitated** (unconscious at 0 Health, disgraced at 0 Reputation, or devastated at 0 Willpower).

OF WITS AND CANES



This short chapter acts as a prelude to “Thieves in the Ninth House,” the first official scenario for the *Mistborn Adventure Game*. All is not as it seems in this short encounter. The choices players make here will impact what awaits their Heroes in the full scenario. Are they up for the challenge?

THE SETUP

The Heroes are part of a thieving Crew whose services are retained by a skaa information broker called Hutch. The job is simple but not easy: help a young noblewoman escape from a rival noble house out in the Empire’s Eastern Dominance. The nobles holding her are of **House Urbain**, the ninth most powerful house in the Final Empire. The woman being held is **Amyse Bylerum**, daughter of a minor house that’s just settled into the capital.

Why is she being held? Where does she want to go? Just who paid Hutch to hire you? How far up the noble ladder does this scheme reach? All of that is revealed in “**Thieves in the Ninth House.**”

Right now, the Heroes’ task is simply to obtain information about the House Urbain keep out in the Eastern Dominance, which the Crew will use to free her from the place in a few days. Fortunately, the Heroes have found an almost certain means of securing that information: an Urbain cousin of low standing and questionable repute named **Lestram**. He’s spending a few days in the capital, gambling and carousing, before returning home to the keep in the Eastern Dominance where Amyse Bylerum is being held. If anyone knows of private ways into the keep, it’s him.

The Heroes have their mark. What’s the plan?

THE THIEVING CREW

In this chapter, the players are members of a thieving Crew — a group of clever rogues out to thrive in the Final Empire through cunning and guile, despite the strict laws and harsh consequences of life under the Lord Ruler. Each player chooses a character from the end of this Primer, and you can dive right in!

CHAPTER 0: OF WITS AND CANES

This sample chapter is built to let players try a variety of problem-solving approaches, all of which culminate in some kind of Contest or Conflict with Lestram Urbain and his people. The chapter may take place in any of a variety of locales, depending on the players' chosen approach. The players know where Lestram is going to be throughout the day and into the evening and can make their move at any time.

Make their goal clear: **They need to know how to gain access to the Urbain estate house in the Eastern Dominance, where Amyse Bylerum is being kept.**

Bonus pieces of information can be obtained if the players are cunning, get lucky, or are willing to pay the price.

Remind the players that Lestram might pass word along to his family that people have been asking about the estate house unless the Heroes can arrange for Lestram to keep his mouth shut.

WHAT THE HEROES KNOW

The players may be new to the Final Empire — or they may already be familiar with the Mistborn novels — but their characters live in the Final Empire. Things that might be surprising to the players are commonplace to their characters. More than that, the Heroes each pay attention, to varying degrees, to the rumors and whispers throughout the Final Empire's back alleys and ballrooms. As a result, they all start off play knowing things about Lestram Urbain that might help them decide how best to deal with him:

- Lestram is an Urbain of some standing out on their estate in the Eastern Dominance but in Luthadel he's in over his head. Dazzled by the cards and the dice, he is sometimes seen places that a gentleman shouldn't be seen — places in the “bad” parts of town, where city guards are slow to respond and one's reputation is easily sullied.
- Lestram is known to be quite a drinker, though not quite the drinker he imagines himself to be.
- Much of Lestram's confidence comes from knowing that his valet, Seark, watches over him almost all the time. Seark is a eunuch, a towering Terrisman from the distant north, and he is both well trained and absolutely dedicated to protecting Lestram from harm, and from himself. Seark also carries Lestram's keys, including those to the Eastern Dominance estate.
- On the day the Heroes choose to make their move, Lestram Urbain is playing at dice in a dingy tavern. That evening he's expected to attend a family dinner at House Urbain, where he'll have to arrive looking dapper and happy. In between, he'll have to navigate a stretch of the Luthadel streets on foot.

In addition, each character begins play with knowledge of Lestram Urbain that the others don't have. Share the following bit of information with the player of each character:

- **Beck knows** that Lestram's reputation could reflect poorly on House Urbain's local family members if his scandalous excesses were to be revealed. It's no small thing, in some circles, to be caught losing money at dice to the lowly skaa underclass. If Lestram has to go home and ask for more cash from his uncles, he could lose valuable standing with his family. Beck knows where Lestram gambles and drinks because Beck has personally introduced him to some of the local taverns.
- **Thorrow knows** that Lestram's bodyguard, Gruthe, when he's around at all, is a local hire with little interest in taking a serious beating for his out-of-town protectee. Gruthe's primary job is to look menacing and dissuade people from trying anything. For a few shiny boxings, Gruthe would probably be willing to take a beating for show while Thorrow's friends get some face time with Lestram. Worst-case scenario, Thorrow can take a beating from Gruthe — it not like it would be the first time.
- **Sev knows** that Lestram's valet, Seark, accompanied the noble from the eastern estate and is not for sale. Neither Seark nor Lestram know the city that well, though, so separating them in the busy confines of the skaa neighborhoods where Lestram goes to gamble might be possible — especially if the crowds were to be Soothed by Sev or Rioted by his sister. If nothing else, a bit of pocket-picking might be in order.
- **Sayna knows** that Lestram fancies himself a bit of an artist with the dueling cane, eager to show off his skills in public. In fact, he bases much of his reputation on it, such that it is. Sayna, of course, is quite the accomplished duelist in her own circles, and coaxing Lestram into a duel should be easy for her, especially as a Rioter. Beating some humility into him should be almost as easy as it would be fun.

THE OPPOSITION

The following characters stand between your Heroes and the information they seek. Lestram Urbain and Seark have actual information they could share if so compelled. Gruthe, if you use him, just runs interference.

LESTRAM URBAIN

Lestram Urbain has overdressed for a day in the city. His blue coat and striped trousers give him away as a lofty noble and show entirely too much of the ash and grime that's everywhere in these low-class districts of the city. Out comes his flask for a quick nip, but when he shakes it it's clear; the thing's almost empty even this early in the day.

The eldest son of a low-ranking, backwater cousin in the Great House of Urbain — ranked ninth out of the ten Great Houses of Luthadel — Lestram is used to being a big fish in a small pond. Here in the capital, however, he feels less handsome, less charming, less capable than he ever has before. His dreams of wowing his big-city cousins were dashed upon meeting them, and he's turned his attention to the exciting risks and rewards of cards and dice. Skirting against the ashen edge of the lower class is Lestram's idea of rebellion.

Lestram knows that Seark has his back, that Seark won't let anything bad happen to him. Seark also stays sober enough that Lestram doesn't have to.

Of course, Lestram's terrified of being made the fool — he couldn't take the ribbing he'd get from his family here or back home — so he'll do whatever it takes to prevent word of his debts, his defeat, or his embarrassment from getting back home. That includes surrendering potentially sensitive information about his family in the Eastern Dominance.

Playing Lestram: Lestram isn't a pushover but he does have lots of exploitable flaws. He can be bribed, now that he's lost so much money. He can be beaten up, once his guard or valet are away. He can be humiliated, after he's tricked into embarrassing himself. Besting Lestram isn't so hard, really — but doing it such that he doesn't warn his family of coming trouble? That's the trick.

Lestram Urbain, Low-Ranking Noble

Attributes: Physique 3, Charm 3, Wits 4

Standing: Resources 3, Influence 5, Spirit 2

Resilience: Health 6, Reputation 8, Willpower 6

Traits: Self-Conscious, Secretive, Country Noble, Gambler, Drinks Like a Fish

Equipment: Flask of spirits, formal clothing, deck of sheldry cards

SEARK THE VALET

Tall in the manner of so many Terrismen, Seark is a fine valet: good posture, quick eyes, closed mouth. Dressed in clothes almost too fine for the ash-dusted wardrobe of his master, Seark seems out of place outside the walls of a noble house.

Born into a life of servitude and lacking the will to imagine a better life for himself, Seark considers himself fortunate. Yes, he can never have children or a family of his own, but compared to the skaa of Luthadel who sometimes fool themselves into thinking they can have it better, Seark lives a life of luxury and comfort. The better things go for his master, Lestram Urbain, the better things go for Seark.

And yet... Lestram could learn a lesson or two, and if the big city of Luthadel can teach him those lessons, Seark's willing to allow his master a bit of bruising — to flesh or ego. Lestram will be stronger for it in the long run. Seark warns his master that losing money at dice and cards is shameful, but Lestram may only hear the lesson when it comes from his wallet or his pride. "Such is life," as Seark would say.

It's not Seark's job to keep Lestram's secrets — not from the higher-ranking members of the family. If Lestram wants to keep secrets from his family, he sends Seark away for a few minutes.

Playing Seark: Seark is an obstacle the players must overcome before they can get to Lestram. However, if Seark perceives no threat he may be distracted by conversation or trickery while someone else intimidates or bribes his master. The challenge with Seark is that he doesn't covet money, sex, or power, so luring him away should seem difficult. Remember, though, that Seark is only as much of an obstacle as you need him to be to give one player something fun to do.

Seark, Lestram's Terris Steward

Attributes: Physique 4, Charm 3, Wits 4

Standing: Resources 2, Influence 2, Spirit 4

Resilience: Health 6, Reputation 5, Willpower 8

Traits: Ascetic, Observant, Well-Mannered, Right Hand Man to Lestram

Equipment: Formal clothing, key to the Urbain estate

GRUTHE THE BODYGUARD

Only use Gruthe if three or more players are present.

Red-faced and square-jawed, Gruthe looks like a walking pile of bricks. His vest and shirt barely fit him and his threadbare jacket is a pale imitation of what was fashionable two winters ago. His hands seem ready to burst from his fingerless gloves at any second.

Lestram Urbain chose not to bring along one of his house guard for this trip, instead picking Gruthe from a cluster of fists-for-hire near Luthadel’s Pewter Gate. “You know these streets,” Lestram said, “and besides, you’ll never be let into Urbain’s keep here in Luthadel, so you won’t be telling my hosts where I’ve been or what I’ve done. Still, there’s an extra clip in it for you if you can keep your mouth shut.” Gruthe wasn’t impressed, but he also knows there’s more than just one extra clip in a hire like Lestram Urbain, and he plans to keep his eyes open for more.

Playing Gruthe: Gruthe gives a third or fourth player something to do. Use him to make this chapter more compelling or challenging for the players, but also remember that Gruthe offers little nuanced resistance — he can be beaten up, bought off, or tricked in equal measure.

Gruthe, Goon For Hire

Attributes: Physique 5, Charm 2, Wits 3

Standing: Resources 2, Influence 2, Spirit 2

Resilience: Health 7, Reputation 4, Willpower 5

Traits: Pugilist, Barrel-Chested, Streetwise, Mercenary

Equipment: Sack of copper clips, padded armor (reduces damage from physical attacks by 1)

SETTING THE SCENE

This chapter takes place wherever the Heroes choose to approach Lestram Urbain. Cobine the location they choose with the approach they take to getting information from him, and you have your scene. Because of Lestram’s movements throughout the day, the Heroes may approach the noble at any of three locations:

- They can meet him at the lowly tavern where he plays dice games with the skaa. This is a good place to bribe or charm Lestram, as he may be a bit drunk and down on his luck.
- They can approach him in the street on his way back to the Urbain keep in Luthadel. This is a good place for stealing his keys or staging a physical confrontation, provided the Heroes can act before city guards arrive.
- They can stop him in front of the Urbain keep in Luthadel, in full view of his hosts. This is a good place to endanger Lestram’s reputation, right where everyone who matters can see it happen.



Let the players decide where and how to begin, and remind them that they may be able to pressure Lestram at more than one location, depending on their plan. They can act together or split up and try different approaches, leveraging their different abilities for a multi-pronged approach. If necessary, use Seark and Gruthe to make sure everyone is engaged in the action, even if they're not all rolling dice or dealing with Lestram directly.

The following descriptions should help you set the scene at each location along Lestram's journey from tavern to House Urbain's keep.

THE TAVERN

Thick with smoke and packed with skaa, the Ashen Hound tavern is a haven for those rare skaa with coins to wager and a desire to be seen drinking the finest they can afford. The low-ceilinged, stone-walled room is alive with loud conversations and boisterous laughter. Near the fire, a scrawny lad picks at a fiddle. The floor is sticky with spilled ale, and the air smells of burnt oil and salted potatoes.

Down the hall, in darker, quieter rooms, merchant skaa negotiate deals over games of cards or dice. This small measure of privacy is why the Ashen Hound is known a safe place to talk — and gamble.

Lestram Urbain wouldn't be so out of place here if it weren't for his garish, marred outfit. Some nobles in the know do occasionally come down to do business with the merchant skaa, and when they do they wear clothes that can handle the soot. *Not Lestram*. His fine blue coat and striped trousers have been all but ruined by kneeling on the dirty floor scrabbling for dice.

THE STREETS

The streets between the Ashen Hound and Keep Urbain are a strange mélange of skaa slums and broader avenues. The main arteries are swept clean of ash by brooms and feet but the alleyways meandering off the thoroughfare are dark and dirty. The narrow streets and leaning façades give the feeling that night is always just an hour away, even when it's not. The smell of countless fires mingles with the stink of dirty water to create the nameless urban stench that's so common in skaa neighborhoods.

People are *everywhere*. Here a blind beggar rattles a pewter cup of clips. There a boy tries to sell a dented pocket watch to anyone who looks like they might have a few clips, and less sense. In the background, skaa of every ilk bustle toward tenements, rushing to beat the the mists that come when darkness descends upon the city. People emerge from shadowed doorways and disappear down cramped alleyways, always on the move toward... somewhere more important than here. Perhaps *anywhere* is more important than here.

Lestram Urbain manages to blend a bit with the crowds, his fine blue coat stained with ash, but his tall valet Seark is easy to spot. The Terrisman leads Lestram through the streets, craning his head this way and that, always in search of an easier path... or, perhaps, in search of danger.

KEEP URBAIN'S FRONT GATE

Keep Urbain is a tall, dark, blocky structure built on a few squat arches. Where the keep meets the wide street, a semi-circular turnabout for carriages arcs off the avenue, punctuated by a rock garden. Various Urbain family members are out on the veranda, drinking wine and laughing politely at each other's jokes. A row of armed guards protects them from the outside world.

The street here is not so busy. The occasional carriage rattles by. The air smells of clean ash and distant coal.

This is no grand affair for the Urbains — just a quiet night of drinks and dinner for the family and its kin in town from the Eastern Dominance. Whatever happens on the street or in the turnabout here is plain to hear and see — it's in their front yard, after all.

Before Lestram gets that close, however, he stops and attempts to dust the soot from his trousers and coat.

APPROACHING LESTRAM URBAIN

Pair the location where you or the players choose to begin play with an approach from this section, and you have your scene.

Do the Heroes attempt to outwit Lestram in the tavern? Do they steal from him on the street? Do they duel with him outside the family keep? Do they try more than one approach? Let the story play out as it will — your job as Narrator is to provide interesting opportunities for the players to exploit.

If the players have trouble settling on an approach, start them at the tavern and ask: "What Attribute, Standing, or Power on your sheet do you want to use to get him to talk?" If the players are new to the game, this may be an excellent time to explain the basics.

Once the Heroes are in motion, play should unfold naturally as Lestram reacts to the players' approaches. Remember, Lestram is willing to part with information if he thinks it'll help him — and he's not quite smart enough to see the big picture here.

Circumstances: Remember to add a bonus die to a player’s pool when two or more Circumstances favor his or her action during a Challenge, Contest, or Conflict. Perhaps the Heroes have Lestram outnumbered on unfriendly turf, or maybe they decide to leverage the curiosity of the Urbains and their guests as Lestram approaches his family keep. Let the players frame the scene to maximize their advantage, if they can — it’s the core challenge in this scenario.

Traits: Likewise, encourage the players to bring their Traits into the action and play to their strengths. Whether the players approach Lestram together or alone, their Traits are essential to their success. Perhaps Thorrow takes a beating from Gruthe as Beck distracts Seark and Lestram with discourse, leaving Sev to steal the keys right out of Seark’s pocket. Perhaps Beck argues with Seark while Sayna uses Zinc to provoke Lestram into a duel for his honor — which she’ll let him win if he tells her how to reach Amyse Bylerum. The players should be encouraged to concoct their own approach to the situation, using everything on their sheets and all the imagination they can muster to win the day.

Consequences: Each approach to prying information or keys from Lestram brings with it a potential consequence. These consequences don’t immediately impact the Heroes in this chapter, but they may affect what happens later if this chapter is played as a prequel to “Thieves in the Ninth House.” Let the players know what’s at stake for each approach they consider — their characters do this sort of thing for a living, and know some of the likely consequences for their actions.

PHYSIQUE

Physical confrontations with Lestram or his people most likely rely on the Physique Attribute (maybe combined with the Pewter Power). Perhaps the Heroes separate Lestram from his valet and then physically intimidate the petty nobleman. Perhaps that intimidation takes the form of a beating delivered to Gruthe or even Seark, if the Heroes are that brutish.

Before a physical Contest can take place, a Hero might have to make a Difficulty 2 Physique or Charm roll just to get close enough to the mark. This may involve navigating a crowd or offering a disarming smile on approach.

Here are a few simple Contests of Physique the characters might attempt:

- *Intimidate Lestram (and/or Seark) with a show of force:* Physique vs. Wits
- *Distract Gruthe by insulting his manhood:* Physique vs. Physique
- *Physically accost Lestram or Seark and steal their valuables (including the keys):* Physique vs. Physique
- *Make an escape after accosting Lestram and his people:* Physique (to run) vs. Wits (to keep eyes on the escapees), possibly decided with a Contest of 2 or 3 rolls

Consequences: A physical approach has serious consequences, as Lestram and Seark are sure to report the fact that they’ve been robbed or attacked. Heroes employing such blunt tactics had best be masked. The good news is, Lestram and Seark may not be able to tell the difference between a random robbery and a larger plan, so while they may report the attack, word may be slow to travel back to the Eastern Dominance estate. There’s also the very real possibility that the guards at the estate may ignore the report, especially if it seems like a random crime in faraway Luthadel.

WITS

A Contest of Wits requires that Lestram or Seark willingly engage with the Heroes. This is easy for Beck or Sayna, but requires Thorrow or Sev to make a Difficulty 2 Charm roll first (as they need to get Lestram or Seark's polite attention).

Witty repartee is enough to distract Seark as long as he feels Lestram isn't in danger. Drawing Seark into a conversation is easy but holding his attention while Lestram is being intimidated or bribed turns into a Contest. Each time a Hero beats Seark in Wits versus Wits Contest, another Hero can make a roll against Lestram without Seark noticing. Failing two Wits Contests in a row alerts Seark that something is fishy.

Here are some Contests of Wits that might play out:

- *Distract Seark while others talk to Lestram or Gruthe:* Wits vs. Wits
- *Convince Lestram that revealing information about the estate is in his best interest:* Wits vs. Wits
- *Draw Gruthe's attention with a clever ploy:* Wits vs. Wits

Consequences: Failing a Wits-based Contest with either Lestram or Seark leaves them aware that someone has been pumping them for information or otherwise trying to manipulate them. The severity of a negative Outcome dictates how they respond: -3 or worse prompts them to report back to the Eastern Dominance estate, via letter, that someone's been asking about the grounds (or Amyse Bylerum, or what have you). This certainly makes things harder for the Heroes in "Thieves of the Ninth House."

CHARM

Contests of Charm require characters to get face to face with Lestram, which is easy enough to achieve (a simple Challenge of Charm or Wits ought to do it), but sadly, it's almost impossible to pull it off in secret. The trick here is to persuade, intimidate, or cajole Lestram and his people so convincingly that they don't even consider that there's anything more to the conversation than the here and now.

Charm can let characters threaten Lestram without breaking their smile. It can also let them lie convincingly and put on an air of, well, almost anything they like. With a lot of Charm, a Hero can threaten Lestram to his face without the chapter turning violent at all. This is a fine tact for subtler characters.

Here are some examples of Charm-based Contests:

- *Distract Seark while others talk to Lestram:* Charm vs. Wits
- *Threaten Lestram without so much as raising a fist:* Charm vs. Charm
- *Convince Lestram that you're asking for his own good:* Charm vs. Wits

Consequences: The consequences of charming Lestram are similar to outwitting him. With an Outcome of 2 or better, Lestram genuinely believes all is well. He continues on his merry way and doesn't think twice about the encounter. With an Outcome of -3 or worse, however, Lestram becomes very worried and notifies the Eastern Dominance estate that trouble may be brewing. Again, this will be unfortunate for those who continue the scheme in "Thieves of the Ninth House."

STANDING

Influence and Resources are also viable ways to persuade Lestram, though they work best work best once Seark is distracted. (If Seark knows that Lestram has been bribed or threatened, he reports it to House officials at the next opportunity.)

With an Influence vs. Influence Conflict, a Hero can attack Lestram's Reputation by threatening to spread word that he's wasted his allowance (and more) dicing with skaa. When his Reputation hits 0, he caves to the pressure.

A Resources vs. Resources Conflict can attack Lestram's Willpower with offers to pay for a bit of information. If Lestram's Willpower drops to 0, he takes the bait and keeps the bribe under his hat.

Consequences: The Heroes aren't likely to find an approach with Standing that fools Lestram, but they may still be able to silence him, at least for now. With an Outcome of 1 or 2, the noble eventually reports that he's been bribed or cajoled — though not until after word reaches him that the eastern estate has been robbed. With an Outcome of 3 or better, Lestram keeps his mouth shut, quite certain that he'll be in terrible trouble if he admits to selling family secrets (and he would be right).

POWERS

Powers like Pewter, Brass, and Zinc are handy in this chapter, as they enhance key rolls to secure the information needed by the Heroes' Crew. However, obvious use of magic spooks Lestram and his cronies and they scramble for the estate, knowing they're in over their heads.

WHAT THE HEROES CAN LEARN

Lestram has a few pieces of valuable information, plus keys to the eastern estate (which he keeps on Seark's person). All of these are worthy prizes for the Heroes, and will be helpful to the Crew when they head out to rescue Amyse Bylerum.

Regardless of the tact used to pry it free, one piece of information is learned for each point of Outcome. These details are revealed in this order:

- “Lady Bylerum is doubtless staying in the main house, where all proper guests are hosted.”
- “She's probably in the mountain-view suite at the north end of the house.”
- “We don't get many guests out there — we're suspicious of strangers in that part of the Empire — but it'd be hard to turn away a traveling noble. It'd just be impolite.”
- “Our guards are a hardy and serious lot. Only once has a thief made it onto the grounds, and then my brother Vestern took care of him. Vestern's a Mistborn, after all.”
- “There's a secret passage leading out of the main house to the guest house, right on the edge of the estate. It's meant for mistresses and the like, and it's not guarded. It wouldn't be very secret if it were, now would it?”

WHAT COMES NEXT?

With information in hand, the stage is set for the Crew to act, infiltrating the Urbain Estate in search of Amyse Bylerum. All will be revealed in “Thieves in the Ninth House” coming soon for the *Mistborn Adventure Game*!

BECK, FIXER & CREW LEADER

You're a merchant skaa, a go-between for nobles needing to hire laborers, with enough money for a nice suit, a fine hat, and a decent reputation. Though you'll never be a noble, you know how they think, what they want, and how they look down on you. Your parents trusted in the nobility but still died penniless, and you won't make the same mistake. You've secretly thrown in with thieves to ensure a better future for yourself and your children. You've worked too hard to let the whims of the nobility determine your fate.

Attributes: Physique 3, Charm 4, Wits 4

Standing: Resources 4, Influence 6, Spirit 3

Resilience: Health 7, Reputation 10, Willpower 7

Traits: Safeguard my family's future (Drive), Fixer (Profession), Well-connected (Specialty), Portly (Feature), Determined (Personality), Known as "upright citizen," Father figure to my Crew

Equipment: Dueling cane (+2 damage in melee combat), Horse & carriage, Pocketwatch



SAYNA, CONWOMAN & RIOTER

Your mother always said you and your little brother Sev have noble blood — maybe that's why you're both gifted with the Allomantic ability to alter people's emotions. Deep down though, you're a skaa who's very good at pretending you're not. You pass the time living as Lady Sabelle, daughter of a minor house from a distant city. It's a persona that creates inroads even Beck can't muster — and when it comes time to take down a mark, there's no better advantage.



Attributes: Physique 2, Charm 4 [5], Wits 3

Standing: Resources 3, Influence 4, Spirit 6

Resilience: Health 5, Reputation 8 [9], Willpower 9

Powers (Allomancy): Zinc 5. When burning Zinc, you may enflame the emotions of someone nearby. The Difficulty is based on how strongly they already feel the emotion you want to Riot (Difficulty 1 for strong emotions, Difficulty 5 for very faint ones). With success, add 1 die per point of positive Outcome to Charm and Influence Contests against that person for 1 hour.

Tug Emotion: When burning Zinc, your Charm and Reputation increase by 1 each, as noted in [brackets].

Zinc burns 20 minutes per charge.

Traits: Escape the life of a skaa (Drive), Conwoman (Profession), Disarming innuendo (Specialty), Noble bearing (Feature), Confident (Personality)

Equipment: Formal clothing, 2 Misting vials (each containing 3 charges of Zinc)



SEV, SOOTHER THIEF

Beggar, conman, drunkard, genius: you're many things but you're no fool. You've spent your life protecting your sister Sayna from the dangers of her ambitions — easily a full-time job — and it's made you cautious and sharpened your wit to a razor's edge. You prefer to leave others to the dangerous work and use your Allomantic gift to Soothe dangerous emotions as a way to keep your marks off-guard.

Attributes: Physique 4, Charm 3, Wits 6

Standing: Resources 2, Influence 4, Spirit 3

Resilience: Health 6, Reputation 7, Willpower 9

Powers (Allomancy): Brass 5. When burning Brass, you may suppress one or more emotions in someone nearby. The Difficulty is based on how strongly they feel the emotion you want to Soothe (Difficulty 1 is for faint emotions, Difficulty 5 for very strong ones). If you succeed, add 1 die per point of positive Outcome to Charm and Influence Contests against that person for 1 hour. Brass burns 20 minutes per charge.

Traits: Make the most of every opportunity (Drive), Thief (Profession), Always has a plan (Specialty), Witty repartee (Feature), Cautious (Personality)

Equipment: Steel dagger (+1 damage in melee combat; may be thrown), Misting vial (containing 3 charges of Brass)

THORROW, THUG BODYGUARD

You were raised in the skaa slums of Luthadel, and have a profitable knack for violence. You've spent your life within spear's reach of the nobility, always on the lookout for that day when you can strike a blow for the common skaa and show "your betters" that you're not afraid of them. Until then, you quietly aid your thieving crew as they chip away at the gilded walls of the Final Empire.

Attributes: Physique 6 [11], Charm 3, Wits 4

Standing: Resources 3, Influence 2, Spirit 4

Resilience: Health 9 [14], Reputation 5, Willpower 8

Powers (Allomancy): Pewter 5. When burning Pewter, your Physique and Health increase by 5 each to the [bracketed] values.

Denser Tissues: You take 1 less damage from physical attacks while burning Pewter.

Pewter burns 20 minutes per charge.

Traits: Make the nobility suffer (Drive), Bodyguard (Profession), Spear fighter (Specialty), Heavily scarred (Feature), Determined (Personality)

Equipment: Spear (+2 damage in melee combat; may be thrown), 2 Misting vials (each containing 3 charges of Pewter)

