



BRANDON SANDERSON

#1 *NEW YORK TIMES* BESTSELLING AUTHOR

MISTBORN



Now with over 10 million copies sold, The Mistborn Series has the thrills of a heist story, the twistiness of political intrigue, and the epic scale of a landmark fantasy saga.

For a thousand years, ash fell and no flowers bloomed. For a thousand years, the Skaa slaved in misery and lived in fear. For a thousand years, the Lord Ruler reigned with absolute power and ultimate terror, divinely invincible. Then, when all hope was lost, the scarred, heartbroken half-Skaa Kelsier found in himself the powers of a Mistborn.

A brilliant thief and natural leader, Kelsier recruits the underworld's smartest and most trustworthy Allomancers, who each share one of his many powers and relish a high-stakes challenge. Only then does he reveal his ultimate dream: not just the greatest heist in history, but the downfall of the divine despot.

But even with the best criminal crew ever assembled, Kell's plan looks like the ultimate long shot, until luck brings a ragged girl named Vin into his life. Like him, she's a half-Skaa orphan, but she's lived a much harsher life. Vin has learned to expect betrayal from everyone she meets. She will have to learn to trust, if Kell is to help her master powers that she's never dreamed of.



Brandon Sanderson

Mistborn: The Final Empire

Mistborn - 1

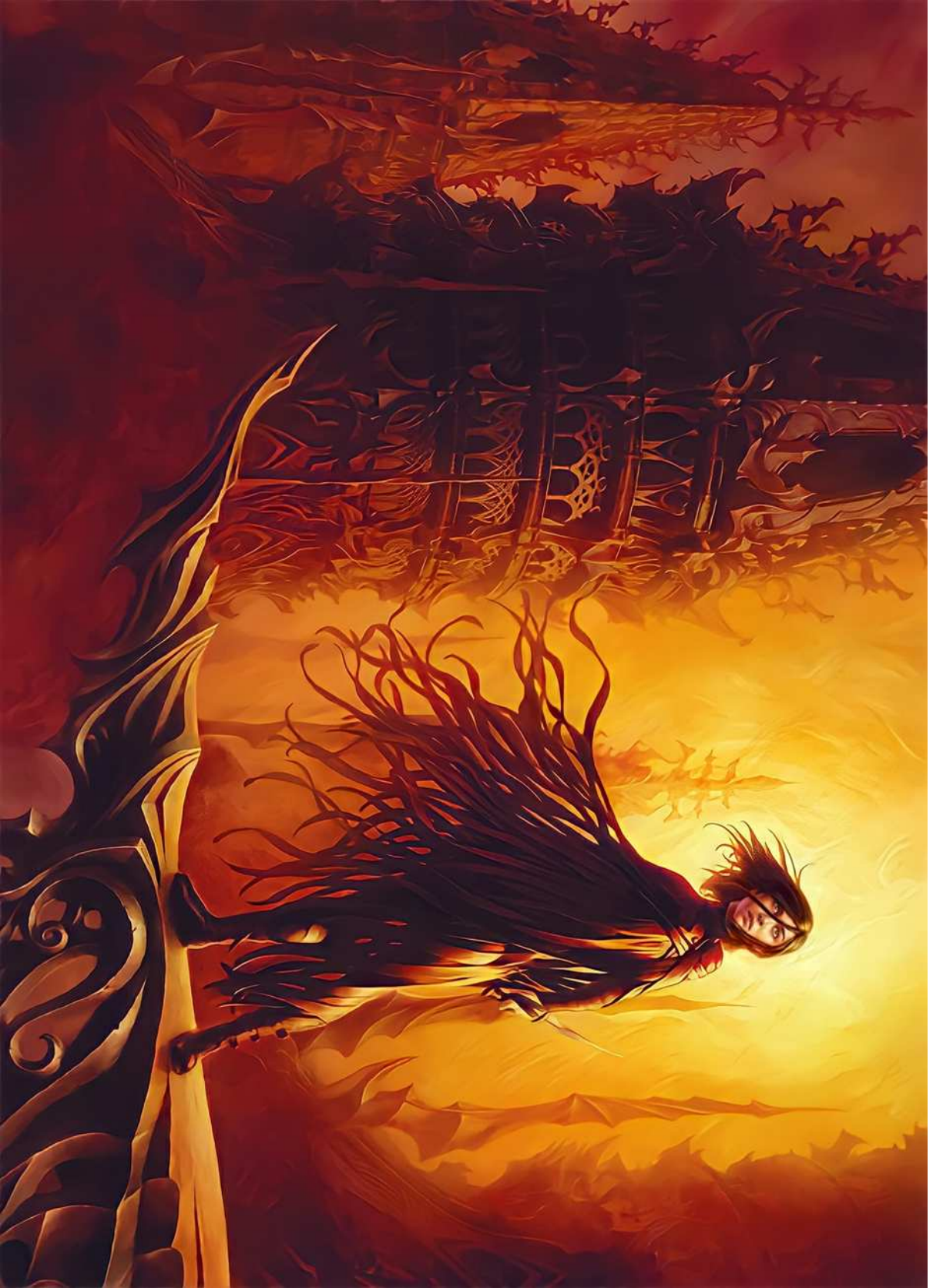
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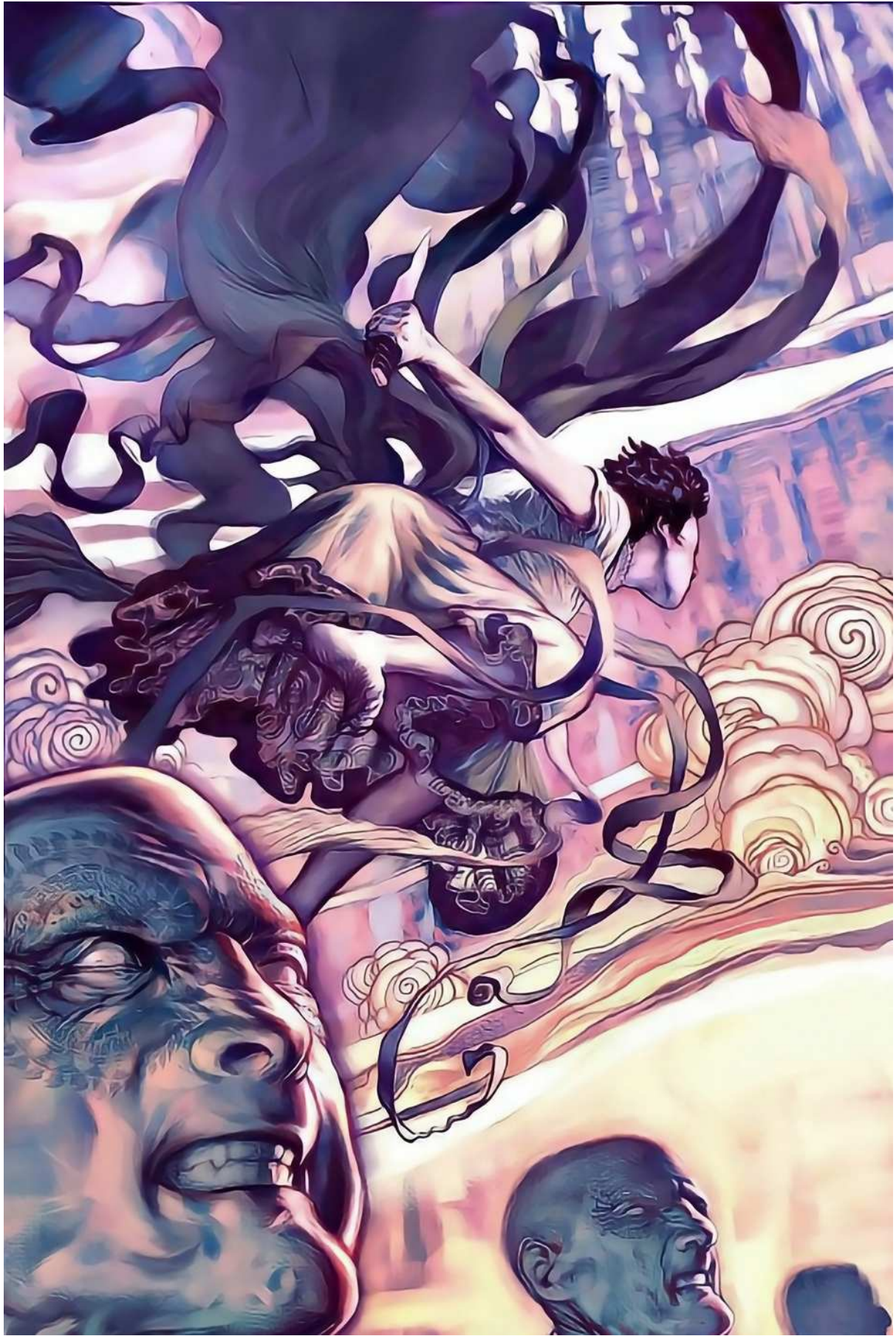
Kelsier 27.05.2023

Brandon Sanderson, 2006
Tenth Anniversary Edition: December 2016
Cover art: Danny Schlitz

Digital editor: Kelsier
ePub base r2.1







JACKET SKETCH

I was eager to land Jon Foster right from the start. Irene, the art director at Tor, spends a great deal of time hunting for talented artists who haven't done a lot of cover work. This lets her get skilled professionals with a style that stands out. Jon's work that she sent me was mostly for Star Wars comic book covers and other concept art. It had this awesome "mural atop the ceiling of a gothic church" feel to it. Stately, yet somehow still energetic, full of implied motion.

The *Mistborn* sketch we had looked great to me, though I did request that the angle be revised to make it look less like we were looking up Vin's skirt. Otherwise, I was stoked about it—and then was surprised when the final came back, and the Inquisitors had lost their eye spikes. Turns out that someone on Tor's side decided they looked too "horror" and not enough "fantasy" with that prominent face, spiked right through the eyes.

It was probably the right call, but I do still get a lot of questions from people about who the men on the cover are supposed to be. In any case, I'm very fond of this cover, and I'm grateful Jon let us include it here.

BRANDON SANDERSON

September 2016

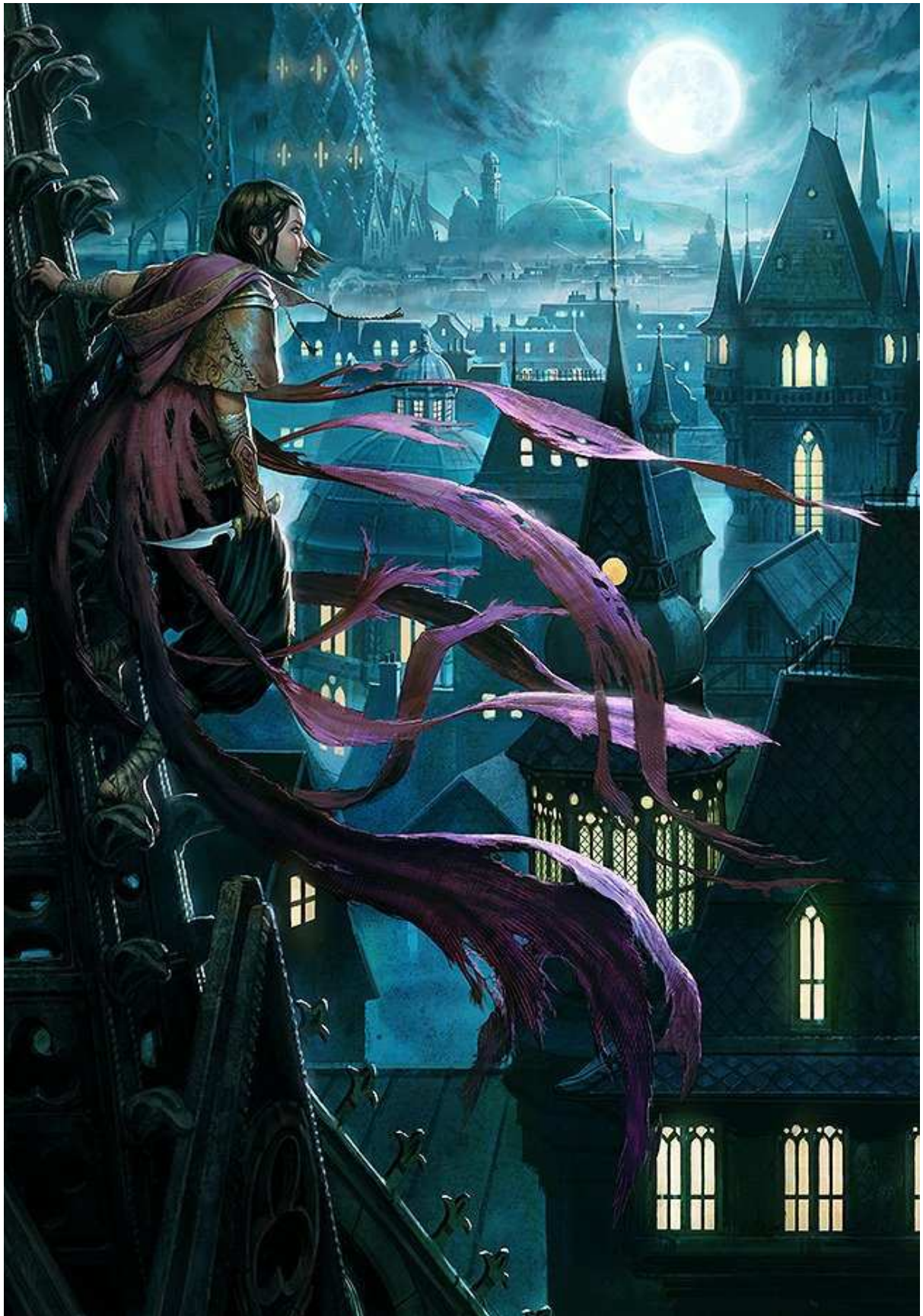


















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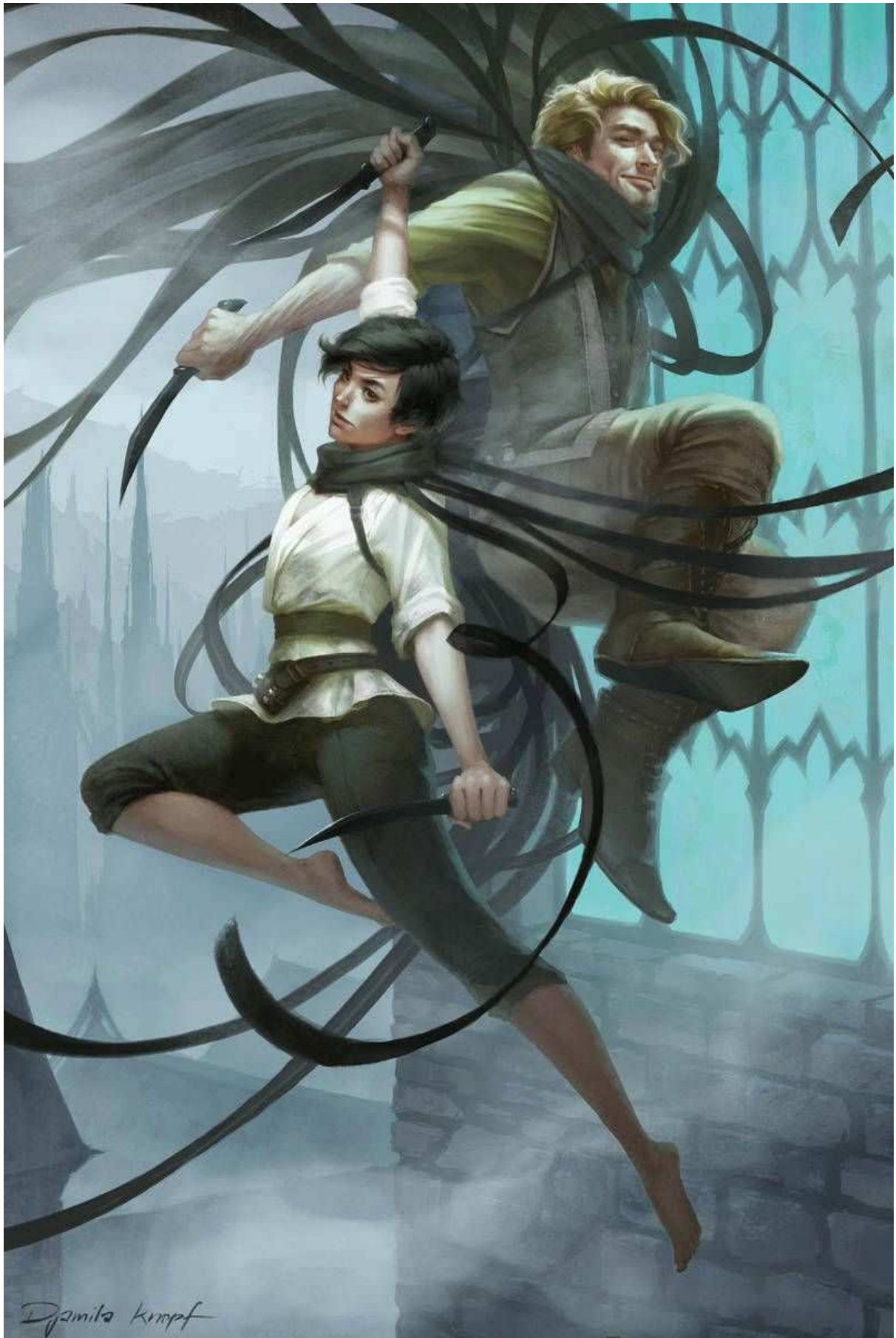






TABLE OF ALLOMANTIC METALS

PHYSICAL

Iron <i>Iron</i> Burning iron allows the Alloyancer to pull on the mass of the metal. The mass must be directly forward of the Alloyancer's center of gravity.	Steel <i>Carbonifer</i> Burning steel allows the Alloyancer to pull on the mass of the metal. The mass must be directly away from the Alloyancer's center of gravity.
Tin <i>Thinger</i> Burning tin increases the Alloyancer's strength, speed, and durability. All are increased at the same time.	Pewter <i>Pewterium (Ting)</i> Burning pewter increases the Alloyancer's strength, speed, and durability and enhances the body's ability to heal.

ENHANCEMENT

Aluminum <i>Aluminum Coat</i> Burning aluminum instantly creates a protective shield of aluminum around the Alloyancer's head. The shield is made of aluminum and is as strong as steel, so long as it is not pierced by a flame.	Duralumin <i>Duralumin Coat</i> Burning duralumin instantly creates a protective shield of duralumin around the Alloyancer's head. The shield is made of duralumin and is as strong as steel, so long as it is not pierced by a flame.
Chromium <i>Leather</i> Acts like aluminum, but also allows the Alloyancer to see through the shield. Chromium also allows the Alloyancer to see through the shield. Chromium also allows the Alloyancer to see through the shield.	Nickel <i>Nickelium (Nick)</i> Burning nickel allows the Alloyancer to see through the shield. Nickel also allows the Alloyancer to see through the shield. Nickel also allows the Alloyancer to see through the shield.

KEY



MISTBORN

MENTAL

Zinc <i>Zinc</i> Burning zinc allows the Alloyancer to see a vision of the future. The vision is limited to a single individual or object in a general area.	Brass <i>Solder</i> Burning brass allows the Alloyancer to see a vision of the future. The vision is limited to a single individual or object in a general area.
Copper <i>Copperhead (Copper)</i> Burning copper creates an Alloyancer who can see a vision of the future. The vision is limited to a single individual or object in a general area.	Bronze <i>Seeker</i> Burning bronze allows the Alloyancer to see a vision of the future. The vision is limited to a single individual or object in a general area.

TEMPORAL

Gold <i>Augur</i> Burning gold allows an Alloyancer to see a vision of the future. The vision is limited to a single individual or object in a general area.	Electrum <i>Oracle</i> Burning electrum allows an Alloyancer to see a vision of the future. The vision is limited to a single individual or object in a general area.
Cadmium <i>Finder</i> Burning cadmium allows the Alloyancer to see a vision of the future. The vision is limited to a single individual or object in a general area.	Bendallor <i>Slider</i> Burning bendallor allows the Alloyancer to see a vision of the future. The vision is limited to a single individual or object in a general area.

GOD METALS

Lustrum From Lustrum, the Alloyancer's power is enhanced. Lustrum also allows the Alloyancer to see a vision of the future. The vision is limited to a single individual or object in a general area.	Aium From Aium, the Alloyancer's power is enhanced. Aium also allows the Alloyancer to see a vision of the future. The vision is limited to a single individual or object in a general area.
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