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Shadows of self pdf

Shadows of Self is the second book set in Mistborn Era 2. It was released on October 6, 2015. [1] An excerpt was posted on Brandon's website preparing for Wax and Steris' wedding. Cover Synopsis [edit] With The Alloy of Law, Brandon Sanderson surprised readers with a New York Times bestselling spinoff of his Mistborn books, set after the action of the trilogy, at a time corresponding to late 19th-century America. The heroes of the trilogy are now figures of myth and legend, even objects of religious veneration. They were succeeded by wonderful new characters, including Waxillium's Ladrrian, known as Wax, Hereditary Lord of the Ladrrian House but also, until recently, a lawman in the ungoverned border region known as Roughs. There he worked with his eccentric but effective friend, Wayne. I'm twinborn, which means I'm able to use both allomantic and feruchimic magic. Shadows of Self shows Mistborn's society evolving as technology and magic mix, the economy grows, democracy comes to terms with corruption, and religion becomes a growing cultural force, with four faiths competing for converts. This lively, optimistic, but still shaky society is now faced with its first case of terrorism, crimes aimed at fomenting labour conflicts and religious conflicts. Wax and Wayne, assisted by the adorable and brilliant Marasi, must unveil the conspiracy before civil conflicts stop Scadrial's progress in his tracks. Shadows of Self will give fans of The Alloy of Law everything they hoped for and, in dealing with this is a book by Brandon Sanderson, more, much more. - [2][quote required] Plot Summary[edit] Prologue Wax is an inexperienced and naive bounty hunter determined to make a difference in roughs. He's hunting granite joe, with a teenage Wayne tagging as his assistant. He comes across a woman named Lessie who is also looking for Granite Joe, and they agree to team up and split the bounty. They find it in the basement of a saloon, and there's a fight. Looks like Lessie's going to cheer him on, but she shoots Joe instead. They hit him quickly and leave together. Part 1 A year after the capture and execution of Miles Hundredlives, Wax and Steris plan their wedding. Wax works like a special cop. Wayne reports that an infamous thief has been spotted, and they hunt down Marasi, who now also works in the police as an assistant to Constable General Aradel. The villain is known as the Shooter and has presented himself as a figure of Robin Hood. They chase him into the slums, and Wayne uses clever disguises to hunt him down. He is captured but almost immediately killed by a murderer before can bring him here. They are called upon to investigate another incident, this is the murder of the governor's brother and a lot of shady criminals and nobles in his house. It seems to be being work of a feruchist. Part 2 of Elendel is in a state of agitation. Food prices and unemployment are high, the population is tired of corruption in the noble controlled government and working conditions for those in work are poor and dangerous. An assassination attempt is made on the governor. Harmony speaks directly to Wax through her earring and asks for her help in finding Paalm, a kandra who calls herself Bleeder and is causing chaos in the city. Wax and the gang go to Lady ZoBell's party to try to find her. She begins to hear her voice in her head while wearing the earring. He wants to free the people of the city from Harmony. He chases a man who plays the part of a server, but loses it in the fog. Instead, he ambushes Set's agents, but receives help from McLaan, a kandra who was sent by Harmony to help him. As the evening progresses, other events fuel the unrest, threatening to throw the city into total chaos. Paalm dresses up as a Pathian priest and kills a surviving priest to sow religious discord. He retrys the governor's life, but Wax hunts down, and flees. He finds evidence that she's been to Kandra Homeland, so he goes there and meets TenSoon. Both are attacked by wild beasts: people transformed into an unknown emaluric construct. The wax seems to have been a distraction and he rushes back to try to protect the governor. Part 3 The governor prepares to talk to the crowd gathered around the mansion, and Wax realizes that the governor is indeed Bleeder. Wayne already figured it out and was captured. Bleeder flees the scene and Wax reaches her on a bridge. He takes off his mask and reveals Lessie's face. Wax shoots her with a special bullet - a bullet forged by her earring - allowing Harmony to gain control over Paalm again. She chooses instead to die, and reveals that she has always been Lessie. She was sent by Harmony to watch over Wax. Wax is furious with Harmony for having him killed a second time. Meanwhile, in the villa, McLaan's attempt to impersonate the governor is not good, but Aradel arrests him for corruption, promising the crowd to arrest nobler and clean up corruption. The city is preserved and Aradel becomes interim governor. Epilogue Wax is in deep depression. Only Steris can console him, without offering words, only one shoulder to cry on. After the completion of The Alloy of Law Brandon traced three more books following the same characters to finish the story, the first of which is Shadows of Self. Brandon wrote the first third of Shadows of Self in 2012 among the drafts of A Memory of Light to avoid being burned. The book was then until the end of 2014. He had difficulty, however, in lying himself with the characters and the story, which a common problem for him when he stops working on a story halfway through. To remedy this, he jumped forward and wrote the sequel, The Bands of Mourning, before returning to finish Shadows of Self. Brandon explained that the title Shadows of Self refers to the multiple roles a person occupies throughout his life, as well as the inclusion of a kandra character. [4] Awards[edit] Reddit Fantasy Stabby Award for Best Novel of 2015[6] Cover[edit] Statistical Analysis[edit] Notes[edit] This page contains a chapter-by-chapter summary of Shadows of Self. We hope this summary will make it easier to find specific areas of the book, as well as provide a quick storyline update for anyone who doesn't want to take the time to read the entire book. Waxillium gets off his horse and tells the teenage boy that he was following him to be with the horses. He enters a grungy saloon and asks the bartender for Granite Joe, the outlaw he's in pursuit of. The bartender tells him that if he pays, he might know someone who knows Granite Joe. Once Wax says he will pay, the bartender leads him to a small room near the stairs, telling him to wait. While waiting, a woman carefully bursts through the window, an unlit cigar in her mouth. When she realizes that someone else is in the room with her, she swears and points the gun at Wax. After a stalemate, they both ally after the same quarry and resolve to work together and share the reward. When Wax tells her that he asked Joe's bartender, she is incredulous, telling him that everyone in the saloon belongs to Joe. They realize it's a trap, but when they try to escape through the window again, they are stopped by a cutter. They peek out the door and see that hooligans in the salon are obviously reluctant to face Wax. They decide to do the next floor and escape through a window across the building. They run up the stairs, wax that shoots and misses everything except the piano, and compose it up to the second floor. Wax remembers seeing her first as a dancing girl. Wax whistles a couple of times for his horse so they can jump in the saddle and ride, but he doesn't show up. Eventually the boy approaches and tells him that Destroyer (the horse) is still drinking. As they plan to jump anyway, Wax confident in his cone skills of landing safely, notices a blue line moving across the street and the sun shining from something, so he immediately pulls himself and Lessie to the ground while a shot is fired. The cutting edge had moved around. Wax realizes that Granite Joe is probably in the basement, so he grabs Lessie as he rolls to the ground and then uses his skill to touch and store weight along with his allomantic ability to push on the metal to crash across the floor to the basement. Couple crashes into dining room interrupting Granite Joe's meal. Granite Joe has two bodyguards -- armed with non-metallic weapons -- so Wax is caught in a stalemate. Talk to Wax, stalled for backup. Joe gets up and draws, and Wax pushes to the side, avoiding just a crossbow bolt. He shoots the female guard and pushes into the male guard's gun, ruining his shot. His Push also sends his gun to the bodyguard's face, causing him to fall. He starts moving to attack Joe when he hears a click of the weapon behind him. He stops and sees Lessie pointing a crossbow at him. He realizes that Lessie was also purchased by Joe, and that the whole situation had been set up. Wax desperately tells her that he likes his legs, and she sighs and shoots Joe in the neck. As reinforcements scramble to the basement, Wax strikes a dramatic pose next to Granite Joe's body. The sight intimidates the hooligans who had just returned, who then immediately return as they came. Wax and Lessie flirt for a while, then cling to her and push up to Wayne and his waiting horse. Part 1[edit] Chapter 1 [edit] 17 years later, Winsting Innate prepares to auction its Senate vote to various of Elendel's crime lords and nobles. The apparent item for sale is his last paining. After an introductory speech, start socializing. His flag bodyguard follows nearby. Winsting is rather disappointed that Edwam Ladrrian isn't there. He is first approached by a smuggler named Dowser, who is accompanied by a tall, slender woman with short golden hair. After the conversation, Winsting identifies the woman as a spy - perhaps from the police - to her bodyguard Flog, and orders her to look at her. He continues to socialize for the next hour, but then plays a gunshot, with many others following more quickly from different parts of the room. Flog drags him out and takes him to his shelter. No one is sure who started the firefight, but Flog decides to return to the room to investigate. Winsting closes the door from the inside after he leaves. Flog eventually returns, and Winsting lets him in. He tells them everyone upstairs is dead. While Winsting considers what to do, someone grabs his hair and cuts his throat. Chapter 2 [edit] Steris and Wax discuss wedding invitations, with Steris trying to figure out which of Wax's enemies to invite so she can properly plan for the interruption of the marriage. Wax suggests that he invitation members of his family, but they want him dead. He tells her to invite the leaders among the seamstresses and foragers of her home and the general policeman of each of the city's octants. Their discussion was interrupted by Wayne who broke in to to Wax that the Shooter made his move. With a few hairy excuses and an awkward farewell, he runs outside, but is surprised by the sight of a car, with Marasi behind the wheel. After protesting protest a carriage with horses would be better, come in and go, Marasi and Wayne fill Wax on the details. They quickly find Marks, who is demarcating the streets using Steelpushes. Wax jumps out of the car and pushes himself onto the roof of Marasi's car before pushing and chasing the man. Marks enters a building and Wax smashes a different window on the same floor. Bluffa Marks in giving away his position, and Wax shoots from a nearby room, using a hazekiller turn and a push to get the bullet through the wall. Marks is hit and jumps out of the building. Wax hunts down. The wax is distracted by one of the passers-by, who carries Bloody Tan's face. Marks momentarily forgot, pushes into the crowd, trying to find the man he saw, calling to see if anyone had seen him. Wayne and Marasi recover and ask him what happened. Wax has lost Marks for the time being, but is leaving traces of blood and banknotes. Chapter 3 [edit] The trio heads further into the slums. Wayne is late and finds an older man sitting by a door, coughing. Wayne imitates the man, learning the accent while talking to him, pecking at a mouthful of whiskey before swapping the flask for the man's hat. He then joins a group of men, adapting with his accent and new hat. Comment wax and marasi, who are trying (in vain) to get information from people around the place. Wayne says there's a thousand notes on Marks' head. The men tell him, warning him not to be a rat. Eventually the group dissipates, and Wayne follows the man who gave him lessons. Eventually the man enters a building and Wayne tries to talk to Marks. Slipping on his sets of wooden knuckle bones, Wayne charges into the building, throwing a speed bubble and throwing Marks out. Looking around, he sees that he perfectly placed the bubble, with the other half a dozen individuals in the room outside the bubble. Wayne throws Marks out the window, then follows him out. The speed bubble collapses after Wayne leaves her, and throws Marks over his shoulder and walks away, eating an apple. Meanwhile, Marasi and Wax try to find out where Marks went, still without luck. Wayne eventually shows up, and Marasi asks where he's been. He tells her that he has taken care of his problem, at which point he realizes that there is a person at his feet. When they leave the slums, they are attacked, with Marks killed by a crossbow bolt. Wax fires to chase the assailant. Marasi checks Marks' corpse, but when he realizes that the killer would come back to check that they did the killing correctly, the killer appears and takes her hostage, holding a glass knife to her throat. Wax returns the killer and wields a coin. Marasi remembers his training for hostages: talk it, say conformating words. She, on the other hand, he takes a small gun from his bag and shoots his kidnapper through the head. Chapter 4 [modifier] Marasi cleans up after being covered in blood. Policeman Reddi shows up, and he and some other cops secure the scene. Reddi pulls Wax aside to tell him of the governor's brother's death. The trio goes to investigate. Constable General Aradel is inside. Wax recognizes a number of corpses as important criminals, and Aradel verifies this fact, adding that there are nearly 30 dead criminals of some significance. The discussion leads to the conclusion that it would make more sense for someone outside the existing criminal structure to have made the attack, and Wax realizes from examining the bodies that the melee was started from the center, with several groups killing each other, rather than another group breaking in. Wax then asks to see Lord Winsting's body. Examining the scene, he concludes that it was the work of a feruchist, especially a Steelrunner. They were known to Lord Winsting, and were admitted to the safe room. They then killed Lord Winsting and executed the guards outside as they left. Part 2 [edit] Chapter 5[edit] Wayne resides in Wax's mansion. He's got a little illness because he's filling his mind with gold -- with all the dead at Winsting's house, he's going to have to be healed soon. Wax was up all night analyzing the crime scene. He's convinced a Steelrunner is involved. Wayne studies the picture and points out that the first four shots came from the direction of the enemies of those who were killed, wreaking even more havoc. Wax wants Wayne to go to the Village to investigate, but he has another task he has to do since it's the first day of the month. Marasi buys the afternoon edition of the newspaper to monitor Winsting's story. Note a number of unemployed men, their jobs throughout their lives have gone because of technological progress. The governor doesn't seem to respond to the city's ills, vetoing a workers' rights law. Now people will wonder if he's as corrupt as his brother. Marasi fears the city will reach breaking point. Wax enters the village and meets three Ternis guards (brutes, or pewter ferriars). They tell him to get lost, but Vvaefandal, his grandmother, intervenes. Wayne arrives at Elendel University for his three tests. He sees two guards, apparently looking for him, and sees that the other ways he is have been foiled. Talk to Dims, a leader of a street gang, and try some gun for the first time. Wayne bribes him to put on his clothes and try to cross the gate. When he does, Wayne has no problem. She heads to the girls' dorm and faces her second test: a great woman who calls the Pasha's Ant, bribes with a ticket to the governor's spring dinner that he got into a trade with Wax. She leads him into the visits room and and for Allirande. He offers her the usual monthly salary, and she shows him a picture of his father, forcing him to repeat his crime. She looks at him without emotion and makes sure he knows he's not forgiven for killing him. Wayne humbly accepts his treatment. Wax enters her grandmother's log cabin, named with reminders of Ternis' past. Vvaefandal worries about mixing Feruchemy and Allomancy - he fears another puller will arrive. He asks for the names of the well-known Steelrunners. Rihash old arguments about wax's chosen way of life as housekeeper. He finally reveals Idashwy's name as the only one who might be involved. She left the village after behaving strangely. Wax recognizes the name, and she reminds him that she was with him that night. [1] He asks him to bring her back instead of killing her. Marasi enters the district offices to report to Aradel. In the conversation, he realizes that the reason for other people's resentment in the office is that he has the position of Aradel's assistant instead of Reddi, one of them. Marasi suggests that the governor is corrupt; has a secret file on him. Aradel orders Marasi to go with an assigned street detail to help second-octane cops manage the crowd for the governor's address. You have to report how people react to the speech. Chapter 6 [edit] Wax flies over Elendel meditating on himself about the weight of his responsibility to the thousands of workers who depend on him. He finds Wayne, who asks him why Wax didn't shoot him when he found Wayne. Wax tells Wayne that he would have done it if he took Wayne in the act, which cheers Wayne up. Marasi tries someone who sells apples at a high price and asks him. They told her that the floods meant that there would soon be a shortage of grain, and that the city was a single expedition away from hunger. Go to where the governor's going to hold a press conference. Meeting some of the other cops, he decides to make his way through the crowd to the front. Wax thinks he's seeing Bloody Tan, but he can't find him when he's looking for that man. Meanwhile, Wayne has found the address where Idashwy is staying. They arrive, and when no one answers the door, they open the door and come in carefully. They find a corpse, with a big hole in the chest, in the kitchen. Marasi passes to the crowd. The governor appears and begins to defend his brother, calling for a police investigation. Then it promises aid to those affected by the floods. Marasi notices to herself that none of this is what people want to hear. Keep maneuvering through the crowd to get a better view of Innate. At last he approaches quite, then notices a guard, who had blocked his sight, turns, whispering to no one, before flur un revolver. Marasi irla. Wax e Wayne Wayne the murder and why Idashwy left the Village. Wax shows Wayne the book Death had given him and invites him to read it. No one hears Marasi's scream, and he doesn't have enough time to take his gun, so Innate he runs forward, grabbing the man and slowing down the bubble, with the other half a dozen individuals in the room outside the bubble. Wayne drops the bubble, with the governor being rushed away. Wax and Wayne discuss Hemalurgy, determining that the assassin stole Idashwy's Steelrunner equipment, and used it to kill Winsting and those at his auction. Wayne finds a piece of paper in the woman's pockets: Someone else moves us, lawman. The same words Bloody Tan said before Lessie was killed. Chapter 7 [edit] Wax and Wayne return home. Darriance informs Wax that Ranette had been killed and had left some equipment for him to test. Wax speaks briefly with Steris, who reminds him of Lady ZoBell's party. You inform him that someone tried to kill the governor, but you have the good authority that he will still be present. Wax decides he's going to have to talk to the man who tried to shoot him. They head into a carriage driven by the new boy, Hold. Wax puts on his earring, wondering if it was done by killing someone, to whom a distinct, surprising Wax voice responds. Harmony speaks to him, telling him that a kandra (now known as the Faceless Immortals) named Bleeder wears Bloody Tan's body and is the culprit behind the murders. She tells Wax that she can't stop her because she's only using one Blessing at a time, which means she's crazy, but unable to be controlled by Harmony. Wax discovers that Harmony can read her thoughts, and Harmony explains that she can do so while the earring is in. Storage allows him to listen to Wax; Ruin lets him talk to him. Harmony also explains that his hands are tied, and he is unable to track Paalm on his own. Hence wax's request for help, although Harmony promises to send help. During this talk, Harmony also tells Wax that it may have made life too easy for people. He mentions some technological advances, such as radio and aviation, that they didn't bother to discover. Harmony tells Wax that he is less harsh on Marasi who is also Harmony's agent on Scadrial. Aradel and the other cops look at the suspect (Rian) in the interrogation room through the glass. He mumbles only inconsistently when questioned. He had a series of suspenders, so they wonder if he was born in metal. The wax joins them and pushes easily on the braziers, confirming that they are not metal. The attack was simply a ruse. Wax goes to talk Rian himself, taking Marasi and telling her about his experience with Harmony. Rian tells them they won't save the governor and that he has something for Wax in his arm. It turns into a special old coin, a to Wax. Chapter 8 [edit] Wax is twelve years old, riding in his uncle's carriage. He's trying to see the defect in a misstruck coin. His uncle is taking him to the bank to encourage him to be a banker, but Wax insists he will be a hero. Edwam is contemptuous, saying that the heroes' days have passed. He shows Wax two loanees, a poor one, trying to get his family out of the slums, the other rich, by buying another boat. Unlike other banks, which only make safe loans, they will lend money to the poor man and charge a high interest rate, thus creating value from something that has no value, such as the currency of error. He gives it to Wax as a memento. Wax rips him off and takes him to the poor guy, telling him what he's worth and not signing the loan. Wax is telling the story to Steris on her way to the party. Turns out the man didn't believe Wax, signed the loan and killed himself eight years later, still in debt. The visit to the bank was one of the reasons Wax left Elendel for the Roughs, where a man with a gun could make a difference. They arrive at the party in a long line of carriages. Wax thinks about Pushing up to the party, which Steris expects ants prepared for. They push to a outresasure and Wax examines a Ranette tether. He uses it to push to the top of the skyscraper. Chapter 9 Wayne and Marasi make their way into the party. Marasi tells Wayne that they found a small tip in Rian's chest. After he was removed, he calmed down, but still did not speak. When they finally get to the front line, the bouncer won't let them in. Wayne throws up a speed bubble and discovers that their names are on a specific list not to admit, so Wayne finds someone on the list to impersonate. Cera and Steris walk near an exhibition of allomantic metals, including one for atium, the lost metal. Steris disapproves of Wax wearing his coat, but she lets him decide what to do to find Bleeder rather than simply chatting with various nobles. Wax turns on his steelpush protective bubble and colors his water to make it look like alcohol. Steris is impressed by Wax's tactics, while Wax is enchanted by Steris's preparation, up to what witty things to say. They line up to talk to the governor. A tall woman who presents himself as Milan begins to flirt with Wax, and he stares at her. Withdraws. Wayne is playing Professor Hanlanaze, a mathematics professor, with Marasi as his assistant. A colleague recognizes him, and vomits a speed bubble as Marasi finds out how to respond to him. Wayne bluffs the man in a hasty retreat and focuses on eating again. Wax and Steris and the governor have a few chats, then Wax warns him that the assassination attempt was just a distraction, to meet so wax can explain more. Wax suddenly hears a voice in his head, hint, about the bogus nobles and harmony's control. Somehow Bleeder can talk in his head when his earring is in. Chapter 10[edit] Wayne looks for another sausage and is slapped in the face. A teenage girl yells at him that he stole his father's invention and left him destitute. The situation reminds him too much of his (with Allirande's father), and his mood is dampened. Go find Wax. Wax suddenly leaves Steris and Governor Innate to look for Bleeder. He keeps whispering in his mind, and Wax realizes that he can't hear him think like Harmony. He walks carefully around the room, looking for anyone close to him. There are two: Milan and a server, which walk in the opposite direction from the other servers. Wax catches his eye and runs. Wayne confronts him, but the guards pile up, allowing Bleeder to escape. The wax shoots and misses, and Bleeder jumps out of a window. Wax hunts down and tells Wayne to stay behind to protect the governor in case this is another diversion. Chapter 11[edit] Wax pops up in the Mists. Once on the ground, he hears a car start and accelerate. He decides to pursue him, hoping it's Bleeder. He lands on it and crushes it with greater weight, but finds only a taxi driver trapped inside. Bleeder had already jumped out of the car on Tage Street. He goes there and looks but finds nothing. Suddenly, the door to a warehouse opens revealing a dozen men, burning gunx. Wax's steel bubble protects him from all but one of the bullets, which is in his arm. He desperately retreats and is blocked by gunfire. He sees more guys on his side: he shoots a couple, and a couple of them are attacked by someone else: McLaan (Milan). She was sent by Wax to help Wax. Wax thinks his uncle is behind this because of all the aluminum bullets, and fears that Bleeder and the Set can work together. They separated to attack two different groups. Wax kills several with his guns. Then, when he ran out of ammunition, he used Ranette's hook device to kill the rest with McLaan's help. He sends McLaan to a tavern while he goes to check on Lord Harms (due to Bleeder's threat to Wax's father). It pushes past the remaining snipers and into the canal, then pushes on to the mooring rings to quickly swim away from danger. Chapter 12 Wayne is finishing the staff interrogation. He concludes that the server wax chased was NOT Bleeder. The choice to impersonate a new guy no one liked was too obvious. Suddenly he realizes that Innate is not there, that his guards send him to a safe place. Wax steel makes its way to Lord Harms' house. He asks him a question that only he would know to verify that is Bleeder. Now he's suspicious of everyone. Try to figure out where to hide it, knowing that it will be difficult to go beyond someone as old and cunning as Bleeder. Steride Steride to converse with Wayne, but he only insults her and leaves. Marasi arrives and tells Steris that the danger is not over. He also picks up Wayne and leaves the scene. Wax stores Harms on top of a randomly chosen tower, understand that a random location is the best approach to get out of Bleeder. Go find the governor. He thinks he's going back to his villa, so wait there. When he sees his carriage, he lands on top of it and asks Drim to let him do it. Innate doesn't want to deal with him, so Wax threatens to leave him alone without help. He tells them a kandra is looking for the governor, but they're incredulous and want to see the evidence. They agree to let Wax help protect the governor. Wax suggests leaving town, but he refuses. They exchange passphrases. There is agitation outside the villa, and a servant reports that Father Bin was murdered. Marasi looks at Father Bin's corpse, nailed to the two-pointed wall, one in each eye. The conventists (church workers) do not speak, so Aradel interrogates Marasi instead of Reddi. She empathizes with them and makes them reveal what happened. A Patian priest named Larskpur had begun preaching to the congregation, had gathered for mistdrawn, then lowered a dare revealing Father Bin nailed to the wall. Marasi refers to Aradel and orders Reddi to have tea for witnesses. Marasi complains that he's making him hate him, and Aradel says he's doing it because Reddi's worthless unless he's competing with someone. Marasi suggests that the murders and riots in the city are all related -- all Bleeder's work trying to bring down the city. The flood, which causes food shortages, could also be attributable to sabotage. He also tells Aradel about his secret dossier on Governor Innate. The wax shows up and asks to see the body itself. Aradel suffers from Wax because he can do what he wants, and he has to clean up his cases. Wax doesn't think the tips are emalurgy, but still asks for a sample. Invite Marasi to his meeting with McLaan so they can understand Wax's abilities and motivations. Chapter 13 [edit] Wayne enters the temple of the common man, basically a pub with altars and people praying. The delty is Breeze, so the cult ritual revolves around drinking. Normally, people there drink and are happy, but now they are gloomy and desperate. Wayne goes around changing everyone's drink to cheer them up, adding carbonated water, sugar, lime, etc. and it happens on McLaan. Wax and Marasi arrived, interrupting Wayne and McLaan's erupting race. McLaan warns that he's not great at impersonating, but Paalm is one of the best. Wax wants to know how to kill her, but McLaan wants to help her because there are so few kandra left. The way to neutralize her would be to pull out her peak, making her an illness. (She (She deliberately removed a peak so harmony can't control it.) McLaan gives them a needle and syringe with a substance that will cause a kandra to lose shape and immobilize if injected with it. Unfortunately, it would kill a human, so Wax must be sure before he can use it. McLaan tells more about Paalm: she was the Lord Sovereign's personal kandra and always on a mission, perhaps imitating the Inquisitors. He probably has special knowledge of Feruchemy and Allomancy. Marasi and McLaan head to the district, and Wax orders Wayne to return to the governor's mansion. Chapter 14 [edit] Wax arrives at a Pathian church with a crowd outside. It shows itself with Vindication drawn, and the group disperses, although one person remains hidden nearby. He tells the Pathian missionary what happened to Father Bin. He suggests that she escape to the Village and let her colleagues go with her. Then look for the person who's hiding. She reveals that the problem began when two people dressed in Pathian clothes came to a pub and began to curse the Survivor. Or Bleeder and someone else, or maybe two Confederates, or maybe the Set? The wax then passes to Ashweather Carriage and Coach. A silver paint scraped on the bricks in the alley behind the surviving church appears to come from one of their carriages. He asks the owner who held a carriage that night, and seems eager to please, raising Wax's suspicions. He narrows it down to the coach sixteen like the one Bleeder might have used to get her away. Cett's Coinshot employee shows up to report on the drivers, and lets slip that they also employ a Rioter to do business, a serious crime. Marasi and McLaan arrive at the district where the rifles are laid out. More cops are called. McLaan notices all the women at the station, and they start discussing religion. McLaan thinks it's silly to worship the Survivor instead of Harmony because he died, but Marasi explains that he survived and even held the Conservation before Vin took it. Marasi gets the file on the dam and McLaan notices a lot of hostility towards her from her colleagues. The file explains that a former blew up the dam to ruin a neighbor's crop, but put too much dynamite. He acted like a lunatic and could not remember the names of his children, and the tomb was desecrated two days after his execution. All indications that the farmer was actually Bleeder. Chapter 15[edit] Wax finds the coach with scraped paint parked outside a relaxing living room. The owner leads him to the driver, who paid for a private session. Wax asks him a question to make sure he's not Bleeder in disguise, then asks why he's there. He's trying to forget something that he's obviously something terrible. Marasi finds Aradel on the roof taking reports from a couple of corrupt contractors. He decided to ask the governor governor declare martial law and close pubs. Marasi shares information about the destruction of the dam, but still wants proof that a kandra is involved. Marasi invites him to talk to McLaan. She becomes translucent and confirms that there is a crazy kandra on the loose. After McLaan's demonstration, Aradel asks Marasi to report to him on what Wax is doing. Marasi agrees, but only if he also tells him what he's doing. Marasi wonders if that's the only reason she got the job as her assistant -- so she can have access to Wax. McLaan reunites with her and head to the governor's mansion. Chapauu tells Wax what happened while examining the items Paalm left in the coach. Find a set of bones and a Pathian robe, plus a bloody mare. Poor Chapauu thinks he's gone crazy and killed someone, but Wax assures him that he's just been tricked. Paalm had Chapauu leave in Lestib Square, near the governor's villa. Wax detects a glowing substance on the edge of the robes and takes a sample. He gives the coachman some money and tells him not to worry. Chapter 16 [edit] Wax is perched on an electric pole outside the governor's mansion. She hears Bleeder's voice again in her head, indicating that she is close. He threatens to kill the governor again and calls Wax a pawn. Wax walks, trying to get close, or at worst far enough away that he can't talk to him so he knows where to look. Notice some movement in a window of a nearby office building, and Paalm begins to speak aloud in his raspy voice. He tries to turn him over to Harmony for not intervening with Lessie and Bloody Tan. Bleeder exits the building and runs to the villa at improved speed from Feruchemical. Wax hunts. He shoots the guards as he resigns to the security room, which he unlocks. She's shocked when Wax moves her own speed -- Wayne is there and has launched a speed bubble including Wax. Wax shoots everything he has and also sends a syringe with bullets. Bullets disperse as they pass through the bubble, but many hit Paalm and blood is spurring everywhere. The syringe is missing. The wax enters the security room and hears a single gunshot. The governor is trying to save Drim, with his blood on him. The gate of the escape tunnel is open. Wax climbs up and finds his bloody cloak discarded in the tunnel. Wax can't understand why he didn't kill the governor. The governor insists on staying to try to save the city. Chapter 17 Wayne and Wax wait while the governor has a meeting with city officials. Wax shows him some of the Shooter's mask Bleeder was wearing. It was probably him for time, making sure that the people of the slum did not like wax and the establishment even more. Wayne will stay to help protect the governor with the help of McLaan, who is turning into a female guard who has just died in the attack. Wax shows her glowing glowing which he collected, and McLaan recognizes him as a perch, which means that he has been to his homeland, something that disturbs McLaan because it is a holy place. Wax wants to go there to check if he's there, and Harmony gives permission (through McLaan). A message arrives with a carriage. Wax's uncle has arrived. Wax found his uncle through the notebook he stole. [3] He left a message in one of his safe deposit boxes. The wax enters the cart and they begin to move. Edwam compares what he is doing with the Set to Kelsier's crew and speculates that Wax would be on the lord's ruler's side. Wax puts this aside and asks for help against a common enemy -- his uncle wants to rule, but Paalm wants everything destroyed. Edwam would like Paalm to be knocked down, but he's making a wait and see the approach and won't help Wax. He insists that the Set will be hailed as a hero against oppression and promises wax's sister will die if she does. Wax promises to take care of Bleeder and then pursue him. Chapter 18[edit] Innate is meeting with its staff, trying to decide what to do about looting and unrest. The various ministers seem more concerned about the political ramifications. He fires them and gives Marasi the written order that Aradel would be the chief constable for the entire city. He's declaring martial law. People can gather in the villa so they can talk to them, but looters need to be treated in force. Marasi requires a carriage to deliver the deed, but at the moment there are none available due to the sending of messages by everyone else. He wanders around and decides to visit the safe. Note that some of the books on the shelves are scratched while the others are pristine. Find a key in one of them and unlock a safe under a carpet. Inside is a pile of cash and various letters demonstrating the governor's corruption. Take the rehearsals with her and go back upstairs. Wax flies over the city and tries to find solitude after disturbing conversations with his uncle and Bleeder. He wonders why Harmony didn't save Lessie and resents the fact that he expects Wax to help him. But Wax knows he can't let Bleeder keep killing and let the city burn. He feels overwhelmed by his burdens. Chapter 19 Innate retreats to his room to prepare his observations, not allowing anyone in the room with him. Wayne trains McLaan on his accent. He teaches her his makeup with hats: he wears someone's hat and you can think how the owner did it. She asks McLaan about immortality, and she reveals that TenSoon and others have figured out how to die, if a kandra desires it. Wayne hears a

voice and runs downstairs. Ranette's at the door. She delivers a special bullet wax asked her to do. She's so worried. the crowd in town that doesn't get violent when Wayne flirts with her. People gather outside the villa, chanting slogans. Aradel received received written governor, and he is not thrilled to be appointed Lord High Constable. It gives the order to create an operations center in the villa. They head on horseback, and Marasi gives Aradel the letters he confiscated from the villa. Aradel will still protect the governor, but he sides with the people. Wax goes to the Rebirth Camp and enters the museum/tomb. Bluff past the caretaker and jump down into a pit. Turn on the lights and walk along the cave and pass several rooms (each dedicated to a metal) along the way with various relics and exhibits. He finds the secret door in the atium chamber and closes the door behind him. A snarling voice in the dark says I was waiting for you. Chapter 20 [edit] Wax almost panics and fires his gun down the aisle, using flashes to try to see who was talking. The voice tells him to turn on the lights and lock the hidden door, and he sees a hound guessing it's a kandra. TenSoon explains that other kandra are trying to counter Paalm to calm the city. They pass through many caves and tunnels, including the remains of Kredik Shaw. TenSoon explains that kandra do not often return home, preferring to live in the world, interacting with their species. He leads Wax to a certain room where Paalm discarded an old copy of The Words of the Foundation, torn pages, and random words and curses written in the blood on them. As Wax sorts the pages, trying to discern a message, he learns of Vin from TenSoon. Wax senses that the book is just a distraction. He explains to TenSoon that Paalm may be crazy, but his methods are not. Somehow he wants to free people from Harmony and destroy him. He realizes that he anticipated how the other kandra would help, and his next step is to drop them. Wayne listens to someone mount a crowd, inverting against abuse at the hands of the aristocracy. He agrees with their feeling and shouts with them. A surviving priest then speaks, telling the crowd that the Survivor would not encourage them to plunder and destroy. The crowd begins to calm down, but Wayne sees the first boy sneaking behind the priest with a syringe. He injects it into him, revealing that he is a kandra in disguise. Someone in the crowd recognizes Wayne as the Roughs con man, and everyone turns to watch him. Chapter 21 TenSoon told Harmony to recall the other kandra, but it may be too late. They're running to the exit when they suddenly hear a strange holo that neither of them recognizes. They run in the opposite direction, and Wax struggles to keep up. He finally finds a corridor that can push down, and glimpses human-like shapes running at four and four. TenSoon figures are a kind of emalurgic construct that Paalm has in TenSoon took them to his collection of bones, and he turns into a superhuman form. They invite and fight, killing all five creatures. They are built to defeat Wax, but he still kills them by shooting them closely and using his extra weight to crush them. TenSoon draws a peak from one of them who has a red cast. Take Wax to another way out. Wayne manages to move on to a quick disguise and take the crowd away from him. He goes back to the villa and hears someone talking. The accent is off, so he realizes who is impersonating Bleeder. TenSoon shows Wax a crack leading into the city. The wax uses a little extra weight to widen the opening. They begin to crawl up, hearing other creatures as they kneel. Wax drops his lantern and panics, then realizes that there is a glowing fungus here too. Harmony didn't want anyone to experience the darkness here again. Wax realizes that he is in Hathsin's pits. TenSoon encourages him, and they emerge in the sewers. Cera Bleeder's figures have not yet killed the governor because he wants to do so in front of the people to incite a complete revolt. Part 3[edit] Chapter 22[edit] Wax arrives at the villa and tells Marasi to go check on Steris. He goes to the governor's office, where a guard informs him that no one is allowed in. Wax opens the door with Allomancy and finds the governor going beyond his speech. Wax rebukes the governor for locking up the guards, but argues that no one can really stop Bleeder anyway. The wax goes to the window to think and notices a rubber swuff. He discovers that Bleeder impersonates Innate and turns around with the gun drawn. Bleeder draws an aluminum gun, but does not kill Wax. He wonders why he's reluctant to do that. Wax screams for help. The guards rush and attack Wax - since they are tasked with protecting the governor, after all - and Bleeder shoots them all down. Meanwhile, Wax approaches the desk, pulling out the last syringe. She yells at MeLaan, and she grabs Bleeder, but she is too loud and fast for them. He uses the syringe on MeLaan and Wax shoots her unnecessarily. He hears the footsteps and flees through the window. Wax searches for Wayne and finds him tied up in a closet. Wayne gives Wax Ranette's special bullet, and he goes after her. Chapter 23 [edit] Wax flies out into the night and sees the crowd disperse in the garden of the villa. He enters a dark shed and finds signs that Bleeder is changing into a new body. She whispers to him in the dark, promising to free him from Harmony. He still has Wax to serve as his hands. It blows up a wall and pushes into the air. It's out of speed, but now it's a coin. Wayne, Marasi and MeLaan are in the shed, looking at the governor's bones. Marasi convinces MeLaan to impersonate the governor and make a sympathetic speech, that inflammatory one that Bleeder was planning. Chapter 24 [edit] [edit] pursues Paalm through the city. Wax concludes that it wasn't Marksman after all, even though he wears his mask. While she's good at steelpushing, Wax is better off, and eventually catches up with her on eastbridge. Wax tries to convince her to give up, but she pushes to a suspension tower and takes off her mask. He looks like Lessie. Marasi doesn't tell anyone that the governor is dead. MeLaan starts talking and almost everyone calms down. She feels calm too, and realizes that someone is calming the crowd. He worries that the Set is involved and that there is a Rioter waiting for the right moment in the speech to mount the crowd again. He finds Reddi and convinces him that someone is soothing the crowd. Spy on a carriage parked nearby in an alley. Chapter 25[edit] Bleeder speaks to Lessie's voice. Wax can't believe he has to shoot her again and tries to remember that it's not really her. He says he regrets what he's doing, but it takes strong emotions to break free from Harmony. Wax marvels at how well he behaves like Lessie. Bleeder suggests that she's really Lessie. Wax asks for help, but she doesn't have an earring. Marasi and Reddi approach the trolley with helmets covered in aluminum. Reddi takes his own life and can say that the soothing comes from the carriage. They will fight hand in hand to protect the nearby crowd from stray bullets. As the cops approach the carriage, a group of men enter the alley from a building. Reddi engages with his duel stick, and the two groups begin to fight. Bleeder walks towards Wax and professes his love for him. He's going to have to do something for Wax to get him out of the way. She likes Wayne, but decides she has to die because it's Harmony's. Wax raises the claim, but is pushed out of his hands. He confronts her and they both fall from the tower. Bleeder shoots him in the leg as they fall. He manages to push enough to fall safely, and looks around for the gun. He sees the orange glow of fires in town. Reddi's men are outnumbered and lose, and MeLaan's speech isn't going very well. He manages to sneak into the carriage, where he finds two guards. It puts on some speed bubbles for fractions of a second, making it look like there are metalborns among the fighters. They run to warn their boys, paving the way for Marasi to enter the carriage. Find the Soother and rioter in there, and pull a gun on them. Bleeder is crying, begging Wax to stop obeying Harmony. Wax finds her gun and turns it to the special bullet. He shoots her in the head. At first she is not indifferent, but then realizes that Harmony is controlling her again. The special bullet was Wax's earring, which provided a second tip. Chapter 26 Marasi drags the Soother into the crowd. he's doing well to impersonate Innate which means he's doing a bad job of repressing the riotous riotous She raises her hands and surrenders, then Aradel goes to her and points a gun at her. Marasi makes an improvised immunity deal with the Soother, and soothes for all it's worth, calming the crowd. Aradel arrests Innate and claims control of the city due to martial law. Channel the anger of the crowd by promising to arrest a group of corrupt nobles. Wax limps on Bleeder to make sure it's neutralized. He begins to convulse and beat himself and tells Wax that he is killing himself. He pities her and holds her as he dies. He repeats something only Lessie would know, and Wax finally realizes that Bleeder is Lessie. After his death, he kneels, bringing back the Mists. An hour later, TenSoon comes and explains that Lessie was sent by Harmony as his bodyguard. He didn't tell Wax because he predicted disaster if Wax knew who he was hunting. Wax hates Harmony for forcing him to kill Lessie again. Epilogue[edit] Wax sits by the fire in a deep depression while others celebrate. The city is saved and has a new governor without noble blood. Steris protects him from having to interact with others and is thoughtful enough to provide a traditional lamp instead of electric lights. Wayne tries to cheer him up, but he won't be consoled. Wayne sees the girl who slapped him at the party and offers her venture capital to develop uses for electricity. As the guests leave, Marasi shows him a metal tip with red spots recovered from Paalm's body. I can't figure out what kind of metal it is. Wax doesn't matter. It is consumed by hatred and anger towards Harmony. Marasi went back to the station. Aradel's not happy about having to be governor. Innate enters and asks how to tie a belt so that it can kill itself. MeLaan refuses to testify at the trial. It's unclear when the real governor was killed, so the evidence against him is inaccurate. She won't lie, so instead, she's going to fake her death. Harmony did not enter and will reveal the truth on his own because that would only do what Paalm complained about: intervene and control everyone's life. She also reveals that Harmony doesn't know what the metal peak is made of, so Marasi decides to research Trell. The wax sits next to a dying fire. Steris puts in an access. He sits next to him and says nothing, just putting his hand on his. He puts his head on her shoulder and snoos. Ars Arcanum shows a detailed metals chart (Metals Quick Reference Chart), a list of metals with explained properties, and a short essay, On The Three Metallic Arts. The latter compares Allomancy to Sel's Investitures, as well as a mention that Cosmere is very interested in Emalchia. The first parts are the same as in The Alloy of Law arcanum. Another section that the combinations of twinned powers is additional to this. Notes[edit] This meta article is complete, but has yet to be

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