

# Mistborn: The Fan Game

## Premise

The heir of a noble house gets kidnapped and, in an attempt to escape, unlocks powers well-known to be fearsome, but the powers are not as strong as they should be. Can you solve the mystery and strengthen your powers to stop the kidnapper from swarming the city with monsters?

## Info

**Genre:** Superhero, Fantasy

**Feel / Tonality:** Medieval Urban Fantasy

**Story type:** Overcoming the Monster

**Inspiration:** Star Wars: Fallen Order, Assassin's Creed

## Outline

Blue text: Pieces true to the original book series

Warning! Spoilers for the first three books of the **Mistborn** series!

1. You're a nobleman during The Well of Ascension, of [House Hue](#) - a mining House. [Your father is on the Assembly that governs the country, and your city is under siege.](#)
2. You're not quite healthy. You've taken meds every day as long as you can remember, and your family's motto is "Heads kept low stay living". Your parents are very careful and humble, and it has finally paid off.
3. One night, you wake up and [a surviving member of the fallen noble house Elariel](#) has invaded your home. Having Mistborn powers, they easily overpower and kidnap you, and blackmails your father to vote the ruler off the throne.
4. During your imprisonment, Elariel provokes you into a rage. You find a tiny source of *something* within... and burnt it. You are a Mistborn.
5. Strength flows through you and you manage to escape into the streets. You are found by none other than [Dockson, one of the rebels who took down the former Lord Ruler.](#)
6. Seeing [his absolute disgust for Elariel as a nobleman](#), you lie to Dockson, telling him you're [Skaa, a worker-class people like Dockson.](#) He sees you use powers and agrees to teach you how to use them, [having heard and seen it be used plenty of times.](#)
7. But your powers are weak, which confuses him.
8. Through your training with Dockson, you learn about ingesting flakes of metal being the key to power your abilities. Specific metals lets you use specific abilities. There are 9 known metals and some unknown ones. Among the unknown ones, you learn about one that [removes all metals from your body.](#)
9. You're sent to find someone spiritual. Eventually, you find one of [the Valla, the religion who survived the longest from the former Lord Ruler's purge.](#) Thought to be extinct, a very small amount of people still follow their ways in secret.
10. You discover that your "Bond to the Eternal", [a connection to the god of Preservation who created the Mistborn powers,](#) is severely damaged, almost broken.

11. You discover that to heal the Bond, you need to follow the Valla way (and unknowingly, Preservation's way).
12. You get **a lot** of missions, saving innocents, foiling Elariel's plans, and can upgrade your powers. Finally, you encounter one of [the Koloss - monstrous brutes used for war by the sieging army](#).
13. After having finally killed the Koloss brute, Elariel finds you with Dockson. You fight, but cannot win. You flee, and later seek the Valla together with Dockson.
14. When you arrive at the Valla, they have been slaughtered, and in blood, your name is written. Your lie has been revealed and in his hate for the nobility, Dockson abandons you.
15. You get back to your family and realize you haven't taken your meds since the day before you were kidnapped.
16. Your family reveals how you got your powers as young, and how they've fed you Aluminum from their mines every day throughout your whole life, as meds, to rid your body of metals. Your (until recently) frail and sick body was due to Aluminum poisoning. "Heads kept low stay living" means they wanted no Mistborn powers to stand out or pick fights with. You deduce this is also what's damaged your Bond to the Eternal and you leave your family.
17. With no Dockson, no family, no Valla, you are alone when [the Koloss breach the city wall and invade the city](#).
18. You find your way to Dockson. [Realizing his faults, Dockson dies by Koloss hands](#), sacrificing himself to let you escape.
19. As you save people left and right, you heal the last of your Connection and get to speak with a mysterious entity, the god of Preservation.
20. Climax: In the midst of the burning city, you find Elariel. You do an epic battle between Mistborn. Things start to look hopeless, but in a stroke of genius, you fool them into drinking your meds, a vial of Aluminum, draining them of their powers. Overpowering the enemy Mistborn, you capture them and seal up the remaining Koloss.
21. Resolution: Having saved the area and delivered Elariel to the authorities, you save what you can of the Valla religion and pass it on to others.