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Mistborn: The Final Empire



Synopsis

From #1 New York Times bestselling author Brandon Sanderson, the Mistborn series is a heist story of political intrigue and magical, martial-arts action. For a thousand years the 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, the "Sliver of Infinity," reigned with absolute power and ultimate terror, divinely invincible. Then, when hope was so long lost that not even its memory remained, a terribly scarred, heart-broken half-Skaa rediscovered it in the depths of the Lord Ruler's most hellish prison. Kelsier "snapped" and found in himself the powers of a Mistborn. A brilliant thief and natural leader, he turned his talents to the ultimate caper, with the Lord Ruler himself as the mark. Kelsier recruited the underworld's elite, the smartest and most trustworthy allomancers, each of whom shares one of his many powers, and all of whom 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, Kel's plan looks more 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, and gotten it. She will have to learn to trust, if Kel is to help her master powers of which she never dreamed. This saga dares to ask a simple question: What if the hero of prophecy fails? Other Tor books by Brandon Sanderson: The Cosmere, The Stormlight Archive, The Way of Kings, Words of Radiance, Edgedancer (Novella), Oathbringer (forthcoming), The Mistborn trilogy, Mistborn: The Final Empire, The Well of Ascension, The Hero of Ages, Mistborn: The Wax and Wayne series, Alloy of Law, Shadows of Self, Bands of Mourning, Collection, Arcanum Unbounded, Other Cosmere novels, Elantris, Warbreaker, The Alcatraz vs. the Evil Librarians series, Alcatraz vs. the Evil Librarians, The Scrivener's Bones, The Knights of Crystallia, The Shattered Lens, The Dark Talent, The Rithmatist series, The Rithmatist. Other books by Brandon Sanderson: The Reckoners, Steelheart, Firefight, Calamity.

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Customer Reviews

Sanderson's eerie second fantasy (after 2005's *Elantris*), set in a mist-haunted, ash-ridden world, pits Kelsier, "the Survivor of Hathsin," against the immortal Lord Ruler's 1,000-year domination of both the Great Houses and their serflike "skaa." Through Allomancy acquired in the Ruler's most hellish prison, Kelsier can "burn" 10 metals internally, fueling superhuman powers he uses to assemble rebels in a loose plan to destroy the nobility, the empire and the Lord Ruler himself. Kelsier uses Vin, a street urchin with the same Mistborn powers Kelsier possesses, to infiltrate the Great Houses' society, where she falls in love with philosopher prince Elend Venture. This mystico-metallurgical fantasy combines Vin's coming-of-age-in-magic and its well-worn theme of revolt against oppression with copious mutilations, a large-scale cast of thieves, cutthroats, conniving nobles and exotic mutants. The fast-paced action scenes temper Vin's interminable ballroom intrigues, while the characters, though not profoundly drawn, have a raw stereotypic appeal. (July) Copyright © Reed Business Information, a division of Reed Elsevier Inc. All rights reserved. --This text refers to the Hardcover edition.

The Sliver of Infinity, the Lord Ruler, is the locus of religious and temporal order in a world in which the skaa are slaves or worse. Half-skaa erstwhile thief Kelsior is the only person to survive and escape the Lord Ruler's most brutal prison, in which, however, he discovered he has the powers of the Mistborn, which are based on the internal "burning" of certain metals, all of which the Mistborn can use, while most others can burn only one. Now Kelsior plans his most daring raid ever, into the center of the palace to discover the secret of the Lord Ruler's power. Beforehand, his band finds the half-skaa orphan Vin in another thieving crew, where she's useful because she brings good luck. She is also Mistborn and, if she can master and learn to trust her powers, will enable Kelsior's crew to infiltrate the nobility and possibly overthrow the status quo. Intrigue, politics, and conspiracies mesh complexly in a world Sanderson realizes in satisfying depth and peoples with impressive characters. Regina Schroeder Copyright © American Library Association. All rights reserved --This text refers to the Hardcover edition.

The final empire is a good book. I read it after finishing a song of fire and ice and the kingkiller chronicles. Sanderson's writing doesn't pull on my emotions as much as the other two authors and the dialog between adult characters (breeze & ham) is too corny and child-like sometimes but, unlike the authors of the other two series I mentioned, Sanderson actually writes his books in a timely manner and finishes series so I'm willing to take the trade-off. I will definitely read the second book in the mistborn series next.

Imagine what Middle Earth would look like if Sauron won. That's basically the premise for Brandon Sanderson's Mistborn: The Final Empire. Ash falls constantly from the sky, allowing only sickly plants to grow; an eerie mist descends at night; most of the world is enslaved; and the Lord Ruler has reigned as a god for a thousand years. Sanderson makes several other fun tweaks to the standard epic fantasy formula. Allomancy, the primary magic system in the novel, involves ingesting flakes or beads of metal and then "burning" those scraps internally to unleash various powers. The heroic prophecies in the story were already fulfilled long ago "by the Lord Ruler, who saved the world only to take it for himself. Each chapter begins with an excerpt from a logbook the Lord Ruler wrote before that betrayal, snippets that humanize the archvillain by revealing a man wracked by self-doubt and struggling beneath the weight of expectations. And one of the last hopes for humanity is a young girl. Vin is sixteen, scrawny, and a thief. She's been using Allomancy without knowing it for years (burning trace bits of metal for minimal effect), but when she comes to the attention of Kelsier, a thief himself and the story's mentor figure, he brings her on for the biggest job of all: overthrowing the Lord Ruler's Final Empire. I didn't like either protagonist initially. Vin is a sympathetic figure "she was beaten repeatedly growing up, both by her brother and her former crew leader" but her attachment issues came off as clichéd. So did Kelsier's roguish flippancy. And the structuring of Kelsier's band of thieves felt a little too much like the formation of a Dungeons & Dragons party. (Let's see, we need a Smoker to hide us from our enemies, a Soother to calm them if they find us, a Thug to hit them if soothing fails, etc.) But there was enough originality in the setup to make me stick with the story, and I warmed to the characters eventually. The Final Empire isn't high literature, but it is creative fantasy, and that was enough to make for an enjoyable read. (For more reviews like this one, see www.nickwisseman.com)

Mistborn is a fantastical novel by Wheel of Time author Brandon Sanderson. The story tells of a

world ruined by evil and how the Mistborn, people with powers to influence the world and themselves, seek to overthrow the tyrannical Lord Ruler. Vin is a true Mistborn, able to utilize every magical power available to her when usually only a few powers are available, and her journey towards overthrowing the Lord Ruler is one fantastical adventure from slave uprisings to twists about truths that will shock the reader. Action packed and emotionally draining, Mistborn is a great story from start to finish. Sanderson expertly crafts a believable world and firmly grounds everything in it to a certain set of laws and rules. No character is able to break these rules, which is unlike other stories where the hero seems to only win by destroying the basis of the laws the world is based on. The characters are well fleshed out and it is easy to relate to their ideals and desires. Enemies are believable and it is easy to fear them as actual antagonists. I especially enjoyed how Sanderson was able to take a new approach to beginning his story, in that the world is so ravaged by evil because the hero from a thousand years ago took the power he had and used it to shape the world as he saw fit. This really brings out the antagonist and pushed me to find out his motives. It was interesting to see the dynamic between the Lord Ruler and Vin as they both took the same path and how they reacted differently to the choices presented them. Overall, the story is easy to get into and is very deeply entrenched in lore that will excite fans of the fantasy genre. Mistborn is the perfect start to a trilogy that I am hoping to dive fully into as soon as possible.

Great setting and ideas, especially the unique systems of magic. Vin's character was well done. However, Westeros or the Six Duchies this is not. Kelsier could have experienced more personal conflict and change along the way. We were told about his troubled past, not shown it, which just made it shallow history. His cheerful mindset didn't seem remotely damaged by his experiences. He needed weaknesses. He needed a dark and troubled soul behind a facade. He needed a personal connection to the Lord Ruler. He needed to struggle to avoid his own martyrdom, but come to accept it in the end as a fatal trump card. Elend, the learned son of a noble house in conflict with his father and his entire class, could have been a deep character drawn reluctantly toward the Skaa crew; someone they could never truly trust but needed on their side to manipulate the nobility. He needed to be the key to starting the house war. He needed to struggle to understand his own identity as he betrayed his family. He needed to be more than an ineffectual schoolyard crush for Vin. The villains weren't fleshed out at all. The Lord Ruler was a vague background figure rather than a proper Big Bad. The Inquisitors were properly evil, committing some brutal acts along the way, but were never very visible nor shown to be in constant hot pursuit of the protagonists. The suffering of the Skaa was mentioned often but rarely demonstrated. The intrigue among the noble houses was vague and

trite. The ease with which the skaa crew manipulated the city seemed completely unbelievable. The house war was just backdrop when it could have been so much more.

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