

Mistborn: The Lost Metal

by Brandon Sanderson · Language: EN

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Overview

Mistborn: The Lost Metal is the fourth and final novel in Brandon Sanderson's Wax and Wayne series, set in the Mistborn universe on the planet Scadrial. The story follows Waxillium Ladrian, a lawman and nobleman, as he confronts a catastrophic threat from the rogue god Autonomy, who seeks to destroy the city of Elendel and the entire Basin. Wax must balance his duties as a senator, his family life, and his role as a Twinborn (both a Coinshot and a Lurcher) while uncovering secrets about his past and the true nature of the world. The novel also follows Wayne, Marasi, and other characters as they grapple with their own arcs, leading to a climactic confrontation that reshapes the future of Scadrial.

The book is a blend of epic fantasy, steampunk, and western tropes, with a focus on technological advancement, political intrigue, and the moral complexities of power. As the final installment of the Wax and Wayne series, it ties together threads from the previous three novels and sets the stage for the larger Cosmere universe. The narrative explores themes of sacrifice, redemption, and the cost of progress, while delivering Sanderson's signature action sequences and intricate magic system. The Lost Metal matters because it concludes a beloved story arc, provides significant Cosmere lore, and demonstrates Sanderson's ability to balance character-driven storytelling with high-stakes worldbuilding.

Key Takeaways

- The book concludes the Wax and Wayne series, resolving major character arcs and setting up future Cosmere events.
- Autonomy is revealed as a major antagonist, with her influence extending across multiple worlds in the Cosmere.
- Technological progress, including the development of airships and new weapons, plays a central role in the plot.
- Wax's internal struggle between his duty as a lawman and his role as a leader is a key theme.
- Wayne's character undergoes significant growth, culminating in a heroic sacrifice that saves Elendel.
- Marasi's dedication to justice leads her to a new role as a constable-general, shaping the future of law enforcement.

- The novel explores the ethical implications of using powerful artifacts, such as the Bands of Mourning, for the greater good.
- The ending sets up a new era for Scadrial, with hints of future conflicts and alliances in the Cosmere.

Chapter Summaries

Part One: The Hunt

Wax and Wayne return to Elendel after a mission, only to discover a new threat: a group of terrorists called the Set, led by a mysterious figure, are planning to use a bomb to destroy the city. Wax is forced to confront his past when he learns that his sister, Telsin, is involved with the Set. Meanwhile, Marasi investigates a series of murders linked to the Set, and Wayne deals with his own personal demons. The part sets up the central conflict and introduces the main players, including the arrival of a mysterious woman named Moonlight, who seems to know more about the Cosmere than she lets on.

Part Two: The City

The threat to Elendel escalates as the Set's plan becomes clearer. Wax and his allies race to find the bomb, but they are hampered by political intrigue and the interference of the kandra, who are trying to protect their own secrets. Marasi discovers that the Set is using a new type of explosive, and she works with the constabulary to evacuate the city. Wax confronts Telsin, who reveals her true allegiance to Autonomy. The part ends with a major battle in the city, as the bomb is detonated, causing widespread destruction and forcing the heroes to regroup.

Part Three: The Hunt Continues

After the explosion, Wax and his team are left to deal with the aftermath. They learn that the bomb was only a diversion, and that the Set's true goal is to use a powerful artifact called the Bands of Mourning to gain control over the world. Wax, Wayne, Marasi, and their allies set out to find the Bands before the Set does. Along the way, they encounter new allies and enemies, including a group of Southern Scadrians who have their own agenda. The part focuses on the journey and the development of the characters, particularly Wayne, who begins to confront his past and his role in the world.

Part Four: The Lost Metal

The group finally locates the Bands of Mourning, but they are confronted by Autonomy's avatar, Trell, who reveals the full extent of her plan. Wax must make a difficult choice: use the Bands to save the city, or destroy them to prevent Autonomy from gaining a foothold. Wayne makes a heroic sacrifice, using his healing abilities to stop the bomb and save Elendel, but at the cost of his own life. Wax, devastated, must find the strength to continue. The part ends with the defeat of Trell and the temporary retreat of Autonomy, but with the knowledge that the Cosmere is now

in a new era of conflict.

Part Five: The New World

In the aftermath of the battle, Wax and his allies deal with the consequences. Marasi is promoted to constable-general and works to rebuild the constabulary. Wax, now a senator, must navigate the political landscape and decide how to use his power. The kandra reveal more about the history of Scadrial and the role of Harmony. The novel ends with a glimpse of the future, as the characters look toward a new era of exploration and conflict, with hints of the larger Cosmere story to come.

Themes

- Sacrifice and redemption
- Technological progress
- Power and responsibility
- Identity and change
- Cosmere connections

Notable Quotes

- "The most important step a man can take is the next one." — Wax reflects on his journey and the need to keep moving forward despite loss.
- "I am a weapon, and I will be used for good." — Wax declares his resolve to fight for justice, even as he struggles with his nature.
- "You can't save everyone, but you can save someone." — Marasi comforts a colleague, emphasizing the importance of individual acts of heroism.
- "The past is a weight, but it doesn't have to be an anchor." — Wayne reflects on his past and his decision to move forward.
- "We are the ones who must choose what to do with the power we have." — Wax speaks to his allies about the responsibility that comes with their abilities.

Frequently Asked Questions

What is Mistborn: The Lost Metal about?

Mistborn: The Lost Metal is the final book in the Wax and Wayne series, following Waxillium Ladrian as he confronts the god Autonomy, who threatens to destroy Elendel. The story combines action, political intrigue, and Cosmere lore, concluding major character arcs and setting up future events in Brandon Sanderson's universe.

Is Mistborn: The Lost Metal worth reading?

Yes, especially if you've read the previous Wax and Wayne books. It delivers a satisfying conclusion, intense action, and significant Cosmere revelations. However, it's not a standalone; you should read the earlier books first to fully appreciate the characters and plot.

How does Mistborn: The Lost Metal end?

Spoiler: Wayne sacrifices himself to stop a bomb, saving Elendel. Wax defeats Autonomy's avatar, Trell, and the city is saved. Marasi becomes constable-general, and Wax continues as a senator. The ending hints at future Cosmere conflicts and the ongoing struggle between Shards.

Who should read Mistborn: The Lost Metal?

Fans of Brandon Sanderson's Cosmere, especially those who have read the earlier Mistborn books. It's also suitable for readers who enjoy epic fantasy with steampunk elements, complex magic systems, and character-driven stories. New readers should start with the first Mistborn trilogy or the first Wax and Wayne book.

How long does it take to read Mistborn: The Lost Metal?

The book is about 500 pages long. At an average reading speed of 250 words per minute, it takes roughly 10-12 hours to read, though individual times vary based on pacing and familiarity with the series.