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Home/Blog/ Mistborn Adventure Game Out Now + Updates Tags My assistant has uploaded another chapter of my abandoned 2001 novel MYTHWALKER. He also put up a new Twitter posts archive. This week’s Writing Excuses podcast episode features Mary, Dan, Howard, and I talking about character foils. Give it a listen. The biggest news is that the long-awaited Mistborn Adventure Game tabletop RPG from Crafty Games has finally been released in ebook form. We are planning a local release party for the hardcover and paperback copies once we have more details on the exact date. I hope to share my thoughts on this exciting game once I can take a breather from writing A MEMORY OF LIGHT (deadline is coming up fast, and I’m working hard on it). Given text here Brandon Sanderson’s Mistborn Adventure Game lets players explore, command, or liberate the oppressed world of Scadrial, battling Lord Ruler’s Inquisitors and mastering Allomancy, Feruchemy, and Hemalurgy. With new official fiction and unseen material, it’s a must-have for fans and newcomers alike. Brandon Sanderson discusses his beloved epic fantasy series, which he affectionately calls “my love letter to the epic fantasy genre.” This shared universe, known as the Cosmere, includes novels like The Stormlight Archive and Mistborn, along with various novellas such as The Emperor’s Soul, a Hugo Award winner in 2013. For readers new to Sanderson’s works, he recommends starting with titles like Mistborn, Skyward, or Steelheart, while those already familiar can dive into more complex stories within the Cosmere. In addition to his adult fantasy novels, Sanderson has also created three young adult series: The Rithmatist, The Reckoners, and Skyward. His humorous Alcatraz vs. the Evil Librarians series concluded with Bastille vs. the Evil Librarians in 2022. Sanderson’s works often blend elements of fantasy, science fiction, and thriller genres. Readers can find sample chapters from his books on his website, along with chapter-by-chapter annotations, deleted scenes, and more. Fans can also explore the completed final volumes of The Wheel of Time series, which Sanderson had the honor of completing using Robert Jordan’s notes. Some reviewers praise Sanderson’s work for its unique approach to epic fantasy, while others appreciate the depth and complexity of his stories. For those interested in tabletop role-playing games, Crafty Games’ adaptation of Mistborn has received mixed reviews, with some finding it “well-intentioned but shaky.” The Adventure Game, a compendium of Mistborn lore, is a solid piece of work that accurately describes magical powers, character types, and locales from the setting. However, gamers may find it confusing due to its unconventional design. While the game’s core mechanic of rolling dice for magic abilities is clever, it becomes shaky beyond basic usage. The system attempts to balance non-super-powered characters but ultimately fails to provide a fair trade-off with powerful abilities. The extensive prep work and scripted gameplay can lead to wasted time as players follow set plans. The GM’s role is often overridden by the narrator’s control over the story, undermining the players’ agency. The book lacks understanding of game design principles, combining elements from various indie games without context or motivation. The reviewer cautions that their assessment is based on reading the book and not personal experience. The rulebook for Mistborn sounds like it could be fun but needs some adjustments to work well. It’s like trying to play Dungeons & Dragons without a clear direction, which can hurt the game. However, if you have experience and know what to do, you might be able to make it enjoyable by discarding parts of the text and using advice from other games instead. As someone who isn’t into pen-and-paper RPGs but loves science fiction and fantasy, this book seems like a way to explore these genres through rulebooks derived from favorite novels. The Mistborn series has done this before with success in their rulebook. This one focuses more on the details of the magic system in Scadrial, which is great for fans but might make the game too complicated. The reviewer enjoyed the deep dive into Allomancy, Feruchemy, and Hemalurgy, feeling like a feast for cosmere fans, but it also made the RPG rule system impractical. It’s hard to imagine playing this game without being part of Mr. Sanderson’s team or being very experienced with these systems. On the other hand, another reviewer found the rulebook clear and well-organized, appreciating the sections on creating their own scheme based on the books and the gameplay examples throughout. They were excited for their group’s first session, but had some reservations about the combat system being too complex. A few others mentioned enjoying the writing style and original rules but felt that the book was too long and overwhelming, with too many extensive examples. One even struggled to understand how combat worked in this system despite playing a lot of TTRPGs. Lastly, there’s a short story included called “The Eleventh Metal,” which some found enjoyable as Kelsier’s backstory training with Gemmel but didn’t quite live up to their expectations. After escaping Hathsin’s pits, this section aims to introduce players to the game’s magic system and world without requiring prior knowledge of the novels. It provides a concise and engaging experience, with an emphasis on storytelling rather than plot progression.

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