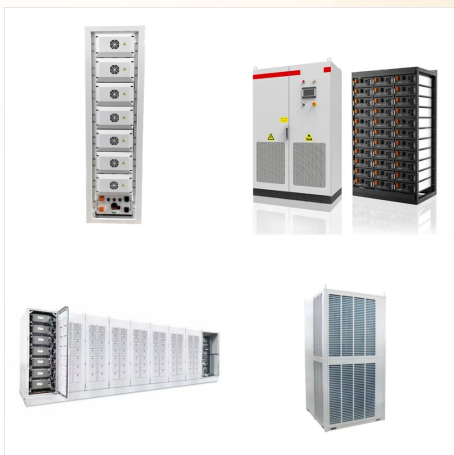




The Metallic Arts are the three prime manifestations of Investiture on Scadrial. They consist of Allomancy, Feruchemy, and Hemalurgy. All three utilize certain metal alloys and each manifest specific abilities in the user (namely, metal is not the source of their power, but metal is ???)



Mistborn's magic system is called Allomancy, and it allows select characters to ingest and burn various metals in order to magnify their abilities. Allomancy is passed down genetically, so only certain characters within Sanderson's world have powers.



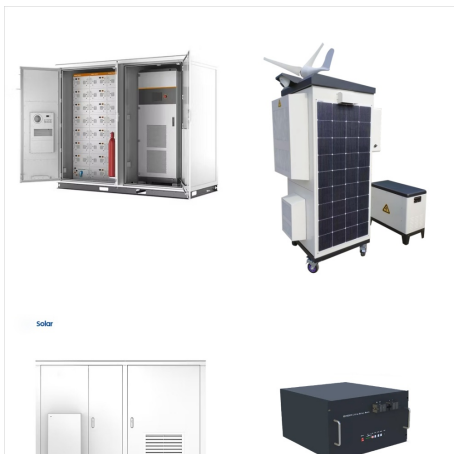
If a person is born with the ability to burn more than one metal, they can burn all Allomantic metals, and are known as Mistborn. There are 16 metals that Allomancers are able to use: 8 basic metals (4 base metals and 4 alloys) and 8 Higher metals (4 base metals and 4 alloys).



Discover the mesmerizing magic system of Brandon Sanderson's Mistborn series in this spoiler-free analysis. The system of "Allomancy" enables users to burn metals to gain abilities, with Mistborns having access to all sixteen metals and Allomancers limited to one.



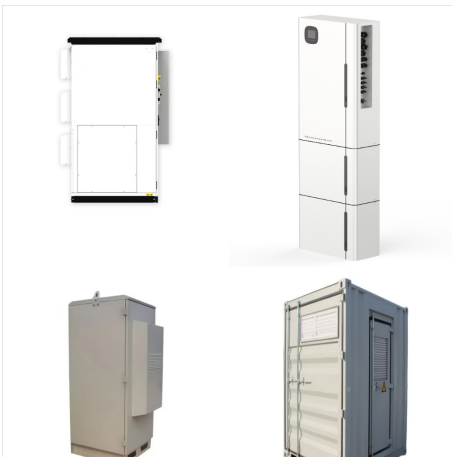
SPOILER. A few general questions about the magic system. Cosmere (no TSM) I have just finished alloy of law and am currently reading shadows of self (I haven't read secret history yet either).



Allomancy is a magic system that enhances physical and mental abilities through the use of metals. Allomancers can burn one or more of the 16 available metals, which must be pure when ingested or mixed in specific proportions if they are alloys.



Allomancy is an End-Positive magic system, which draws on the power of Preservation, channeled through a metal when it is burned. This differs to how Feruchemy works, as Allomancy is not being powered by the body of the Allomancer, but instead by an external force.



Allomancy is one of the three magic systems in the Mistborn fantasy novel trilogy, as well as the most prominent. People capable of Allomancy are known as "Allomancers" and have the ability to use or "burn" metals to fuel a variety of physical and mental enhancements or abilities.