

LEGACY OF THE BLUE FIRE

Design by Erik Scott de Bie

NEW SORCEROUS ORIGIN: SPELLSCAR

Over a century ago, a great magical catastrophe known as the Spellplague sent waves of wild, blue magic ripping through the lands of Faerûn and the world of Toril, temporarily merging it with its cosmic twin, Abeir, driving magic wild, and giving rise to all manner of monstrosities and calamities. Though the great event known as the Sundering has laid most of that chaos to rest at long last and restored the world to its rightful state, the legacy of that chaos endures, and frayed threads of the Weave still reach out into the world and empower heirs of the Blue Fire.

Your innate magic comes from the spellscar you bear: a mark of the Blue Fire that manifests as some sort of tattoo or birthmark on your body. You may share this mark in common with your immediate ancestors, who were themselves touched by the Spellplague, or perhaps you stumbled upon it personally and were forever altered by the experience. Either way, it is both a blessing and a curse. It is an immutable part of you now, no more easily separated from you as one of your limbs.

The Tattooed Sorceress: Myrin Darkdance appeared in Waterdeep in 1479 with no memory of who she was or how she came to be there. Over time, as she regained some memories (always from others, seeing her from their own third person perspective), she pieced together her identity and began to reassemble her mighty magical arsenal. Her spells take the form of arcane tattoos inscribed in her skin. She is a focus of the weave, a magical conduit into and around which flows the power of the world's magic. Some have even speculated that she is a Chosen or even an avatar of Mystra, Goddess of Magic, but if this is so, Myrin has said nothing on the matter.

One thing is for certain: Myrin does not age. Though she has recovered memories from folk who knew her over a century in the past, she appears exactly as she did over ten years ago: a young woman of about 20 winters. What dark secrets lurk in her past, and how will they influence her future?

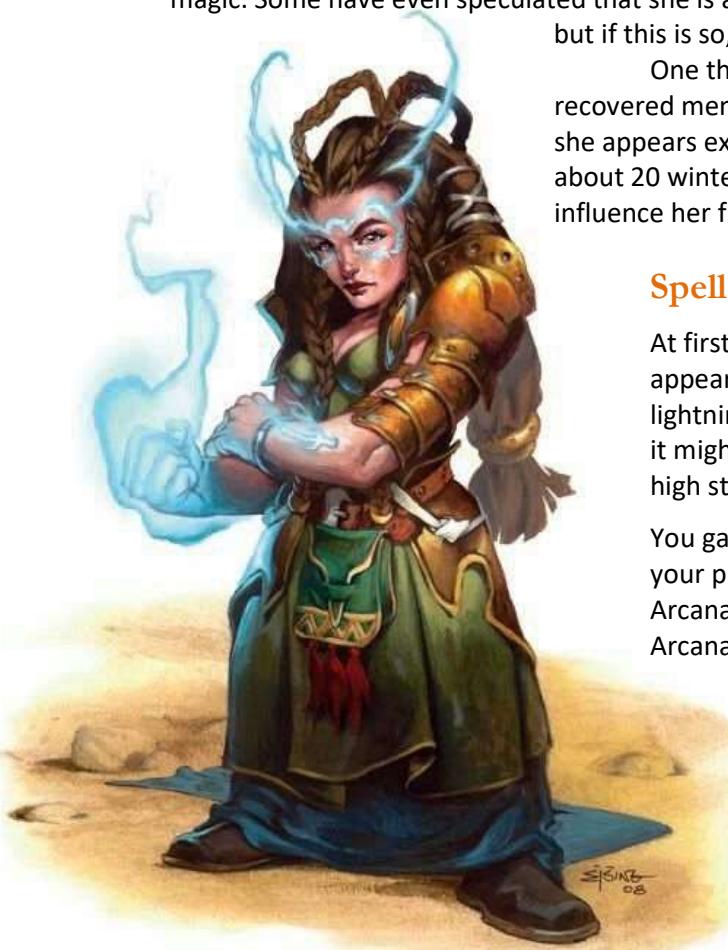
Spellscar

At first level, you gain a spellscar. Spellscars vary widely in appearance, from blue veins of power to a jagged mark like a lightning bolt that glows with blue fire. The scar might pain you, it might be unsightly, or it might only manifest at moments of high stress, such as in battle.

You gain natural insight into the ways of magic. You may apply your proficiency bonus to Arcana checks. If you are trained in Arcana, you instead apply double your proficiency bonus to Arcana checks (once from this ability, once from the training).

Spellthief

Spellscars are natural conduits for magical power and absorb spells. As an action, as a melee spell attack you touch a creature who can cast spells in an attempt to steal one of those spells or abilities. If you hit, name a spell. If the creature has the



Art by
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specified spell prepared, that spell ceases to be prepared; if the creature does not prepare spells, it retains knowledge of the spell but cannot cast it for 1 minute. If the creature does not have the specified spell prepared or does not know it, instead choose a random spell of the highest level the creature can cast. This spell is affected instead.

If that spell is on your spell list and is of a level you can cast, you may spend a number of sorcery points equal to the spell level; if you do, you gain a spell slot equal to the level of the spell stolen, and add that spell to your list of spells known for a number of hours equal to your sorcerer level or until you complete a long rest. During that period, you can cast the spell normally using your spell slots.

If you use this ability to drain a spell that is not on your spell list and/or you are not high enough level to cast it, it goes wild. The spell is cast immediately as though the creature had cast it, with a target chosen at random. It also produces a wild surge effect (see *PHB* pg. 104). If this discharge occurs, you cannot spend sorcery points to steal the spell.

Magical Antipathy

When invoked, spellscars naturally repulse magical power. Starting at 6th level, when you cast a spell, you can spend 1 sorcery point to gain advantage on saving throws against spells and resistance to damage from spells for 1 minute.

Absorb Potential

Starting at 14th level, you can use your spellthief ability to steal an ability the target creature has access to. This ability need not be magical in nature. The target loses access to the ability for 1 minute. Abilities do not go wild as spells do. Using your ability in this way costs 4 sorcery points.

Magical Battery

Starting at 18th level, you can absorb spells on the fly, even in the heat of battle. As a reaction, when you are targeted by a spell, if you succeed on a saving throw against that spell, you may spend a number of sorcery points equal to the level of the spell slot expended to absorb the spell into yourself, causing it to dissipate harmlessly. In all other respects, this ability functions like your spellthief ability.

NEW FEAT: SPELLSCAR

In your travels, you ran afoul of a rare pocket of Blue Fire left over from the Spellplague, or inherited the magical mark from one of your near ancestors. You can invoke it to shield yourself partially from the baleful effects of magic.

Benefits: When you are the target of a spell, you may gain advantage on your saving throw against the spell and resistance to any damage the spell inflicts. Once you use this ability, you may not use it again until you complete a rest.

LADY MYRIN DARKDANCE, AMNESIAC ARCANE PHILANTHROPIST

One of the most upbeat, optimistic, and sympathetic people one is likely to meet in the wide Realms, Myrin genuinely likes most people she meets and always tries to see the good in everyone. This makes her somewhat naïve at times, but she's been disappointed enough that she doesn't go to pieces when someone lets her down. To become her enemy, one must threaten her friends or endanger innocents, at which point Myrin manifests a fury born of powerful magic and willingness to use it.

Myrin suffers from near total amnesia. She appeared in 1479 in Waterdeep, fresh from a battle with demonic attackers, and when she awoke, she couldn't recall where she came from, her own name, or how old she was. Undaunted, she set out to unravel her own mystery and find her place in a familiar but strange world. She found quickly that she has the ability to absorb magic or magical abilities, "borrowing" them from anyone she touches, sometimes including memories of her own past. She believes herself to be the last heir of the Thalavar line, and she has taken up residence in one of their halls, Darkdance Manor. From there, she splits her time between learning about her family, hunting artifacts and folk from her past, and working for the good of Westgate.

Just over five feet in height, Myrin was once skeletally thin but has filled out over her ten years in Westgate to a healthy plumpness. Her skin is russet brown, thanks to her predominant Mulan heritage, and she has a shock of bright blue hair and iridescent sapphire eyes. Her body is covered with intricate arcane tattoos (Thayan in design, though she only dimly remembers studying in Thay) that serve as a kind of map of her magic, like a wizard might use a spellbook. More tattoos appear in bright blue on her skin when she absorbs magic through her Magic Osmosis and remain as long as she holds the magic in reserve. If the spell or ability she absorbs corresponds to a spell she used to know, the tattoos remain in place after she has used the stolen power, turning to permanent black ink.

Lost Memories: When Myrin uses her *Magic Osmosis* ability on someone who has met her in the past, she gains those memories, albeit from the perspective of the viewer and not her own. The same applies to objects she once owned or were key to her past. The memories she has gained thus far make it clear she is far older than her apparent twenty winters, and the fact that she hasn't aged a day in twelve winters suggest magic preserves her youth and health (some sort of magic she doesn't know or wield consciously today). She was born in 1357—about 135 years ago—and she knows her parents through a mutual friend (her consort, Ilira).

Magic Osmosis: Myrin has a unique magical ability to absorb and redirect magic. As an action, she touches a creature's bare skin (requiring an attack roll to hit) and gains temporary access to a power or spell that creature can use. If the spell slot is not one she can cast normally, it immediately goes wild, producing a wild magic effect. She can retain the ability or spell slot and casting knowledge for a number of hours equal to her level. This ability costs sorcery points to use. See the sorcerer archetype *Spellthief* in the supplement *Irregular Paths of Westgate*.

Relationships

At one time, Myrin was and (to some extent) still is very much in love with **Kalen Dren**. When she awoke in Waterdeep twelve years ago with no memories, he took care of her, and they shared many adventures together. It was a girl's infatuation, perhaps, and before too long, his single-minded devotion to his calling pushed her away, and she finally decided she had to live her own life. If he came calling, however, she'd likely fall back into his arms in a heartbeat, but he's just too proud.

Myrin's consort is **Ilira Nathalan**, who is the strong right arm in their relationship and does almost all the talking on her behalf. The two would be married, but Ilira insists Myrin remain single for political reasons. Ilira can be overprotective and secretive, but Myrin has helped her out of her shell somewhat.

Myrin met **Rigante Bleth** at a formal ball some years ago, and the two have become unlikely friends. Ilira constantly insists that Rigante is manipulating her, which may be true, but Myrin is oblivious.

Interests in Westgate

Philanthropy and good works. As the heiress of House Thalavar, Myrin is in a position to make progress toward her goal for Westgate: namely, the improvement of the standard of living of its people. She tends to think short-term, caring little for public works or infrastructure: her priority is to see everyone housed, clothed, and fed. To this end, Myrin has purchased several buildings in the city widely called "Runerests," where the poor can obtain soup, bread, clean (if worn) garb, and a shelter from inclement weather. To the less fortunate of the city, she is known as the beneficent "Runed Lady" (for her many arcane tattoos). Some of her detractors term her the "Ruined Lady," claiming that she will be destitute soon if she keeps throwing away her inherited wealth on those too poor to pay her back.

Nobility. Myrin takes only hesitantly to high society, only to coax other powerful folk into aiding the less fortunate. She's none too good at diplomacy or politics, but having Lady Ilira on her arm makes all the difference. She relies heavily on her consort's acumen and charm.

Interaction with the Westgate Irregulars

Myrin's primary interests in hiring the Irregulars are either to stop threats to Westgate's people or recover artifacts she believes she owned in her previous life. As a former adventurer, she understands expenses, but also she needs coin to finance her philanthropic efforts. She tends to offer less reward for quests done in her service than other, less savory patrons. Doing good is its own reward, as she sees it.

Darkdance Manor stands on a rainy stretch of Old City Westgate, surrounded by a high wall that reaches up into the gray sky. The intricate gate locks with a device shaped like a human face, which speaks to visitors in a friendly voice and lets them in, as "the lady is expecting you." Visitors make their way through a vibrant garden, full of statuary and topiary dragons and other creatures that seem to move when not watched. A blind-mute dwarf named Elevar ushers them in the entry hall, where Myrin reclines in a gazebo on a floating earthmote in the entry hall that can float up through a gap in the ceiling. "Oh good!" she says. "You've come! Let's get right to work!"

Subsequent meetings frequently take place in Myrin's study, spellcasting tower, or one of the libraries in Darkdance Manor.

Roleplaying Myrin Darkdance

Myrin is genuinely nice and often lets her optimism run away with her. She assumes the best of everyone, gets easily excited, and jumps to conclusions, plus she's a helpless romantic. For instance, if visitors talk about raiding a dragon hoard in a previous adventure, she will assume they went there to rescue a kidnapped princess and will demand to know which of them fell in love with her. Or him.

Despite her high charisma, Myrin can easily come off as flighty, which is partly because her keen mind works so fast. She is constantly in motion, reading, researching, coordinating rescue and caretaking efforts, etc. "Why waste time?" is her motto—ironic for a woman who never ages.

Myrin sighs wanly whenever Kalen Dren is mentioned and grows extremely nervous when he's around.

Personal interests: Magic, lore, history, romance, and doing *good*.

MYRIN DARKDANCE

Medium humanoid (Mulan human) neutral good

Armor Class 14 (mage armor)

Hit Points 57 (12d6+12)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	17 (+3)	16 (+3)	20 (+5)

Skills Arcana +13, History +8, Insight +8

Damage Resistance damage from spells; nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)

Senses passive Perception 13

Languages Common, Abyssal, Chondathan, Draconic, Dwarfish, Elvish, Infernal, Mulan, Shou

Saving Throws Intelligence +8, Wisdom +8, Charisma +10

Magic Resistance. Myrin has advantage on saving throws against spells and other magical effects.

Spellscarred Harbinger: Myrin is immune to all spellscar-related effects unless she chooses to be affected.

Font of Magic: Myrin has 14 sorcery points, which she can use to create spell slots or vice versa (see *PHB*, p. 101) or spend on either or both the following Metamagic effects when she casts a spell (no action to use):

Empowered Spell (1 point): Reroll up to 5 of the damage dice of the spell. Myrin must keep all the new rolls.

Quickened Spell (2 point): Cast a spell with a casting time of 1 action as a bonus action for this casting.

Spellcasting. Myrin is a 14th level sorcerer. Her spellcasting ability is Charisma (spell save DC 18, +11 to hit with spell attacks, with her *orb*).

Myrin knows the following spells:

Cantrips (at-will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*, *true strike*

1st level (4 slots): *detect magic*, *identify*, *mage armor**, *magic missile*

2nd level (3 slots): *mirror image*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

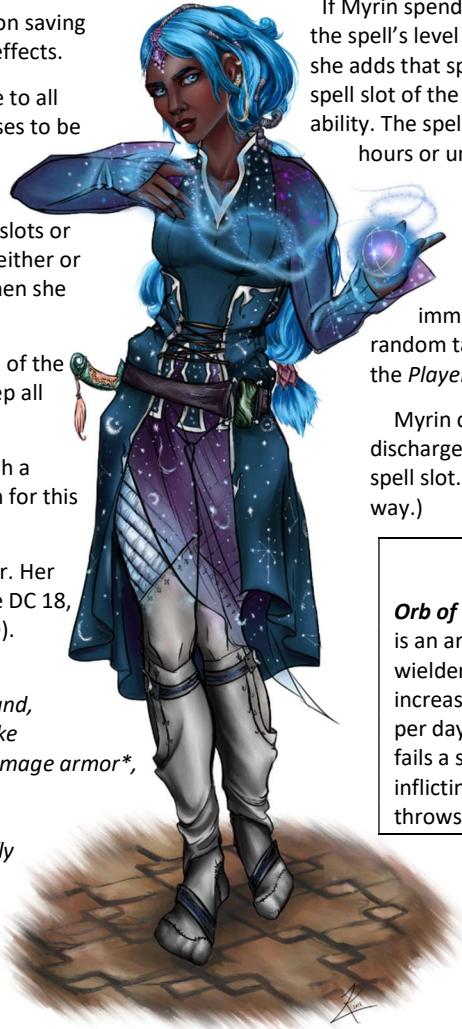
4th level (3 slots): *fire shield*, *stoneskin**

5th level (3 slots): *hold monster*

6th level (3 slots): *disintegrate*, *globe of invulnerability*

7th level (3 slots): *teleport*

*Myrin casts these spells before combat.



Art by Lori Krell

Actions

Fire Bolt. *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. *Hit:* 3d10 fire damage. Unattended flammable material ignites

Shocking Grasp. *Melee Spell Attack:* +11 to hit (advantage if the target is wearing metal armor), reach 5 ft., one target. *Hit:* 3d8 lightning damage.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4+1) piercing damage.

Spelthief: *Melee Spell Attack:* +6 to hit, reach 5 ft. or range 20/60, one target. *Hit:* The target loses access to a spell or ability of Myrin's choice. A drained spell ceases to be prepared or, if it is not a prepared spell, the creature cannot use it for 1 minute.

If Myrin spends a number of sorcery points equal to the spell's level (or 4 points in the case of an ability), she adds that spell to her spells known and gains a spell slot of the same level, or she gains access to that ability. The spell or ability persists in her mind for 14 hours or until she completes a long rest.

If Myrin steals a spell she cannot normally cast (because it's not on the sorcerer spell list or she is not high enough level to cast it), then the spell immediately discharges (no action) with a random target; it also produces a wild surge (see the *Player's Handbook*, pg. 104).

Myrin cannot spend sorcery points to add a discharged spell to her spells known or gain a spell slot. (Stolen abilities do not go wild in this way.)

EQUIPMENT

Orb of Misfortune. This hand-sized golden orb is an arcane focus that gives an attuned wielder a +1 bonus to spell attacks and increases their saving throw DC by +1. Once per day, the wielder can curse a target who fails a saving throw against one of their spells, inflicting disadvantage on all of their saving throws for 1 minute.

**“What? A new spell?
Let me try!”**

~ Myrin Darkdance,
famous last words