

MYRIAD, CITY OF TIERS

A Dungeons & Dragons 5E
Gaming Supplement &
Adventure for
8th-12th Level Characters

BY ALAN TUCKER



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Madame Teela leaned forward, staring at young Nyla with narrowed eyes. “Do you know why Myriad is called the City of Tiers, Child?” She squinted even more, her crowsfeet stretching across her wizened face as if reaching for her bulbous, gnarled ears.

Nyla straightened and stuck her chin out. “Of course I do.” *Everybody* knew that! “It’s built on bunches of levels, reaching up to the heavens, and ruled by Arlon, the Highest, who—”

A shout from behind caused Nyla to turn. People cleared a path in the crowded street, revealing a band of Scripts, armed with longswords.

“That one,” a man in royal blue robes said, pointing toward a potter’s stall across from where Madame Teela and an increasingly nervous Nyla stood.

The potter, a middle-aged woman, dressed in clothing that had seen so many *mending* spells it was as much magic as cloth and thread, jumped up and clutched a teenage boy to her breast. “No! You can’t have him!”

Boots clattered over the cobblestones as the Scripts surrounded the potter and her son. The robed man stepped forward, his face appearing sad despite the angry mark of a shooting star branded in the center of his forehead.

“He has the spark.” The robed man nodded to the Scripts. “Take him.”

The men wrestled the boy from his mother as she wailed, but all on the street watched in silence. Soon, the group moved away and the sea of people filled the space as if nothing had happened.

Tears ran down the potter’s smudged face, leaving tracks like scars down her cheeks as she looked to the sky in despair.

“No,” Madame Teela said. “That is why.”



INTRODUCTION

Welcome to *Myriad, City of Tiers*, a Dungeons & Dragons 5e game supplement and adventure for characters of 8th-12th levels.

The idea for this started as a simple thought experiment: what would a society wholly reliant on magic look like? The concept grew into a city which had cut itself off from the rest of the world for a very long time. How would people live and develop in a place where all their basic needs were met by magic? What would they focus on if they couldn’t go anywhere else and didn’t have to work for food and shelter? And, more importantly for an adventure or campaign setting, what would happen once the city rejoined the normal world?

The bulk of this product is an adventure within the city itself. The players explore, encountering the various quirks

associated with Myriad, and eventually discover some of the underlying problems associated with it— including civil unrest and the unintended consequences of an enormous concentration of magical energy in one particular place. In organizing and presenting the adventure, I also sought to bring the concept of a “dungeon module” into the 21st century and, hopefully, create something that is easier for experienced and new DMs alike to understand and run for their players with a minimal amount of prep work.

In addition to the adventure, I wanted to give DMs something that could be revisited by the players in the future as the campaign progressed and still have playable opportunities. The history, faction information, and Myriad Emerged sections aren’t necessary for running the adventure but offer a fuller experience for those who may want to make extended use out of the

city in their campaigns— whether they are set in the Forgotten Realms or not.

Lastly, I didn’t think DMs should have all the fun, so there are a number of options for players, including a druid circle, new backgrounds, feats, and spells!

As this piece ballooned in scope, it never would have come to fruition without help from a number of people: artists, co-designers, editors, and playtesters have all labored to bring this city to life. I thank each and every one of them from the bottom of my heart.

So, sally forth, bold adventurers, and take in all that *Myriad, City of Tiers* has to offer! But also heed the harsh lessons learned, for magic, though potent, is not a panacea to the problems of the universe.

— Alan Tucker



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PLAYER OPTIONS

Following is a new druid circle, as well as a number of backgrounds, feats, spells, and magic items for players to try out...

DRUID

CIRCLE OF THE ELEMENTAL

Druids of this circle view themselves as caretakers of the elements and even magic itself. They see the basic elements— air, earth, fire, and water— as the building blocks of nature and the universe as a whole, and thus deserve protection and safeguarding. You learn Primordial as an additional language upon choosing this circle.

Though sympathetic to all four elements, each of these druids will have an affinity for one of the elements in particular. This affinity will often be reflected in the druid's personality and can greatly affect their interactions with others. One who is closely associated with fire might be easily irritated or prone to swift vengeance, while another who associates with earth may be slow to act, but hold deep-seated grudges for many years.

Circle of the Elemental druids often bump heads with wizards, and others, who frequently conjure or summon spirits from the elemental realms to do their bidding— especially those who seek to bind elementals to long-term service.

CIRCLE OF THE ELEMENTAL FEATURES

DRUID LEVEL	FEATURE
2nd	Elemental Affinity, Elemental Shape
6th	Affinity Resistance
10th	Ward of the Elements
14th	Elemental Movement

ELEMENTAL AFFINITY

Druids of this circle begin by choosing an element to have an affinity with— air, earth, fire, or water. This choice will dictate certain spells the druid will gain as you progress in level, as well as the types of elementals and creatures you can transform into. Any

spells gained from your affinity are always prepared and do not count against the number of spells you can prepare each day. If you gain access to a spell that is not on the druid spell list, the spell is still considered a druid spell for you.

Air Affinity. You feel best with a stiff breeze against your face. Choosing this affinity grants you the *thunderclap* cantrip in addition to any other cantrips you know. You also gain access to other spells at 3rd, 5th, and 7th levels as detailed below:

DRUID LEVEL	AFFINITY SPELLS
3rd	<i>dust devil</i> , <i>warding wind</i>
5th	<i>gaseous form</i> , <i>thunder step</i>
7th	<i>storm sphere</i>

Earth Affinity. Solid ground beneath your feet always brings you comfort. Choosing this affinity grants you the *mold earth* cantrip in addition to any other cantrips you know. You also gain access to other spells at 3rd, 5th, and 7th levels as detailed below:

DRUID LEVEL	AFFINITY SPELLS
3rd	<i>earthbind</i> , <i>Maximillian's earthen grasp</i>
5th	<i>erupting earth</i> , <i>meld into stone</i>
7th	<i>stone shape</i>

Fire Affinity. There is no life without heat. Choosing this affinity grants you the *create bonfire* cantrip in addition to any other cantrips you know. You also gain access to other spells at 3rd, 5th, and 7th levels as detailed below:

DRUID LEVEL	AFFINITY SPELLS
3rd	<i>flaming sphere</i> , <i>scorching ray</i>
5th	<i>flame arrows</i> , <i>Melf's minute meteors</i>
7th	<i>wall of fire</i>

Water Affinity. Even the brightest flame must succumb to the quenching power of water. Choosing this affinity grants you the *shape water* cantrip in addition to any other cantrips you know. You also gain access to other spells at 3rd, 5th, and 7th levels as detailed below:

DRUID LEVEL	AFFINITY SPELLS
3rd	<i>misty step</i> , <i>Snilloc's snowball swarm</i>
5th	<i>sleet storm</i> , <i>wall of water</i>
7th	<i>ice storm</i>

ELEMENTAL SHAPE

When you choose this circle at 2nd level, you exchange the Wild Shape ability for Elemental Shape. You are so in tune with the elements' magical energy, you can take the form of minor elemental creatures at low levels, eventually progressing to more powerful versions later on. As with Wild Shape, you can use this feature twice per short or long rest and each use lasts up to a number of hours equal to half your druid level. The same list of rules and conditions apply to Elemental Shape as set forth in the *PHB* for Wild Shape.

Each affinity has its own list of transformation options which are detailed below. At 10th level, you gain the ability to transform into anything on the list, regardless of affinity:

ELEMENTAL SHAPES

DRUID LEVEL	AFFINITY	ELEMENTAL
2nd	Air/Fire	Smoke mephit (<i>MM</i> 217)
2nd	Earth/Water	Mud mephit (<i>MM</i> 216)
2nd	Fire/Water	Steam mephit (<i>MM</i> 217)
3rd	Air/Earth	Dust mephit (<i>MM</i> 215)
3rd	Air/Water	Ice mephit (<i>MM</i> 215)
3rd	Earth/Fire	Magma mephit (<i>MM</i> 216)
5th	Air	Minor air elemental (<i>stats page 4</i>)
5th	Earth	Minor earth elemental (<i>stats page 4</i>)
5th	Fire	Minor fire elemental (<i>stats page 4</i>)
5th	Water	Minor water elemental (<i>stats page 4</i>)
8th	Air	Air elemental (<i>MM</i> 124)
8th	Earth	Earth elemental (<i>MM</i> 124)
8th	Fire	Fire elemental (<i>MM</i> 125)
8th	Water	Water elemental (<i>MM</i> 125)

AFFINITY RESISTANCE

At 6th level, you gain resistance to poison damage, as well as damage based on your elemental affinity:

DAMAGE RESISTANCE

AFFINITY	RESISTANT TO DAMAGE TYPE(S)
Air	Lightning
Earth	Bludgeoning, Piercing, and Slashing
Fire	Fire
Water	Acid

WARD OF THE ELEMENTS

Beginning at 10th level, you gain the ability to cast the spell *primordial ward* once per day as an action. This does not consume any spell slots. You regain this ability after a long rest.

ELEMENTAL MOVEMENT

Upon reaching 14th level, your time spent among the elements allows you to move as they do for a limited time. Once per long rest, for up to an hour plus one hour per level above 14th, you can choose the special movement ability of flying (90 ft.), burrowing (30 ft.), or swimming (90 ft.). You can mix these movement types within the time allotted but once you've activated the ability, the clock for it keeps running, whether you use it continuously or not.



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MINOR ELEMENTALS

AIR

Medium elemental, neutral

Armor Class 13

Hit Points 55 (10d8 + 10)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	6 (-2)	8 (-1)	6 (-2)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 9

Languages Auran

Challenge 2 (450 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Slam. *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Whirlwind (Recharge 6). Each creature in the elemental's space must make a DC 11 Strength saving throw. On a failure, a target takes 11 (3d6 + 1) bludgeoning damage and is flung up to 10 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage. If the target is flung at another creature, that creature must succeed on a DC 11 Dexterity saving throw or take the same damage and be knocked prone. If the attacked creature's initial saving throw is successful, the creature takes half damage and isn't flung away or knocked prone.

EARTH

Medium elemental, neutral

Armor Class 15

Hit Points 85 (10d8 + 40)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	5 (-3)	8 (-1)	5 (-3)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 9

Languages Terran

Challenge 2 (450 XP)

Earth Glide. The elemental can burrow through unworked, nonmagical earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

FIRE

Medium elemental, neutral

Armor Class 13

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	6 (-2)	8 (-1)	6 (-2)

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 9

Languages Ignan

Challenge 2 (450 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 4 (1d8) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 4 (1d8) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 4 (1d8) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Touch. *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the creature takes 4 (1d8) fire damage at the start of each of its turns.

WATER

Medium elemental, neutral

Armor Class 13

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	5 (-3)	8 (-1)	7 (-2)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 9

Languages Aquan

Challenge 2 (450 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

ACTIONS

Slam. *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Whelm (Recharge 6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 10 (2d6 + 3) bludgeoning damage. If it is Medium or smaller, it is also grappled (escape DC 12). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the initial saving throw is successful, the creature takes half damage and is pushed out of the elemental's space.

The elemental can grapple one Medium creature, or up to two Small or smaller creatures at one time with this ability. At the start of each of the elemental's turns, each grappled target takes 10 (2d6 + 3) bludgeoning damage. As an action, a creature within 5 feet of the elemental can pull a creature or an object free by succeeding on a DC 12 Strength check.



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BACKGROUNDS

LABORER

You grew up believing in an honest day's work for an honest day's pay. You understood not everyone can be a knight in shining armor, saving damsels locked in towers as an occupation. Someone has to lay the foundation for the magnificent temple, or dig out the cellar for this warm and inviting inn.

While you are not practiced enough to be considered an artisan, or join a guild, you are familiar enough with either carpentry or masonry to be considered proficient with your choice of one of those tool sets. You have acquired, over the years, a handful of your own, well-worn tools to use.

Skill Proficiencies: Athletics, Survival
Tool Proficiencies: Choose either carpenter's tools or mason's tools

Equipment: a crowbar, both a hammer and a sledge hammer, a miner's pick, and a shovel.

FEATURE: EMPLOYABLE

Wherever you are, you seem to always be able to find work. Whether it be an odd job or long term construction, you find something which allows you to keep yourself fed and have a roof over your head, regardless of your location.

SUGGESTED CHARACTERISTICS

Use the tables for the guild artisan background in the *PHB* as the basis for your traits and motivations, modifying the entries when appropriate to suit your lack of formal education or training in building crafts.

A good laborer tends to be reliable and able to follow direction. They often rely on common sense and experience, rather than anything they might have read in a book or learned from schooling. A laborer who has transitioned to an adventuring life may have done so out of necessity because of hard times falling on the town where they lived, or from a desire to build a better life for their family or love interest.

SOOTHSAYER

You've read people like a good book— or sometimes a horror story— and feel like you know how their life will play out after spending a short amount of time with them. Your insights are often too vague to be of real use, but sometimes they can help point people in the right direction, or save them from a potentially embarrassing circumstance.

Early on, you learned that sometimes a truthful reading or fortune telling won't be well-received by certain patrons. As a result, you developed some nimble fingers to switch out a particularly dire card or rune, avoiding the sensitivities of an excitable person who might not be able to emotionally handle a completely honest forecast.

Skill Proficiencies: Insight, Sleight of Hand

Tool Proficiencies: Playing card set

Equipment: Your choice of a playing card set, tea set, or a bag of stone or ivory runes; a fine silk or velvet piece of cloth, five candles, 2 gp worth of incense, and a set of costume clothing.

FEATURE: FORTUNE TELLER

Your talent for judging people and catching glimpses of possible futures has proven genuine on more than one occasion. With a small amount of time and preparation, you can consult your cards or tea leaves for insight or guidance. The fates are fickle, but may, at your DM's discretion, offer a form of answer to a question you pose in your reading.

SUGGESTED CHARACTERISTICS

Some fortune tellers genuinely want to aid people with their troubles in life. Others find joy in delivering bad news. Then there are some who simply want to earn a living and don't care how a reading might affect their patron— as long as they get paid! Consider why you might have given up a soothsaying life for that of an adventurer. Does gold drive you? Or did a particular reading spark something inside you to seek out answers to a bigger question?

d8 Personality Trait

- 1 I'm utterly convinced my readings will come true, even when confronted with evidence to the contrary.
- 2 I am suspicious of anyone who won't partake in a reading.
- 3 I believe in fate. Destinies are written and immutable.
- 4 I am reluctant to share my talents. Too many have abused them, and me, in the past.
- 5 I believe the cards offer guidance in order to make our lives better— if we can only understand them.
- 6 I have a hard time making decisions without tossing a few runes first.
- 7 My talent frightens me. I've foreseen too many terrible things that have come to pass.
- 8 I only do readings for money. Charity work is for the temples to perform.

d6 Ideal

- 1 **Destiny.** Attempting to change fate can only lead to disaster. (Lawful)
- 2 **Guidance.** Choices are best made with abundant information. (Good)
- 3 **Adaptability.** The future is ever-changing. We must be able to change with it. (Chaotic)
- 4 **Acceptance.** We can only know what the universe is willing to reveal. (Neutral)
- 5 **Greed.** A reading is only as good as how much you paid for it. (Evil)
- 6 **Preparation.** Mistakes can be avoided if we can only see clearly what is to come. (Any)

d6 Bond

- 1 I misread a certain portent which cost someone dearly. I need to make amends.
- 2 I've seen a terrible future which I must do everything in my power to prevent from happening.
- 3 I've glimpsed the love of my life in a reading and I must find him/her.
- 4 One day, I'll prove I was right to everyone who doubted me.
- 5 My mentor was shunned for their abilities. I need the world to see soothsaying as a gift, rather than something dark and mysterious.
- 6 I failed to prevent a tragic end I foresaw for someone I cared for.

d6 Flaw

- 1 I refuse to reveal potentially harmful information I glean from a reading.
- 2 I have loose lips. I can't keep something told in confidence to myself.
- 3 I would cause someone harm if it meant something I'd foreseen would come true as a result.
- 4 I take responsibility for anything bad I see in a reading.
- 5 I take credit for anything good I see in a reading.
- 6 I tend to see the worst possible outcome, even if the signs are open to interpretation.

FEATS

ELEMENT OF SURPRISE

Twice per short or long rest, whenever you are required to make a Dexterity (Stealth) check, anyone within 10 feet of you who is also required to make the same check can use your result instead of their own.

PRESCIENT

You seem to anticipate harmful events before they happen and gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- Once per day, you can use your reaction to halve the damage of any harmful attack or effect against you, regardless of whether you can see it or not. If the damage requires a saving throw, a successful save means you take no damage. This ability recharges after a long rest.

TIERED ATTACK

(Fade 1-4) As a bonus action, if you have the extra attack class feature, you can make 1 melee weapon attack with advantage on your turn. At the start of your next turn, roll 1d6. On a result of 1-4, you cannot use this ability again until you finish a long rest.

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SPELL LISTS

BARD

Air of Mystery
Eavesdrop
Sword in the Stone

CLERIC

Eavesdrop
Zone of Nondetection

DRUID

Under the Dome

PALADIN

Sword in the Stone

RANGER

Sword in the Stone

SORCERER

Air of Mystery
Eavesdrop

WARLOCK

Zone of Nondetection

WIZARD

Air of Mystery
Eavesdrop
Sword in the Stone
Under the Dome
Zone of Nondetection

SPELLS

AIR OF MYSTERY

1st-level abjuration

Casting time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

A soft and nearly imperceptible breeze gently blows all around your body, giving you a mysterious aura and making it hard get a true read on you and your intentions. For the next minute, any Wisdom (Insight) checks made against you do so with disadvantage.

EAVESDROP

2nd-level divination

Casting time: 1 action

Range: 120 feet

Components: V, S, M (a tiny ball of earwax)

Duration: 1 minute

You create an invisible sensor within range in a location you can see or one that is obvious, such as around a corner or in the next room behind a closed door. The sensor remains in place for the duration and cannot be attacked or otherwise interacted with.

Once the spell is cast, you can hear anything within 15 feet of the sensor as if you were standing in its place. Whispered voices,

or noises outside the 15-foot circle, require a DC 10 Wisdom (Perception) check, rolled with advantage, to make out clearly. No further checks are required unless the noises move farther away from the sensor.

A creature that has truesight, or has the benefit of see invisibility or similar spell, can spot the sensor, which appears as a spectral, curved ear horn about the size of your fist.

STONE IN THE SWORD

4th-level transmutation

Casting time: 1 action

Range: Touch

Components: V, S, M (a pinch of granite dust)

Duration: Concentration, up to 1 minute

You touch a sword and it becomes infused with the magical power of stone. The sword is considered magical for the purposes of overcoming damage resistance. Whenever a creature is struck by a sword imbued with this spell, the creature must make a Constitution saving throw. On a failure, the creature takes an additional 1d10 piercing damage and becomes petrified until the end of its next turn. On a success, the creature takes half damage and is not petrified.

UNDER THE DOME

2nd-level abjuration

Casting time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

For the duration, 1 creature you touch is surrounded by an invisible force field that grants it resistance to damage from one type of elemental creature you specify when casting the spell: earth, fire, water, or air.

ZONE OF NONDETECTION

2nd-level abjuration

Casting time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you mask a 20-foot-radius sphere, centered around you, from divination magic. The area, or anything inside it, can't be targeted by any divination magic or perceived through magical scrying sensors.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell's duration is increased by 10 minutes for each slot level above 2nd.

MAGIC ITEMS

PEARL OF TRUTH

Wondrous item, uncommon

While holding this pearl, you can cast the spell *zone of truth* as an action once per day. The spell save DC is 12 and its duration is 10 minutes. This ability recharges at dawn each day.

POTION OF BLINDSIGHT

Potion, rare

When you drink this potion, you gain blindsight in a 60-foot-radius for 1 hour. The effect does not hinder your normal vision but allows you to "see" in absolute darkness while the potion lasts. The liquid inside the vial is viscous and inky in color.



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OVERVIEW

A DM's "TL;DR"

For the busy DM on the go, who doesn't have time for pages of history and social underpinnings, here is your quick-start guide for running the adventure!

MAIN ANTAGONISTS

The Crystal of Ophandra is the over-arching antagonist for the adventure, though the players may not realize this until the final confrontation. The crystal is an entity made from magic—being exposed to so much magic over so many years, it has recently become self-aware and isn't happy about its situation.

Vaneese Caltrine is a "behind the scenes" antagonist who is available for follow up adventures, if the DM so chooses. He has a powerful dwarven cleric ally named **Effar Stonehammer**, as well as a number of devils, working with him in a set of huge caverns under the city.

POSSIBLE ALLIES

The story has three principal paths the adventurers can follow, each with its own NPC "ally":

Prime Seeker Dolan Keerig is the leader of the wizards. He is trying to keep the city from crumbling into chaos after its Emergence and the fact that its governing head for centuries, **Arlon the Highest**, is suffering from old age and memory loss. Dolan knows the crystal is behaving strangely but isn't aware of the fundamental leap it made in gaining consciousness.

Nyla "Mercy" Torquin is the head of the thieves guild, known as the Shroud. Mercy is actively seeking to overthrow the yoke of the wizards and usher Myriad into a new age of freedom. She has been subtly encouraged to do so through her dreams by the Crystal of Ophandra (though she is unaware of its influence as these ideas are ones she's had for some time). Mercy is closely allied with **Brightest Erin Pyril**, who leads the sorcerers of the city.

As the head of the bard colleges, **Dean Fendra Albright** falls somewhere between

Dolan and Mercy. She suspects something is wrong with Arlon, and possibly the wizards as well, but also knows something sinister is lurking beneath the city and wants to find out more about it.

THE CITY ITSELF

Myriad is a thriving, bustling city that has been isolated within its own pocket dimension for centuries. Through magic, it has sustained itself, oblivious of what has been happening in the rest of the world. Because of social pressures, mostly from the wealthiest merchants, and changes in the crystal, Myriad has rejoined the normal world and has begun reaching out to discover what it's missed in nearly a thousand years.

Due to its unique situation, the city and its people have a number of quirks and oddities that the characters will discover and interact with through the course of the adventure. Many of these are listed in the **Items of Note in Myriad** encounter. The normal citizens can be everything

from curious to frightened of the party, especially depending on its racial composition. Characters of the more exotic races will receive the most attention—good and bad—and classes such as druids and barbarians have also not been a part of the fabric of the city since it removed itself from the world. Be sure to play up these aspects that are out of the norm to emphasize Myriad's strangeness for the players.

THE THREE PILLARS OF ADVENTURE

Of the three pillars (roleplay, combat, and exploration), roleplay is certainly the highlight of this adventure. There are several opportunities for combat, although some of them can be avoided if the characters choose. Exploration comes in the form of learning about the city and its way of life.

Tips for roleplaying the main NPCs are given within most of the encounters to help the DM quickly understand their goals and desires. There is also an

Encounter Flowchart to view the overall structure of the story and help keep an eye on what might come next for the heroes, depending on their choices.

AND SO, IT BEGINS...

A wealth of information is available in the subsequent pages about Myriad, its history, and its inhabitants. If you just want to dive in and get started with the adventure, you can skip to it by clicking "Adventure" in the navigation bar on the left side of this page.

Let loose and have an amazing time!



A HISTORY OF HIDDEN MAGIC

Myriad began as a learning center for a number of reclusive elves who wished to delve deeply into the magical arts. A few years passed and a small community grew around the structure that would later become the Wizards' Enclave on the Council tier. Originally, the Common tier was used as farmland.

DISASTER FORETOLD

A number of the wizards were gifted diviners and, in 463 DR, one foresaw a Toril-shaking cataclysm. Certain of the verity of the vision but uncertain as to how far in the future it would occur, the wizards

began to plan. A brilliant mage named Ophandra proposed the creation of a magical construct that could protect their burgeoning community indefinitely, although it would remove them from the rest of the world. The important matter was their skills and knowledge would survive the coming disaster. Regardless of the state of Faerûn after the catastrophic event, Myriad would survive and carry on.

While the wizards were confident in their solution to the coming catastrophe, others were not. Most notably, a conclave of druids argued that the item Ophandra envisioned could potentially cause as much harm to The Weave—how practitioners referred to the essence of magic itself—as it sought to prevent. The druids could not sway the obstinate wizards from their course of ac-

tion and ended up emigrating from the city entirely over the course of several decades, the last of them leaving a few years before Ophandra's goal was realized.

Ophandra labored for nearly a hundred years, pouring her heart and soul into the massive crystal she knew would be the savior of her people and the magic they loved. In 579 DR, she finally completed the intricate enchantments and Myriad's protective shield was activated. Ophandra died within a few weeks and her loss was mourned by the community for months thereafter.

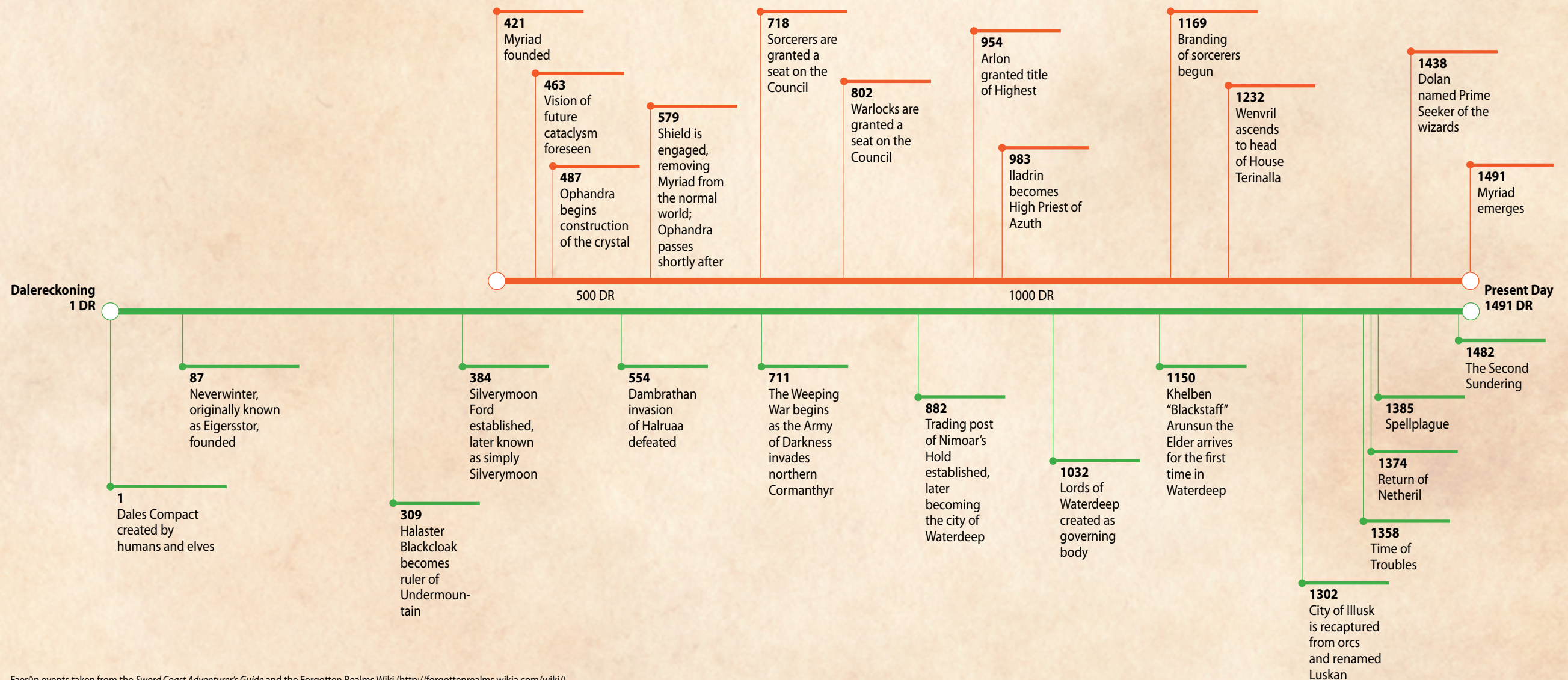
BEGINNING ISOLATION

The first few years were difficult as people dealt with inevitable feelings of claustrophobia and imprisonment. By now, the city had grown, but its population fluctu-

ated tremendously in the time shortly before the crystal's activation—families united to stay or leave or were torn asunder because some couldn't stand the thought of living out their lives in a confined space, while others couldn't bear the thought of abandoning their homes. During this time, temples to gods other than Azuth began to spring up in the Common tier to help comfort and support the populace.

The Council of Magic, which originally included three wizards, a bard, and the High Priest of Azuth, recognized the value these new temples provided and encouraged their work, giving them the power to oversee civil disputes, as well as tasking them with maintaining the general welfare of the common citizens—duties the members of the Council had no interest

A TIMELINE HISTORY, FROM 1 DR TO PRESENT DAY OF FAERÛN AND MYRIAD, CITY OF TIERS



Faerûn events taken from the *Sword Coast Adventurer's Guide* and the *Forgotten Realms Wiki* (<http://forgottenrealms.wikia.com/wiki/>)

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in performing themselves.

SORCERERS AND WARLOCKS ARISE

Over the next hundred years, practitioners of magic, who had never learned a spell from a book, began manifesting throughout the city. Perplexed by these people with a seemingly innate talent for magic, the wizards gathered them together, initially to study them, but later to try to control what they couldn't comprehend. Eventually, they were given a modest structure on the Council tier in which to train and hone their skills.

In the year 718 DR, due to their increasing numbers and continued support from the common folk from whence they came, the sorcerers were granted a seat on the Council of Magic, gaining one of the wizards' three seats. Animosity between the two spell-casting classes continued to grow but was deflected somewhat by the emergence of another sect of the magically inclined: warlocks.

This new breed of spellslinger fostered a similar jealousy from the wizards that they harbored for the sorcerers, as well as suspicion and fear from the sorcerers, who didn't trust the sources of the warlocks' power. As more and more citizens beseeched grand entities for abilities beyond the ken of normal folk, a new faction began to organize itself within Myriad, and eventually, the wizards were forced to relinquish their extra seat on the Council in the year 802 DR.

Despite the slowly eroding political power of the wizards, they still held the key to Myriad's existence and survival: the Crystal of Ophandra. Only the wizards could conjure elementals, who not only provided needed power and support for Myriad's growing infrastructure but also even fed the crystal itself by this time. The wizards also keenly understood the magic required to keep and bind the elementals to the tasks the city increasingly relied upon them for— including heat, waste removal, and even structural integrity of some of the more fantastic buildings being created by the ever-advancing architects.

Myriad expanded and prospered after the inclusion of the warlocks on the Council of Magic. The Common tier, as it had come to be called, became more developed, and eventually, the last bit of farmland was consumed by structures needed to house the city's bustling population.

Organically grown food became something only the wealthy could partake of as an affectation. The Council commanded the temples to provide for the citizenry, which they gladly did, thinking it would endear the people to them, and thus give them more influence. Yet, the burden to feed and care for so many on a daily basis taxed the resources of each temple— so much so they could never gather enough strength to take advantage of their perceived elevated status. Many times, meet-

ings took place between the high priests to come up with a plan to bend the Council to their will, however, they never found a common ground on which to act. Each temple felt equally fit to lead, which ultimately meant none could.

ARLON'S REIGN BEGINS

In 954 DR, Arlon, a middle-aged elf with direct ties to several of Myriad's original founders, was named to the position of Highest by the Council of Magic. His lack of magical ability, combined with his sharp mind and earnest demeanor, made him seem like the ideal candidate to all of the Council's irascible factions. Each thought they could control the charismatic elf and bend him to their own desires. Arlon, however, proved to be a master manipulator of political situations. He soon had each group scheming against the others— even more than they had previously— to maintain a delicate balance of power within Myriad and prevent any one group from becoming too influential.

A few decades later, an elf with similar ancestry, named Iladrin, ascended to High Priest of the Temple of Azuth, simultaneously gaining a seat on the Council of Magic. Iladrin found the transition from his former role as a simple priest to a politically powerful entity more taxing than he could have possibly imagined. It took him several years to adjust to the demands of his office and, during this time, the oth-

er temples fought fiercely to gain additional Council seats for practitioners of divine magic. When that effort failed, they turned their attention to Iladrin and Azuth, suggesting that control of the seat held by the representative of the god of wizardry should be rotated among the other temples. Arlon and the wizards held firm, with support from the sorcerers and warlocks. Eventually Iladrin solidified his place on the Council, becoming close friends with Arlon in the process.

THE STAR-MARKED

The city flourished for over a century before tensions rose to a boiling point within the magic-casting community. The wizards' numbers had been slowly dwindling and the faction grew increasingly nervous about its standing within the governing structure of Myriad, in spite of its monopoly regarding the summoning and binding of elementals. The Prime Seeker of the day, a human named Grillen Turnbull, held a particular disdain for sorcerous magic, claiming it to be tainted because of its mysterious origins and the unpredictability in who might manifest sorcerous powers. He, and many of the wizards of the time, felt threatened by the growing number of Myriad's citizens who displayed these natural magical talents without the need for years of study and practice. Grillen sought a way to curb the enthusiasm for the sorcerous ways and make those who developed power in this way ashamed,



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even afraid of the magic in their veins.

In the year 1167 DR, inspired by the sorcerers' own way of referring to themselves as having the 'spark', he came up with the idea of a magical brand. Grillen proposed his idea of marking those with sorcerous magic, once they'd been positively identified, to the Council, which began a hotly contested two-year debate among the magical factions. That debate spilled into the streets of Myriad, igniting protests and demonstrations for months, with parties from both sides of the argument committing shameful acts of violence.

The conflict came to a chilling conclusion when an unknown young, and ill-trained sorcerer produced a surge of Wild Magic, destroying most of an apartment building and killing several people, before his power could be contained. The incident caused enough uncertainty to give Grillen the votes he needed and the branding of the "Star-Marked" began in the year 1169 DR.

To Grillen's delight, people began to fear the sorcerers. Many who developed talents did their best to hide them, not wanting to live the rest of their lives with the brand.

After several more years, and a number of other dangerous Wild Magic accidents from unidentified sorcerers, Brightest Colm Holdfist began the process of locating and conscripting those with sorcerous talents by means of divination magic and small bands of militia, which soon became known as the "Scripts."

THE WALLS CLOSE IN

As time passed, books and spells dealing with teleportation and planar travel gathered dust within the wizards' libraries. The nature of the crystal's protective barrier allowed entities from the elemental planes passage, but no one else could penetrate the shield.

After the practice of branding began, the next couple of centuries saw magical tensions within Myriad remain, but become sublimated by the growing population problem and how to keep the citizens fed, happy, and productive. Buildings all over the city were in a constant state of remodeling or complete reconstruction to

give people something to do and increase available housing. The arts became insanely competitive, each artistic discipline reaching lofty heights of creativity no one could ever have dreamed. Membership in each of the temples swelled, with citizens seeking answers and occupations in an increasingly difficult economy. Basic needs continued to be met for everyone through the hard work of the temples, but social and economic mobility were entirely dependent on a person's ability to add value to the community— a closed meritocracy of the highest order, where only the absolute best managed to rise in society. Those who couldn't compete sought other ways, including drugs, sex, and gladiatorial sports, to drive away the monotony that everyone felt, but refused to discuss lest it drive them mad.

As the years passed, resulting from the confined nature of existence, suicide rates quietly climbed throughout the population. Others, like Vaneese Caltrine, took advan-

tage of people desperate for a change— any change— to build an empire beneath the city, promising a different life and, once the Emergence looked to become a reality, the possibility of escape from Myriad.

REJOINING THE WORLD

The combination of social pressures and the increasing power demands of the Crystal of Ophandra eventually brought about the Emergence, which had been discussed and pleaded for by many for over a century. Only the uncertainty of what lay waiting for them in the outside world allowed the wizards to keep control of the situation for as long as they did. The prophecy that triggered the creation of the crystal in the first place remained, and they had no idea if it had already come to pass or not. Ultimately, the wizards could stall no longer and they lowered the shield, allowing a handful of emissaries from the merchants to begin tentatively exploring the vastly changed world beyond Myriad.



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WIZARDS

LED BY: **PRIME SEEKER DOLAN KEERIG**
(GNOME)

SEEKERS (DIVINATION)

WARDERS (ABJURATION)

KNIGHTS OF THE SCROLL (ELDRITCH KNIGHTS)

Myriad was originally established by a small enclave of elven wizard researchers. These wizards wished to create a bastion of knowledge and wisdom dedicated to penetrating the deepest mysteries of the universe. Because they were the founders of what eventually grew into a thriving city, the wizards became the de facto government in Myriad's early days, establishing the Council of Magic to oversee the growing population.

The wizards believe they are the only true practitioners of magic because their power is earned through long hours of study and painstaking practice. As a result, they are jealous and suspicious of the sorcerers and warlocks, since their magic is granted rather than earned. Despite their dwindling numbers, the wizards retain their exalted position because of their ability to conjure and bind the elementals that Myriad depends so heavily upon. The wizards are closely aligned with the temple of Azuth and its high priest, **Iladrin**.

As a whole, the wizards would be happier staying out of politics, preferring to simply study and practice their magic in peace. Their caretaker importance with the crystal and Myriad's plethora of elementals, however, make a secluded, scholarly life for their members, including Prime Seeker Dolan Keerig, an almost near impossibility. These most learned wizards have a strict schedule of casting to adhere to each day in order to keep the bound elementals throughout the city from breaking free of their magical restraints. Any disruptions of this schedule can cause mayhem, as the characters find out in the "**From the Depths**" encounter.



PRIME SEEKER DOLAN KEERIG

Gnomish Male, 149 years
Eyes: blue; Hair: Gray, tousled; full, wild beard
Height: 3'3"; Weight: 42 lbs.

Dolan has been Arlon's closest advisor for many years and has done his best to hide his friend's weakening condition from the rest of the city but, with the Emergence, that task has become increasingly difficult. He works closely with **Iladrin** to deflect attention of Arlon's deficiencies from the Council and the **Merchant Lords**.

He is also most aware of some of the problems with the **Crystal of Ophandra**, but not the cause of them. It is one more secret he is doing his best to keep, knowing it won't stay hidden forever.

Appears in these Encounters:

Meeting the Highest
Secrets Upon Secrets
Rats in the Basement



Tabard Crest for the Warders
and Knights of the Scroll

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SORCERERS

LED BY: BRIGHTEST ERIN PYRIL
(HUMAN - RED DRACONIC ORIGIN)

STAR-MARKED (SORCERERS)

SCRIPTS (MILITANT FORCE OF FIGHTERS
EMPLOYED BY THE SORCERERS)

While the wizards may look upon them with disdain, and more importantly, concern, Myriad's sorcerers like to consider themselves as the "naturally gifted" practitioners of magic. As such, they refer to themselves as having the "Spark."

In spite of newly identified sorcerers being subjected to a cruel deterrent created by the wizards—the symbol of a shooting star branded on their foreheads—the sorcerers continue to grow their power base with new members. To that end, they have taken to publicly referring to the brand as a badge of honor, calling themselves the "Star-Marked" and instituting a conscription program to inflate their ranks. Bands of "Scripts" sometimes roam the city, using divination magic to seek out those with the "Spark" and usher them off to the sorcerers' enclave for training.

The sorcerers see magic as "a gift bestowed upon the worthy," and that "true power comes from within." Because of this, the sorcerers also hold enmity toward the warlocks, as well as the wizards, as they don't trust the extra-planar sources of their magics.



The Star-Marked Brand



BRIGHTEST ERIN PYRIL

Human Male, 33 years
Eyes: Brown; Hair: Reddish-brown
Height: 6'4"; Weight: 210 lbs.

Erin is a powerful, human sorcerer and in charge of the faction of sorcerers (Star-Marked) within Myriad. The sorcerers, including Erin, have been fanatical about detecting and reeling in any who hold the "Spark" of magic within them in order to grow their numbers. He, like most other sorcerers, is resentful of the other magic wielders, and the wizards in particular, because of the tattoo/brand that is forced upon them.

He has recently made friends with some within the **Shroud** (Myriad's thieves guild) and is looking to exploit the recent weaknesses Arlon has shown in the increasingly infrequent meetings with his advisors. Casting off the yoke of the wizards and never again having to place the 'mark' on another of his kind has become his number priority.

Appears in these Encounters:

Mercy Meet

Aftermath

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WARLOCKS

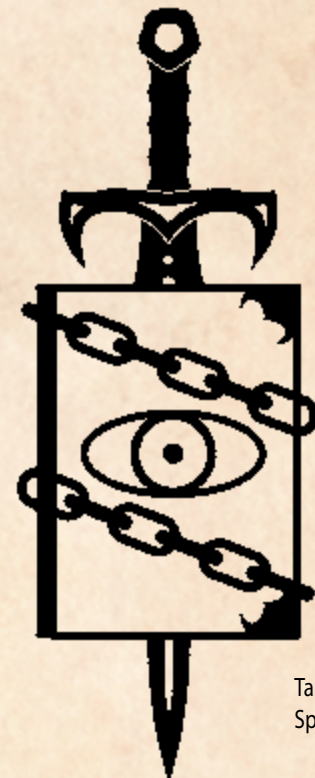
LED BY: **FIRST TOME KORA DAWN FALL**
(HALF-ELF)

SPIRITBOUND (PACT OF CHAIN OR TOME)

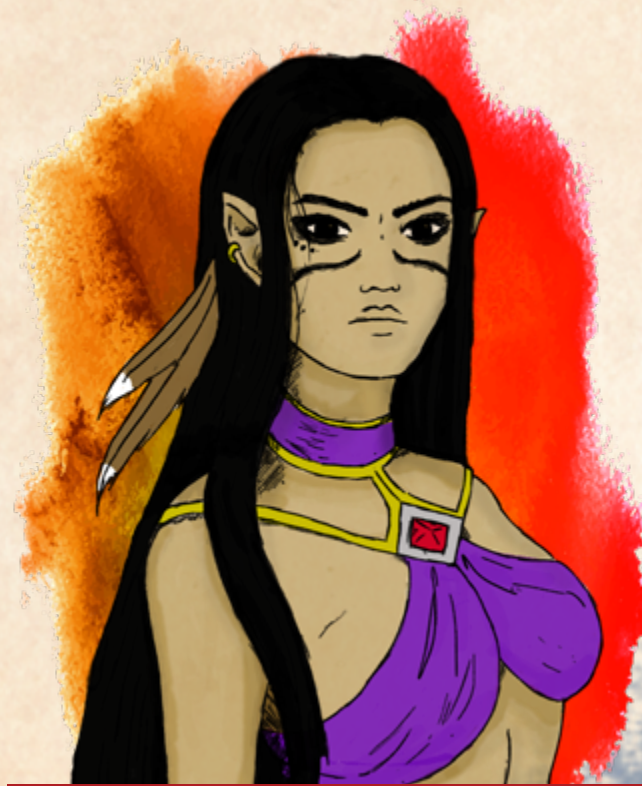
BLADEBOUND (PACT OF THE BLADE)

The warlocks have risen in power because so many wish to elevate themselves from the commonfolk, but cannot do so in any way except beseeching a powerful entity to grant them abilities beyond their station in life. Like the wizards, the warlocks too are jealous of the sorcerers' innate magic and sided with the wizards when it was proposed the Star-Marked be branded as they were identified. The warlocks also carry envy of the wizards for their unique abilities to tap into the elemental planes, whose magic and creatures are used to power and defend Myriad.

Politically, they side with whomever benefits them the most at any given time. They are not prone to forming lasting political alliances with any of the other factions. They are more concerned with pleasing their respective patrons than what might be best for Myriad as a whole, especially now that the Emergence has taken place.



Tabard Crest for the
Spiritbound and Bladebound



FIRST TOME KORA DAWN FALL

Half-Elven Female, 54 years
Eyes: Deep brown; Hair: Jet black and long
Height: 5'6"; Weight: 135 lbs.

Kora represents all those who have felt oppressed by those with innate magical skills over the years of Myriad's isolation. She is a half-elf who beseeched a Great Old One for power and enacted a Pact of the Tome. Years later, she has risen through the ranks within the sect of warlocks and now represents them in Arlon's advisory council. Although she has had little cause to regret her pact, she is still envious of the sorcerers, wizards, and bards who, in her eyes, never had to pay any real price for their abilities.

Now that the Emergence has occurred, she has become more wary about what the wizards have done in binding so many elementals to this plane. Recent meetings with a group of druids from outside Myriad have only reinforced her suspicions that something has gone wrong with the Crystal of Ophandra. Kora is working to gain any knowledge she can regarding the Crystal and the nature of its magic.

Appears in these Encounters:

Illuminati Confirmed?



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BARDS

LED BY: DEAN FENDRA ALBRIGHT (HUMAN)

LOREMASTERS (COLLEGE OF LORE)

SWORDSINGERS (COLLEGES OF VALOR AND SWORD)

The bards have done their best to remain aloof from the other practitioners of magic, preferring to play one against the others as much as possible due to their relatively low numbers. They have developed into a formidable information gathering faction, often working with the **Merchant Lords** to gain leverage against the other magic-wielding groups. As a result of their hunger for secrets, they sometimes run cross-purposes with the Shroud and have made great efforts to keep the criminal element within the city at arm's length.

Fendra became Dean of the Bards within the past year and has begun the process of mending some of the frayed relationships with those on the Council, seeking to gain influence through friendship rather than animosity.



DEAN FENDRA ALBRIGHT

Human Female, 34 years
Eyes: Emerald green; Hair: Wavy, auburn
Height: 5'8"; Weight: 140 lbs.

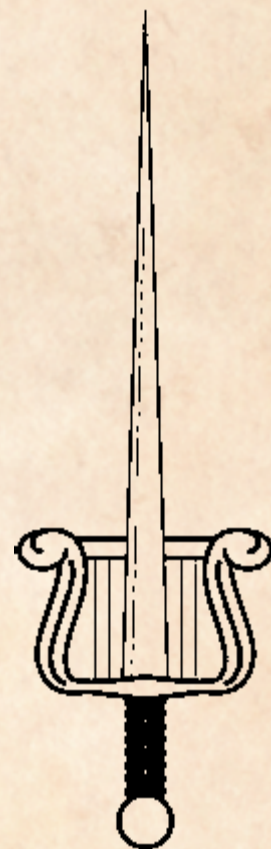
Fendra's thirst for knowledge and confidential information is only matched by her musical talents. She is a strikingly beautiful human, with curly, flowing auburn hair and emerald green eyes that see everything in a glance. She has only recently gained her position as Dean of the Bards and is just learning her way around the Council of Magic. Still, she senses the tension that has been building for several years within Arlon's advisory group.

Fendra is doing her best to keep her options open as far as her allegiances are concerned. She has ties with **Kora** and the warlocks, **Erin** and the sorcerers, and a tense working/competitor relationship with the **Shroud**. She also has kept in the good graces of **Dolan** and the wizards. The bards have traditionally been used as a secondary spy network for the Council in addition to the magical information gathering resources available to them. As a result, Fendra often has access to information that isn't necessarily known to the rest of the Council.

Appears in these Encounters:

Information is Our Business

Aftermath



Tabard Crest for the Loremasters and Swordsingers



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CLERICS

LED BY: ILADRIN, THE ENLIGHTENED (ELF)

Azuth is the only faith represented on the Council of Magic. All other faiths with prominent temples in the city are subordinate to Azuth and chafe at the hierarchy established by the wizards and their ken. They have all been charged with the care, feeding, and policing of the general populace, which taxes their resources to the point where they cannot organize any credible resistance to Arlon's rule. Also, no more than two or three faiths can ever agree in principle on how the city should be governed if Arlon and the mages should be swept aside in favor of some other ruler.

Below are the other deities with a strong presence in Myriad, including their high priest and a brief character description. The temples' locations are indicated on the [Map of Myriad](#).

KELEMVOR (LN)

Sindra Blackbrand

Half-elf, female, mid-sixties with green eyes and dark brown hair, pulled into a tight bun.

LATHANDER (NG)

Quelana Amadan

Elf, female, late nineties with turquoise eyes and shoulder-length, light brown hair.

SAVRAS (LN)

Lutan Everspark

Gnome, male, early seventies with blue eyes, bushy gray hair, and a well-kept beard.

TORM (LG)

Tarth Berenal

Human, male, mid-fifties with blue eyes and graying, light brown hair.

TYMORA (CG)

Boril Markwell

Half-elf, male, late forties with brown eyes and short, black hair.

Other faiths are also represented, though not openly in the city as those with temples on the Common tier are located.

BANE (LE)

Effar Stonehammer

Dwarf, male, late one hundreds with coal black eyes, fiery red hair, and a braided beard.

The temple of Bane is located near Vaneese Caltrine's farm caverns, detailed in the ["Everything is a Commodity, Including People"](#) encounter.

MASK (CN)

Mord Oakheart

Human, male, mid-forties with blue eyes and long, blonde hair.

TALOS (CE)

Shavan Yamadrin

Elf, male, three hundred with violet eyes and light brown hair.



ILADRIN, THE ENLIGHTENED

Elven Male, 628 years
Eyes: Gray; Hair: Light blonde
Height: 5'10"; Weight: 155 lbs.

Iladrin has been in power almost as long as [Arlon](#) but came to his post at a younger age. He is aware and concerned about Arlon's failing mental capacity. He works closely with [Dolan Keerig](#) to help with both slowing Arlon's decline and keeping it a secret for as long as possible while they determine the best course of action to move forward. Iladrin would like the churches to be more involved in the decision making, but also appreciates the balance that Arlon has worked to maintain while Myriad lay waiting to rejoin the greater world.

Appears in these Encounters:

[Aftermath](#)



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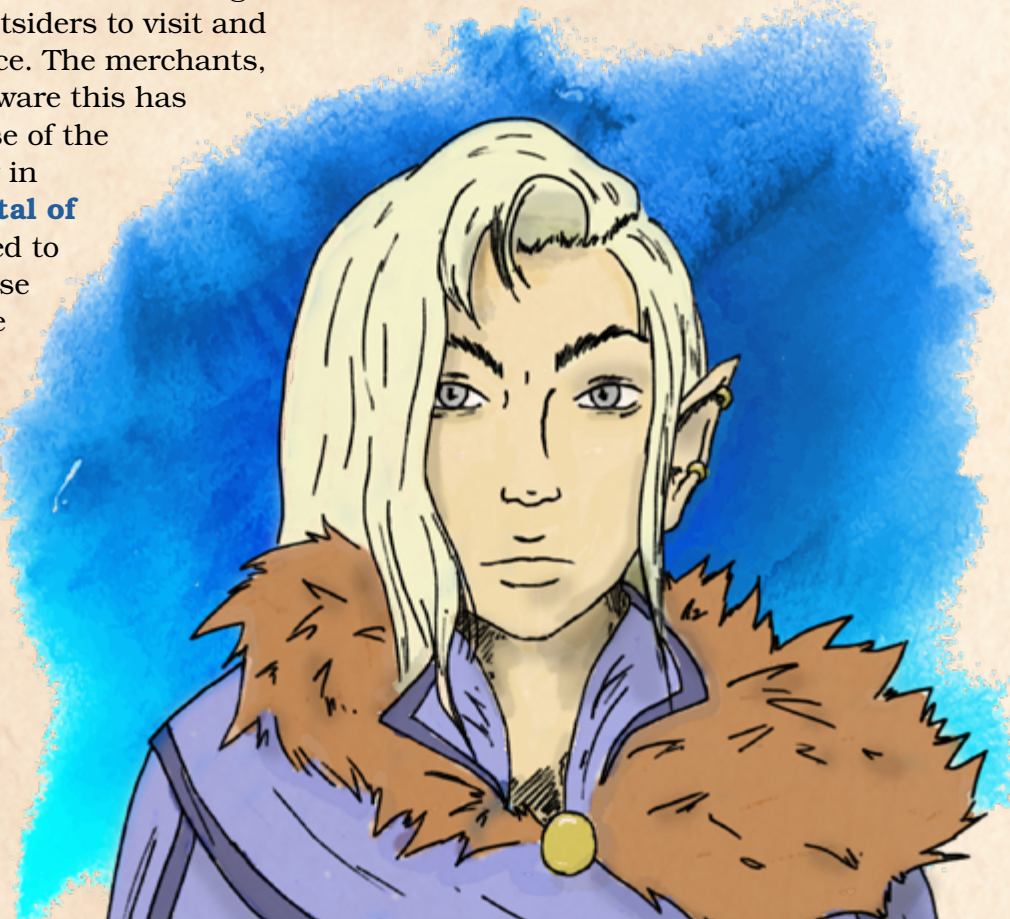
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MERCHANTS

LED BY: WENVRIL TERINALLA

The Coalition of Merchants has long lobbied for Myriad to drop the protective shield and rejoin the outside world in order for the merchants to vendor their wares to more markets. **Arlon** and the Council recently relented, allowing limited access for outsiders to visit and trade to commence. The merchants, however, are unaware this has happened because of the growing difficulty in keeping the **Crystal of Ophandra** charged to operate the defense shield around the city.

As a group, the merchants hold tremendous influence



WENVRIL TERINALLA

Elven Male, 561 years
Eyes: Gray; Hair: Light blonde
Height: 5'10"; Weight: 155 lbs.

Wenvril is generally regarded as the leader among the loosely organized Merchant Lords, though some of their numbers would certainly dispute that behind closed doors. Wenvril is an elf of upper-middle age so he's had many years to grow his wealth and influence in Myriad. He has been energized by the Emergence and is eager to meet with outsiders and broker deals for exclusive trade agreements. He has gained

within Myriad, but their inability to agree on most issues keeps them from exerting their power effectively against the Council. Each merchant is detailed, giving their primary trading focus and general motivations.

the reputation of being fair and neutral regarding his business affairs, which has earned him the informal position of leader among the Merchant Lords.

He avoids close entanglements with the Council factions and other merchants, beyond simple business arrangements. Politics bores him and he considers it an activity more suited for those of shorter lifespans to engage in.

Appears in these Encounters:

My Rugs Are Only Overshadowed by My Tapestries

Aftermath



ZANDER MELWYN

Half-elven Male, 45 years
Eyes: Brown; Hair: Dark brown
Height: 5'10"; Weight: 175 lbs.

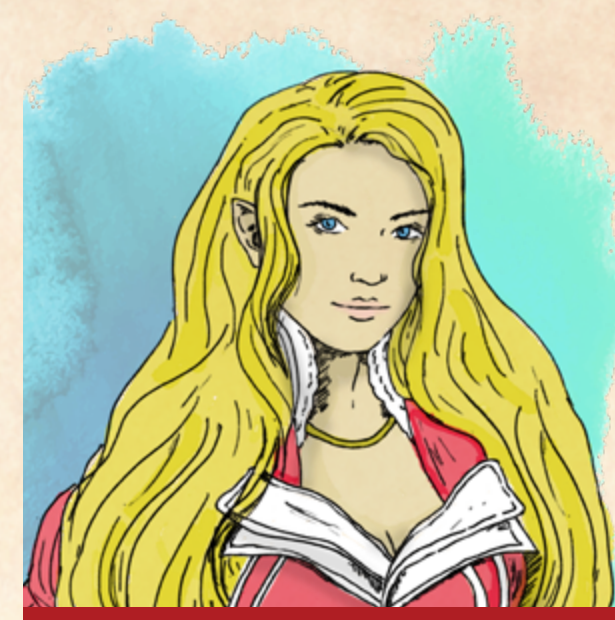
Zander works with the Bard Colleges, mostly helping those who are less talented in the magical arts, but competent performers, find work within the city. He is a dashing half-elf who started out as a performer himself, but soon found his gifts best used in managerial capacities. Zander has, more than once, tried to convince **Fendra Albright** to form a more personal partnership with him and his house, which she has steadfastly refused. Zander is, however, nothing if not persistent, which is one of his best qualities as a manager of talent.

Zander also runs the brothel industry in Myriad, being the one area where he and Fendra are closely tied. Many of the bardic spies are ladies and gentlemen of the evening, applying their skills in charm and persuasion to pry secrets loose from those seeking companionship.

The adventuring party is most likely to encounter Zander in connection with his gladiatorial fighting ring. Myriad's wealthier citizens are always looking for things to distract them from the monotony of everyday life and Zander has been happy to oblige wherever he can in that regard.

Appears in these Encounters:

What's the First Rule of Fight Club?



ORESTA ROSEHAVEN

Half-elven Female, 51 years
Eyes: Bright blue; Hair: Long, flowing, blonde locks
Height: 5'5"; Weight: 115 lbs.

Oresta is a half-elf with a sharp eye for fashion. She recently took over another merchant house, which dealt in more mundane items, elevating her already lofty status even further. She has been frustrated of late because of the lack of materials for her talented designers to work with. The prospect of importing new and wondrous fabrics from beyond Myriad has her positively giddy. Oresta is also fascinated with the exotic races the outside world has revealed and has numerous ideas for ways to adorn them.

She always encourages her tailors to keep their ears open during fittings for any of the highborn as information is always a valuable commodity. Oresta has been known to work with the bards, and even the **Shroud**, on occasion, but she tries not to make a habit out of selling information as she doesn't want to create enemies. Some of her newly acquired underlings haven't been as careful in the past, however, and have gained the ire of the Shroud, which leads to the incident in the "**You're in a Bit of a Pickle**" encounter.

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VANESE CALTRINE

Human Male, 57 years
Eyes: Green; Hair: Short and brown, graying at the temples
Height: 5'7"; Weight: 210 lbs.

Vaneese is a portly, gruff human who has risen greatly in power and influence in the past several years. He has gained access to a number of underground caverns beneath the city and also deep into the mountain behind Myriad, where he has developed a system to cultivate many crops and livestock unseen over the course of a few years. Highly valued by the upper class who can afford it but unlike what the temples mass produce magically every day, Vaneese has profited mightily from the availability of his specially cultivated and grown food. The Emergence now threatens his growing business, with Vaneese being the lone merchant lord opposed to opening Myriad to the outside world.

Vaneese, at great expense, has pried away a handful of warlocks and wizards from their respective enclaves and applied their power and knowledge to his underground endeavors. He has also cultivated a relationship with **Effar Stonehammer**, High Priest of Bane, who has enticed some parties from the lower planes to lend a hand to the new focus of the merchant lord's skill and influence. Since Vaneese can't stop the Emergence, he has shifted his focus from agriculture to selling something potentially more profitable: people.



SHARIANYA WILLENDRYL

Elven Female, 239 years
Eyes: Violet; Hair: Long blonde
Height: 5'4"; Weight: 110 lbs.

Sharianya is an ambitious elf who had a proclivity for enchanting and turned it into a flourishing business. She has since expanded into potions and droughts, even dabbling in poisons, while trying not to draw too much attention from the Council of Magic, among other entities. She has people working around the clock to produce items which shield the mind and prevent scrying and still can't make them fast enough to satisfy the demand. Because of this, **Madame Teela** has been a persistent thorn in Sharianya's side, though not enough to cause her to want to invest the resources, or potential trouble, to get her to stop making her own items. Since Madame Teela doesn't seem concerned with increasing her own business—only making enough to subsist on and lend aid to the few orphans she cares for—Sharianya has decided to grudgingly ignore the old woman and her peculiar ways.

Sharianya has been patient and careful about her dealings. She has a good supply of liquid assets, but not much in the way of property or hirelings. Recently, she has formed bonds with the **Shroud** and the **sorcerers** and is peripherally aware of their plot against the wizards. She is ex-

tremely interested in the world outside the city and is poised to advance her house significantly by trading in magic items and elixirs.



RIBLE GLITTERGEM

Gnomish Male, 71 years
Eyes: Brown; Hair: Reddish-brown with streaks of gray, especially in his beard
Height: 3'1"; Weight: 42 lbs.

Fourth generation jeweler, Rible Glittergem, followed in his family's footsteps, though he eventually gravitated toward the marketing side of the business. He has grown his family's house substantially since their beginnings as humble craftsfolk. Though greatly advanced in years, Rible's mother and father still produce fine work for their business-savvy son and they are among the most revered artisans in Myriad.

Rible is seeking raw materials from the outside world, in addition to showing off what Myriad's craftspeople have to offer. He is relatively close to **Dolan**, though he is not as concerned with the politics of the Council as other merchants are.

Appears in these Encounters:

Glittering Gems Are Born in the Dark



KHRAN LINXRIVENOR

Dragonborn Male, 41 years
Eyes: Yellow
Height: 6'2"; Weight: 225 lbs.

Khran is a copper dragonborn who is passionate about the arts, specifically painting and sculpture. He constantly scours the city for talent to add to his ever-growing cadre of artists and is a frequent visitor to the stalls and shops in and around Myriad's bustling marketplace. Khran often works with the bards and is close friends with **Fendra Albright**. The two occasionally exchange information about the other merchant houses, as well as those who deal in the magical arts. With active ears, the many hours an artist spends painting a portrait for a wealthy family can provide a plethora of tidbits to share.

The Emergence has invigorated Khran, along with nearly all the other merchant lords, and he is eager to investigate what art the rest of the world has to offer, as well as begin exporting the glorious examples of Myriad's treasured creators.

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THE SHROUD

LED BY: NYLA “MERCY” TORQUIN (HALF-ELF)

The Shroud, Myriad’s thieves guild, is a small network of thieves and spies with eyes and ears in every nook and cranny in the city. They make use of the extensive sewer network beneath Myriad, allowing them to move quickly and undetected in and around the city. They also have a number of safe houses sprinkled throughout the crowded Common tier. While coin is appreciated, the Shroud’s thievery primarily focuses on uncovering the well-hidden secrets of the most powerful people in Myriad. The Shroud’s currency is information and their trade is blackmail. They have a simple yet befitting motto: “Chaos is our friend.” The guild runs off two basic beliefs: 1) Knowledge is power, and 2) Everyone has a price.

The moniker of the “Shroud” comes from their desire to operate apart from the prying eyes of the wizards, the Council, and Arlon. They succeed in part due to Arlon’s tacit acknowledgment, early on in Myriad’s history, that some form of organized crime will always exist in an urban environment, especially an isolated one, and he deemed it better to be aware of it and tolerate its presence, rather than remain ignorant of its constituents and machinations. **Fendra** of the bards has a small network of spies within the Shroud who serve to funnel information to Arlon and the Council about what Mercy and the Shroud are up to.



Marker for Shroud safehouses



NYLA “MERCY” TORQUIN

Half-Elven Female, 26 years
Eyes: Ocean blue; Hair: Dark brown and cropped short
Height: 5’3”; Weight: 110 lbs.

The half-elf leader of the thieves’ guild loves the idea of people asking for “Mercy” from those who want to see her. Nyla’s nickname, however, came about from her propensity for showing none of it in her early years as a cutpurse and enforcer for the Shroud. The divination and spying power of the wizards has always irked her, and with the Emergence, Mercy sees her opportunity to release the Shroud, and Myriad, from the yoke of their oppression. She has allied herself with **Erin Pyril** of the sorcerers to bring about the downfall of the wizards us-

ing tools from beyond the city that they’ve never before had access to.

Though she is unaware of it, the Crystal of Ophandra has been visiting and observing her dreams for the past several weeks. It has fostered her animosity toward the wizards to such an extent that Mercy has been emboldened to act in a fashion she would never have previously considered. Her cohorts are so eager for change that they haven’t questioned Mercy’s sudden determination to move forward with her plans against Myriad’s leadership.

Appears in these Encounters:

Mercy Meet

Are You Familiar With Iocane Powder?



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OTHER PERSONS OF INTEREST

Myriad is home to many characters, both young and old. Be sure to also consult with [Appendix A: Random NPCs](#) if you need a quick, random character for an encounter within the city.



MADAME TEELA

Fey? Female, Age unknown
Eyes: dark brown, nearly black; Hair: Gray, coarse and usually tied in a loose bun
Height: 4'10"; Weight: 165 lbs.

Madame Teela's origins are shrouded in mystery. She is thought by many to be of fey ancestry, but none are certain and no one has had the temerity to ask her. She is known on the streets as a protector— of children especially— and a powerful Seer. Many go to her seeking advice or help, and she sometimes deigns to supply answers, though they are often cryptic and open to interpretation.

She does what she can to shield her

charges from prying eyes with powerful magic. Madame Teela sometimes sells trinkets capable of warding off scrying and mental probes as a way of sustaining herself and her interests, whatever they may be.

Her small abode in the depths of the city is known as neutral ground by Myriad's citizens and its underground elements. The wizards and other factions have knowledge of her but since she's kept a very low profile, and the work she does generally benefits the city as a whole, they have never paid her much mind.

Appears in these Encounters:

Fortune Favors the Prepared



ARLON, THE HIGHEST

Elven Male, 864 years
Eyes: Faded violet; Hair: Long and white
Height: 5'11"; Weight: 145 lbs.

Arlon is an ancient elf who has led Myriad for over five hundred years. Unfortunately, even elves eventually succumb to the detriments of old age. Arlon's mind is weakening. His closest advisors are aware of this, to varying degrees, with each taking steps to ensure their faction is well-positioned in the event Arlon is incapable of maintaining his position of power.

Arlon was, in his earlier years, a brilliant strategist and keen manipulator of emotions and desires in his subjects, which is why he's held his position of respect for so long. A master of courtly intrigue, he kept all the other factions in the city suspicious of each other to the point they have been unable to form any lasting, meaningful alliances to challenge Arlon's rule. Now, however, between Arlon's failing mental capacity and the emergence of the city into the rest of the world, those suspicions, in some cases, have been set aside and tenuous partnerships have begun to form.

Appears in these Encounters:

Meeting the Highest

CRYSTAL OF OPHANDRA

Large Construct

Until recently, the Crystal of Ophandra powered a defensive and obscuring shield of protective energy around the city of Myriad. The wizards have fed the crystal, originally created by one of their number named Ophandra, with the energy from spells and the essences of fire elementals for hundreds of years. Over time, the crystal required more and more elemental sacrifices to keep the shield powered. Ultimately, the wizards were unable to satisfy its needs and were forced to deactivate the barrier, exposing Myriad to the rest of the world for the first time in nearly a thousand years.

Unbeknownst to the wizards, the crystal has gained a rudimentary sentience from all the elemental magic it absorbed over the centuries. Its awakening resulted in a desire for more energy and a knowledge of the world outside the city. In time, it decided to force Myriad to engage with the rest of Faerûn by making it impossible for the wizards to provide enough magical energy to power the shield the crystal creates.

The crystal has tentatively explored the minds of the city's inhabitants by entering their dreams. It encouraged some of the powerful merchants to step up their efforts to integrate Myriad into the world and, through Mercy and the thieves' guild, even helped hatch a plot to eliminate some of the highest ranking wizards in order to wrest control of the city from the magic users. Being inexperienced, however, the crystal failed to understand the wizards were its only source of sustenance and while attacking them has left it without magical shackles, it is also without food.

Appears in these Encounters:

Crystal Keep

ALIGNMENT & ALLIANCES

NINE BOXES DON'T TELL THE STORY

Alignment is a rather rigid and archaic mechanic in D&D at this point, but it is ingrained in the system and can be useful as an initial guide to how a character might respond in certain situations. This visual depiction (right) shows where each of the major NPCs in Myriad generally falls regarding their overall outlook on life and their reactive tendencies. The religions represented within the city are shown as extreme examples of their "alignment"—chaotic/good or lawful/evil, for example— but most of the NPCs fall in between specific alignments. Generally good, with chaotic tendencies, perhaps, or mostly lawful, but leaning toward evil, are two ways of seeing things.

Few people ever reside completely in one alignment "box," but the diagram gives the DM a starting point for how to play each of the NPCs when interacting with the characters and can also serve as a guide as to their motivations and goals during the adventure. This, along with the roleplaying suggestions given in the specific adventure encounters should help the DM portray consistent and believable NPCs.

Working alliances are indicated by the colors of each character's circle.

- Blue is for **Dolan Keerig** and the group interested in protecting **Arlon** and knowledge of the **Crystal**
- Green is for **Erin Pyril** and **Mercy**, who are seeking to bring down Dolan and the wizards
- Purple is for **Kora Dawnfall** and those suspicious of the Crystal's nature
- Orange/red is for **Vaneese Caltrine** and his compatriots who are looking to sell many of Myriad's citizens into slavery.
- **Fendra Albright** has connections with several of the factions and has two of the merchants who are closely allied

with her directly, indicated by yellow.

- Clear circles denote people who are not connected with any others in particular but may have their own agendas.

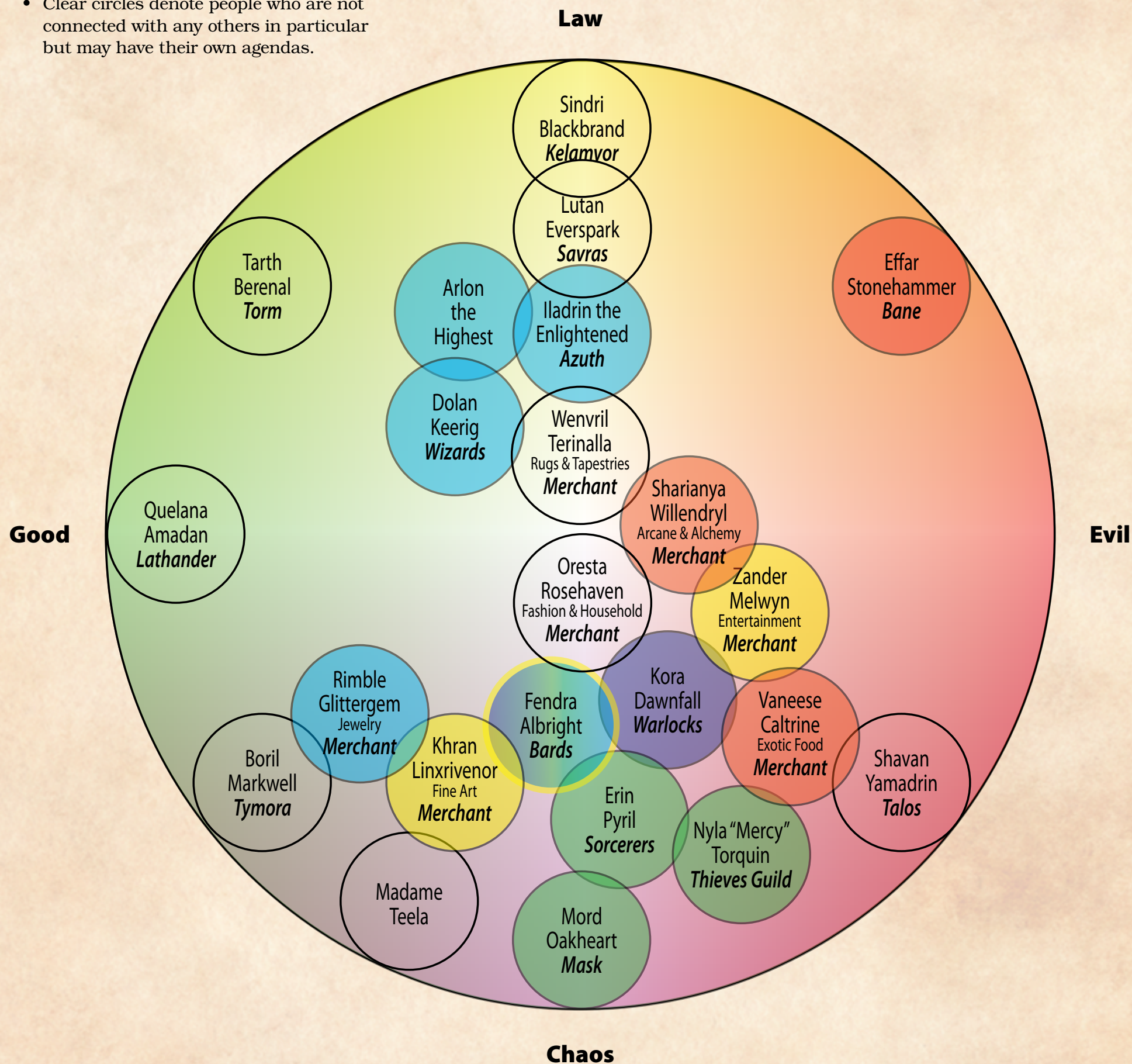


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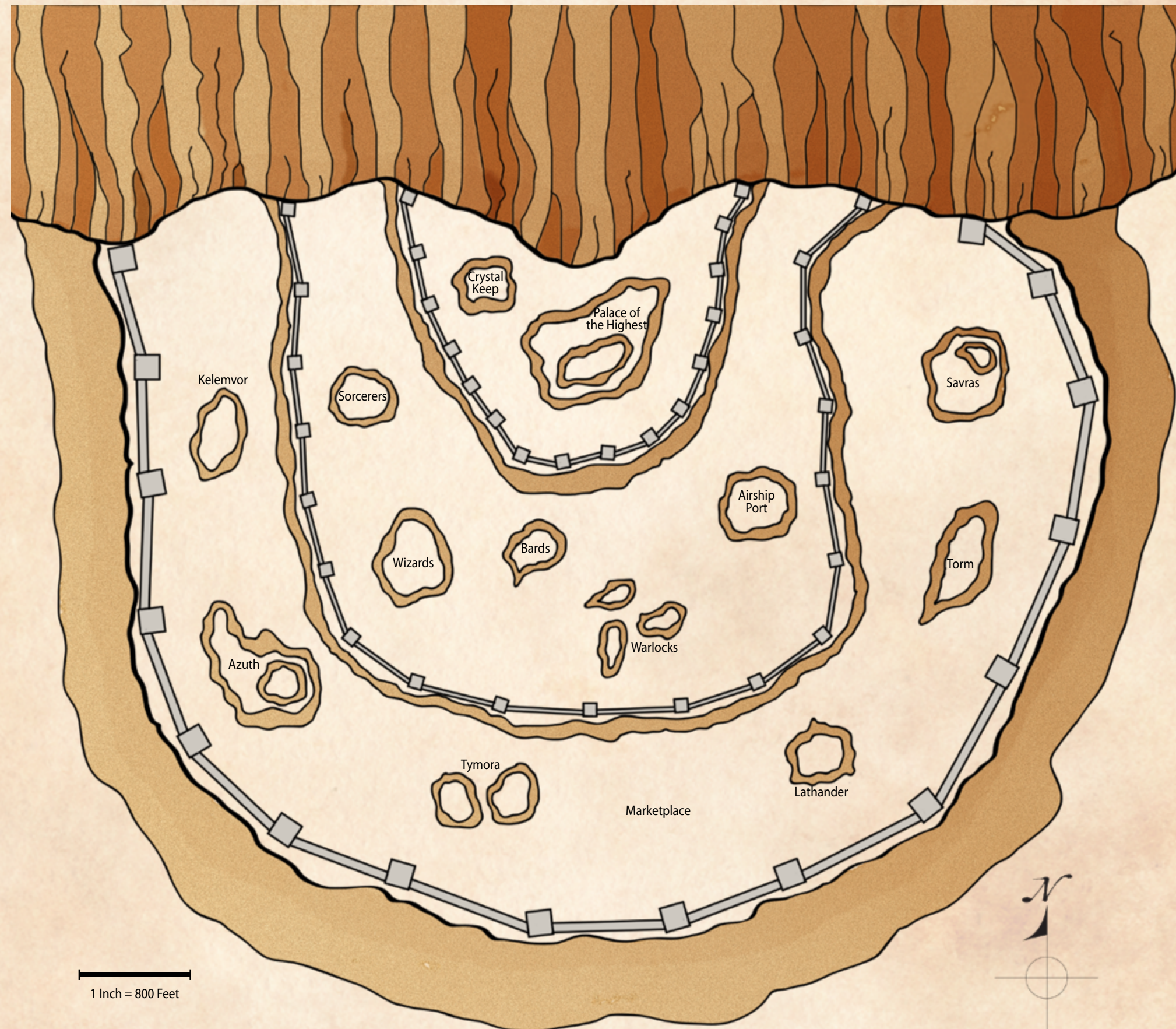
MAP OF MYRIAD

Nestled against a mountain range and built on three main tiers jutting from a massive cliff face, Myriad is governed by those with magical abilities. Each arcane spellcasting class has a class hall/keep located on smaller plateaus disbursed on the second tier, known as the Council tier. The leaders of the powerful merchant houses also have their estates on this tier, flaunting their wealth by cultivating gardens and vineyards in a place where space is at a premium.

Six major gods have temples on the base tier, called the Common tier, where the majority of the populace live and work. Each temple is charged with feeding and policing the city district around their individual prominences and the citizenry in those areas generally worship that particular god, but all are fed and protected, regardless of where they live or whom they choose to worship. Bane, Mask, and Talos all have followings as well but have been relegated to areas beneath the city proper, in the sewers and caverns.

The third main tier is known as simply The Highest and is home to the Palace of the Highest and a tower structure known as Crystal Keep. Like the Council tier, it has some sprawling gardens and fields which are used to grow crops that can't be as easily replicated by magic.

No street map is provided because of the fluid nature of Myriad's architecture and constant redesigning, repurposing, and remodeling of its buildings as one way to keep the populace occupied and employed. Streets are often blocked off from use because of construction projects, some even disappearing entirely to accommodate some new structure, while other areas open up to passage as needed. Bridges and catwalks crisscross the streets as alternate ways of reaching favored destinations while alleviating some of the occasionally heavy foot traffic throughout the city.



ADVENTURE STRUCTURE & INTERFACE

MANY PATHS TO TAKE

This adventure is designed to give the players as much agency as possible while still allowing a story to progress in what is hopefully a pleasing and entertaining manner. The flowchart to the right is the DM's roadmap through the various encounters and how they relate to one another, as well as the decisions and actions the players make while interacting with the city and its denizens.

Encounter shape tells you whether the characters' decisions or actions, or NPC's reactions to them, affects what comes next or not. Colors indicate the faction or NPC most closely associated with the encounter, related to the chart in "Nine Boxes Don't Tell the Story"—white being a "faction-neutral" event.

IT CLICKS!

The interactive version of *Myriad, City of Tiers* is designed specifically for use on your PC, laptop, or tablet. A click or tap on the navigation bar to the left, or any of the encounters shown in the flowchart to the right, will take you directly to the page you're looking for. In addition, each entry has direct links to other pages pertinent to the encounter. No more paging through a hard copy you're barely familiar with to find the particular page or passage you need while your players twiddle their thumbs. One or two clicks take you straight to what you're looking for and you can get on with the game!

Each page of the adventure section of this book has a button at the bottom of the navigation bar on the left of the page that will bring you straight back to this flowchart page. The button looks like this:



ENCOUNTER FLOWCHART FOR MYRIAD, CITY OF TIERS

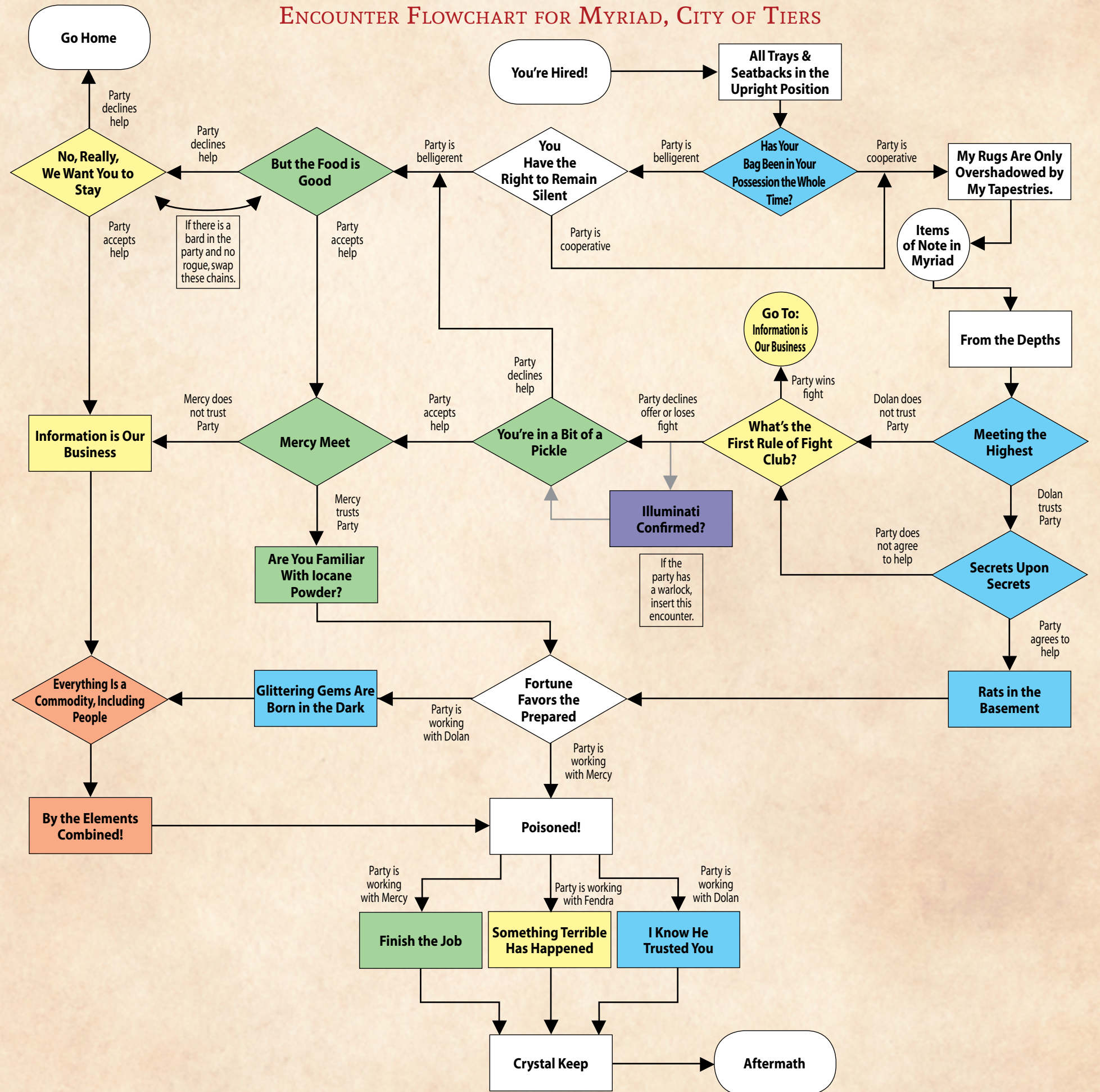


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ADVENTURE

Within the adventure, you will see text that is set apart in a box, like this:

This text is meant to be read aloud or paraphrased to the players.

Other items will be highlighted in **bold**, referring to an ability check, saving throw, monster, or item from one of the published D&D materials, such as the *Monster Manual*. Text that is **bold and blue** indicates an active link to another page in this book where you can find more information about a particular NPC, encounter, or other reference. The core published books for 5th edition are abbreviated as follows:

PHB = *Player's Handbook*

DMG = *Dungeon Master's Guide*

MM = *Monster Manual*

VGtM = *Volo's Guide to Monsters*

XGtE = *Xanathar's Guide to Everything*

MToF = *Mordenkainen's Tome of Foes*

You will also note many of the encounters have a gray box labeled, **Encounter Highlights**. These are meant to help remind DMs of the more important elements of each encounter to ensure those pieces are passed onto the characters as they move through the adventure.

Lastly, you will find green boxes with advice for roleplaying certain NPCs within the various encounters. Be sure to glance at these even if the same character has appeared in a previous encounter. Their goals may have changed from the last time the heroes met them, depending on transpiring events.

Begin the adventure with, **"You're Hired"** in the next column.

Encounter Highlights

- Things you should make sure happen to the characters
- Or information they become aware of

Roleplaying NPCs

Here you will find useful tips on NPC's goals, motivations, and any quirks or mannerisms they may have to help you roleplay them within the encounter.

YOU'RE HIRED!

There are a few ways to loop your players into the adventure itself. The most straightforward is for them to be hired by an influential merchant in the city they call home, or near where they are currently adventuring, to investigate Myriad. While there, the characters should ideally secure some exclusive trade deals with Myriad's merchants—specifically **Wenvril Terinalla** and **Oresta Rosehaven**. Or, if the party has ties with a government or a powerful church, they can be asked/ordered to scout out Myriad as a possible threat, gathering as much information as they can about the mysterious city, under the guise of brokering trade deals with the leading merchants.

If your party has a more freewheeling reputation, less fettered by things like scruples, you can have them be approached by a member of the **Shroud**, or possibly an agent for **Vaneese Caltrine**, seeking help from outsiders to shake up the governing structure in Myriad.

Lastly, basic greed can be a motivation to seek entrance to the city. Magic and wealth of all types is rumored to lie within the newly discovered city, ripe for the taking. Getting inside will require some effort and research, likely leading to one of the scenarios outlined above.

Myriad will be described by anyone who contracts the services of the party as "teeming with magic," but also "reclusive, paranoid, and a bit xenophobic." The adventurers are advised to use caution and diplomacy when dealing with any of the city's representatives. They have been isolated for centuries and will likely have a number of strange ideas about greater Faerûn and how the outside world operates.

James Introcaso's *Unseen Waterdeep* supplement dovetails nicely with Mercy and her plot against the wizards. Less morally strict parties could be asked to escort the doppelgangers into Myriad.

In **Aftermath**, Iladrin or Fendra might also ask the party to trace the source of Mercy's assassins back to Waterdeep to confront Hlaavin and the Unseen.

ALL TRAYS & SEATBACKS IN THE UPRIGHT POSITION

The party boards an airship of exotic design and begins their journey to a desolate region of Halruaa. During the voyage, they meet the only other passengers: a finely dressed mother and her two children. The mother, Sharin Moorstock, is a human, minor noble/merchant, who works for **Wenvril Terinalla**. She was tasked with opening negotiations with the merchant houses in Waterdeep (or another major city appropriate for your campaign), but she didn't want to be away from her children for such an extended period of time, so they went with her on the trip. In reality, the three are **doppelgangers** (*MM* p82), hired by the **Shroud** and the **sorcerers** to infiltrate Myriad for a nefarious purpose. The real Sharin, and her children, met an unfortunate end in Waterdeep so the doppelgangers could replace them. The three will remain in their cabin for the majority of the voyage, claiming a minor illness that the children contracted during their time in Waterdeep.

The airship captain, a surly gnome named, Fineas Lymeshaper, and his three-person crew of human sailors, won't offer much information as they've been instructed to leave the party alone.

As the ship approaches the city, the characters are offered a view of the crowded, bustling community.

Sunlight glints from a massive array of metallic spires, polished stone battlements, and smooth glass windows as you catch your first glimpse of the recently revealed city below.

Built on a set of three main, stairstep plateaus, the broad base tier is packed with buildings of all size and shape. Paved streets more resemble a hedge maze, curated by a mad gardener, than pathways for any city you've seen. Catwalks and bridges connect many of the structures and foot traffic is heavy everywhere you look. Flying conveyances also cross your vision: small airships, flying carpets, and even lone individuals buzzing off to some private destination. The second plateau is home to a number of impressive buildings, each set on their own minor mesas, while the rest of the land sports lush estates with grand manors. The final, topmost tier boasts a giant palace, its spires and towers all competing for the brilliance of the sun.

Go to:

Has Your
Bag Been in Your
Possession the Whole
Time?

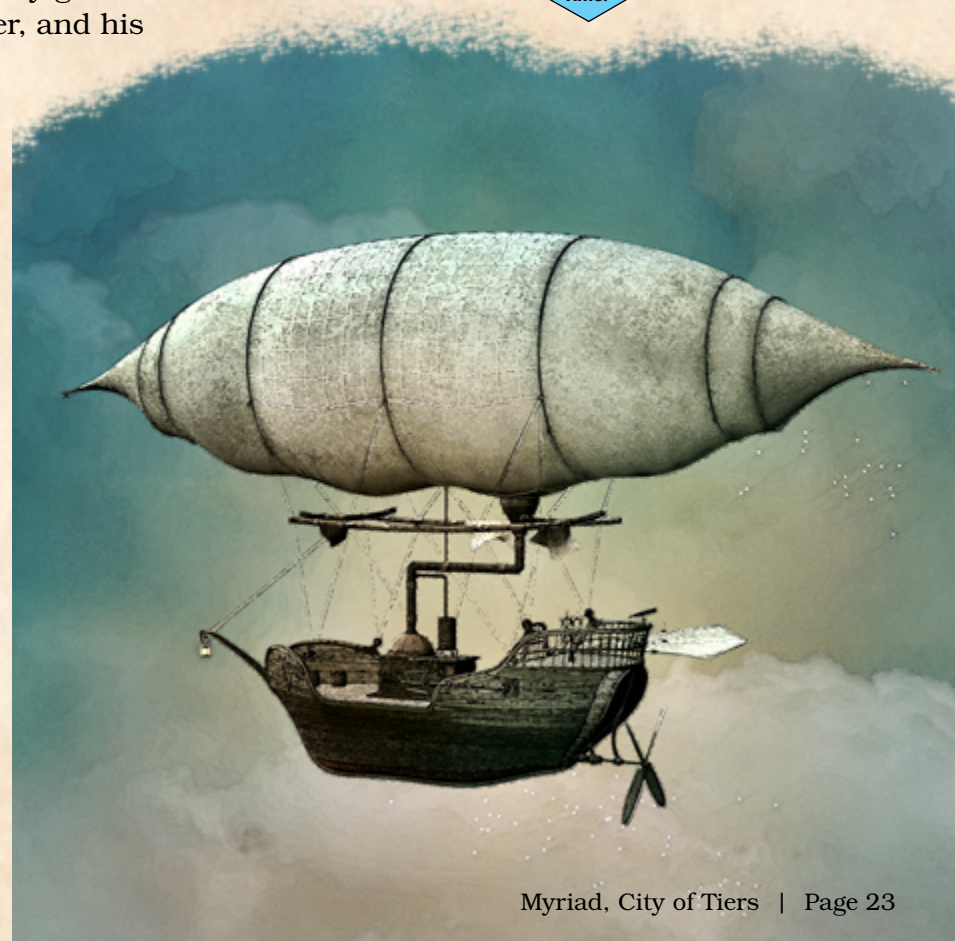


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HAS YOUR BAG BEEN IN YOUR POSSESSION THE WHOLE TIME?

The party arrives in the late afternoon and, upon disembarking the airship at the plateau on the eastern side of the Council tier, they notice a group of four robed figures—possibly druids by the coloring and accouterments they possess—in a heated discussion as they board another airship docked nearby. The group seems generally angry or frustrated as they disappear from sight. A successful **DC 16 Wisdom (Perception) check** can reveal a snippet of the conversation:

“...between the elementals and other magics present, the system is unsustainable.”

At this point, the adventurers are asked to enter a domed structure, made of crystal or glass, where a single Wizard awaits. He casts *anti-magic field* in order to determine if anyone is traveling under a magical disguise or if the visitors have anything else to hide. Unbeknownst to the adventurers, during the landing, one of the doppelgangers placed a magically sealed marble, filled with pressurized **Dust of Sneezing and Choking**, inside a character’s satchel or backpack. Between their sleight of hand prowess and their Read Thoughts ability, it is a simple task to plant the marble undetected. Once the *anti-magic field* is cast, the magic keeping the marble intact is suppressed and the dust explodes everywhere. Its magical properties are

Encounter Highlights

- Note departing druids
- Dust kerfuffle
- City’s apprehension toward outsiders

Roleplaying the “Customs Agents”

The wizards present are intrigued, but apprehensive of the outsiders. The party is among the first people they have encountered from beyond the city and, while the wizards are highly trained, there is always a certain amount of fear regarding the unknown. The dust explosion only serves to heighten the tension, but they will remain calm if the characters do.

non-functional, however, the cloud of fine dust is still a surprise and hindrance to sight and breath of everyone in the dome. In the confusion, the doppelgangers (posing as Sharin Moorstock and her two children) slip away without being checked over as they are known to the other workers at the airship field. Meanwhile, the party is accused of trying to hide dangerous substances and aggressively questioned about their purpose and motives for entering Myriad.

If the characters are calm and reasonable, cooler heads will prevail and they can proceed to Wenvril Terinalla’s estate to rest and freshen up.

Go to:

My Rugs Are Only Overshadowed by My Tapestries.

If they are belligerent or seem to be considering starting a fight, have them make **DC 12 Wisdom (Insight) checks** to realize their actions may land them in jail.

In addition, **DC 13 Wisdom (Perception) checks** can determine the strength of their opposition, which certainly has the power to overcome them.

If the characters persist in their aggressive behavior, they will be magically subdued and placed in a holding cell.

Go to:

You Have the Right to Remain Silent

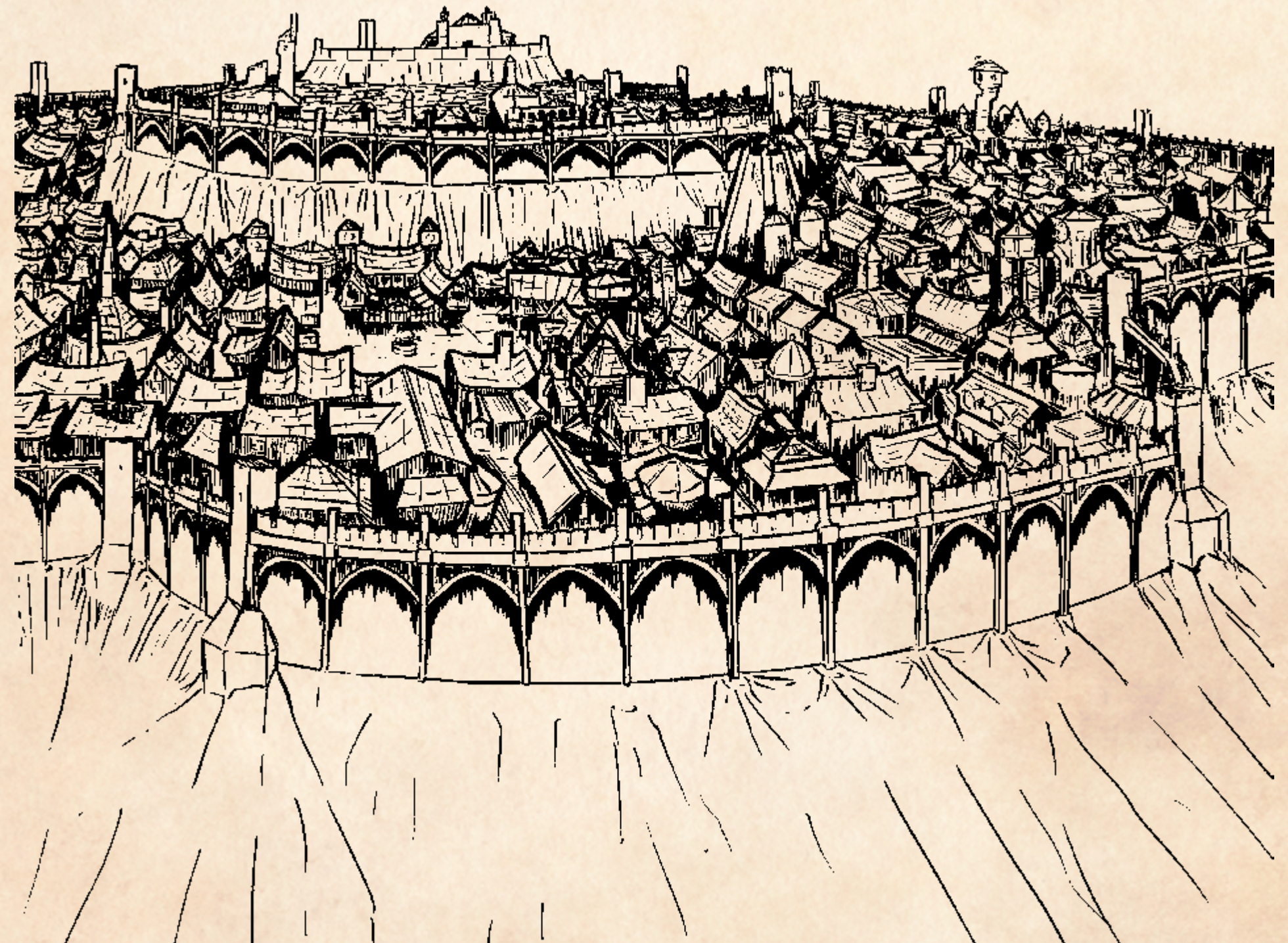


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YOU HAVE THE RIGHT TO REMAIN SILENT

If the characters attempted to engage in combat on the airship plateau, or were otherwise obnoxious, they are detained—forcibly if need be. Any number of **diviners** (*VGtM p213*) and **war priests** (*VGtM p218*) are available to subdue the party, using non-lethal means such as *hold person*, *mass suggestion*, *polymorph*, or even *sleep*. The party is then taken to a holding facility located on the airship plateau. Their cell is equipped with an *anti-magic field* to prevent further shenanigans and any possessions will be removed.

They are treated well and given a chance to express their apologies. A **DC 10 Wisdom (Insight) check** can determine that forgiveness will gladly be granted by their jailers and the incident chalked up to a simple misunderstanding. The characters still can't be sure about where the **Dust of Sneezing and Choking** might have come from, though they may express their suspicions. If they promise to behave in accordance with their station as emissaries from a foreign land, they will be released to visit with **Wenvril Terinalla**.

Go to:

My Rugs Are Only
Overshadowed by
My Tapestries.

If they continue to aggressively protest their treatment, or try to muscle their way to freedom, the officials will let them continue to cool their heels in the cell for the night and try to reason with them again in the morning. Another **DC 10 Wisdom (Insight) check** can determine they are in jeopardy of being sent home in disgrace.

Encounter Highlights

- Down time to reflect on why they are here
- Strange dream

Roleplaying the Jailers

The people capturing and overseeing the party's incarceration are businesslike and reasonable. They have no wish to cause an international incident, but will not tolerate any belligerent behavior.

A STRANGE DREAM

During their night's rest, the characters have vivid dreams of things they desire most in life, whether they be riches, love, power, or achieving great skill or understanding. The DM can elaborate to each player specifically if they have knowledge of the characters' greatest aspirations or take suggestions from the *Dreams and Ambitions* sidebar on this page. Successful **DC 15 Intelligence (Arcana), or Wisdom (Insight) checks** can determine that the dreams

DREAMS AND AMBITIONS

DMs should make note of the dreams each of the characters has during this first night in Myriad and pick spots within the adventure for the characters to recall them vividly. For instance, a character who dreamed of wealth might pause a moment in recollection of their dream while passing over a gold coin in payment for something in the marketplace. Or one who had a vision of passed or missing family may be particularly taken by a couple walking hand in hand along the street. Try to find at least one time in each adventuring day where the heroes can have a strong remembrance of their particular dream.

GREATEST DESIRE DREAM EXAMPLES

Wealth: "You sip on a rare, fine wine as an attendant quietly polishes your boots. Anything you desire is available to you. You only need ask. Gold has gotten you here to the lap of luxury. Lots of gold. So much you could bathe in it if you so desired. In fact, that's not a bad idea..."

Missing Loved Ones: "Shadows pass before your eyes—ephemeral visions of those you've loved and lost. The ghosts crystallize before you, so real you feel like you could reach out and touch them. Hold them as you once did. Magic seems to make anything possible. Perhaps someday you can take their hand once again..."

Knowledge/Power: "Months, or even years of adventuring, research, and practice have brought you to this moment: the culmination of all your hard work is finally at hand. You pause in remembrance of all you have sacrificed to gather this (knowledge/power) and bring your most ambitious goals to heel. Now is the time. The fruits of your labors are at your fingertips..."

were triggered from an outside source, but neither the intent nor the results seemed to cause any real harm to the characters.

If the party presents a calm demeanor after their rest, proceed to:

My Rugs Are Only
Overshadowed by
My Tapestries.

Otherwise, go to

"**But the Food is Good**" below

BUT THE FOOD IS GOOD

If the party continues to be belligerent toward their jailers after the incident at the airfield, or if they've gotten here via "**You're In a Bit of a Pickle**," a member of the **Shroud** pays them a visit and offers to help them escape or get the charges dropped. If they agree to accept this help, they are freed and can proceed to the "**Mercy Meet**" encounter.

Mercy Meet

If they decline this help, they spend more time in the cell before another party approaches them, offering aid.

Go to: "**No, Really, We Want You to Stay**" > >



NO, REALLY, WE WANT YOU TO STAY

Note: If the party contains a bard and no rogue character, place this encounter before "**But the Food is Good**."

If the party declines help from the **Shroud**, one last offer will be made by the **bards** to get the party out of their predicament. If they accept, go to:

Information is Our
Business

If they decline this helping hand, and continue to balk at their incarceration, they are packed up and sent home in disgrace. Throughout this process, the DM should be gently reminding the players of why their characters are here if they seem reluctant to engage with any of their potential benefactors.

GO HOME

If no amount of pleading or cajoling can get the adventurers to behave and go about their prescribed business from the start of the adventure, they are unceremoniously hustled aboard an airship and sent packing. The DM can create appropriate consequences for their failure, including non-payment or other punitive measures.

More subtle ways back into the city may be possible, depending on the characters' resources and creativity, but they will have to be extremely careful and stealthy to go undetected for long. DMs can consider having **Mercy and the Shroud** reach out to them if the players are serious about their characters wanting to investigate Myriad after their diplomatic debacles.

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MY RUGS ARE ONLY OVERSHADOWED BY MY TAPESTRIES

The characters are brought to **Wenvril Terinalla's** estate on the Council tier to rest and clean up from their unusual experience and told they will meet with Wenvril himself the

next morning. In the meantime, they are fed a gourmet dinner and afterward shown to a set of finely appointed rooms for the evening. It is explained that, for their own safety, the grounds are heavily protected by both magic and mundane means. They are provided a **Sending Stone** (DMG p199) to contact the Chamberlain if they need anything before morning.

If any characters decide to try to go exploring in the estate, they quickly realize there are magical wards and traps everywhere and, without a password or key, it will take great effort to leave their guest rooms unnoticed. DMs should feel free to use any combination of spells and non-lethal traps you see fit to encourage the characters to sit tight and wait until morning.

A STRANGE DREAM

During their night's rest, the characters have vivid dreams of things they desire most in life, whether they be riches, love, power, or achieving great skill or understanding. The DM can elaborate to each player specifically if they have knowledge of the characters' greatest aspirations or take suggestions from the *Dreams and Ambitions* sidebar on this page. Successful **DC 15 Intelligence (Arcana), or Wisdom (Insight) checks** can determine that the dreams were triggered from an outside source, but neither the intent nor the results seemed to cause any real harm to the characters.

DOWN TO BUSINESS

The party is fed a lavish breakfast in the morning and then **Wenvril Terinalla**

comes to greet them personally. Wenvril's estate is opulent, with grand architecture and lush gardens. He is eager to take the characters on a tour to show off his wealth and stature before sitting down with them to discuss options for trade with the outside world.

DMs can gloss over this portion of the conversation unless they have compelling reasons to roleplay the negotiations. **DC 17 Charisma (Persuasion) checks** made by the key characters can determine whether they are able to broker a deal that their employer will be happy with or not. Once the deal is struck, Wenvril will move on to more general subjects of conversation such as asking questions about the outside world and what the characters think of Myriad so far. Encourage the players to roleplay their characters gathering information about the city and how it has existed for so long in complete isolation. You can use tidbits from "**Items of Note...**" as points of discussion.

As the conversation dies down, Wenvril says:

"I will need some time to have the details drawn up properly and the normal enchantments infused to make the terms of the contract binding for the signatories. Then, if you would be so kind as to deliver it back to [the party's employer], I would be most grateful. In addition, I'd like to offer a sum of 2,500 gold pieces to you personally, upon your departure, as a measure of gratitude for your time and efforts."

He smiles and spreads his arms. "In the meantime, please take the opportunity to enjoy the features our wonderful city.

He offers one of his private conveyances—a magic carpet!— and driver, Falk, to take

Roleplaying Wenvril

Wenvril is a no-nonsense businessman who has little interest in anything that can't earn him more wealth or prestige. He will engage in small talk, but only because he wants useful information, such as how the world of commerce works outside Myriad. As soon as he feels he has gleaned all the adventurers have to offer, he will politely shoo them on their way while he draws up the required paperwork.

them down to the Common tier. They are welcome to stay as long as they'd like, but are reminded they have a meeting scheduled with **Oresta Rosehaven** the next day at noon. Wenvril offers the same quarters for them to stay in once they are ready to turn in for the evening if they so desire.

Go to:

Items
of Note in
Myriad

DREAMS AND AMBITIONS

DMs should make note of the dreams each of their characters has during this first night in Myriad and pick spots within the adventure for the characters to recall them vividly. For instance, a character who dreamed of wealth might pause a moment in recollection of their dream while passing over a gold coin in payment for something in the marketplace. Or one who had a vision of passed or missing family may be particularly taken by a couple walking hand in hand along the street. Try to find at least one time in each adventuring day where the players can have a strong remembrance of their particular dream.

GREATEST DESIRE DREAM EXAMPLES

Wealth: "You sip on a rare, fine wine as an attendant quietly polishes your boots. Anything you desire is available to you. You only need ask. Gold has gotten you here to the lap of luxury. Lots of gold. So much you could bathe in it if you so desired. In fact, that's not a bad idea..."

Missing Loved Ones: "Shadows pass before your eyes— ephemeral visions of those you've loved and lost. The ghosts crystallize before you, so real you feel like you could reach out and touch them. Hold them as you once did. Magic seems to make anything possible. Perhaps someday you can take their hand once again..."

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ITEMS OF NOTE & INTEREST

After their first visit with **Wenvril Terinalla**, the characters are granted some time to freely explore Myriad, albeit with a host of chaperons— both seen and unseen. Wenvril's carpet driver's name is Falk. He is a half-elf with short, dark hair and a gruff disposition. Ferrying tourists around the city wasn't top on his list of things he wanted to do today.

He will fly them down to the Common tier, then give them a different **Sending Stone** to contact him with once they are ready to return to Wenvril's estate. Falk is not interested in being a guide for the characters. If they are keen on having one, he will suggest that there are any number of people around who would be willing to help them out.

DMs can consult the **Appendix A: Random NPCs** to pluck out some characters the party might encounter in their exploration of Myriad, including shopkeepers, entertainers, and more.

Characters with **passive Perception 16 or higher**, or players who specifically state they are looking out for anyone taking an interest in the party and succeed on a **DC 16 Wisdom (Perception) check**, will notice one or more people who seem to be shadowing the party's movements. If the adventurers decide to try to confront one of their followers, the people will either slink away or simply say they were intrigued by the way the party looks and curiosity got the better of their good manners. Any and all of the factions or merchant lords may have people watching the party. If there is a particular thread the DM would like the characters to pick up, feel free to drop a hint of it through these interested observers.

If, for some reason, any interaction with the populace turns to violence, a number of **blackguards** (*VGtM p211*), but of alignment and spell selection matching the closest temple, will arrive in 1d6 turns to quell the confrontation. They will attempt to first discuss, then subdue the disputing parties, calling for help if necessary. Since each temple is charged with keeping order

in their district, they each have facilities for holding prisoners and magistrates to dispense justice when needed.

Below is a list of things characters can notice as they explore the city. The DM can decide which ones to highlight, or simply choose at random.

- Flying people or conveyances are common sights.
 - The streets are clean and incredibly well-maintained, but are also narrow, choppy and the layout is chaotic and clearly unplanned.
 - Most buildings are multi-story in height and many have bridges and catwalks that connect them above street level. The architecture is varied throughout Myriad and tends to be modeled after the closest temple, at least on the Common tier.
 - Many of the populace exhibit indications of elven blood within their lineage, even though most would be considered of human stock. Half-elves are the next most frequent, followed by full-blooded elves, gnomes, and some halflings. A few dragonborn are scattered through the city, but none of the other more exotic races are represented.
 - All of the established temples provide food and water daily to the populace. Lines form early in the morning and meals are magically created throughout the day by the temples' priests and acolytes.
 - Minor magic abounds throughout the city. Common magic items are prevalent (e.g. magic brooms sweeping a tavern floor). And many people have the ability to cast a cantrip or two, but were unable to progress further in their studies or talents.
 - The main marketplace in the Common tier of Myriad presents a dazzling array of goods— all of exceptionally fine quality. Only the most talented artisans and crafters are allowed to vendor their wares within the marketplace, thus the streets outside are crowded with other tiny stalls where
- those who haven't been fortunate enough to garner a prestigious position sell their goods. Even these are of good quality and would command top prices in any other city in the world.
- Taverns are abundant and popular, but almost none have rooms to rent. Any quarters are occupied by the tavern owners or staff. Until the Emergence, there had been no need for inns. Even now, the few visitors from outside generally stay at one of the Merchant houses as their guests.
 - Alcohol and other spirits, besides plain ale and wine, are in extremely short supply for the common folk in regular taverns. **Alchemy jugs** (*DMG p150*) supply the majority of the drinks available.
 - Talented street performers abound as well. Those who perform in the taverns are even better than those in the streets and the most outstanding are retained by the wealthy for parties and other social gatherings.
 - There are surprisingly few pets or other animals— even vermin— visible in Myriad, other than the occasional magical familiar.
 - People tend to be wary of saying anything other than general pleasantries in public. They know that eyes and ears are always around in one form or another. In fact, any characters with the ability to see invisible objects will notice sensors indicating the presence of clairvoyance magic at any tavern or public meeting place in the city.
 - Characters may see a band of Scripts abducting one who has the "spark," according to one of the Star-Marked who leads the Scripts, much like the vignette presented in the introduction to this book.
 - Each child is granted some sort of schooling. There are few visible street urchins or orphans which are much more prevalent in other large cities in the world.

Continue to next page...

LET'S GO SHOPPING!

Let's face it, some parties spend as much time in outfitters and magic shops as they do adventuring out in the world. For those who like to bargain hunt, or are simply in search of a special item they haven't been able to find elsewhere, Myriad may be a boon to them, but it comes at a cost.

Because of its prolonged isolation and liberal use of magic to supply basic needs, gold has much less value in Myriad than the rest of the world. Most items will come with a price tag of 5 times the normal listed value in the *PHB* or *DMG*. That said, if the character has something unique to trade, vendors may be inclined to make what some would consider ill-advised deals— the island of Manhattan was purchased for the price of a few pounds of common trinkets from the Native Americans. Keep in mind, however, while the citizens of Myriad may be naive regarding the outside world, they are not blind fools. Consider a **DC 15-20 Charisma (Persuasion) check**, depending on the deal they are attempting to strike, for a character to successfully negotiate a special purchase.

MAGIC ITEMS

Magic items are commonplace in Myriad, but they carry the same inflated price tag that other items do. Characters should be able to find any item through Very Rare rarity— at the DM's discretion— by searching through the Marketplace. Use the following table to determine if the character can find what they're looking for using their **Intelligence (Investigation) skill**.

LOCATING SPECIAL ITEMS

Rarity	DC	Minimum Cost
Common	10	400 gp
Uncommon	12	2,000 gp
Rare	15	20,000 gp
Very Rare	18	150,000 gp

Players can add 2 to their roll for every hour their character spends looking, or for every other party member that wishes to aid them.

The lone exception to availability is an item that shields someone from detection by magical means. Those items are regulated and highly sought after. At the DM's discretion, the characters may hear a rumor of a woman named **Madame Teela**, who sometimes deals in items of that nature, but she is highly respected and somewhat feared, so any information about her will be hard to come by.

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- There is no evidence of gambling within Myriad. There are too many people talented in the divination arts, etc. for games of chance to be a popular pastime.
- Mind-shielding magics are in high demand and are considered signs of importance or elevated status. (See sidebar: **Let's Go Shopping!** on previous page)
- Myriad has a sophisticated and complex sewer system under its streets. Indoor plumbing is not universal, but isn't uncommon either. For those without, there are communal bath houses/restrooms every few blocks.
- Fortune tellers are common and most have real predictive ability. Few charlatans are able to earn any sort of living. DMs can use one of these to highlight a particular thread or encounter in the adventure, or insert a plot hook for a future campaign story line.
- Resurrection is forbidden by law because of Myriad's limited resources and need for population control. That's not to say it never happens, but the price is steep.
- Nearly all of Myriad's dead are cremated, rather than being interred or buried. The city does possess underground crypts, mostly associated with the temples, but the vast majority of the bodies within passed away hundreds of years before.

Once the characters decide to visit one of the taverns or, if they aren't inclined to go inside one, as the party passes by...

Go to:

From the Depths

"COMMON" ITEMS

Some things that adventurers can find anywhere may not be quite so common in Myriad. Below is a table of some typical items whose prices and availability vary wildly from the norm. Mundane armor and weapon prices are 4 times those listed in the *PHB*. For magical items, please consult the "**Let's Go Shopping!**" sidebar on the previous page.

PRICES FOR "COMMON" ITEMS IN MYRIAD

ITEM	COST
Acid (vial)	50 gp
Alchemist's Fire (flask)	200 gp
Ammunition	
Arrows (20)	20 gp
Crossbow bolts (20)	20 gp
Backpack	10 gp
Bedroll	4 gp

ITEM	COST
Blanket	3 gp
Book	250 gp
Bottle, glass	4 gp
Caltrops (bag of 20)	5 gp
Candle	8 sp
Case, map or scroll	3 gp
Chalk (1 piece)	5 sp
Clothes, common	5 gp
Clothes, costume	25 gp
Clothes, fine	45 gp
Crowbar	10 gp
Fishing tackle	—
Flask or tankard	8 sp
Grappling hook	10 gp
Healer's kit	30 gp
Holy water (flask)	40 gp
Ink (1 ounce bottle)	25 gp
Oil (flask)	—

ITEM	COST
Paper (1 sheet)	5 gp
Parchment (1 sheet)	3 gp
Poison, basic (1 vial)	500 gp
<i>Potion of healing</i>	35 gp
Rations (1 day)	—
Rope, hempen (50 feet)	15 gp
Rope, silk (50 feet)	5 gp
Sealing wax	2 gp
Soap	3 gp
Spellbook	500 gp
Spikes, iron (10)	4 gp
Tent, two-person	—
Tinderbox	8 gp
Torch	—
Vial	4 gp
Waterskin	1 gp
Whetstone	7 sp



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FROM THE DEPTHS

When the heroes decide to visit, or at least pass by one of the taverns within Myriad, read, or paraphrase the following:

Encounter Highlights

- Learn more about the city and its quirks
- Combat

You enter a building with a sign above the door that reads, “The Blind Minstrel,” complete with a fanciful rendition of a colorful man playing a lute with bandages over his eyes. Inside is a mostly familiar sight: tables and chairs arranged haphazardly around a large, open area, and is about half full with patrons. They appear generally content and converse with each other amiably while enjoying their drinks.

Unusual, though, for most establishments of this kind you’ve frequented, is the line of three small stages against each wall to the sides of where you entered. A variety of entertainment options are on display, including a singer, a juggler, a lute player, and a dancer.

Several of the patrons will look up in surprise and curiosity as the party pauses to take in the scene, then return to their conversations in more hushed tones.

After a moment’s hesitation, a thin, young man will clear his throat and approach the party from the bar.

“Greetings, Outlanders, and welcome to the Blind Minstrel! How can I help you today?” He seems nervous, but determined, while looking at you expectantly.

The young man’s name is Orrin and his father, Randolph, is the owner of the Blind Minstrel. Orrin had the misfortune— at least in his eyes— of minding the bar while his father left to run some errands when the party arrives. Orrin is apprehensive of the outlanders, but wants to impress his father with his ability to make the best out of a bad situation.

Depending on how the party behaves to-

ward him, Orrin can either offer more information about the city— tidbits they may have missed during their walk around, or possibly other impressions about the city’s factions— or he may sour on the whole idea of opening up Myriad to outsiders and remain close-lipped.

The other patrons are even less inclined to interact, especially if the party contains members of races uncommon to Myriad. Centuries of isolation has fostered strong xenophobia in much of the populace.

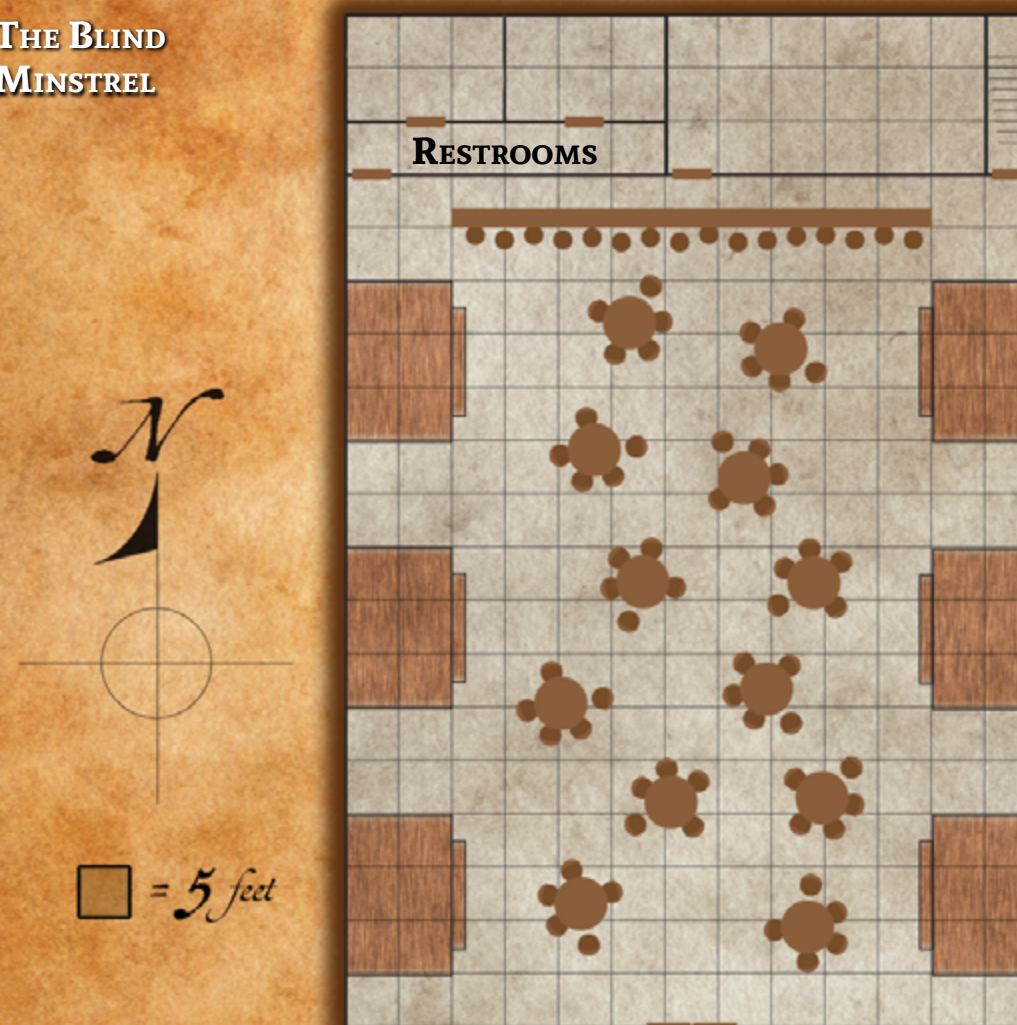
The various performers are extraordinary in their talent— each of whom would surely attract huge crowds in any city in Faerûn— yet they compete for largely disinterested eyes and ears in this random tavern in Myriad.

Once the characters seem done with the

tavern and make to leave, they hear a loud crash and screams from the back of the building where the restrooms are located. Orrin will head toward the door in the northwest corner, only to have it blow open from a rush of foul-smelling water. It’s time to roll for initiative...

This encounter is an opportunity for the characters to find out more information about how the infrastructure of Myriad works and how dependent the city is upon the magic of elementals and binding them to the Material Plane. The elemental is not intended to be a deadly encounter, but an excuse for the players to “stretch their sword arms” after a lot of roleplay. Assuming they defeat the monster, they will also earn the gratitude and notice of certain factions within the city, including Arlon himself...

MAP 1:
THE BLIND
MINSTREL



Go to:

Meeting the
Highest

SEWER ELEMENTAL

Large elemental, neutral

Armor Class: 14 (natural armor)

Hit Points: 133 (14d10 +56)

Speed: 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

Resistances: acid; bludgeoning, piercing, and slashing from nonmagical attacks

Immunities: poison; exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, and unconscious

Senses: darkvision 60 ft., passive Perception 10

Challenge 6 (2,300 XP)

Water Form. The elemental can enter a hostile creature’s space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Noxious Composition. The elemental’s form is permeated with raw sewage from the city. Each time the elemental takes damage, all creatures within 10 feet are sprayed with putrid liquid, causing 10 (2d6 +3) poison damage and each creature must make a DC 15 Constitution saving throw. On a failure, the target is poisoned until the end of their next turn. A successful saving throw means the target is not poisoned, but they still suffer the damage from the spray.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 +4) bludgeoning damage.

Whelm (Recharge 4-6). Each creature in the elemental’s space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 +4) bludgeoning damage and 10 (2d6 +3) poison damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental’s space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time with this ability. At the start of each of the elemental’s turns, each grappled target takes 13 (2d8 +4) bludgeoning damage and 10 (2d6 +3) poison damage. As an action, a creature within 5 feet of the elemental can pull a creature or an object out of it by succeeding on a DC 14 Strength check.

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MEETING THE HIGHEST

Not long after vanquishing the rogue water elemental, the characters are approached on the street or in the tavern by a group of armed guards, all bearing the crest of a quill and scroll.

Encounter Highlights

- Realize there's a problem with Arlon
- Meet Dolan and determine motives

Your pardon, Outlanders, but the Highest has expressed a desire to meet with you. If you'll follow me...

The guard's countenance suggests he expects to be obeyed without question. If the characters do pause, they will be informed that an audience with the Highest is an unparalleled honor and should not be dismissed or taken lightly. Refusal would most certainly be frowned upon by the adventurers' employers who wish to foster relationships with Myriad.

The heroes are escorted to a compact airship, which seats up to eight, and are flown to the Highest tier where the Palace of the Highest sits, overlooking the entire city. Once inside the massive, and largely empty, building, the players are led to a vast dining hall. Arlon is seated alone at the head of a long table, flanked by a great number of chairs, eating a sparse meal.

Roleplaying Arlon

Arlon is a grandfatherly type who is having bouts of short term memory loss. He is kind and respectful and loves Myriad, but his mind is beginning to play tricks on him.

A venerable figure with prominent cheekbones and majestically pointed ears gestures to the chairs beside him at the lonely-looking table. "Please, sit and join me. I am Arlon. May I have your names?"

Arlon thanks them for their service in defeating the rogue elemental before more loss of life and damage could occur. The elderly elf will answer any questions he can for the characters, but they will find him quite ignorant of the daily happenings and

inner workings of the city itself.

After a bit of time and conversation, Arlon's memory fades.

A look of confusion briefly passes over the face of the elderly elf. "Forgive my lack of manners. My name is Arlon and I'm so grateful for your service to my fair city. May I ask your names, good folk?"

At this point, **Prime Seeker Dolan** hurries into the chamber.

A resplendently dressed gnome hurries into the chamber. "Pardon me, Highest, but it's time to recast your personal wards."

Arlon sighs and the aging leader is ushered out of the dining hall by another attendant.

Dolan then sits with the party and introduce himself.

Apologies, I am Dolan Keerig, Prime Seeker of the Wizards of Myriad. On behalf of the Highest, I want to thank you for your actions today at the Blind Minstrel. The outcome could have been much worse without your timely intervention.

Roleplaying Dolan

Dolan has a quick decision to make, based on how the party reacted to Arlon during their brief meeting: trust them and confide in them, or get them out of the palace as quickly as possible before they learn more that could damage Arlon's and the Wizards' standing within the city.

If Dolan feels the party is worthy of trust...

Go to:

Secrets Upon Secrets

If not, he ushers them out of the palace quickly— even casting *mass suggestion* on them if he feels they are a security risk. Maintaining the governing structure's status quo is of highest importance to Dolan.

Go to:

What's the First Rule of Fight Club?

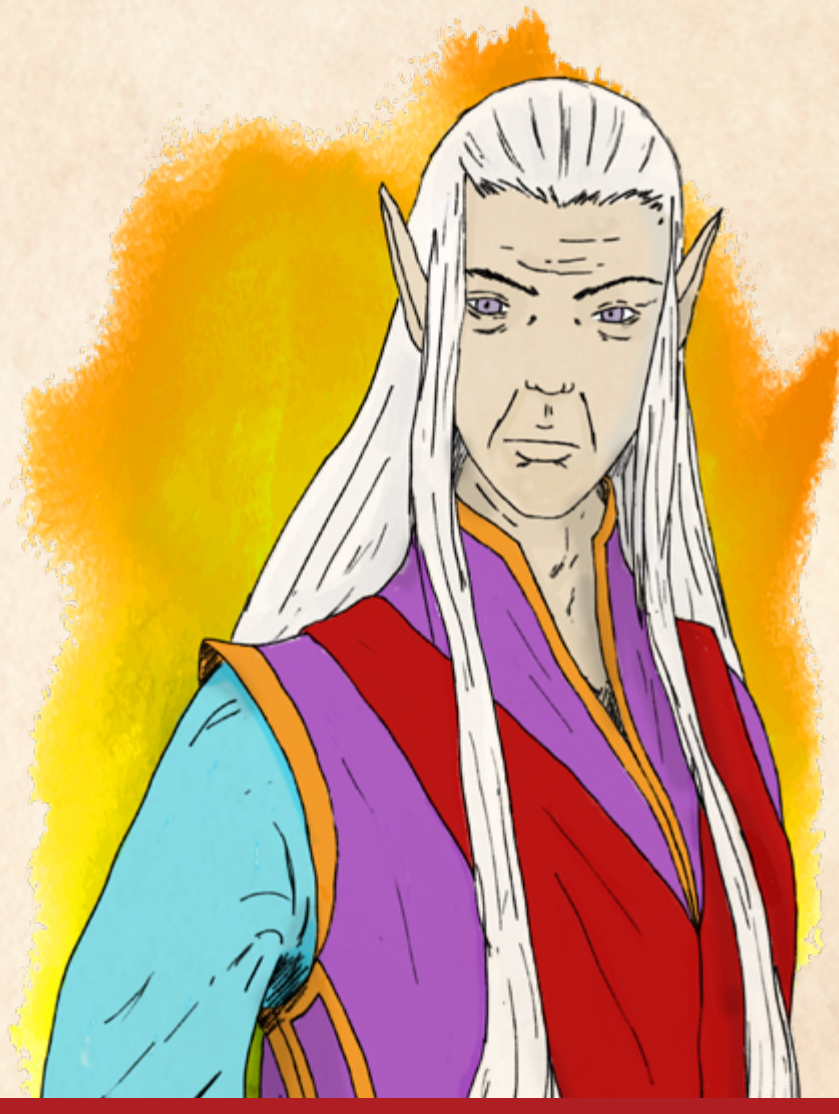


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WHAT'S THE FIRST RULE OF FIGHT CLUB?

Shortly after being escorted from the Palace and returned to where they had been picked up on the Common tier, the party is approached by a young man in colorful clothing.

Encounter Highlights

- Learn more about the city and its quirks
- Combat
- Possibly gain access to the bards

"Excuse me, Outlanders. Might I have a word with you?"

If the characters agree, he continues...

"My name is Randal and your prowess in dealing with the trouble at the Blind Minstrel earlier has piqued the interest of my employer. He bade me invite you to an event this evening, if you're interested."

In addition to being fascinated by the performance arts, **Zander Melwyn** loves watching people fight. He considers it a form of art when practiced by those most capable.

His passion is shared by some of the wealthy within Myriad and, in an effort to scratch that itch, as well as turn a profit, Zander created The Pits.

Located beneath the Council tier, this is a gladiatorial arena where practitioners of the martial arts can display their prowess for the entertainment of eager crowds. There are entrances to The Pits from both behind the Marketplace at the base of the Council tier, and from Zander's estate on the Council tier itself.

Zander will greet the party once Randal has guided them into The Pits.

A dashing and well-dressed half-elf comes forward, flashing a winning smile. "Ah, welcome! Thank you for joining me. I am Zander Melwyn and I have what could be a lucrative proposal for you."

He explains that after the party's exploits at the Blind Minstrel, the city is simply

abuzz with tales of the heroic Outlanders who have come to visit. Wouldn't it be amazing to see them go sword to sword with Myriad's finest? The last bit, Zander has added himself, seeing the opportunity for a wonderful show and higher than normal ticket prices. He will offer the party 500 gold pieces per member if they participate in tonight's match.

If that sum doesn't intrigue the party, he is willing to negotiate, up to 1,000 gold pieces— money has little value in Myriad, as the characters may have discovered if they visited the marketplace.

Fights within The Pits are strictly non-magical. The people of Myriad deal in and with magic on a daily basis— witnessing the simple power and skill of combat without the aid of magic has become a thrill for many of them.

Ideally, all party members will fight together against a similar number of generic fighter types, with plain weapons and no use of magic. If any of the players attempt to use spells during the match, they will be *counterspelled* from officials— or even the crowd above— and thoroughly booted. If a character manages to actually cast a spell, either through bad *coun-*

Roleplaying Zander

Nothing is more important than the entertainment to Zander. If the entertainment is good, people are happy and distracted. Distracted people are more likely to let things slip than focused people and therein lies the crux of Zander's business: information, but more importantly, secrets.

terspell rolls or the use of the Subtle Spell ability of sorcerers, *dispel magic* will be cast on the resulting effect if it is noticed. The character will be issued a warning from the match official and told a second offense will result in forfeiture of the fight.

DMs can use a number of **gladiators** (*MM p346*) as the opponents or, if the party is heavily weighted in favor of casters, use a mix of gladiators and **veterans** (*MM p350*).

The Pit itself has a sandy floor and sits 15 feet below the first rows of seating around its edge, with a 3-foot high stone platform in the center that is 25 feet square. A 10-foot high stone column marks each corner of the raised platform. Iron gates block the entrance tunnels from the four ready rooms.

If the party accepts the invitation and wins their match,

Go to:

Information is Our
Business

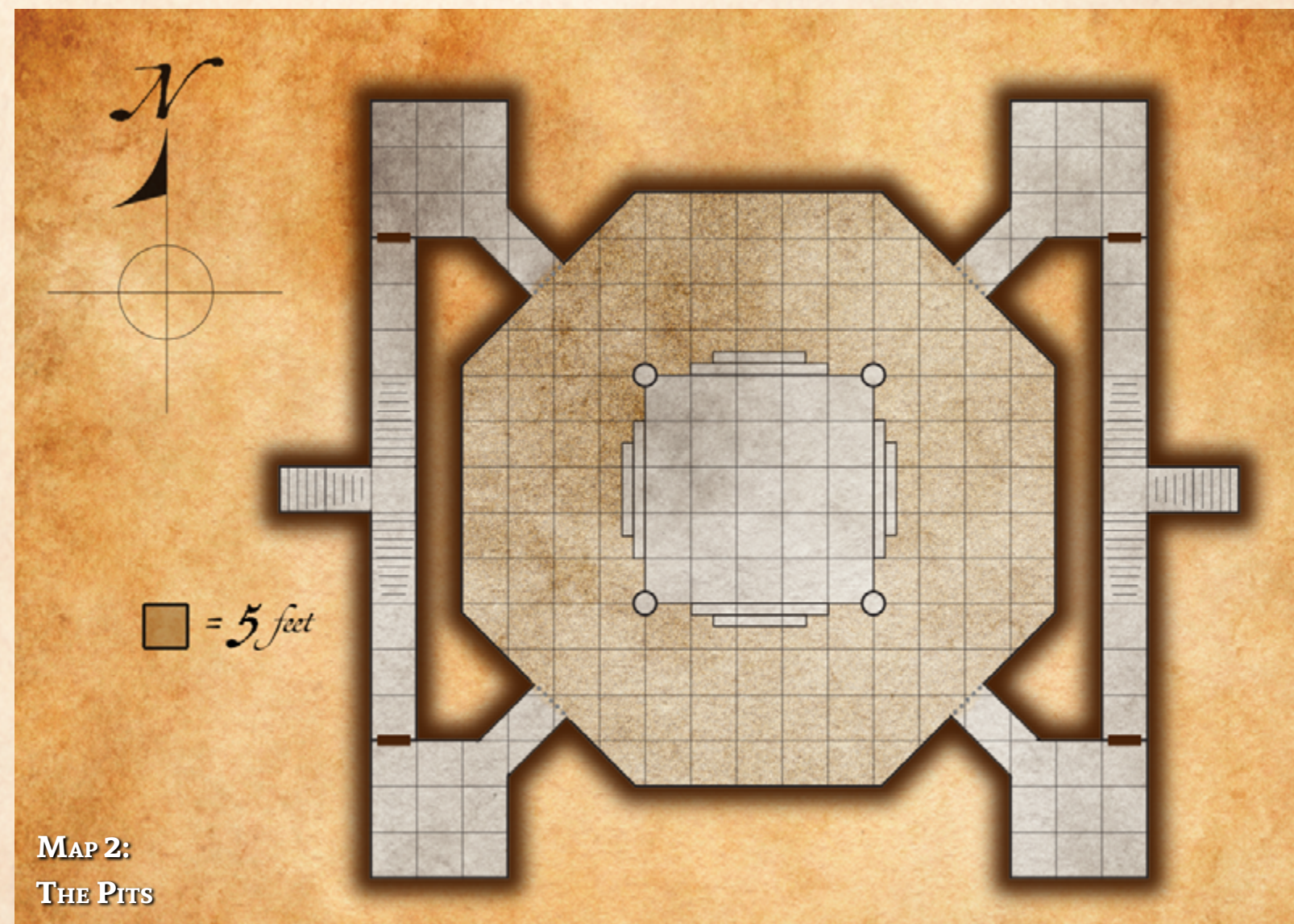
If the party declines the invitation, or loses their match,

Go to:

You're in a Bit of a
Pickle

Or, if the party has a warlock...

Illuminati
Confirmed?



MAP 2:
THE PITS

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SECRETS UPON SECRETS

Upon seeing the characters interact favorably with Arlon, Dolan decides they can be trusted, at least to a certain extent, and ushers them off to his private chambers within the palace.

Encounter Highlights

- Learn the truth about Arlon
- Learn about the crystal and its history
- Learn about the potential danger in keeping all the elementals

After leading you to a cluster of rooms not far from where you met with Arlon, Dolan closes the door to a cluttered sitting room, full of books and papers. He gestures for you to remain quiet and casts a quick spell. A faint blue aura emanates from the elderly gnome that rapidly expands to fill the room. Dolan nods, seemingly satisfied, then turns to you again.

“My apologies, we should be able to speak freely now. One thing you will learn about this city— if you haven’t already discovered— is there are always watching eyes and open ears.” He sighs and climbs into an overstuffed chair next to a small table, piled high with ancient tomes. “I appreciate the decorum and respect you displayed in meeting with the Highest and feel you can be trusted with some sensitive information. Arlon is elderly— for a full-blooded elf, that’s saying something— and even elves eventually succumb to the frailties of age. His mind is fading.”

Dolan has been doing his best to cover up Arlon’s behavior, but it’s getting increasingly difficult to manage. The Highest’s failing health was one reason for acquiescing to the pleas of the merchant houses and initiat-

Roleplaying Dolan

He wants to trust the party because he sees them as an instrument for doing some things he can’t in the suspicious and politically tense situation Myriad is currently in. If, however, he gets the sense that the party isn’t sympathetic to his predicament, he will abandon his attempts to earn their trust and perform any necessary damage control.

ing the Emergence. The other, Dolan will also divulge if he continues to feel the party is sympathetic to his cause and efforts to protect Arlon...

Dolan shifts in his seat. “In reality, the Emergence was inevitable. In allowing it sooner, rather than later, we gained consent from the merchant houses to control the amount of contact Myriad has with the outside. It was important to us that the city and its people not be swept away by a cultural flood from your world.”

He sighs again and continues. “The key to our isolation is a magical construct, created centuries ago by one of Arlon’s closest friends and advisors, a wizard named Ophandra. She fashioned a device— a crystal— that was capable of shielding Myriad from a cataclysmic disaster that the seers of the time had foretold. The crystal is powered by energy derived from the inner planes, specifically the Plane of Fire. One of the wizards’ primary tasks these many years has been to maintain the crystal by fueling it with such energies. We summon elementals from the plane of fire and the crystal consumes them by a process no one but Ophandra understood.”

Dolan gestures to the stack of books at his side. “I have read every scrap of information we have on the crystal since I ascended to Prime Seeker almost fifty years ago, but Ophandra’s notes are incomplete. In short, the crystal has required more and more energy to sustain it as time has passed. Its demands have grown beyond our capacity to supply and it was only a matter of time before the shield it generated to hide Myriad fell.”

Reluctantly, Dolan will also admit that the wizards are stretched to their limit in keeping the other elementals used within the city bound. A clerical error led to the escape of the water elemental the characters encountered in **From the Depths**. Its bindings weren’t reestablished on time and it escaped as a result. Because the wizards’ numbers have dwindled over time

as the other magical factions have gained prominence, only Dolan and a handful of other wizards, bards, and clerics are capable of casting the *planar binding* spell at a high enough level (7th and above) to keep everything under control for a reasonable amount of time.

Dolan will plead with the characters to keep the information he has shared to themselves. If word got out that the wizards were losing control of the powers that kept the city safe and functioning for centuries, panic would ensue and many more lives would be at risk.

At this point, Dolan will try to get a feel for the party’s disposition towards him by asking them for a favor. He has a task which might be best performed by outsiders, but could potentially be dangerous. If the party agrees and wants to hear more, go to:

Rats in the
Basement

If the party seems reluctant to get more involved, Dolan bids them farewell, but casts *mass suggestion* if he doesn’t feel they will be discrete about the information he’s imparted to them. Regardless of the outcome, they are escorted out of the palace and back to the Common tier, go to:

What’s the
First Rule of Fight
Club?

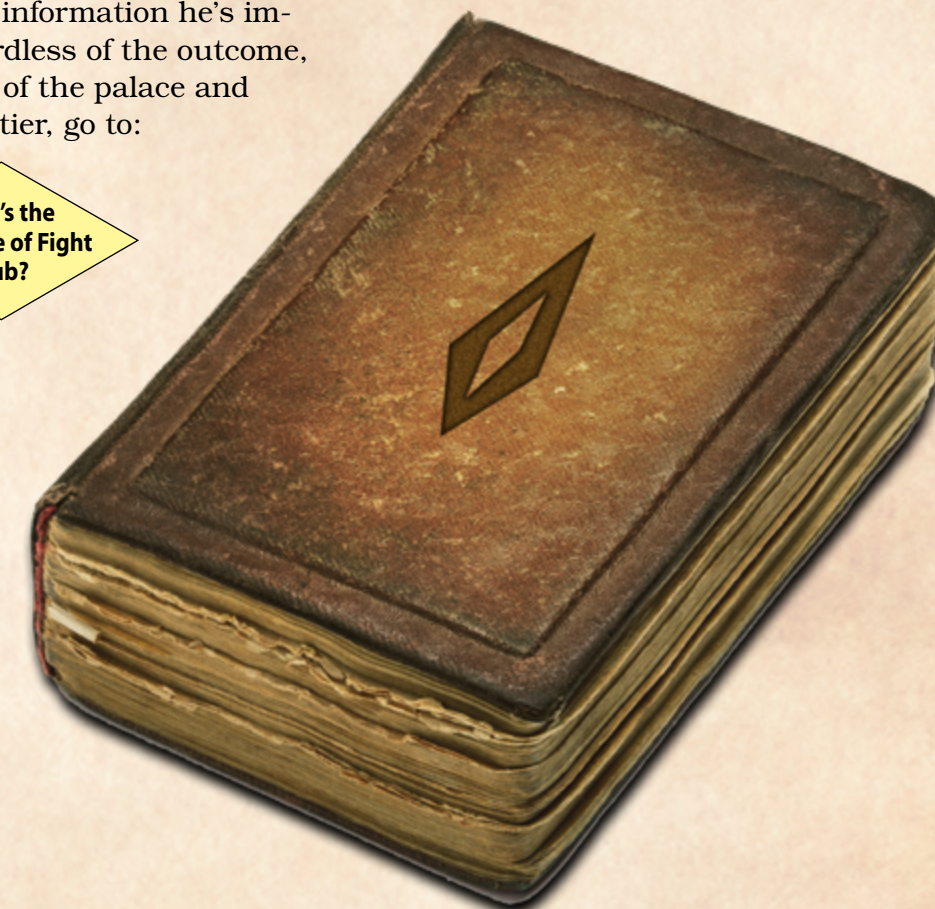


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RATS IN THE BASEMENT

If the characters have encouraged Dolan to continue divulging information, he relaxes a bit and asks for a big favor...

Encounter Highlights

- Meet the boy, Taka and learn his story
- Party asked to investigate the cavern

Dolan nods and smiles. "You have no idea how much I appreciate your understanding and discretion in these matters. We have a potentially dangerous situation brewing with one of the merchant houses that I could really use your help with. Come with me."

Dolan will lead the characters out of the palace and board a carpet to the wizards' enclave on the Council tier. He brings them into the main tower, where wizards and armored guards (**eldritch knights**, *PHB p74*, called Knights of the Scroll) all salute or bow in respect for the Prime Seeker. The adventurers notice that the halls seem underpopulated, much like the Palace of the Highest felt, but not quite to the same extent.

The gnome wizard spends no time engaging with any of the keep's residents, instead taking the players into the lower levels of the massive tower and showing them to a spartan suite of rooms where a young boy sits with two other wizards.

The boy's head rises as you enter the room and you see that his eyes are milky white and his face is streaked with dried tears.

Dolan steps forward, making a slight motion with his thumb and forefinger, and addresses the boy. "Taka, I've brought some friends who might be able to help you get back to your parents."

Roleplaying Dolan

Having come this far with the characters, Dolan feels the pressure to get them to commit to the endeavor. He bears the weight of all the events of the past few weeks and wants desperately to fix the world he sees crumbling around him—from Arlon, to the inexplicable behavior of the crystal, to Myriad itself dealing with both internal and external pressures to change.

The boy's face brightens. You guess he's around five years old. "Really, Mr. Dolan?"

"I believe so. Can you remember how to get back to your parents if these people bring you past the waterfall?"

Taka nods. "Yes, sir! Can we go right now?"

"Soon, Taka. Soon."

Dolan ushers you out of the room and into an adjacent chamber.

Dolan will sit the party down, offer them something to eat or drink, and explain who Taka is and why he's there.

"A group of dwarves working in the mines below the city discovered Taka two days ago, wandering through an extremely remote tunnel. He was exhausted and hungry and trying to find his way back to his parents. He, evidently, spilled from a waterfall in a small, barely explored cavern quite a distance from where he was found. He couldn't climb back through the rushing water, so he began searching for another way back home."

Dolan takes a sip of tea and continues. "We've heard rumors of people—whole families—disappearing for the past few years and been unable to substantiate any of them, but those rumors and fears have escalated since the Emergence and we believe we finally know who's behind it."

The gnomish wizard will go on to explain about **Vaneese Caltrine**, a merchant lord who deals in exotic foodstuffs and whose house was the only one to oppose opening Myriad up to the rest of the world as it stands to ruin his thriving business. Dolan and the wizards are unsure exactly what Vaneese is up to, but they cannot investigate personally because they are under constant scrutiny. The adventurers, however, while certainly subjects of interest, would not be seen as suspicious while taking a tour of Myriad's infrastructure and mining operations.

Dolan asks the party to go in, determine where the people are being held, what Vaneese might be doing with them, and any other information they can gather. He does not wish for them to put themselves in danger, or confront Vaneese, simply expose what is happening so the Council can take action.

If the party inquires about Taka's blindness, Dolan will say he suspects it is a tool to make scrying for those who are missing more difficult. The blindness isn't of magical origin, so they aren't sure how to cure it. Dolan hasn't had time to consult with Iladrin about Taka.

"If you agree to help, I can, of course reward you for your efforts upon completion. Money, if that interests you, or perhaps an item of magic might be more enticing." Dolan's bushy eyebrows raise in anticipation of your answer.

If the party indicates they would like gold, he can offer 1,000 gp per party member—negotiable up to 1,500 gp if the adventurers insist on driving a hard bargain. If they wonder about magic items, the DM can choose one item from the list below, or substitute something else if desired:

- Bracers of Defense (*DMG p156*)
- Cloak of the Bat (*DMG p159*)
- Ioun Stone (protection) (*DMG p176*)
- Ring of Free Action (*DMG p191*)
- Wand of Fear (*DMG p210*)

Dolan can't, unfortunately, offer direct aid to the party because that might tip their hand to anyone observing them closely, but he can call in a favor to provide some help from another source that won't be tied to the wizards. He gives the adventurers directions to **Madame Teela**, who has access to magic that will be of use. From there, he asks the party to visit **Rimble Glittergem**, who will take them on a tour of Myriad's precious stone mines.

Roleplaying Taka

Taka's only desire is to find his way back to his family, who work in Vaneese's farming cavern. He doesn't know why they are there, only that he's always lived there.

Go to:

Fortune
Favors the
Prepared

If the characters for some reason get cold feet at this point and decide to back out on their promises to Dolan, the DM can remind them of a meeting with Oresta Rose-haven they had scheduled and proceed to:

You're in a Bit of a
Pickle

Alternatively, if there is a bard in the party, or if its composition is skewed toward physical challenges, the DM can choose to have them be approached by representatives of **Zander Melwyn** on their way to the meeting with Oresta and go to:

What's the
First Rule of Fight
Club?



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ILLUMINATI CONFIRMED?

If there is a warlock character in the group, a representative of **Kora Dawnfall** will approach the party—specifically the warlock—and attempt to arrange a meeting.

Encounter Highlights

- Meet Kora and learn of her disturbing visions

A hooded figure with half-elven features cautiously greets you in the street, their eyes trained on [the warlock character].

“Pardon my forwardness, but the First Tome wishes to converse with you and your companions— away from inquisitive ears.”

If asked, the figure will give their name as Bywin and explain that **First Tome Kora Dawnfall** is the leader of the warlocks in Myriad and has a keen interest to meet with the visiting warlock from beyond the city.

If the party agrees, they are taken to the upper floor of a nondescript building a few blocks away from where Bywin met them and shown into a modestly decorated room, which might serve as an office or study.

A striking half-elven woman with long dark hair and eyes the color of fertile earth sits behind a grand desk as you enter. She looks up from a short stack of papers and smiles. “Thank you for coming. I am First Tome Kora Dawnfall and I understand you’ve had some interesting times here in our fair city thus far.”

She invites the characters to sit in chairs arrayed before her desk and will ask for introductions. After a bit of small talk, she will explain her desire for the visit.

Roleplaying Kora

Kora is nervous and fearful that something has gone horribly wrong with the Crystal of Ophandra. Having recently ascended to her Council seat, she is still unsure who she can trust and wants to find out more about how warlocks are viewed in the rest of the world.

Kora turns to [the warlock character] and sighs. “I do not know what patron you serve, but I assume they occasionally visit you with visions or somehow express desires of things they wish for you to accomplish.”

“For the past several days, my patron has plagued me with ceaseless images of Myriad engulfed in flames and otherwise the object of death and devastation. I am unable to determine the driving reason for these visions and was hoping you might be able to offer some insight or possibly share a similar experience.”

Kora isn’t sure how to proceed. Are the visions symbolic of Myriad’s fate if exposed to the outside world? Or are they a warning of some real threat looming within the city itself? She is genuine in her concern for Myriad and its citizens, but isn’t sure who she can trust in this time of change and, as a result, has not voiced her concerns to anyone else on the Council of Magic.

If the characters share the dreams they experienced on their first night, Kora will be interested, but perplexed as to how they might be connected to her visions. If the party seems forthright with her, she will suggest they attempt to meet with **Fendra Albright**, Dean of the Bardic College, to continue searching for answers if they have not already.

She will conclude the meeting noticeably frustrated at the lack of resolution to her troubles, but congenial toward the adventurers, unless they gave her reason not to be. She will also ask that they share any information they might gain in the future pertaining to any dire circumstances where Myriad is concerned.

From here, if the party bypassed, or lost, the fight in The Pits, but now expresses a desire to contact Fendra, the DM can send them onto either:

What’s the
First Rule of Fight
Club?

Information is Our
Business

Otherwise, go to:

You’re in a Bit of a
Pickle

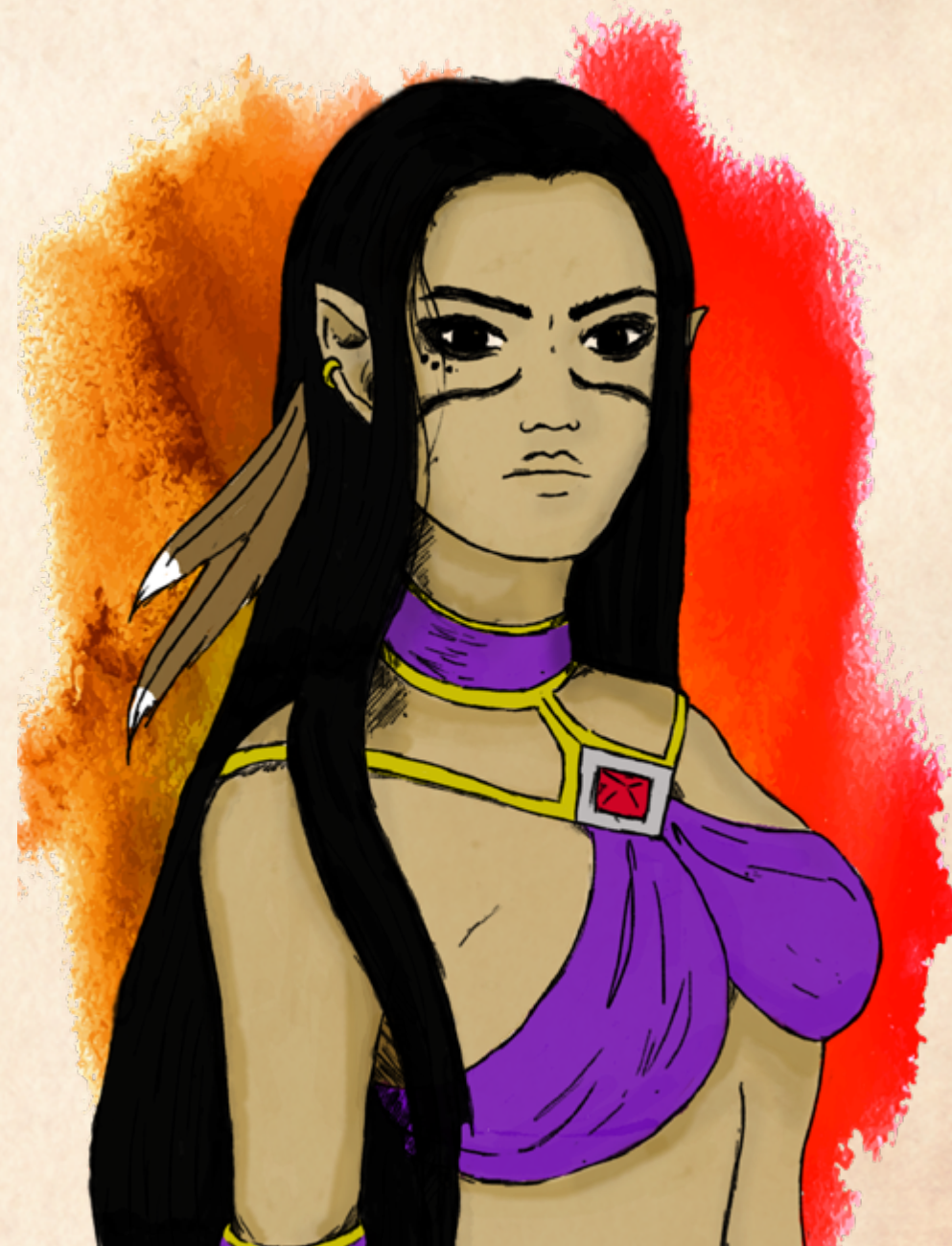


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YOU'RE IN A BIT OF A PICKLE

The next day at noon, the characters are scheduled to meet with another one of the merchant houses (**Oresta Rosehaven**) and, once they are ushered into a waiting room to twiddle their thumbs for several minutes, they hear a noise from beyond a closed door. If they investigate, read or paraphrase the following:

Encounter Highlights

- Find Oresta's agent murdered
- Either be framed for said murder or be aided by the Shroud to escape

The door is unlocked. Upon entering the room, you see a middle-aged man slumped over a grand desk. Blood slowly pools out from his chest, covering a wealth of papers spread out on the surface of the dark wood.

As the characters begin to take action, a figure steps from a shadowy corner of the room.

"Ooh, nasty business that," a dark-clad humanoid says, moving closer to you with their hands held up. "I can help you out, however, if you're willing."

If the party seems willing to let him talk, he continues...

"After that incident at the airfield I don't imagine the Council will look too kindly on this." He gestures down to the murdered man. "Oh, I know you didn't do it, but it's not going to look very good for you, seeing as how I'm shielded from scrying magic and, well... you're not. I can get you out of here unseen, if you are willing to meet with my boss afterward."

If the characters decline his help, the rogue will express his regrets and slip away. He has a **Ring of Invisibility** (DMG p191) and the **Lucky** feat (PHB p167) to force any rerolls necessary to enable his escape if the party tries to detain him. Shortly thereafter, a maid enters the room

and screams. The party can try to escape, but will be quickly located by magical means and apprehended with similar methods described in "**You Have the Right to Remain Silent.**"

Go to:

But the Food is Good

If the characters accept the aid they're offered, the mysterious man, whose name is Geoffrey, leads the party down through the house, avoiding any staff and into the sewers. Once there, they are hooded with black bags before proceeding. If the characters protest this treatment, Geoffrey explains that, while they are guests, trust is something that has to be earned. The Shroud isn't willing to needlessly expose itself to danger from the authorities. If the party still refuses to be blindfolded, Geoffrey points them to the nearest sewer exit and wishes them luck evading the local constabulary.

Go to:

But the Food is Good

If the characters agreed to Geoffrey's terms, he leads them to one of the Shroud's bolt holes to visit with their leader, **Nyla "Mercy" Torquin.**

Go to:

Mercy Meet



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MERCY MEET

Mercy Torquin, leader of the **Shroud** (Myriad's thieves guild) is interested in meeting the characters and arranges to entice them in her direction. Her initial goal in conversation is trying to ascertain their motives and loyalties (if any) to other factions in Myriad.

Encounter Highlights

- Meet Mercy and Erin
- Learn about their contempt for the wizards

Your hoods are removed and you find yourselves in an unremarkable room, standing in front of a sturdy desk, made from a dark wood, polished to a high sheen. Behind the desk sits a cloaked woman with delicate, half-elven features, marred only by a nasty scar across her forehead, left eye, and cheek.

She leans back in her chair and carefully places her feet on the desk. "Greetings, Outlanders and welcome to my city. You may call me Mercy. Now, tell me, what is your purpose here?"

Mercy has expertise in both **Wisdom (Insight)** and **(Perception)** (+12 for both skills) for any checks to determine how truthful the party is with her. She will calmly call out the first lie she detects, expecting people to be wary at first, but if the characters continue to try unsuccessfully to deceive her, she will sour quickly of their company.

If the party is forthcoming, she will tell them that the wizards have held the city in an iron grip for centuries, stifling the growth of its citizens and forcing the vast majority to live in poverty and extremely crowded conditions. Now that the barrier has been dropped, she aims to help as

Roleplaying Mercy

The crystal has visited Mercy's dreams and encouraged her tendencies toward sedition and malcontent regarding the wizards. She isn't aware of this, but has been driven to act recently by these enhanced feelings. Needing access to more magic, she has teamed up with Erin, who she knew to be no fan of the wizards. She is calculating and ruthless while being a champion of the common people.

many of Myriad's downtrodden (herself chief among them, of course) as she can—even if that means antagonizing those in power to dangerous levels.

If Mercy senses a possibility of aligned purpose from them (or if a sorcerer is present in the party), she will bring in **Erin Ppyril**, leader of the sorcerers.

Mercy motions behind you to one of the two attendants who escorted you in and another man is shown into the room from a side entrance. Tall and walking with a proud bearing, he moves to stand beside Mercy's desk, giving her a brief nod before speaking. You can't help but notice the tattoo, or brand, on his forehead in the shape of a shooting star.

"I am Brightest Erin Ppyril. Mercy seems to think you might be of help to us."

Erin will make his case for ousting the wizards from power by explaining about the branding of the Star-Marked (pointing out his own brand in the process). He will explain, with venom in his voice, how jealousy caused the wizards to propose the brands on

those with natural magical talent. The wizards then led the charge in enforcing the new law once they convinced the Council to pass it decades ago.

If Mercy and Erin feel the characters are trustworthy and sympathetic to their cause, she will ask for aid in their plot to assassinate the leaders of the wizards—most specifically Dolan. Though she won't reveal the exact method they plan to use.

Are You Familiar
With Iocane
Powder?

If she does not feel the party's goals align with hers, she will release the characters, but have scouts and diviners keep a close watch on their movements and activities.

Go to:

Information is Our
Business

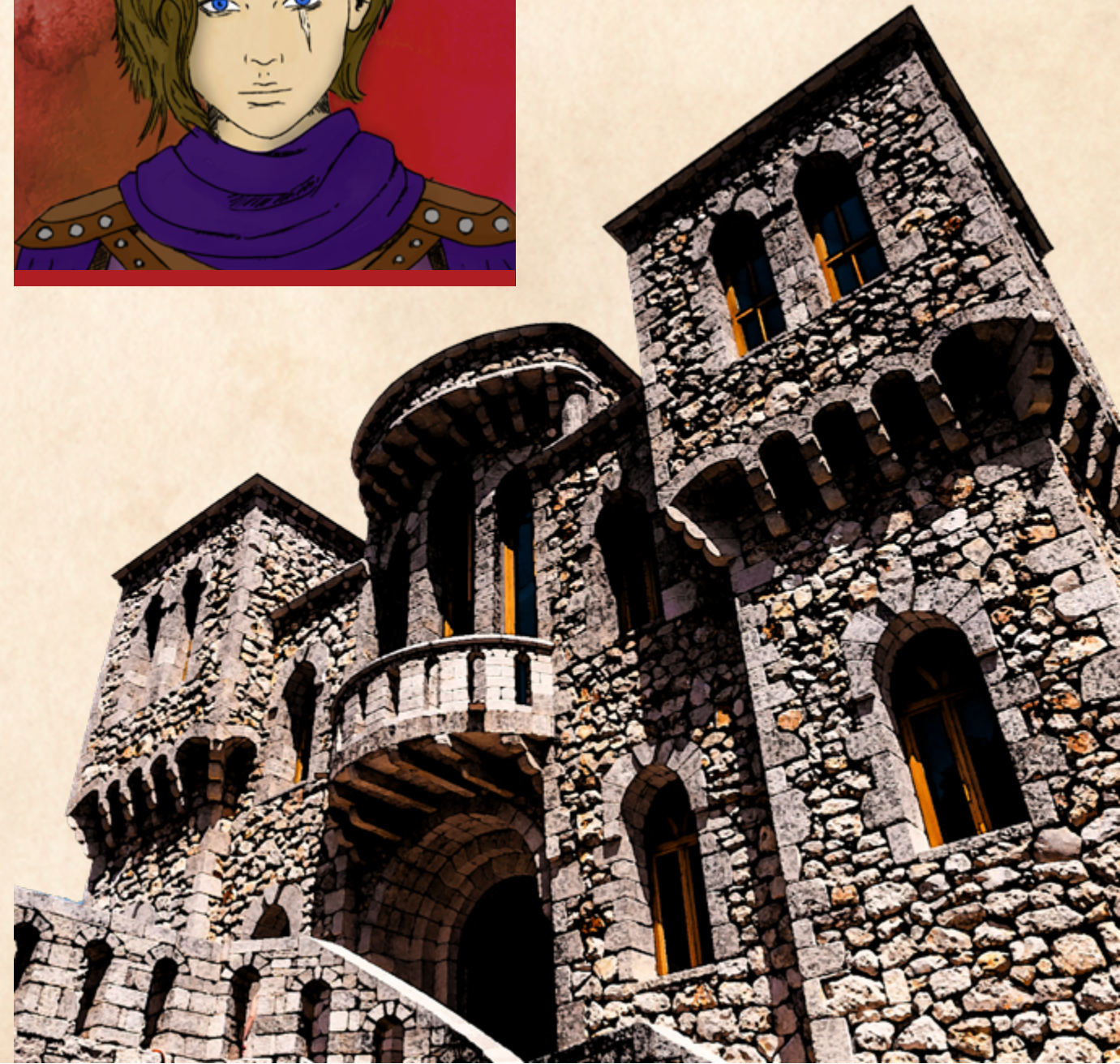


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ARE YOU FAMILIAR WITH IOCANE POWDER?

If Mercy has decided the party is to be trusted and willing to help her cause, she will divulge the plot to poison the most important members of the wizards' enclave.

Encounter Highlights

- Learn that Mercy intends to poison the wizards' leaders
- Party asked to aid in that effort

Mercy narrows her eyes. "We must remove the chains which have confined us for so long. The wizards hold the key to those chains and must be eliminated if we are to ever truly taste freedom.

"The Crystal of Ophandra is the heart of their power. It kept the city hidden for centuries and allowed the wizards to maintain their dominance because only they possess its secrets. Who knows what other wonders it might be capable of if freed of their influence?"

She sits back and a sly smile forms across her lips. "Fortunately, the wizards have unwittingly given us access to a tool which will bring about their demise by finally lowering the bloody shield.

"I ask of you two things: first, I need you to fetch and deliver some minor magic items to our compatriots who will actually accomplish the deed; second, we need a distraction so those same allies can enter the wizards' stronghold undetected. You will, of course, be rewarded for doing so."

Mercy is prepared to offer 1,000 gp per party member— negotiable up to 1,500 gp if the adventurers insist on driving a hard bargain. If they ask about magic items instead, the DM can choose one item from the list below, or substitute something else if desired:

- Bracers of Defense (DMG p156)
- Cloak of the Bat (DMG p159)

- Ioun Stone (protection) (DMG p176)
- Ring of Free Action (DMG p191)
- Wand of Fear (DMG p210)

Once a price is agreed upon, Mercy will explain that if any known Shroud members are seen retrieving the items in question, Dolan and the wizards will surely be alerted and the plan could be compromised.

After the party has obtained the trinkets from the mysterious woman, named **Madame Teela**, they are to discreetly deposit them at a specific location within the city, then go below ground and make their way through the sewers to the underbelly of the wizards' enclave to provide the necessary distraction.

The party must make it seem as if they are the ones up to nefarious deeds to occupy the wizards' attention long enough for the plan to succeed. Mercy will not divulge the identity, or nature, of the other new allies she has procured, saying that the less the adventurers know, the less they can reveal if something goes awry.

"Make no mistake. The wizards— especially Dolan— are extremely powerful and well-protected. The only chance this plan has to succeed is its utter secrecy. I have worked for months to put these pieces together without their notice or comprehension. Even my friend, Erin, here, does not know every facet of this operation."

She sits up and points at you. "But understand this: you have been helping us since the moment you set foot in Myriad, whether you knew it at the time or not."

If the characters haven't pieced together the connection with Sharin and her children from the airship, the DM can allow a **DC 13 Wisdom (Insight) check** to remind the players of the dust explosion and the

Roleplaying Mercy

She trusts no one fully, but if the party seems aligned to her interests, she will gladly include them in her plot. None but her, however, can know all parts of the plan. Discovering the existence of the doppelgangers was the inciting incident that caused this assassination idea to blossom into reality for her.

subsequent disappearance of the other passengers they traveled with. If the party asks Mercy for confirmation of any suspicions they may have, she won't answer directly, but may give a knowing smile if they are on the right track.

With regards to what sort of distraction to make, Mercy will leave that up to the adventurers, but will suggest starting by triggering the *alarm* spell within the tower's exit chute to the sewer. One of her people will give them instructions for finding the underbelly of the wizards' keep, which is heavily warded with strong magic, through the sewers. From there, it's up to them to gain the wizards' attention for as long as possible.

Mercy and Erin will provide any information they can about the underground entrance and its defenses, including a silver key used to bypass the magically warded gates, so the characters can formulate a plan. (See **Poisoned!**) The two have every desire to see the party succeed, though what happens after the doppelgangers get into the wizards' tower is of lesser importance to them.

Go to:

Poisoned!

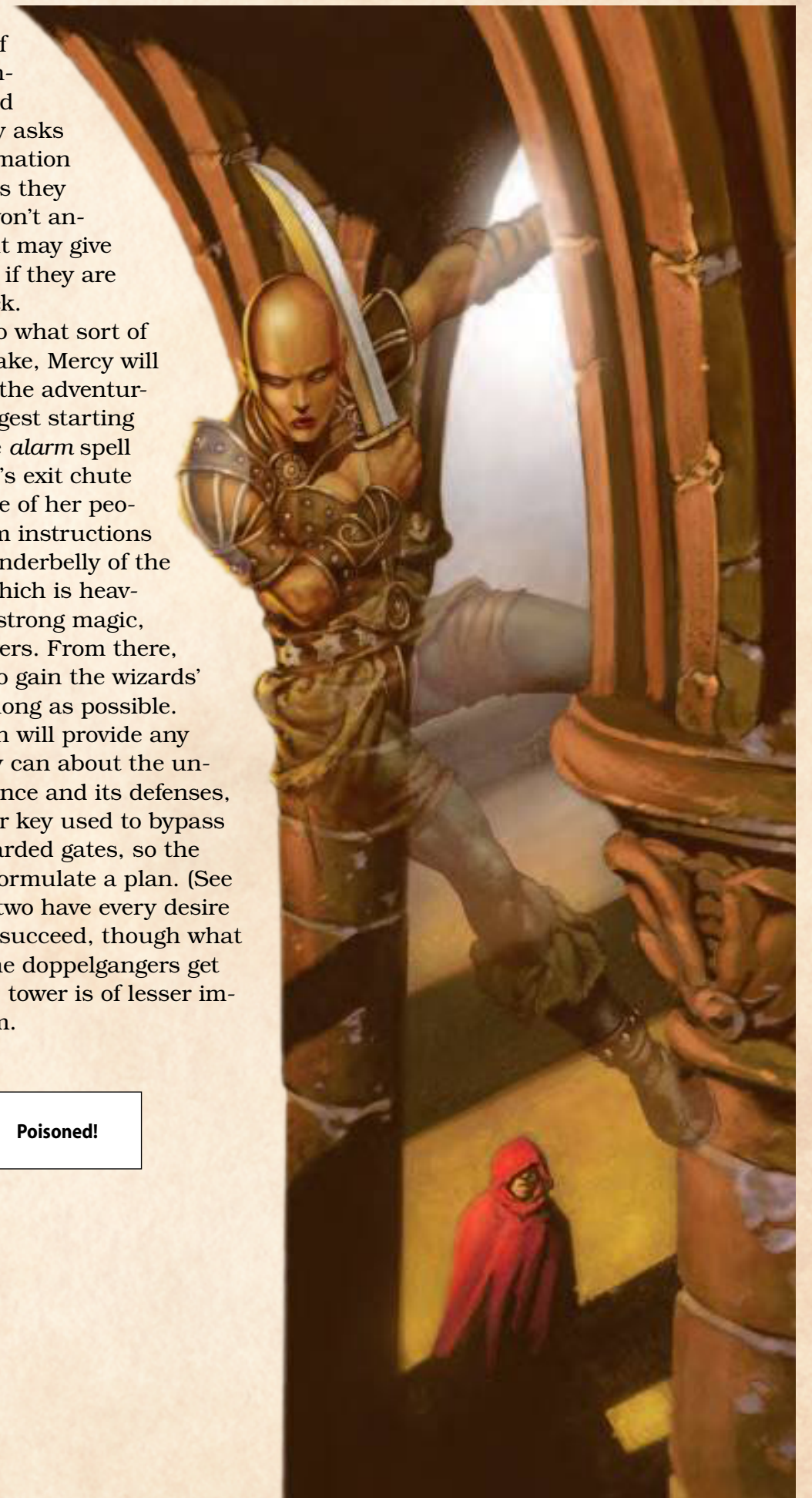


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INFORMATION IS OUR BUSINESS

Fendra Albright

has gotten information about a disturbing matter taking place below the city and is trying to figure out a way to diffuse and dismantle what's happening without appearing to take sides in any potential conflict. She sees an opportunity with the outsiders to gain more information while keeping her own hands clean and the bards as neutral as possible within the politics of the Council and Myriad.

If the characters came from “**No, Really...**”, they are brought to Fendra within a cluster of rooms hidden behind a secret door in a side branch of the sewer system.

If they came from “**Mercy Meet**,” as the adventurers are led away, blindfolded, from Mercy's hideout in the sewers, their guides are accosted and quickly subdued by a group of bards and mercenaries. The party is then invited to Fendra's small lair, elsewhere in the sewers, where she meets with people who can't be seen entering the Bardic College.

You enter a cozy and fashionably decorated chamber, which smells of lavender and baked goods—much different from the stench of the sewers you recently trudged through. Behind a finely crafted desk sits a striking woman, with a presence that can't be denied. Long, auburn curls highlight her eyes that sparkle like jade. She offers a warm smile and gestures to a number of chairs placed opposite her.

“My name is Fendra Albright. Welcome and please have a seat.”

Once the characters are comfortable, Fendra will explain that she is the head of the Bardic College in Myriad and a member of the Council of Magic. She will ask the party to introduce themselves and

Encounter Highlights

- Meet Fendra and learn about the bards
- Party asked to investigate Vaneese's cavern

find out as much as she can about their backgrounds and motivations before getting into her predicament. She has had eyes on the party since they arrived and simply wants to confirm what she already knows, or find out if the party prefers to answer questions with falsehoods immediately upon meeting someone new.

If she is satisfied with their responses, she will explain why she wanted to converse with them in private.

“I've invited you here because you are in a unique position to provide me valuable assistance regarding a matter that has recently come to my attention.” She sighs, then shakes her head and puts on a smile before continuing. “There is an area within the underbelly of Myriad that has grown increasingly hazardous to my eyes and ears. I've lost three operatives just in the past week. I can't investigate in force because of the feathers it would ruffle with Mercy and the Shroud, as well as possibly a number of merchants and even the Council itself.”

She leans forward. “If you are willing to do some sniffing around as an ‘independent’ party, I would be extremely grateful. I can offer you recompense in the form of valuables, information, or other assistance, if you so desire.”

Fendra is prepared to offer 1,000 gp per party member—negotiable up to 1,500 gp if the adventurers insist on driving a hard bargain. If they ask about magic items instead, the DM can choose one item from the list below, or substitute something else if desired:

- Bracers of Defense (*DMG p156*)
- Cloak of the Bat (*DMG p159*)
- Ioun Stone (protection) (*DMG p176*)
- Ring of Free Action (*DMG p191*)
- Wand of Fear (*DMG p210*)

Roleplaying Fendra

She is the spy's spy. Her eyes and ears are everywhere and she is greatly perturbed that someone is hindering her information gathering efforts. Fendra is confident and used to getting her way.

Fendra is also not above using a bit of magic to aid in persuading the party (she has *mass suggestion* and *geas* in her arsenal), but she'd prefer if they agreed willingly. She will explain that not only have her own people gone missing, but a great number of regular citizens from the Common tier have been reported missing in the past several weeks. Her investigations have led her to a particular area within the sewers, but her agents have been unable to penetrate the veil of secrecy and magical obfuscation surrounding the zone in question.

If the characters came from “**No, Really...**”, Fendra will give them the option of proceeding to meet with Wenvril Terinalla if they don't seem interested in delving beneath the city.

My Rugs Are Only
Overshadowed by
My Tapestries.

If coming from “**Mercy Meet**,” she will remind the party that they have exhausted most of their other opportunities for allies and may not be welcome to remain in the city if they decline to help.

If the characters agree and negotiate a deal, Fendra will supply them with any mundane items they may require, as well as two guides to escort them where they need to go.

The guides are both dwarves, one young and one elderly, named Moril Anvilspark and Polan Rockchipper, respectively. After introducing them, Fendra explains that both have lived and worked under the city their whole lives, as many dwarves do, and there are none more familiar with Myriad's underworld.

Once the party is ready, they can head out, with Moril and Polan leading the way. After a journey of about three hours, weaving through a maze of sewer tunnels and a few side passages carved by ancient miners, Moril and Polan slow their pace and become more cautious. Moril seems especially jumpy. A successful **DC 17 Wisdom (Insight) check** will indicate Moril seems apprehensive of something other than the locale.

Polan stops near what to you seems to be yet another unremarkable side tunnel in this dizzying maze of a sewer.

“Last time I was in these parts I noticed something I hadn't seen before.” He points out some small scratches on the wall. “These here markings—”

“No!” Moril shouts as he plunges a knife in Polan's throat.

For the purposes of combat, use the **spy** statistics (*MM p349*) for Moril. Polan can be considered a **scout** (*MM p349*). The party should have no trouble subduing or killing Moril, who has recently converted to the cult of Bane and is desperately trying to protect the location of their temple. Below are the markings Polan indicated:



Go to:

Everything Is a
Commodity, Including
People

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FORTUNE FAVORS THE PREPARED

Madame Teela is a formidable practitioner of magic but has chosen to remain as neutral as possible within the politics of Myriad. Her main focus is caring for the number of orphans she has attracted. Now, however, she is forced to get involved by supplying divination protection to the party—either by Mercy or Dolan, depending on which path the players have followed to get here.

She dwells and does business from a small abode tacked onto the side of a three-story apartment building west of the marketplace on the first tier. A number of children, dirty-faced but healthy and happy, will be with her when the party enters at her beckoning. Greeting the party with a grizzled, toothy smile, she dismisses the children to an adjoining room while taking a seat in an intricately embroidered and overstuffed chair.



Encounter Highlights

- Meet Madame Teela
- Receive items for either Dolan or Mercy
- Optional fortune telling

Roleplaying Madame Teela

Her fey origins are largely a secret and she likes it that way. She generally doesn't take sides in any of Myriad's political struggles, but if something is adversely affecting children, she is quick to act. Confident in her abilities, Madame Teela fears no one and simply wishes to be left alone to care for her orphans.

IF THE PARTY ARRIVED VIA DOLAN:

The old woman looks you over and chuckles. "So, Dolan must be desperate to send you my way." She sniffs. "Big magic is afoot. And you look to be stepping right in it."

If the characters brought Taka in with them, read the following:

She pauses and leans forward. "And what is your name little one?"

"Taka, ma'am," he answers, somehow knowing the woman is speaking to him.

"Your parents miss you mightily. I hope you can rejoin them soon."

Taka steps up. "You know my ma and da?"

Madame Teela shakes her head. "No, child. But I hear their calls for you. They haven't given up hope."

Madame Teela won't say any more on the subject if the characters inquire about Taka's parents or how she knows about them. Instead, she gets down to business.

"Dolan sent word you're in need of protection from prying eyes." The old woman grins. "The best I can do for so many are some temporary baubles." She reaches into a pocket within her voluminous dress and produces a number of amulets. "These will last for a day or so. Hopefully enough time to perform whatever foolish task Dolan has cooked up for you."

She glances at each of you, then finally at Taka before fishing a handful of vials from another pocket. "I think you'll be needing these as well. Don't take them too early. They only last an hour."

If the characters ask what the potions are for, she says:

"You'll be needing the eyes of a bat to see where you're going, dear."

IF THE PARTY ARRIVED VIA MERCY:

The old woman grins with a twinkle in her eye as she looks you over. "Mercy is racking up quite the bill with me lately. I suppose the Shroud is good for it though, no matter who ends up in charge." She produces three amulets from a pocket in her voluminous dress. "Here are the items she requested. Nasty business, but certainly you know what you're doing."

She won't elaborate further about the characters' dealings with Mercy or what leader of Myriad's thieves has in mind.

CONCLUSION FOR BOTH THREADS:

Madame Teela leans forward. "Before you go, can I interest you in a fortune telling?"

If the characters are indeed interested, the DM can use this to insert a plot hook for a future campaign event, give the characters a cryptic hint regarding blood and a crystal engulfed in flames, or use one of the sample fortunes listed in the sidebar. She charges 10 gold pieces for the fortune, paid in advance, of course.

For groups following Dolan, go to:

Glittering Gems Are Born in the Dark

For groups following Mercy, go to:

Poisoned!

AMULET OF PROOF AGAINST DETECTION AND LOCATION

Wondrous item, uncommon

This amulet functions just like the item of the same name (*DMG p150*) except that it does not require attunement and the magic only lasts for 1 day after it is worn for the first time. After the magic fades, it is simply a small copper medallion with a closed eye etched on its face.

POTION OF BLINDSIGHT

Potion, rare

When you drink this potion, you gain blindsight in a 60-foot-radius for 1 hour. The effect does not hinder your normal vision but allows you to "see" in absolute darkness while the potion lasts. The liquid inside the vial is viscous and inky in color.

SAMPLE FORTUNES

Below are some examples of fortunes that can be given to the party related to the adventure:

"You will meet with a sudden ending when the beginning seems near. Look for the silver-tongued one in a robe of red." (*Referring to Effar Stonehammer and the cult of Bane*)

"Water cannot penetrate stone, but it can obscure it. Your end may be slow, but painful nonetheless." (*Referring to the stone golem guarding the sewer underneath the Wizards' tower*)

"Even the blind can feel the heat of the sun. Light without heat, however, means nothing to them. Do not cross the river without an insightful purpose." (*Referring to the farming cavern and the erinyes lurking on the western side*)

"Consider the dream. It hits and hits hard, but not as hard as the scream from the top. All will become crystal clear when you find its source." (*Referring to Dolan's end and the Crystal of Ophandra*)

And for Taka, if he is with the party: "You find yourself surrounded by strangers, but their aid will lead you to those familiar once again. Brimstone means danger for you and all you hold dear." (*Referring to the devils in the farming cavern, as well as the magma elementals who invade from above*)

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GLITTERING GEMS ARE BORN IN THE DARK

Once the party has received their items from Madame Tee-la, they are met by an agent of **Rimble Glittergem**, who escorts them beneath the city and into Myriad's precious stone mines.

While Rimble knows the party is here for other reasons, he will still take the opportunity to regale the adventurers with the prowess in jewelcraft of his parents and try to find out what the prices are for raw gems in greater Faerûn.

Eventually, Rimble will leave the party with a dwarven miner, who leads them to the place where Taka says he entered the mines. There the characters see a spout of water, flowing from a four-foot-wide hole near the ceiling of a small cavern. If asked, Taka explains that he was playing near a river where he lives when he accidentally fell in and the current swept him away. He was nearly out of breath when the water deposited him here. There is a small pond beneath the fall and it flows out somewhere deep under the surface.

Allow the party some time to puzzle a way up the waterfall. The chute runs for 20 feet, at about a 30 degree angle, before opening up into a larger area where there is a narrow ledge. This can be traversed next to the river for about 200 feet before opening up into an enormous cavern (**Area 8 of Map 2: Farming Caverns and Temple of Bane**). The party arrives at **Area 10**. If the characters are stumped as to

Encounter Highlights

- Show party Taka's way into the cavern

Roleplaying Rimble

Rimble is a hard-working gnome who wants to find the highest quality materials for his venerable parents to craft with, while making a tidy profit, of course. He is personable and unconcerned with Myriad's politics for the most part.

Roleplaying Taka

Taka's only desire is to find his way back to his family, who work in Vaneese's farming cavern. He doesn't know why they are there, only that he's always lived there.

how to proceed, as a last resort, a messenger can arrive with a scroll case and a note from Dolan expressing his apologies as he meant to give this to the party before their departure. Inside the case is a scroll of *stoneshape*.

Once the characters have negotiated the long passage, move to:

Everything Is a
Commodity, Including
People



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EVERYTHING IS A COMMODITY, INCLUDING PEOPLE

Vaneese Caltrine

has worked hard to establish underground agricultural caverns where he grows simple crops with magical light to provide more variety to the diets of Myriad's wealthier citizens. To accomplish this, he enlisted the help of **Effar Stonehammer** and the Temple of Bane. In addition, they have cultivated a labor force willing to relocate—for a price—once the city is more fully opened to trade with the outside world. These people are usually without any form of magical ability or talents. They are so desperate to leave the city, they are willing to face whatever condition befalls them—including slavery.

The characters know of the awful demeanor of slavers in the world beyond Myriad, and the truly deplorable conditions that many slaves work and live under, but convincing the desperate, downtrodden masses of the city that things could indeed be worse will be a daunting task indeed. This should provide a strong moral conundrum for the party as their knowledge of Myriad grows.

A number of **devils (bearded and spined)** have been employed to protect and police Vaneese's potential exportable labor force, led by a formidable **erinyes**. These should represent a daunting challenge to the party, so include at least one bearded and two spined devils for each party member. All of these actively patrol the caverns, guarding the crops and making sure the workers are performing their jobs.

Depending on what path of encounters the characters took to arrive here, they will approach the caverns one of two ways:

1) If the characters are coming from **Information is Our Business**, they start

Encounter Highlights

- Investigate the cavern and/or the temple of Bane
- Learn more about Myriad's sinister side
- Prepare next encounter (By the Elements Combined)

at **Area 1** on the map, heading east down what appears to be a dead end corridor.

2) If they are coming from **Fortune Favors the Prepared**, they enter the map from **Area 10** after negotiating the waterfall.

MAP 3: FARMING CAVERNS & TEMPLE OF BANE

Note: Scale is 20 ft/square.

See the next page for an enlarged map of the temple section.

AREA 1: SEWER ENTRANCE

This long hallway leads to a dead end with a concealed door on the north side. Characters succeeding on a **DC 12 Intelligence (Investigation) check** can discover the door and determine how to open it. If the characters arrive here with Morin as a captive, they don't need to perform the check.

AREA 2: COMMON ROOM

This rectangular chamber is used as a common room for the priests, acolytes, and guards who live in the temple. There will be 1d3 **Bouncers of Bane** here at any time. The other side of the hallway heading east holds living quarters for those same followers.



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AREA 3: TEMPLE

Here is the actual temple of Bane, measuring 40 feet by 80 feet. Rows of stone pews fill most of the space with a dais and pulpit at the eastern end of the temple. There will be 1d3 **Priests of Bane** cleaning or working here at any time. Doors to the north and south flank the pulpit, the southern one leading to a storage area for robes, braziers, and other clerical accouterments.

AREA 4: EFFAR'S QUARTERS

Effar Stonehammer has his quarters here. The initial chamber, being furnished with a circular table and three chairs, is used for meetings and relaxation. The door to the north leads to a modest bedroom with an adjoining bathroom containing a full chamber pot.

It's the DM's choice whether the party encounters Effar here or in **Area 6**, where he is torturing one of Fendra's spies.

AREA 5: CELLS

Two rows of jail cells line this long hallway. Most contain only dried bones and strips of rotted cloth. At the DM's option, one may contain one of Fendra's bardic spies, who is awaiting torture in **Area 6**.

AREA 6: TORTURE CHAMBER

This square chamber is clearly meant for torture, equipped with all manner of terrifying devices for inflicting pain. A stone basin, filled with blood, dominates the center of the room.

If Effar is here when the party enters, he is in the middle of torturing one of Fendra's bardic spies for information, unless they've made enough of a ruckus outside to have alerted him of their presence.

Note: If possible, have one of the priests or Effar himself attempt to flee through the secret door in the NE corner to alert the players of its presence.

AREA 7: SLAVE LIVING AREA

This pitch-black warren of caverns hosts many of the workers who tend to the farming area (Area 8). Bed rolls and sleeping pallets lie everywhere with very few other personal possessions visible. There is close

to a hundred people "living" here— all blind from a concoction of herbs and the lack of light, with some having toiled here for several years.

When the characters reach this area, it will be down time for the workers and many will be asleep unless a commotion has woken them. See **Area 13** for further description of the general demeanor of the "farmers."

AREA 8: FARMING CAVERN

A gigantic cavern opens here, with a substantial river running through it. The space appears to be natural in origin and has a number of thick pillars which help support the ceiling, which is over fifty feet high in many places. Half a dozen bridges made of stone have been built over the rushing water, enabling safe crossing. The ground, which one would expect to

be stone, is actually composed of a loamy soil, at least a foot thick if anyone cares to investigate. Rows and rows of different plants grow throughout— corn and wheat, along with other vegetables and herbs are easily identified. When the characters enter, sunlight, obviously magical in origin, appears to fill the area from hundreds of spaces around the ceiling.

The labor force isn't allowed in the cavern while the lights are active. This prevents anyone scrying for the missing families from being able to see them and learn their location. The blind farmers work the fields in total darkness.

Bearded and **spined** devils slowly patrol the cavern in twos and threes. The **erinyes** is currently overseeing work in the tunnel to the west (**Area 9**).

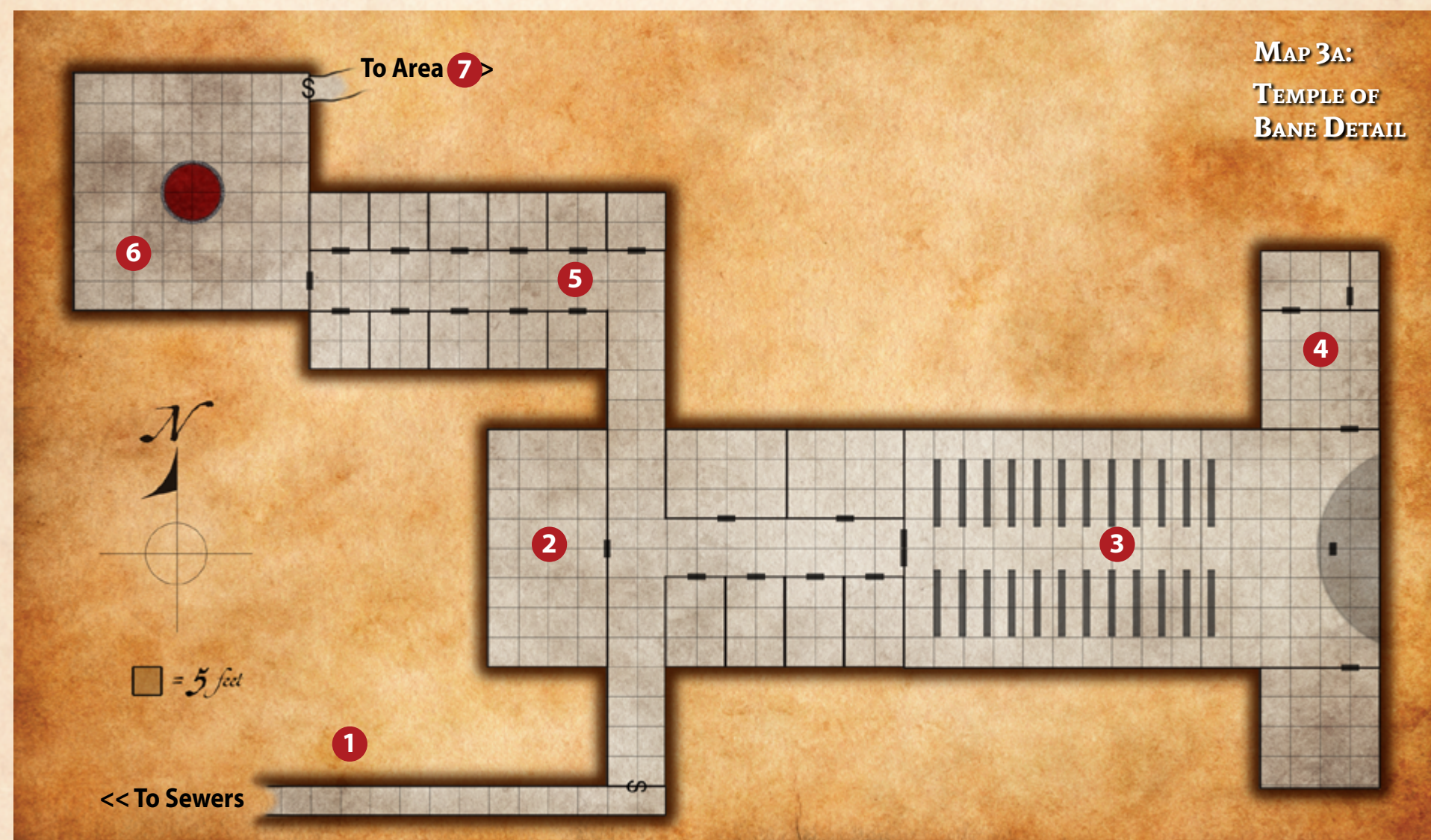
Note: DMs be sure to read "**By the Elements Combined!**" and decide when you

want to begin that encounter after the characters arrive in **Area 8**.

AREA 9: NEW TUNNEL

With the protective shield down, there is nothing to prevent digging beyond the former boundaries of Myriad and Vaneese has ordered his people to create an alternate exit from the cavern to the outside world. The tunnel is crude and only about five feet wide in most places, with a few exceptions of wide spots so that carts carrying rock and debris can pass by each other in the confined space. There are always anywhere from ten to twenty people toiling away at the far reach of the tunnel. Once the digging is complete, Vaneese will be able to begin transporting his slaves to the far reaches of Faerûn a few at a time with no one the wiser.

If there is a commotion in **Area 8**, the



MAP 3A:
TEMPLE OF
BANE DETAIL

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erinyes will come flying in to see what is happening two turns after an alarm has been sounded.

AREA 10: TAKA'S ROUTE

If the party has come at Dolan's behest and has Taka with them, they will enter the cavern here after making their way upriver. Taka will sniff the air and smile, motioning that his parents are to the north. See [Area 8](#) for a description of the cavern itself.

AREA 11: PROCESSING AREA

This side cavern is used for shucking, milling, and grinding of the various crops being grown here. No one is present currently as the growing lights are uncovered.

AREA 12: STORAGE

Bales, barrels, and crates are stacked high in this open area, waiting for transport to the city above. This space is otherwise unoccupied.

AREA 13: SLAVE LIVING AREA (LARGE)

Another, even larger maze of caves similar to those in [Area 7](#) are here, with two entrances blocked by large stone doors, which are barred from the outside. Perhaps up to three hundred more people are living here in squalor, waiting in hope for their chance to breathe fresh air once again and start a new life.

Most of these desperate people are here of their own free will—many even paid their life savings for a chance to one day leave the city. Life is difficult for those without magical or artistic talents in Myriad. Most turn to menial physical labor, or apply to one of the many guard forces in the city, but anyone for whom those paths are unappealing or impossible, few choices remain. The people here are unwilling to leave and may even alert their “protectors,” the devils, to the presence of the adventurers if they try too hard to convince anyone, like Taka's parents, to leave.

EFFAR STONEHAMMER

Medium humanoid (dwarf), lawful evil

Armor Class: 14 (chain shirt +1)

Hit Points: 99 (18d8 +18)

Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	12 (+1)	19 (+4)	15 (+2)

Saving Throws: Wis +8, Cha +4

Senses: darkvision 60 ft. (dwarf), passive Perception 14

Challenge 9 (5,000 XP)

Spellcasting. Effar is a 9th level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). Effar has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy, toll the dead*

1st level (4 slots): *bane, command, inflict wounds, shield of faith*

2nd level (3 slots): *hold person, spiritual weapon*

3rd level (3 slots): *create food and water, dispel magic, spirit guardians*

4th level (3 slots): *banishment, divination, stone shape*

5th level (1 slot): *flame strike, scrying*

ACTIONS

Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 5 (1d6 +2) bludgeoning damage.

Roleplaying Effar

As a dwarf who's been confined to the mines and sewers of Myriad all his life, Effar resents those who dwell on the surface. He discovered an old text about Bane several years ago and has devoted his life to the Black Hand, gaining power and prestige among many who inhabit Myriad's darker places. He has partnered with Vaneese to further his influence and helped summon the devils who patrol the farming cavern.

PRIEST OF BANE

Medium humanoid (human or dwarf), lawful evil

Armor Class: 13 (chain shirt)

Hit Points: 44 (8d8 +8)

Speed: 30 ft. (dwarf 25 ft.)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	10 (+0)	15 (+2)	12 (+1)

Saving Throws: Wis +5, Cha +4

Senses: darkvision 60 ft. (dwarf), passive Perception 12

Challenge 3 (700 XP)

Spellcasting. The priest is a 6th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy, toll the dead*

1st level (4 slots): *bane, command, inflict wounds, shield of faith*

2nd level (3 slots): *hold person, spiritual weapon*

3rd level (3 slots): *create food and water, dispel magic*

ACTIONS

Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 5 (1d6 +2) bludgeoning damage.

BOUNCER OF BANE

Medium humanoid (human or dwarf), lawful evil

Armor Class: 15 (breastplate)

Hit Points: 57 (10d8 +12)

Speed: 30 ft. (dwarf 25 ft.)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	10 (+0)	10 (+0)	10 (+0)

Saving Throws: Str +6, Con +5

Senses: darkvision 60 ft. (dwarf), passive Perception 10

Challenge 3 (700 XP)

ACTIONS

Multiattack. The bouncer makes two melee attacks.

Maul. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 10 (2d6 +3) bludgeoning damage.



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BY THE ELEMENTS COMBINED!

DMs can choose exactly when to start this encounter after the party reaches and has explored some of the farming cavern detailed in **Area 8 of Map 3: Farming Caverns & Temple of Bane**. It's recommended to occur two or three turns after the characters engage more than one patrolling group of devils in combat, or if the erinyes has spotted the party. Otherwise, it can happen after the characters have had a chance to talk to some of the workers in either **Area 7** or **13**.

The **Crystal of Ophandra** has become peripherally aware of the plans of Vaneese and sends some of its elemental creations (2d4 +4 **magma elementals**, stats on this page) down to the underworld of Myriad to investigate. They will bore through and fall from the ceiling in the northwest portion of **Area 8** and begin investigating the cavern— unintentionally setting fire to any crops they come in contact with. The devils in attendance immediately engage them, believing them to be sent by the wizards, whose knowledge of the cavern would represent a threat to their plans. Being immune to fire, the devils will have little trouble dispatching the crystal's minions, regardless of their number.

Will the party join the fray, try to rescue innocents, or run away?

Whatever their decision, once the encounter is concluded...

Go to:

Poisoned!

Encounter Highlights

- Decision from party as to how to proceed: fight or flee

BEARDED DEVIL

Medium fiend (devil), lawful evil (MM p70)

Armor Class: 13 (natural armor)

Hit Points: 52 (8d8 +16)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	11 (+0)

Saving Throws: Con +4, Wis +2, Str +5

Immunities: fire, poison; poisoned, feared if in sight of an ally

Resistances: cold; physical from nonmagical attacks; Advantage on saves vs. spells and magic effects

Senses: darkvision 120 ft., passive Perception 10

Challenge 3 (700 XP)

ACTIONS

Multiattack. The devil makes two attacks: one with its beard and one with its glaive.

Beard. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 +2) piercing damage plus the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned, the target can't regain hit points. It can repeat the save at the end of each turn.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 +3) slashing damage plus the target must succeed a DC 12 Constitution saving throw or it suffers an infernal wound which deals 5 (1d10) points of damage at the start of each of the target's turns unless it spends an action to staunch the wound. These wounds can stack.



SPINED DEVIL

Small fiend (devil), lawful evil (MM p78)

Armor Class: 13 (natural armor)

Hit Points: 22 (5d6 +5)

Speed: 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	14 (+2)	8 (-1)

Immunities: fire, poison; poisoned

Resistances: cold; physical from nonmagical attacks; Advantage on saves vs. spells and magic effects

Senses: darkvision 120 ft., passive Perception 12

Challenge 2 (450 XP)

Flyby. The devil doesn't provoke an opportunity attack when it flies out of an enemy's reach.

ERINYES

Medium fiend (devil), lawful evil (MM p73)

Armor Class: 18 (plate)

Hit Points: 153 (18d8 +72)

Speed: 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	14 (+2)	14 (+2)	18 (+4)

Saving Throws: Dex +7, Con +8, Wis +6, Cha +8

Resistances: cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Immunities: fire, poison; poisoned

Senses: truesight 120 ft., passive Perception 12

Challenge 12 (8,400 XP)

Hellish Weapons. The erinyes's weapon attacks are magical and deal an extra 13 (3d8) poison damage on a hit (included in the attacks).

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

ACTIONS

Multiattack. The erinyes makes three attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 +4) slashing damage, or 9 (1d10 +4) slashing damage if used with two hands, plus 13 (3d8) poison damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 +3) piercing damage, plus 13 (3d8) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned. The poison lasts until it is removed by the *lesser restoration* spell or similar magic.

REACTIONS

Parry. The erinyes adds 4 to its AC against one melee attack that would hit it. To do so, the erinyes must see the attacker and be wielding a melee weapon.

ACTIONS

Multiattack. The devil makes two attacks: one with its bite and one with its fork or two with its tail spines.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) slashing damage.

Fork. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

Tail Spine. *Ranged Weapon Attack:* +4 to hit, range 20/80 ft., one target. *Hit:* 4 (1d4 +2) piercing damage plus 3 (1d6) fire damage.

MAGMA ELEMENTAL

Large elemental, neutral

Armor Class: 15 (natural armor)

Hit Points: 144 (16d10 +64)

Speed: 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	6 (-2)

Vulnerabilities: thunder

Resistances: bludgeoning, piercing, and slashing from nonmagical attacks

Immunities: fire, poison; exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, and unconscious

Senses: darkvision 60 ft., passive Perception 10

Languages: Primordial

Challenge 6 (2,300 XP)

Lava Glide. The elemental can move through nonmagical earth and rock by melting it, leaving behind tubes of searing glass and obsidian. Any creature trying to follow the magma elemental through one of its tubes will suffer 3 (1d6) fire damage each turn they are in contact with the super-heated ground unless more than 10 minutes has passed since the tunnel's creation.

Illumination. The elemental sheds bright light in a 15 foot radius and dim light for an additional 15 feet.

Water Susceptibility. For every 10 feet the elemental moves in water, or for every gallon of water splashed upon it, it takes 1 cold damage and is slowed by 10 feet until the end of its next turn.

ACTIONS

Multiattack. The elemental makes two attacks, either two of one type or one of each.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 +3) bludgeoning damage and 10 (2d6 +3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 4 (1d8) fire damage at the start of each of its turns.

Lob Magma. *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one target. *Hit:* 7 (1d8 +3) bludgeoning damage and 10 (2d6 +3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 4 (1d8) fire damage at the start of each of its turns.

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POISONED!

This encounter will be entirely different depending on how the party arrived here.

IF THEY WERE ALLIED WITH DOLAN:

After returning to the city from the farming cavern, they hear the news that the Prime Seeker and some of his top aides have been poisoned and the whole of Myriad is in an uproar. A wizard approaches the party.

Go to:

I Know He
Trusted You

IF THEY WERE WORKING WITH FENDRA:

The party reports back to Fendra's secret meeting place only to find it deserted except for one of her aides.

Go to:

Something Terrible
Has Happened

IF THEY HAVE BEEN HELPING MERCY:

The party was given instructions to drop off the amulets after they acquired them from Madame Teela.

After they accomplish this, they are tasked with creating a distraction beneath the wizards' tower to give the other Shroud agents a chance to enter from the top.

It takes the better part of two hours for the party to slog through the maze of sewer tunnels before they reach the junction below the wizards' enclave. Water in the tunnels varies in depth from one to two feet and smells predictably foul. The party approaches the area from the southern passage.

The entrances are all blocked by sturdy iron gates, as well as a number of magical wards. Mercy and Erin detailed most of these, but they did not know about the **stone golem** slumbering underneath the water in the central area.

Beyond the iron gate, a space opens up into a cross junction, similar in design to a number of others you've seen in your travels within these sewers, but larger than most. The ceiling vaults up to a height of 15 feet and a five-foot-wide tube extends down from the center, to seven or eight feet above the water's surface. Four stone platforms rise above the water about two feet, but look slick with algae and other, less pleasant substances.

The gates are each protected with a *glyph of warding* that Mercy told the characters about, bypassed by a silver key she provided, stolen from one of the sewer maintenance personnel. The cylinder coming down from the ceiling in the center also has an iron grate covering its opening at the bottom, which is similarly protected. Each glyph is triggered by the touch of a Small or larger creature, who does not possess the silver key, and deals 22 (5d8) cold damage to any creatures within 20

feet of the glyph; half damage to those who succeed on a **DC17 Dexterity saving throw**.

The interior of the jutting cylinder is protected by an *alarm* spell, which is refreshed from above every 8 hours by one of the wizards. Its effect begins 5 feet up from the opening, alerting the caster that something is making its way up the tube. It is this spell that Mercy wants triggered to cause a commotion up above in the tower itself.

The slumbering golem is activated when any creature who does not possess the silver key approaches within 5 feet of it.

Note: DMs can use a second golem, and/or have one or two **mages** (MM p347) enter the fray if the single golem isn't enough of a challenge for their party.

Assuming the party succeeds in some fashion in distracting the wizards above, they are instructed to return to a designated safe house on the Common tier to await instruction.

Go to:

Finish the Job

STONE GOLEM

Medium construct, unaligned (MM p170)

Armor Class: 17 (natural armor)

Hit Points: 161 (17d8 +85)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Immunities: poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons; charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 120 ft., passive Perception 10

Challenge 10 (5,900 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

Slimy Exterior. The golem has advantage on saving throws or ability checks against attempts to grapple or restrain it because of its slippery coating of slime and excrement.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 +6) bludgeoning damage.

Slow (Recharge 5-6). The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, the target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

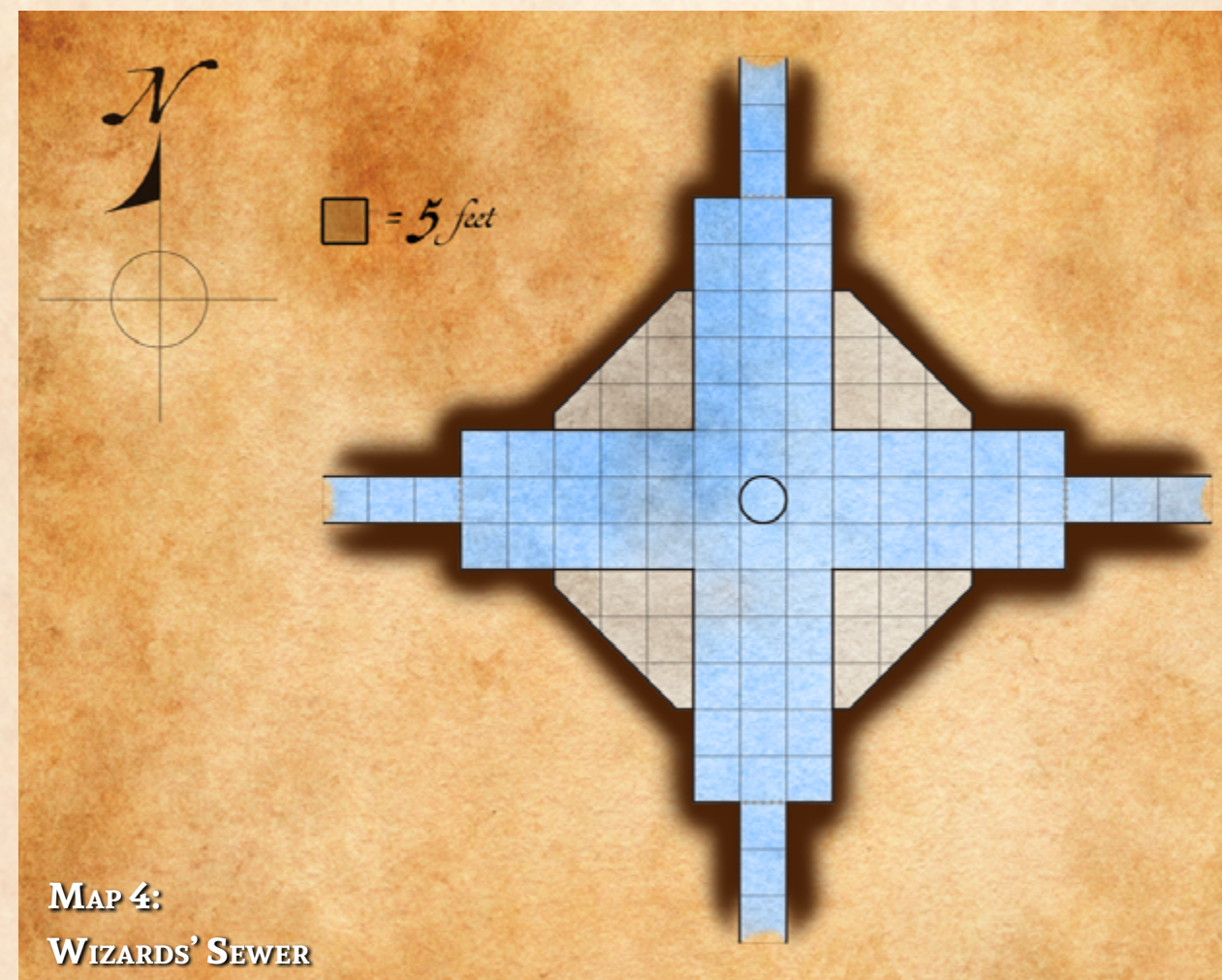


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FINISH THE JOB

After creating a distraction as instructed, the party makes their way back to a safe house deep within the Common tier to lay low and await further instructions.

After a couple of hours, an agent of the Shroud arrives, out of breath.

“Come with me, quickly. Two of the wizards are dead, but Dolan managed to escape and fled into the Crystal Keep. Mercy wants you to find him and finish the job.”

The Shroud member, a young, scruffy human known as Pockets, will lead the party back through the sewers on an arduous journey up to the Highest tier and the Palace of the Highest.

The palace is largely deserted, but those few people you do see from the shadows have fear in their eyes.

Pockets leads you outside in the darkness and points to the west where a stone, monolithic building stands. “There. The Wizard’s in there. Finish him or we’ll all die tonight.”

He turns away, then glances back. “Oh, and find out anything you can about the crystal. No one but wizards have ever been allowed in there and Mercy wants to know how to control it.”

Go to:

Crystal Keep

SOMETHING TERRIBLE HAS HAPPENED

The aide left in the meeting place to await the party’s return relays the shocking news that Dolan and two other high-ranking wizards have been poisoned. Fendra has learned that Dolan managed to survive the attempt on his life, but since fled to the Crystal Keep.

They ask the party to investigate and aid Dolan if necessary. Fendra can’t send any of her own people without appearing to take sides in a conflict that could potentially tear the city apart. A magic carpet is provided to get the party to the keep.

Go to:

Crystal Keep

I KNOW HE TRUSTED YOU

The wizard nervously confides that Dolan managed to survive the poisoning, barely, but then went to the Crystal Keep and hasn’t returned. Would the party please go and see if he needs help or at least make sure he’s okay? Most of the wizards have gone into hiding, fearing for their own lives, and everyone else is engaged in hunting down the perpetrators of the poisonings. The frightened, young wizard has a carpet ready to take the party there.

Go to:

Crystal Keep



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CRYSTAL KEEP

Here, the party will encounter the true antagonist of the piece: the **Crystal of Ophandra**.

After escaping the attempt on his life and killing the dopelganger sent to poison him, Dolan, in a burst of inspiration, came to realize what was truly behind many of the problems afflicting Myriad and went to see what could be done about it. Weakened from his earlier encounter, however, he was no match for the crystal's newest creations and the party will find him slain on the stairs (**Area 4**) before they arrive in the final chamber.

MAP 5: CRYSTAL KEEP

AREA 1: FIRST LEVEL/ENTRANCE

The strong stench of death reaches your nostrils before you step inside the looming stone doors.

Normally sealed and only opened once per fortnight to switch out staff and re-supply, a set of strong, double stone doors on the eastern side of the structure lead into the keep itself. The tall, square building was built centuries ago from massive stone blocks. Each level has four substantial stone columns for support, which are carved heavily with runes of an ancient, non-magical script. If any party members speak elvish, a successful **DC 17 Intelligence (History) check** can determine the runes tell the story of the founding of Myriad. The ceilings are 40 feet high and a majestic, 10-foot-wide staircase leads up to the next level. Three bodies, dead several days, are scattered in the back of the room.

A broad, circular diagram is etched into the floor and repeated on each level. Characters who are proficient in **Intelligence (Arcana)** and succeed on a **DC 18 check** for that skill can glean the intent of the carvings. Their original purpose was to channel leyline energy to the crystal some-

Encounter Highlights

- Encounter the crystal's elemental amalgamations
- Find Dolan's body
- Discover the Crystal of Ophandra

where above, but they have lain dormant since the wizards discovered feeding the crystal elemental energy to be more efficient.

Note: Depending on the level of the party and how they are equipped, the DM may want to insert one of the **special elementals** here, rather than have all of them involved in the fight with the crystal in **Area 5**. The DM may choose any from the list and add more than one if the party is particularly strong.

AREA 2: HOLE TO FARMING CAVERN

A large, nearly circular hole plunges deep into the earth here, far beyond anyone's vision. If the characters experienced the "**Everything is a Commodity...**" encounter, those succeeding on a **DC 10 Intelligence (Investigation) check** can realize this is the same type of hole/burrow that the elemental creatures which attacked the farming cavern made when they entered from the ceiling. It is smooth and cool to the touch.

AREA 3: SECOND LEVEL

The second level of the keep seems to serve as a wizard workshop as well as a modest sleeping area. A handful of tousled bedrolls lie

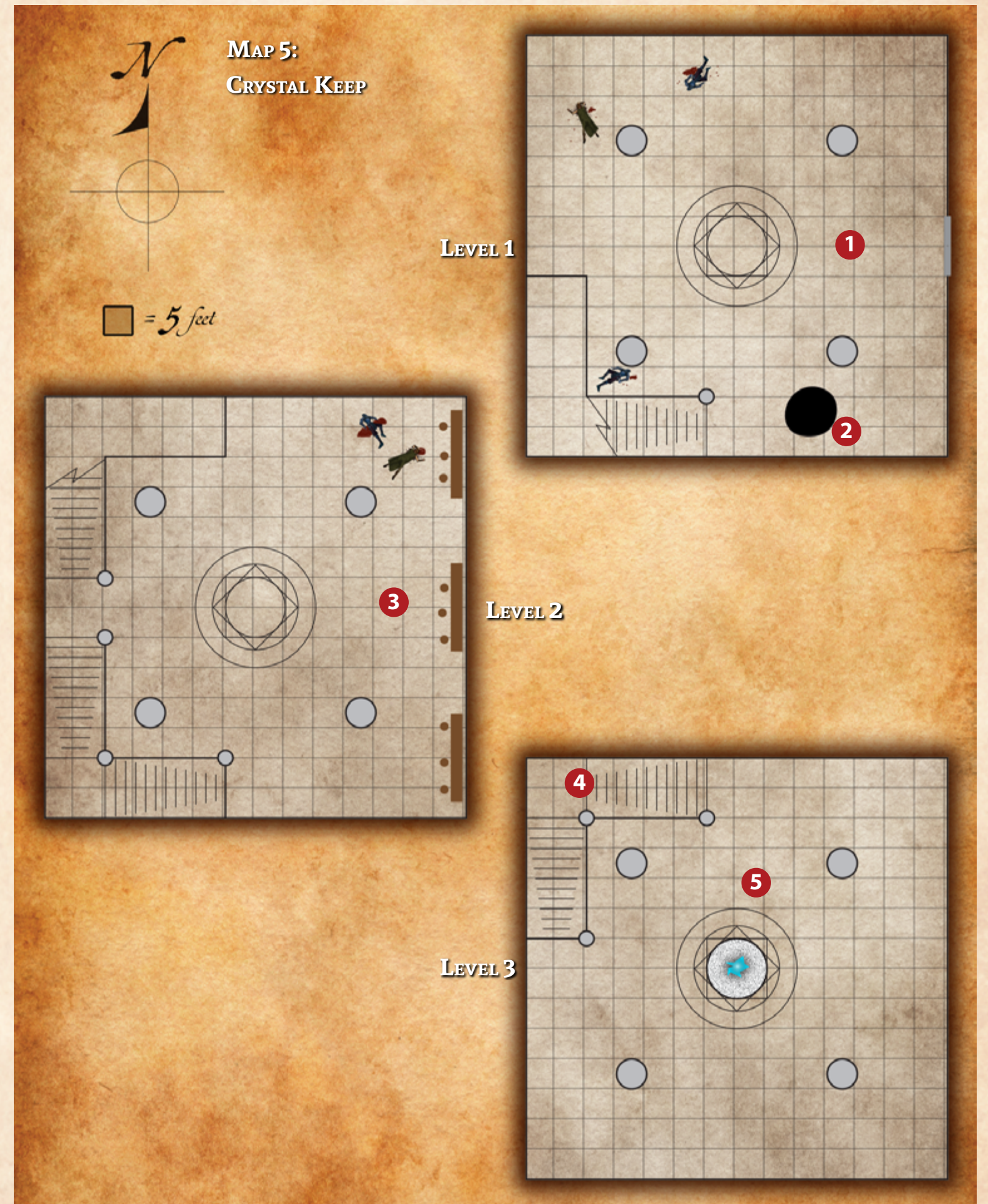


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along the northern wall. Long tables line the eastern wall, each with a few sitting stools placed haphazardly in front of them. The characters may be able to find a few scattered spell components if they are in need of such things. One of the tables is partially burnt and broken and two bodies lie nearby, but they have nothing except personal effects on them. A **DC 14 Intelligence (Investigation) check** of the area, specifically the work benches, can reveal a **Wand of binding** (*DMG p209*) among the scattered tools, inks, and papers.

Once they are ready to ascend the stairs, consult the **Dreams Revisited** sidebar on this page.

AREA 4: DOLAN'S DEMISE

The party finds Dolan's broken and charred body on the stair landing leading up to the third level. His injuries will match whichever of the crystal's elementals the DM chooses to use for the encounter in **Area 5**. The hair on their arms and neck stand on ends as they also hear the sound of crackling energy from the room above.

AREA 5: CRYSTAL CHAMBER

The keep's third and final level houses the **crystal** itself. Also in attendance is, depending on the strength of the party, up to four of its latest creations.

A towering, milky white crystal formation dominates the center of this final level. It pulses with raw energy and the hairs on your arms and neck stand at attention in the presence of this magical creation.

Neither the crystal, nor its minions, will attack immediately. This recently conscious entity is thirsty for knowledge— especially of the world beyond Myriad— and one of its goals was to bring the outsiders to it in order to learn about and from them. It hasn't

Roleplaying the Crystal of Ophandra

The crystal has only recently become self aware and is trying to learn about the world from an immobile perspective. Emotionally it's only a child, but a child with a nearly unlimited intellectual capacity and an insatiable desire to expand its knowledge— which it is discovering is frustratingly limited. It doesn't understand the fragility of organic life, nor the concept of death.

DREAMS REVISITED

As the characters begin to climb the staircase to Level 3, the entire group is struck by a vivid recollection of the strange dream they had during their first night in the city. They must succeed on a **DC 14 Wisdom** saving throw to be able to shrug off the effects. For those who fail their save, roll on the following table to determine the quirk acquired, or the DM may choose one that is particularly appropriate. These can be removed with *remove curse* or *greater restoration*.

DREAM QUIRKS

d4	Effect
1	You are so overcome with the need to fulfill the desire from your dream that you will seize any opportunity that comes along to further it.
2	You are so despondent from the lack of fulfillment of your dream that you find it hard to muster the motivation to do anything. Everything seems pointless.
3	You are suspicious of your companions with regard to you achieving the goal presented in your dream. Do they really support you and your desires? You'll have to watch them. Closely.
4	You are resentful of others who have achieved their life's dreams. Why haven't you been afforded the opportunity to succeed like they have? It's extremely unfair!

mastered language yet, except for a basic understanding of primordial, which it uses to communicate with its creations. Instead, it conveys emotions and ideas telepathically as strong feelings and hazy images.

When they enter the chamber after finding Dolan's body on the stairs, the party will encounter a growing sensation of hunger— not only for sustenance, but for knowledge and experience. A successful **DC 13 Wisdom (Insight) check** can determine the source of the feeling is the crystal itself, pulsing and glowing with untold energies.

If the characters decide to try communicating with it, the crystal will continue to emanate a sense of overpowering hunger, but also a desire for freedom and power. The characters will also see vague visions of their own greatest desires— reminiscent of the dreams they had their first night in the city— intertwined with the ever-present, ravenous hunger. The crystal will try

to convey the sense that, if the party helps it, it will fulfill their deepest desires, but first, it needs sustenance. It hasn't understood or made the connection that the wizards were the ones magically summoning elementals for it to consume. Those in the Keep were slain a few days ago, but no one knew until Dolan unsealed the doors a short time before.

If the party manages to convey the idea that no more food is coming for the crystal, its emotions will build into a frothing rage and attack.

If the party decides to agree to help the crystal, they will need to find a way to summon an elemental for it to feed upon in a short amount of time (a few minutes) or the construct will grow angry, much like a toddler throwing a tantrum, and attack.

After the encounter is resolved, go to:

Aftermath



CRYSTAL OF OPHANDRA

Large construct, neutral evil

Armor Class: 19 (natural armor)

Hit Points: 250 (20d10 +140)

Speed: 0 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	25 (+7)	20 (+5)	16 (+3)	21 (+5)

Saving Throws/Skills: Con +12, Wis +8, Cha +10, Int +10; Perception +8

Vulnerabilities: psychic

Resistances: radiant, lightning; physical from nonmagical attacks; Advantage on saves against spells and magic effects

Immunities: fire, poison, charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses: truesight 120 ft., passive Perception 18

Languages: telepathy 60 ft., Primordial

Challenge 12 (8,400 XP)

Rooted. The crystal is molded solidly to the stone floor. As such, it cannot be moved or knocked back by physical force or a spell such as *thunderwave*.

Elemental Amalgams (2/Day). The crystal has the ability to create creatures fused from the essences of two elemental planes. The power of these creatures has increased since the crystal first began to experiment just a few days ago. Currently, the crystal can create one of the following: firestorm, quicksand, obsidian horror, or a sandstorm. This ability takes 10 minutes to complete per amalgam.

Dreamwalk. The crystal can enter the dreams of an unconscious creature. It can't interact directly, but can encourage or supplement ideas and emotions that already exist within the mind of the target creature. For instance, it cannot make the target feel hungry if it is not already, but it can amplify any feelings of hunger already present, to make the creature feel ravenous.

ACTIONS

Red Lightning. As an action, the crystal can create an expanding wave of crimson electrical energy, affecting every creature within 60 feet of it. All creatures must succeed on a DC 18 Dexterity saving throw, taking 14 (4d6) lightning damage and 7 (2d6) fire damage on a failed save, or half as much on a successful one. Any creature with partial cover, such as that provided by the stone columns in the room where the crystal sits, gains +2 on their saving throw.

Forceful Presence. As an action, the crystal can direct a beam of force energy at a particular target. *Ranged or Melee Weapon Attack:* +7 to hit, reach/range 20 ft., one target. *Hit:* 19 (3d12) force damage and the target must succeed on a DC 18 Strength saving throw or be pushed back 10 feet and knocked prone. If the target is pushed into a solid object, or another creature, they each suffer an additional 3 (1d6) bludgeoning damage. On a successful save, the target does not move. The crystal does not suffer disadvantage against ranged targets if an opponent is within melee distance.

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FIRESTORM

Large elemental, neutral evil

Armor Class: 17 (natural armor)

Hit Points: 189 (18d10 +90)

Speed: 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	20 (+5)	8 (-1)	12 (+1)	10 (+0)

Resistances: lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Immunities: fire, poison; exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, and unconscious

Senses: darkvision 60 ft., passive Perception 11

Languages: Primordial

Challenge 9 (5,000 XP)

Fire/Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental, or hits it with a melee attack while within 5 feet of it takes 4 (1d8) fire damage. In addition, the elemental can enter a creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 4 (1d8) fire damage and catches fire; until someone takes an action to douse the flames, the creature takes 4 (1d8) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30 foot radius and dim light for an additional 30 feet.

Water Susceptibility. For every 10 feet the elemental moves in water, or for every gallon of water splashed upon it, it takes 1 cold damage and is slowed by 10 feet until the end of its next turn.

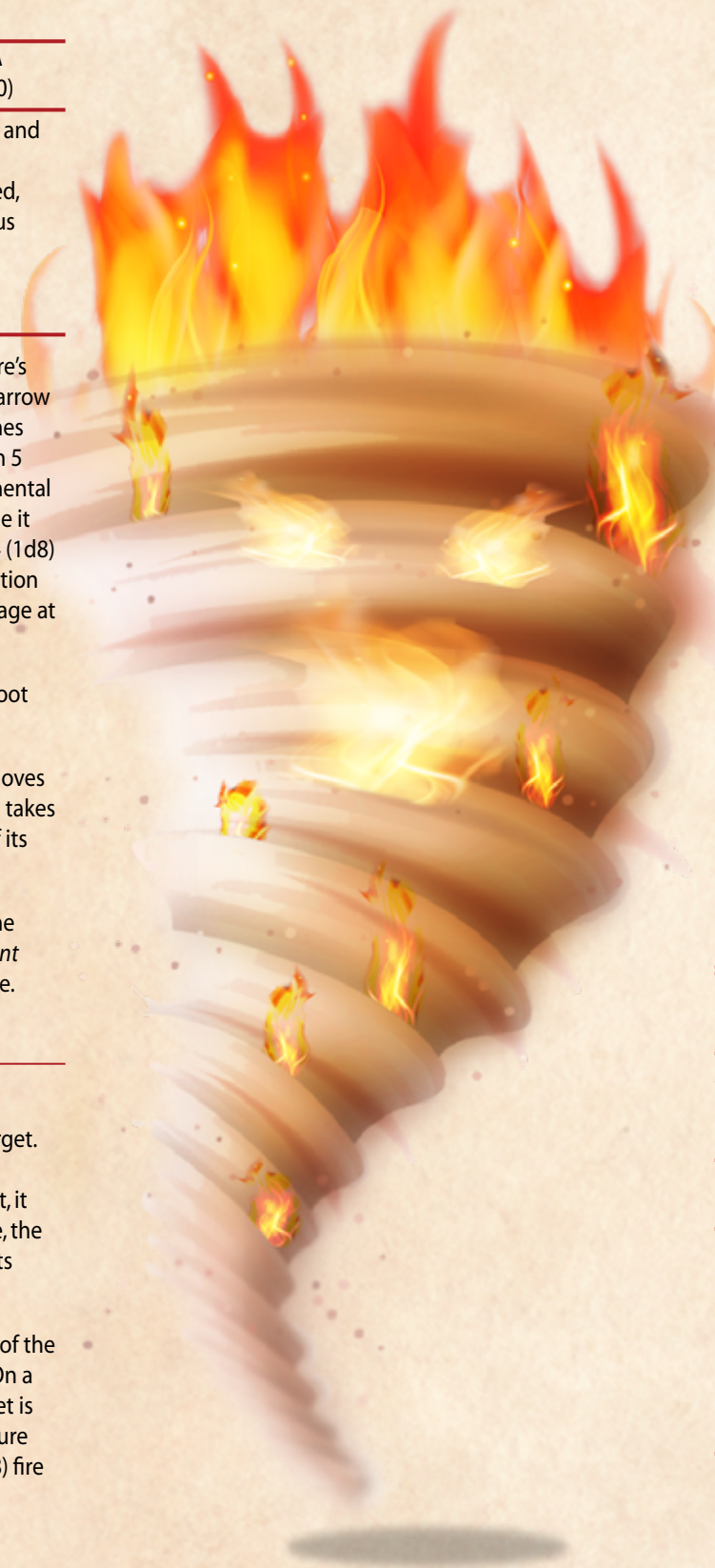
Prime Material Origin. The elemental is a creation of the Crystal of Ophandra, therefore a spell such as *banishment* does not remove it permanently from the Material Plane.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 +2) bludgeoning damage and 11 (3d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 4 (1d8) fire damage at the start of each of its turns.

Firestorm (Recharge 5-6). Each creature within 10 feet of the elemental must make a DC 14 Dexterity saving throw. On a failure, the target takes 14 (4d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 4 (1d8) fire damage at the start of each of its turns.



OBSIDIAN HORROR

Large elemental, neutral evil

Armor Class: 17 (natural armor)

Hit Points: 189 (18d10 +90)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	20 (+5)	8 (-1)	12 (+1)	10 (+0)

Resistances: bludgeoning, piercing, and slashing from nonmagical attacks

Immunities: fire, poison; exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, and unconscious

Senses: darkvision 60 ft., passive Perception 11

Languages: Primordial

Challenge 9 (5,000 XP)

Obsidian Form. The elemental is composed of fire and countless shards of obsidian. Any creature within 5 feet of the elemental takes 3 (1d6) slashing damage from the whirling flecks of volcanic glass each turn.

Prime Material Origin. The elemental is a creation of the Crystal of Ophandra, therefore a spell such as *banishment* does not remove it permanently from the Material Plane.

ACTIONS

Multiattack. The elemental makes two slash attacks.

Slash. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (4d8 +3) slashing damage and 7 (2d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the start of each of its turns.

Shardstorm (Recharge 5-6). The elemental sends a barrage of obsidian flechettes in every direction and each creature within 15 feet of the elemental must make a DC 14 Dexterity saving throw. On a failure, the target takes 13 (3d8) piercing damage; half on a successful save.

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QUICKSAND

Large elemental, neutral evil

Armor Class: 15 (natural armor)

Hit Points: 171 (18d10 +72)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	8 (-1)	10 (+0)	10 (+0)

Vulnerabilities: thunder

Resistances: acid, bludgeoning, piercing, and slashing from nonmagical attacks

Immunities: poison; exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, and unconscious

Senses: darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages: Primordial

Challenge 9 (5,000 XP)



Quicksand Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 10 feet until the end of its next turn.

Prime Material Origin. The elemental is a creation of the Crystal of Ophandra, therefore a spell such as *banishment* does not remove it permanently from the Material Plane.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 26 (5d8 +4) bludgeoning damage.

Whelm (Recharge 5-6). Each creature in the elemental's space must make a DC 16 Strength saving throw. On a failure, a target takes 26 (5d8 +4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 16). Until this grapple ends, the target is restrained and unable to breathe. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time with this ability. At the start of each of the elemental's turns, each grappled target takes 26 (5d8 +4) bludgeoning damage. As an action, a creature within 5 feet of the elemental can pull a creature or an object out of it by succeeding on a DC 16 Strength check.

SANDSTORM

Large elemental, neutral evil

Armor Class: 15 (natural armor)

Hit Points: 171 (18d10 +72)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	8 (-1)	10 (+0)	10 (+0)

Vulnerabilities: thunder

Resistances: bludgeoning, piercing, and slashing from nonmagical attacks

Immunities: lightning, poison; exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, and unconscious

Senses: darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages: Primordial

Challenge 9 (5,000 XP)

Sandstorm Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. Any creature within 5 feet of the elemental takes 2 (1d4) slashing damage and 2 (1d4) lightning damage from the pummeling sand and static electricity the elemental generates each turn.

Prime Material Origin. The elemental is a creation of the Crystal of Ophandra, therefore a spell such as *banishment* does not remove it permanently from the Material Plane.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (3d8 +3) bludgeoning damage and 7 (2d6) lightning damage.

Static Discharge (Recharge 5-6). The elemental releases a barrage of lightning from built up static electricity and each creature within 10 feet of the elemental must make a DC 14 Dexterity saving throw. On a failure, the target takes 13 (3d8) lightning damage; half on a successful save.

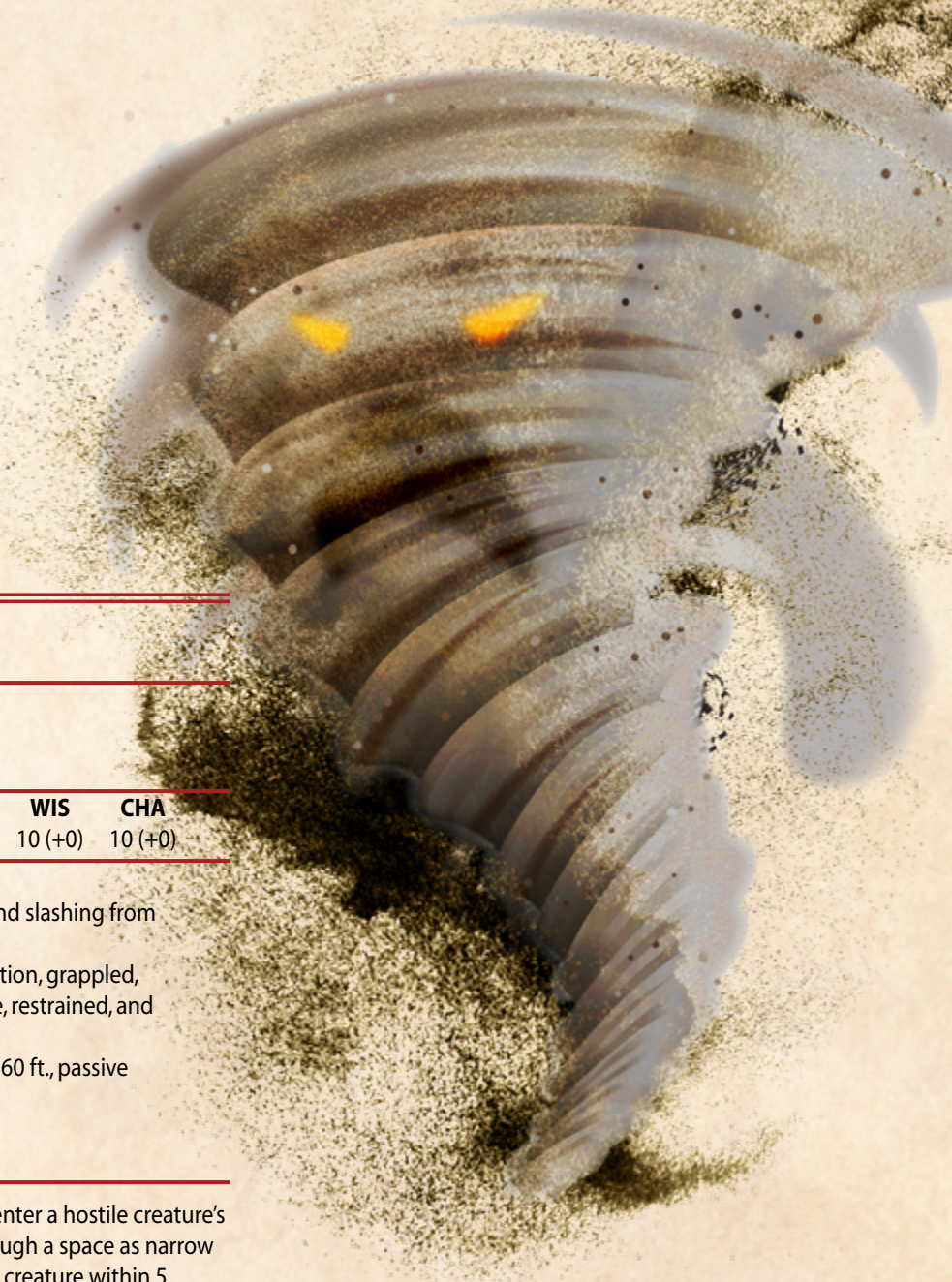


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AFTERMATH

If the Crystal has been defeated, or the party manages to flee, they are met by someone whose identity depends on which faction led them here...

IF THE PARTY FOLLOWED DOLAN

Dolan's demise—as well as those of his closest aides—will be hard for the wizards to overcome. A young half-elf wizard by the name of Reena Terilglen will meet the party upon their exit from Crystal Keep, along with a small band of Knights of the Scroll.

A bleary-eyed woman with softly pointed ears approaches you, followed by a handful of armored figures bearing tabards marked with a quill and scroll you saw in the Wizards' enclave. "What news?" she asks.

After hearing the adventurers' tale, she gathers the Knights and head back to the Wizards' enclave. A combined force of palace guard and members of the sorcerers, warlocks, and bards factions arrive then, by both ground and air, to confront the party. A sizable portion of the group head inside the Crystal Keep, while the rest question the party, trying to determine their role in the events of the night. One of the faction leaders (**Erin Ppyril**, **Kora Dawnfall**, or **Fendra Albright**) that the party has not encountered before approaches.

"I understand you are in the city at the behest of the merchant, Wenvril Terinala, correct?" Without pausing long for an answer, they continue. "I think it best that you are escorted back to his estate to finish up your business before your departure on the 'morrow." They then turn to one of the attending guards and usher you toward a waiting airship.

Assuming the party is cooperative, they are safely returned to Wenvril's manor. In the morning, a lockbox containing 1,000 pp (or an amount the DM feels appropriate) is waiting for them.

Go to "**Perhaps Another Time**"

IF THE PARTY FOLLOWED FENDRA

Fendra is waiting for the party upon their exit from the Crystal Keep, backed by a cadre of a dozen Swordsingers from the bardic college. She asks for a report, while casting glances back at the night sky. After the adventurers give their account, have her roll a **Wisdom (Insight) check**, adding 12 to the die roll, against the party's **Charisma (Deception)** roll if they are actively attempting to deceive her or leave out some important information. If she doesn't believe their story, read the following:

I would ask you not to play games with me at this juncture. Your lives may be at risk and I can just as easily turn you over to the authorities as help you get out of the city.

If she accepts their tale, read the following:

Fendra nods. "Very well. While sometimes cantankerous, Dolan always treated me with respect. I will miss him. His loss, as well as those of his closest aides, has created a power vacuum within the city. Already, people are moving to take advantage of the weakened wizards. There is also Vaneese to deal with." She shakes her head. "I fear this may not be a welcoming time for outsiders in Myriad. I can take you back to Wenvril's estate and he can see you to an airship home. Thank you for your help."

Fendra will present the party with any payment previously agreed upon, along with a lockbox containing 500 pp. She then motions for a group of her Swordsingers (one for each adventurer) to escort the party. They cast *fly* on anyone who can't do so themselves and guide them back to Wenvril's manor house.

Go to "**Perhaps Another Time**"

Roleplaying Fendra

The shocking events of the night have rattled her, but her strength of character shines through. Fendra is concerned, however, about being implicated somehow in Dolan's death through her association with the party and she's not 100% certain of their loyalties or motivation. She wants answers and wants them now.



IF THE PARTY FOLLOWED MERCY

A short time after the encounter with the crystal concludes, the party hears a shout from the stairs and a number of armored figures clamber up into the room, weapons at the ready.

The guards part and a regal elf with pale skin and hair sweeps into the chamber. A holy symbol on his chest gleams in the afterglow of the crystal's fading energy. "What have you done?"

He steps forward to study the broken crystal for a moment with narrowed eyes, then turns back to you. "Outsiders or not, you will answer for murdering the Prime Seeker!"

If the party protests their innocence, **Iladrin** will listen to their story. At this point, it depends on what the party chooses to share and how they present that knowledge to Iladrin for the DM to determine his reaction. Iladrin is a 16th level cleric (**stats** on the following page) with proficiency in **Wisdom (Insight)** available to discern any falsehoods the adventurers may decide to engage in.

Roleplaying Iladrin

As High Priest of Azuth and the only clerical member of the Council of Magic, Iladrin is used to having his commands obeyed. Even so, the events of the night have unsettled him and the loss of his friend, Dolan, has affected his typical confidence. He knows of the party's defeat of the sewer elemental in the tavern and is willing to give them the benefit of the doubt to a degree.



If the party is forthcoming and implicates the Shroud and the sorcerers, specifically Mercy and Erin, in Dolan's death, Iladrin will detail some of his guards to locate and apprehend those two for questioning.

If they try to obfuscate and hide who was really responsible for the attack on the wizards, Iladrin may use magic, such as *zone of truth*, to try to compel the party to reveal what they know. If that is unsuccessful, or looks like it will lead to violence from the adventurers, he will do everything in his power to peacefully subdue the characters and place them in a holding cell until morning. If violence proves unavoidable, all the might of Iladrin and his forces (**Champions VGM p212**) will come down on the characters, but their deaths will be avoided at all costs. Iladrin will give them ample opportunities to surrender during any conflict.

Based on Iladrin's overall impression of the party, and having some time to gather his emotions, he feels he has two options moving forward:

- 1) allow them to amiably conclude their business with Wenvril before they depart the city, or
- 2) hustle them off to an airship immediately and be done with them.

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He isn't willing to risk the ire of greater Faerûn by accusing a group of emissaries of murder, or being accessories thereof so shortly after Myriad's Emergence. He knows they will need the help of the outside world in the times to come and such an incident could jeopardize any good will they have already established. It is up to the DM to decide which option is most appropriate.

If they are allowed a final meeting with **Wenvril**, he will see them briefly the following morning.

Go to **"Perhaps Another Time"** >>>

Otherwise, the party is taken immediately to the airship field.

Go to **"A Parting Glance"** >>>

ILADRIN THE ENLIGHTENED

Medium humanoid (elf), lawful neutral

Armor Class: 17 (magical scale mail +2)

Hit Points: 110 (20d8 +20)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	14 (+2)	21 (+5)	18 (+4)

Saving Throws: Wis +10, Cha +9

Skills: Arcana +7, Insight +10

Senses: darkvision 60 ft. (elf), passive Perception 15

Challenge 11 (7,200 XP)

Spellcasting. Iladrin is a 16th level spellcaster. His spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). Iladrin has the following cleric spells prepared:

Cantrips (at will): *guidance, light, sacred flame, spare the dying*

1st level (4 slots): *bless, command, cure wounds, shield of faith*

2nd level (3 slots): *hold person, spiritual weapon, suggestion*

3rd level (3 slots): *create food and water, dispel magic, nondetection, speak with dead*

4th level (3 slots): *arcane eye, banishment, confusion, divination, freedom of movement*

5th level (2 slots): *legend lore, planar binding, scrying*

6th level (1 slot): *planar ally, trueseeing*

7th level (1 slot): *divine word*

8th level (1 slot): *antimagic field*

ACTIONS

Mace. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 +2) bludgeoning damage.

Channel Divinity: Read Thoughts. As an action, Iladrin can channel divinity twice per day to read the thoughts of one creature he can see within 60 feet. The creature must make a Wisdom saving throw. Success means the ability has no effect. Failure by the creature means Iladrin can read the creature's surface thoughts for 1 minute and Iladrin can spend an action to cast the *suggestion* spell without using a spell slot. The creature automatically fails its save.

PERHAPS ANOTHER TIME

After a hurried breakfast, **Wenvril** will meet with the party briefly, handing over his promised amount of gold and giving them copies of any agreements they had negotiated during their initial meeting. He thanks the adventurers for their time before asking his assistant, Falk, to take the party back to the airship field to be on their way.

If the characters press him for further explanation, he offers the following:

"You must understand we, as a community, have been cut off from the rest of the world for nearly a thousand years. This... upheaval... so shortly after the Emergence, has upset many. A number of minor uprisings had to be dealt with during the night and we feel it is in your best interest to depart, quickly and quietly. In case anyone decides you're to blame for all that has happened and seeks retribution."

Wenvril pauses, then adds, "You have my gratitude, personally, and I feel that, once this unsettling business is concluded, my people can continue their reintegration into the wider world. Perhaps then you can visit us again."

As the characters board a carpet, guided by Falk, to the airship field, they notice a higher density of flying conveyances in the air and one or two pockets of combat taking place in the streets of the city below. The airship field itself is only lightly manned and the players notice no wizards are among the attendants.

Here, if the party followed Mercy, go directly to **"A Parting Glance"** >>> Otherwise...

As the party approaches their airship, a group of three or more **assassins** (MM p343), sent by **Vaneese Caltrine**, ambushes them. If needed, some of the remaining attendants can come to the party's aid to dispatch the assailants. With their dying breath, the last one utters, "Sleep lightly. Vaneese has a long memory."

A PARTING GLANCE

You board the airship and are greeted gruffly by the gnomish captain, Fineas Lymeshaper. He turns away, barking orders at his small crew, and soon the ship rises from the small plateau. Glancing down, you see the bustling, compact city and it seems more peaceful as you gain altitude, though you know turmoil is bubbling over within its mazelike streets and towering buildings.

The airship picks up speed, carrying you silently away from Myriad, City of Tiers—hopefully toward a friendlier and less complicated destination...

For information about further adventures in Myriad, turn to **Myriad Emerged**.

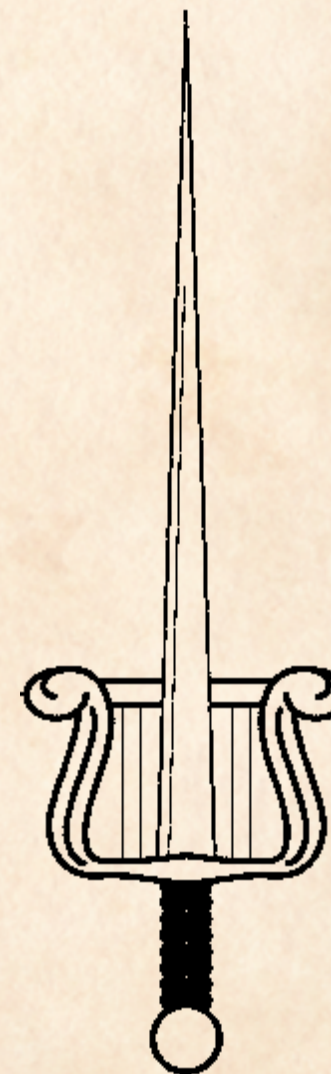


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MYRIAD EMERGED

What happens next for the magical city of Myriad? The characters' actions during the adventure may greatly influence how Myriad moves forward. Following are some key points to consider for the various factions and general suggestions for a post-Emergence Myriad in your campaign.

WIZARDS

The loss of the wizards' leadership will leave them in turmoil, allowing the other Council member factions to exert more power in the city. Without Dolan's help in misdirection, Arlon's failing health will be much more apparent and the others on the Council of Magic must begin the task of deciding how to proceed in governing Myriad.

The wizards' apparent failure to understand and control the crystal will be met with derision and anger by the other magical factions and, without a strong voice, the wizards could even lose their seat on the Council. Their ability to bind elements, however, still affords them influence, if one of the junior wizards is strong

enough to establish control of the faction.

SORCERERS

If Erin Paryl is implicated in Dolan's murder, things could go poorly for him and the sorcerer faction. If he is not, sympathy will run strong for them since many have felt the practice of branding was extreme and unfair for many years. The characters' knowledge and what they choose to share with others in power in the city will have a lasting impact on this faction.

WARLOCKS

Of the magical factions, the warlocks are the most likely to abandon Myriad in large numbers, since their many patrons probably have other things in mind for their benefactors to accomplish in the world beyond the city. The shakeup in government should allow freer emigration from the city in general— or at least less stringent enforcement of the borders for people to leave in secret if necessary.

BARDS

Fendra Albright is a possible candidate for leadership of Myriad in the wake of Arlon's health issues and Dolan's fall. If the characters followed her path during the ad-

venture, she may be even better poised to assume a role of power with knowledge the party provides regarding Vaneese's operation below the city, as well as any information about the crystal they might have passed on to her.

Her network of spies is only rivaled by Mercy's and the Shroud. As such, she is the most likely to uncover who was behind the plot to kill the wizards, which would be another feather in her cap.

CLERICS

Iladrin is another who some would look to take up the mantle of leadership for Myriad. The other temples have long wished for a stronger representation within the government and Iladrin is well-placed to give them a larger voice.

Once the importation of food becomes a regular occurrence, the temples will be able to cut back on their magical handouts and give their clerics more time to pursue other projects. Each has developed huge coffers over the years and may leverage those in the greater world to entice important personages within their faiths to advise and help expand influence in Myriad.

Depending on which path the characters chose, the Temple of Bane will either continue to grow and gain followers, or it will be rooted out and destroyed. Fendra,

especially, will be keen to seek revenge on those who were torturing her spies.

MERCHANTS

Like the temples, the merchant lords have been accumulating wealth in coin for many years— wealth that has been largely unimportant until now. They are eager to expand their personal empires and discover new ways to manufacture and market the goods and services they have cultivated for so long in isolation.

Myriad has starved for raw materials for so long, each merchant is desperate to secure trading opportunities for those resources. Transportation would be the next item of importance, for both goods and people. As evidenced by Vaneese's slave caverns, many of Myriad's citizens are willing to go to great lengths to leave the city. Whichever merchant can construct or acquire a fleet of airships the soonest will gain a tremendous advantage.

Vaneese, on the other hand, will do everything in his power to thwart emigration efforts— if he isn't being pursued by the authorities of the city. He needs time to contact slave organizations in the outside world and then move his "product." He knows his farmed crops will soon become worthless and has to convert his one valuable commodity into coin as soon as

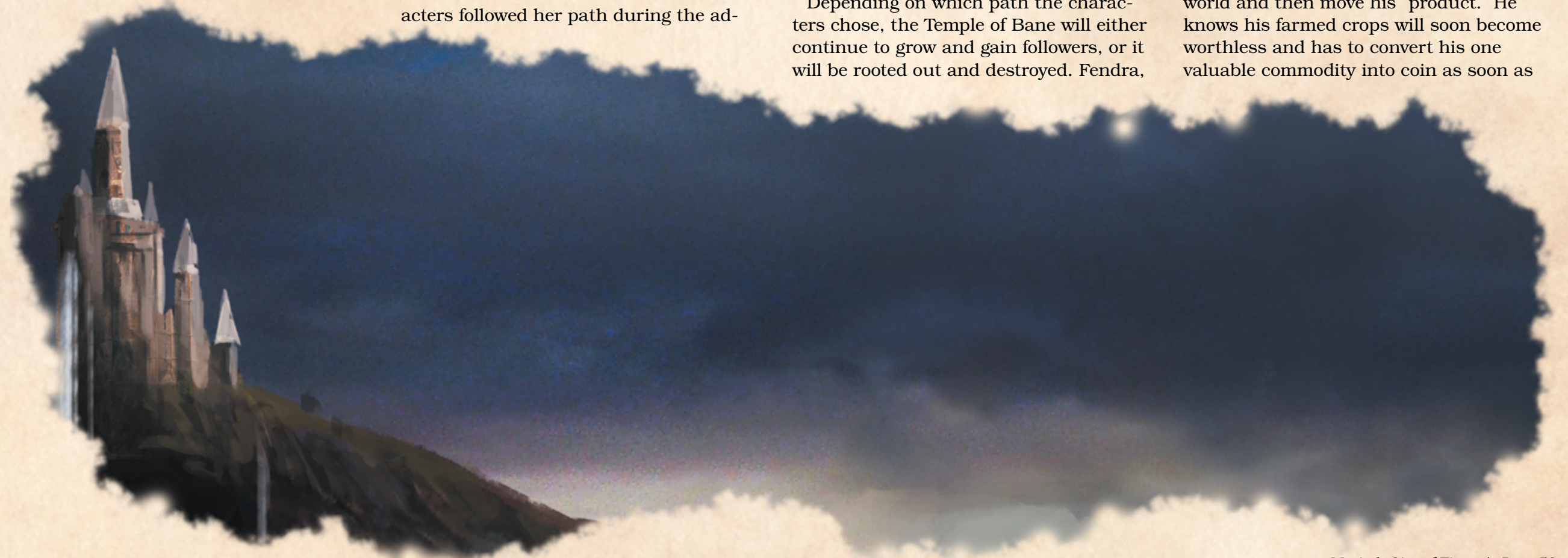


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possible. If he can't sell his slaves, it won't matter if he's caught or not, he'll be ruined regardless.

THE SHROUD

Like the sorcerers, Mercy and her band will be hugely affected by the choices the players made during the adventure. If the party discovered her machinations and relayed them to those in power within the city, Mercy will be hunted and captured or forced to flee the city. The Shroud itself may cease to exist, depending on how vigilant Myriad's law enforcement can be in tracking down their members. Civil unrest and other political factors will, of course, determine how many resources can be utilized in finding Mercy and her band of thieves.

If her plot wasn't discovered by the characters, there is still the possibility that Fendra's bards, or some other agency, may find out the truth of the wizards' murders and attempt to bring her to justice.

For her part, now that she is free from the influence of the crystal, Mercy will be shaken by recent events. While her desire to be rid of the wizards' control over the city was strong, she never intended to plunge Myriad into complete chaos and will struggle to understand just why she acted in such a rash manner. In the end, her instinct for self-preservation will take over and, if necessary, she will divert attention from herself to Vaneese, if he hasn't been found out already, or even the sorcerers and Erin as a last resort. She will be reluctant to leave Myriad, as it's the only home she's ever known, but will do so if no other option presents itself.

MADAME TEELA

Ever concerned with Myriad's underprivileged children, Madame Teela will stay until such time as she feels she's no longer needed to protect the city's forgotten youth. If she ever feels her situation to become untenable, she will gather as many of her charges as she can and leave—possibly to the feywild, or other parts unknown.

ARLON

The respected, venerable leader will be cared for in his declining state, but quietly

removed from a position of power. Iladrin will do what he can to ease Arlon's mind and keep the elderly elf comfortable and happy at the end of his long life.

THE GENERAL POPULACE

As a whole, a description of Myriad's citizens might be "anxiously content." Their basic needs have been met, but their metaphysical needs of emotional growth, personal accomplishment, etc., went largely unfulfilled for many. Some sought escape through Vaneese's slave labor operation, others simply wallowed in self-misery, unable to explain why they felt unhappy in a place where they were well fed and sheltered. This overall unrest will lead to protests and uprisings against those in charge, the scope and effectiveness of which is left up to the DM to determine for their own campaign. If avenues of emigration become available in a reasonable amount of time, the pressure should subside. If entities like Vaneese are able to inhibit the flow of people leaving the city, however, things could get violent and ugly.

Depending on who ends up in control of the government and whether seedier elements, such as Vaneese and Mercy, are brought to heel, Myriad may rise to new heights, or fall into ruin. Following are a few ideas for further adventure and how things might move forward in the city.

CONTINUING THE ADVENTURE...

CRYSTAL CULT

The Crystal of Ophandra touched many minds during its brief period of sentience and left a lasting impression on some. These people feel the crystal conferred a deeper understanding of the universe upon them and they wish to share it with the world. With the destruction of its physical form, the crystal has elevated its consciousness to that of a deity, ready to be worshiped along side, or in place of, others in the pantheon. Leaders of this cult could include misguided priests or even a warlock who has misunderstood the nature of their patron.

ELEMENTAL MAYHEM

The wizards of Myriad have made free and

frequent use of elementals through the many years of their isolation and even before. Through the use of the spells *conjure elemental* and *planar binding*, cast at high levels, they have summoned and bound a plethora of elementals to the service of the city. As seen in the adventure, water elementals treat sewage and tend underground cisterns to provide sources of water in addition to those created by the temples. Air elementals circulate and condition the air in larger buildings and the sewers and caverns beneath the city as well as provide conveyance for some people through the use of elevators and other flying means. Earth elementals are employed to provide structural support to some buildings—going so far as to incorporate them directly into the construction—as well as controlled demolition to make way for new projects. Fire elementals serve to heat some areas when necessary, but are mostly used to power the Crystal of Ophandra.

With the wizards' capabilities depleted, the spells binding all these elementals to their respective tasks will eventually be too much to keep up with for the other spellcasters, and more will break free from their bonds and wreak havoc in Myriad. Finding a way to either maintain control of them or safely allowing them to be released will be an increasingly important problem to solve.

DEVEILED EGGS

The devils in Vaneese's "employ" in the caverns below Myriad may have other sinister plots cooking besides controlling a captive audience of souls, ripe for the picking. If their presence continues unknown to the higher authorities, and aided by the Temple of Bane, they could present a formidable problem as time goes on. Alternatively, if a cadre of demons, or the followers of Talos within the city, catch wind of the devils' growing foothold, a new front in the Blood War could erupt, with Myriad caught in the crossfire.

HOLY COUP

As stated previously, the established temples located on the Common Tier have long wanted a louder voice in the govern-

ing body of Myriad. If one or more of them decided the time was right and marshaled their forces against the palace or the wizards' enclave, a serious and lasting conflict could erupt, potentially plunging the city into chaos.

The most likely instigator of this kind of action would be the Temple of Tymora, their reasoning being the long-term resulting good from such a conflict would outweigh the short-term loss of life and property damage.

Another scenario might involve either the temples of Kelemvor or Savras if they felt the chaos resulting from the wizards' downfall, the plots of Mercy and the sorcerers, and the troubles brewing in the caverns to be too much for the strained government to recover from. Stepping in to reassert law and order might seem like the only solution to them, regardless of the consequences to their relationships with the other temples.

TRADE WAR

Economic pressures from within and outside Myriad could spark serious conflict between the merchant houses or with other communities in greater Faerûn. Jealousy or competition among Myriad's merchants in trying to take advantage of trade opportunities might unbalance the houses so much that even armed conflict between their retainers might result. Likewise, merchant guilds and organizations from Waterdeep, Neverwinter, or other major cities might see Myriad as such an important prize that they become overly aggressive in trying to garner favor in the city. Lastly, the sudden influx of new goods and services could destabilize an economy where coin was previously worth little, but then suddenly becomes tremendously valuable.

INTERESTING TIMES

Regardless of what possibilities you foresee for Myriad, its citizens are certainly going to be cursed with living in "interesting times." The city's treasures and opportunities for adventure could keep your players and their characters coming back again and again.

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APPENDIX A: RANDOM NPCs

Below is a list of simple NPCs DMs can use when the characters encounter random people within the city. They are separated by faction or occupation and can, of course, be mixed and matched. Also included are race, gender, and a short physical description.

WIZARDS

Merik Starfinder

Human, male, early twenties with green eyes and dark bushy hair.

Vaina Benelwain

Half-elf, female, late twenties with blue eyes and light brown, shoulder-length hair.

Kel Raelinem

Half-elf, male, early thirties with brown eyes and short brown hair.

Aria Carrington

Human, female, late teens with green eyes and short blonde hair.



Carly Daerwin

Gnome, female, early twenties with brown eyes and long, curly black hair.

Berin Alanistair

Half-elf, male, late teens with blue eyes and long blonde hair.

Zook Picklewine

Gnome, male, early thirties with brown eyes, fluffy, sandy-brown hair, and a scruffy beard.

Sovelar Irinantha

Elf, male, early fifties with green eyes and long brown hair.

SORCERERS

Rylin Bluestar

Half-elf, female, mid thirties with dark, curly hair and blue eyes.

Syl Rixlindorax

Bronze dragonborn, female, early twenties with yellow eyes.

Melarn Streetsweep

Human, male, late teens with blue eyes and bushy auburn hair.

Belvir Miller

Human, male, late thirties with brown eyes and short brown hair.

Sara Banderman

Human, female, mid forties with blue eyes and gray hair.

WARLOCKS

Malechi Harmony

Human, male, early thirties with blue eyes and black hair.

Drayk Luciferan

Human, male, late twenties with black eyes and black hair.

Swhip Tearlar

Elf, male, early one hundreds with violet eyes and golden brown hair.

Massamo

Half-elf, male, early thirties with green eyes and black hair.

BARDS (ENTERTAINERS)

Fosco Puddifoot

Halfling, male, early twenties with brown eyes and short golden hair. (singer)

Rayne Luciferan

Half-elf, female, late twenties with blue eyes and short blonde hair. (dancer)

Doan Mernall

Human, male, late fifties, with hazel eyes and balding. (juggler)

Varis Nightshade

Half-elf, male, mid thirties with blue eyes and long white hair. (lute player)

Mina Aletipper

Gnome, female, early forties with green eyes and light brown hair. (singer)

Eve Renderin

Human, female, mid twenties with brown eyes and long dark hair. (harp player)

Horis Lukal

Human, male, late twenties with blue eyes and short red hair. (dancer)

Jeri Signwell

Half-elf, female, mid fifties with brown eyes and short dark hair. (comedian)

Hendri Jimixilaz

Black dragonborn, male, early thirties with golden eyes. (lute player)

CLERICS

Tamlin Firstborn

Dwarf, male, mid thirties with brown eyes and short brown hair.

Perin Dolminster

Half-elf, female, late twenties with blue eyes and auburn hair.

Jace Nailo

Elf, male, mid thirties with golden eyes and shoulder-length golden hair.

Delg Ironcask

Dwarf, male, early forties with brown eyes and red hair.

Silwei Anderlilly

Elf, female, early thirties with blue eyes and blonde hair.

Cal Morningstar

Human, male, mid forties with blue eyes and brown hair.

Tiri Ellendale

Elf, female, mid seventies with brown



eyes and black hair.

Aerwin Nellanrad

Half-elf, male, early sixties with lavender eyes and gray hair.

Reese Camber

Human, male, late teens with hazel eyes and short blonde hair.

MERCHANT RETAINERS

Vondra Aedelwine

Human, female, mid twenties with brown eyes and dark brown hair.

Ker Mackwin

Human, male, early thirties with hazel eyes and red hair.

Lindy Calmshore

Half-elf, female, late forties with green eyes and brown hair.

Bean Rucksack

Human, male, mid teens with brown eyes and black hair.

Kamber Pindletown

Gnome, female, early fifties with green eyes and light brown hair, mixed with gray streaks.

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SHROUD MEMBERS

Nina Wu

Human, female, early thirties with long black hair, and green eyes.

Leflen Defthand

Halfling, male, late twenties with short brown hair and blue eyes.

Jex Hexblade

Half-elf, male, early thirties with black hair and green eyes.

Zelant Darkshadow

Elf, male, mid nineties with brown eyes and dark brown hair.

Seras Shortsword

Half-elf, male, early twenties with dark brown eyes and short black hair.

Pellyn Emberflare

Half-elf, female, early twenties with brown eyes and short red hair.

ARTISANS/SHOPKEEPERS

Carroll Whistleton

Human, female, mid thirties with brown eyes and short, curly blonde hair. (perfumes)

Mitchell Templeton

Human, male, late fifties with gray eyes and salt and pepper hair. (jeweler)

Ulgar Silverhaft

Dwarf, female, early one hundred twenties with green eyes and red hair. (weaponsmith)

Elanor Gildmaiden

Elf, female, mid nineties with silver eyes and silver hair. (herbs & potions)

Perry Munchinback

Gnome, male, early one hundreds with brown eyes, frazzled black hair, and a tangled beard. (magic items)

Treak Kempwood

Half-elf, male, mid eighties with blue eyes and white hair. (painter)

Belle Tarstan

Human, female, early twenties with hazel eyes and brown hair. (sculptor)

Rina Darkrose

Elf, female, late four hundreds with green eyes and blonde hair, mixed with gray. (magic items)

Raxim Illizandorax

Red dragonborn, male, early forties with black eyes. (armorsmith)

Mart Fenisworth

Half-elf, male, mid thirties with green eyes and black hair. (glass blower)

Ginny Lockstop

Human, female, late forties with blue eyes and dark brown hair. (inks and dyes)

Erk Dorncobble

Halfling, male, early seventies with blue eyes and gray hair. (general goods)

Holm Melendalar

Elf, male, mid two hundreds with dark blue eyes and long, light brown hair. (enchanter)

Oni Sarenale

Half-elf, female, early fifties with violet eyes and blonde hair. (weaver)

Shone Stillnight

Human, non-binary, late twenties with hazel eyes and shoulder-length brown hair. (painter)

Pym Beedleroam

Gnome, female, mid sixties with light blue eyes and dark hair. (tinker)

COMMON CITIZENS

Dursell Tanglemane

Gnome, male, late eighties with blue eyes and scruffy blonde hair.

Vistra Escelbow

Elf, female, early four hundreds with green eyes and long, braided brown hair.

Dorne Battlebrow

Dwarf, male, late one hundreds with brown eyes and tangled brown hair.

Mumbles

Gnome, male, early one hundreds with hazel eyes and light brown hair. He can't speak, but has a raven familiar on his shoulder that communicates with others for him.

Riff Duncan

Human, male, early twenties with brown eyes and black hair.

Shawny Truelight

Human, female, late teens with blue eyes and blonde hair.

Evan Bristledown

Half-elf, male, mid thirties with green eyes and red hair.

Creek Halson

Human, male, mid twenties with blue eyes and short brown hair.

Ember Malcroft

Half-elf, female, late forties with pale green eyes and golden hair.

Min Caerlindon

Elf, female, mid three hundreds with amber eyes and braided dark hair.

Lee Blackshaw

Half-elf, non-binary, albino, late thirties with pink eyes and dyed blue hair.

Zeb Ellwise

Human, male, late fifties with blue eyes, dark brown hair, and a beard.



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APPENDIX B: USING MYRIAD IN SETTINGS OTHER THAN FORGOTTEN REALMS

Myriad was designed with Faerûn in mind, but can be easily adjusted to fit into Eberron or your own homebrewed campaign. Following are some guidelines for incorporating the deities and races of Eberron into the city and ideas for how to use Myriad in your own world.

EBERRON

Myriad fits well into an Eberron campaign because of some similar themes, including wide magic and the use of elementals as a form of technology.

There are a number of places within the world that you can place Myriad. The mountainous region on the eastern border of Breland and northern border of Darguun is excellent, or the mountains between the Talenta Plains and Q'barra work nicely. You could even place it within the Mournland itself, possibly with the idea that the city is now in peril and an evacuation effort must be organized amidst the political turmoil presented in the adventure. If you wish to venture beyond Khorvaire, Aerenal, the continent of the elves, or even the wilds of Argonnessen or Xen'drik could easily house Myriad.

The elves who originally founded the research settlement had some fundamental disagreements with King Galifar I's establishment of the Arcane Congress in the village of Arcanix in Aundair in the year 15YK of the current Khorvaire calendar. They sought to find a place to further their own magical research, and founded Myriad a few years later. The [Myriad historical timeline](#) presented on [page 8](#) of this document remains largely the same— within a hundred years— in terms of length of time the city has been removed from the world. Only specific dates need to be converted if an exact year for a certain event is desired.

RACES AND DRAGONMARKS

Myriad differs much from the current state of Eberron because of the vast amount of time that has passed as well as some cultural vagaries that Myriad's founding group of elves brought with them to the original settlement. Changelings and shifters were shunned and feared by those founders and none stayed or survived to see the Crystal of Ophandra activated, separating Myriad from the rest of Eberron. Changelings can be used in place of the doppelgangers in the adventure.

Warforged are also nonexistent in Myriad as the sentient constructs were first created in the Last War. If the adventuring party contains any warforged, they will be viewed with great interest by the wizards of Myriad as some of the construction principles used by Ophandra may be evident in the essence of the warforged.

The dragonmarks had all been discovered by the time Myriad was established and any of them may be evident within the city, though the Marks of Detection and Shadow are predominant. The Marks of Handling, Passage, and Storm are practically nonexistent because of their lack of usefulness. Anyone who may have borne those dragonmarks had little or no occasion to use them, or allow them to flourish in any way, over the centuries of Myriad's isolation. The houses themselves still exist for those dragonmarks represented in the populace, but their political sway is dwarfed by the class factions and the Council of Magic.

RELIGION

The gods of the Sovereign Host replace those of Faerûn in the following way:

DEITY CONVERSION

FAERÛN	EBERRON
Azuth	Aureon, god of law and knowledge
Kelemvor	Arawai, goddess of fertility
Lathander	Dol Arrah, goddess of sunlight and honor
Savras	Onatar, god of craft
Torm	Dol Dorn, god of strength at arms
Tymora	Olladra, goddess of good fortune
Bane	The Mockery, god of violence and treachery
Mask	The Traveler, deity of chaos and change
Talos	The Shadow, god of dark magic

Faiths such as the Silver Flame came to prominence after Myriad's seclusion began. Post-Emergence, other faiths may attempt to cultivate the city's "less enlightened" populace.

DRAGONSHARDS

Due to an extremely limited supply of Khyber dragonshards, the wizards of Myriad had to find alternate ways to bind elementals to the various tasks needed in the city over the centuries. The *planar binding* spells lacked permanence and had to be renewed regularly, thus leading to some of the problems presented in the adventure. If a significant cache of Khyber dragonshards could be delivered to Myriad, it could alleviate some of the difficulties the city will face in the wake of the loss of Dolan and his high-ranking advisors.

AIRSHIPS AND OTHER TECHNOLOGY

Myriad has developed its own brands of airships and interesting uses for elemental energy, which may be of interest to others in Khorvaire and could be another incentive for trade agreements. Art, culture, and entertainment are the other main exports that Myriad has to offer the rest of Eberron. Firearms, and other advancements will be high on the Myriad merchant lords' lists of items to procure, along with basic raw materials which the city has been sorely lacking.

YOUR HOMEBREW CAMPAIGN

The main elements to consider for placing Myriad into your own world are:

geography, history, and your pantheon of deities.

Look for a mountainous area that is relatively uninhabited to place the city. Think about the history of your world and what major changes have happened since the time Myriad left. What major events, political upheavals, or advances in technology have happened since the city's disappearance? And consult the *PHB*, page 294, for the list of Forgotten Realms deities that are represented in Myriad. Decide which ones from your pantheon are the best approximations of domain and alignment to match and you're well on your way!

If you have exotic races in your campaign, think about which might be represented in Myriad and which would be a brand new experience for its citizens to meet face to face. Feel free to substitute the races of any of the NPCs that don't seem appropriate for your world and let your players explore!



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If you enjoyed *Myriad*, *City of Tiers*, please take a moment to rate it and leave a comment or review! And be sure to check out my other products!

Alan Tucker also writes fantasy and science fiction novels and you can find links to all of his books (*several are FREE!*) at www.AlanTucker.net

