

SILVERMOON

Gem of the North

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TABLE OF CONTENTS

<p>Chapter 1: Introduction.....4</p> <p> Overview.....4</p> <p> History.....4</p> <p> Early History.....4</p> <p> Era of the High Mages.....5</p> <p> Recent History.....5</p> <p> Life in Silverymoon.....6</p> <p> Religion.....6</p> <p> Commerce.....6</p> <p> Culture.....7</p> <p> Politics.....8</p> <p> People.....8</p> <p> Other Notables.....8</p> <p> Adventurers in Silverymoon.....9</p> <p>Chapter 2: Tour of the City.....10</p> <p> Overview.....10</p> <p> Goodman’s District.....10</p> <p> Bright Blade Brandished.....10</p> <p> Hammer and the Helm.....11</p> <p> Beggar’s Alley.....11</p> <p> DeKalb’s Fine Wares.....11</p> <p> Hunter’s District.....11</p> <p> Treant’s Hall.....11</p> <p> Scriptorium.....12</p> <p> Wynderfayne’s Wonderful Wynds.....12</p> <p> Rockhaven.....12</p> <p> Old City.....12</p> <p> Maiden’s Crossing.....13</p> <p> Four Corner Square.....13</p> <p> The Docks.....13</p> <p> The Moonbridge.....13</p> <p> New City.....13</p> <p> Mielikki’s Glade.....13</p> <p> Vault of the Sages.....14</p> <p> Arken’s Invocarium.....14</p> <p> The Shining Scroll.....14</p> <p> Lady’s College.....15</p> <p> Miresk’s School of Thaumaturgy.....15</p> <p> Palace District.....15</p> <p> High Palace.....15</p> <p> The Market.....16</p> <p> Utramm’s Conservatory.....16</p> <p> Star Court.....16</p> <p> City Defenses.....17</p> <p>Chapter 3: Organizations.....18</p> <p> Overview.....18</p> <p> Knights in Silver.....18</p> <p> Shining Host.....18</p> <p> The Order of Moonknights.....19</p> <p> The Circle of Silver.....19</p> <p> Spellguard.....19</p>	<p>Silver Wardens.....19</p> <p>Chapter 4: The University.....20</p> <p> Overview.....20</p> <p> History.....20</p> <p> Colleges.....21</p> <p> Students.....22</p> <p> The Spell Lectures.....23</p> <p> Faculty and Staff.....23</p> <p> University Training.....24</p> <p> Foclucan.....25</p> <p> History.....26</p> <p> Education.....27</p> <p>Chapter 5: New Game Rules.....28</p> <p> New Feats.....28</p> <p> Foclucan Bard.....28</p> <p> Lay Clergy.....28</p> <p> Legacy of the Catseye.....28</p> <p> University Alumni.....29</p> <p> Weave Ward.....29</p> <p> New Spells.....29</p> <p> Detect Lycanthropes.....29</p> <p> Detect Ward.....30</p> <p> Enlarge Ward.....30</p> <p> Moonbow.....30</p> <p> Protection from Wards.....31</p> <p> Reveal Ward.....31</p> <p> Suppress Ward.....31</p> <p> Unravel Ward.....31</p> <p> New Magic Items.....32</p> <p> Bowfinger.....32</p> <p> Lightsteel Case.....32</p> <p> Shoes of Dancing.....32</p> <p> Splitter.....32</p> <p> Staff of Thaumaturgical Might.....32</p> <p> Violin Bow of Precision.....33</p> <p> Xxystlin.....33</p> <p> New Monsters.....33</p> <p> Golem, marble.....33</p> <p> Class Tools and Skill Kits.....34</p> <p> Runestone Bandolier.....34</p> <p> Spell Component Bandolier.....34</p> <p> Spell Component Pouch.....34</p> <p> Spell Component Sashling.....34</p> <p> Spell Scribe’s Kit.....34</p> <p> Ward Magic.....35</p> <p> Weaving Wards.....35</p> <p> The Ward Pool.....35</p> <p> Ward Tokens.....36</p> <p> Destroying a Ward.....36</p> <p> Wards of Silverymoon.....36</p>
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Chapter 6: Prestige Classes.....	38
Chanter.....	38
Moonknight.....	41
Spellbinder.....	42
Spellguard.....	44
Summoner.....	46
Whistler.....	47
 Chapter 7: NPCs.....	 50
Amianna Brightsun.....	50
Cael Mueller.....	51
Chraessa Lurienn.....	52
Dylar Stargazer.....	53
Emery Oaksun.....	54
Evressa Nightingale.....	56
Fashael Sunspinner.....	57
Merik Thornridge.....	58
Reginald Valurian.....	59
Vrajk Scorsun.....	60
 Appendix I: University Courses.....	 62
Essential Studies.....	63
Electives.....	63
Advanced Studies.....	64
Linguistic Studies.....	66
Master Studies.....	66
 Appendix II: Optional Rule: Material Component Units.....	 67
 Appendix III: Characters from Silverymoon.....	 69



Chapter One: INTRODUCTION

Overview

Silverymoon, the Gem of the North, is a legendary city skirting the Savage Frontier; a beacon of culture and civilization shining forth from some of Faerun's most dangerous and uncivilized lands. It has recently become the capital of the nation of Luruar, and its former ruler Alustriel Silverhand leads the governing council of the Silver Marches. Its beautiful architecture, ranging from the vaulted steeples of the city's many temples to the gilded domes of the palace itself, draws comparisons to some of the greatest living cities of Faerun, and even to cities long since passed into dust and ruin. Bards from across the continent flock to the University and the newly reopened Foclucan Conservatory, and the city hosts the Spring Festival, a huge gathering of performers of all types, in the final days of Mirtul each year.

History

Early History

Originally a holy site dedicated to Mielikki and Lurue the Unicorn, the bend in the river that is now known as Silverymoon was a pilgrimage spot for many of the local tribes of the area. One of these tribes built a wood and rope bridge over the shallower bend in the river used by those tribes to ford the rushing waters of the Rauvin. Eventually that simple span was replaced with a mighty bridge of dwarven stonework. Decorated with stonework unicorns and called Silverymoon Ford in honor of Lurue, this bridge formed the foundation for what would one day become the Moonbridge.

A short time after the building of Silverymoon Ford, a small inn catering to travelers and wayfarers sprung up – the Moonsilver Inn. Slowly but surely, others came to settle in this place until the name Silverymoon referred to the town rather than the bridge that was its center.

According to local legends, Mielikki and Lurue the Unicorn, in the guise of a female ranger and her mount, visited Silverymoon Town. The two goddesses fell in love with the small town and its folk, who sought always to live in accord

Silverymoon

Metropolis; Pop: 37,073 Silveraen (citizens of Silverymoon)

Gold Piece Limit: 100,000 gp

Total Wealth: 185,365,000 gp

Captain of the Guard: Methrammar Aerasumé (LG male half-elf Ftr12/Wiz8), Shining Guard & General of the Shining Host

Full Time Guards: 370 Knights in Silver, plus 50-75 Shining Host

Conscriptable Individuals: 1,853

Power Centers:

- *The Lady Hope Alustriel*, a chaotic good wizard who, in addition to being the former High Mage and sitting on the Council of Peers, holds a large amount of influence among all the people in the city, from the highest councilor to the lowliest peasant (Magical);
- *The High Mage*, a lawful good wizard who by tradition rules the city (Magical);
- *The Council of Peers*, a neutral good council of representatives that make up the ruling body of the Silver Marches (Conventional);
- *The University of Silverymoon*, a gathering of magical schools under one aegis that wields much influence in the city (Magical);

with nature rather than using it for their own ends. That same legend claims that the goddesses blessed the Moonsilver Inn with their power, promising protection to all folk who kept such goodness in their hearts. Though the Moonsilver Inn has long since fallen, builders seeking to keep the favor of Silverymoon's patrons have since incorporated the stones of its walls into the walls of the city itself.

Era of the High Mages

Silverymoon was ruled in its early years by valiant warriors who kept the folk of the city safe from the dangers that surrounded them. By 637 DR, however, Silverymoon was no longer considered a mere town and it elected Ecamane Truesilver, who sought to turn Silverymoon into the sister civilization of Myth Drannor, as its first High Mage. Under the High Mages, Silverymoon slowly transformed from a trapping, hunting and lumbering community into a place of art, learning and magic.

Silverymoon has been without a High Mage only a few tumultuous times in its history. The most notable of these was caused by the treachery of the warlord Lashtor, who slaughtered every wizard in Silverymoon, razed

the Lady's Library (the predecessor to the Vault of the Sages), and burned the Mystran temple to the ground.

The most recent such period occurred in the Year of the Long Watch (1230 DR), when the High Mage Orjalun left the ceremonial symbol of office, the Staff of Silverymoon, in the hands of his apprentice Sepur. Shortly after this the High Mage disappeared, and Sepur revealed his perfidy by raiding the magical treasury of Silverymoon and abandoning the city. Though he is believed to have died shortly thereafter, this did not stop some two dozen mages from vying with one another for the title of High Mage, a contest that slowly grew more heated until open spellbattle broke out in the streets of the city. This event, called Spellfall, led to the election of a merchant as Silvermayor. Theomel Scalson greatly contributed to the prosperity and growth of the city during his tenure. More importantly, perhaps, he also founded the Spellguard. Despite his accomplishments as Silvermayor, Scalson was deposed by the petty and grasping warlord Khallos, who used the imminent threat of a confederation of orc hordes as a dubious mandate for seizing control of the city.

Khallos proved incapable of defending the walls of Silverymoon, however, and the city was nearly overrun by the orcs. Though the greedy Spellguard captain Shaloss Ethenfrost proclaimed himself High Mage during this siege, it wasn't until Alustriel Silverhand and her sister Storm led a force of Harpers against the orc hordes that the city would be free. After breaking the siege and fortifying the walls, the band gave chase to the orcs while Alustriel entered the city. High Mage Ethenfrost saw this newcomer as a threat to his power and attacked her; so, while Storm and the Harpers fought the Battle of Tumbleskulls against the remnants of the orc hordes, Alustriel fought for her life in a magnificent spellbattle against Ethenfrost and his two apprentices. In the end, Alustriel stood triumphant and the people of Silverymoon unanimously elected her as High Mage in 1235 DR.

Recent History

Alustriel ruled the city fairly and wisely as High Mage until 1369 DR, when a council was convened among the settlements of the North. At the end of a week of discussion, Alustriel was asked to rule the fledgling nation of Luruar, or the Silver Marches.

After a tenday of contemplation, she acquiesced, stepping down as High Mage of

Silverymoon so that she would not favor any one city over another in this new alliance. The Staff of Silverymoon was passed to Taern "Thunderspell" Hornblade, the captain of the Spellguard and one of Alustriel's advisors. Taern has proven himself a capable ruler in the years that followed.

The pair both rule from the High Palace – Taern over Silverymoon, and Alustriel over the Silver Marches as a whole. The two are great friends; though the occasional rumors make the rounds about Taern and Alustriel being lovers, nothing concrete is known. It is known that Taern reveres Alustriel in a chivalric fashion; he has done much in the name of his Lady in the past, and will undoubtedly do so again.

Life in Silverymoon

Religion

Silverymoon's extravagant temples and her citizens' pious devotion to the city's patron deities leave many with the impression that the town is dominated by religion. To a point this is true, as the gods have blessed very few places on Faerun as they have the Gem of the North. On the other hand, religion is only one of many factors that drive the social circles of noble and commoner alike, and it ranks no higher than the pursuit of art, commerce, and magic in the minds of most Silveraen.

Though Silverymoon remains remarkably open about individual religious observations, there is still a single restriction that must be observed: the Edict of the High Mage. As a result of this edict, decreed by High Mage Orjalun, no faiths may carry on any warfare with any other in the bounds of the city, nor may any faith use any religious practices that bring harm to another. This edict applies equally across all lines – priests of Torm are forbidden from attacking priests of Cyric just as the faithful of Malar are bound against harming druids.

The Edict of the High Mage

"Let it be known that though our noble city may bask in the favor of one or a handful of the gods, our people are as different as the stars in the sky.

"Let none ever limit or restrict the worship of another. Let none cast aspersions on the faith of another. Let none question the spiritual worth of another's reverences.

"Know, however, that should any faith seek to limit the doings of another faith, that faith shall be censured, even if their reasons for doing so are just and good. Let the ill-doings of other faiths be brought before the High Mage, who shall judge that faith as all folk of Silverymoon are judged.

"Know, though, that should any faith be found guilty of murder or destruction as part of its sacred rites, let its faithful be cast out from the city, its altars shattered, its riches doled out to those it has harmed."

Coins of Silverymoon

Silverymoon mints a crescent-shaped, shining blue coin called an "electrum moon."

They are worth 1 gp in Alustriel's lands and 5 sp elsewhere.

The other major currency is a larger, round coin called the "eclipsed moon;" they stamp the shining blue crescent of an electrum moon together with a darker silver wedge to complete a round coin, and it is worth 2 gp in the city and 1 gp outside the city.

Commerce

Silverymoon exports a number of rare and expensive items throughout the Realms. Her many merchant caravans bring coveted works of art and other fine products all throughout the North, where they are snatched up by other merchants and sent to places as far flung as Halruaa, Aglarond and a hundred other distant places.

Silverymoon is known for her lumber, often taken from the Moonwood to the north, which supplies the massive shadowtop and duskwood trees, coveted across Faerun for their fine grain and strength. The massive, straight trunks are also used to build ships' masts all throughout the North, and even as far away as Calimshan.

Silverymoon is also known as a bastion of artwork and fine crafts – merchants the Realms over clamor for the fine musical instruments, statuary, woodcarving, glassworks and other pieces of artwork that come out of Silverymoon.

Indeed, Silverymoon is also known as one of the few places where one can get the fine work of both elves and dwarves without having to deal directly with those reclusive folks in their far-removed places.

While places such as Citadel Adbar and

Sundabar sell dwarven arms and armor aplenty, it is rare to find those dwarven craftsmen willing to sell their leather works, jewelry and other small “trinkets.” Likewise, elven jewelry, glass and other works of art are eagerly sought after.

Despite all of this, Silverymoon is perhaps best known as a haven of bards, scholars and wizards. In many ways, it might be said that education and music are its finest products, for folk come from far and wide in order to benefit from the University, the Vault of the Sages, Foclucan and other such institutions. Indeed, it has been posited that Silverymoon has the largest number of sages of any city in the Realms. While this may or may not be true, it certainly has far more than cities of like size elsewhere in the Realms and rivals the number of sages found in cities much larger than the Gem of the North.

This frequency of magical lore and training also means that Silverymoon sometimes has minor magical items for sale. These are rarely something as simple as walking into a shop and purchasing something from a case, however – the sale of magic items, even items of minor power, is viewed as a very special affair. More likely, these items are put up for auction or made to order. Some shops, however, have been known to have a prize piece that they are willing to sell, usually traded to them by an adventuring band or wizard in return for services rendered.

Culture

Art and music are the living soul of Silverymoon, and the Silveraen are provided with ample opportunity to enjoy both. The temples of Silverymoon are works of art themselves, and they house some of the greatest sculptures and paintings of the North. Music can be enjoyed any time in the taverns of Silverymoon, and the constant recitals of Foclucan provide another source of entertainment for concertgoers. Storytellers and puppeteers amuse children in the parks, while almost every daughter in the city learns to play an instrument in order to entertain guests of the family.

Owing to the long winters and rainy springs, the Silveraen take full advantage of summer to enjoy their beautiful surroundings. The Spring Faire at the end of Mirtul signals the beginning of the festival season, although most of the Silverymoon’s festivals are held during the peak months of Kythorn, Flamerule and Eleasis. Ceremonies such as marriages are common during this time as well. Not surprisingly, then, Ches and Tarsakh are the most common months

for birthdays in the city. During the summer months the streets are full of performers and artists of all kinds, and every day marks a new or ongoing festival.

Midsummer Riverfest is another large festival for the city. Only artists are allowed to set up tents and booths along the river during this time, though they often rent out part of their space to local merchants on a commission basis. Musicians wander the festival and play on the dozen stages set up along the river. A premiere concert is given on the third night of the festival in which the musicians play from the Moonbridge while members of the Spellguard cause the waters of the Rauvin to spray up in dazzling patterns and illusionists fill the air with colored lights. The festival culminates with a ritual bathing in the river that signifies the commonality of all of the city’s denizens. Each citizen then plants a seed in the Garden of Silvanus, whose winter fruits and vegetables are used to feed the city’s poor.

Since summer is the best time of year to visit Silverymoon, visiting nobility and dignitaries are treated to lavish parties during this time. The temples of the Palace Quarter often throw celebrations designed to attract patronage from believers from around the Realms. The egalitarian tradition of Silverymoon’s temples demands that they exclude none from these parties, so they are usually all day affairs. The nobility attend the temple parties during the day when most commoners are plying their trades and move to private gatherings in the evening as the less fortunate begin to show up. Most of the working folks wouldn’t have it any other way.

Silverymoon’s culture doesn’t die out during the winter months, it just, like most things, goes inside. Taverns and homes are ablaze with music and many of the city’s merchants retreat to the Undermarket¹, where the harsh and unpredictable weather will not interrupt the flow of trade. Many Dwarven festivals also take place at this time, their timing designed so as not to conflict with the surface celebrations. All Silveraen are invited into the Underhome for these festivals, and many oblige. The largest of these festivals is the Brewfest in early Nightal,

¹ The Undermarket is built almost directly beneath Silverymoon’s open marketplace. It serves as a marketplace for the Dwarves of Underhome, as they call the caverns underneath Silverymoon where they live. During the winter months, many of the human and Elven merchants of the city proper move their stalls here, something that enriches the city’s diversity as well as the coffers of the Dwarven landlords.

where the best spirit-makers in the city compete for the title of Brewmaster. Brewers, vintners and distillers all compete in their own categories, and the three winners then compete for the grand prize, the Golden Goblet. The Golden Goblet itself is a prized piece of artwork that is cast differently each year. Smiths and artists from far and wide compete each year to turn in the winning proposal that will eventually be made into the cup.

Politics

With Taern taking over the mantle of High Mage, the city has rejuvenated itself in the last few months. The Star Court has begun streamlining its procedures so that civil matters can be cleared up in the least amount of time, and the Spellguard have stepped up their efforts to keep the city clean and safe. Although the people of Silverymoon do not choose their leaders, there is a sense of participation nonetheless. All official positions are nominated and accepted by general acclamation of the other leaders, and citizens may protest actions or decisions they find unjust. This serves to keep the leaders accountable to the people while insuring a stable and trustworthy government.

People

Silverymoon has gained a reputation as a place of learning, culture and unexpected elegance in the brutal and untamed Savage North. The folk of Silverymoon consider themselves to embody the best of both worlds. They feel that they are still practical folk, as most frontiersmen are, and they are acutely aware that just beyond the glittering silvery-white walls of the Gem of the North lie untamed wilds lethal to most folk. Only the hardest of survivors prospers here.

By the same token, however, the citizens of Silverymoon take pride in their city. The Gem of the North is no rough frontier town with rough-hewn log buildings and equally coarse citizens. They know that they are hailed across the North as a bastion of culture and civilization, a worthy heir to fallen Myth Drannor.

Two things have been part of the spirit of Silverymoon – and thus, part of its people – practically since its founding: the patronage of Mielikki and Lurue, and the practice and learning of wizardry. This has led to a folk that are, for the most part, unfazed by most things. Talking animals, magical motes of light and sound, wizardly duels and divine manifestations

interest and concern the folk of Silverymoon, but don't necessarily frighten them. Surrounded by arcane threats within the city and by more worldly threats outside of the city, citizens of Silverymoon are best summed up by the words of the bard Therian Tunesilver:

“Honest, civil and open, with an understanding that this is the right way to behave with proper company. When company behaves improperly – be they divine messengers, arrogant archmages, high and mighty elves or would-be petty tyrants, pretty manners are set aside and troubles are dealt with. When the dust clears, we get along with a shrug and an apology for the necessity of it all, and go back to living our lives.”

Other Notables

The Brothers Aerasumé: Though not everyone knows the precise roster of these near-legendary men, it is known that they are the half-elven sons of Alustriel. They are known to have silvery hair and to stand at very impressive heights. Perhaps the three best known of the Brothers Aerasumé are:

- Marthamar the Silver Guard (LG male half-elf Ftr12/Wiz8)
- Tarthilmor Aerasumé (CG male half-elf Ftr10/Wiz7), Spell-Captain of the Spellguard
- Uoundeld of the Lady's College (NG male half-elf Wiz15/Ftr4), the instructor for Tactical and Strategic Spellcasting at the Lady's College

The Brothers are best known, apart from their distinctive appearances, for being warriors and spellcasters, as well as for their pegasi mounts.

Major Domo Culiathryn Silvergaze: Culiathryn Silvergaze (LG male half-elf Ari13/ Wiz3), so called for his silvery-blue eyes, serves Alustriel and Taern as the Major Domo of the High Palace. It is generally agreed that the dread most people feel upon realizing they must seek audience with the High Mage or the Lady of Luruar has little to do with dealing with either august personage – that's the easy part. The hard part is getting by Culiathryn, who is fastidious to a fault in his ideas of decorum, propriety and etiquette. He is scathingly critical, perceptive as a hawk and utterly, unswervingly loyal to Alustriel and Taern.

Mythros Syllantham: Mythros (NG male half-elf Brd8) is a roguish cad, given to flirting with every woman he meets, regardless of social standing, attractiveness or “availability.” Anyone who spends any time with the charmer knows that Mythros simply flirts out of hand as a habit. Those who know him well know that this is simply part of his act – he is a Harper sworn, though currently “off-duty.” Although he led the movement to see Foclucan reopened, he is now content to allow those with more time and fewer duties to finish the job.

Adventurers in Silverymoon

As in many places in the Realms, adventurers are looked upon with no small curiosity; after all, the average person does not willingly put themselves in danger time and again for the benefits of wealth, fame and magical power, however much the average person may dream about doing so.

For the most part, adventurers are seen as somewhat crazy and reckless, though certainly exciting. The arrival of an adventuring band to a tavern or inn is always something of interest to those within, who will often buy a round of drinks for the band, especially if they are telling tales of their latest expedition or showing off their souvenirs.

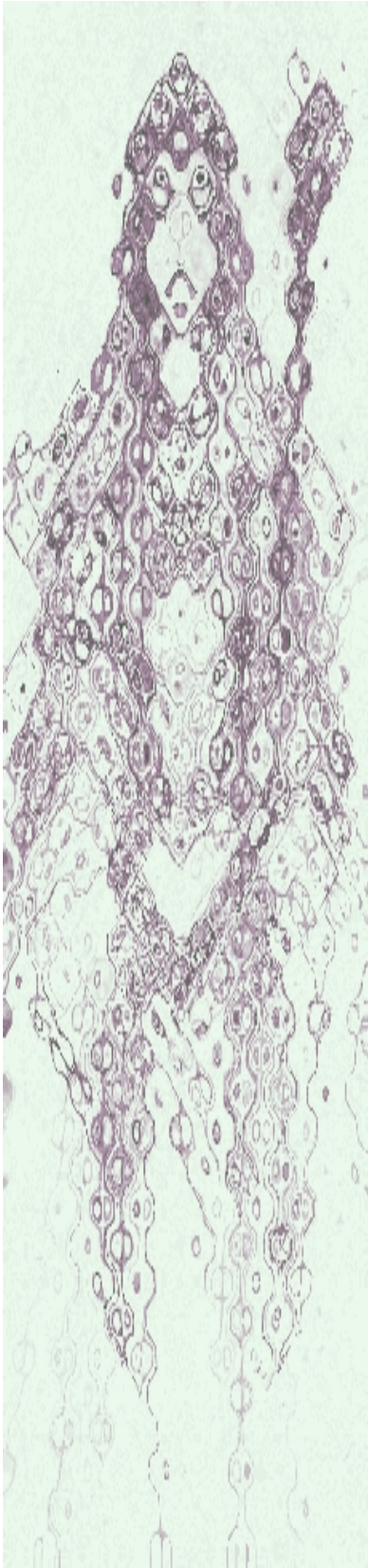
Unlike many places in the Realms, folk here don't automatically assume the worst of adventurers. The Savage Frontier has a long history of heroes and intrepid adventurers cutting a swath for civilization, and the folk of the Silverymoon (and the North in general, usually) respect that “hero's tradition.”

However, Silveraen are not fools, either – they know true heroes are few and far between and that many adventurers are simply mercenaries, cutthroats and sell-swords. Silveraen have learned to judge the band by the company they keep; most Silveraen try to identify any clerics or paladins within the group to get a hint as to the overall nature of that company.

They also know that many adventurers are only too willing to engage in sword or spell-play at the slightest provocation; therefore, most Silveraen clear out when an adventuring band gets its “knickers in a twist,” if only to summon the Knights in Silver or Spellguard. Most Silveraen also know that the first folk usually to stand up against bullying adventurers are likely

to be other adventurers and are only too happy to show their gratitude appropriately.

A note to those who would misuse Silveraen hospitality: many of those everyday citizens with whom one interacts have had training in battle or spell themselves. Few are those in the North who do not find themselves in situations where the knowledge of how to wield a sword or cast a spell would not come in handy. With the number of adventurers about, it is not uncommon to find the barkeep who has learned to use the broadsword he keeps above the bar or the shop-keep who is able to use a cantrip or three to make his job easier – or that of a would-be burglar more difficult.



Chapter Two: TOUR OF THE CITY

Overview

The River Rauvin divides Silverymoon in two as it wends its way towards the Evermoors. The older portions of the city rest on the north bank, while the New City dominates the southern shore. The two sections are joined by the Moonbridge, a span of magical force whose translucent, silvery luster can only be seen by the light of the moon. In addition, the city is divided into five districts: Goodman's District, Hunter's District, Old City, New City, and Palace Ward. Demarcated by natural landmarks, roads, and the huge open market, each of Silverymoon's districts presents a distinct personality and experience to visitors and citizens alike.

Goodman's District

The Goodman's District tends to attract the city's rougher elements – most of the city's poor live here, and the buildings are more ramshackle than those in the rest of the city. The name is a source of amusement to more refined citizens, and much like the Hunter's District it no longer reflects the character of its inhabitants. Despite this, the Goodman's District is hardly the typical slum that so many large cities seem to develop. For all their seeming poverty, the folk of the Goodman's District take pride in keeping their streets clean and there is rarely, if ever, unchecked violence -- for the Knights in Silver are always in attendance here, especially at the guard-post in the Moorgate.

Bright Blade Brandished

This tavern is favored by adventurers because of its tolerance of the strange conditions and company that they often find themselves in. Service is attentive without being intrusive. None of the workers bother the patrons, but will gladly see to any requests no matter how strange. Because of the diverse clientele, the workers are accustomed to odd requests and mannerisms, and look upon these with nothing more than professional concern. They are aided by resident wizards, who use magical items with telekinesis abilities to whisk drinks to and from the thirsty over the heads of folk, and to snatch away suddenly drawn weapons or spoil spellcasting before trouble can get properly underway. The main taproom is modestly furnished, though more comfortable booths are available in curtained off alcoves ringing the tavern. These alcoves also

serve as convenient meeting places for those who would conduct their business out of sight and earshot of the other patrons. There is a small stage in one corner, but it is rarely used.

The serving maids are very good listeners and often have a great deal of information about goings on in the city. A visitor seeking information or “special order” items would do well to make this their first stop. Conveniently located in the poorer section of town, the Bright Blade Brandished is an excellent place to make underworld contacts or hire adventurers.

Hammer and the Helm

This tavern was established by Ethendal Arohannon (NG male human Ftr6) as a meeting place for off duty Knights in Silver. It quickly became popular as a stopover for paladins and good-natured warriors of all types. The patrons love to swap stories of past prowess, hear tales from outside the city from passing adventurers or just complain about the previous day’s duties. Monks and militant clerics of many faiths like to join in on occasion as well. The warriors accept them as brothers in arms but love to harass them just the same. Tests of strength and prowess are common in the tavern. Fighting is not allowed and disagreements rarely degenerate into such.

The rowdy and coarse nature of the place is quite suitable to dwarven and human temperament, and these make up the majority of the tavern’s patrons. Bards entertain here often, and they come to hear stories and tales as much as to sing them.

Beggar’s Alley

Made up of several alleys and buildings despite its name, this notorious section of the Goodman’s District is home to the city’s thieves guild. All manner of unscrupulous characters can be found lounging about in Atenman’s Billiard Hall or gambling on the street. Adventurers that need to make quick, quiet transactions or discover information not available to the general populace should look here first. They would do well, however, to watch their backs when dealing with those in Beggar’s Alley.

Dekalb’s Fine Wares

Often jokingly called “Dekalb’s Fine Spares”, this would-be outfitters shop and

general store is not much more than a second hand shop. Stocked mainly from battlefield scavengings and left over gear from overloaded adventurers, one rarely finds quality items in the front of the shop.

In reality, though, Dekalb is a collector of antiques and historic items and relics. Someone searching for lore on a lost item would do well to visit Dekalb if they can identify him as a knowledgeable collector. Bards around the city tell tales of lost artifacts and adventurers describe in painstaking detail the loot they collected on their latest journeys, so Dekalb has no shortage of leads to follow. He pays local youth to slink about the city collecting stories and information of this sort, and indiscreet adventurers may find themselves the targets of his acquisitive obsession. On the other hand, anyone asking about for information about lost or historic items may receive a note from an anonymous benefactor, giving them clues as to the last known whereabouts of interesting pieces. In this way, Dekalb is able to maintain his low profile and insure a steady flow of interesting bits into the city.

Hunter’s District

The Hunter’s District could very well be the working class district of any large city, save for the singular architecture and glittering white stone that Silverymoon is famed for. Though a bit more crowded and hectic, the Hunter’s District is similar to the Old City – the folk here are simple, happy people who are appreciative of one another and the good lives that their hard work brings.

Treant’s Hall

Five interconnected buildings in the shape of a pentagon form the structure of this popular tavern. The central area is an open yard filled with several varieties of trees, including a few rare specimens of chime oak from the starwood of Cormanthor. Rangers and druids find themselves at home here and can always be found here in great numbers. Elves also favor this tavern above most because of its ambience and a menu featuring many elven dishes, such as the delicious Neverwinter soup that has made the place a culinary attraction. Another specialty is the silver milk, a blend of milk and silver honey

from enchanted bees that are housed in a secret apiary on the outskirts of the city.

The tavern takes its name from a gigantic oak in the center of the yard. Grinning bards will tell you that this is indeed an ancient treant, given to long periods of hibernation, who gathers information from the guests that congregate in the yard. While this is not true, the owner of the establishment, Garolen the Sad Eyed (NG human male Rng5 of Silvanus), will give a hearty laugh and conspiratorial wink to any who mention the legend in his presence.

In recent weeks, one of the buildings has been closed down and construction has begun inside, though the final result of all the work remains a mystery. Boarn Blackbeard has been seen coming in and out of the construction site lately, and many are wondering about the one-eyed dwarven merchant's interest in the project.

Scriptorium

This parchment shop sells a variety of both magical and non-magical writings and accessories. The proprietor, an eccentric half-elf named Luscor, is obsessed with finding new inks and dyes used in the creation of magical scrolls. Located just inside the Hunter's District and facing the Market, the Scriptorium does a brisk business year round, and much of the University's faculty buys exclusively from this shop. Underneath a trapdoor in the shop's back room is the secret meeting place for the Readers of Infinity.

The Readers of Infinity are an elite group of students within the University of Silverymoon. Their bizarre club started only months ago with three naive students and one terrified faculty member. They believe in a conspiracy called "Rune's Twist" or "The Reverse Freeze". Apparently, Library Master Menry the Reader came across a startling series of coincidences when reviewing several histories of Faerun that he was trying to classify. He is now convinced that there is a malicious group from the future plotting to take over all of Faerun from the past. He believes that history is changing and that the end is near unless he can do something about it. The group has grown in the last four years and there are now over a dozen students and librarians involved, as well as Luscor himself.

Wynderfayne's Wonderful Wynds

The cheerful gnome, Thaddeus Wynderfayne (CG male gnome Exp8), sells a vast array of instruments to the bards and musicians of Silverymoon. Although he is known for the incredible quality of his handcrafted wind instruments, he also carries brass and percussion from his cousin's store in Waterdeep. A clangletrombenhorn adorns the window in front of his shop. This peculiar gnomish instrument resembles a French horn in shape but has valves and keys like a trombone. It is nearly impossible for anyone larger than a gnome to play because the valves and keys have to be manipulated with several body parts simultaneously. Thankfully, Thaddeus rarely dusts it off to play.

Rockhaven

This popular dwarven tavern is evident only by a small entrance structure, which conceals stairs leading to an underground cavern. Visiting dwarves are immediately pointed in this direction and word of its hospitality has spread throughout Faerun by wandering shield dwarves of the North. Dwarves unfamiliar or unknown in the Underhome can introduce themselves by way of this tavern, gaining contacts and introductions to the stout folk who live underneath Silverymoon.

A Thur-dek, a large acoustic cavern favored by dwarven chanters and drummers, sits just off the large common room and performances are frequent. The natural acoustics of the cavern are enhanced with the grim stone visages of dwarven heroes that have been carved into the walls. Those who have never experienced a dwarven drum recital are in for a long, and sometimes headache inducing, evening of storytelling and sound.

Old City

The north bank of the Rauvin hosts the larger segment of the city, containing the Old City, a quarter that was once the sum total of the city as well as those areas that have sprung up around it. The Old City, like much of Silverymoon, is resplendent with curving, graceful stonework in the spectacular white granite and marble that seems to glitter under the stars, taken from the quarries near the Nether Mountains. Most of the buildings in the Old City are fairly venerable, some of them even dating back to the city's founding.

The Old City is known for its relaxed, scenic atmosphere – the bards who choose to play in public here are likely doing so simply to relax and entertain, rather than to garner pay. The chances of the folk of Old City allowing the bard to go without some kind of monetary appreciation is simply unheard of, however. Children run and play in the wide, clean streets and the shops here are likely to be the shops of genuine artisans and master craftsmen.

Maiden’s Crossing

This shrine to Selûne is set on the banks of the Rauvin and is one of the most visited spots in the city. It sits adjacent to the Moonbridge and as the bridge itself begins to glow under the moon, stained glass murals alight with dancing patterns of color. It is said that drinking tidewater here during the full moon will cure the drinker of lycanthropy².

Four Corner Square

A small square nestled inside a ring of shops and houses, Four Corner Square is one of Silvermoon’s best kept secrets. Bards and entertainers of all kinds can be found here at any time of the day or evening, plying their trade to an appreciative local crowd. There are four small stage areas set up here and it is from these that the square draws its name.

Chellios the Entertainer (CG male human Brd4/Com3) has been telling stories and performing minor magics here for almost fifty years, and he is beloved by almost all Silveraen. He has seen many things in his years here, but his only joy lies in the delight he sees on the faces of the children he entertains with his stories. Chellios cares little for money, but he is still willing to give aid in the form of information to those with good intentions.

The Docks

Unlike the dock district in most cities, Silvermoon’s docks are fairly well kept and devoid of criminal activity. Although the usual ruffians and scoundrels may work the docks, they prefer to slink away to the Goodman’s District and its more suitable environs after the day is done. Though extremely large ships do not sail this far into the Rauvin, travelers of all sorts can find transportation here. Pontoon caravans (groups of up to a dozen small boats lashed

together with a barge in the middle filled with goods) are quite common on this part of the river and a boat full of adventurers is almost always welcome on such trips. Small boats can also be bought for a reasonable price.

The Moonbridge

This famous span connects the New City with the rest of Silvermoon. It is composed entirely of magical energy akin to a *wall of force*, and is similarly indestructible. The bridge is almost completely invisible by day (Spot DC 25) but at night it shimmers with a silvery translucence under the light of the moon.

In times of need the middle of the bridge can be dispelled, preventing invaders from crossing or enabling ships with tall masts to pass easily beneath. There are only three known methods for effecting this defense: a mental command given by Lady Alustriel, the command of the wielder of the Staff of Silvermoon (currently Taern Hornblade), or the will of the Watch Captain stationed at the bridge’s northern base. The Watch Captain is empowered thusly by a special *ward token* that he keeps on his person at all times.

New City

New City, lying south of the River Rauvin and across the Moonbridge, resembles the Palace District in many ways. It is beautifully wrought, with tall spires and sweeping white stonework. However, it seems somehow less frivolous. Most agree that this is because New City is seen as a “scholar’s district,” an outlook bolstered as it is by the presence of the newly opened University of Silvermoon as well as the Vault of Sages.

New City is indeed as elegant as the Palace District, but the folk of New City – who tend to be either scholars or those that cater to scholars – come across as serious and dedicated. Those who visit here from the bustle of the Hunter’s District or from the exuberance of the Palace Quarter tend to feel that New City is a calmer, more restrained place. The tranquility of Mielikki’s Glade, a grove of trees holy to Mielikki and Lurue, the patronesses of Silvermoon, no doubt greatly contributes to this.

Mielikki’s Glade

This site was the original worship site for Mielikki and Lurue in the city and remains an important place of worship to this day. Nestled amidst the largest Knights in Silver garrison in

² The drinker is entitled to a new saving throw against the affliction with a DC of 20. If successful, the drinker is cured of lycanthropy.

the city, this open meadow is under the auspices of Ladyservant Tathshandra Tyrar (NG human female Clr10). Her faith recently rejuvenated by a conference with Jeryth Phaulkon of Everlund, Tathshandra has been more actively recruiting new servants and followers to the Lady of the Forest.

The church of Mielikki itself has undergone a resurgence throughout the Silver Marches in the last two years, thanks greatly to the work of Jeryth Phaulkon. Widely rumored to be a Chosen of Mielikki, this powerful and charismatic leader has been sending clerics out to actively recruit new followers. What his arrival means for the city and the Silver Marches as a whole remains a mystery for now.

He has also been working with Lady Alustriel to curb the expansion of the High Forest by Turlang. The treant's territory has been growing ever closer to Everlund, and there is fear that the humans and treants will soon come into conflict.

Vault of the Sages

In a city where many try to remember the ideals of lost Myth Drannor, the greatest reminder to all is the Vault of the Sages. It is said to be the largest library and greatest collection of knowledge in the Realms, though the monks of Candlekeep may beg to differ. The Vault houses a priceless collection of tomes and scrolls from Myth Drannor, these being donated to the city by Ecamane Truesilver, first High Mage of Silverymoon, and Consort Elenaril, princess of Myth Drannor.

The Vault truly lives up to its name, being a five story, horseshoe shaped building made of dwarven worked granite from the Ruathym Mountains. There are few windows carved into the building's exterior save for the galleries on the first two floors. The galleries are a favorite meeting spot for commoners, nobles, merchants and adventurers alike. News from around the Realms is posted here, with news from the Silver Marches, the Sword Coast, and the Lake of Steam regions posted on the first floor and word from the rest of Faerun posted on the second.

Early in the year 1372 DR, Derricus Arenth took over as Keeper of the Vault. Traditionally the naming of the new Keeper was a matter of great import in Silverymoon, but Keeper Arenth's naming was oddly subdued. A former adventurer who many felt was an odd choice for Keeper, he has quickly proven himself with his political acumen and knowledge of the

history of the North. Taern Hornblade has even invited him to sit on his council of peers and there are whispers that he is being groomed to replace Taern as High Mage.

Arken's Invocatorium

Having recently relocated across the river, this famous magic school is now housed in one of Silverymoon's newest buildings. A high, vaulted entrance made of purple granite greets students and visitors alike, giving it quite a different look from the surrounding temples and homes. Arken the Icy (CG human male Evo15) has not enjoyed his new position as Magus Evoker nearly as much as he thought he would. The bureaucracy has worn this already impatient man's nerves thin, and many think he is getting ready to retire. He is also seen as stubborn for his refusal to accept the new revelations in magic theory that caused the school of Invocation to be subsumed under the mantle of Evocation. Though he has accepted the title of Magus Evoker, he has scoffed at all who suggested renaming his school.

The Shining Scroll

This lavish teahouse and bookstore was until recently a small neighborhood business. The influx of young students to the new University brought success to the small shop and it has since had to expand. They offer a quiet reading environment and a wide selection of teas and other drinks from around Faerun. Students post all manner of announcements and queries on the "Big Board of News" at the front of the shop. Here one may find graduation announcements, party invitations, and the occasional humorous "Apprentice Mage for Hire" ad.

The owners of the establishment are Norlus and Melba Velgarian (NG human male and female Com4), an old couple who really don't know what to make of their success. Their son, Norlus II, is an instructor of Abjuration and enstarment at the University. He can be found helping his parents with their shop on his days off, a far safer pastime than his younger adventuring days³.

³ Young Norlus enjoyed some renown as a sage many years back, and his studious and attentive answers led many an adventuring band to glory and riches. Tired of being the "brains behind the operation" as he put it, Norlus decided to seek out a great treasure on his own. After several embarrassing failures, he decided to fashion a cloak of protection for himself. Unfortunately, his penchant for wild surges in his magic garnered him less than stellar results. After several more debacles while wearing his Robe of

Lady's College

This prestigious institution is housed in several small buildings with one central administration building. Many of the buildings are still in their original form, but the administration building has recently been rebuilt concurrent with the dedication of the University. It now features a white marble atrium that shines with the midday sun thanks to the many windows along the walls and ceiling. A grand fountain adorns the middle of the atrium and depicts the goddesses Mielikki and Lurue lounging by the Rauvin. This was a gift to the University from dwarven craftsmen of the Underhome in appreciation for the College's work with the sorcerers and wizards of the Thunder Generation.

The Lady's College was founded in 821 DR by the young mage Elué Dualen with Lynnasha "Lynx" Nharimlur, sister to High Lady Mage Amaara Nharimlur. The Lady's College was the first open school for mages in Silverymoon that did not force apprenticeships on its students, instead accepting a term of service defending the city for a period equaling the amount of time spent studying at the school. It sought to teach the history of magic and the natural harnessing of the Weave as well as the more traditional arcane studies. While many traditional scholars and teachers scoffed, the school continued to produce fine practitioners of the Art, whether bard, sorcerer or wizard.

As the core of the new University, the Lady's College handles much of its administration. Headmaster Vihuel (NG human male Wiz20) has hired several assistants of a more bureaucratic nature than he to fill this role, as he prefers to spend his time teaching and doing research. Being of a more scholarly and technical bent himself, Vihuel would like to see the school move closer to the more traditional curriculum of a Miresk's School of Thaumaturgy. Tradition and the watchful eye of the senior faculty (including many of the instructors at Foclucan, the college's sister school) have thus far thwarted his attempts.

Miresk's School of Thaumaturgy

This important school was one of the largest in Silverymoon even before it became the premiere specialist school (Transmutation) at the University. Lady Alustriel chose Miresk as

Magus Senior for the entire University not only for his skill and knowledge, but also for his belief in maintaining balance and restraint in the use of magic. He promotes the use of minor magic as a tool for creating better lives for those around him, and looks with disdain upon those who use flashy or powerful magic when unnecessary.

The school is still housed in its original building, though Miresk has moved his personal quarters and laboratory elsewhere to make room for the expanded student body. Though Miresk has many duties as Magus Senior, he still finds the time to teach higher level classes as well as lead private instruction. Most students cringe upon finding out they are to be under him, as his haughty attitude and impatience with failure are near legendary among the student body. Still, one learns a great deal about magic as well as the philosophy of its use under him, and students that can endure the brutal courseload turn out the better for it.

Palace District

The eastern portion of the city is the Palace District. Separated from the rest of the city by the Market, the Palace District is, along with the New City, the place for the rich and noble. The sights that greet a visitor to this splendid area are worth seeing, to be sure. Finely dressed nobility seeking to out-do one another in gentility, wit and fashion, powerful mages and respected priests walking side-by-side, or the Shining Host or Knights in Silver riding by, reassuring their charges of their vigilance and protection.

Upon the hill that dominates the Palace District, and thus, all of Silverymoon, sits the High Palace, which sets the standard for all the architecture in the area. Sweeping archways, intricate sculpture and glittering white stonework abound. Illuminating residences with *continual flame* spells has become all the fashion, following fast on the heels of the leaded, stained glass windows that seem to be everywhere these days. The Palace District is home to the temples of the city, lending a reverent air to the sometimes overwhelmingly decadence that nobles tend to bring.

High Palace

This incredible castle of white marble is the most impressive sight in Silverymoon, and it dominates a low hill just east of the market. Rearing unicorns and beautiful maidens adorn

Variable Defense, Norlus quietly retired to Silverymoon to help his parents with their shop.

the walls of the castle and its tallest spire sparkles under the light of the moon. Grassy fields surround it on all sides, and pools of fresh water burst in patterns at regular intervals. These fields are a favorite place for picnics during the spring and summer, and brightly colored tents can be found here during the city's festivals.

This building is the capitol of both Silverymoon as well as the Silver Marches, and the annual gathering of the Council of Peers is held here in late summer. It is the most heavily protected fortress in the North and its walls have never been breached. In addition to housing the Spellguard and the High Guard, the palace's private force, the interior of the building is protected by powerful wards. Only the bearer of a special ward token can cast spells within its walls, and magic items fail to function as well.

The dungeon levels beneath the High Palace are steeped in local legend and fabled lore. The first few levels hold prisons, wine cellars, private libraries, and other closely guarded areas. Below that is rumored to be the Crypt of the High Mages, the final resting-place of the great rulers of the past. These famed rulers do indeed lie beneath the High Palace, though their remains have been turned to stone and guarded with powerful wards to prevent their rest from being disturbed. Below these levels lie the private library and treasure chamber of Lady Alustriel herself. The High Mage's Vault is known to exist by only a half dozen people and contains the largest collection of Netherese and Myth Drannan artifacts in the known world, many of which came from the ruins of Hellgate Keep, which Lady Alustriel helped to destroy. The magical caches of each High Mage are stored here as well.

In order to accommodate the new division of rulership, the High Palace is currently undergoing an expansion. Part of the eastern wall of the city has been knocked down and master architects are supervising the beginning of the expansion. Part of the garrison has also been moved outside the city temporarily, this to provide space for the raw materials used in the addition's construction as well as to defend the breached wall. Famed Silveraen architect Vallis Hornblade (CG human male Exp9) has been tapped to lead this project and he has called in resources from as far away as Amn. Dwarven miners are busy constructing the basement and sub-basement rooms, though this project is hushed for security reasons. The expansion should be done by late next year and the official

celebration is scheduled for the opening of the Spring Faire of 1374 DR.

Market

The market of Silverymoon is the most diverse commercial district in the North outside of Waterdeep. Merchants of many races freely interact in the splendid environment of the Palace District, and goods both mundane and magical are bought and sold each day. This is an excellent place for adventurers to unload their excess treasure as well as hear rumors from the far ends of Faerun. Visitors are well advised to spend their electrum moons here, as they lose much of their value if taken out of the city. Merchants will always try to swap moons for other coins here, as they know it encourages the coin to be spent in their shops and those of their neighbors, sometimes even giving favorable trade rates to adventurers with large sums of gold and silver brought from recent exploits.

Utramm's Conservatory

Utramm's is a traditional music school that teaches the children of Silverymoon to play instruments, sing and compose music. Unlike Foclucan, no magic is taught here as Utramm is only concerned with music, not bardcraft. Many students of Foclucan start here and then move on to the bard's college to enhance their education.

The building housing the conservatory is a spectacular site for those visiting the city. Inspired by the syl-pasha's palace in Calimport, the building is made of golden stone, painted with a finish that makes it shine like metal. Flanking the entrance are two columns, each covered in thin, brightly colored glass plates. The process used to create these brass plates gives them the appearance of stained glass. These are also placed around the walls on thin rods, allowing them to spin when the wind blows. All in all, this is one of the most colorful and exotic attractions in Silverymoon, if not a bit out of place.

The Star Court

While the High Mage receives and entertains visitors in the High Palace, all lower court functions and assemblies take place in this rather nondescript building in the shadow of that great structure. It is here that new residents of the city must give their names for the public record. Petitions for land, the establishment of safe magic zones and permanent effects, and trade agreements are given here as well. Right now the

Star Court serves this function for the nation of Luruar and all the Silver Marches, but the new annex to the High Palace will take over for this as soon as it is complete.

City Defenses

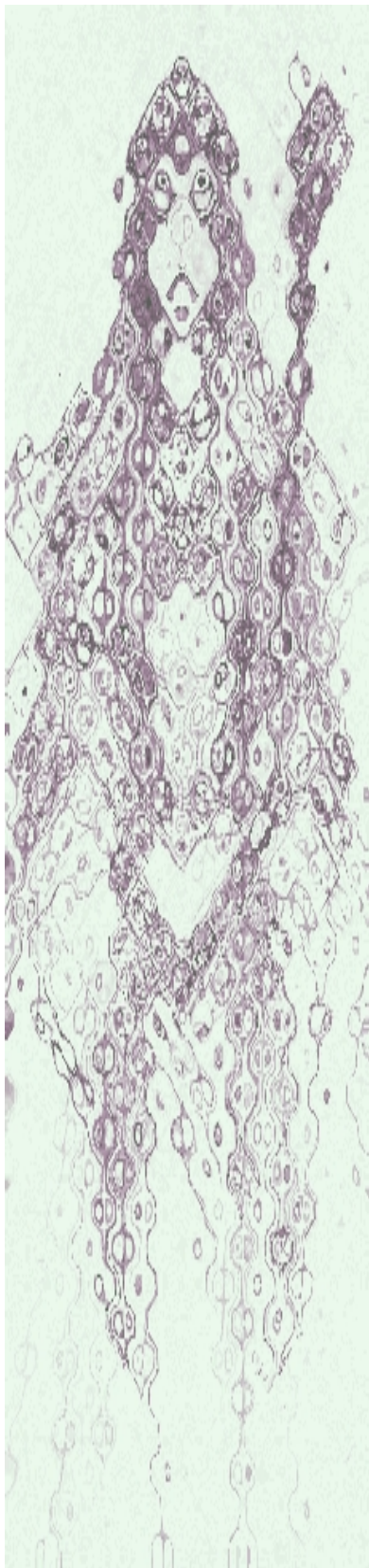
The first line of defense for the mighty city of Silverymoon is her wall. Massive constructs of Silverymoon's ubiquitous silvery-white stone, the walls of Silverymoon have only been breached three times in the history of the city. Four gates pierce the walls: the Hunter's Gate in the north, the eastern Sundabar Gate, the New Gate in the south and the Moorgate in the west.

Local legends have it that these gates are protected by a variety of wards; some claim that they detect and identify sources of evil and malice, while others whisper that these spells limit the magics that can be worked near them. What is certainly known is that the areas around these gates radiate strong Abjorative auras and those who examine them too closely bring themselves under the scrutiny of the Spellguard.

The fair city of Silverymoon spans the River Rauvin and the main thoroughfare between the Old and New Cities is also one of its best defenses. The Moonbridge, as it is known, is a span of invisible, magical force that arches above the Rauvin. In times of need the middle of the bridge can be dispelled, preventing invaders from crossing or enabling ships with tall masts to pass easily beneath.

The defenses of Silverymoon do not begin at her gates, however. The Knights in Silver, accompanied by two Spellguard battle-mages and a volunteer cleric (usually of Helm, Lathander or Mystra) venture forth, patrolling all lands within three days' ride of Silverymoon. These patrols, often called "land-rides", were once far more extensive, but have been scaled back thanks to the formation of the Shining Host, who ride the wilds between the settlements of the Silver Marches. The Knights in Silver and Spellguard now tend to limit themselves to the area directly around Silverymoon.

Ultimately, though, the defenses of Silverymoon lie in her inhabitants. In addition to Silverymoon's potent standing army, the city is home to many powerful individuals, any of whom bear powerful magic, great strength or prodigious skill. All stand ready to bear all of that and more – down even perhaps to their lives – in defense of their precious Gem of the North.



Chapter Three: ORGANIZATIONS

Overview

Silverymoon is home to several unique groups and factions dedicated to different causes. In addition, many of the better-known organizations such as the Zhentarim and Harpers have a strong, if hidden, presence in and around the fair city. Most of the organizations enjoy their public personas, however, and they benefit from the strong presence of heroic peoples in the region.

The following information outlines several of the important organizations found in Silverymoon and the Silver Marches. Information on some groups, such as the People of the Black Blood, can be found in the Forgotten Realms Campaign Setting published by Wizards of the Coast.

The Knights in Silver

The Knights in Silver are the permanent guardians of Silverymoon, often encountered riding patrol within the city and its environs. Around seven hundred strong, they received their name from a ballad penned by Mintiper Moonsilver – as with many phrases around the Realms first spoken by the Lunargent Bard, the name simply “seemed right.”

The Knights in Silver are known for their sparkling armor, firm discipline on and off the field of battle, and their poise and decorum. The Knights in Silver are practically a fairytale army, with their reputation for being dashing, chivalrous men and witty, beautiful women. Though certain individuals do not always uphold this lofty reputation, as a whole the Knights take pride in it and there is strong pressure from within the ranks to maintain this image.

The Shining Host

With the formation of Luruar, Silverymoon donated half of its Knights in Silver to form the core of the Shining Host, the standing army for the Silver Marches. Their numbers were augmented by units provided by the other settlements of the Silver Marches, until the Shining Host became the force to be reckoned with that it is today.

The Shining Host is currently comprised of dwarven infantry, elite cabals of defender-mages, units of ranger-scouts,

archers, and silver-clad cavalry. Equipped with the finest arms and armor, they are prepared to defend any and all of the settlements that make up the Silver Marches. Magical means of communication (and transport, according to some whispers) allow for the speedy distribution and reallocation of troops, ensuring that no one settlement becomes the target of aggression from invaders, barbarians or orc hordes.

The Order of Moonknights

The Order of Moonknights is a lay order of fighters, warriors, rangers and militant clerics who act as the defensive arm of the Selúnite faith. They are the sworn enemies of the People of the Black Blood, a group of Malarite lycanthropes that prowl the Moonwood. They also act as scouts and guides around Silverymoon and into the interior of the Silver Marches.

The order is headquartered in the Maiden's Hall, a barracks style building on the grounds of the Temple of the Silver Stars. Moonlord Seamus Beál (NG human male Ftr4/Rgr7/Mkn5) oversees the order from this building and acts as an ambassador for the Moonmaiden at parties and court events in Silverymoon. He works very closely with the clergy of the temple to provide protection for travelling priests and manage the constant influx of funds from the activities of the knights.

The Circle of Silver

The Circle of Silver is an alliance of druidic groves in the Moonlands. Founded in the Year of the Harp (1355 DR) by the Argent Watchers, the Circle of Silver has grown to include druids of many faiths and races. The elven and half-elven Leaflord's Host, the Crimson Grove of the Moonwood, the Keepers of the Silverglen in Silverymoon and the halfling Warren Wardens all count themselves as members of the Circle, as do a number of individual and solitary druids in the areas around the Moonlands. The Circle of Silver works closely with the Heralds and the Harpers; indeed, several members of the Circle are known to wear Harper pins beneath their robes.

The membership of the Circle has recently been decimated by ruthless attacks from a group of evil Malar-worshipping lycanthropes calling themselves the People of the Black Blood. The surviving druids have retreated from

the Moonwood to regroup. Rangers and others are petitioning the High Mage for assistance in dealing with this new threat, though Taern has not answered their call as yet.

The Silver Wardens

The Silver Wardens are a small force of rangers and scouts who use their tracking and wilderness skills on behalf of the Knights in Silver when the situation calls for it. Truth be told, many of the Silver Wardens are also Harpers, though they are expected to put their loyalty to the Wardens, the Lady and Silverymoon above that of their Harper duties. The Silver Wardens number between two and three dozen members at any one time.

The Wardens have established several waypoints along the roads of the Silver Marches and when the Knights have need of their services they leave encoded messages in secret compartments at these sites. Most rangers in the area will be aware of these waypoints (though not the secret compartments) and know that they are excellent places to replenish urgently needed supplies or rest for the evening.

Spellguard

The Spellguard is an elite cadre of spellcasters some twenty to thirty in number. Though originally founded as Alustriel's palace guard, their duties have gradually expanded over the years, and now include peacekeeping within Silverymoon's walls (a vital necessity, given the number of mages who dwell within). Though they have always rushed to defend the city when the situation warranted it, it wasn't until very recently that they began working closely with the Knights in Silver. Two members of the Spellguard now accompany each patrol of Knights that rides forth from the city.

Many of the Spellguard serve Alustriel as part of an arrangement with the Lady's College in which promising students who couldn't afford to attend the College on their own were often given training in return for an equal amount of time served with the Spellguard. Alustriel intends to see that this trend continues with the new University of Silverymoon.



Chapter Four: THE UNIVERSITY OF SILVERMOON

Overview

Silvermoon's new university is the result of the unification of many of the city's magic schools by Lady Alustriel. She envisioned one school where students from across Faerun could be taught the basics of the Art, school specialization, item creation techniques and metamagic theories. She also wanted to provide a haven for like-minded individuals to congregate and share their knowledge and experiences. This was to include natural spellcasters such as sorcerers and bards as well as wizards, and the newly rededicated school of Foclucaan was to be an important part of the new University as well.

History

Although it was dedicated in 1371 DR, the University's foundations lie far in Silvermoon's past. For the first few hundred years of its existence, Silvermoon's mages were taught in the traditional manner: a master would take on an apprentice, sometimes two, and teach them slowly in exchange for their servitude. Sometimes an apprentice would never even get formal training, only gleaning what he could from the experiments and libraries of his master. Soon senior apprentices were allowed to take apprentices of their own, and knowledge trickled down from the top. These were the first "schools" of magic in Silvermoon, although one would hardly think to call them as such.

Soon the idea was taken to the next step, allowing for a hierarchy of apprentices and mentors, all of whom answered to the head of the school. Formal traditions were established and some even built new structures to house their students and equipment. Until recently, nearly all of the schools in Silvermoon followed this method.

The exception was the Lady's College, founded in 821 DR. The Lady's College did not force apprenticeships on its students, instead offering instruction in exchange for service to the city. Its instructors endeavored to teach a more complete vision of the Art, including bardic lore and history. The Lady's College maintained a staff of competent mages who were not necessarily students of the headmaster. This radical departure

from the normal method of operation drew the notice of many. It was alternately scorned and praised, but all agreed that the school's alumni turned out to be more than mere wizards – they were true scholars.

Many famous magic schools were founded in the next several hundred years and some exist to this day. Two of the most famous, Arken's Invocatorium and Miresk's School of Thaumaturgy, are now thriving within the University system. In 1371 DR, by edict of the High Mage Alustriel, the University of Silvermoon was founded, using the Lady's College as its basis for education.

Colleges of the University

The University of Silvermoon is made up of a number of institutions, referred to as colleges. Students are enrolled in a path of general education until their second year, when they would then choose to either remain at the Lady's College or move into one of the specialist colleges. Foclucan is the exception to this, as bardic training is intensive and must be started at the earliest possible time. Students of Foclucan begin there and have increasing access to University courses as their training progresses.

In theory, each of the Colleges is led by a headmaster who takes the title of Magus appropriate for the specialization for that school – Magus Abjurer for the College of Abjuration, Magus Necromancer for the College of Necromancy and the like. Currently, however, not all of the Colleges have someone capable of laying claim to that title. As a result, Vihuel, the dean of admissions, acts as the *de facto* headmaster of those Colleges. Additionally, Foclucan maintains a Council of Masters rather than a single headmaster.

Most instructors are technically affiliated with the Lady's College and invariably teach classes among the various colleges. Some instructors, however, only teach for their respective schools. These instructors tend to be specialist wizards of that college (or bards, in the case of Foclucan).

College of Abjuration

- Hall: The Lady's Playhouse Annex
- Magus Abjurer: Uoundeld

Tracks of Study
Abjurative Focus
Abjurative Mastery

Wards, Glyphs & Sigils
Magical Fields
Thaumaturgical Disruption & Dispelling
Planar Defenses & Bulwarks

College of Conjuration

- Hall: The Cock and Hound
- Magus Conjuror: Rordai Erelbel (LN male human Sor9/Sum3)

Tracks of Study
Conjurative Focus
Conjurative Mastery
Trans-planar Convocations
Genesis of Matter & Energy
Interplay of Positive & Negative Energies
Apportation & Summoning

College of Divination

- Hall: Tower of Balance
- Magus Diviner: Vihuel

Tracks of Study
Divinatory Focus
Divinatory Mastery
Screying
Identification of Magical Auras & Properties
Perusal of Sentience and Spirit

College of Enchantment

- Hall: The Great Garden
- Magus Enchanter: Paol Tirin Sionhaehr

Tracks of Study
Enchantment Focus
Enchantment Mastery
Fascination & Allure
Domination & Compulsion

College of Evocation

- Hall: The Evocatorium
- Magus Evoker: Arken the Icy (NG human male Wiz12 (Evoker))

Tracks of Study
Evocative Focus
Evocative Mastery
Pyromancy
Lightning Magics & Electricity
Dweomers of Sound
Corrosive & Dissolutive Sorceries
Cryomancy
Imperceptible Forces
Vagaries of Light & Darkness

College of Illusion

- Hall: The Twinkling Dome
- Magus Illusionist: Bricia Glimmereye (CG gnome female Wiz12 – Illusionist)

Tracks of Study

Illusory Focus
Illusory Mastery
False Sensation & Experience
Glamoury & Pishogue
Deception of Sentience
Projection of Mental Imagery
Umbral Mastery
Discernment & Awareness of Illusory Patterns

College of Necromancy

- Hall: Dargenfest Hall
- Magus Necromancer: Vihuel

Tracks of Study

Necromantic Focus
Necromantic Mastery
Anatomy
Interplay of Positive & Negative Energies
Ethereal and Astral Entities
Ethics of Necromancy

College of Transmutation

- Hall: Hartuk Hall
- Magus Transmuter: Miresk

Tracks of Study

Transmutational Focus
Transmutational Mastery
Wholesale Transmutations
Essence Shifting
Size and Mass Alteration

College of Bardcraft

- Hall: Foclucan
- Master's Council: Cael Mueller (performance), Chraessa Lurien (winds), Emery Oaksun (strings), Evressa Nightingale (voice), Fashael Sunspinner (magic), Reginald Valurian (composition), Vrajik Scorlsun (lore)

Tracks of Study

Ancient and Modern Lore
Musical Instrument Construction and Care
Music & Magic
Music & Emotion
The Seven Bardic Traditions

Students of the University

The old apprentice-master system that existed before the Lady's College was founded left few options for wizards of moderate power who needed to be taught advanced techniques and knowledge. Similarly, most wizards were from affluent families who could afford for a son or daughter to be away from home for several years. The founding of the University has changed all that. Now, thanks to the pool of talented instructors and regimented learning system, students are free to take courses as they can. This means poor students can attend school between the planting and harvesting seasons, and older mages can take advanced courses by simply paying a fee and showing up at the designated time.

Many wizards from Silverymoon have other careers to pursue: Spellguard, sages, researchers and adventurers all gain benefits from the classes in Silverymoon. Because of this, the University recognizes two types of students: academics and descryants. Academics are full time students who are dedicated to graduating from the University and becoming mages. They must take a total of twelve courses per year, though these courses may be split up among the calendar year as the student chooses. Each course runs for a full season⁴. Classes take up four days out of the tenday, with a variable spread throughout that time. Some are divided evenly throughout the tenday, while others are lumped into either the first or the second half. Classes are never held on the fifth or tenth day, though research and the rare lecture may occur on these days.

Descryants attend lectures and labs on a sporadic basis, signing up for single classes or lecture series rather than attending the university full time. In truth, most descryants spend most of their time doing outside research as assigned by the instructors in order to fulfill the requirements of the class. Though this method of slap-shod instruction is hardly sufficient to make a full wizard out of the student, those students who take these courses in order to sharpen their already existing abilities swear by it. In order to qualify for descryant status, a student must show existing magical aptitude or plead a special case. The prerequisites are:
Knowledge (Arcana): 4 ranks
Spellcaster Level: 2+

⁴ Three months, or nine tendays.

The Spell Lectures

The various colleges of magic in the University sponsor a series of spell lectures throughout the year. These lectures each focus on a single spell and are broken into three categories: Apprentice, Journeyman, and Master. The Apprentice Series teaches 1st-3rd level spells, the Journeyman 4th-6th, and the Master 7th-9th.

These spell lectures constitute a major source of income for the University, as these lectures aren't restricted to students. Many wizards come from as far away as Waterdeep to attend some of the Master series lectures.

Lectures are given either by a guest speaker or by members of the faculty. A faculty member from one of the specialist schools generally delivers the lectures for their school of magic, though spells of the Universal school are considered to be the "Magus Senior Lecture Series."

The University sponsors four lectures per tenday: two Apprentice, one Journeyman and one Master. The DM may choose which spells are being lectured at any given time, or he may roll on Table 4-1 to determine the level of each spell and then roll on the Arcane Spell Scrolls table (Table 8-24, DMG pg. 200-201) to determine the specific spells.

The lectures take a number of days equal to the level of the spell being lectured about. Lectures are not held on the fifth and last day of a tenday, with the exception of the rare lectures on ninth-level spells. These run from the first to the ninth day, a grueling ordeal compared to the other lecture schedules. Lectures are given by faculty or guest speakers of the College of that school of magic; Universal spells are considered to be 'Magus Senior Series Lectures.'

University Faculty and Staff

The University boasts a number of famous and talented faculty and staff members. Tenures range from temporary instructors to lifelong appointments. One finds an assortment of retired adventurers, sheltered academics and bureaucrats here, and while the pay is low and students frustrating, most acknowledge that they are happy. Among them are:

Magus Senior- Miresk the Thaumaturgist (NG human male Wiz17/Acm3): As well known for his dedication to the Art as for his haughty

Table 4-1: Spell Lecture Spell Levels

% Roll	Apprentice	Journeyman	Master
01-50	1	4	7
51-75	2	5	8
76-00	3	6	9

attitude, Miresk's presence has brought instant credibility and fame to the new University. Although he disagrees with the "undisciplined" focus of the Lady's College, he remains dedicated to the cause of the University and safeguards it against those who would undermine or dilute its interests.

Dean of Admissions- Vihuel (NG human male Wiz20): Vihuel is an elderly mage that retains his vibrancy and energy. He fully believes in the idea of the University and often takes on more tasks than anyone thinks he can handle. He currently serves as interim headmaster of the colleges of Necromancy and Divination in addition to his administrative duties.

Head Librarian- Merty the Reader (NG human male Wiz5): Merty is a diligent and pedantic man, given to long periods of isolation and study. It was one of these periods that he formed the theory that drove him to found the Readers of Infinity. So far his involvement in their plots has not interfered with his ability to carry out the duties of Head Librarian.

Magus Abjurer- Uoundeld (NG half-elven male Wiz15/Ftr4): One of the famed Brothers Aerasumé, Uoundeld has been an instructor at the Lady's College for many years. A combat mage like his brothers, he specializes in tactical spellcasting and magical writings. He currently teaches the following courses: Spell Tactics & Strategy, Cognition & Memory, Literature & Music, and Calligraphy & Spell Transcription.

Magus Conjurer- Rordai Erebel (LN male human Sor9/Sum3): One of the least liked teachers among the faculty, Rordai is an Amnian mage who specializes in summoning creatures. He is fond of summoning different creatures to fight for his pleasure, a practice that most of the other faculty members detest. Still, his prowess and knowledge of his school of magic are

unsurpassed in the North. So, the University overlooks his quirks, even the use of the arena-style tavern, The Cock and Hound, as his college's training ground. He established this Goodman's District tavern upon his arrival in Silverymoon, and holds regular fights for his appreciative audience. The city's authorities have overlooked this practice as long as he uses nothing but summoned creatures.

Magus Enchanter- Paol Tirin Sionhaehr (LG elf male Wiz18): Master Paol Tirin Sionhaehr is the elven second-in-command of the Lady's College. Not much is known about this man outside his dedication to the University and his tireless work to ensure the diversity of its student body. He is known for his careful diligence in teaching Spellcrafting Theorems, Alchemy, and Laboratory Techniques.

Magus Evoker- Arken the Icy (NG human male Evol12): Arken is one of the most famous wizards of the North, having run one of the oldest schools of magic in Silverymoon for over a hundred years. Despite his age, he remains a vital and energetic teacher. He thoroughly enjoys teaching his students to lob fireballs and craft walls of ice from thin air. Some think his enthusiasm is beginning to border on insanity, but those that have known him throughout his years know that he has always been a little loose with his spells of mass destruction.

Magus Illusionist- Bricia Glimmereye (CG gnome female Ill12): This diminutive professor was coerced into taking the position as the head of the College of Illusion when she lost a bet with her good friend Vihuel. Already overworked, Vihuel was not looking forward to another year as headmaster of this college. He wagered that he could see through even the greatest of Bricia's illusions. Details are sketchy about the challenge as it was played out in front of a private audience at a party in the home of Miresk the Thaumaturgist. All that is known is that Vihuel was declared the winner and Bricia took her position at the University the following year.

Instructor- Tantyssa Sortann (N elven female Wiz6): Mistress Tantyssa is a woman jealous of her power and authority. She is the most severe of the masters, and students loathe to find they have her as an instructor. She currently teaches History & Culture and Spellcrafting Theorems.

Instructor- Seria (LG human female Sor8): Mistress Seria is a stern woman, though fair and kind unlike Mistress Tantyssa. She is somewhat matronly and tends to get more emotionally involved with her students than the other faculty members. She teaches Metaphysics, Ethics of Wizardry, and Meditation.

Instructor- Rhomtal (NG human male Wiz4): A short-tempered but brilliant man, Rhomtal is responsible for teaching Linguistics, History & Culture, and Astrology.

Instructor- Resendast (LG human male Wiz9): Master Resendast is an elderly, balding mage given to bouts of melancholy. Nonetheless he holds an honored place in the Lady's College for his staunch dedication to teaching Metaphysics, Linguistics, History & Culture, Meditation, and Cognition & Memory.

Instructor- Gwyffral Hanyk (CG human male Exp11/Wiz4): This manic (some say insane) instructor is known for blackening the skin of many a student with his wild experiments and class work. He can often be seen pacing the grounds of the Lady's College talking to himself and gesturing frantically. He frighteningly teaches Alchemy and Laboratory Techniques.

Instructor- Tygg Adryl (CG dwarven male Sor12/Exp4): Tygg was one of the first Thunder Children to reveal his innate talents to the Dwarven community of Underhome. Since that time he has enjoyed near celebrity status both under and around Silverymoon. He never abandoned his father's trade, though he did take many years off to learn to better harness the energies he found within himself. He now holds an esteemed position at the Lady's College teaching General and Metallurgical Enstarmant.

Instructor- Betynnia of the Staves (CG elven female Wiz12/Exp3): Mistress Betynnia is one of the most mysterious instructors at the college, and she likes it that way. She teaches her classes in a small corner of the Silver Glen (a forested shrine to Silvanus near the High Palace) and often mixes religious messages in with her lectures. She is very close to her elven heritage, and each year the pull to leave Faerun for Evermeet grows stronger within her. For now she is content to spread the word of Silvanus and teach Sceptral Enstarmant to the students of the University.

University Training

Learning the Art in a structured environment gives natural advantages to spellcasters lucky enough to engage in such activities. The nature, length, and content of the coursework determines its cost and benefits. For a list of sample classes available to academics and descryants, see Appendix I.

Academic Enrollment: Academics sign up for two years of general studies training before they make the choice to stay on at the Lady's College or move into a specialist's school. They are required to set their course schedules for each quarter by the midpoint of the current quarter, and they can pay out the annual fee over the course of 12 months. The school will not draw out the debt any longer than this.

Academic enrollment is not necessary to take individual courses or attend spell lectures as a descryant.

Duration: one year, broken into four terms, or seasons

Cost: 1800gp/year

University Housing: One of the benefits of bringing schools together into a University is centralization of the student body. Students are given the option of living in dormitory style quarters (actually an old garrison house) and eating at the school.

Cost: 200gp/year

Admittance to Specialist College: In addition to skills testing each student who wants to join a specialist college after their 2nd year must pay a fee to join the school.

Cost: 500gp

Circle of Mystery Training: When a character gains access to a new spell level, he may take this training to enhance his understanding of the more powerful magics involved.

Duration: 1 week/caster level

Cost: 50gp/week

Skill Training: In its quest to produce scholars and well-rounded mages, the University offers courses designed to teach a variety of mundane skills that are necessary and useful to spellcasters. These courses can be taken at any time and require the student to do almost all study on his own, with materials and a curriculum provided by the school.

Table 4-2: Spell Lecture Costs

Level	Cost
1 st	25 gp
2 nd	100 gp
3 rd	225 gp
4 th	400 gp
5 th	625 gp
6 th	900 gp
7 th	1225 gp
8 th	1600 gp
9 th	2025 gp

Duration: (current rank+four) weeks, minimum one week

Cost: 50gp/week

Feat Training: The combined experience of the University's faculty can be used to speed the process of learning for its students. Learning extraordinary skills and abilities becomes a matter of expectation rather than fortune.

Duration: two weeks + one week/prerequisite level for the feat, minimum four weeks

Cost: 50gp/week

Learning Spells: Sometimes a wizard simply wants to learn new spells and add them to his spellbook. In conjunction with the Tower of Balance and the Vault of the Sages, the University offers training in new spells through their Spell Lecture Series.

Benefit: A wizard who attends a spell lecture automatically succeeds at all Spellcraft checks associated with learning a new spell and copying it into his spellbook. In addition, the spell is copied during the course and it therefore takes no additional time to add it to the book.

Note: the wizard must still provide the special materials at a cost of 100gp per page.

Duration: one day/spell level

Cost: see Table 4-2

Foclucan

Ever since the Gem of the North gained its reputation as a place of great learning and magic, it has attracted a large population of storytellers and musicians. These artists find a common home in the college of Foclucan, one of the finest schools of bardcraft in Faerun.

History

High Mage Tanisell⁵ authorized the construction of a bardic college in 902 DR as an extension of the works program that included the Vault of Sages just two years before. The new school, christened Foclucan after the Elven word for “gathering of artists”, was to be an extension of the Lady’s College. Unlike the Lady’s College, however, those who attended Foclucan were not expected to lend their talents to the city’s defense. Instead, their sole task was to add to the ever-growing pool of artistry, music and lore that made Silverymoon the envy of Faerun.

The fall of Ascalhorn⁶ and subsequent terror of Hellgate Keep had served to reinforce the idea that Silverymoon was destined to carry on the banner of cultural cooperation and achievement that had been so tragically lost with the destruction of Myth Drannor some two centuries past. The new dangers threatening the Gem of the North served up a cold contrast to the beauty and warmth of Silverymoon’s artistic achievements, and Foclucan was established to insure that the city remained a beacon of light in the savage North.

For hundreds of years the reputation of Foclucan grew, until it was finally recognized as the most prestigious bardic college on the continent. Many young bards were enticed to brave the dangers of the North in order to receive their training from the master bards of Foclucan. Disaster struck the college in the Year of the Black Horde (1235 DR), when orcs overran the city of Silverymoon and Foclucan was decimated by the powerful siege engines of the foul creatures.

Scattered or killed during the siege, most of the bards affiliated with the college were no longer present to oversee the rebuilding of the famous college, and as a result it lay in ruins for over a hundred years. Of those bards that stayed in the North, one group resettled in Waterdeep and started a small school that eventually led to the rededication of the bardic college of New Olamn in 1366 DR.

Nostalgic for their former reputation, the Silveraen responded to the opening of New Olamn by calling for Alustriel to allocate resources to rebuild Foclucan, which had been further ravaged by a fire when students from a

nearby wizards’ school had a ritual go awry in the ruins. The Spellguard investigated this incident and found that the ruins of Foclucan were frequented by students looking for a place to practice forbidden magic, prompting them to recommend their destruction. Though Alustriel had kept the ruins of the school intact in hopes of one day rebuilding the legendary college, she was busy negotiating the peace treaty that would form the nation of Luruar and could not spare attention to the matter.

Months passed as the Spellguard presented their case before the court, only to have a sentimental group of Silveraen save the site with their pleas. After another accident happened within the ruins, however, Taern Hornblade prepared to order the clearing of the ruins as one of his first acts as High Mage. At this time, the well-respected Silveraen bard Mythros Syllantham petitioned the court to hold on their action.

Mythros proposed to rebuild the school as a symbol of the strength of the new nation of Luruar, a signal to all its enemies that the nation had not only survived the challenges of the past, but had flourished despite them. The Silveraen rallied around this idea, and Alustriel, who had recently returned from visiting her sister in Aglarond⁷, gave the plan her blessing.

With unprecedented cooperation from the people of Silverymoon, as well as the generous donation of gold by recent noble immigrants such as Lady Stelar Neshar⁸, the bards’ college of Foclucan was re-dedicated on the 26th day of Mirtul⁹, 1371 DR.

The re-dedication of Foclucan turned out to be a large draw for the city, and many of the bards stayed after the Spring Festival was over. This created a temporary glut of talent, and many have taken to the streets in order to earn

⁷ Her sister, The Simbul, had asked for a conference to discuss mysterious movements by her archenemies the Red Wizards of Thay. The Red Wizards had pulled many of their troops back within their borders and ceased many of their military operations. The Simbul, fearing another attack upon her country, had convened a council of trusted allies to try to divine the Thayans’ intent.

⁸ A young Waterdhavian noblewoman, she came to Silverymoon with her brother, Lord Khallos Neshar, to pursue training in magic and lore. It was her financing that allowed the early proponents of rebuilding the school to sway public opinion to their side. Not surprisingly her brother now sits on Foclucan’s board of directors, though he has never shown interest in anything but profit before.

⁹ The final day of the Spring Festival, an annual gathering of bards in Silverymoon at which performances of all types are featured.

⁵ Also known as the Cloaked Lord of Silverymoon, Tanisell was a refugee from Ascalhorn whose humble ways and powerful magic got him elected High Mage in 883 DR, following the death of Lady Wolf.

⁶ In 882 DR

their living. While the people of Silverymoon have always had a place in their hearts for bards, the excessive amount of street performers is actually causing some concerns, especially in the market district.

Education

Using the eight specialty tracks of the University as a guideline, Foclucan has broken up its educational program into seven tracks. The seven specialties in which bards can train are winds, performance, strings, magic, composition, lore and voice. Students are always free to pursue a more general education as well, and even students following a specific track have course slots open with which to study other disciplines.

Foclucan follows the quarterly schedule of the University, with each session lasting nine weeks. Students are free to choose their path based on their interests, but each quarter they must choose at least one of the Essential Studies classes, assuming they have not completed them all. Advanced and Master studies may not be chosen until all the Essentials are completed. A full course of study is considered taking four courses per quarter, three quarters per year.

Two non-concurrent quarters must be spent travelling the land accumulating lore. Each student is expected to provide two recitals before graduation, sharing what they learned on their sojourns with their fellow students. These recitals can take the form of musical concerts, storytelling sessions, art exhibits, or any other method of relaying what they have learned or accumulated. In addition to holding two recitals, students are also expected to attend ten recitals per year.

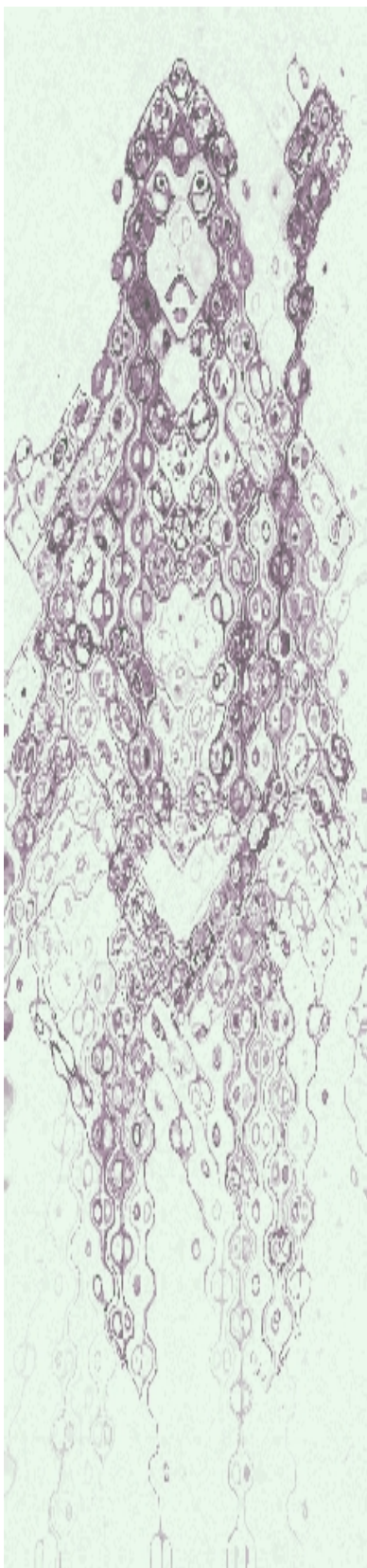
Private lessons are also a large part of the education at Foclucan. Although musical instruments are most often the focus during private lessons, lore studies and ancient languages can be substituted for less musically inclined bards. Students meet with their tutors twice a week, but are expected to devote a great deal of time each day to assigned projects.

Three years of study completes the Foclucan curriculum, totaling twenty eight courses, two sojourns and sixty-three weeks of private lessons. New students are referred to as Baiters, a slightly derogatory name derived from Cormyrian court history¹⁰. Students having

completed at least one year of study are referred to as Apprentices; 3rd years are called Players.

¹⁰ A Baiter was a messenger that attempted to lessen the impact of bad news by entertaining the king and court before

delivering the scroll. They were generally seen as cowardly and usually were not in the least bit entertaining.



Chapter Five: NEW GAME RULES

New Feats

Foclucan Bard [General]

You studied the bard's craft at the legendary college of Foclucan. The rigorous study and musical training that you received there have prepared you well for life as a bard.

Prerequisites: Bardic Knowledge, Bardic Music

Region: Silverymoon

Benefits: A character with this feat gains a +2 competency bonus to all Perform checks, and the number of Perform ranks necessary to achieve the effects of the Bardic Music ability is reduced by one. In addition, the bard gains a +2 competency bonus on all Bardic Knowledge checks.

Special: You may only take this as a 1st level character.

Lay Clergy [General]

You have taken oaths similar to those of the full clergy. You are given responsibilities in the temple above those of other lay worshippers or even many acolytes, yet you cannot perform the sacred rites and observances as a full priest can.

Benefit: You gain the ability to cast three 0-level cleric spells per day. The exact spells depend entirely on your assigned duties within the temple – a temple defender might learn *cure minor wounds*, *guidance* and *virtue*, a kitchen matron might learn *create water*, *detect poison* and *purify food and drink*, or a dedicated laborer might learn *light*, *mending* and *resistance*. In addition, the lay clergy gains Knowledge (Religion) as a class skill.

Legacy of the Catseye [General]

You are of the blood of High Mage Ederan “Catseye” Nharimlur, who ruled Silverymoon from 719 – 784 DR. In his youth, he botched the ritual used to summon a familiar and ended up with a covering of light gold fur and the green, slitted eyes of a cat. You share these feline attributes, though through the generations, the fur has almost entirely disappeared.

Region: Silverymoon

Benefits: You gain a +2 to Charisma-based skill checks with Silveraen and a +2 to Reflex saves. Any animal companions you gain as a result of class advancement, such as a druid's animal companion or a wizard or sorcerer's familiar, is always a feline

of some kind. Knowledge (Local: Silverymoon) is a class skill for you.

Special: You may only take this as a 1st level character.

University Alumni [General]

You learned your art of casting arcane spells while attending the University of Silverymoon, rather than from a single mentor. You have had the benefits of a broad education in the wizardly arts, including the specialized training in the various Colleges of Magic that make up the University of Silverymoon.

Benefits: You begin the game knowing more spells than the average wizard. You may add one spell into your spellbooks for every point in the ability modifier that corresponds to the ability of your school of specialization. If you are a generalist wizard, you gain one extra spell for every point in your Intelligence modifier.

The schools and their abilities are:

Abjuration	Wisdom
Conjuration	Constitution
Divination	Wisdom
Enchantment	Charisma
Evocation	Constitution
Illusion	Dexterity
Necromancy	Wisdom
Transmutation	Dexterity

Special: You may only take this as a 1st level wizard character from Silverymoon.

Weave Ward [Item Creation]

You can create semi-permanent areas of magical effect by tying spells to a particular location.

Prerequisite: Intelligence 13+, Arcane spell-caster level 5th+

Benefit: You are able to tie spells of an abjorative and divinatory nature to locations by imbuing some of your arcane power into a stationary focus. The caster must have prepared the spell and must provide any material components or focuses the spell requires. If casting the spell would reduce the caster's XP total, he pays the cost upon beginning the ritual in addition to the XP for weaving the ward. Likewise, material components are consumed when he begins writing, but focuses are not.

Only stationary objects such as walls, pillars, flagstones, etc. may be warded in this way. Any size object may be warded, but the object's size counts against the radius of the effect. Thus, a 10'x10' well could be warded, but one 5'x5' area would have to be chosen as the focal point of the ward. Attempting to ward an object larger than the ward's area causes the cleansing ritual to fail automatically. Creatures and loose objects may not be warded, though an object could be embedded or buried in the place to be warded. Should a warded object ever be moved, the enchantment is immediately lost. A ward can be woven for a base price of total spell levels x caster level x Ward Pool multiplier x 100 gp (a 0-level spell counts as ½ level). The Ward Pool Multiplier has a base value of 1. You must spend 1/25 of its base price in XP and use up raw materials costing half this base price. The market value of weaving a ward is equal to its base price.

Other: A character can create up to four *ward tokens* at no cost when first weaving a ward. These tokens may be of any type, although only Spellguard can create the special *spellguard tokens*. After that it costs 25XP and 100gp in materials to create each new token, and up to four tokens can be created during one four hour ritual. There is no limit to the number or type of tokens that can be tied to a specific ward.

New Spells

Detect Lycanthropes

Divination

Level: Clr 1, Mkn 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

You can sense the presence of lycanthropes within the spell's area. This spell detects both afflicted and natural lycanthropes but it cannot distinguish between the two, nor can it identify the lycanthrope's species. The amount of information gained depends on how long you study a particular area or subject.

1st Round: Presence or absence of lycanthropes.

2nd Round: Number of lycanthropes in the area and the condition of the healthiest lycanthrope.

3rd Round: The condition and location of each individual present. If a lycanthrope is outside your line of sight, then you discern its direction but not its exact location.

Conditions: For purposes of this spell, the categories of condition are as follows:

Normal: Has at least 90% of original hit points, free of disease.

Fair: 30% to 90% of original hit points remaining.

Poor: Up to 30% of original hit points remaining, afflicted with a disease, or suffering from a debilitating injury.

Weak: 0 or fewer hit points remaining, afflicted with a disease in the terminal stage, or crippled.

If a creature falls into more than one category, the spell indicates the weaker of the two.

Note: Each round you can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Arcane Material Component: One hair from a lycanthrope.

Detect Ward

Divination

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

You can sense the presence of an active ward within the spell's area. The amount of information gained depends on how long you study a particular ward.

1st Round: Presence or absence of a ward.

2nd Round: Area of effect of the ward.

3rd Round: The relative condition of the ward. This reveals the relative current strength of the ward, but not its actual strength.

Conditions: For purposes of this spell, the categories of condition are as follows:

Normal: Has at least 90% of original strength.

Fair: 30% to 90% of original strength remaining.

Poor: Up to 30% of original strength remaining.

Note: Each round you can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Enlarge Ward

Transmutation

Level: Sor/Wiz 3

Components: V, S, F

Casting Time: 1 full round

Range: Personal

Area: 1 ward

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell temporarily enlarges the area affected by a ward. A ward's can be enlarged by 10²/2 levels of the caster. So an 8th level caster could enlarge a ward's radius to 70'.

This effect does not stack with itself or any other enlarging effect.

Focus: The caster must have a *ward token* keyed to the ward he wishes to enlarge.

Moonbow

Evocation [Light]

Level: Mkn 2

Components: V, S, DF

Casting Time: 1 action

Range: 0 ft.

Duration: 1 round/level

Effect: Creates 1 bow

Saving Throw: None

Spell Resistance: No

This spell creates a crystalline bow only the caster can use. The bow has all the attributes of a shortbow or longbow, as chosen by the caster during the casting. A thin beam of silvery light serves as the bowstring, and when it is drawn back a shimmering, silver arrow made of positive energy appears. When the bow is fired, a stream of moonlight trails each shaft as it flies

along its path. The bow can fire a maximum of two arrows per round, and a successful ranged touch attack is required to hit the target.

The effects of a successful hit vary according to the type of target:

- Dispel magical darkness of 4th level or lower.
- Deals 1d8 damage/2 levels to living creatures.
- Deals 1d8 damage/level to undead or lycanthropes.

If the caster releases the bow for any reason, it fades into a cloud of luminescence that dances for 1d4+1 rounds and then vanishes into nothingness.

Protection from Wards

Abjuration

Level: Sor/Wiz 7

Components: V, S, F

Casting Time: 1 action

Range: Touch

Effect: Creature Touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

The character is completely protected from all ward effects and spells. He is considered to have an unbeatable SR against any effect or spell generated by a ward (even those channeled by a Spellguard using the Share Ward ability).

Focus: The recipient must carry a gem of at least 750gp value for the duration of the spell. If this gem is lost, the spell ceases to function.

Reveal Ward

Divination

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 full round

Range: Personal

Effect: Reveals strength and total spell levels of a ward.

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The character can determine specific properties of a ward in which he is standing. After the casting is complete, the caster immediately

knows the current strength of the ward as well as the total number of spell levels it has. Individual spells and abilities are not revealed, nor is the breakdown of levels (i.e. 1 0-level spell, 2 1st-level spells, etc.).

Suppress Ward

Transmutation

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 full round

Range: You

Area: 1 ward

Duration: Concentration, up to 1 round per level

Saving Throw: None

Spell Resistance: No

The character can suppress the abilities of a ward he currently occupies. He makes a caster level check (1d20 + caster level) against the current strength of the ward. If he succeeds he suppresses one power level for every point by which he exceeded the ward's current strength, starting with the weakest powers and moving toward the strongest. Powers cannot be partially suppressed, so if there are not enough suppression points left to completely overcome the next ability, it remains intact.

For example, Shazzad the Red is attacking his archenemy's stronghold. His enemy, the Ogre Mage wizard Gha'Farrah, has warded the drawbridge to his castle. The ward has a current strength of 11 and contains *detect magic*, *protection from elements*, and *spell turning*. Realizing that Gha'Farrah will be nearly unstoppable with these protections, Shazzad decides to try to suppress the ward. He casts the spell and makes a caster level check with a result of 19. He successfully suppresses the ward's *detect magic* (0-level) and *protection from elements* (3rd-level), but since he only beat the ward's strength by eight points he doesn't have enough power left to suppress the *spell turning* (7th-level).

Unravel Ward

Divination

Level: Sor/Wiz 8

Components: V

Casting Time: 1 action

Range: Personal

Area: 1 ward

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This powerful spell allows the formula for a particular ward to be undone, thus permanently destroying the ward. The caster must make a caster level check (1d20 + caster level) against the full strength of the ward (not its current strength) in order to affect the ward in this manner. Success completely and permanently destroys the magic in the ward focus. That particular focus can never be used again, even if it is put through the cleansing ritual.

New Magic Items

Bowfinger

This *light crossbow of speed +2* is the favored weapon of Reginald Valurian, the master of composition and chief of operations at Foclucan.

Each time this crossbow is fired, it automatically reloads itself with an identical missile, effectively doubling its wielders ammunition supply. It even mimics enhancement bonuses and specially magicked bolts. It cannot, however, duplicate the effects of poison or other non-magical enhancements.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, *haste, mirror image, minor creation*; *Market Price:* 90,000gp;

Figurine of Wondrous Power: Electrum Unicorn

The electrum unicorn has all the abilities of a standard unicorn when it is animated. In addition, it will allow its bearer to ride it as a mount. In this case, the unicorn can teleport its rider when using its *teleport without error* ability. The unicorn can only be used once per week, for a maximum of 8 hours per use. Once this time has elapsed or the command word is spoken, the unicorn again becomes a tiny statuette.

Caster Level: 13th; *Prerequisites:* Craft Wondrous Item, *animal messenger, teleport without error*; *Market Price:* 18,000gp;

Lightsteel Case

These fine metal cases have been specially enchanted to protect the delicate instruments within. Each case must be commissioned to fit a particular instrument, much like full plate mail armor.

A *lightsteel case* weighs the same as a backpack and confers a +4 bonus to saving throws against damaging it and its contents.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item; *Market Price:* 2000gp; *Weight:* ½ lb.

Shoes of Dancing

These shimmering pointe shoes are very rare and treasured prizes among performers. Wearing them can be disconcerting at first as they seem to have their own strength of will, and will pull a dancer's feet into the proper positions. Only a trained dancer (at least one rank in Perform (Dance)) can benefit from these shoes, adding a +10 competency bonus to his Perform check when dancing.

Wearing these shoes without being proficient in dancing can be quite embarrassing, as the wearer is reduced to ½ movement while trying to control the shoes, who can't quite figure out what they are supposed to be doing.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *unseen servant, cat's grace*; *Market Price:* 2000gp; *Weight:* ½ lb.

Splitter

This longspear +2 was at one time the possession of the champion of the Bulpha tribe. It held great significance to the nomadic people who lived near the Spine of the World until its current wielder, Vrajk Scorsun, was banished from the tribe by the chieftain, who also happened to be his father. Since that time, Vrajk has used the spear with great effectiveness.

Splitter confers the Improved Sunder feat upon its bearer, even if he does not normally meet the prerequisites for that feat.

Caster Level: 4th; *Prerequisites:* Craft Magic Arms and Armor; *Market Price:* 17,000gp.

Staff of Thaumaturgical Might

This staff is crafted of duskwood and set with numerous thin circles of silver, decorated with cycling motes of starry light. In the center of the series of circles is a glass-like sphere that contains the image of Mystra's symbol.

This staff is a potent item of magic for a spell-wielder, as it allows its wielder to cast his spells through the staff, empowering them and augmenting them metamagically. Though the staff itself casts no spells, it allows spells to be

cast through it and effected by one or more of the following metamagic feats, at the listed cost. Spells must still be cast as normal, they simply include use of the staff as a focus.

- Empower Spell (1 charge)
- Enlarge Spell (1 charge)
- Extend Spell (1 charge)
- Heighten Spell (1/2 levels added as charges)
- Maximize Spell (2 charges)

Caster Level: 10th; *Prerequisites:* 10th level, Craft Staff, any four metamagic feats; *Market Price:* 108,000 gp

Violin Bow of Precision

This exquisite bow is made of hornwood from deep within the Forest of Tethyr. It is strung with hair from the tail of a willing unicorn, which causes the bow to glow slightly as the intensity of the music grows. This incredible instrument never needs to be tightened and the hairs never diminish. When used to play a stringed instrument it gives the wielder a +10 competency bonus on his Perform check.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *cat's grace*; *Market Price:* 2000gp; *Weight:* ½ lb.

Xxystlin

This legendary longbow was present at the defense of Myth Drannor during the Yugoloth invasion. It was long rumored lost to the evil horde, but the bow resurfaced over three hundred years later in the hands of the Elven hero Thraximas. After many great deeds the aging hero retired to the Elven kingdom of Evermeet, and once again Faerun was bereft of this powerful force for good.

Fashael Sunspinner is the current owner of this ancient weapon though how he came to wield it is unknown. It is spoken that the spirit of an Elven demon hunter resides within the bow, and if this proves to be true it is certainly possible that it was Xxystlin that brought Fashael back to the continent of Faerun and not the other way around.

The spirit of Xxystlin does indeed reside within the bow, and he often communicates telepathically with the bow's wielder. He gave his life in defense of Myth Drannor and he will not rest until Faerun is safe from the plague of demonkind that destroyed the city. Perhaps the promise of Silverymoon and the

unity of the Silver Marches attracted this crusading spirit, coming to defend the new alliance from the remnants of Hellgate Keep, or worse, some as yet unknown threat.

This Mighty Bow +3 gives its wielder several abilities.

First, it confers the Point Blank Shot and Rapid Shot feats upon its wielder.

Second, it has a special purpose to slay demons. Any demon struck by an arrow fired from the bow must make a Will save (DC 14) or be held as the *hold monster* spell for 1d4 rounds.

Finally, the bow automatically dispels magical darkness in a 15' radius (treat as a successful *dispel magic*) and gives the wielder SR 13 (23 vs. Demons).

Only a Chaotic Good elf or elf-friend may wield this minor artifact.

Xxystlin: Int 18, Wis 16, Cha 10, Ego 19, AL: CG

Personality: Xxystlin chooses its wielders wisely and with purpose, so it rarely feels the need to communicate with them. When it does speak, its wielder's are generally wise enough to heed its words. Its incredible force of personality allows it to control its destiny, though it has rarely been forced to resort to "convincing" its owner.

Caster Level: 18th.

New Monsters

Golem, Marble

Large Construct

Hit Dice: 16d10 (88 hp)
Initiative: -1 (Dex)
Speed: 30 ft. (can't run)
AC: 28 (-1 size, -1 Dex, +20 natural)
Attacks: Horn +22 melee
Damage: 2d10+10
Face/Reach: 5'x10'/10'
Special Attacks: Gore 4d10+20
Special Qualities: Construct, Magic Immunity, damage reduction 40/+2
Saves: Fort +5, Ref +4, Will +5
Abilities: Str 31, Dex 9, Con --, Int --, Wis 11, Cha 1

Climate/Terrain: Any land
Organization: Solitary or gang (2-4)
Challenge Rating: 12
Treasure: None
Alignment: Always Neutral
Advancement: 17-23 HD (Large), 24-48 (Huge)

A marble golem is 10 feet tall and weighs close to 2500 pounds. Its body is composed of the silvery-white marble that is found all over Silvermoon, and is shaped to resemble a unicorn.

These golems are found inert in several places around Silvermoon, one even forming a magnificent centerpiece for a fountain in the Silver Glen. Once called to action, however, they can quickly turn the tide of any battle.

Gore (Ex): Any time a marble golem charges in combat, it uses its horn to impale its opponent. In addition to the normal benefits of charging, the marble golem can make a single attack dealing 4d10+20 damage.

Magic Immunity (Ex): A marble golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *transmute rock to mud* spell slows it (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute rock to mud* heals all of its lost hit points. In addition, and spell with the moon descriptor heals 1d8 points of damage per spell level. A *stone to flesh* spell does not actually change the golem's structure but makes it vulnerable to any normal attack for the following round (this does not include spells, except those that cause damage).

A marble golem's body must be carved from a single block of white marble, weighing at least 3500 pounds.

The golem costs 100,000 gp to create, which includes 2500gp for the body. Assembling the body requires a successful Craft (sculpting or masonry) check (DC 19).

The creator must be at least 16th level and be able to cast arcane spells. Completing the ritual drains 1800 XP from the creator and requires *geas/quest*, *limited wish*, *polymorph any object*, and *slow*.

For general information on golems of all types, please refer to the Monster Manual.

Class Tools and Skill Kits

Runestone Bandolier

Cost 15 gp, Weight 6 lbs (full)

This handy item was also based off the gnomish tool bandoliers, though the Dwarves would never admit this fact. This bandolier allows a runecaster to keep several activated runestones at the ready for ease of use. The

bandolier holds 4 runestones in place by means of small latches that are loosened by the application of pressure to the stone being held. Retrieving a runestone from a bandolier is a free action. The bandolier hangs from shoulder to hip and two pouches (including spell component pouches) can be hung from the hip.

Spell Component Bandolier

Cost 10 gp, Weight 4 lbs (full)

A gnomish innovation, the bandolier is based off the design of the gnomish tool bandoliers. In this case, however, the bandolier holds a number of small pockets perfect for the storing of spell components. The bandolier holds 40 units of material components (see Appendix II for optional material component rules) at the ready. The bandolier hangs from shoulder to hip and two pouches (including spell component pouches) can be hung from the hip.

Spell Component Pouch

Cost 5 gp, Weight 3 lbs (full)

As described in the PHB, a spell component pouch is a small, watertight leather pouch with numerous compartments and pockets for the storing of spell components. Each of the basic component pouches contains enough material components to cast 20 spells requiring material components, as long as the components don't have a listed cost. Each time a spell is cast that requires such material components, a single "unit" is used.

Spell Component Sashling

Cost 15 gp, Weight 1 lb (full)

The sashling is an elven innovation that has found its way into the hands of the rest of the world. Made up of a wide sash of sturdy cloth, it contains a number of small, handy pockets on the inside of the belt, perfect for storing small items like coins or spell components. Those who search someone wearing a sashling must make a Search roll (DC 18) in order to spot the compartments on the belt; it is much harder (DC 28) to discern that a belt is actually a sashling by sight alone. A sashling can hold 10 units of material components, in addition to functioning as a normal belt for hanging other pouches upon it (including other spell component pouches).

Spell Scribe's Kit

Cost 500 gp, Weight 1 lb.

This kit consists of various special inks, quills, nibs, waxes, illuminating utensils and

other advanced tools used in the recording of spells into spellbooks. This kit is simply a collection of the above materials. Many also purchase an actual waterproof kit to store these materials in (costing 5gp). Each spell scribe's kit has ten units of materials – scribing a spell takes up a number of units equal to its level, plus one. Cantrips take up but one unit.

Ward Magic

Recalling the powerful Elven high magic that created the legendary *mythals*, the Spellguard of Silvermoon has developed the ability to create lasting magical effects tied to specific areas. They hope that one day their research will lead them to rediscover the secrets of the *mythals*, but for now they are content to help guard their city with these persistent dweomers.

In order to weave a ward, the character must know the Weave Ward feat found in Chapter Five.

Weaving Wards

A ward is first created by ritually preparing the object to be warded and then creating a Ward Pool. The Ward Pool is a storehouse of magical energy from which the ward draws its power. After selecting the object to be warded, the mage must cleanse it of any arcane essences it may possess. This could be spell residue from a nearby battle or current enchantments. Any magical essence or impurity will cause the ward weaving to fail; thus magic items cannot be warded in this way. This cleansing requires one full day and many costly components, regardless of the size of the object. The mage may do nothing else strenuous during the cleansing ritual. Spellcasting, combat, and other such activities cause the cleansing to fail and the material components to be wasted, although the XP cost does not have to be paid. Cleansed objects retain their suitability for ward weaving indefinitely, but if a spell or spell-like ability is used within 100' they pick up faint traces of the arcane energies used and are rendered unusable.

The mage then determines the specific powers he would like the ward to have and the ward's size. This is known as the endowment. The following spells can be tied to a ward:

- 0- *detect magic, detect poison, resistance*
- 1- *alarm, comprehend languages, detect undead, endure elements, protection from chaos/evil/good/law*

- 2- *detect thoughts, protection from arrows, resist elements, see invisibility*
- 3- *nondetection, protection from elements, tongues*
- 4- *detect scrying, dimensional anchor*
- 5- *dismissal, rary's telepathic bond*
- 6- *analyze dweomer, antimagic field, gate seal, lesser ironguard, repulsion, true seeing*
- 7- *banishment, sequester, spell turning*
- 8- *mind blank, protection from spells*
- 9- *foresight*

Spells protect the warded area and anyone holding an appropriate *ward token*. Therefore, a warded bridge with Protection from Elements would be guarded from a mage's fireball as would be the bridge captain that carried the ward's token, but anyone else on the bridge would suffer the full effect of the spell even if they were within the ward's area. In the case of Divination spells such as *detect thoughts* or *tongues*, the abilities can be transferred to all willing token bearers within the warded area.

A ward's area is set to a 30' radius from the focal point. This radius can be increased in 30' increments, but each such increase adds +1 to the character's Ward Pool Multiplier.

The Ward Pool

After the cleansing ritual and the endowment have been performed, the mage imbues the object with arcane energies to sustain and power the ward's effects. These energies are known as a Ward Pool. In order to function, a ward must draw magical energy from its Ward Pool at all times. A Ward Pool has an initial strength equal to the level of the character weaving the ward. This may be increased by a number equal to the character's level, at a cost of +1 to the Ward Pool Multiplier for every such increase. Thus, an 8th level character could create a ward with a strength of 24 for +2 to his Ward Pool Multiplier.

The Ward Pool strength affects its ability to protect the warded area as well as its resistance to dispelling attempts. Any dispel check made against the ward uses its *current* strength instead of your caster level to determine the DC of the check. A successful dispel check does not completely destroy the ward, however, it only suppresses it for 1d4 rounds and drains five strength points from the Ward Pool.

If a Ward Pool's strength is drained to zero or less for any reason the ward becomes inert. If it is not recharged above zero within one round it will collapse and be forever destroyed.

There are several ways in which a Ward Pool's strength can be drained:

- Conferring an ability or protection: 1 strength point per spell level (0-level spells count as ½ level, but a ward drops any remainders at the end of each day)
- Activating a greater ability*: 5 strength points
- Being targeted by a successful dispel magic: 5 strength points
- Upkeep: 1 strength point per spell effect (not spell level) and 2 strength points per greater ability per week.

*Greater abilities are discussed under the Spellguard prestige class entry.

A Ward Pool can be recharged by anyone holding a *spelltoken* keyed to that ward. It is a standard action that does provoke attacks of opportunity. The token bearer must touch the warded object and will the arcane energies locked in his mind into it. He may transfer strength points to the Ward Pool by sacrificing prepared spells. The Ward Pool is given one strength point for each sacrificed spell level, and the mage may transfer a maximum number of spell levels equal to his class level in each round. There is no limit to the total amount of transfer, although a wizard or sorcerer cannot transfer more spell levels than he currently has memorized.

Ward Tokens

Ward tokens are specially inscribed stones or metal discs that establish a mental link between a ward and the token's owner. A token must be bound to its owner upon creation, and thereafter can never be used by another creature. There are two types of *ward tokens* commonly in use by the defenders of Silverymoon, although rumors of more powerful tokens are spoken in knowledgeable circles.

Waretokens are the more mundane type of *ward tokens* and are generally given to gate guards and the Knights in Silver who patrol the areas around each ward. These are generally made of flat bronze discs formed in the shape of an oval and imprinted with arcane writing. A *waretoken* has three primary abilities. The first is to alert the bearer when one of the ward's detection spells has been triggered. This function has a range of one mile per current strength point of the Ward Pool. The second is to allow the

bearer to determine the ward's current strength. Activating this ability requires one full round of concentration while within the ward's area. The third is to confer limited access to the spell protections of the ward. *Waretoken* bearers may activate any of the following abilities, if present: *comprehend languages*, *endure elements*, *protection from arrows*, *protection from chaos/evil/good/law*, *protection from elements*, *resistance*, *resist elements*, *see invisibility*, *tongues*, and *true seeing*

Spelltokens, the other type, allow their wielders much more power over the ward, but they may only be used by arcane spellcasters. These tokens are generally made of thin strips of silver wrapped with bands of electrum. Like *waretokens*, these small devices alert the bearer when one of the ward's detection spells has been triggered and allow the bearer to monitor the ward's strength. They also allow the bearer control over any magical effects stored in the ward. Thus, the bearer of a *spelltoken* could target a *gate seal* or utilize a *detect thoughts*. Finally, a *spelltoken* grants its bearer immunity to any active greater abilities of the ward. Thus, the bearer could still cast Evocation spells even if there was an active Evocation Ban.

Destroying a Ward

A ward can be permanently destroyed by completely draining its Ward Pool, as noted above. Spells like Limited Wish, Miracle, Mordenkainen's Disjunction, Unravel Ward and Wish will all destroy a ward if the warded object is targeted. Also, moving the warded object outside the ward's protected area will immediately drain it of all magical properties. The warded object can be freely moved around the warded area as long as it does not leave it, but this does not change the warded area's size or location.

Wards of Silverymoon

Silverymoon has the most complete system of wards in all of Faerun, which is fitting since the techniques for their creation were discovered here. The Spellguard dedicates much of its time to maintaining the city's wards and researching new techniques in order to improve their creation. They hope one day to be able to weave wards that rival the power of the mythals of lost cities such as Myth Drannor and Myth Nantar.

There are six major wards protecting the city of Silverymoon. Every six months the

wards are rewoven to keep enemies guessing which powers each ward has. If a ward takes major damage or is used in a large battle, it may be rewoven as a security measure, rather than being recharged normally.

Typically there will be one *waretoken* and one *spelltoken* bearer in the proximity of a ward at all times. In times of trouble this number can double or even triple and will also include at least one member of the Spellguard.

In addition to the wards described below, minor wards also protect many abodes and businesses within Silverymoon. The city is full of mages, who not only protect their own things but also sell their services to eager patrons. Very few of the temples and shrines within the city are protected by wards, however, as the clergy prefer to rely on their own vigilance and the blessings of their deities to defend their property.

Moorgate Ward

This ward protects the gate leading west out of the city and is adjacent to the Goodman's District. The presence of a large contingent of the Knights in Silver does not deter the Spellguard from maintaining a powerful ward here. The constant threat of troll and giant incursions from the Evermoor as well as the trafficking of illegal goods into the seedy area of town makes it necessary to keep their guard up at all times.

Spells: *detect poison, protection from elements, repulsion, tongues*

Abilities: Illusion Ban, Summon Golem

Strength: 30

Hunter's Gate Ward

This ward protects the northern gate into the city, the focal point of the occasional horde attack. Its proximity to the Market and the Palace District makes it imperative that this gate be well protected. Most travelling merchants and caravans enter by this gate as well.

Spells: *alarm, comprehend languages, detect magic, detect poison, protection from arrows, protection from elements, rary's telepathic bond*

Abilities: Illusion Ban, Trigger: *protection from arrows*

Strength: 36

Sundabar Gate Ward

Also called the Palace Gate for its proximity to the High Palace and its dressed up appearance for welcoming foreign dignitaries, this gate is the most heavily warded of the four gate wards. A contingent of Knights in Silver is always stationed here, as well as extra Spellguard and a unit of the Shining Host.

Spells: *alarm, detect thoughts, dimensional anchor, protection from elements, protection from spells, resistance, spell turning, tongues, true seeing*

Abilities: Transmutation Ban, Trigger: *protection from elements*

Strength: 45

New Gate Ward

This ward sits on the north side of the Rauvin, just across the Moonbridge. It combines with the Moonbridge Ward to provide an excellent defense for the Old City.

Spells: *protection from arrows, protection from elements, rary's telepathic bond, spell turning*

Abilities: Illusion Ban, Summon Golem

Strength: 30

Moonbridge Ward

The Moonbridge is only minorly warded, mostly to prevent its destruction and prevent invaders who would not be stopped by its inherent defensive properties.

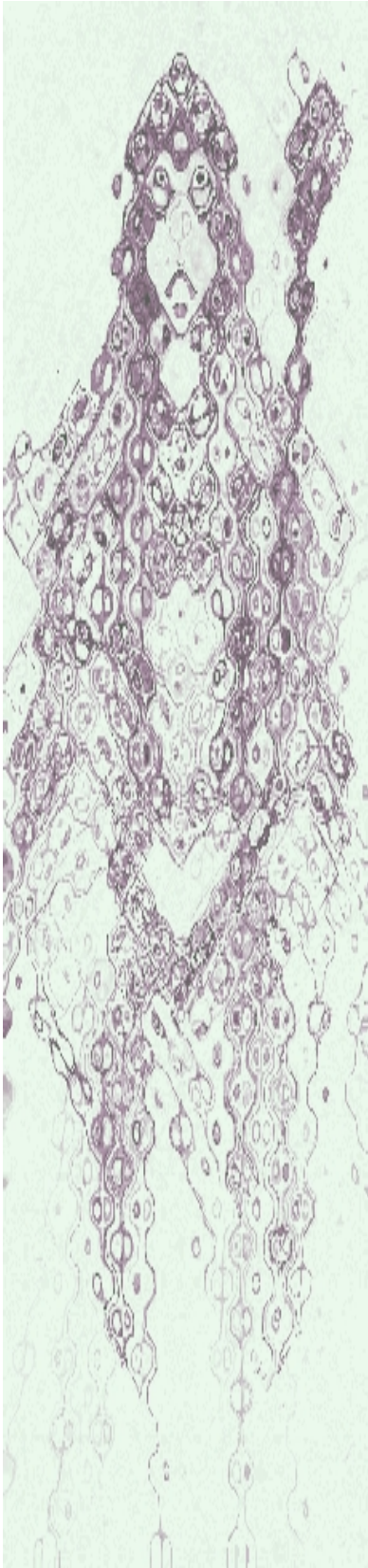
Spells: *banishment, dimensional anchor, gate seal, repulsion, true seeing*

Abilities: Evocation Ban

Strength: 36

Palace Ward

The High Palace is guarded by a group of wards, some of which overlap to provide extra security. Each ward is stronger than any of the gate wards and contains a great deal of powers. At least an 18th level wizard created each of them, and some are rumored to hold powers not available to normal wards. Individuals are encouraged to create their own wards for the palace and all its levels, but keep in mind that this is the most impregnable fortress in the North and the home of Alustriel, one of the Seven Sisters and a Chosen of Mystra.



Chapter Six: PRESTIGE CLASSES

Chanter

The legendary power of the Dwarven chanters has been the source of much scholarly and religious speculation. Many attribute the very success of the Dwarven race to this special gift. Ancient Dwarven lore speaks of chanters who led their people through the Underdark for weeks at a time, allowing them to outpace enemies who surely would have destroyed them. Other tales speak of incredible mining expeditions that returned with five times the yield thought possible by employing chanters with their mining groups.

Chanters were present in all past Dwarven empires, and it is suggested that the ancient kingdom of Shanatar could not be shattered until all of its chanters had been assassinated or incapacitated. It was through the treachery of one of Taark Shanat's most trusted chanters that the Drow almost destroyed the Wyrmskull Throne during their final assault on Alatorin. This act caused Dumathoin himself to hide the Wyrmskull Throne from the Stout Folk for thousands of years and to reclaim the secret of the chanters' incredible abilities. Dumathoin would not again bestow this powerful secret upon his people until the Year of Thunder (1306 DR), when he joined with Moradin to help restore the dwarven race to prominence on Faerun.

Chanters are now working their way back into dwarven society, albeit slowly due to lingering suspicions over the betrayal of so many years ago. They work as foremen, clergy of Dumathoin, advisors, and military personnel. Wherever they go the chanters are able to bring aid and prosperity, and no large dwarven army or community is without several of these powerful allies. Some chanters choose to take up the adventuring life, often to spread the word of Dumathoin or to assert the power and relevancy of the dwarven race. Many were adventurers before they were called to this path and are simply continuing their journeys, albeit with newfound abilities and powers far surpassing what they had achieved before.

Hit Dice: d6

Requirements

To qualify to become a Chanter, a character must fulfill all the following criteria.

Constitution: 13+

Perform: (chant, percussion)

Concentration: 8 ranks

Feats: Great Fortitude

Patron Deity: Dumathoin

Class Skills

The Chanter's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), Tumble (Dex), and Use Magical Device (Cha, exclusive skill). See Chapter 4: Skills in the Player's Handbook for skill descriptions.

Skill points at each level: 6 + Int modifier

Class Features

Weapon and Armor Proficiency: Chanters are skilled with all simple weapons. In addition, the Chanter is proficient with one of the following weapons: greatclub, heavy flail, light flail, light hammer, or warhammer. Chanters are proficient with all armor (heavy, medium, and light) except for plate mail, field plate, and full plate. The Chanter is also proficient with shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of equipment carried.

Timing Chant: At 1st level, the Chanter learns to use his rhythmic chanting to aid laborers in tedious, repetitive work. The four most common Timing Chants are the Miner's Song, the Forger's Steel, the Marching Tune and the Labor Song. In order to initiate the Timing Chant, the Chanter must chant for a full minute while accompanying himself on a percussion instrument. During this time, all who wish to be affected must join the chant and continue to accompany the Chanter for the duration of the effect.

The effect of this chanting is to increase the speed and production capabilities of the affected individuals. A Chanter confers a +2 bonus per class level to any checks related to the activity at hand. A military unit might gain a

bonus to Constitution checks on a forced march or a group of miners might receive a bonus to their Profession checks to determine the value of their work.

The Timing Chant is not without a physical toll for those involved, however. At the beginning of each new hour the Chanter must make a Perform check (DC 10+# of hours worked). If successful, he continues to inspire his fellows. If he fails his check, however, the chant falters. Anyone affected by the Timing Chant (including the Chanter) must make a Fortitude save (DC 5+# of hours worked) or be forced to stop whatever he is doing and rest as if the Timing Chant had ended. The Chanter may continue the chant with another Perform check (DC 20); if he fails, the Timing Chant ends immediately.

At the end of a Timing Chant, all affected individuals are Dazed until they rest completely for one hour per hour worked. No magical healing or abilities such as Soothing Chant will reduce the amount of time needed to shake off the effects of a Timing Chant.

Mighty Endurance: At 1st level, the Chanter gains the benefits of the Endurance feat.

Soothing Chant: At 2nd level, the Chanter learns to use his chanting to calm and relax his comrades, speeding the natural healing process.

To activate this ability, the Chanter must chant for one full hour and be within 60 feet of any character that he wishes to affect. Characters under the influence of a Soothing Chant may not walk around, memorize spells, heal themselves, eat or perform any activity other than rest; otherwise they lose the benefits of the Chant.

Beings affected by the Soothing Chant recover one hit point per level (or hit die) and recover all subdual damage. Also, any Exhausted, Fatigued, or Nauseated character is relieved of those conditions. Any Heal checks made while a person is under the benefits of the Soothing Chant gain a +2 morale bonus.

War Chant: Beginning at 3rd level, the Chanter is able to inspire his allies and demoralize his foes by leading a fearsome chant in combat. Similar to the Bardic ability Inspire Courage, a War Chant not only provides bonuses to his allies but also imposes penalties on his enemies due to the fearsome effect of the chant. Allies of the Chanter must participate in the chant and be

Table 6-1: The Chanter

Class Level	Base Attack	Fortitude Save	Reflex Save	Will Save	Special
1	+0	+2	+0	+2	Timing Chant, Mighty Endurance
2	+1	+3	+0	+3	Soothing Chant (1/day)
3	+2	+3	+1	+3	War Chant (1/day)
4	+3	+4	+1	+4	Counter Chant
5	+3	+4	+1	+4	Continuous Spellcasting
6	+4	+5	+2	+5	War Chant (2/day)
7	+5	+5	+2	+5	Trance
8	+6/+1	+6	+2	+6	Healing Chant (1/day)
9	+6/+1	+6	+3	+6	War Chant (3/day)
10	+7/+2	+7	+3	+7	Dumathoin's Kiss (1/day)

able to hear the Chanter to be affected; enemies must only be able to hear the chanting.

Affected allies gain a +1 bonus to Initiative and a +2 morale bonus to attack rolls, damage rolls and saving throws vs. charm and fear effects. Enemies suffer a -1 penalty to Initiative and a -2 morale penalty to attack and damage rolls. The War Chant lasts as long as the Chanter maintains his song, during which time he may fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by command word (such as wands).

Counter Chant: At 4th level, the Chanter gains the ability to “attack” existing spells. By performing a powerful counter chant, the Chanter can temporarily lower magical effects. This works exactly as if the Chanter were casting a targeted *dispel magic*. For this purpose, the character may add his arcane spellcasting class levels, if any, to his Chanter levels for the purpose of his dispel check. Spells and spell-like effects are not destroyed by the Counter Chant, however, they are only lowered for as long as the Chanter continues his song. In order to switch targets, the Chanter must begin a new Counter Chant.

Continuous Spellcasting: At 5th level, the Chanter is able to boost his concentration by focusing his mind on his song, thus ignoring distractions while spellcasting.

While he is reciting this special song, the Chanter need not make additional Concentration checks when casting spells for the duration of the chant. In addition, the chant acts as the Verbal component of any spell he casts for its duration.

The Chanter begins his chant and makes a Concentration check (DC 15). He is then able to maintain incredible focus for one round for every point by which he exceeded his Concentration check. For example, Dartek the Incanter rolls a 22 on his initial Concentration check, and is thus able to cast spells without fear of distraction for 7 rounds (22 check result - 15 DC).

It is a full round action to initiate this ability, and because of the incredible mental focus necessary the Chanter must not be interrupted (take damage or be forced to make a saving throw) during the initiation round. If he is, the ability fails to activate and he must spend another round preparing his mind.

Trance: At 7th level, the Chanter learns to focus his mind so keenly on one task that he can perform the task indefinitely. After 10 minutes of uninterrupted meditation, the Chanter shuts down all mental and physical functions that aren't necessary for the task at hand. At this point the Chanter will begin the set activity (marching, mining, studying, combat, etc.) until a preset condition occurs. For instance, the Chanter may have entered the Trance to “read until I have read every book in the library.”

Trances are never entered lightly, however, because they present a danger to the Chanter. The Chanter does not eat, drink or sleep during the trance, straining his body to endure the lack of these vital functions. For every 4 hours that go by, the Chanter must make a Fortitude save (DC 15+# of previous saves), or lose 1d4 temporary Constitution. A character brought to 0 Constitution in this way dies immediately.

Healing Chant: At 8th level, the Chanter learns to use his rhythmic song as a method for biofeedback. By attuning his chant to the natural rhythms of his body, he stimulates his body to heal damage very quickly.

It is a full round action to initiate the Regenerative Chant, and can be sustained until the Chanter is at full hit points at which time the Chant fails.

During the Regenerative Chant, the character gains the extraordinary ability Fast Healing 5.

Dumathoin's Kiss: At 10th level, the Chanter can channel the power of the earth itself by vocalizing the natural vibrations of the land around him.

He must be in contact with the earth for 5 full rounds while he chants this powerful song, and if he takes damage during this time he must make a Concentration check as if he were casting a spell. After the 5th round, the Chanter channels the power he has summoned to shake the foundations of any structure in contact with the earth.

For each round he chants thereafter, to a maximum number of rounds equal to his Constitution score, he may deal 10d6 points of damage to one natural or man-made structure within 500'. This may include trees, a mountain, a castle, a building, or any other structure in contact with the earth. Obviously the Chanter will not be able to topple a mountain, but he may deal it enough damage to allow entry into a formerly blocked passage, or create a massive cave-in to impede some subterranean horror. He may shift targets as often as he likes as a standard action as long as the chant is not broken.

Other than changing targets, the chanter may only perform movement actions while maintaining this difficult chant, though he may not run.

The Order of Moonknights

The Order of Moonknights is a lay order of fighters, warriors, rangers and some militant clerics who act as the defensive arm of the Selûnite faith, particularly in the North. Their primary foes are the People of the Black Blood, a group of malevolent lycanthropes who worship Malar and are very active in the Moonwood area.

Recent events in Amn have seen the establishment of a second major cell of

Moonknights around the city of Murann. This port city, which has recently fallen under the rule of the Sythillisian Empire, holds a large temple to Selûne that her faithful very much want to see returned to their control.

The Moonknights also act as explorers, mappers and guides to folks within the Silver Marches. This goes hand in hand with their goal to further explore and map the new nation and its surroundings. Followers of the order, though not the Moonknights themselves, may be engaged as scouts and guides by the Selûnite faithful for 3 sp per day, while others may hire them at twice this amount, or one electrum moon. This helps them to raise the capital used to fund their expeditions.

Hit Dice: d8

Requirements

To qualify to become a Moonknight, a character must fulfill all the following criteria.

Patron Deity: Selûne

Alignment: Any Good

Base Attack Bonus: +5

Knowledge (Local): 2 ranks

Knowledge (Religion): 2 ranks

Wilderness Lore: 2 ranks

Feats: Weapon Focus (Heavy Mace), Track

Class Skills

The Moonknight's class skills (and the key ability for each skill) are Climb (Str), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (Local) (Int), Knowledge (Nature) (Int), Knowledge (Religion) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Use Rope (Dex), Wilderness Lore (Wis). See Chapter 4: Skills in the Player's Handbook for skill descriptions.

Skill points at each level: 4 + Int modifier

Class Features

Weapon and Armor Proficiency: Moonknights are skilled with all simple and martial weapons. Moonknights are proficient with light and medium armor, as well as shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of equipment carried.

Table 6-2: The Moonknight

Class Level	Base Attack	Fortitude Save	Reflex Save	Will Save	Special	Spells Per Day		
						1st	2nd	3rd
1	+0	+2	+0	+2	Selûne's Blessing, Moon's Hand	0	-	-
2	+1	+3	+0	+3	Eyes of the Moon, Favored Enemy	1	-	-
3	+2	+3	+1	+3	Smite Lycanthrope, Pure Blood	1	0	-
4	+3	+4	+1	+4	Moon Path, Kiss of the Moonmaiden	1	1	-
5	+3	+4	+1	+4	Selûne's Vengeance	1	1	0

Selûne's Blessing: The Moonknight can draw upon the power of Selûne to better perform tasks. If the moon is visible to the Moonknight, he may apply a divine bonus equal to his Wisdom modifier to any one roll. He must decide to use this ability before the die is rolled. He may call upon this ability once per night per Moonknight level.

Moon's Hand: The Moonknight receives a +1 bonus to attack and damage rolls with the smooth headed mace that is the signature weapon of the ordained and lay clergy of the Moon Maiden.

Eyes of the Moon: At 2nd level a Moonknight gains Low Light Vision. In addition, he suffers no penalty while Tracking by moonlight.

Favored Enemy: Upon reaching 2nd level, the Moonknight gains lycanthropes as a favored enemy. This ability works exactly like the ranger ability.

Smite Lycanthrope: Starting at 3rd level the Moonknight gains the supernatural ability to deal crushing blows to lycanthropes. Once per day per level the Moonknight may add his Charisma modifier to his attack and damage rolls against a lycanthrope. He must declare the smite attempt before rolling the attack. If he accidentally smites a non-lycanthrope, the attempt still counts toward his total for the day.

Pure Blood: The Moonknight is immune to the curse of lycanthropy.

Moon Path: The Moonknight can cast *moon path* once per day as a 9th level cleric.

Kiss of the Moonmaiden: Once per month during the full moon the Moonknight may pray over someone afflicted with the curse of lycanthropy. The afflicted being gets an immediate Will save (DC 20) to break the curse. Whether successful or not, that person may never

receive the Kiss of the Moonmaiden more than once.

Selûnes Vengeance: Starting at 5th level, the Moonknight can turn or destroy lycanthropes as a good cleric turns or destroys undead. He may use this ability a number of times per day equal to three + his charisma modifier.

Moonknight Spell List

1st- *detect lycanthropes**, *expeditious retreat*, *faerie fire*, *light*, *moonbeam*, *sanctuary*

2nd- *cure light wounds*, *locate object*, *moon blade*, *moonbow**, *protection from elements*, *shield other*

3rd- *cure moderate wounds*, *endurance*, *fly*, *freedom of movement*, *resist elements*

*New spells

Spellbinder

Beautifully combining artistic expression with powerful magic, the Spellbinder dances and sings until she gets what she wants. Chraessa Lurienn, a Foclucan master, inadvertently discovered this powerful new form of magical expression while she was studying enchantment effects in the libraries of Silvermoon. Now she is developing its power to see how far the body can be taken as a focus for enchantment magic. At the moment she is the only know Spellbinder, though she would be happy to share her knowledge with any interested parties in order to further its development.

Hit Dice: d4

Requirements

To qualify to become a Spellbinder, a character must fulfill all the following criteria.

Knowledge (Arcana): 8 ranks

Perform: (dance, melody, mime)

Feats: Spell Focus (Enchantment),

Spell Penetration

Spellcasting: Ability to cast arcane Enchantment spells as a bard or sorcerer.

Class Skills

The Spellbinder's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Perform (Cha), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int). See Chapter 4: Skills in the Player's Handbook for skill descriptions.

Skill points at each level: 2 + Int modifier

Class Features

Weapon and Armor Proficiency: Spellbinders are skilled with the club, dagger, heavy crossbow, light crossbow, and quarterstaff. Spellbinders are not proficient with any type of armor nor with shields. Armor of any type interferes with a Spellbinder's movements, which can cause her spells to fail (if those spells have somatic components). Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of equipment carried.

Specialty: Due to their fascination with and aptitude for Enchantment spells, spells from all other schools are cast at -1 caster level. Also, at least half of the spells known by a Spellbinder for any given spell level must be Enchantment spells. This is not a prerequisite, so if the Spellbinder does not meet this at the time she takes the Prestige Class, she must select Enchantment spells as she rises in level until she meets this condition.

The Spellbinder is able to select Enchantment spells from any arcane spell list, thereby granting her access to more spells. If a spell exists on more than one list, she can choose to know it from either. For example, she may

choose *emotion* as a 3rd or 4th level spell since it is a 3rd level bard spell and a 4th level sorcerer spell. She may still only cast the spell from a slot no higher than the level at which she knows it, however, unless she uses the Heighten Spell feat or a similar effect.

Extra Spells: Beginning at 1st level, the Spellbinder gains the ability to cast one additional spell per day of up to the level indicated, as long as this spell comes from the Enchantment school.

These spells may be chosen from *any* arcane spell list as long as it is of the Enchantment type.

These bonus spells may also be prepared beforehand as if she had the Arcane Preparation feat. She gains extra spells at 3rd, 5th, 7th, and 9th level as well.

Greater Spell Focus: At 2nd level, the Spellbinder receives the Greater Spell Focus (Enchantment) feat.

Greater Spell Penetration: At 2nd level, the Spellbinder receives the Greater Spell Penetration (Enchantment) feat.

Enchanting Dance: At 4th level, the Spellbinder can enter an entrancing dance that captivates her audience. This ability works exactly like the 2nd level Bard spell *enthrall*, except it does not require a Verbal component. Enchanting Dance is a Spell-Like ability.

Enchanting Voice: At 6th level, the Spellbinder can enchant creatures with the mere sound of her voice.

The Spellbinder can cast Enchantment spells without using Somatic components. In addition, by continuing to sing or speak where her victims may hear her, she may extend the duration of the spell to a maximum number of rounds equal to her Constitution score plus 1d4. Each round after this limit the Spellbinder must

Table 6-3: The Spellbinder

Class Level	Base Attack	Fortitude Save	Reflex Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+2	Extra Spell(1 st), Specialty	+1 level existing class
2	+1	+0	+0	+3	Enchantment Feats	+1 level existing class
3	+1	+1	+1	+3	Extra Spell(2 nd)	+1 level existing class
4	+2	+1	+1	+4	Enchanting Dance(1/day)	+1 level existing class
5	+2	+1	+1	+4	Extra Spell(3 rd)	+1 level existing class
6	+3	+2	+2	+5	Enchanting Voice	+1 level existing class
7	+3	+2	+2	+5	Extra Spell(4 th)	+1 level existing class
8	+4	+2	+2	+6	Enchanting Gaze	+1 level existing class
9	+4	+3	+3	+6	Extra Spell(5 th)	+1 level existing class
10	+5	+3	+3	+7	Enchantment Mastery	+1 level existing class

make a Concentration check (DC 15+spell's level) with a cumulative -2 penalty per round in order to maintain the spell.

The Enchanting Voice only affects creatures that have the ability to hear the Spellbinder, though they need not understand her language unless the spell specifies otherwise. Enchanting Voice is a Supernatural ability.

Enchanting Gaze: At 8th level, the Spellbinder can enchant a creature merely by gazing into its eyes.

The Spellbinder can cast Enchantment spells without using Somatic or Verbal components. She still needs to have the Material components, but need not have them in her hand at the time of casting.

The Target of any spell being cast by Enchanting Gaze is set to "One creature".

The Spellbinder is able to communicate her commands to any creature without speaking, though any language-based restrictions on individual spells still apply. This communication is by sheer force of will and is not considered a telepathic or psionic ability.

The target creature must be able to clearly see the Spellbinder for this ability to function, therefore creatures without visual organs cannot be targeted. Also, if the Spellbinder has more than one-half concealment this ability will not function.

Use of this ability is not without its risks. The strain of focusing so much power without the usual components has the possibility to overwhelm the Spellbinder's mind. Whenever a Spellbinder tries to cast a spell using Enchanting Gaze, she must attempt a Will saving throw (DC 15+spell's level). If she succeeds, the spell goes off normally. If she fails, she is considered Dazed for 1 round per level of the spell she was attempting to cast, and the casting automatically fails.

Enchanting Gaze is a Supernatural ability.

Enchantment Mastery: At 10th level, the Spellbinder automatically knows all Enchantment spells up to the highest level of

spells she can cast. Upon gaining a new spell level she sacrifices one Spells Known slot and gains knowledge of all Enchantment spells of that level. In addition, she may now prepare any number of Enchantment spells as if she had the Arcane Preparation feat.

Spellguard

The Spellguard is one of the most important factors in keeping Silverymoon a safe and pleasant environment. They patrol the city, dealing with rogue mages or rowdy visitors that prove to be too much trouble for the militia and Knights in Silver.

Their second, and equally as important, function is to study the ancient elven texts detailing the high magic rituals involved in weaving the legendary *mythals*. They hope to one day make Silverymoon into a modern day Myth Drannor, with harmony between the races and the exploration of magic and music foremost in the mind's of its citizens. This dream of Alustriel's has taken a huge step in the past 30 years with the development of ward magic. The Spellguard believes that it has uncovered the foundation of *mythal* magic, but only time will tell if they are able to reproduce the feats of the past.

Hit Dice: d6

Requirements

To qualify to become a Spellguard, a character must fulfill all the following criteria.

Knowledge (Arcana): 8 ranks

Knowledge (Local): 4 ranks

Spellcraft: 8 ranks

Feats: Alertness, Ward Weaving

Spellcasting: Ability to cast 4th level arcane spells

Special: The character must be sponsored by a government official or University faculty member.

Class Skills

The Spellguard's class skills (and the key ability

Table 6-4: The Spellguard

Class Level	Base Attack	Fortitude Save	Reflex Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+2	Spellguard Token, Ward Sense	+1 level existing class
2	+1	+0	+0	+3	Improved Ward Weaving	+1 level existing class
3	+1	+1	+1	+3	Uncanny Dodge (never flat-footed)	+1 level existing class
4	+2	+1	+1	+4	Improved Ward Weaving, Ward Sense	+1 level existing class
5	+2	+1	+1	+4	Share Ward	+1 level existing class

for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Gather Information (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Profession (Wis), Scry (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis). See Chapter 4: Skills in the Player's Handbook for skill descriptions.

Skill points at each level: 2 + Int modifier

Class Features

Weapon and Armor Proficiency: Spellguards are skilled with the club, dagger, heavy crossbow, light crossbow, and quarterstaff. Spellguards are not proficient with any type of armor nor with shields. Armor of any type interferes with a Spellguard's movements, which can cause her spells to fail (if those spells have somatic components). Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of equipment carried.

Spellguard Token: Every new Spellguard is given a *Spellguard token*. These special *spelltokens* are keyed to all of the city's wards except for the Palace Ward. The Spellguard immediately knows which ward is triggering the alarm, and she acts as if under the effects of an *expeditious retreat* until she reaches the warded area or 10 rounds have gone by. In addition, only the bearer of a *Spellguard token* may call greater ward abilities into effect.

Ward Sense: Starting at 1st level, the Spellguard gains the ability to use *detect ward* as a spell-like ability 3/day.

At 4th level, the Spellguard can use this ability to pinpoint the exact location of a ward focus. This takes five consecutive rounds of concentration and may be performed only after the ward's presence and strength have been determined. For each additional round spent concentrating, the Spellguard can determine one power of the ward, starting with the weakest. Greater ward abilities can be detected in this way, but only after all other information has been gained.

Improved Ward Weaving: Starting at 2nd level, the Spellguard gains additional powers associated with the creation and use of wards.

Collaborative Weaving – Starting at 2nd level, the Spellguard can weave a ward with one or more other participants. Each additional participant reduces the Ward Pool Multiplier by 1, though it can never be brought below 1. Note that the unadjusted Ward Pool Multiplier is still capped by the weaver's level. All participants must have the Ward Weaving feat, but only the weaver need have the *Collaborative Weaving* ability. Those aiding the weaver must pay 1/2 of the final XP cost themselves, and this does not reduce the amount of XP paid by the weaver.

Greater Endowment- Starting at 4th level, the Spellguard can imbue his wards with even greater abilities. She can do any one of the following:

- Ban a school of magic from functioning within the confines of the ward. All spells of the chosen school fail automatically. Only one School Ban may be woven into a particular ward.
- Choose from the following spells to add to the ward (this adds to the list found in the Ward Magic section of Chapter Five): *mage armor, bull's strength, cat's grace, darkness, darkvision, daylight, enlarge, forcecage, haste, hold monster, hold person, jump, mass haste, reduce, shatter, stone shape, telekinesis*
- Call forth a marble golem (see Chapter Five for details) to defend the warded area. This golem is under control of the person who originally called it, but another *spelltoken* user can take control if the original controller is incapacitated. Changing controllers like this does not drain strength from the ward.
- The Spellguard can set up a trigger to cause any spell woven into the ward to effect all allies within the ward's radius.

Imbuing a ward with a greater ability counts as five spell levels when determining the cost of the ward, and the ability counts as five spell levels for purposes of determining its strength through spells such as *reveal ward*.

Uncanny Dodge: At 4th level, due to her training as a guardian of the city, the Spellguard gains the extraordinary ability to react to danger before her senses would normally allow her to even be aware of it. She retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (she

still loses her Dexterity bonus to AC if immobilized.) If the Spellguard has another class that confers this ability, starting at 4th level her class levels stack to determine the appropriate bonus.

Share Ward- At 5th level the Spellguard understands wards so well that she can mix their arcane energies with her own. She may now choose up to five abilities of the warded area she currently occupies to use as spell-like abilities for as long as she remains within the ward. Using these abilities is a standard action, and do not count against the ward's strength. She may not use any ability that her current spellcaster level would not allow. Thus, a Wiz6/Spg5 could use up to 6th level spell effects, but could not use 7th level effects or above until she rose in level. Greater ward abilities cannot be used in this manner.

Summoner

The Summoner is a mage obsessed with drawing creatures from other planes to do his bidding. They often consider planar beings to be servants to the Prime, and treat them accordingly. Others take this path to counter what they feel is an intrusion onto the Prime by beings from other planes. They focus more on dismissing and banishing outsiders to their native planes, and often hunt those who would ally with such creatures.

Hit Dice: d4

Requirements

To qualify to become a Summoner, a character must fulfill all the following criteria.

Knowledge (Arcana): 8 ranks

Knowledge (Outsiders): 6 ranks

Feats: Heighten Spell, Spell Focus (Conjuration)

Spellcasting: Ability to cast arcane Conjuration spells

Class Skills

The Summoner's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int). See Chapter 4: Skills in the Player's Handbook for skill descriptions.

Skill points at each level: 2 + Int modifier

Class Features

Weapon and Armor Proficiency: Summoners are skilled with the club, dagger, heavy crossbow, light crossbow, and quarterstaff. Summoners are not proficient with any type of armor nor with shields. Armor of any type interferes with a Summoner's movements, which can cause his spells to fail (if those spells have somatic components). Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of equipment carried.

Extra Spells: Beginning at 1st level, the Summoner gains the ability to cast one additional Summoning spell per day of up to the level indicated. These spells may be chosen from *any* arcane spell list. He gains extra spells at 3rd, 5th, 7th, and 9th level as well.

Improved Summoning: At 2nd level, the Summoner casts all Summoning spells at +1 caster level.

At 4th level, the Summoner adds +1 when rolling to determine the number of creatures he summons with a Summon Monster spell. There is no benefit if no roll is required.

At 6th level, the Summoner may convert prepared arcane spells into Summoning spells of that level or lower.

Table 6-5: The Summoner

Class Level	Base Attack	Fortitude Save	Reflex Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+2	Extra Spell(1 st)	+1 level existing class
2	+1	+0	+0	+3	Improved Summoning	+1 level existing class
3	+1	+1	+1	+3	Extra Spell(2 nd)	+1 level existing class
4	+2	+1	+1	+4	Improved Summoning, Denial	+1 level existing class
5	+2	+1	+1	+4	Extra Spell(3 rd)	+1 level existing class
6	+3	+2	+2	+5	Improved Summoning	+1 level existing class
7	+3	+2	+2	+5	Extra Spell(4 th)	+1 level existing class
8	+4	+2	+2	+6	Wrath of the Summoner	+1 level existing class
9	+4	+3	+3	+6	Extra Spell(5 th)	+1 level existing class
10	+5	+3	+3	+7	Summoning Mastery	+1 level existing class

Denial: At 4th level, the Summoner gains the advantages of the Improved Counterspell feat, but only against spells from the Conjunction school.

Wrath of the Summoner: At 8th level, the Summoner gains the ability to dismiss summoned creatures back to their home planes once per day. This ability functions as the Banishment spell, affects up to 2 HD of creatures per Summoner level, and the Summoner gains +1 per class level on his caster level check and the DC of the saving throw.

Summoning Mastery: At 10th level, the Summoner automatically knows all Summoning spells up to the highest level of spells he can cast. Upon gaining a new spell level he gains all Summoning spells of that level without having to expend Spells Known slots. He may also prepare any number of Summoning spells as if he had the Arcane Preparation feat. In addition, the Summoner automatically succeeds at any Concentration checks made while casting a Summoning spell.

Whistler

Whistlers are special halflings, devoted to faith and community. It is said that Yondalla herself visits a halfling and asks him to take on this important role in halfling life. The Whistler is an advisor to the community, acting as arbitrator for minor disputes and agricultural expert for the community's farms.

Although they act as caretaker for their communities, Whistlers are often compelled to leave the community for a time to gain experience and satisfy their natural curiosity. This is seen as a natural part of a halfling's development, and is not looked upon awkwardly

by the community or by Yondalla as long as the halfling remains faithful and connected to his people.

Hit Dice: d6

Requirements

To qualify to become a Whistler, a character must fulfill all the following criteria.

Knowledge (Nature): 8 ranks

Knowledge (Agriculture): 2 ranks

Perform (Whistling)

Animal Empathy: 2 ranks

Handle Animal: 2 ranks

Special: Must have an animal companion that chatters such as a ferret, songbird or squirrel; must be a non-cleric worshipper of Yondalla.

Class Skills

The Whistler's class skills (and the key ability for each skill) are Alchemy(Int), Appraise(Int), Balance(Dex), Climb(Str), Concentration(Con), Craft(Int), Diplomacy(Cha), Escape Artist(Dex), Hide(Dex), Intuit Direction(Wis), Jump(Str), Knowledge(all skills, taken individually)(Int), Listen(Wis), Move Silently(Dex), Perform(Cha), Profession(Wis), Scry(Int, exclusive skill), Sense Motive(Wis), Speak Language(Int), Spellcraft(Int), Tumble(Dex), and Use Magical Device(Cha, exclusive skill). See Chapter 4: Skills in the Player's Handbook for skill descriptions.

Skill points at each level: 6 + Int modifier

Class Features

Weapon and Armor Proficiency: Whistlers are skilled with the club, dagger, heavy crossbow, light crossbow, and quarterstaff. Whistlers are not proficient with any type of armor nor with

Table 6-6: The Whistler

Class Level	Base Attack	Fortitude Save	Reflex Save	Will Save	Special
1	+0	+0	+2	+2	Chattering, Stormwhistle
2	+1	+0	+3	+3	Treetopper, Whistling Messenger
3	+2	+1	+3	+3	Stormwhistle
4	+3	+1	+4	+4	Eyes of the Eagle, Speak With Plants
5	+3	+1	+4	+4	Stormwhistle
6	+4	+2	+5	+5	Counter Whistle
7	+5	+2	+5	+5	Stormwhistle
8	+6/+1	+2	+6	+6	Ride the Wind
9	+6/+1	+3	+6	+6	Stormwhistle
10	+7/+2	+3	+7	+7	A Friend in Need (2/week)

shields. Armor of any type interferes with a Whistler's movements, which can cause her spells to fail (if those spells have somatic components). Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of equipment carried.

Chattering: At 1st level, the Whistler gains the ability to "chatter." This allows him to communicate with other chattering animals such as ferrets, songbirds and squirrels. Other Whistlers can also understand and respond to this chattering. Chattering cannot be used to communicate complex, subtle, or specific information. For instance, a Whistler could ask a squirrel if any large creatures had been through here recently, but could not find out if it was a specific band of giants.

Stormwhistle: The phrase "whistling up a storm" is thought to have originated when an adventurer came across a Halfling standing in the middle of a dry field. Curiously, the Halfling was strolling about the field with his hands in his pockets while whistling an unfamiliar tune. After watching for several minutes, the adventurer felt drops of rain fall onto his cheek, where before the sky had revealed nothing but sun. Soon a light rainstorm was pelting the field and the Halfling moved down the road with a smile on his face.

Whistlers learn to "help along" their village's crops with their cheery tunes, and the most powerful can also call down the full fury of nature onto their enemies. Whistlers gain the following abilities as they advance in level, and each ability may be used once per day:

- 1st- Pass Without Trace- As the 1st-level druid spell
- 3rd- Plant Growth- As the 3rd-level druid spell
- 5th- Control Winds- As the 5th-level cleric spell
- 7th- Control Weather- As the 7th-level druid spell
- 9th- Whirlwind- As the 8th-level druid spell

These are spell-like abilities and function as if cast by a 15th level sorcerer.

Treetopper: At 2nd level, the Whistler gains the Treetopper feat.

Whistling Messenger: At 2nd level, the Whistler is able to whistle a message upon the wind. This

functions just like the 1st-level sorcerer spell *message* as cast by a 15th level sorcerer.

Speak With Plants: At 4th level, the Whistler may speak with plants as the 3rd level Druid spell *speak with plants* as if cast by a 15th level sorcerer.

Eyes of the Eagle: At 4th level, the Whistler gains the ability to see through the eyes of his animal companion. This ability functions three times per day and each use lasts for a maximum number of minutes equal to the Whistler's Wisdom score.

Counter Whistle: At 6th level, the Whistler gains the ability to "attack" existing spells. By simply whistling a tune, the Whistler can temporarily lower magical effects. This works exactly as if the Whistler were casting a *dispel magic*. The character may add any arcane spellcasting class levels to his Whistler levels for the purpose of his dispel check. The Counter Whistle does not destroy spells and spell-like effects, they are only lowered for as long as the Whistler continues his song. In order to switch targets, the Whistler must begin a new Counter Whistle.

Ride the Wind: At 8th level, the Whistler gains the ability to travel on the wind as if under the effects of the 4th-level cleric spell *air walk*, as if cast by a 15th level sorcerer.

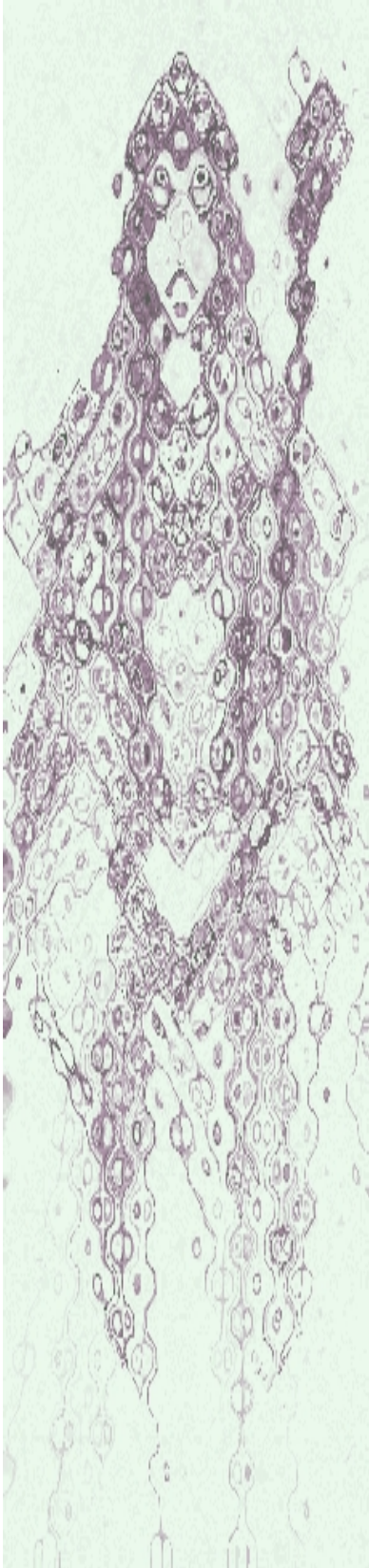
This ability only functions in winds stronger than a breeze, including those created by the Whistler's 5th-level Stormwhistle ability.

A Friend in Need: At 10th level, the Whistler can summon celestial allies to aid him in a task. It is a full round action to summon these creatures, and the Whistler can summon a number of creatures equal to 10+ his Charisma modifier. The Whistler can set each "friend" to one task, which it will perform until the task's completion, at which time it disappears. Any number of tasks may be given, but only one per "friend."

For example, the Whistler could summon twelve Giant Celestial Eagles to aid his beleaguered allies. Six eagles could be instructed to carry his friends back to their castle while the other six covered their retreat by engaging their enemies. In 5 rounds when all of the enemies were destroyed or had fled, the six eagles who were fighting would disappear. The other six would not disappear until the Whistler's friends

were safely back at their home. The service can last a maximum number of days equal to the Wisdom modifier of the Whistler, at which time the summoned creatures disappear regardless of the status of their task.

The Whistler may summon any of the following creatures, all of which will be Celestial and Huge: eagle, badger, squirrel, falcon, fox, or ferret.



Chapter Seven: NPCs

Silverymoon is full of interesting personalities and powerful forces. Some of the most powerful are detailed in other works, so we have taken some from the highways and byways of the city to give players and DMs a feel for the type of person that one might meet in Silverymoon. Although these are far from ordinary people, the flavor of the city shines through in this diverse offering.

Amianna Brightsun

Scribe, Vault of the Sages (NG female half elf Brd4)

History: Amianna is the daughter of Arngrim Magebane (a human wizard recently retired from the Spellguard) and Emrythae Brightsun (a half-elven female who is a retired cleric of Lathander). She has worked in the Vault of the Sages for almost 6 years now in the Elven Lore department. Her interest in elven lore came from her elven grandfather, who told her tales of long abandoned empires within the High Forest.

Amianna takes her leave of the Vault as often as possible in order to pursue her personal interest: discovering lost elven lore within the High Forest. She usually finds a group who is intending to adventure in or around the High Forest and asks to join them. With her natural charisma and good looks, Amianna tends to be hired on rather quickly. Adventuring groups lucky enough to have her find her to be a capable companion in times of trouble and an excellent storyteller when on the road or when making camp.

Appearance: The most common word used to describe Amianna is "pixie". She stands just over 5' tall and weighs shy of 100 pounds. She is 20 years old with auburn hair that seems to blaze when struck by the sun. Her blue eyes twinkle merrily whenever she is happy, especially when engaged in her research of elven lore. Her clothing makes some believe she possesses multiple personalities. While working in the Vault, she always wears bland, utilitarian clothing of dark color. But when enjoying herself amongst the taverns and feshalls of Silverymoon, Amianna tends towards gossamer dresses, usually of blue or red, which accentuate her pixie-like form. When adventuring, she wears leather armor and carries either a lute or a harp. She defends herself with a quarterstaff, a sling, and a dagger.

Personality: As with her clothing, her personality almost seems fractured. There is nothing that can break her concentration when studying her elven lore or scribing and copying items at the Vault. She is quiet and unassuming while on duty and never speaks out against her superiors. Only her eyes reveal the joy she feels when surrounded by the books and scrolls of the library. When enjoying a night on the town, however, she truly exudes magnetism and appeal. Those around her appreciate her for both her bardic talents as well as her beauty. She casually flirts with males of any species, but deep down wishes for a noble elf to sweep her off her feet.

Amianna Brightsun: **SZ:** M (humanoid); **HD:** 4d6+4; **HP:** 20; **Init:** +7; **Spd:** 30; **AC:** 15 (+3 Dex, +2 Leather Armor); **Att** Quarterstaff +1/+1 (1d6/1d6), Sling +6 (1d4), Dagger +5 (1d4); **SV:** Fort +2, Ref +7, Will +6; Str 14, Dex 16, Con 12, Int 17, Wis 14, Cha 18 **AL:** NG;

Skills: Decipher Script +10, Gather Information +7, Knowledge (History) +12, Knowledge (Local) +10, Listen +6, Perform (Dancing, Singing, Lute, Harp) +11, Profession (Scribe) +9, Sense Motive +4, Spellcraft +8;

Feats: Ambidexterity, Improved Initiative, Skill Focus (Knowledge (History));

Bard Abilities: Bardic Knowledge, Bardic Music;

Half-elven Abilities: Low Light Vision, Elf Blood, Immunity to Magical Sleep, +2 vs. Enchantment spells and effects, +1 Spot, Listen, Search;

Bard Spells (3,3,1):
[0-lvl]- Dancing Lights, Daze, Ghost Sound, Prestidigitation, Read Magic
[1st]-Expeditious Retreat, Identify, Mage Armor
[2nd]-Cure Moderate Wounds, Mirror Image

Cael Mueller

Master of Performance, Foclucan (CN male human Brd9/Rog1)

History: Cael is the son of a Waterdhavian Watch captain around the time of the last great

Troll Hunt. His father was given the honor of leading one of the hunting groups and was away from home for long periods during Cael's adolescence.

Bored by the endless swordplay and wrestling of his peers, Cael found himself instead attracted to the street performers of the Trade Ward. After the first melting of the spring season, the young boy was often delinquent from the sword-play lessons his father arranged for him so that he could watch the plays and performances of the travelling shows he so dearly loved. There, he met a man named Alucius who grew fond of the young boy and began to teach him many things.

At length, Cael was dismissed from the fighter's lessons and his father beat him harshly for his failure. Seeing that his boy had turned out different from the rest was too much for his father, who took up drink shortly after his retirement from the violence and blood of his career as a troll hunter. Forbidden from associating with performers, or indeed from singing or dancing altogether, Cael surreptitiously practiced what he had been taught after his father passed out each night. After enduring two long years of his father's disdain and drunkenness, Cael decided to run away from home. When spring came, he ran to the Trade Ward to meet up with Alucius and his troupe. He found that Alucius had turned his attentions to another young boy, however, and no longer favored Cael's company.

A juggler named Nimbus the Nimble found Cael crying in an alleyway after a performance, and coaxed the boy back to his cart. After they ate and talked for some time Nimbus introduced Cael to the troupe leader, who took to the boy and offered him a place amongst them. Cael spent the next three dozen years travelling Faerun entertaining everyone from the court of Shadowdale to the Syl-Pasha in Calimport. As Cael's troupe spent a particularly harsh winter in Silverymoon he got to know many of the city's bards and became a favorite at the court of Alustriel herself. It was at the end of this stay that Cael was approached with the offer to join the Consortia of Foclucan.

Overall, Cael seems content to be staying in one place, sharing his passion for acting with new generations of students.

Appearance: Cael's short, curly hair has grayed with age and his skin is looser than it was in his more youthful years. His exuberance hides his

true age, however, and he would never reveal this information to anyone. He is usually seen walking the courtyards of Foclucan in brightly colored tights and flashy hats.

When Cael dances, he wears tight leotards that accentuate his well-defined musculature. His precision of movement and impeccable rhythm are proof that he was born to be a dancer, even if his skill is enhanced by his chalk white *shoes of dancing*.

Personality: Cael is an old, flamboyant actor who has seen it all while travelling the continent with his troupe. While his experience hasn't made him jaded, it has left him with little patience for the naivete of youth and the flippant regard for the craft of some of his less dedicated students. He still gets overjoyed at simple things, however, and doesn't always regard gaffes as lack of ardor and practice, but as the vicissitudes of his art. He enjoys hearing about Emery's pranks, but is less than enthusiastic when one visits him personally.

Cael Mueller: **Size:** M; **HD:** 10d6+10; **hp:** 43; **Init:** +6; **Spd:** 30'; **AC:** 15 (+2 Dex, +3 *Ring of Protection* +3); **Att:** Rapier +7/+2 (1d8+2), Dagger +7/+2 (1d4+2); **SV:** Fort. +4, Ref. +12, Will +8; Str 13, Dex 15, Con 13, Int 17, Wis 14, Cha 18; **AL:** CN.

Skills: Balance +11, Bluff +9, Climb +7, Concentration +6, Disguise +10, Escape Artist +6, Hide +10, Innuendo +6, Jump +7, Knowledge (Geography) +8, Knowledge (Arcana) +8, Listen +8, Move Silently +10, Perform +12, Profession (Actor) +11, Read Lips +7, Sense Motive +8, Spellcraft +8, Spot +6, Tumble +10;

Feats: Alertness, Dodge, Expertise, Improved Initiative, Mobility

Rogue Abilities: Sneak Attack +1d6;

Bard Abilities: Bardic Music, Bardic Knowledge

Bard Spells (3/4/4/3):

[0-lvl]- Prestidigitation, Flare, Ghost Sound, Dancing Lights, Daze, Mage Hand;
[1st]- Charm Person, Hypnotism, Silent Image, Ventriloquism;
[2nd]- Cat's Grace, Enthrall, Hypnotic Pattern, Detect Thoughts;
[3rd]- Major Image, Sculpt Sound, Emotion

Chraessa Lurienn

Master of Winds, Foclucan (CG female gold elf Brd7/Wiz5/Spellbinder3)

History: Chraessa's life has been consumed with studying and cataloguing information related to Enchantment magic. She was always more interested in studying books than the wilderness and natural lore her parents would have preferred. She moved to Silverymoon at an early age to take advantage of the libraries and intellects available in the Gem of the North. She knew that she could fulfill both her craving for research and for magical training better here than in any other city in Faerun. Along the way, she found that she had an innate talent for working magic that she was also interesting in developing.

Her research has recently borne fruit in the discovery of new elements of Enchantment magic, which have suggested new tracks of advancement in the arts of Enchantment. Chraessa has put together several ancient techniques to reveal what she calls the discipline of Spellbinding. She accepted the position in the Consortium in order to gain access to the more exclusive tomes in the libraries of Silverymoon, and so far she has been able to advance her studies to greater heights. Like Evressa, it is rumored that once Foclucan's utility runs itself out, Chraessa will move on to further explore her private studies.

Chraessa can often be found at the Vault of the Sages talking with her friend and fellow bookworm Amianna Brightsun. The two share a love of learning that has forged a bond between them despite their vastly different socialization habits.

Appearance: Chraessa is an elven female with chestnut brown hair that hangs to her knees. She has beautiful green eyes that are almost always hidden behind golden, wire frame spectacles. Her physical fitness hasn't suffered due to her bookish life, but she hides her strong frame with the heavy robes (*Robes of Resistance* +2) necessary to keep warm during long nights in the libraries of Silverymoon.

Personality: Chraessa is an incredibly charming young woman: if one can get her to stop to talk. Whether she is bustling to one of her classes or running to the library to see if her most recent

inspiration holds any weight, Chraessa Lurienn is a woman on the move. Most people chuckle since she usually seems to be in a hurry to get to nowhere and her passion for learning and experimenting leaves her little time for idle chitchat. She is a friendly and cordial person, however, and will never refuse to answer a question from student and faculty alike. Be careful asking her about Enchantment magic unless you have a few hours to spend on the lecture!

Chraessa Lurienn: **Size:** M; **HD:** 7d6+8d4+15; **hp:** 67; **Init:** +6; **Spd:** 30'; **AC:** 15 (+2 Dex, +3 *Ring of Protection* +3); **Att:** Quarterstaff +8(1d6), Darts +10(1d4); **SV:** Fort. +7, Ref. +11, Will +16; Str 10, Dex 15, Con 12, Int 20, Wis 14, Cha 19; **AL:** CG.

Skills: Concentration +20, Craft (Woodworking) +10, Decipher Script +15, Diplomacy +11, Knowledge (Arcana) +23, Knowledge (Nature) +11, Listen +9, Perform +14, Profession (Sage) +8, Profession (Scribe) +6, Scry +18, Sense Motive +10, Spellcraft +23;

Feats: Extend Spell, Heighten Spell, Improved Initiative, Scribe Scroll, Spell Focus (Enchantment), Spell Mastery (Charm Person, Sleep, Hypnotism, Cure Moderate Wounds, Light), Spell Penetration (Enchantment), Still Spell.

Elven Abilities: Low Light Vision, Immunity to magic sleep spells and effects, +2 save vs. Enchantment spells or effects, +2 Listen, Search, Spot, Detect Secret Doors within 10'; **Bard Abilities:** Bardic Knowledge, Bardic Music;

Wizard Abilities: Summon Familiar (Tiny Snake, "Ensenelle"), Specialized Enchantment (one prepared spell per level must be Enchantment; Forbidden: Divination and Necromancy);

Spellbinder Abilities: Extra Spells (1st and 2nd), Greater Spell Focus (Enchantment), Greater Spell Penetration (Enchantment), Specialty;

Bard Spells (3/4/4/3/1):
[0-lvl]- Detect Magic, Daze, Light, Mage Hand, Prestidigitation, Read Magic;
[1st]- Charm Person, Hypnotism, Silent Image, Sleep;
[2nd]- Enthral, Cure Moderate Wounds, Hypnotic Pattern, Suggestion;
[3rd]- Lesser Geas, Charm Monster

Wizard Spells (5/5/4/3):
[0-lvl]- Daze, Detect Magic, Mage Hand, Light, Ghost Sound;
[1st]- Charm Person, Hypnotism, Sleep, Magic Missile, Feather Fall;
[2nd]- Tasha's Hideous Laughter, Protection from Arrows, Web, Magic Mouth, Endurance;
[3rd]- Hold Person, Suggestion, Fly, Secret Page, Sepia Snake Sigil;
[4th]- Charm Monster, Confusion, Emotion, Lesser Geas.

Spellbinder Spells (1/1):
[1st]- Charm Person
[2nd]- Tasha's Hideous Laughter

Dylar Stargazer

Holy Disciple of Mystra (NG male moon elf Clr10)

History: Born to moon elf parents in the forests north of Silverymoon, Dylar was an exceptional child. He learned to speak and read long before the other elven children in the community, and he even showed signs of arcane knowledge that it was impossible for him to know. His parents decided to consult the ancient oracle, Gezthaides, to find out what they could about their prodigal child.

The oracle mumbled and rocked back and forth over a goblet of pure water for over an hour before something happened. The water in the goblet began to reflect blue shadows across the primitive hut, and azure smoke filled the room. Horrified, his parents watched as the smoke filtered into the boy's nostrils and ears. A low humming filled the room, and then there was silence, the smoke and reflections gone. The oracle jolted awake violently and passed on this message to his parents: "Know that the she of the Weave is watching your son and guiding him with an interest and purpose I do not understand." They turned to look at the boy, and over his heart were seven faintly glowing blue stars. The glowing subsided, but his skin was permanently marked with this symbol of faith and magic.

The next few years were spent in pursuit of the answer to why he was so blessed. His spellcasting ability grew rapidly, though he felt called to the clergy rather than the mage's life. With no solid worship of Mystra in the elven community, he decided to travel to

Silverymoon to seek the guidance of the priests at the Tower of Balance. They welcomed him openly into their community and began to teach him the doctrine of the Mystran faith. He took quite well to their teachings, but a nagging urge left him restless and unhappy. He wasn't accustomed to living in a city such as this, and even Silverymoon with its dirt paths and copious gardens and parks left him with a yearning to return to the wild. So, it was decided that he would become a travelling priest, seeking out lost spellbooks and magically enhanced items. He has spent the last few months travelling the Sword Coast and has been quite successful. He has recovered the spellbook "The Pages Green" from a tribe of hill giants and recovered a scepter belonging to one of the ancient rulers of Illefarn. He uses a special item, a *rucksack of transport*, to instantly send these valuables back to the temple in Silverymoon, and Mystra and the priests are currently smiling upon him.

He can now be found wandering Amn in search of another lost spellbook, which is rumored to contain all of the oil-based spells that were created by the late wizard Breghe Gowus of the Moonshae Isles.

Appearance: Dylar is a typical moon elf of his region, standing only a few inches over five feet tall and looking very thin. He has dark black hair and deep blue eyes, yet another reminder of his affinity for the Lady of Mysteries. He dresses like an adventurer, plain and useful, although his *Celestial chain* +2 glows slightly while he casts spells. He is rarely seen without his ice white *cloak of cold resistance*, which makes his pale skin look like that of a Calishite field hand. He also wears a *ring of spell turning* on his left hand and a *ring of shooting stars* on his right index finger.

Personality: Dylar is very devoted to Mystra and the pursuit of magic across the land. He enjoys a fight now and again and particularly enjoys outsmarting evil creatures and depriving them of their magical treasure. He is quick to laugh and is a very trustworthy companion. Although his adventures don't allow him to get close to any one group, he has established friendships and associations with travelers and adventurers up and down the Sword Coast.

Dylar Stargazer: **Size:** M; **HD:** 10d8+20; **hp:** 81; **Init:** +5; **Spd:** 30'; **AC:** 23 (+5 Dex, +6 *Celestial chain* +2, +2 large shield); **Att:** +2 *Heavy Mace of Spell Storing (hold person)*

+10/+5 (1d8+3), +2 mighty (+1) composite longbow +14/+9 (1d8+3); **SV:** Fort. +10, Ref. +8, Will +11; Str 12, Dex 20, Con 15, Int 16, Wis 19, Cha 14; **AL:** NG;

Skills: Concentration +13, Diplomacy +8, Heal +8, Knowledge (Arcana) +11, Knowledge (Religion) +10, Listen +8, Search +7, Sense Motive +7, Spellcraft +13, Spot +10; **Feats:** Craft Arms and Armor, Craft Wondrous Item, Magical Artisan (Craft Arms and Armor), Spellcasting Prodigy;

Cleric Abilities: Good Domain, Spell Domain, Turn Undead;

Domain Abilities: Cast Good spells at +1 caster level, +2 bonus on Concentration and Spellcraft;

Cleric Spells (6/6/5/4/4/3):

[0-lvl]- Detect Magic x3, Light x2, Read Magic;

[1st]-Entropic Shield x2, Sanctuary, Detect Evil x2, Zone of Truth;

[2nd]-Bull's Strength x2, Find Traps, Hold Person, Silence;

[3rd]- Dispel Magic, Invisibility Purge, Searing Light, Sunspear

[4th]- Dismissal, Divine Power, Neutralize Poison, Spell Immunity

[5th]- Ethereal Jaunt, Flame Strike, Righteous Might

Domain Spells

[1st]-Mage Armor

[2nd]-Silence

[3rd]- Anyspell

[4th]- Holy Smite

[5th]- Dispel Evil

Emery Oaksun

Master of Strings (NG male human Brd11/Sor4)

History: Emery was a precocious child that seemed to always question authority and get into trouble thanks to his surprising wit and crafty mind. Fearing that they couldn't discipline their son sufficiently his parents enrolled him in violin classes at age 11. Though his love of practical jokes never truly diminished, his parents were gratified to see him become an incredibly disciplined, aspiring musician. He stubbornly practiced day and night to catch up to the other

children, some of whom had been playing for 5 years or more. Eventually surpassing all the other children in his class, Emery was singled out for special training by a master musician living in Silverymoon at the time. His rise to local prominence was quick and he became a successful player, known as far away as Waterdeep.

It was during this hectic time of training, travel and performance that Emery started to notice another ability that he had been granted: that of sorcery. When his preparations were not going well, he noticed strange things would happen. He would glare at a particular passage of music and soon find it wiped from the page. Other times he would be rushing through a hallway to complain of the din coming from another room and doors would fly open before him, once knocking over a serving maid who was carrying a tray of dishes to the kitchen.

While Emery was pleased to find he had these talents (for he was always fond of being able to do things average people could not) he had little time to develop his talents as a sorcerer. It wasn't until he realized magic's ability to aid him in his practical jokes that he decided it might be worth a little effort, but only when he couldn't practice his violin.

Even though his concert schedule kept him travelling most of the year, he quickly returned north to Silverymoon when he caught wind that the legendary bardic school of Foclucan was rumored to be reopening. After verifying the rumors he immediately applied for admission to the school, much to the bemusement of the musicians governing the reopening, all of whom had heard of his reputation as a practical joker as well as a fine musician. Deciding to give him a taste of his own medicine, they sent him a letter telling him his petition had been denied due to his "itinerant" disposition. His despair was so great that he began to play his violin and did not stop until the next day when a knock came at his door. Nearly collapsing from exhaustion, he received a large, rough looking Northman who introduced himself as Vrajk Scorlsun. Vrajk told Emery of the council's joke and that while they were denying him position as a student, they were offering him a position on The Consortium as Master of Strings.

To this Day Vrajk and Emery share a bond unlike any amongst the other Consortia. While people may chuckle at the physical dissimilarities between the two men, all jests cease when the two give a performance, Vrajk

chanting a tale of his ancestors while Emery coaxes sweet melodies from his violin.

Appearance: Emery stands only 5'5 and weighs scarcely 110 pounds. His skinny, bony frame was so small as a child that his mother had to tailor all of his pants herself because no one else made adult clothing that small! He keeps his stringy black hair cut to shoulder length, but rarely takes its grooming any further. Even though he doesn't shave, he only sports a few wiry hairs on his chin.

When Emery plays his violin, he gets a wild look in his eye and his hair bounces around frantically. When playing a particularly difficult piece, spectators swear his bow begins to glow a soft orange color.

Personality: Emery knows that he's got talent, but he is humble enough never to stop working to improve himself. Part of the reason he is so good is his unstoppable drive to excel at one thing: playing the violin. Though he practices and teaches most of the day, he still finds time every few days to enjoy a chat with Vrajk or to go see a play, which is his favorite relaxation. He enjoys good writing and often wishes he had the same gift for words that he does for notes. His prankster nature gets him into trouble with the other faculty quite often, though his students all eagerly await his next strike. If not for this, he probably wouldn't be as popular around campus, as he tends to be reclusive except for the company of his friend Vrajk and the occasional party.

Emery Oaksun: Size: M; **HD:** 11d6+4d4-15; **hp:** 33; **Init:** +8; **Spd:** 30'; **AC:** 17(+4 Dex, +3 *Ring of Protection* +3); **Att:** Rapier +14/+9(1d6), Dagger +10/+5(1d4); **SV:** Fort. +3, Ref. +14, Will +13; Str 10, Dex 18, Con 9, Int 18, Wis 14, Cha 20; **AL:** NG.

Skills: Concentration +13, Craft (Instruments) +12, Knowledge (Arcana) +22, Profession (Musician) +16, Spellcraft +22, Balance +9, Decipher Script +13, Escape Artist +6, Hide +6, Intuit Direction +9, Knowledge (Music) +18, Listen +13, Perform +27, Use Magic Device +18;

Feats: Ambidexterity, Dodge, Improved Initiative, Lightning Reflexes, Skill Focus (Perform), Weapon Finesse (Rapier), Weapon Focus (Rapier).

Bard Abilities: Bardic Knowledge, Bardic Music;

Sorcerer Abilities: Summon Familiar (none)

Bard Spells (3/4/4/4/2):

[0-lvl]- Detect Magic, Ghost Sound, Light, Mage Hand, Open/Close, Read Magic;

[1st]- Erase, Expeditious Retreat, Unseen Servant, Ventriloquism;

[2nd]- Cat's Grace, Cure Moderate Wounds, Detect Thoughts, Hypnotic Pattern;

[3rd]- Clairaudience/Clairvoyance, Dispel Magic, Haste, Sculpt Sound;

[4th]- Dimension Door, Improved Invisibility, Legend Lore

Sorcerer Spells (6/8/4):

[0-lvl]- Dancing Lights, Daze, Mage Hand, Mending, Prestidigitation, Flare;

[1st]- Grease, Tenser's Floating Disc, Reduce;

[2nd]- Levitate

Evressa Nightingale

Master of Voice, Foclucan (NG female half elf Brd14/Dru4)

History: Evressa Nightingale was born in the forests of Aglarond among the half elf communities there. She was trained in the ways of the druid, and grew to hate the Red Wizards of Thay for their intermittent plotting against her native country as well as their crimes against nature, such as the twisting magic used in the creation of darkenbeasts.

Soon realizing that containing herself to the small area of forest she called home would not provide her the breadth of experience she needed to fight the Red Wizards, she set out to see more of the world and even ventured into Thay briefly herself. While in Thay, she briefly met a Bard named Galvin while camped outside the city of Amruthar. From him Evressa learned that arcane magic could be wielded for good as well as evil, and she soon began to explore her own magical potential as she traveled.

She found that her voice, always a comfort to her during her lonely wanderings, could tie her into the Weave in a very powerful way. She began to experiment with voice magic and channeling her burgeoning power through her voice. She even began to mimic the songs of her animal companion, a beautiful, robust Aglarondan nightingale.

Her travels finally found her on the outskirts of Silverymoon, where she was overheard singing by a hunting party. As the rumors of the "siren of Silverymoon" spread, she was sought out by a group of bards from the local guild. While she was initially skeptical, she soon began to come into the city more often to share stories of her travels and, of more interest to most, her incredible voice. When she was invited to sing for Alustriel at the court she was very nervous. The Simbul, Alustriel's sister and ruler of Aglarond, just happened to be in court at the time, and upon discovering that Evressa was a native of the land over which she ruled invited her to stay at court during her visit. It was at this time that Alustriel herself submitted her name for a position in the Consortium.

Evressa felt it would be ungracious to refuse such a generous gesture from her host, so she reluctantly accepted. To this day she spends as much time as she can outside the city limits, and word is that once the school's administration starts to run more smoothly she will resign her post.

Appearance: Evressa has long, golden hair and fair features, so much so that people most often mistake her for an elf. Her thinly muscled frame does not belie the strength and fortitude she possesses, nor do her graceful movements (aided by her *leather armor of silent moves* +3) and beautiful voice reveal the fiercely defensive attitude she takes toward the natural world. She is usually seen wearing wispy, flowing cloth with her hair tied back with flower stems. She rarely dons her armor but she carries her *longbow* +2 with her often, as shooting is the only time she feels completely at ease within the boundaries of the city and the college.

Personality: Evressa is the most charming of the Consortia, when she isn't in one of her fierce moods. Occasionally, weary from being inside the college walls and frustrated by the administration of the school, Evressa will become very quick to anger and short of tongue. The Consortia have found the best way to deal with these moods is just to let her wander for a few days, whereupon she returns in a fabulous mood and ready to get down to the business at hand. It is only for her beautiful voice and ability to charm outsiders that they tolerate her as much as they do.

Evressa Nightingale: **Size:** M; **HD:** 14d6, 4d8; **hp:** 70; **Init:** +7; **Spd:** 30'; **AC:** 18 (+3 Dex, +5 Armor); **Att:** Longbow +18/+13(1d8+2), Dagger

+13/+8(1d4); **SV:** Fort. +8, Ref. +13, Will +15; Str 11, Dex 16, Con 10, Int 17, Wis 14, Cha 21; **AL:** NG.

Skills: Animal Empathy +12, Concentration +11, Decipher Script +6, Diplomacy +12, Gather Information +10, Handle Animal +12, Heal +9, Hide +8, Intuit Direction +9, Knowledge (Arcana) +17, Knowledge (Nature) +10, Listen +8, Move Silently +6(+16), Perform +20, Profession (Singer) +8, Scry +7, Sense Motive +5, Spellcraft +19, Swim +3, Wilderness Lore +9, Use Magical Device +9;

Feats: Dodge, Far Shot, Improved Initiative, Mobility, Point Blank Shot, Precise Shot, Scribe Scroll

Half-elven Abilities: Low Light Vision, Elf Blood, Immunity to Magical Sleep, +2 vs. Enchantment spells and effects, +1 Spot, Listen, Search;

Bard Abilities: Bardic Knowledge, Bardic Music;

Druid Abilities: Nature Sense, Animal Companion (Nightingale), Woodland Stride, Trackless Step, Resist Nature's Lure

Bard Spells (4/5/4/4/2):
[0-lvl]- Dancing Lights, Detect Magic, Flare, Mage Hand, Read Magic, Resistance;
[1st]- Charm Person, Cure Light Wounds, Expeditious Retreat, Silent Image;
[2nd]-Cat's Grace, Cure Moderate Wounds, Invisibility, Tongues;
[3rd]-Charm Monster, Dispel Magic, Cure Serious Wounds, Wind Wall;
[4th]- Cure Critical Wounds, Hallucinatory Terrain, Locate Creature, Dimension Door;
[5th]- Control Water, Mislead, Persistent Image

Druid Spells (5/4/3):
[0-lvl]-Create Water, Detect Poison, Purify Food and Drink, Detect Magic, Cure Minor Wounds;
[1st]- Detect Animals or Plants, Entangle, Summon Nature's Ally, Faerie Fire;
[2nd]- Hold Animal, Lesser Restoration, Tree Shape

Fashael Sunspinner

Master of Magic, Foclucan (CG male gold elf Brd3/Wizard12)

History: Fashael has always hinted at an extraordinary past, but no one has been able to get details about it. At most, the rest of the Consortia know that he spent quite a long time on Evermeet before travelling back to the mainland for some unknown purpose. He also has in his possession artifacts from both the ruins of Myth Drannor and Hellgate Keep, but he has never spoken about their origins to anyone.

The past that most are familiar with is one of travel. Fashael has traveled all over the North and throughout the Dalelands in pursuit of rare plants and herbal specimens. Endlessly fascinated by the wide variety of samples he has been able to collect through the years, he spends most of his research time mixing new concoctions for a variety of purposes. He has created and amassed quite a collection of herbal tinctures, mixtures and potions, some with strange effects on those who drink them and others innocuous, if not bitter and offensive.

It was his skill as an herbalist as well as his unique views on the origins and purview of magic that attracted the attention of those who formed the Consortium. They were interested in representing a variety of viewpoints, trusting that the quality of the students would allow them to judge which path best suited them.

Appearance: Fashael dresses after the fashion of the Elven wizards he grew up around. He wears dark green robes (*White Robe of the Archmagi*) when seen around Foclucan, and the light greens and browns of his people when practicing with his longbow, Xxystlin, or his longsword. He keeps his black hair cropped closely to his head, which makes his deep green eyes appear even more prominent against the light skin of his face.

Personality: Fashael is an archetypal Elven wizard. He believes his race is superior to all others, but tolerates their inquiries into what he considers Elven heritage: magic. He is fond of reminding his students that they are now within what used to be the great human empire of Netheril, and that Netheril is now found only in legends because of the folly of its mages. Though he is perceived as an unapproachable, arrogant teacher, Fashael is happy to discuss any aspect of magic with any student or faculty member of Foclucan. His beliefs aren't founded in racism or arrogance, he truly believes that

Elves are closer to the Weave than any other race, and it is difficult to argue this point.

Fashael Sunspinner: **Size:** M; **HD:** 3d6+12d4+15; **hp:** 66; **Init:** +6; **Spd:** 30'; **AC:** 18 (+3 Dex, +5 *Robe of the Archmagi*); **Att:** Longsword +7/+2 (1d8+1), Longbow (*Xcystlin*) +14/+9(1d6+3); **SV:** Fort. +7, Ref. +11, Will +13; Str 12, Dex 16, Con 12, Int 19, Wis 13, Cha 16; **AL:** CG.

Skills: Perform +9, Alchemy +15, Concentration +12, Knowledge (Arcana) +18, Knowledge (Nature) +15, Profession (Herbalist) +12, Scry +12, Spellcraft +18, Climb +6, Sense Motive +7, Decipher Script +10, Listen +8, Move Silently +6, Hide +6;

Feats: Brew Potion, Heighten Spell, Innate Spell, Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus (Conjuration), Spell Mastery (Summon Monster I & II, Obscuring Mist, Magic Missile, Melf's Acid Arrow), Still Spell

Elven Abilities: Low Light Vision, Immunity to magic sleep spells and effects, +2 save vs. Enchantment spells or effects, +2 Listen, Search, Spot, Detect Secret Doors within 10';

Wizard Abilities: Summon Familiar (Cooshee, "Astagal")

Bard Abilities: Bardic Knowledge, Bardic Music

Bard Spells (3/2):

[0-lvl]- Dancing Lights, Flare, Ghost Sound, Light, Mage Hand, Prestidigitation;
[1st]- Charm Person, Cure Light Wounds, Summon Monster I

Wizard Spells (4/5/5/5/4/4/3):

[0-lvl]- Detect Magic, Detect Poison, Ray of Frost, Read Magic;
[1st]- Grease, Mage Armor, Magic Missile, Obscuring Mist, Summon Monster I;
[2nd]- Fog Cloud, Melf's Acid Arrow, Summon Monster II, Summon Swarm, Web;
[3rd]- Displacement, Flame Arrow, Lightning Bolt, Sleet Storm, Summon Monster III;
[4th]- Polymorph Self, Shadow Conjuration, Solid Fog, Summon Monster IV;
[5th]- Major Creation, Mind Fog, Summon Monster V, Wall of Stone;
[6th]- Globe of Invulnerability, Summon Monster VI, Shades;

Merik Thornridge

Owner of the Sealost Lass Festhall (LN male human F5)

History: Merik is originally from Luskan, where at a young age he joined an unlucky band of adventurers known as the Company of Midnight. The group had recently lost a number of its members chasing legends of a lost city deep within the Lurkwood and was looking for fresh recruits. Shortly after joining, they began an expedition to search the coastal areas for sunken pirate ships and lost treasures. After overcoming a clan of marine scraggs on one expedition, the Company of Midnight discovered just such a bounty.

Rich beyond his belief, Merik chose to retire from the Company, who he felt got lucky and were as incompetent as ever. Merik used his share of the treasure to found a treasure hunting company based on the island of his birth. The company was named the Thornridge Expedition Company. Through Tymora's kiss or just good work, Merik's company continued to find treasure, further expanding his own coffers. During an expedition to find the lost elven citadels in the Moondark Mountains, Merik found the remains of a galleon. Much of the hull of the ship was still in good repair, as was the figurehead. Looking to branch out into other business ventures, Merik decided to build a festhall, using the remains of the ship as its foundation. Merik chose the build the festhall in Silverymoon's Old City Ward, which he had visited during his time as an adventurer.

The Arcane Brotherhood had been keeping tabs on Merik and his operation for some time, and after he finished building of the Lass they approached him with a proposition. In return for subsidizing his rather comfortable lifestyle, Merik would allow the Brotherhood to use the Lass as a waystop and meeting place on the continent. Merik accepted this agreement and continues to prosper in all of his ventures, although he is fearful that the Knights in Silver have caught on to the Brotherhood's presence as of late, causing him to reconsider his alliance with the group.

Appearance: One look at Merik is enough to discern that he was not meant for the life of a fighter. He stands just under 5'9" tall and weighs barely over 140 pounds. He has a nicely trimmed beard that is just beginning to gain a salt and

pepper color to it. He dresses nicely, but not garishly, and is always at the height of fashion. He is never seen without his gold and onyx *ring of mind shielding* on his right hand.

Personality: Merik is a cautious individual who does not invite inquiries into his personal affairs. While he has a number of female companions, none of them have caught his eye as a potential wife. He has come to love Silverymoon and would do nothing to risk what he's earned in respect (and money) by living there. He is nervous that should he back out of his relationship with the Arcane Brotherhood that he will become a target. He has accumulated a powerful circle of friends to protect him should the Arcane Brotherhood attempt to move against him.

Although he has not considered an alliance with the city government, he has recently begun filtering information to the authorities about activities in Luskan. He uses the Lass as a rumor mill from which to distribute this information, and he is very careful not to let the rumors be traced back to him.

Merik Thornridge: **SZ:** M; **HD:** 5d10+5; **hp:** 43; **Init:** +1; **Spd:** 30; **AC:** 17 (+7 half plate mail armor); **Att:** bastard sword, masterwork +6 (1d10), composite longbow +6 (1d8); **SV:** Fort +5, Ref +2, Will +3; Str 10, Dex 12, Con 13, Int 17, Wis 14, Cha 16; **AL:** LN;

Skills: Appraise +7, Diplomacy +7, Gather Information +7, Profession (Entrepreneur) +8, Ride +5, Swim +4;

Feats: Exotic Weapon Proficiency (Bastard Sword), Far Shot, Point Blank Shot, Precise Shot, Skill Focus (Profession), Weapon Focus (Bastard Sword)

Reginald Valurian

Master of Composition, Foclucan (NG male human Brd18)

History: Reginald grew up in a small village near the Moonwood where there wasn't much to do but carry water for his mother and learn to read about bigger and better places. He spent much of his childhood chronicling the everyday activities of the folks in his village, and then writing stories that took place around the characters he chronicled.

When he grew old enough to wield a weapon he began to train with his father's axe, the favored weapon of the small village for its utility as well as its deadly heft. Thoughts of chronicling were soon overshadowed by the excitement of learning the art of combat. For years he studied the ways of combat, all but forgetting about his books. One day a traveler came into town seeking shelter after a hard ride.

This traveler stayed for many days, resting in the peaceful village. Each morning he would study a very large book and finally Reginald could not contain his curiosity. Despite being warned against bothering the guest, the young man approached the man with the book and introduced himself. Though his attention span seemed too short to study the complex rituals associated with arcane magic, the mage found the boy had an innate talent for tapping into the Weave to create certain effects. He gave the boy just enough knowledge to start with before heading off into the wilderness once again.

Reginald was torn between his competing interests, so he began to train in them all simultaneously, which eventually led to his life as a bard. Though he found his technical ability with musical instruments left something to be desired, his highly organized mind wrapped itself easily around the theory behind music. Thus he began writing compositions that were too complex for he himself to play. Reginald's ability to discipline himself even while his interests drew him to knew things was what garnered him a nomination for a post in the Consortia. He has since become the most reliable of the seven, and often acts as liaison between Foclucan, the University and the Court.

Appearance: Reginald is a gaunt man of disproportionate strength. He has thin, wiry black hair that he keeps trimmed at all times. His face is dominated by his prominent nose, upon which wire spectacles sit at all times. He wears plain clothes reminiscent of his humble origins, except when he is attending an official function as a representative of Foclucan. Then he wears a very formal white suit with black and green trim, which only exaggerates his thin body.

When travelling, Reginald dons his barely used *leather armor* +2 and carries his favorite weapon, a *light crossbow of speed* +2 that he refers to as Bowfinger. His instrument is carried in a fine hard case that is enchanted to protect its contents.

Personality: Reginald is the ultimate bureaucrat: obsessed by time, procedure, and documentation. He is annoyed when people are late for appointments and even more annoyed at the chaotic enforcement of his documentation policies within Foclucan. He spends much of his day dispatching notes here and there and overseeing the plans for expanding the school. People say it is his attention to detail that made him the great fighter he was in his day. His short attention span causes him to lose interest in the detail-oriented work he has been appointed to do, so he tends to overwork himself just to maintain his interest at all times.

Reginald Valurian: **Size:** M; **HD:** 18d6+18; **hp:** 108; **Init:** +6; **Spd:** 30'; **AC:** 18 (+4 Dex, +4 leather armor +2); **Att:** battle axe +15/+10/+5 (1d8+2), *Light Crossbow of Speed* +2 +19/+14/+9/+14 (1d8); **SV:** Fort. +7, Ref. +15, Will +15; Str 14, Dex 18, Con 13, Int 18, Wis 15, Cha 19; **AL:** LG;

Skills: Alchemy +8, Appraise +9, Balance +7, Bluff +15, Concentration +11, Craft (Sculpture) +10, Decipher Script +10, Diplomacy +16, Escape Artist +6, Gather Information +16, Hide +12, Intuit Direction +9, Knowledge (Arcana) +13, Knowledge (Government) +13, Listen +12, Move Silently +7, Perform +19, Profession (Bureaucrat) +14, Scry +9, Sense Motive +12, Spellcraft +15, Tumble +6, Use Magic Device +19;

Feats: Dodge, Expertise, Improved Initiative, Iron Will, Mobility, Prepare Spell, Rapid Reload, Scribe Scroll

Bard Abilities: Bardic Knowledge, Bardic Music

Bard Spells (4/5/5/5/3/2):

[0-lvl]- Detect Magic, Daze, Light, Mending, Mage Hand, Read Magic;

[1st]- Cure Light Wounds, Erase, Expeditious Retreat, Message, Ventriloquism;

[2nd]- Blur, Cure Moderate Wounds, Scare, Silence, Invisibility;

[3rd]- Cure Serious Wounds, Dispel Magic, Haste, Slow, Magic Circle against Evil;

[4th]- Cure Critical Wounds, Dimension Door, Hold Monster, Improved Invisibility;

[5th]- False Vision, Greater Dispelling, Healing Circle, Mislead;

[6th]- Mass Haste, Repulsion, Veil

Vrajk Scorlsun

Master of Lore, Foclucan (CG male human Brd8/Bbn2)

History: One of the first musicians to be invited into Foclucan's inner circle, Vrajk Scorlsun seems one of the most unlikely as well. It is still whispered that his selection was somehow tied to influences from the city government of Silverymoon, who reportedly want to see all the various cultures of the North represented by the new school. Despite these whispers, Vrajk is possibly the most popular of the Consortia with students and instructors alike.

Vrajk was the son of a barbarian leader from the icy tundra around the Spine of the World, and from an early age he was groomed to succeed his father. Even though he grew to an admirable size, young Vrajk was always more interested in the epic tales of the great deeds of his ancestors than in performing his own. Spying the young boy's talent and interest, the tribe's skald began to teach him the storyteller's art. For months their sessions went unnoticed, but one evening Vrajk's father burst into the skald's tent and demanded to know what was happening. After a long, mostly one-sided argument, the chief kicked the old skald out of the tribe and banished his son to wander for one year. Adventuring together, Vrajk was able to learn much from the skald until a hill giant hunting party killed the old man. Vrajk managed to escape the hunting party after laying low the giant that had killed his friend.

Eventually making his way to Silverymoon, he quickly became a friend to the city and found in its large bardic community a family unlike any he had known as the chieftain's son. He would tell rowdy and vigorous tales of plains life to eager crowds in taverns all over the North. He was chosen for membership in the Consortia based primarily on his knowledge of Faerunian history, particularly the spread of various groups in the North. His ability to stir emotions with just words is legendary as well, and should add some popular appeal to what is to most common folk a mysterious group of elder bards.

Appearance: Vrajk stands 6'3" and weighs over 250 pounds. He is a hulk of a man with his barrel chest, huge arms, and powerful legs. His long,

wild hair is never tied back into a ponytail, and his sandy blonde beard and moustache shroud most of his face. He always wears his hide armor, even while sleeping, and keeps his spear, Splitter (a magical *spear* +2), close at hand at all times. The shaft of the spear is carved with barbaric totems of his native tribe. In battle he wears a pair of thick, wooly bracers made of whole wolverine skins, with the heads still glowering menacingly at his opponents. These bracers act as *bracers of natural armor* +2.

Personality: Despite his haggard appearance, Vrajik almost always has a smile on his face and a tale on his lips. One is hard pressed to quiet him down, even when there is business at hand. One acquaintance likened travelling with him to trying to sleep in a cave full of stampeding rothe.

Vrajik Scorsun: **Size:** M; **HD:** 8d6+2d12+20; **hp:** 80; **Init:** +5; **Spd:** 40'; **AC:** 16 (+1 Dex, +3 Masterwork Hide, +2 *Bracers of Natural Armor*); **Att:** *Splitter* +13/+8 (1d8+5), Longbow +9/+4 (1d8); **SV:** Fort. +9, Ref. +9, Will +11; **Str** 16, **Dex** 13, **Con** 15, **Int** 15, **Wis** 11, **Cha** 17; **AL:** CG;

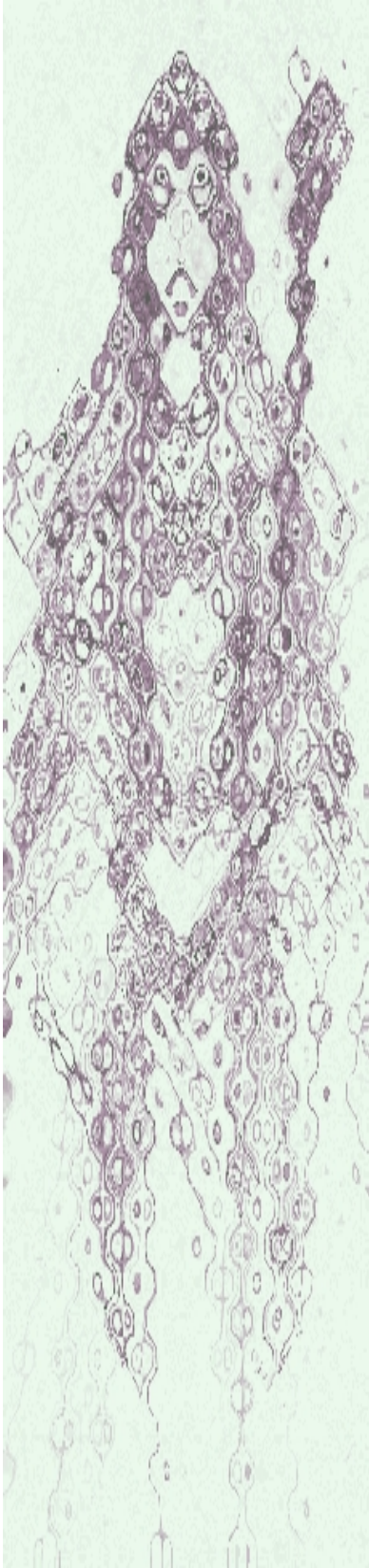
Skills: Climb +8, Concentration +10, Hide +2, Intimidate +8, Intuit Direction +6, Jump +7, Knowledge (History) +13, Knowledge (Nature) +6, Listen +8, Move Silently +6, Perform +10, Profession (Hunter) +8, Reading/Writing, Ride +7, Sense Motive +8, Spellcraft +5, Spot +5, Tumble +4, Wilderness Lore +4;

Feats: Alertness, Dodge, Endurance, Improved Initiative, Mobility, Weapon Focus (Spear);

Barbarian Abilities: Rage 1/day, Uncanny Dodge (AC Bonus);

Bard Abilities: Bardic Knowledge, Bardic Music;

Bard Spells (3/4/4/2):
[0-lvl]- Daze, Detect Magic, Light, Mending, Open/Close, Resistance;
[1st]-Cause Fear, Hypnotism, Sleep, Ventriloquism;
[2nd]-Animal Trance, Bull's Strength, Enthrall, Sound Burst;
[3rd]- Fear, Haste, Phantom Steed



Appendix I: UNIVERSITY COURSES

This section gives an overview of the courses taught in an average quarter at the University. None of these courses represent the curriculum of a specialty college or Foclucan, although certain courses may overlap and students at any of the colleges can take these core courses, though each college has different rules about this.

This list does not provide an exhaustive account, but gives a general guideline for DMs who want to know what types of courses are offered. DMs should feel free to create new courses that fit their campaign or to not use some of the courses listed below.

How to Read Course Entries

Course Title: The name of the course.

Course Description: A general description of what will be learned in the course, including any specific spells or rituals to be focused on.

CR (x): This is the Challenge Rating of the course. An arcane spellcaster can gain experience by taking these courses. In order to gain this experience, the character must succeed at a Knowledge (Arcana) or Spellcraft roll with a DC of 15+the CR of the course. A character may Take 10 on this roll. The skill used for a specific class is shown in parentheses after the CR, with a (K) denoting a Knowledge (Arcana) check and an (S) denoting the use of Spellcraft. The character is awarded XP as if he had defeated a monster of the same CR.

Prerequisites: Advanced and Master level courses often have prerequisite classes. A student must meet all prerequisites before enrolling in a class, or be given a special exemption by the teacher.

Instructors: The names of the most common instructors for the course. Visiting professors and mages often teach courses, but this is determined on a case-by-case basis.

Skills: These are skills that the class focuses on building. A character who has any of the listed skills (other than Knowledge (Arcana) or Spellcraft) may add +2 to his roll when attempting to gain experience for the class. He adds this bonus for each listed skill that he has.

Feats: Students of these courses often go on to take feats related to their track of study. A character who has any of the listed feats may add +2 to his roll when attempting to gain experience for the class. He adds this bonus for each listed feat that he has.

Other: Other specific information the course covers, such as spells or class-related abilities.

Essential Studies

Calligraphy & Spell Transcription

An intensive course that teaches the methods of writing down magical formulae neatly and precisely, so that no confusion can occur. Includes techniques for scribing spell scrolls.

CR: 1 (S)

Instructors: Uoundeld

Skills: Profession (Scribe), Spellcraft

Feats: Scribe Scroll

Cognition & Memory

Essential study course involving mnemonic devices and techniques for enhancing the memory, including techniques for preparing spells.

CR: 2 (K)

Instructors: Uoundeld, Resendast

Feats: Spell Mastery

Other: Teaches the wizard to prepare *read magic* from memory.

Dweomercrafting

A hands-on, intensive course on how to recognize and shape magical energies using the formulae of spells and other rituals. Teaches basic casting of cantrips.

CR: 1 (S)

Instructors: Tantyssa, Resendast

Skills: Knowledge (Arcana), Spellcraft

Ethics of Wizardry

A discussion course that includes instruction in the ways of ethical spellcasting, including Mystran and Azuthan doctrine on the topic. Also analyzes the various ethical standpoints of various wizardly organizations in the Realms, such as the Red Wizards of Thay, with an eye towards understanding the moral implications of unrestrained magical use (and abuse).

CR: 2 (K)

Instructors: Seria

Skills: Knowledge (Religion)

Meditation

Hands-on activity class that teaches the various methods of meditation and other techniques for achieving the mental clarity necessary to prepare and cast spells. Includes both active and passive meditation techniques.

CR: 1 (K)

Instructors: Seria, Resendast

Skills: Concentration

Metaphysics

Scholarly examination of the workings of arcane energies and the interaction of same with the physical world. Includes a small examination of planar theories as well as practical advice on dealing with creatures resistant to magic.

CR: 2 (K)

Instructors: Seria, Resendast

Skills: Knowledge (Arcana), Spellcraft

Feats: Spell Penetration

Practical Spell Component Identification & Care

In-depth study of the care and acquisition of spell components.

CR: 1 (S)

Instructors: Gwyffral Hanyk

Skills: Spellcraft

Spellcrafting Theorums

A study of the variety of methods and techniques involved in crafting spells. Includes lessons on recognizing magical writing and how to craft same, as well as how to recognize spells being cast.

CR: 1 (S)

Instructors: Tantyssa Sortann, Paol Tirin Sionhaehr

Skills: Spellcraft

Summoning & Care of Familiars

Examination of both the methods of calling a familiar and the implications of doing so.

CR: 2 (K)

Instructors: Arneth Gryllian (N Male Human Sor9)

Skills: Knowledge (Arcana)

Other: The wizard learns how to summon a familiar.

Electives

Alchemy, Beginning

Laboratory course that teaches the utilization of various alchemical techniques and processes to analyze and refine magical substances as well as the creation of various alchemical items.

CR: 2 (K)

Prerequisites: Laboratory Techniques
Instructors: Gwyffral Hanyk
Skills: Alchemy

Alchemy, Advanced

Laboratory course that teaches the advanced principles of alchemy and magic used in the creation of potions and philters.

CR: 4 (K)

Prerequisites: Beginning Alchemy

Instructors: Gwyffral Hanyk

Skills: Alchemy

Feats: Brew Potion, Skill Focus (Alchemy)

Apothecary Studies

Hands-on techniques for learning the apothecary's trade, including the gathering of fine materials for use as material components.

CR: 3 (K)

Instructors: Fashael Sunspinner

Skills: Profession (Apothecary)

Astrology

A nighttime course concerning the movements of the stars in the heavens and the magical theories relating to such, including the relating of fortunes and personality patterns.

CR: 1 (K)

Instructors: Rhomtal

Skills: Knowledge (Arcana), Profession (Astrologer)

History & Culture

A detailed analysis and discussion of the impacts of magic and sorcery on the Realms, including past spell creators and magical empires past and present.

CR: 1 (K)

Instructors: Tanyssa Sortann, Rhomtal, Resendast

Skills: Knowledge(Arcana), Knowledge (History)

Laboratory Techniques

Teaches the skilled care and upkeep of laboratories and workshops, in an actual workshop. Includes instructions on how to find the best equipment and the differences between alchemical and arcane workshops.

CR: 2 (K)

Instructors: Gwyffral Hanyk

Skills: Alchemy

Library Techniques

Held in the University Library, this course teaches expedient and efficient research techniques, as well as how best to present information and questions to sages and librarians that they might assist in searches.

CR: 1 (K)

Instructors: Merty the Reader

Skills: Profession (Librarian)

Literature

A study of various bodies of literary work, ranging from elven epics to Waterdhavian "copper dreadfuls."

CR: 1 (K)

Instructors: Uoundeld, Vrajk Scorsun

Skills: Knowledge (Literature)

Music Appreciation

A broad overview of the art of crafting music, including a brief study of the magical properties of sound.

CR: 1 (K)

Instructors: Uoundeld, Evressa Nightingale

Skills: Knowledge (Arcana), Perform

Advanced Studies

Advanced Cognition & Spontaneous Casting

Teaches the spellcaster to transmute the energy of prepared spells into spells that he has mastered.

CR: 6 (S)

Prerequisites: Cognition & Memory

Instructors: Miresk

Feat: Signature Spell

Advanced Enstarment Techniques

Teaches advanced techniques of enstarment (the process of crafting magical items).

CR: 6 (K)

Prerequisites: Any other enstarment course.

Instructors: Tygg Adryl

Skills: Craft (varies), Profession (varies)

Feat: Magical Artisan

Componential Compromise

Teaches the spellcaster to overcome normal limitations of spellcasting. This course teaches different material each season (and is not

taught during spring). Summer covers the ability to Quicken spells, autumn teaches the student to cast without gesture and winter sees the coverage of casting without sound.

CR: 5 (S)

Instructor: Fashael Sunspinner

Feat: Quicken Spell (summer), Still Spell (autumn), Silent Spell (winter)

Defensive Counterspelling

Teaches the spellcaster about the linkages that exist within spells of the same school of magic and how to draw upon those links in order to counterspell others similar to them.

CR: 5 (S)

Instructor: Uoundeld

Feat: Improved Counterspell

Durative Alteration

This is a series of classes that teach methods for altering and adjusting the duration and time-span of spellwork. Two methods are taught of performing this kind of alteration – one of them teaches techniques to allow the spells to draw upon the Weave for continued energy, doubling its effective duration. The other teaches the spellcaster to set up a loop that delays the final completion of the spell, holding it for a few moments before finishing it. These are taught in alternating seasons.

CR: 4 (S)

Instructor: various, by session

Feat: Extend Spell (summer, winter), Delay Spell (spring, autumn)

Expansive Cohesion

A series of studies into increasing the potential of standard spell formulae. Each season hosts a different topic in the Expansive Cohesion series. Spring hosts the techniques for drastically increasing the sheer power of the spell, summer sees the techniques for altering the incantations in order to increase the spell's range, autumn's course details the methods of heightening a spell and winter's course teaches techniques for pushing spells cast to their maximum potential.

CR: 4 (S)

Instructors: various, by session

Feat: Empower Spell (spring), Enlarge Spell (summer), Heighten Spell (autumn), Maximize Spell (winter)

Familiar Studies, Advanced

Teaches further insight into the nature of the familiar, including the techniques for summoning familiars of a non-standard type.

CR: 4 (K)

Prerequisites: Summoning & Care of Familiars

Instructors: Arneth Gryllian (N Male Human Sor9)

Feat: Improved Familiar

Metallurgical Enstarment

A study of techniques used in researching and crafting metal items such as weaponry and armor, as well as rings. The class focuses on arms and armor for three quarters and rings for one (winter only). Students must meet the appropriate Circle of Mystery spellcasting requirements to take the class. The class culminates in the crafting of an item that the student spends the season researching.

CR: 5 (K)

Prerequisites: Spellcaster Level 4 (Arms & Armor) or Level 11 (Rings)

Instructor: Tygg Adryl

Skills: Craft (Weaponsmith, Armorsmith), Profession (Jeweler)

Feat: Craft Arms & Armor, Forge Ring

General Enstarment

A study of techniques used in researching and crafting myriad items such as cloaks, boots, non-ring jewelry and the like. Students must meet the appropriate Circle of Mystery spellcasting requirements to take the class. The class culminates in the crafting of an item that the student spends the season researching.

CR: 3 (K)

Prerequisites: Spellcaster Level 2

Instructor: Tygg Adryl

Skills: Craft (varies), Profession (varies)

Feat: Craft Wondrous Item

Metaphysical Penetration of Natural Arcane Defenses

Following up on the techniques outlined in the Metaphysics class for piercing the innate defenses some creatures have to spells, this course teaches the spellcaster to pierce those defenses with efficiency and skill.

CR: 5 (K)

Prerequisites: Metaphysics

Instructor: Resendast

Skills: Knowledge (Arcana), Spellcraft

Feat: Greater Spell Penetration

Preparation for Spontaneous Arcanists

Teaches sorcerers and bards how to prepare spells that are altered with metamagic of some kind, in the way a wizard prepares spells.

CR: 3 (S)

Instructor: Reginald Valurian

Feat: Prepare Spell

Sceptral Enstarmant

A study of the techniques used in researching and crafting sceptral items – wands, staffs and rods. During seasons in which this class is offered, only one type of item is taught: wands are taught in spring, rods in summer and staffs in autumn. Students must meet the appropriate Circle of Mystery spellcasting requirements to take the class. The class culminates in the crafting of an item that the student spends the season researching.

CR: 5 (K)

Prerequisites: Spellcaster Level 4 (Wands), 8 (Staves), or 11 (Rods)

Instructor: Betynnia of the Staves

Skills: Craft (Sceptres)

Feat: Craft Wand, Craft Rod, Craft Staff

Spell Tactics & Strategy

In-depth study of techniques for casting spells in violent situations. Includes study into use of various spells offensively and defensively, as well as maintaining concentration during stressful situations.

CR: 3 (S)

Prerequisites: Ethics of Wizardry, Meditation

Instructor: Uoundeld

Skills: Concentration

Feat: Combat Casting

Twofold Dweomerweaving

Hands-on examination of the particular properties of arcane energies and how they might be successfully manipulated for a twinned effect when cast.

CR: 4 (S)

Instructor: Miresk

Feat: Twin Spell

Advanced Componential Compromise

This course is only available to those students who have taken the entirety of the Componential Compromise series and demonstrated mastery of those techniques. The Magus Senior arranges for one-on-one study with the student, in order to teach the grueling techniques involved in rendering a spell innate.

CR: 6 (S)

Prerequisites: Componential Compromise (Quicken Spell, Silent Spell, Still Spell)

Instructor: Miresk, Fashael Sunspinner

Feat: Innate Spell

Advanced Durative Alteration

This course is only available to those students who have taken the summer or winter portion of Durative Alteration and demonstrated mastery of those techniques. These techniques teach the spellcaster to extend the duration of certain types of personal spells to a full day, allowing him full access to its powers during that time.

CR: 5 (S)

Prerequisites: Durative Alteration (Extend Spell)

Instructor: Miresk

Feat: Persistent Spell

Linguistic Studies

Language Intensives

Students are immersed in the language of their choice. These courses are so grueling that a student may only take one per quarter, and a maximum of two per year. The following arcane languages can be learned: Draconic, Auld Wyrnish, Thorass, Espruar, Dethek, Netherese, Celestial, and Infernal.

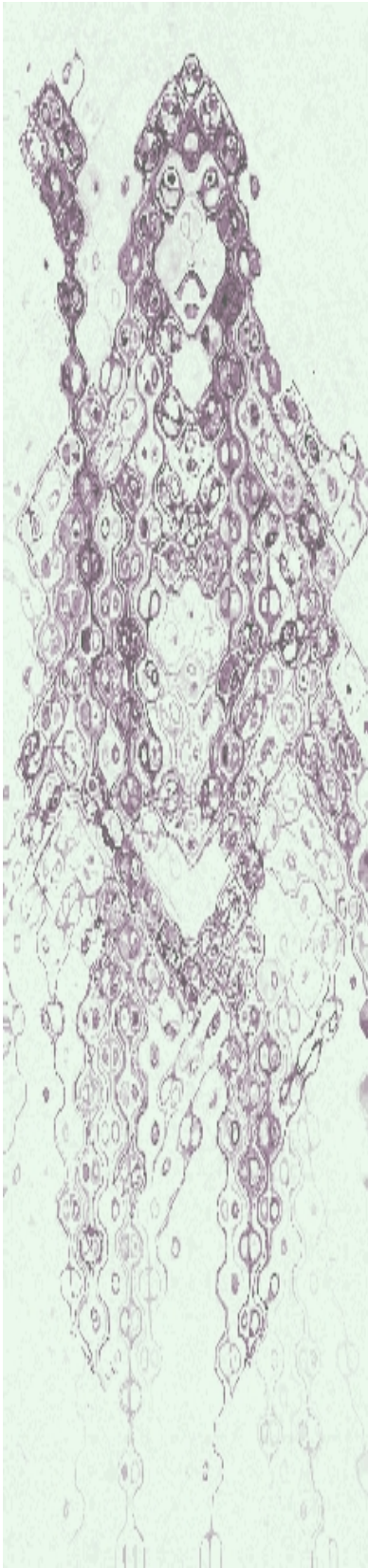
Common languages are not taught in the Lady's College, although Foclucan offers some courses in the more common regional languages of Faerun.

CR: 2 (K)

Instructor: Rhomtal, Resendast

Skill: Speak Language

Master Studies



Appendix II: OPTIONAL RULE: MATERIAL COMPONENT UNITS

Most players and DMs of Dungeons & Dragons are split on the issue of material components. Some like them and wish to see their uses enforced. They believe that wizards will not always have the right material components at hand, especially since spellcasters very rarely spend any game time hunting for those components. Others prefer a more “hands-off” method; they don’t want to engage in tedious bookkeeping of every blade of grass and eye of newt needed to cast their spells. If the component doesn’t have a cost, most such players and DMs simply assume that the spellcaster has the items at hand. The following system is a compromise between those extremes. With this set of optional rules, a balance can be struck, requiring spellcasters to keep track of “units” of material components without resorting to mind-numbing lists of components. Included are rules for gaining more such units, as well as storing them.

The casting of a spell requiring material components uses up one ‘material component unit.’ Each time a spell with the component ‘M’ is cast, the player of the spellcaster marks off one unit of material components. This does not apply to those spells that have a listed cost for a material component, unless that spell also uses components that are not priced (*identify*, for instance).

Storage of Material Components

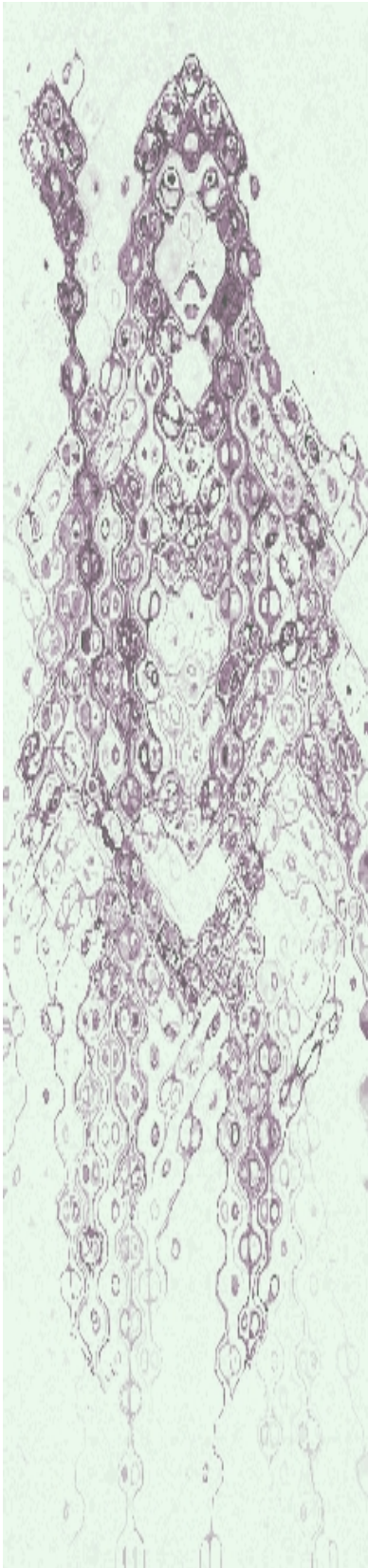
Components must be stored carefully so that they are not harmed by every day jostling. They must also be stored separate from one another so that their occult essences aren’t mixed – a bit of thistle down accidentally stained with berry juice is no longer pure thistle, and is therefore unsuitable for spellcasting. As a result, there are many clever ways of storing these components, the most common of which is the ubiquitous spell component pouch, as described in the Player’s Handbook.

Finding Material Components

The above pieces of equipment all hold material components. When they are first purchased, it is assumed (for the ease of play) that they have a full compliment of spell components, especially if they are purchased by a spellcaster. Gaining more of these material components can be done easily in one of two ways – by buying them, or by simply finding them oneself.

Purchasing material component units is cheap: a mere silver piece per unit if they are procured from an apothecary. They are more expensive (2 sp/unit) if they are gotten from an alchemist or herbalist. Keep in mind that these are not simply any components. These are the best materials at hand.

Those who choose to hunt for their own spell components may roll any number of skills in order to do so. Probably the best for this task is Profession: Apothecary (DC 10). Also viable are Profession: Herbalist and Spellcraft rolls (both DC 12). Finally, a Wilderness Lore roll might be made (DC 15). Each roll takes one hour of searching and scoring the DC exactly indicates the discovery of a single unit. Every point above the DC results in the discovery of one more unit.



Appendix III: CHARACTERS FROM SILVERMOON

The following sections are written in order to give you a decent overview on where your native Silveraen character fits into the “grand scheme of things.”

The Races in Silvermoon

All the civilized races of Faerun have found a home in Silvermoon. These races live together within the glittering silver-white walls of the Gem of the North, echoing lost Myth Drannor for their cooperation and peaceful dealings with one another. It is not unheard of to find a small human dwelling at the base of a tree in which sits an elven abode, all above the delve of a dwarven family.

Humans by far make up the majority of the folk in Silvermoon. Many of these humans, however, can trace some measure of elven blood back in their ancestry and most are the descendants of rugged frontiersmen who carved this civilization out of the rough and wild North.

Half-elves are the next most populous folk in Silvermoon, and are not treated with the same disdain or superstitious regard that some places treat those folks who share the elven blood.

Elves and *dwarves* are present in almost equal numbers. Though many live apart from the general populace (notably the dwarves of Undercity, a small subterranean community of dwarves who defend Silvermoon from Underdark incursions), it is no great wonder to see an elf or dwarf haggling at the market or enjoying a drink at a tavern. Note that most dwarves in the North are shield dwarves; gold dwarves are almost invariably travelers. Likewise, most elves are probably moon, sun or wood elves – the southern wild elves are practically unheard of in these climes.

Halflings make up the next populous race of Silvermoon; they are known for their love of the fine inns and music available in Silvermoon. There are several halfling families to be found within the walls of Silvermoon. Most halflings are lightfoots, though a few

stronghearts occasionally find their way this far north.

Gnomes, too, are present in Silverymoon, though in numbers smaller than those of any other races. Gnomes are attracted to Silverymoon for the city's appreciation of fine craftsmanship and a wonder of magic – two things that make any gnome feel at home. Indeed, there are more gnomes in Silverymoon than in all of the other cities in the North combined, save perhaps the rare small gnomish settlements that can be stumbled upon in travels.

Half-orcs are looked upon with some suspicion in Silverymoon – too many folk have had violent dealings with orcs to completely dismiss their fears of those who bear that blood. However, it might also be said that the Silveraen are also more aware of the circumstances surrounding many half-orc births. In either instance, most half-orcs are watched, whether out of suspicion or a half-concealed pity – neither of which particularly endears them to the Silveraen.

Character Classes in Silverymoon

Standard Classes

Barbarian: Most of the barbarians of the North are of Uthgardt blood. Although most Uthgardt are human, it isn't unheard of for a young barbarian of the tribes to come forth who bears the blood of orcs or elves in him. Half-orc barbarians may also come from one of the various orc tribes of the region. Wood elven and some half-elven barbarians tend to come from the deeps of the High Forest. Most folk scoff at the idea of halfling or gnomish barbarians, but rumors of barbaric dwarves deep within the mountains of the Spine of the World are too numerous and similar to completely discount.

Bard: In many ways, Silverymoon is the City of Bards. There is a vast profusion of bards and bardic traditions to be found here, from the warrior-skalds of the Northmen to the finely perfumed operatic performers in the Sembian tradition. All of the races have their own bardic traditions. Elven harpists and spellsingers, dwarven chanters, halfling whistlers, gnomish pipers, and half-orc battle-dirgists are all found here mingling with bards of every stripe.

Bard is a Preferred Class of Silverymoon.

Cleric: By the High Mage's Edict of Faith, no church may operate within Silverymoon that seeks to discredit or disrupt another. Furthermore, no temple exists that harms others as part of its sacred rites. The patron goddesses of Silverymoon are Mielikki, Lurue (who is worshipped in Mielikki's groves and from whom the city of Silverymoon and the nation of Luruar both gain their names), Mystra, Selûne and Sehanine Moonbow (of the elven Seldarine pantheon). Silverymoon also has temples dedicated to Helm, Milil and Oghma, Shiallia, Silvanus, Sune, Tymora, the dwarven Mordinsamman and the rest of the elven Seldarine. The Lords of the Golden Hills (gnomish pantheon) and Yondalla's Children (the halfling pantheon) are also well represented in the homes and shrines of their respective folk. There are also rumors of Dark Ladies who celebrate their goddess, Eilistraee, under the moonlight in the wilds around Silverymoon.

Cleric is a Preferred Class of Silverymoon, so long as that cleric worships one of the following gods: Deneir, Eilistraee, Lurue, Mielikki, Milil, Mystra, Oghma, Silvanus, the dwarven pantheon, the elven pantheon, the gnomish pantheon and the halfling pantheon.

Druid: Surrounded as it is by some of the oldest forests on Faerun, it is only natural that Silverymoon should produce those folk who find their inspiration and hope in nature and its gods. For many years, the closest circle of druids was the Circle of Silver, a druidic group based out of the Moonwood. Recently, however, survivors of the Circle stumbled into the city, delirious from wounds and fever, babbling of were-creatures who invaded their woodland homes and slew their faithful. Several Moonknights were sent into the wood to investigate and have since found a name for this cabal of lycanthropes – the People of the Black Blood.

Fighter: Life is dangerous in the North. Even in the Gem of the North, no one is unaware of the dangers that lie just beyond the protection of the walls and the High Mage's watchful eye. Many Silveraen learn the arts of battle in order to protect themselves from those dangers. These individuals often make a living from what they have learned, whether as caravan guards, city guards or adventurers.

Monk: The miles of open wilderness and many hidden valleys and forest glens around

Silverymoon provide ample space for monks of all kinds, from the reclusive Clan of the Inner Spirit to the wandering monks of the Earthen Fist. The Earthen Fist have a monastery at the base of the Nether Mountains on the western end of Silverymoon Pass, but there are only a dozen or so monks there at any one time. They believe themselves the guardians of peasant communities of the Silver Marches and sometimes resent powerful cities such as Silverymoon and Everlund, who they see as isolationist power centers that do little for the surrounding peoples.

Monk is a Preferred Class of Silverymoon.

Paladin: Wherever danger threatens the lives of ordinary people daily paladins are likely to crop up. Silverymoon is no different. Paladins of Helm are arguably the most common in the city, though any of the appropriately aligned gods may count a paladin or two among their followers and servants.

Paladin is a Preferred Class of Silverymoon.

Ranger: The North is a dangerous place, as any Silveraen can tell you. For most folk, these dangers are a nebulous “other” – most people simply know that there are hazards beyond the walls and in the wilds. Rangers, however, know these dangers intimately. Indeed, they seek them out, seeking to lessen the danger that the average person faces when travelling the backroads of the North. Most rangers of the area have a special enmity with the multitude of orcs that infest the Silver Marches. Recently many of them have been studying the habits of giants and shapeshifters in addition, due to the recent immigration of such creatures to the Moonwood and the Evermoors.

Ranger is a Preferred Class of Silverymoon.

Rogue: The laws of Silverymoon are very strict when it comes to theft, therefore rogues that stay in the area must be very careful when plying their trade. Silveraen work very hard for what they have and there is little sympathy for those who would seek to deprive them of it. As a result, many rogues in Silverymoon aren't burglars, but professional adventurers, scouts, guides (in the city or out of it) and con men.

Sorcerer: The sorcerers of Silverymoon have integrated well into the academic atmosphere that seems to pervade the arcane community of the city. Indeed, the Lady's College, part of the University of Silverymoon, boasts an extraordinary number of sorcerers among its students. Rather than the standard arcane memorization and other academics favored by the other parts of the University, the Lady's College assists sorcerers in exploring their own innate links to the Weave, teaching them mastery of the self while giving them a community of like individuals from which to learn.

Sorcerer is a Preferred Class of Silverymoon.

Wizard: To many people outside of the Silver Marches, the city of Silverymoon is a city of wizards. Though it has a long tradition of bardcraft, it is the powerful and mysterious magic of the city that impresses most commoners and nobles alike. In recent times the Lady Hope Alustriel, herself a wizard of great power, founded the University of Silverymoon, further solidifying the city's image as a capitol of the arcane arts. Combining all of the city's schools of magic into a single, unified institution, her goal was to further the studies of magic and to provide a broader and more complete base of learning than any other such establishment on Faerun. It would appear that, outside of perhaps Thay or Halruaa, she may do just that.

Wizard is a Preferred Class of Silverymoon.