

magic items of silverymoon

Boots of the Astute Wanderer: These shin high auburn-hued leather boots have their insides lined with the fur of a branta, which provides the wearer both coziness and protection against the harsh weather conditions that grip the North for pretty much all year round.

The pair of boots constantly keep the wearer warm, allowing them to hold out against bitter, wintry weather and cold damage as if they had *resist elements (cold)* cast upon them (negating 12 points of cold damage per round). Not only that, the boots grant the wearer a +5 competence bonus to both Wilderness Lore and Knowledge (Silverymoon geography) checks, but the latter is subject to whether the wearer is trained in that particular skill.

The boots are popular with members of groups that patrol the wilderness that surrounds the Gem of the North, be they Argent Legion, Knight in Silver, Silver Warden, or any other for that matter.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *resist elements*, creator must be familiar with the wilds outside Silverymoon; *Market Price:* 16,000 gp; *Cost to Create:* 8,000 gp + 640 XP; *Weight:* 1 lb.

Bowfinger: The result of combining the finest elven magic, human carving, and dwarven knowledge of firing mechanisms, this +2 *light crossbow of speed* is a perfect example of what the attitudes of the inhabitants of Phalorm were. The leaf designs that are expertly carved in the shadowtop wood glisten whenever a bolt is fired and the mithral firing mechanism never seems to dull or become unclean, and it still shines as bright as it did when it was completed.

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 magical properties. It cannot, however, duplicate the effects of poison or other non-magical enhancements.

When the trio comprised of the elven wizard Vaelril Galadon, the human carver Evgar Greendell and dwarven engineer Dalcharl Andarheart, created *Bowfinger* as a +1 *light crossbow* with its special reloading ability in 546 DR; Phalorm (more commonly known as the Fallen Kingdom or Realm of Three Crowns) was already fighting a losing battle against numerous goblinoid and orc tribes of the North and needed a weapon that could kill more of the aggressors with less ammunition. When it was ready, it was presented to Kieran Shatterhelm, one of the military commanders of the Realm of Three Crowns. He used it to kill some 452 humanoids until he fell to a goblin prince of the Rastulaugak kingdom (based in the Underdark under the Dessarin Hills) in 558 DR, at which point it became a family heirloom, passed down through countless generations until it reached the particularly arrogant and overconfident prince Gartred. In 1259DR, he tried to invade Nesmé with a relative small army of goblins and hobgoblins. The attempt failed, leaving the crossbow in the hands of Theban Valurian, a middle-aged, yet unruly adventuring sorcerer who gave the crossbow a higher enhancement bonus as well as the *speed* property. The weapon proved useful and he soon gained enough to retire to a small village near the Moonwood. There

Bowfinger stayed mounted on the wall of the Valurian family cabin until it was presented to Theban's great, great grandson, Reginald, by name, graciously accepted the heirloom when he left for Silverymoon to become the master of composition and chief of operations at the House of the Harp (the freshly reopened and renamed bardic college).

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, *haste*, *mirror image*, *minor creation*; *Market Price:* 92,000gp; *Cost to Create:* 46,000 gp + 3,680 XP.

Figurine of Wondrous Power - Electrum Unicorn: Crafted from electrum, this beautiful *figurine of wondrous power* has all the abilities of a standard unicorn when it is animated. Additionally, it will allow its bearer to ride it as a mount. In this case, the unicorn can teleport its rider when using the *teleport without error* ability. The unicorn can only be used once per week, for a maximum of 8 hours per use. Once the time has elapsed or the command word is spoken, the unicorn again becomes a tiny statuette.

The first recordings of *electrum unicorns* appear in scrolls scribed in the Eaerlanni city of Ascalhorn circa 600 DR, centuries before fiends were unleashed from within the city in 882 DR bringing not only Ascalhorn (later known as Hellgate Keep) to ruin, but the realm of Eaerlann as well. However, among some of the most learned sages based at the Vault of the Sages it is speculated that a whole 'herd' of these *figurines of wondrous power* exist somewhere in the depths of the High Forest. According to myth, they date back to the height of the ancient elven realm of Aryvandaar, the base of the Vyshaantar Empire, whose self-importance and greed led to the start of the legendary Crown Wars, which in turn led to the complete annihilation of Miyeritar and the descent of the corrupted Ilythiiri and others into the Underdark as the drow. There is also discussion that only the Mistmaster knows where they are hidden, but a select few of the Daemonfey know the location as well.

Caster Level: 13th; *Prerequisites:* Craft Wondrous Item, *animal messenger*, *teleport without error*; *Market Price:* 18,000gp; *Cost to Create:* 9,000 gp + 720 XP; *Weight:* -.

Firestone: These fairly common items are found in taprooms and studies around Silverymoon, and can be procured from the Spellguard for a significantly discounted fee. A firestone is a smooth stone about the size of an average elf fist, and when a person looks deeply into the center of the stone they can see a faded image of flames spiraling and whirling inside. When a command word is spoken, flames erupt around it to the size of a small campfire. These flames provide heat, but wards on the stones prevent the flames from affecting wood of any kind. The magical nature of the fire they produce helps insure the safety of the city, whose natural surroundings (not to mention violent history) make the area a major fire hazard. Thus, one can still cook over such a fire and draw warmth from it on cold nights, but with no risk of setting a building or forest on fire.

Originally created by Netherese arcanists for settlers of new lands, the Spellguard began producing these items as it became evident they were no longer able to fulfill their duties as

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firemen due to the steadily encroaching evils of the orc horde current amassing under the banner of King Obould, and the suspected Banite threat that is rumored to accompany the retired Zhent settlers, to name a few. The Spellguard will only sell these stones to those who vow to keep them within the city limits. However, those who do not want to adhere to the conditions of the Spellguard can find these items available at full price on the black market, which has undergone an invigoration recently due to the smuggling of Thayan memory-loss drugs into Silverymoon by agents of the Arcane Brotherhood.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *continual flame, handfire, protection from elements*; *Market Price:* 600 gp (300 gp if bought from the Spellguard); *Cost to Create:* 300 gp + 24 XP.

Knight's Belt: This superior belt made from rothé hide has a circular bluish-silver buckle emblazoned with the star and crescent moon seal of Silverymoon. The belt constantly provides the wearer with the benefits of *endure elements (cold)* and *low-light vision*. Once per day, the wearer may use *detect lycanthropes, dimension door, and sending*.

First devised by High Mage Nunivyt Threskaal in 1017 DR, these belts are presented to all newly promoted knight-commanders at lavish but sober ceremonies jointly presided over by Knight Grand Commander Sernius Alathar and High Mage Taern Hornblade. Knight-commanders are the leaders of the order and have given many years of outstanding leadership, being in charge of up to one hundred knight-at-arms at any one time. Rumors persist that the Knight Grand Commander wears a customized *knight's belt* with many additional powers available at his command.

Caster Level: 10th; *Prerequisites:* Craft Wondrous Item, *detect lycanthropes, dimension door, endure elements, low-light vision, sending*; *Market Price:* 53,000 gp; *Cost to Create:* 26,500 gp + 2,120 XP; *Weight:* 2 lb.

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.

Lightsteel cases are a relatively new creation, with the first being made for Reginald Valurian and his violin by Thaddeus Wynderfayne (the owner of Wynderfayne's Wonderful Wynds, located in the Hunter's District) especially for the reopening of the city's long closed bardic college. Since then, many of the students at the House of the Harp have requested that the jovial gnome craft a case for their own instrument, with varying levels of success, principally due to how civilized and polite they were in asking him.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, creator must have at least 1 rank in Craft (metalworking); *Market Price:* 4,000gp; *Cost to Create:* 2,000 gp + 160 XP; *Weight:* ½lb.

Shoes of Dancing: These shimmering pointed 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 competence 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 ½movement while trying to control the shoes, who can't quite figure out what they are supposed to be doing.

Strangely, these type of magic shoes originate from the land of Halruaa, a kingdom located in the far south, more universally known for its powerful spellcasters rather than the dancing abilities of its inhabitants. However, as with most things in Halruaa, magic has played an important part in their creation in 1088 DR. The first pairs belonged to a group of Mystra-worshipping sorcerer/spellsingers who went by the name of the Dancers of the Path of Mystery, who used the shoes to full effect whilst battling would-be invaders and dangerous threats from within. Various historical scrolls hint that one of the Magisters – Thomar Fleetmoor – was given a pair of these shoes after saving the group's leaders from certain death sometime during his reign as Magister in the years 1274-1278DR. Since then, pairs have spread slowly across western Faerûn.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *unseen servant, cat's grace*; *Market Price:* 1,800gp; *Cost to Create:* 900 gp + 72 XP; *Weight:* ¼lb.

Spellguard's Belt: This fine leather belt has a circular purplish-silver buckle emblazoned with the star and crescent moon seal of Silverymoon. The belt constantly provides the wearer with the benefits of *endure elements (cold)* and *low-light vision*. Once per day, the wearer may use *detect lycanthropes, dimension door, and sending*. Also, once per day, the wearer may cast *mass teleport* on anyone wearing a *knight's belt, spellguard's belt*, or in possession of a *silver knight's token*. This special *mass teleport* will allow the wearer to take the party to anywhere in Silverymoon.

Once a member of the Spellguard has achieved the rank of Warder, which requires them to take on much more responsibility, such as tending the city's wards (as the title suggests) and other civic duties, they are given the honor of wearing a *spellguard's belt*. They are presented with the belt by Lord Warder Jorus Azuremantle himself at a private function; often accompanied by the two Spell-Captains, one of which is Tarthilmor Aerasumé, one of Alustriel's half elf sons. Some of the common folk gossip that the Lord Warder and his two Spell-Captains have more powerful versions on their person.

Caster Level: 15th; *Prerequisites:* Craft Wondrous Item, *detect lycanthropes, dimension door, endure elements, low-light vision, mass teleport, sending*; *Market Price:* 66,000 gp; *Weight:* 2 lb.