

A SILVER MARCHES WEB ENHANCEMENT
BY SEAN K REYNOLDS

MORE
MARCHES

specific magic
Armor

Beset by orcs and strange monsters, and struggling to protect its borders and establish a national identity, the Silver Marches is a place where danger is always near and clever magic is always needed. This web enhancement offers 18 new magic items and spells for your campaign. Some are used often by the people of the *Silver Marches*, while others are long lost or best forgotten. In addition, we present the lair of Grimlight, a behir of the Cold Vale famous for his vicious and clever nature.

To use this web enhancement, you should already have *The Silver Marches* accessory by Ed Greenwood and Jason Carl. This bonus material is brought to you by the official FORGOTTEN REALMS® website: <www.wizards.com/forgottenrealms>

Silver Mail of the Unicorn Queen: This +1 *elven chainmail* bears a small symbol of Lurue at the center of the chest. The wearer is protected as if carrying a *periapt of proof against poison* and may cast *cure light wounds* three times per day. The wearer gains a +4 competence bonus to Charisma-based skill checks as they relate to dealings with good-aligned magical beasts such as unicorns, pegasi, and giant eagles.

The armor bestows one negative level on any nongood creature wearing it. This negative level persists as long as the armor is worn and disappears when the armor is removed. The negative level never results in actual level loss, but the wearer cannot overcome it in any way (including with *restoration* spells) while wearing the armor.

Caster Level: 5th; **Prerequisites:** Craft Magic Arms and Armor, *cure light wounds*, *neutralize poison*; **Market Price:** 23,950 gp; **Cost to Create:** 14,050 gp + 792 xp.

Additional credits

This layout intentionally begins on page 2. There is no page 1.

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specific magic weapons

Graybrother: This +2 *shortspear* of a very old style is obviously of orc manufacture. Its gray wooden haft and dull steel blade are carved with orc runes representing murder, hate, and power. It deals +2d6 points of damage to humans and elves. Unlike bane weapons, the spear's enhancement bonus is not +2 greater than normal against humans or orcs. This weapon is legendary among the tuskers of the North. Many tribal leaders over the centuries have searched ruins and dark places for it, as the clerics of Gruumsh say the orc who wields it is favored by He Who Watches and will be able to amass a great unbeatable army to sweep over the human and elven lands, reducing the inhabitants to slaves.

Caster Level: 8th; **Prerequisites:** Craft Magic Arms and Armor, *summon monster I*; **Market Price:** 32,302 gp; **Cost to Create:** 16,302 gp + 1,280 xp.

Nightbreaker: This +1 *ghost touch disruption heavy mace* is a sacred item to the church of the Morninglord, having been wielded by a successive line of paladins of the Order of the Aster. The item was lost in 1344 DR, when its bearer left to destroy a lair of specters, and has not been seen since. Certain members of the clergy believe this item to be the "rightful sign" of Lathander's favor described in the Rhyester's Matins (temple) entry in the Silvermoon section of *The Silver Marches*.

Caster Level: 14th; **Prerequisites:** Craft Magic Arms and Armor, *beal, plane shift*; **Market Price:** 32,312 gp; **Cost to Create:** 16,312 gp + 1,280 xp.

Orcblinder: At the command of Lady Alustriel, the churches and wizards of the Silver Marches commissioned a large number of these +1 *arrows* decorated with distinctive fletching bearing eyelike markings. Said to pierce orc eyes with amazing frequency, they deal an additional +2d6 hit points of damage to orcs. Unlike bane weapons, their enhancement bonus is not +2 greater than normal against orcs. They are destroyed when used, just like normal arrows. Crossbow bolts with this power exist but are less common.

Caster Level: 8th; **Prerequisites:** Craft Magic Arms and Armor, *summon monster I*; **Market Price:** 167 gp; **Cost to Create:** 87 gp + 7 xp.

Scouring Sunlight: This +1 *holy light mace* sheds light when drawn. At the end are three large gems, one red, one orange, and one a brilliant yellow, each carved with Lathander's holy symbol. Once per day the mace can invoke *searing light*. The weapon was lost in a crusade against the forces of Ghaunadaur, drow god of oozes, and has not been seen for nearly 100 years. Certain clergy members believe this item to be the "rightful sign" of Lathander's favor described in the Rhyester's Matins (temple) entry in the Silvermoon section of *The Silver Marches*.

Caster Level: 5th; **Prerequisites:** Craft Magic Arms and Armor, *holy smite, searing light*, creator must be good; **Market Price:** 28,305 gp; **Cost to Create:** 14,305 gp + 1,120 xp.

Selune's Moon-Arrows: Crafted in greater numbers in recent years by the church of the Moonmaiden to combat the People of the Black Blood, these +1 *arrows* are made of silver from tip to fletching. They deal an additional +2d6 hit points of damage to evil lycanthropes. Unlike bane weapons, their enhancement bonus is not +2 greater than normal against lycanthropes. They are destroyed when used, just like normal arrows.

Caster Level: 8th; **Prerequisites:** Craft Magic Arms and Armor, *summon monster I*; **Market Price:** 167 gp; **Cost to Create:** 87 gp + 7 xp.

Storm Star: These magical morningstars are of ancient design and thought to have been created in Netheril. Made of electrum-plated steel, these weapons display small arcs of lightning that play up and down the weapon's length when wielded, although they do not harm the wielder or anyone the weapon strikes. Once per day the weapon can invoke a weakened *chain lightning* spell at caster level 8. Most storm stars have a +1 enhancement bonus, but some have been created with +2 or even +3 bonuses.

Caster Level: 3rd; **Prerequisites:** Craft Magic Arms and Armor, *chain lightning*, creator's caster level must be three times the enhancement bonus; **Market Price:** 20,308 gp (+1), 26,308 gp (+2), 36,308 gp (+3); **Cost to Create:** 10,308 gp + 800 xp (+1), 13,308 gp + 1,040 xp (+2), 18,308 gp + 1,440 xp (+3).

Tuskreaver: This +1 *orc-bane longsword* was created by a young elf wizard. It has an Elvish name which means "The blade that causes orcs to fall like drops of rain in the hardest storm," but most call it by its Common nickname. Its hilt is decorated with an overlapping leaf pattern, enameled with green and white markings. The blade is engraved with hundreds of teardrops in a spiral pattern, inlaid with burnished copper. At the proper angle, portions of the tears spell out the sword's name in Espruar runes.

Caster Level: 8th; **Prerequisites:** Craft Magic Arms and Armor, *summon monster I*; **Market Price:** 18,315 gp; **Cost to Create:** 9,315 gp + 720 xp.

nonmagical item

Chardalyn: These rare black stones can naturally absorb and release magic, with larger stones able to hold more potent spells. Found only in the northern Sword Coast, they require no magical preparation to function. A spellcaster can cast a single spell into a chardalyn stone, and when the stone is broken (usually by throwing it against a hard surface) the spell escapes, centered on the location of the stone's break. A chardalyn stone may remain charged with a spell indefinitely. A chardalyn fragment cannot be used to store spells again. Some clever folk charge a chardalyn with a *fireball* spell and attach it to a shield or a blunt weapon such as a mace, which causes the magic to release when a foe strikes the stone on the shield, or when the right part of the mace strikes the target. Obviously such an attack is best planned by someone resistant or immune to fire.

Some particularly rare chardalyn stones reputedly have the power to absorb fire and electricity magic that isn't directly targeted at them (negating the spell effect entirely and charging the stone for releasing the spell), but no such stones have been found for several years. Those who have them are certainly hoarding them.

Market Price: 1,000 gp (up to 3rd-level spell), 3,500 gp (up to 6th-level spell), 8,000 gp (up to 9th-level spell).

ring

Sending Rings: Each of these simple silver rings bears a single piece of ravenar, a glossy black variety of tourmaline. On the stone is engraved an eye and a star. Each of these rings is part of a set; the stone of each ring in the set is a polished piece of a larger uncut ravenar stone (a typical set of sending rings is five to 11 rings). Once per tenday the wearer can activate a ring's power, broadcasting a short message to all other bearers of rings in that set, as if using a multiple-target sending spell. Each other ringbearer may give a short response, as described in the *sending* spell. The ring cannot receive or send a message if it is not worn. There is no way for a wearer to know who might be wearing the other rings (for example, if a ring were stolen and fell into the wrong hands), so secret messages are best sent in code or by other means.

Normally these rings are created as a group and handed out to individuals who live far apart but may need to contact each other in emergencies. Several rings in the same set have been given to the stewards of key fortifications along the Silver Marches border, allowing them to warn the interior cities of impending invasions.

Caster Level: 9th; *Prerequisites:* Forge Ring, *Rary's telepathic bond, sending*; *Market Price:* 10,000 gp.

wondrous items

Common Sword Pendant: This battered and plain-looking steel pendant is shaped like a sword or possibly a simple holy symbol of Tempus or another deity whose symbol is a sword. On command, it transforms into a masterwork longsword or back into pendant form. These pendants are favored by people who have to travel into dangerous areas but do not want to risk carrying obvious weapons. Some of these items are designed to look like a brooch instead of an amulet, and others may turn into a weapon other than a longsword.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *shrink item*; *Market Price:* 1,315 gp; *Cost to Create:* 802 gp + 40 XP.

Greater Sword Pendant: As the *common sword pendant*, but the item transforms into a +1 longsword.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, Craft Wondrous Item, *shrink item*; *Market Price:* 4,315 gp; *Cost to Create:* 2,315 gp + 160 XP.

Klen's Gargoyle Skull: Created by the sorcerer Klen when he planned to investigate the gargoyle-infested stronghold in Fell Pass, this actual skull-like gargoyle head is coated in a thick layer of transparent hardened blue resin (a common feature of many items Klen created). When the user holds and concentrates upon the item, it detects gargoyles within 60 feet by becoming unnaturally cold to the touch.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *locate creature*; *Market Price:* 3,000 gp.

Rose Mask: This "mask," made of a hard rose-colored crystal, is shaped like the front of an open-faced helm rather than a traditional mask. At the brow is etched the symbol of Lathander. The wearer of the mask gains a +4 morale bonus to saves against fear effects and a +4 enhancement bonus to Constitution. Certain members of the clergy believe this item to be the "rightful sign" of Lathander's favor described in the Rhyester's Matins (temple) entry in the Silvermoon section of *The Silver Marches*.

Caster Level: 14th; *Prerequisites:* Craft Magic Arms and Armor, *heal, plane shift*; *Market Price:* 21,000 gp.

Tome of Twelve Seals: This strange book has a cover made of red dragon hide and 12 pages made of thick black leather. Each leather page has one rune-inscribed metal disk attached to it, like a seal on an urn, door, or drawer. Although all 12 seals were originally shiny gold, now seven have turned to dull, charred lead, their magic spent.

Each seal contains a summoning spell tied to a different creature, and the runes on the seal are the command words to activate the seal. An activated seal summons the appropriate creature, which serves for 17 rounds as if conjured by a *summon monster* spell. Once used, a seal's gold turns into lead and loses its power.

Although only one tome of 12 seals has been found, other forms of this book may exist with different creatures bound into its seals or with a different cover. Some versions may even contain normal spellbook pages or maps to old treasures.

The remaining five seals of the one known tome summon the following creatures: huge air elemental, large fire elemental, huge earth elemental, gibbering moulder, janni.

Caster Level: 17th; *Prerequisites:* Craft Wondrous Item, *Extend Spell, summon monster V, summon monster VI, summon monster VII, summon monster VIII*; *Market Price:* 25,500 gp.

spells

Alicorn Lance

Evocation [Force]

Level: Clr 2, Drd 2 (Lurue)

Components: V, S, DF

Casting Time: 1 action

Range: Short (25 ft. + 5 ft./2 levels)

Effect: Horn of force

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

You create a horn of force on your forehead, similar in size and shape to a unicorn's horn. At any time up until the spell expires, you may launch the horn at a single target as a free action. Striking the target requires a successful touch attack. If the horn hits, it is destroyed and deals 3d6 points of force damage to the target creature and outlines it in silver-colored faerie fire for the remaining duration of the spell. If it misses, the spell dissipates.

Alustriel's Banner

Illusion (Figment)

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Effect: Figment of a banner and sound of a trumpet or horn

Duration: 1 round/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

An early spell created by Alustriel, this illusion has been circulated among the arcane spellcasters of Silvermoon and to others beyond the city. A simplified form of *minor image*, it allows you to cause a banner (such as a battle standard, family crest, or other identifying device) to appear anywhere within range, accompanied by musical fanfare or the sound of a horn blowing. The banner may appear large or small (up to 10 feet square), new or old, clean or dirty, and of any color or pattern you desire and bearing any identifying images you desire. The banner sheds light as a *light* spell. You can move it anywhere within range as a move-equivalent action. The fanfare or horn is normally of the sort announcing the presence of an important person or a military unit, although the spell can create any sort of horn signal. Normally, casters use the spell to rally troops or direct people to a particular location, especially at night when its light aspect becomes more useful.

Material Component: A horn or trumpet, whether normal size or miniature.

Favor of Yathagera

Transmutation

Level: Clr 3, Drd 3 (Lurue)

Components: V, S, DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Target: One unicorn or equine animal

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You give the target creature large feathered wings in the manner of a pegasus, allowing it to fly with a speed of 100 feet (average maneuverability). The creature reacts to these wings as if they were naturally part of its body and can use them immediately. Ride checks to manipulate the mount are made as if it were not flying (so a rider familiar with horses can handle a flying horse just as easily as a normal one).

The spell gets its name from the Elvish name for Lurue: Yathagera the Winged Queen, ruler of the pegasi and unicorns of Evermeet.

Lair: Grimlight's Ravine

The Cold Vale is a dangerous place of sudden deep gorges, many of which are inhabited by trolls and other fell creatures. One ravine is the home of Grimlight, a very large behir with a sharp mind, vicious nature, and a taste for dwarf flesh and dwarven gold. Grimlight has gathered to him four likeminded trolls, and with their help has created a lightly fortified lair. The five creatures use it as a starting point for raids on travelers and rival monsters. (See the map of the area on the next page.)

The ravine was carved by a river, although the river has long since diminished and split into many smaller streams. One of those streams still winds through the ravine, although it alternates between two different beds every few years. The walls of the gorge are fairly rough (Climb DC 25) and climb steeply from the ravine's floor to a height of 50 feet (the level of the surrounding land). The stream, which measures never more than about 2 feet deep, runs from the southwestern end of the ravine to the northeastern end. After another hundred feet it empties into a small pond, which drains through the rock into the Underdark.

The middle of the ravine has a hill, part of which the monsters hollowed out to form a small cave. Several boulders dot the ravine, and the trolls moved the smaller ones to form a pair of simple walls flanking the cave entrance. To get in and out of the ravine in a hurry, the trolls carved a steep 10-foot-wide stairway on the northwestern end and secured a large, thick rope to the eastern cliff wall. Grimlight has a Climb speed of 15 feet, so he can easily scale any of the cliff walls without artificial means.

The trolls and the behir normally sleep during the day, with one troll standing watch in the morning and another in the afternoon. At twilight, the trolls leave the ravine to hunt as a pack (with one remaining behind to watch the treasure). Grimlight hunts alone, although the monsters usually hunt on the same side of the ravine, so they can come to each others' aid if they encounter something big.

A. Cave Entrance (EL 5)

The troll on guard usually waits just inside the cave, listening for approaching foes. Grimlight has trained the trolls to be careful of ranged attacks (such as fireballs and breath weapons), so they make good use of cover while foes approach. The trolls keep a few 40 lb. rocks near the entrance to use as thrown weapons (+6 melee, 1d8+6 damage).

If the watch-troll hears or spots intruders, it alerts the other trolls (if present). One of the others alerts Grimlight.

➤ **Troll:** 63 hp; see page 180 in the *MONSTER MANUAL*®.

B. Troll Den (EL 8)

This is the trolls' sleeping area. While they can tolerate filth and stench, Grimlight prefers a cleaner lair, and makes the trolls keep this place relatively unfouled. During the day, three trolls sleep here; at night it is empty. The trolls have meager treasure because Grimlight claims most of it, but they eat well, so they have few complaints.

➤ **Trolls (3):** 63 hp each; see page 180 in the *MONSTER MANUAL*.

Treasure: 320 gp, silver ring with two moonstones (300 gp).

C. Grimlight's Den (EL 10)

This is Grimlight's sleeping area. Dragonlike, he spreads his coins and treasures about in this den (as well as acid-smoothed fragments of the armor and weapons he couldn't fully digest) and uses them as a bed. The treasure here includes the items he claims from the trolls.

Treasure: 1,740 gp, 4,120 sp, rich olive green peridot (500 gp), two pearls (100 gp each), gold headband with four small diamonds (1,500 gp), gold necklace set with 11 moonstones (300 gp), horse chainmail barding with gold accents (400 gp), ivory scarab set with five tiger eye agates (150 gp), platinum coronet (500 gp), set of six ivory dice (25 gp total), silver acorn with one green spinel (150 gp), silver decanter with many zircons (1,500 gp), *potion of cure moderate wounds*.



➤ **Grimlight:** male advanced behir; CR 10; Gargantuan magical beast (electricity); HD 18d10+126; hp 225; Init +5; Spd 40 ft., climb 15 ft.; AC 18, touch 7, flat-footed 17; Atk +26 melee (2d6+12, bite), +24 melee (1d6+6, 6 claws); Face/Reach 10 ft. x 60 ft./10 ft.; SA Breath weapon (lightning), constrict (2d8+18), improved

grab, swallow whole; SQ Can't be tripped, darkvision 60 ft., electricity immunity, low-light vision, scent; AL NE; SV Fort +18, Ref +12, Will +10; Str 34, Dex 13, Con 25, Int 12, Wis 14, Cha 12.

Skills and Feats: Climb +22, Hide +9, Spot +18; Cleave, Improved Initiative, Iron Will, Multiattack, Power Attack

Breath Weapon (Su): Once per minute, Grimlight can breathe a line of lightning 5 feet high, 5 feet wide, and 20 feet long. His breath weapon deals 7d6 points of electricity damage (Reflex DC 26 half).

Constrict (Ex): With a successful grapple check, Grimlight can crush a grabbed Colossal or smaller opponent, dealing 2d8+18 points of bludgeoning damage. He can use his claws against the grappled opponent as well.

Improved Grab (Ex): If Grimlight hits a Huge or smaller opponent with his bite attack, he deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +42). If he gets a hold, he can constrict on the same round and try to swallow whole on the next round. Thereafter, Grimlight has the option to conduct the grapple normally, or simply use his jaws to hold the opponent (-20 penalty on

grapple check, but Grimlight is not considered grappled). In either case, each successful grapple check he makes during successive rounds automatically deals bite and constrict damage.

Swallow Whole (Ex): Grimlight can swallow a single Large or smaller creature by making a successful grapple check (grapple bonus +42), provided he already has that opponent in his maw (see Improved Grab, above). Upon swallowing one opponent, Grimlight can use his Cleave feat to bite and grab another opponent. Once inside Grimlight, the opponent takes 2d8+12 points of crushing damage and 8 points of acid damage per round from the advanced behir's gizzard. A successful grapple check allows the swallowed creature to climb out of the gizzard and return to Grimlight's maw, where another successful grapple check is needed to get free. Alternatively, a swallowed creature can try to cut its way out with either claws or a light piercing or slashing weapon. Dealing a total of at least 25 points of damage to the gizzard (AC 20) in this way creates an opening large enough to permit escape. Once a single swallowed creature exits, muscular action closes the hole; thus, another swallowed opponent must cut its own way out. Grimlight's maw can

hold two Large, eight Medium-size, 16 Small, 64 Tiny, or 256 Diminutive or smaller opponents.

Can't Be Tripped (Ex): Because of his many legs, Grimlight is immune to trip attacks.

Scent (Ex): Grimlight can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

The map below illustrates the layout of Grimlight's ravine lair.

About the Author

Sean K Reynolds was born in a coastal town in southern California. A professional game designer since 1998, he coauthored the *FORGOTTEN REALMS Campaign Setting* and the *Living GRETHAWK® Gazetteer*, as well as many other books. He spends his free time reading and painting miniatures. His next product, *Skreyn's Register: The Bonds of Magic*, is due out from Malhavoc Press in Fall 2002. Read more about him at www.seankreynolds.com.

