

SILVERMOON: THE GEM OF THE NORTH

A COMPENDIUM OF THE CITY OF THE MOON

Silvermoon stands as a brilliant jewel of order, magic, and culture within a world often defined by its jagged edges. Behind its massive white-stone walls and reinforced towers, the city flourishes as a grand epicenter of advanced learning, artistic discipline, and sweeping commerce. It is a place where the majestic, ivory spires of arcane colleges stretch toward the clouds, directly bordering tranquil temple parks filled with soaring silver trees and the soothing cadence of bubbling fountains. Beneath the cobblestones, the city's lifeblood is tied to invisible, humming leylines of primal power, flowing through the soil as seamlessly as the winding rivers that divide its borders. To the passing traveler or the wealthy elite looking down from the terraced heights, it appears to be the safest, most perfect haven on the continent of Lorothan.

Yet, not all is as shining as the Ministers would have the world believe. Beneath the polished silver armor of the city guard and the gleaming facade of the marketplace, a subtle and creeping rot has begun to take root. Strangers whisper of a shadowy guild operating freely within the city's crowded underbelly, while local authorities quietly butt heads over jurisdictional power and ancient, sacred oaths. Deep political intrigue and hidden agendas lie coiled around every corner, and the heavy static of an unstable past ripples quietly through the weave of modern everyday life. Silvermoon is a cradle of infinite opportunity, but for those who know where to look, it is also a city of deep and dangerous shadows.

SECTION I: GEOGRAPHIC FOUNDATIONS & CITY LAYOUT

● THE CONFLUENCE OF THE RIVERS (RIVER ARDENT & THE SILVERCUT)

The Flow of the Twin Arteries

- **The Southern Source:** The lifeblood of Silverymoon begins far to the south in the wild, mist-shrouded fens and marshes . The true source of this water remains shrouded in local mystery and folklore, whispered to be fed by ancient primal springs deep within the wetlands.
- **The River Ardent (The Great Eastern River):** Flowing steadily from the southern marshes toward the north, the River Ardent is a deep, wide, and remarkably stable trade highway . Because of its reliable depth, it serves as the region's premier shipping corridor, allowing massive, deep-hulled merchant Galleons and international trade vessels to sail directly into the city's eastern docks before the river empties into the cold northern bay.
- **The Silvercut (The Unnatural West-Fork):** Diverging off the River Ardent just south of the city, the Silvercut is a marvel of early engineering. Man-made during the city's founding to establish a natural moat and direct fresh water to the western districts, this artificial river cuts deeply through the terrain. As it slices along the eastern side of the Hightop District, it carves out steep, rocky, and highly defensible banks before ultimately spilling out into the northern bay.
- **The Central Confluence:** At the strategic fork where the engineered Silvercut diverges from the River Ardent, a high, secure wedge of land is formed. This central point is the perfect natural choke point, serving as the heavily fortified foundation for the city's ruling seat.

● THE NORTHERN SEA AND THE WALLED DEFENSES

- **The Northern Bay:** To the absolute north of the city lies a vast, cold natural bay feeding into the open sea. While this bay provides an excellent aquatic trade route, it remains a focal point of constant military anxiety due to lingering naval threats, pirate raiders, and hostile forces originating from the untamed lands to the east and south.
- **The Great Outer Wall:** Enclosing the flat expanse of the city is a massive, heavily fortified ring of thick stone masonry. This exterior wall is reinforced at regular intervals by towering circular bastions, specialized siege battlements, and heavily guarded gatehouses designed to withstand prolonged military bombardment. The outer wall frames the northern sea-facing front, creating an unbroken defensive shield against naval incursions.
- **The Interior Curtains:** Branching inward from the main outer wall are a series of smaller, secondary stone walls. These internal partitions divide the flat city into distinct municipal sectors, acting as internal checkpoints and secondary defensive fallback positions. Every interior gatehouse is permanently manned by posted sentries who carefully monitor the flow of daily citizens and merchants.
- **Emergency Choke Points:** In times of civic unrest, plague, or external military siege, the interior gates can be completely locked down. This mechanism isolates individual districts from one another, providing layers of insulation that ensure the wealthy elite and the ruling class remain protected even if the outer walls or common residential sectors fall.

● THE MOONBRIDGE (THE SHIMMERING ARC)

- **The Silver Arc:** Spanning the wide eastern river is the city's crowning architectural marvel and its primary eastern entry point: the Moonbridge. This massive, elegantly arcing structure serves as a physical testament to the high-magic nature and aesthetic beauty of Silverymoon.
- **The Lunar Mirage:** By daylight, the bridge is almost completely invisible to the naked eye, appearing as little more than a faint, translucent distortion in the air above the rushing water. When the sun dips below the horizon and the moonlight strikes the river, the bridge manifests completely, shimmering and glowing with a brilliant, solid arc of concentrated silver magical energy.
- **The Trade Clearance:** Despite its solid construction underfoot, the Moonbridge is uniquely crafted to allow large masted ships to pass safely underneath. The magical architecture arcs exceptionally high over the River Rauvin, ensuring that the heavy international trade pouring into the eastern docks is never disrupted by the flow of terrestrial foot traffic.

SECTION II: THE DISTRICTS OF SILVERMOON

- *The Palace District (The Sovereign's Seat)*
- *The Hightop District (The Terraced Enclave)*
- *The Literam District (The Arcane & Academic Hub)*
- *The Marketplace (The Engine of Commerce)*
- *The Docks District & The Residential Sprawl (PPI)*
- *The Southwest Parks & Temple Grounds*

SECTION III: POINTS OF INTEREST & ICONIC LANDMARKS

- *Magic & Academics:* The Vault of the Sages, Arkhen's Invocatorium, Miresk's School of Thaumaturgy
- *Inns & Taverns:* Son of the Goat, Bright Blade Brandished, Golden Oak Inn, Inn of the Wayward Sages
- *Fey & Specialty Areas:* The Whispering Weald, The Gearbox Plaza, The Gilded Slip, The Sovereign's Arboretum

SECTION IV: THE KEEPERS OF THE PEACE (MILITARY & SECURITY)

- *The Silverwatch & The High Guard*
- *The Spellguard*
- *The Knights in Silver (Sernius Alathar)*

SECTION V: POLITICS, FAITH, & UNDERCURRENTS

- *The Court of Sovereign Katherine Rowan III*
- *The Tension Between Secular Law & Sacred Oaths*
- *The Dominance of Abadar and Iomedae*
- *Shadows in the Light: The Thieves' Guild & Foreign Whispers (The Runicarum)*