Luruar, also known as the Silver Marches, is a league of three strong cities in the North, populated primarily by humans, half-elves, elves, and eladrin. Nearby dwarven citadels are close allies but no longer part of the confederacy.

Luruar has gained a reputation for safe, friendly cities surrounded by an extensive wilderness dotted with all sorts of ruins, rugged monster lairs, and lost shrines. Because the region’s extreme wilderness lies in such close proximity to points of civilization, the kingdom serves as the unofficial base for several non-affiliated adventuring companies.

Enemies of Luruar include the orcs of Many-Arrows to the north, the Netherese and their puppet monsters in the eastern marches, and the nearby Underdark realms of Menzoberranzan and Gracklstugh.

**Luruar Lore**

A character knows the following information with a successful skill check.

**History DC 15:** Before she passed away, High Lady Alustriel of Silverymoon founded a mutual defense league in the region. Her son Methrammar Aerasumé came to head a more diminished league. The dwarves of Adbar, Mithral Hall, and Felbarr parted ways with the others, unwilling to compromise their own defenses by shoring up the smaller settlements in the area. The dwarves remain potentially powerful allies of Luruar but are not always reliable.

**Streetwise DC 20:** Methrammar has reached an advanced age, and choosing the next High Lord of Luruar is the talk of the league. Each member city has its own distinct government and traditions. Some think the High Lordship should remain a meritorial position. Others maintain that the post should rotate through the member cities, or even be done away with. Methrammar’s wife, the elf Gaerradh, has been put forward as a possible successor, but some folks think that would go too far in establishing the High Lordship as a dynasty.

**Settlements and Features**

Luruar’s major settlements are Silverymoon, Sundabar, and Everlund. A number of smaller member towns and villages in the vicinity benefit from the league’s protection.

**Everlund**

Walled City; Population 23,000

Located on the banks of the Rauvin River, Everlund is an active mercantile community. A thick stone wall is pierced in five places by the city’s gates. Like the spokes of a wheel, straight streets lead from each gate to Bell Market at the city center. City architecture was designed to accommodate the needs of trade caravans—hostelries feature stables and wagon parking, and streets are well cobbled and in good repair.

**Glimmerwood**

Vast North Luruar Forest

This wide forest’s uninterrupted expanse includes the previously separate Moonwood, Druarwood, Cold Wood, and the Night Trees. Favorable growing conditions over the last century have allowed these individual woods to become a single forest.

The western eaves of the Glimmerwood shade ettins, orcs, Uthgardt barbarians, and red tigers beneath pine and spruce. The Uthgardt are beholden to their shamans. They fell only sanctified trees, build fires only in blessed pits, and avoid any overgrown ruins labeled taboo. Overall, the Uthgardt are a superstitious, if fierce and bloodthirsty, people.

The northern Glimmerwood rises sharply toward the Spine of the World. Forested ridges climb ever upward, though the trees are thinner here, dwindling to spruce and fir. In addition to orcs and human savages, the northern Glimmerwood is stalked by frost giants and hill giants that come down from higher icy abodes to hunt game in richer areas.

Eastern Glimmerwood (sometimes still called the Moonwood by locals) is dominated by pines, shadowtops, and duskwoods. Though fey and woodcutters inhabit the southern fringe of this expanse, most of the trees are the acknowledged territory of the skin-changers, the People of the Black Blood. These lycanthrope tribes still worship Malar, despite his...
reduced status. They raid nearby communities, kidnapping prominent members of communities as far away as Silverymoon for their animalistic rituals.

**Silverymoon**

Elven City of Renown; Population 40,000

Silverymoon is the Gem of the North, a center of learning and a symbol of greatness. It is a beautiful place of ancient trees and soaring towers, with curving lines and garden plantings adorning every nook and balcony. Aerial steeds carry riders across the skies, magic and learning are revered, music and laughter echo in the streets, and the city is celebrated for its fascinating shops brimming with maps, books, art, and items of esoteric lore.

Silverymoon boasts a conservatory of music, a great library, parks, and castlelike residences of noble folk. It boasts temples and shrines to such deities as Mielikki, Oghma, Silvanus, Sune, Tymora, and long-dead gods (the old temple to Mystra still stands, but now as a memorial shrine and monument to the goddess of magic). The arcane-oriented University of Silverymoon comprises several formerly separate colleges, including The Lady’s College, Miresk’s School of Thaumaturgy, and Fochluchan.

The city’s army, the Knights in Silver, circulates constantly and lends detachments to the Luruar confederacy for patrols between the three main cities. Silverymoon’s famed magical wards of protection faltered during the Spellplague and have not yet regained their original strength. On rare occasions, though, a particularward flares into life for unknown reasons, altering just-completed rituals in sometimes bizarre ways.

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**PLOTS AND ADVENTURE SITES**

**Tombs of Deckon Thar:** Seven wight-haunted tombs shudder in the cold grip of the Mound King, a plaguechanged wight with powers unknown but whispered to be terrible. The tombs were once the secret hoards of bandit lords called the Chieftains in Gold, who dominated the western Nether Mountains centuries ago. They sallied from a great keep and buried their dead in barrows filled with ill-gotten loot. One of the seven tombs was plundered by a group of salvagers, and vengeance found them all as they made their way back to their Silverymoon base. In each case, the dismembered corpses were discovered, sans loot and equipment, with the message “Disturb not the Mound King” inscribed in their flesh.

**Tower of the Tree Slaker:** In the Glimmerwood, a square tower overgrown with vines stands in a shallow vale. The keep is guarded by animate vines, shambling mounds, and burrowing roots. Its master nourishes a botanical monstrosity growing inside by “watering” it with the blood of elves and humans. This vegetable entity was grown from the plaguechanged seed of an oak tree.

**Xammux:** A ravine marked by a few standing stones can be found south of the Nether Mountains in the eaves of the High Forest. Cut into the ravine’s side is a stone door on which symbols of warning are lightly scratched. Beyond is an underground complex, apparently hundreds of years abandoned and partly flooded. Animate fungus creatures stalk the moist upper halls, and pale monstrosities swim the flooded vaults. The meaning of the word Xammux remains elusive.