

THE LEAVES OF LEARNING

This bonus supplement, a full description of a temple to Oghma, god of knowledge, was cut from the *Faiths and Pantheons* sourcebook for space reasons. We offer it here, including color map, NPC stats, and adventure hooks, as a free supplement to the product or for use in your FORGOTTEN REALMS® campaign. For more FORGOTTEN REALMS bonus material, visit the setting's official website every week: www.wizards.com/forgottenrealms.

The Temple

The slim-spired temple of Oghma known as the Leaves of Learning soars above the streets of Highmoon atop the southern end of Highmoon Hill in Deepingdale. One of the finest libraries east of

Candlekeep resides in the stout stone chambers of the central tower, cloaked in the wards to reduce the threat of fire, water, or mold. The Tower of Tomes is flanked by a pair of cloisters that face inward toward a walled, forested garden where cascades of endlessly pumped water babble past many small bowers and contemplation nooks. At the far end of the East Cloister is the Scroll House, where the temple staff dwell amid newly acquired books and scrolls to be repaired and cataloged.

Under the leadership of Learned Father Hasicor Danali (who also bears the title High Atlar), the Binder's clergy have assembled an unparalleled collection of written records of life in the eastern Heartlands, many of them newly compiled, including diaries, war histories, and even campfire accounts from across the region. Clerics keep busy buying and reading new books brought to the temple and going out asking specific questions of the elder folk of the region and recording their answers. The Binder's servants also copy out books and tracts for those who desire them and can afford to pay for their scribing. The Leaves of Learning are also famed for the *Index of Danali*, the inspired creation of the temple's high cleric. The *Index* consists of a strictly ordered compendium of vellum sheets—one for each tome it covers—detailing subject matter and topics of interest. The genius of the *Index of Danali* is that it enables visitors to request exactly the book they wish to pursue; it lays out the information contained in

Additional credits

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

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Lore Lost among the Librams

The Binder teaches us that ideas have no weight, yet can move mountains; they have no height, yet can dominate a nation; and they have no mass, yet can push aside empires. Knowledge is our greatest tool, for ideas are the seeds of creation. Yet like plants grown from seeds, knowledge eventually will wither and be lost if not carefully tended. The mind stores some knowledge, yet the ravages of time exact their toll on individual memories, and death inevitably claims that which has not been shared and remembered. Other knowledge is inscribed in books, yet sheets of vellum are not immune to the toll of passing years and must be copied time and time again. Perhaps the greatest danger posed by books lies in the nature of their construction. Ideas placed within a book will die as if forgotten if that book becomes a dusty coffer, its contents locked away. Like gems, ideas will sparkle only if brought into the light of day. To that end we must make our libraries live, so that no book remains forgotten. It is for this reason that we labor so, to keep all knowledge accessible and all ideas alive.

—*Hasicor Danali, Learned Father and High Aitar*

each listed volume so clearly, that very little knowledge remains lost or forgotten beneath dusty, unopened covers.

Visitors to Oghma's temple are welcome, and many travelers passing through Highmoon make a point of visiting this famed house of learning. Wizards unfamiliar with the temple's reputation may be disappointed to learn that, as a matter of policy, the clerics here store no tomes of magic or even those discussing arcane matters within the library's walls. (They believe this policy greatly reduces the number of thefts, attempted and successful.) There is always a bard or two about the premises, causing the sounds of gentle harp chords to waft over the gardens. Many inhabitants of Highmoon count themselves as parishioners, and most children born to Deepingfolk in the past decade have spent an afternoon hearing stories of adventure read by one of the temple's bespectacled clerics.

The Leaves of Learning is staffed by kindly old clerics, most of whom are absent-minded and prone to mumbling. They report directly to Danali. Their ranks are supplemented by a growing number of learned monks of the Children of the Passive Voice, an Oghmanyte order dedicated to defending libraries and abbeys. Lord Theremen Ulath also keeps a loyal detachment of the Tower Guard on hand to protect the temple as well. As in the rest of Deepingdale, humans, half-elves, and elves are all found within the walls of the Leaves of Learning, and most are of good alignment.

Within the past few years, Danali's tireless labors have extended his famed *Index* beyond the books found within the Leaves of Learning. Those in search of rare or unique books are increasingly likely to find a record of their last known location and a summary of their contents within the Tower of Tomes, even if that location is as far away as Silverymoon or Calimport. Those who do not wish to walk every last mile of Faerûn's roads in search of some lost bit of lore usually find a consultation of Danali's *Index* invaluable before beginning their search.

Ceremonies

Clerics and monks of Oghma observe two rituals of the faith each day: the Binding and the Covenant. The Binding is a morning service wherein the symbols of Oghma are written in ashes upon a stone altar while a silent prayer of loyalty and praise is made to the Binder. The Covenant is an evening service during which a passage from some work of wisdom is read aloud or recited from memory, a song or poem is offered up to Oghma, and some item of knowledge that the presiding clergy member has learned during the day is spoken aloud to the god and those present. During the latter ceremony Danali has made a practice of reading aloud from each page added to the *Index* that day.

The Leaves of Learning also celebrates all the holy days sacred to the faith, of which Midsummer and Shieldmeet are the two most important. As most contracts, bonds, and the like are signed on these two days, the temple staff stays very busy drawing up such documents in weeks leading up to either Midsummer or Shieldmeet. Most such documents are picked up in person, at which time the claimants make a hefty donation to the church's coffers. Danali traditionally invites the public into the temple gardens on holy days, and many Deepingfolk take the opportunity to stroll in the cool shade among the temple's bowers to the lilting strains of music from an assemblage of skilled harpists.

services

The Leaves of Learning functions as one of the best libraries in the Dalelands. Almost any type of Knowledge check can benefit from a perusal of the temple's tomes. Characters using the library for its reference books receive a +10 circumstance bonus to any Knowledge checks except Knowledge (arcana).

Under the supervision of at least two members of the clergy, visitors to the Leaves of Learning can peruse tomes within the library for periods of up to a full day upon payment of 15 gp. (Worshippers of Oghma pay only 1 gp, a price that applies only to themselves and not their inquisitive friends.) Although reading and discussion of such books is allowed, copying is not permitted. The temple staff can make copies of selected pages on the following day for a fee of 1 gp per page and double that if the page contains maps, diagrams, symbols, or illustrations that must be reproduced exactly (copying by hand takes 1 day per 100 pages copied). Prices are negotiable for larger works. Books can be copied magically at a cost of 3 gp per page, minimum 50 pages. Doing so requires at least one day's notice but takes only one day for any book up to 500 pages long (which would be a huge book, five times the size of a normal spellbook).

All copies of maps sold by the temple are believed to be accurate or, if they err in some fashion, the best available. The temple's clerics may also be engaged to decipher obscure passages in forgotten tongues, at a cost of 1 gp per hour of labor required, including research time, if any.

The Leaves of Learning is home to some of the most skilled book-binders in the Dalelands. (See *Magic of Faerûn*, for further discussion of this skill.) As such, wealthy patrons from as far away as Sembia and Cormyr bring books to be restored within the temple walls. The cost runs between 10 gp and 100 gp, depending on the time and materials required to complete the restoration. In cases where no copy of the book in question exists within the library, the clerics usually waive the fee if the owner grants them permission to make copies.

The temple staff also prepares and sells paper (4 sp), parchment (2 sp), and blank books (5 gp, not appropriate for use as spellbooks). Upon request, the temple can create a book appropriate for use as a spellbook, and can even create more elaborate books with covers of wood, metal, or more exotic materials.

Spell scrolls of clerical spells can be purchased at the Leaves of Learning as well, although the clerics remain so busy with other activities that they produce fewer such scrolls than do other temples of the Binder. Typically available divine scrolls include *comprehend languages*, *detect magic*, *detect poison*, *detect undead*, *divination*, *find traps*, *glyph of warding*, *make whole*, *read magic*, and *tongues*. Sometimes passing Harpers and bards leave scrolls on consignment with the temple that are available for sale as well, although in very limited numbers. Typically available bard or Harper scout scrolls include *comprehend languages*, *detect thoughts*, *identify*, *locate object*, *magic mouth*, *read magic*, and *tongues*.

Hierarchy

In addition to Learned Father Hasicor Danali, the Leaves of Learning houses seven elderly clerics of the Binder and five Oghmanyte monks of an order whose members protect many libraries and abbeys. Among the clerics, four Seekers report to two Lorekeepers, who in turn report to Lorekeeper Venturer Tessele Whitehorn. The leader of the Children of the Passive Voice is Lorewarden Rowan Silvercrown. Both groups in turn report to Danali, although in truth daily life at the temple largely runs itself. The clerics are very set in their ways, and probably would continue their daily activities even if Highmoon was in danger of being overrun by a horde of orcs. Danali largely delegates the temple's security concerns to Rowan, leaving the monks free to protect the complex however they see fit.

In addition to the followers of Oghma, Lord Theremen Ulath (the ruler of Highmoon) keeps a small contingent of Tower Guards at the temple. Guard shifts at the temple last eight hours before the next detail arrives to offer relief. Sergeant Mourn Deepwood, a worshiper of Oghma, commands the guard contingent and lives on site at the temple; the guards live off site.

Finally, Those Who Harp keep a close but informal watch on activities at the Leaves of Learning. There is usually one Harper on or about the premises on any given day. Of late, that Harper is usually Jhenna Iliathor, who all but lives at the temple when she is not away on Harper business.

☛ Learned Father High Atlar Hasicor Danali: Male human Clr9 of Oghma/Dis3 of Oghma; CR 12; Medium-size humanoid; HD 12d8-24; hp 30; Init -1; Spd 30 ft.; AC 15, touch 9, flat-footed 15; Atk +7/+2 melee (1d8/19-20, +1 *everbright longsword*); SA Turn undead 6/day; SQ Divine emissary, imbue with spell ability, sacred defense +1; AL LG; SV Fort +7, Ref +3, Will +14; Str 8, Dex 8, Con 6, Int 19, Wis 20, Cha 16.

Skills and Feats: Concentration +4, Craft (bookbinding) +16, Craft (weaving) +12, Diplomacy +8, Heal +7, Knowledge (arcana) +6, Knowledge (geography) +13, Knowledge (the Dales history) +14, Knowledge (the Dales local) +13, Knowledge (the Dales nature) +13, Knowledge (the Dales nobility and royalty) +12, Knowledge (the Dales religion) +14, Perform (glaur, longhorn flute) +5, Spellcraft +9; Craft Wondrous Item, Education (the Dales history, the Dales religion), Forge Ring, Martial Weapon Proficiency (longsword), Scribe Scroll, Skill Focus (Craft [bookbinding]).

Divine Emissary: Hasicor can telepathically communicate with any outsider within 60 ft. who serves Oghma or is of lawful good alignment.

Sacred Defense: Hasicor gains a +1 bonus on saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

Spells Prepared: (6/8/6/6/5/5/3; base DC 15 + spell level): 0—*cure minor wounds* (2), *detect magic* (2), *read magic* (2); 1st—*detect chaos*, *detect evil*, *detect secret doors**, *divine favor* (2), *doom*, *sanctuary*, *shield of faith*; 2nd—*aid**, *augury*, *find traps*, *hold person*, *lesser restoration*, *shield other*; 3rd—*prayer*, *remove blindness/deafness*, *remove curse*, *remove disease*, *searing light*, *suggestion**; 4th—*discern lies*, *divination**, *neutralize poison*, *restoration*, *tongues*; 5th—*commune*, *healing circle*, *raise dead*, *screaming*, *true seeing**; 6th—*find the path**, *geas/quest*, *heal*.

Danali's Equipment

Everbright: Weapon Property The sun elven smiths of Evermeet know the secret of forging *everbright* into blades. These weapons are as bright and shiny as polished silver. They never tarnish and are immune to corrosive attacks. The weapon flashes with a brilliant light up to twice per day upon the command of the wielder. All within 20 feet except the wielder must make a Reflex saving throw (DC 14) or be blinded for 1d4 rounds.

This weapon property first appeared in *Magic of Faerûn*.

Caster Level: 12th; **Prerequisites:** Create Magic Arms and Armor, spellcaster 12th level, *blindness/deafness*, *searing light*; **Market Price:** +2 bonus.

Ring of Lore

A creature wearing this ring can cast *legend lore* and *stone tell* each once a tenday with a command word, and may find magical traps created through glyphs, runes, sigils, and symbols with a successful Search check, just as a rogue does.

Caster Level: 12th; **Prerequisites:** Forge Ring, *legend lore*, *stone tell*, *find traps*; **Market Price:** 23,250 gp; **Cost to Create:** 14,750 gp + 680 XP.

Robe of Many Sigils

This garment is a black robe filigreed with mithral threads woven in the shape of dozens of runes and sigils. The spells laid on the robe enable the inscription of spells into the fabric as if it were a scroll.

The wearer can cast the inscribed spells as if using a scroll, although his hands remain free, and he can cast scrolls from any part of the robe, even the back. Inscribed spells can only be cast from the robe by its wearer.

Inscribing a spell onto the robe requires the Scribe Scroll feat and 8 ranks in the Craft (weaving) skill. It otherwise follows the rules for inscribing scrolls. The robe can hold up to 10 inscribed spells at a time. Once a spell is cast from the robe, another can be inscribed in its place.

In addition to its other properties, the robe allows the wearer to read magic three times per day.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, Scribe Scroll, *read magic*; **Market Price:** 7,300 gp.

in the stacks

Here is a sampling of titles found within the Tower of Tomes:

Title	Vols.	Published	Author
<i>A Dove at Dawn</i>	1	1329	Ardreth, High Harp of Berdusk
<i>A Harper's Guide</i>	1	1264	Alustriel, High Lady of Silvermoon
<i>A Harper's Song</i>	1	?	Storm Silverhand
<i>A Merchant Master's Life</i>	1	?	Asargrym of Baldur's Gate
<i>A Merchant's Sagacity</i>	1	?	Blackthorn Belgadar
<i>A Merchant's Tale</i>	1	?	Jarn Tiir of Lantan
<i>A Myth Drannan Amphigory</i>	3	1337	Elminster of Shadowdale
<i>A Ranger's Road</i>	1	?	Thaulavvan Tridentstar
<i>A Small but Treasonous Chapbook</i>	1	1359	Albaertin of Marsember
<i>A Treatise toward Unity: Comparisons of the People and Humanity in Art and Life</i>	2	503	Arun Maerdrymm of Myth Drannor
<i>A Warrior's View</i>	1	?	Galgarr Thormspur, Marshal of Maligh
<i>A Wayfarer's Belt-Book of Advice</i>	1	?	Rasthiavar of Iriaebor, Sage
<i>An Old Warrior's Way</i>	1	?	Dathlance of Selgaunt
<i>Ballads and Lore of One Dusty Road</i>	2	1350	Sharanralee
<i>Battered Bones and Scattered Skulls: The Life of a Dwarven Champion</i>	3	?	Rauthglur Ormyndake
<i>The Book of the Coast</i>	1	?	Mespert of Baldur's Gate
<i>Dolorous Days in Daerlun: My Exile from Cormyr</i>	1	?	Jalduth Mimbraer
<i>Falcon Fun</i>	1	1344	Edwin Narlok of Waterdeep
<i>Folk of Renown</i>	3	?	Glasgert Himlothrith, Scribe of Iriaebor
<i>The Golden Age of Goblins</i>	1	1289	Artur Shurtmin, Loremaster of Berdusk
<i>Harping by Moonlight: Approaches to Life</i>	1	?(c. 1330s)	Elminster of Shadowdale
<i>I Am Reminded: Memoirs of a Dragonslayer</i>	2	?	Aernstag Oeblym of Starmantle
<i>I Harp as I See It</i>	1	1365	Abranthar "Twoquills" Foraeren
<i>Just Another Tome Among So Many: Last Leaves of a Librarian</i>	1	?	Beldrim Bessart of Baldur's Gate
<i>Lessons to Children</i>	7	?(c. 1310s)	Aglasz Jhavildar, Sage of Teziir
<i>Letters to a Sheltered Son</i>	1	?	Oblut Thoim, Master Merchant of Teziir
<i>Lyres, Harps, and Horns: Sixty Tears at Court in Suzail and Elsewhere</i>	3	?(c. 1360s)	Aglasz Jhavildar, Sage of Suzail
<i>Musings on the Realms</i>	1	?	Oren bel Dannar, Sage of Triel
<i>My Adventures in the Realms</i>	6	?	Dathlyr "The Hammer" Graybold
<i>My Journeys Around the Sea of Fallen Stars</i>	3	1298	Nelve Harssad of Turlagol
<i>None but the Undying: My Days Driving Down Those Who Walk</i>	2	?	Alabaer Dree, Scourge of Undeae
<i>Posthumous Musings of a Zbentarim Mageling</i>	1	1350	Destrar Gulhallow
<i>Raging Blades: A Tale of the North</i>	1	?	Halvidon Maeraed, Bard of Elturel
<i>Slumbertime Stories for Sprigs</i>	1	c. 1330s	Syluné of Shadowdale
<i>Speeches of a Most Worthy Sage</i>	1	?	Thargrin "Threeboots" Ammatar
<i>The Steel Princess's Field Guide to Tactics of the Purple Dragon</i>	1	1364	Her Royal Highness Princess Alusair Nacacia Obarskyr of Cormyr
<i>The Strings of a Shattered Lyre</i>	1	1342	Tammarast Tengloves, Bard of Elupar
<i>Talk of the Taverns</i>	1	?	Tasagar Winterwind, Scribe to the Guilds of Selgaunt
<i>Tall Tales: A Ranger's Life</i>	1	?	Amhritar the Tall
<i>Teachings of the Morning's Glory</i>	4	?	Thorndar Erlin, High Priest of Lathander
<i>Thoughts on a Better Faerûn</i>	1	1340	Albryngundar of the Singing Sword
<i>To Harp and to Help</i>	1	1271	Alustriel, High Lady of Silvermoon
<i>To Rule a Realm, from Turret to Midden</i>	1	1346	Ralderick Hallowshaw, Jester
<i>Treatise on Good Wifery</i>	1	1298	Miriam Buttercake of Ashabenford
<i>Treatise on the Flora of the Barren Wastes</i>	1	1313	Gaspaeril Gofar of Arabel
<i>Unboly Rites of Bhaal</i>	3	c. 200s+	Anonymous clerics of Bhaal
<i>Valorous and Vanquished: The Dead Heroes of Faerûn</i>	1	?	Glimmerdath Gulprin, "the Gnome Sage"
<i>Voló's Guide to Cormyr</i>	1	1367-1368	Volothamp Geddarm
<i>Voló's Guide to the Dalelands</i>	1	1368-1369	Volothamp Geddarm
<i>Voló's Guide to the Moonsea</i>	1	1357-1358	Volothamp Geddarm; unreleased and suppressed by Zhentil Keep
<i>Voló's Guide to the Vast</i>	1	1358-1360	Volothamp Geddarm; unreleased
<i>Voló's Guide to Westgate and the Dragon Coast</i>	1	1360-1362	Volothamp Geddarm; unreleased
<i>Why I Am a Harper</i>	1	1366	Belbradyn Tralaer
<i>The Words of One Dwarf</i>	1	?	Salhmitarr "Sage" Sorndar

*Domain spell. Deity: Oghma. Domains: Charm (+4 bonus to Charisma 1/day as a free action for one minute), Knowledge (cast divinations at +1 caster level), Luck (good fortune 1/day).

Possessions: +2 mithral shirt, +1 everbright long sword, longhorn flute, ring of lore, robe of many sigils.

The Learned Father has spent nearly all his life within the walls of Highmoon, yet he rarely emerges from the innermost chambers of the Leaves of Learning. For more than 40 years he has been actively engaged in creating his *Index*, quiet back-room work that has earned him Oghma's strong approval. The Binder has appeared in visions to the church hierarchy time and again, each time instructing his followers to promote this favored cleric. As a result, many Oghmanyte delegations from other temples, including much older and larger ones, come to Highmoon to see the result of Danali's labors. Danali now serves as high priest of the Leaves of Learning.

Danali's position protects him from most dangers, but he seems quite willing and able to defend his beloved library whenever the need arises. He always has a large arsenal of spells available to him by means of his *robe of many sigils*, and he is quite proficient with his elven longsword. (The blade was one of several gifts sent by Queen Amlaruil of Evermeet in thanks for the Learned Father's work in restoring several elven religious tomes lost during the fall of Myth Drannor.)

Despite his severe expression, the balding Danali is quite fun loving and somewhat of an innocent at heart. Of late, he has finally met a woman capable of drawing him out from the stacks, if only for a few hours, and he now spends most evenings in the temple garden accompanying Jhenna Iliathor's harp with his longhorn flute.

☞ **Lorekeeper Venturer Tessele Whitehorn:** Female human Clr 5 of Oghma; CR 5; Medium-size humanoid; HD 5d8-5; hp 17; Init -1; Spd 30 ft.; AC 12, touch 9, flat-footed 12; Atk +3 melee (1d6-1, masterwork quarterstaff); SA Turn undead 5/day; AL LN; SV Fort +3, Ref +0, Will +8; Str 8, Dex 8, Con 8, Int 17, Wis 18, Cha 14.

Skills and Feats: Craft (bookbinding) +9, Gather Information +3, Knowledge (arcana) +5, Knowledge (geography) +12, Knowledge (nature) +8, Knowledge (the Dales history) +8, Knowledge (the Dales local) +12, Knowledge (the Dales nobility and royalty) +8, Knowledge (the Dales religion) +6; Skill Focus (Craft [bookbinding]), Skill Focus (Knowledge [geography]), Skill Focus (Knowledge [the Dales local]).

Spells Prepared: (5/5/4/3; base DC 14 + spell level): 0—*detect magic, light, mending, read magic, resistance*; 1st—*bless, charm person, command, comprehend languages, divine favor*; 2nd—*augury, calm emotions, resist elements, silence*; 3rd—*clairaudience/clairvoyance**, *magic vestment, suggestion*.

*Domain spell. Deity: Oghma. Domains: Charm (+4 bonus to Charisma 1/day as a free action for one minute), Knowledge (cast divinations at +1 caster level).

Headband of the Binder

This circlet of blue-green metal is stamped with the blank-scroll symbol of Oghma. In addition to allowing the wearer to *read magic* three times per day, a bard wearing the headband gains a +4 sacred bonus to her bardic knowledge rolls.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *read magic*, creator must be a bard; *Market Price:* 2,600 gp; *Weight:* —

Possessions: +1 leather armor, masterwork quarterstaff, *circlet of comprehending languages and reading magic* (as the *helm*), *goggles of minute seeing*, *oil of timelessness*, scroll of *make whole*, scholar's outfit.

In her youth, Tessele Whitehorn was a legendary adventurer, renowned for her wild exploits and her beauty, with a steady stream of men in her life. Eventually, she fell in love with one of her adventuring companions, only to see him die in the jaws of a dracolich on what would be her last adventure. Brokenhearted, Tessele retired to the Leaves of Learning and adopted a life of quiet contemplation for many years. Now in her sixties, she has found joy in the simple pleasure of going out into the community and recording the stories of those who have seen many years.

Although it has been quite some time since she wielded her quarterstaff in combat, Tessele's wits remain keen, as does her knowledge of battle tactics. She keeps her trusty leather armor oiled and insists that her fellows join her in a daily exercise regimen.

Recently, Tessele experienced a series of troubling visions, most of which show a falling star crashing into a great forest, engulfing the trees and the elves who dwell among them in a great conflagration. Unbeknownst to her, her dreams bear witness to the fall of the Lorelands of Uvaeren, an elven civilization dedicated to both magical and mundane knowledge that thrived where Mistedale now lies. Uvaeren's founding and fall preceded the raising of the mythal over Myth Drannor by millennia. What these dreams portend is known only to the Binder.

☞ **Lorekeepers (2):** Male and female human Brd1/Clr2 of Oghma; CR 3; Medium-size humanoids; HD 1d6-1, 2d8-2; hp 9; Init -1; Spd 30 ft.; AC 12, touch 9, flat-footed 12; Atk +0 melee (1d6-1, quarterstaff); SA Turn undead 5/day; SQ Bardic music 1/day (countersong, *fascinate*, inspire courage), bardic knowledge +8; AL LG; SV Fort +2, Ref +3, Will +10; Str 8, Dex 8, Con 8, Int 16, Wis 17, Cha 15.

Skills and Feats: Craft (bookbinding) +11, Gather Information +3, Knowledge (geography) +8, Knowledge (nature) +6, Knowledge (the Dales history) +9, Knowledge (the Dales local) +9, Knowledge (the Dales nobility and royalty) +8, Knowledge (the Dales religion) +5, Perform +6; Iron Will, Lightning Reflexes, Skill Focus (Craft [bookbinding]).

Bard Spells Known: (2; base DC 12 + spell level; 15% chance of spell failure): 0—*detect magic, light, read magic, resistance*.

Cleric Spells Prepared: (4/4; base DC 13 + spell level): 0—*detect magic, guidance, mending* (2); 1st—*bless, detect secret doors**, *entropic shield, sanctuary*.

*Domain spell. Deity: Oghma. Domains: Charm (+4 bonus to Charisma 1/day as a free action for one minute), Knowledge (cast divinations at +1 caster level).

Possessions: Studded leather armor, quarterstaff, *headband of the Binder*, scholar's outfit.

☞ **Seekers (4):** Male and female human Clr1 of Oghma; CR 1; Medium-size humanoids; HD 1d8-1; hp 3; Init +0; Spd 30 ft.; AC 12, touch 10, flat-footed 12; Atk -1 melee (1d6-1, quarterstaff); SA Turn undead 5/day; AL LG or NG; SV Fort +1, Ref +2, Will +5; Str 8, Dex 10, Con 9, Int 16, Wis 17, Cha 15.

Skills and Feats: Craft (bookbinding) +7, Gather Information +3, Knowledge (geography) +6, Knowledge (history) +6, Knowledge (nature) +5, Knowledge (nobility and royalty) +5, Knowledge (religion) +6, Knowledge (the Dales local) +6; Lightning Reflexes, Skill Focus (Craft [bookbinding]).

Spells Prepared: (3/3; base DC 13 + spell level): 0—*light, mending, read magic*; 1st—*bless, charm person**, *comprehend languages*.

*Domain spell. Deity: None. Domains: Charm (+4 bonus to Charisma 1/day as a free action for one minute), Knowledge (cast divinations at +1 caster level).

Possessions: Leather armor, quarterstaff, *necklace of prayer beads (blessing)*, scholar's outfit.

☛ **Lorewarden Rowan Silvercrown:** Female human Mnk4; CR 4; Medium-size humanoid; HD 4d8+0; hp 18; Init +2; Spd 40 ft.; AC 16, touch 15, flat-footed 14; Atk +4 melee (1d8+1, unarmed strike) or +5 melee (1d6+1, masterwork siangham); SA Flurry of blows, stunning attack (4/day); SQ Evasion, fast movement, slow fall (20 ft.), still mind; AL LN; SV Fort +5, Ref +7, Will +8; Str 12, Dex 14, Con 10, Int 14, Wis 16, Cha 10.

Skills and Feats: Balance +10, Climb +7, Concentration +2, Craft (bookbinding) +4, Hide +4, Jump +6, Knowledge (geography) +4, Listen +9, Move Silently +8, Perform (glaur) +1, Spot +5, Tumble +9; Deflect Arrows, Dodge, Expertise, Improved Unarmed Strike, Mobility.

Flurry of Blows: Rowan may use the full attack action to make one extra attack per round with an unarmed strike or a special monk weapon at her highest base attack, but this attack and each other attack made that round suffer a -2 penalty apiece. This penalty applies for 1 round, so it affects attacks of opportunity she might make before her next action. If armed with a kama, nunchaku, or siangham, Rowan makes the extra attack either with that weapon or unarmed. If armed with two such weapons, she uses one for her regular attack and the other for the extra attack. In any case, her damage bonus on the attack with her off hand is not reduced.

Stunning Attack (Su): Once per round (but not more than 4/day), Rowan can stun a creature damaged by her unarmed attacks. The foe so struck must make a Fortitude saving throw (DC 15) or be stunned for 1 round in addition to suffering normal damage from the attack. Creatures immune to critical hits cannot be stunned with this attack.

Evasion (Ex): If Rowan makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Slow Fall: When within arm's reach of a wall, Rowan can use it to slow her descent while falling. She takes damage as if the fall were 20 ft. shorter than it actually is.

Still Mind: Rowan gains a +2 bonus to saving throws against spells and effects from the Enchantment school.

Possessions: *Bracers of armor +1*, masterwork siangham, *cloak of resistance +1*, masterwork glaur, monk's outfit.

Born in Ordulin, but raised in Tegal's Mark, Rowan is the daughter of a bookbinder who instilled in her a love of books and an abhorrence of those who would destroy them. She joined the Children of the Passive Voice at a young age and rose quickly within the order.

In combat, Rowan prefers to quickly size up her opponents before leaping into and out of the fray. She finds that if she concentrates on avoiding an opponent's attacks, her chance to strike a telling blow inevitably occurs. Like most members of her order, she favors "Oghma's quill" (a siangham) as a weapon.

The Lorewarden treats her responsibility for defending the Leaves of Learning very seriously and often finds fault with members of the Tower Guard posted at the temple who do not show the same degree of vigilance. She is somewhat of a mother hen to the aged clerics of the temple, keeping close watch over them when they stray beyond the temple walls.

☛ **Children of the Passive Voice (variable):** Male and female human Mnk2; CR 2; Medium-size humanoids; HD 2d8+0; hp 9; Init +1; Spd 30 ft.; AC 15, touch 14, flat-footed 14; Atk +3 melee (1d6+2, unarmed strike); or +3 melee (1d6+2, siangham); SA Flurry of

blows, stunning attack (2/day); SQ Evasion, fast movement; AL LN; SV Fort +3, Ref +4, Will +8; Str 14, Dex 12, Con 10, Int 13, Wis 16, Cha 10.

Skills and Feats: Balance +3, Climb +4, Concentration +2, Craft (bookbinding) +2, Hide +3, Jump +4, Knowledge (geography) +3, Listen +6, Move Silently +4, Perform (glaur) +1, Spot +5, Tumble +5; Deflect Arrows, Dodge, Improved Unarmed Strike, Iron Will.

Flurry of Blows: The monk may use the full attack action to make one extra attack per round with an unarmed strike or a special monk weapon at her highest base attack, but this attack and each other attack made that round suffer a -2 penalty apiece. This penalty applies for 1 round, so it affects attacks of opportunity the monk might make before her next action. If armed with a kama, nunchaku, or siangham, the monk makes the extra attack either with that weapon or unarmed. If armed with two such weapons, she uses one for her regular attack and the other for the extra attack. In any case, her damage bonus on the attack with her off hand is not reduced.

Stunning Attack (Su): Once per round (but not more than 2/day), the monk can stun a creature damaged by her unarmed attacks. The foe so struck must make a Fortitude saving throw (DC 14) or be stunned for 1 round in addition to taking normal damage from the attack. Creatures immune to critical hits cannot be stunned with this attack.

Evasion (Ex): If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Possessions: *Bracers of armor +1*, siangham, glaur, monk's outfit, *potion of cat's grace*, *potion of cure light wounds*, and *potion of spider climb*.

☛ **Sergeant Mourn Deepwood:** Male half-elf War2; CR 1; Medium-size humanoid (elf); HD 2d8-2; hp 7; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16; Atk +3 melee (1d8/19-20, masterwork longsword); or +5 ranged (1d8/x3, masterwork longbow); SQ Half-elf traits; AL LG; SV Fort +2, Ref +1, Will +0; Str 10, Dex 12, Con 9, Int 10, Wis 10, Cha 12.

Skills and Feats: Handle Animal +2, Intimidate +2, Listen +3, Ride (horse) +4, Search +1, Spot +1, Swim +1; Weapon Focus (longbow).

Half-Elf Traits: Immune to magic sleep spells and effects; +2 racial bonus to Will saves against enchantment spells or effects; low-light vision (can see twice as far as a human in low-light conditions); +1 racial bonus to Listen, Spot, and Search checks (already figured into the statistics above).

Possessions: +1 *chainmail*, masterwork longsword, masterwork longbow, glaur, *potion of cat's grace*, *potion of cure light wounds* (2), quiver of 20 arrows, traveler's outfit.

☛ **Tower Guards (8):** Male and female human War1; CR 1/2; Medium-size humanoids; HD 1d8+3; hp 7; Init +2; Spd 20 ft.; AC 14, touch 10, flat-footed 14; Atk +1 melee (1d8/19-20, longsword) or +2 ranged (1d8/x3, masterwork longbow); AL LG; SV Fort +2, Ref +0, Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +2, Intimidate +2, Ride (horse) +3, Spot +4, Swim +1; Blooded, Toughness.

Possessions: Scale mail, longsword, masterwork longbow, glaur, *potion of cure light wounds*, quiver of 20 arrows, traveler's outfit.

☛ **Jhenna Iliathor:** Female half-elf Brd7/Hpr5; CR 12; Medium-size humanoid (elf); HD 12d6; hp 42; Init +3; Spd 30 ft.; AC 20, touch 13, flat-footed 17; Atk +9/+4 melee (1d8+1/17-20, *Cormanthyrion elfblade*); or +11/+6 ranged (1d8/x3, composite longbow); SQ Bardic/Harper knowledge +14, bardic music (countersong, *fascinate*, inspire competence, inspire courage, *suggestion*) 7/day, Craft Harper

Jhenna's equipment

Rhingalade's Harp

This masterwork harp (+2 circumstance bonus to Perform (harp) checks) is carved with images of a multitude of harpists playing in a chorus. Once per day it can be played to invoke a simultaneous *blink* and *mirror image* spells upon its wielder (both effects end after 6 rounds). Use of this item requires at least 1 rank in Perform (harp).

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, *blink*, *mirror image*; *Market Price:* 5,400 gp.

Salve of Minor Spell Resistance

This salve is based on a drow formula. It requires a full-round action to spread on the skin, after which it grants SR 17 for five minutes.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *spell resistance*; *Market Price:* 1,250 gp

Item, Denier's eye, favored enemy (Cult of the Dragon +2, Zhentarim +1), half-elf traits, Lliira's heart, Tymora's smile; AL NG; SV Fort +3, Ref +12, Will +11; Str 10, Dex 16, Con 10, Int 14, Wis 10, Cha 18.

Skills and Feats: Balance +4, Bluff +9, Concentration +5, Decoder Script +4, Diplomacy +16, Disguise +9, Gather Information +11, Hide +5, Intimidate +6, Jump +1, Knowledge (the Dales local) +9, Listen +6, Move Silently +8, Perform +16, Search +5, Sense Motive +5, Spellcraft +7, Spot +3, Swim +2, Tumble +8, Use Magic Device +9, Wilderness Lore +2; Alertness, Blooded, Iron Will, Martial Weapon Proficiency (composite longbow), Martial Weapon Proficiency (longsword), Skill Focus (Gather Information), Skill Focus (Perform), Track.

Bardic/Harper Knowledge: Jhenna may make a bardic knowledge check with a bonus of +14 to see whether she knows some relevant information about local notable people, legendary items, or noteworthy places.

Bardic Music: Jhenna can use her song or poetics to produce these magical effects on those around her:

- **Countersong (Su):** Jhenna can counter magical effects that depend on sound by making a Perform check for each round of countersong. Any creature within 30 ft. of her who is affected by a sonic or language-dependent magical attack may use Jhenna's Perform check result in place of his or her saving throw if desired. Countersong lasts for 10 rounds.
- **Fascinate (Su):** Jhenna can cause a single creature within 90 ft. that can see and hear her to become fascinated with her. Jhenna's Perform check result is the DC for the opponent's Will save. Any obvious threat breaks the effect. Fascination lasts 7 rounds.
- **Inspire Competence (Su):** An ally within 30 ft. who can see and hear Jhenna gets a +2 competence bonus on skill checks with a particular skill for as long as he or she can hear the music.
- **Inspire Courage (Su):** Allies who can hear Jhenna receive a +2 morale bonus on saves against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. The effect lasts for 5 rounds after the ally can no longer hear her.
- **Suggestion (Sp):** Jhenna can make a *suggestion* (as the spell) to a creature she has already fascinated. A Will save (DC 17) negates the effect.

Craft Harper Item: This specialized form of the Craft Wondrous Item feat allows Jhenna to create magic musical instruments, Harper pins, and certain potions (*Charisma*, *detect thoughts*, *tongues*, and *truth*). This ability replaces the need for any item creation feat for the item. Her caster level for these items is 12. All the normal requirements for an item (such as race or spells) remain the same. All other rules for creating wondrous items or potions apply.

Denier's Eye (Su): Jhenna gains a +2 sacred bonus on saving throws against glyphs, runes, and symbols.

Favored Enemy: Jhenna has chosen the Cult of the Dragon as her first favored enemy and the Zhentarim as her second. She gains the listed bonus on Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks, as well as melee weapon damage rolls (and ranged damage rolls for ranged attacks within 30 ft.) made against members of these groups.

Half-Elf Traits: Immune to magic sleep spells and effects; +2 racial bonus to Will saves against enchantment spells or effects; low-light vision (can see twice as far as a human in low-light conditions); +1 racial bonus to Listen, Spot, and Search checks (already figured into the statistics above).

Lliira's Heart (Su): Jhenna gains a +2 sacred bonus on saving throws against compulsion and fear effects.

Tymora's Smile (Su): Once per day, Jhenna can add a +2 luck bonus to a single saving throw. This bonus applies after the die is rolled and after success or failure of the unmodified result is determined.

Bard Spells Known: (3/4/3/1; base DC 14 + spell level; 20% chance of spell failure): 0—*daze*, *detect magic*, *ghost sound*, *prestidigitation*, *read magic*, *resistance*; 1st—*expeditious retreat*, *feather fall*, *mage armor*, *sleep*; 2nd—*cure moderate wounds*, *eagle's splendor*, *mirror image*, *whispering wind*; 3rd—*haste*, *scrying*.

Harper Spells Known: (2/2/1; base DC 14 + spell level; 20% chance of spell failure): 1st—*change self*, *charm person*, *comprehend languages*, *spider climb*; 2nd—*cat's grace*, *darkvision*, *detect thoughts*, *see invisible*; 3rd—*suggestion*, *tongues*.

Possessions: +2 elven chainmail, composite longbow, *Cormanthyrian elfblade* (+1 keen longsword) with symbol of House Iliathor, *lesser Harper pin* (functions as a *ring of mind shielding*), *Rhingalade's harp*, *potion of Charisma*, *potion of glibness*, *potion of truth*, *salve of minor spell resistance*, quiver of 40 arrows.

Jhenna Iliathor is a talented performer whose bardic skills are well appreciated in the southern Dalelands and the cities of Sembia. Like most bards of the region, many suspect she is tied in some ways to the Harpers, although few realize the true extent of her involvement. Jhenna oversees the activities of Those Who Harp throughout Deepingdale and the Lake Sember region, seeking to ensure that the region remains true to the original Dalelands compact with the elves of Cormanthor.

Although no stranger to combat, Jhenna prefers to work through more indirect means, such as gathering information about the Followers of the Scaly Way and then ensuring it falls into the hands of those whose interests are opposed to the Dragon Cult's activities. When combat is inevitable, the Harper favors her bow and spells enabling her to avoid closing with the enemy. Only rarely is she forced to employ her ancestral blade, but, when she does, she wields it with the skill and grace of her elf predecessors.

Of late, Jhenna has been spending a great deal of time at the Leaves of Learning, all but living with the Learned Father. Brought together by their love of knowledge, the two have found themselves unexpectedly drawn to each other.

Initiation

The Binder welcomes all true seekers of knowledge into his church, and the Leaves of Learning is no exception to this practice. All that is required to worship or study at the Leaves of Learning is a true profession of faith in the Binder's teachings (see the discussion below of the *zone of truth* spell that permeates the temple compound) and a willingness to contribute to its storehouse of knowledge. The latter is usually interpreted as the gift of some book or scroll whose contents are not as yet found within the walls of the temple library. However, those who lack the wealth to make such a donation can instead contribute an old tale or bit of song to be recorded by a temple.

Of course, such openness is not without risk, and all who are not well known to the clergy are carefully watched during their stay within temple walls. The Children of the Passive Voice have even been known to discretely follow suspicious persons after they leave the temple grounds to see if they are who they claim, a practice justified by Rowan with a wink as "the further pursuit of knowledge, which the Binder says cannot be a sin."

Allies and Enemies

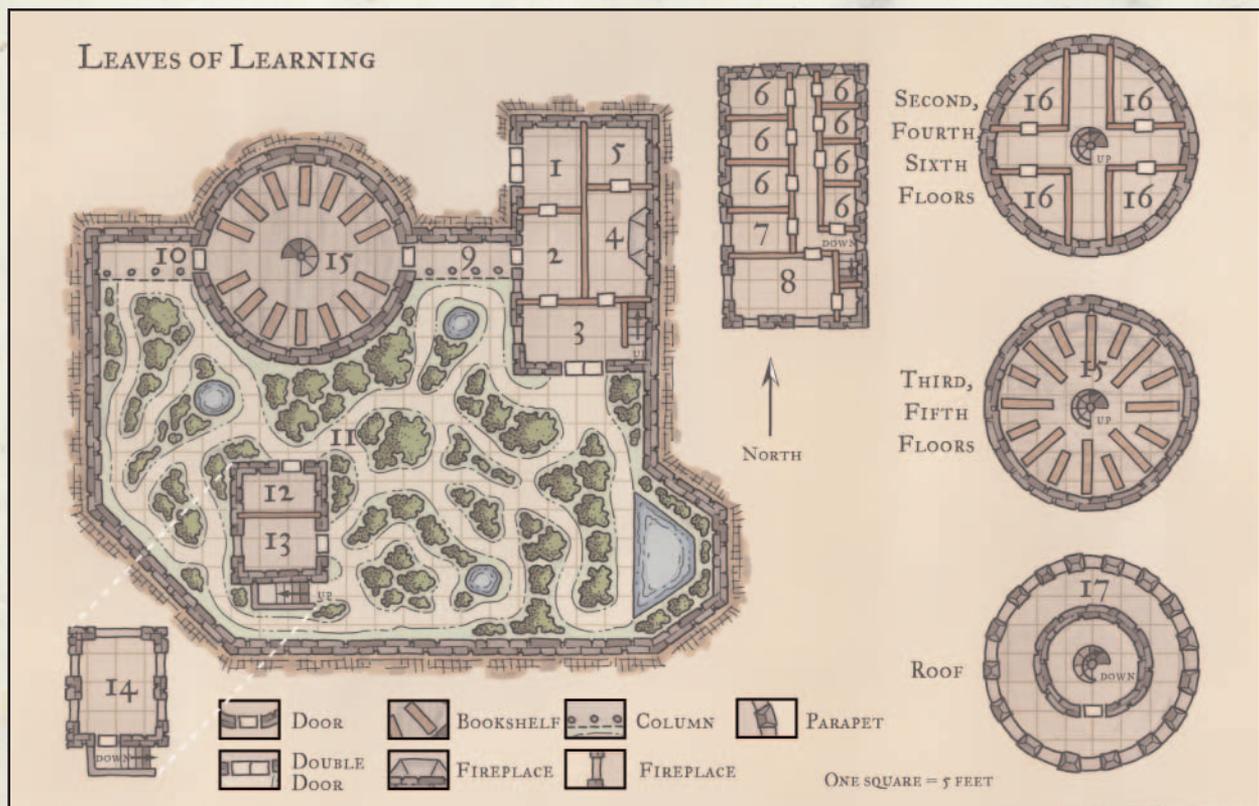
The folk of Highmoon, now a growing, bustling center of culture, are justly proud of the reputation of sophistication that the clerics at the Leaves of Learning have given their town. As such, the temple has earned the strong support of the population, who will brook no plot to undermine their beloved library. Lord Theremen Ulath is also a strong backer of Danali's endeavors, contributing both his political aid and a detachment of troops to ensure the temple's continued success. Those Who Harp maintain a benevolent watch as well over the Leaves of Learning, for Oghma is one of the divine patrons of the Harpers and the temple furthers the preservation of tales and lessons of the past, one of the chief goals of that fellowship.

Despite such allies, the temple is not without its foes, for not everyone is enamored of the continuing spread of knowledge. Thieves are the most common threat, dispatched by Sembian merchant lords, Cormyrian nobles, or various secret societies to retrieve or destroy some obscure bit of lore that might invalidate some claim or reveal some secret of their lineage they might prefer to go undiscovered. Greedy wizards are far less of a threat than one might otherwise imagine, for members of the clergy have widely advertised the fact that they have not a word about magic within their walls.

The greatest long-term threat to the Leaves of Learning comes from an unexpected quarter. The illithids of Oryndoll, a subterranean city that lies deep beneath the Shining Plains far to the south and west of Highmoon, have a highly developed, theologically based culture that incessantly plunders knowledge and hoards it within their temple. The illithids seek to acquire knowledge at the exclusion of all others, and thus oppose the efforts of Oghma's priesthood to disseminate knowledge as widely as possible. Word of Danali's *Index* has recently reached the illithid leaders of Oryndoll, who have recognized the threat it poses to their city's ambitions. As such, the quiet, unassuming temple at the heart of Highmoon has become the unwitting target of the plots of one of Faerûn's oldest cultures.

Map Key

The Leaves of Learning is dominated by the Tower of Tomes, the full bulk of which rises six stories and whose roof is topped by a parapet and a smaller tower spire. The Tower of Tomes overlooks a large forested inner court, dominated by small pools and winding paths. Within the inner court lies a free-standing two-story wood structure known as the Monks' House. A narrow parapet-less wall, two cloisters, and the inner wall of the Scroll House encircle the garden.



1. ENTRY HALL

Visitors to the Leaves of Learning are greeted in the entry hall of the Scroll House, a simple chamber. When the temple is open for visitors, at least one monk and at least one Tower Guard remain on duty here. At other times, it is only infrequently visited by Tower Guard patrols. The duskwood doors normally stay unlocked during the day and are barred each evening with a stout duskwood bar.

2. CONTRACT ROOM

The ornate Contract Room in the Scroll House boasts finely carved wood paneling depicting scenes from the holy texts of Oghma. The room itself is dominated by several writing desks surrounded by chairs. Visitors who wish to draw up a contract, deed, or other document are escorted into this room to consult with one of the clerics. Usually at least one of them works in this chamber during the day.

3. DINING ROOM

The large, wood-paneled dining room looks out into the inner court. In the summer months, the doors usually stay open to let in more light and a small breeze. Two large wooden tables dominate the center of the room. A narrow stairway leads up to the second floor of the Scroll House. This room is usually occupied only at meal times and in the evening, during the winter, for it is one of the warmest rooms in the house. Otherwise, the Tower Guard patrols here infrequently.

4. KITCHEN

A large walk-in fireplace and two preparation tables dominate the Scroll House's kitchen. The walls and ceiling are hung with cooking implements and fresh stores. The door between this room and the dining room usually stays open, both to allow easy passage by tressyms into the pantry (see area 11) and because cooking at the temple is a communal affair with a great deal of traffic between the kitchen and the dining area. Several clerics and/or monks occupy this room prior to each of the three daily meals, but otherwise the Tower Guard patrols it only infrequently.

5. PANTRY

The Scroll House's dark, cool pantry is used to store foodstuffs. As the Leaves of Learning lies within a large town, the inhabitants of the temple do not need to store large amounts of food here. Most of the foodstuffs are roots or grains of various sorts. The door to this room usually stays open to allow the tressyms of the garden to hunt rodents that make their way in here. The Tower Guard patrols the pantry infrequently; otherwise residents visit this room only when meals are being prepared or during food delivery.

6. CLERIC'S QUARTERS

Seven chambers on the Scroll House's second floor serve as quarters for the venerable clerics who live at the temple. Aside from the rooms above the kitchen, they can get quite cold in the winter, as they lack fireplaces. Each room is adorned with a bed, a simple bookshelf filled with the books the clerics are currently studying, a dresser for storing possessions, a wash basin, and a small stone altar. Chamber pots lie under each bed. Most quarters are empty except at night, when their inhabitants are reading or sleeping.

7. DANALI'S QUARTERS

The Learned Father's quarters are identical to those of the other clerics; they occasionally house Jhenna Iliathor in addition to Danali. It is the only bedroom with a window opening onto the inner court. With a bit of pluck, it is easy to step out of the room's window onto the roof of the East Cloister. The Learned Father is known to take a blanket out and look at the stars on perfect summer nights, despite the admonitions of the Lorewarden.

8. BINDING ROOM

The largest room on the Scroll House's second floor is used for cataloging and repairing newly acquired tomes and scrolls. Much of the temple's bookbinding work is performed here as well. Four large workbenches, piled high with a riot of books and scrolls, dominate the room. During the day, one of the monks and at least two of the clerics are usually found within. At night, wandering guard patrols visit it infrequently.

9. EAST CLOISTER

A simple portico connects the Scroll House to the Tower of Tomes. Four pillars run along the south edge of the East Cloister, enabling passersby to look into the forested inner court. Each pillar is carved with elaborate scrollwork that intertwines with the carved vines that adorn the underside of the cloister roof. During the day, this portico sees a lot of traffic as clerics, monks, and visitors pass back and forth between the Scroll House and the Tower of Tomes. At night, a Tower Guard is usually stationed on the roof of the East Cloister, in part to deter Danali from risking a fall in order to reach this place.

10. WEST CLOISTER

A simple portico identical to the East Cloister, but less trafficked, connects the Tower of Tomes to the west wall of the temple. Several wooden reading benches make the West Cloister a quiet contemplation nook. It is rarely unoccupied during the evening, as some of the clerics or monks usually avail themselves of the quiet seclusion. At night, one of the Tower Guards is usually stationed on the roof of the West Cloister, reached by climbing the branches of a nearby tree.

11. INNER COURT

The forested inner court is dominated by beetle palms, gleaming blueleafs, arrow-straight duskwoods, vinelike helnthorns, curving hixels, squat laspars, towering phandars, roseneedle pines, giant weirwoods, and even a single transparent chime oak, transplanted from the east starwood of Cormanthor. Beneath the trees are an even wider variety of flowers, bushes, ferns, and other plants. The wide variety of species is greater than one might find naturally in such a small area, but all are native to the Dalelands or Cormanthor. Although the followers of Oghma are not the equals of Chauntea's clerics, they do know a fair bit about tending to vegetation, and most of the clerics and monks spend several hours each day outdoors working on their forested garden.

A maze of narrow paths loops through the walled forest, connecting the cloisters, the Scroll House, the Monk's House, and the Reflection Pool. Small bowers lie within each glade of trees, and wooden benches sit beside each pool, offering opportunities for peaceful contemplation, writing, or casual reading. A network of hidden pumps built by a Gondar engineer ensures that a network of tiny streams interlaces the paths of the inner court.

Several wild tressyms escaped here after being brought to Deepingdale from Eveningstar by Cormyrian traders to be sold in the High Market. Now they make the inner court of the Leaves of Learning their home. They are much beloved by the inhabitants of the temple and have been known to alert one of the inhabitants when a visitor is doing something suspicious or on those rare occasions when an interloper makes it over the temple walls.

The Tower Guard patrol the inner court in pairs of two both the day and night, a tour of duty said to be one of the most pleasing guard rotations in all the Dales.

12. TOOL STORAGE

In the northern half of the Monks' House's first floor, temple residents store gardening implements and other tools used to maintain the temple grounds and buildings. It is only rarely occupied or visited by patrols.

13. GUEST CHAMBER

Although nominally a chamber for honored guests, in practice this room within the Monks' House quarters the sergeant of the Tower Guard. It is adorned in a fashion similar to the clerics' quarters (see area 6). Sergeant Mourn Deepwood is found here most nights, but guards visit the room only infrequently.

14. MONKS' QUARTERS

The second floor of the Monks' House serves as both sleeping quarters and a training room. The monks each have a simple pallet that they roll up every morning before exercising. The floor of the room is covered in hay, and simple training weapons—clubs, daggers, kamas, light crossbows, nunchakus, quarterstaves, and sianghams—adorn the walls. At night sleeping monks occupy this room, and in the early morning the Children of the Passive Voice practice their daily training regimen here. Otherwise, few visit it except the occasional guard patrol.

15. TOWER OF TOMES: SHELVING FLOORS

The first, third, and fifth floors of the Tower of Tomes are known as the Shelving Floors. Each level contains a metal spiral staircase leading up through a hole in the center of the floor (except the first floor) to a hole in the center of the ceiling. The rest of the floor is taken up by rows and rows of bookshelves, each stretching 15 feet high. Book ladders line each shelf, enabling the temple inhabitants to reach the topmost shelves. At the end of each shelf is a coffer filled with neatly cataloged vellum sheets, part of the legendary *Index of Danali*. (Copies of all sheets comprising the *Index* that were completed through the end of the last tenday are stored at the Tower of the Rising Moon in Highmoon as well.) During the day, these floors are regularly visited by the clerics as well as wandering patrols of the Children of the Passive Voice. At night, only the monks pass through, making their rounds.

The first Shelving Floor has smaller stacks than those above it. Two duskwood doors, barred from within by a duskwood bar at night, lead out to the East and West Cloister.

16. TOWER OF TOMES: READING FLOORS

The second, fourth, and sixth floors of the Tower of Tomes are known as the Reading Floors. Each level contains a spiral metal staircase leading up through a hole in the center of the floor to a hole in the center of the ceiling. The rest of the floor is divided into four chambers and a cross-shaped hallway. Every wall, even within

the Reading Rooms, is lined with bookshelves, stretching up to 15 feet in the air. Book ladders line each shelf, enabling the temple inhabitants to reach the topmost shelves. Within each room and at the end of each hallway is a coffer filled with neatly cataloged vellum sheets, part of the legendary *Index*. At the center of each Reading Room is a wooden table and several chairs. Visitors to the library are brought to one of the Reading Rooms, allowed to consult the appropriate sheets of the *Index*, and then brought the book they request to peruse. During the day, these floors are regularly visited by the clerics as well as wandering patrols of the Children of the Passive Voice. At night, only the monks pass through, making their rounds.

17. TOWER OF TOMES: ROOF

The roof of the Tower of Tomes consists of a small chamber at the top of the spiral staircase leading up from below. The room is dominated by various sacred, nonmagical relics of the Binder and serves as a private chapel for the inhabitants of the temple during religious services.

A single door leads out on to the parapet, from which one can look out over Highmoon. Atop the small chamber is a slender spire that reaches some 30 feet above the parapet. Two members of the Tower Guard are usually stationed atop the parapet at night or during the day. From the parapet they can easily signal for reinforcements from the Tower of the Rising Moon or from the Lord's Barracks down the hill, using a glaur.

Breaking In

Most folks find that access to the fabled libraries of the Leaves of Learning is most easily achieved by knocking on the temple's front door during the day and being admitted by one of the resident clerics. Although the cost of perusing tomes within the temple's archives is steep for most people, it is not enough to make pilferage a reasonable alternative for the risk.

Those who do attempt to breach the temple's wards or infiltrate the grounds by posing as a visitor find that the entire structure lies within the area of a *hallow* spell to which a *zone of truth* has been fixed, making false professions of faith in the Binder's teachings difficult. The inner and outer walls of the temple are carved with runes, many of which are nonmagical but some of which act as *glyphs of warding*, usually triggered by someone trying to scale the wall or pass through an area without speaking the proper pass phrase. *Glyphs* on the external walls and in common areas usually trigger *cause fear* or *hold person*. *Glyphs* in areas of the library restricted to the clergy might trigger *blinding/deafness* or *hold person* without the proper pass phrase. Should intruders cause an alarm to be raised, the simple sounding of a glaur (many of which are hung decoratively about the temple) brings guard reinforcements running from the nearby Tower of the Rising Moon and even summons the Watchmen of Highmoon up from their barracks down the hill.

Infiltrating the Leaves of Learning is particularly troublesome given the closeness of the small-knit community. One approach might be to join the Watchmen of Highmoon and hope to be assigned to the Tower Guard, a process that could take months. Even then, it might not succeed, for senior members of the Tower Guard claim most rotations at the Leaves of Learning. Another approach might be to masquerade as an elf of the Semberholme region. Sometimes the Fair Folk slip out of the nearby woods late at night, uncomfortable at the thought of entering Highmoon during the hustle and bustle of daytime activity, and make a midnight knock on the door of the temple. Because of such cultural differences, Danali has instructed the clergy to admit the Fair Folk at all hours.

This gives rise to the possibility that a sleepy guard might forget to request an oath to the Binder from the midnight visitor or nod off instead of supervising the visit appropriately. The dream of many a would-be thief is to sneak into the dungeons beneath the Tower of the Rising Moon and make their way up into the temple via a long-forgotten tunnel. However, if any such tunnel exists, it has never been found.

Adapting the temple

Temples of Oghma are found within many major cities and not a few large towns as well, and the Leaves of Learning can be easily moved to such locales simply by renaming the temple's inhabitants as appropriate for the region. The temple could be turned into an abbey set in the wilderness as well, but, if so, its defenses should be significantly enhanced, perhaps by placing it within a larger enclosed structure staffed by many defenders.

The Leaves of Learning is easily adapted to other faiths as well, particularly those of a more scholarly aspect. All the comments about other locales above apply to temples of other faiths as well. Simply update alignments, favored weapons, and dogma. If the temple lies in a wilderness area or belongs to a less benevolent faith, replace the spell *glyphs* with more deadly spells as well. If the faith is of a chaotic bent, replace the monks with rogues or fighters.

Azuth: The Patron of Mages instructs his clerics to gather and archive all manner of spells, so that no workings of the Art are lost when a wizard dies or vanishes. The temple becomes a repository of arcane knowledge and precious spells, with attendant security to match. Replace the Children of the Passive Voice with wizards and sorcerers, some of whom are arcane devotees.

Deneir: The Leaves of Learning can serve as a temple of the Lord of All Glyphs and Images almost without change. Simply replace the Children of the Passive Voice with the more militant members of the Preservers of the Ordered Way.

Milil: The Leaves of Learning also can serve as a temple of the Lord of Song. Simply restrict the library's contents to poems, songs, and eloquent speeches, and replace the Children of the Passive Voice with the fighters, paladins, and bards of the Harmonious Order.

Sbar: The Mistress of the Night's temples contain many secrets of the Shadow Weave and are guarded by monks of the Dark Moon order. The temple becomes a forbidding fortress cloaked in darkness and stalked by shadows and other shadowy horrors in the night.

Waukeen: Some temples of the Merchant's Friend operate as contract houses, where bills of sale, deeds, wills, and contracts are stored and archived so as to promote the orderly pursuance of commerce. Simply replace the Children of the Passive Voice and the Tower Guard with hired mercenaries, and restrict access to the temple to those whose business requires access to specific pieces of documentation.

getting the players involved

The Leaves of Learning can serve as an important resource for characters based in the Dalelands, western Sembia, or northern Cormyr. Initially, the temple can serve as a storehouse of information for characters seeking adventure in the surrounding region, providing reasonably accurate maps leading to partially explored dungeons and spellbooks to wizards just starting their adventuring career. Later, characters might sell books they have acquired in dusty crypts or abandoned mansions or exchange such tomes for useful scrolls. They might also use the temple's library to learn more about allied or enemy groups, such as the Cult of the Dragon or the Harpers, whose paths they have crossed. And finally, the threat the illithids of Oryndoll pose to the Leaves of Learning might slowly enmesh the characters, as mysterious attacks against the temple

slowly increase, forcing ever-heightened security measures and undermining the role the temple was meant to serve.

A MISLEADING MAP

The Binder insists that his clergy only sell copies of maps that accurately depict their subject or, if known to contain inaccuracies, represent the best available depiction. Late one afternoon, a member of the Company of the Silver Shaft discovers an old map tucked within the pages of a volume he paid to peruse and then manages to hide it under his shirt after his venerable escorts nod off in the midst of their duties. At dawn the following morn, the Company of the Silver Shaft is off to plunder the lost elven city of Tsornyl in the woods north of Highmoon and east of Lake Sember.

Word does not reach Danali until the following afternoon that a drunken member of the company let slip the group's "discovery" to a tavern wench at the Oak and Spear. The Learned Father immediately recruits the first available band of adventurers he can find to chase after the Company of the Silver Shaft. Danali explains that the map is an old fake designed over a century ago to lure adventurers to their deaths in the heart of the Darkwatch and that its presence in the book was overlooked during cataloging. Letting it leave the temple, even if it was stolen, is a sin in the eyes of the Binder that must be immediately remedied by warning the unlucky thieves of the peril they face. (Whether or not they heed that warning is not Danali's concern.) Of course, since the temple does not have a true map of the Darkwatch, if the characters would mind compiling one during their pursuit, Danali would be doubly grateful and willing to reward them accordingly.

SPELLFILCHERS IN THE NIGHT

Despite widely circulated reports that the Leaves of Learning contains no tomes of arcane lore, there are always wizards who believe such rumors simply indicate that all manner of books of magic lie hidden within the spired tower of the Leaves of Learning. Of late, a rumor has been spreading through streets of Highmoon that Danali has made an exception for the collection of spell tomes amassed by the late Rhauntides, despite more truthful tales that sage's legacy now lies in the dungeons beneath the Tower of the Rising Moon. By chance, the characters learn of an apparent infiltration attempt by a noted sorcerer/rogue from Saerloon and have the opportunity to foil the attempted theft. Assuming they succeed, Danali hires them to supplement the tower's guards until such talk dies down, and, over the next tenday, no fewer than 12 separate wizards or their agents attempt to seize Rhauntides's library from the Leaves of Learning.

INKSHADOW

Although the Leaves of Learning contains no tomes of arcane lore, the knowledge it does contain can be dangerous to possess nonetheless. Several days ago, the temple received a consignment of books from House Ithivisk of Selgaunt in payment for several contracts rendered that cemented a trade alliance between the Sembian merchant house and the Silverhand House coster of Highmoon. Among the dry accounts of trade agreements and daily life dating back more than a century was a small book, long forgotten. Titled *Songs of the Bitter Heart*, the book contained the dark and melancholy songs of Esvele Ithivisk, the long-dead great-aunt of the current patriarch. In cataloging Esvele's writings, one of the clerics briefly paged through the book before showing it to Jhenna Iliathor to get the bard's opinion. Jhenna agreed that the book was of little import, and Esvele's labors were promptly cataloged, shelved, and forgotten.

Unbeknownst to Jhenna and the cleric, both were afflicted by a supernatural contact poison known as *shadowspawn* that lay latent within the chapbook's ink. Prompted by the whispers of Shar, Esvele had concocted the poisonous ink as a trap for the lover who had spurned her, in hopes he would suffer as much as she after reading of her travails. Esvele's plot never came to fruition, however, for her former lover died at sea before she could deliver him the book. Esvele herself died soon after of a wasting disease, and her book was shelved away unread.

Shadowspawn affects only warm-blooded creatures, disjoining their shadows from them as they sleep. Each night at dusk the victim falls into a tortured slumber, temporarily losing 1d6 points of Strength. They cannot be awakened until dawn. During this time their shadow transforms into the undead creature of the same name and stalks the surrounding area. All successful attacks against the shadow are reflected as bloody wounds upon the victim's body and inflict like amounts of damage. If the shadow is destroyed by any means, the victim is dead. If the victim is ever reduced to 0 Strength, they are dead and their shadow becomes a free-willed undead creature. Daily application of spells such as *lesser restoration* and *restoration* can keep the victim alive by restoring lost Strength, but do not end the ravages of *shadowspawn*. Only by casting *negative energy protection* and *neutralize poison* on the victim can the supernatural poison's ravages be ended, a cure known only to certain followers of Shar.

On the night following the chapbook's arrival, both Jhenna and the cleric fall ill and cannot be awakened. Meanwhile, their shadows begin stalking the residents of the temple. Danali destroys the cleric's shadow before the tie between each shadow and victim is

realized, causing the cleric's death. Once they realize the danger, Danali orders the other inhabitants to flee the temple, leaving only himself to watch over his beloved. The cycle continues over the next several days, as Jhenna grows progressively weaker and Danali cannot find a cure. Then one night several of the temple's *glyphs of warding* are triggered and Danali observes several people fleeing into the darkness. Knowing that the elderly clerics of the temple and Tower Guard are not up to the task, the Learned Father instead recruits a band of adventurers brave and trustworthy enough to guard the temple against interlopers while fending off Jhenna's shadow without killing it. He then closets himself in the temple library in the desperate hope of finding a cure. Unbeknownst to Danali, the interlopers are monks of the Dark Moon order who have been instructed by their dark mistress to recover the long-lost book, considered a sacred text by the faithful of Shar. They return the following night prepared for the temple's wards and engage the characters in a running battle through the Leaves of Learning. If the characters determine the object the intruders seek or track them back to their master, Danali has a hope of discovering the chapbook's poisonous secret and curing his beloved.

About the Author

Eric L. Boyd is a name well known to Realms fans for his work in the previous edition of the campaign setting as well as the new edition. Eric coauthored *Faiths & Pantheons* and is currently detailing the human ethnic groups and dwarven subraces for a future FORGOTTEN REALMS sourcebook.