

SILVER SYMBOL OF CHAUNTEA 1

Lore:

The silver symbol of Chauntea is the second in a series of 4 symbols that the clerics of the earthmother receives on the path to become the greatest servant of that divinity. The first symbol is the wooden symbol of Chauntea, the third is the golden symbol of Chauntea and the fourth is Chauntea's symbol of light. As the church of Chauntea is not very organized, this kind of hierarchism would seem a bit out of character. The practice is only used in the pastorals¹ faction of the church and not even by all congregations. It is a regional practice that is mainly used in the Dalelands, parts of Cormyr and the western parts of the western Heartlands.

The symbol is given to clerics of Chauntea upon reaching the ability to cast 3rd level divine spells. There is always an elaborate ceremony involved where the cleric is attuned to its symbol for life.

Description:

The symbol is identical in design as the wooden version. The blooming rose on a sunburst wreath of golden grain is sculpted on a silver disk about 4 inches in diameter and a quarter of an inch thick.

Activation:

The symbol can be activated once every day with sundown being the time when the symbol regenerates its power. Technically, a cleric could use the power of the symbol just before sundown and then again just after. The item does not recharge on a 24 hour period but at a precise time of day.

As mentioned above, the symbol is attuned to the cleric it was given to so the special power of the symbol won't work for any other person or cleric. The symbol could be used for another cleric if a new ceremony is practiced and the new cleric is attuned to the symbol.

It is still a holy symbol of Chauntea so it can be used by any other cleric to accomplish any holy task like turning undead or serving as a spell component.

To activate the symbol, the cleric need but concentrate on the medallion and recite the prayer he would use to cast *Cure Light Wounds*.

Effect:

The symbol gives the owner the ability to cast the spell *Cure Light Wounds* once per day, at maximum caster level. That means every cure cast using the symbol will replenish 1d8+5 hit points lost.

¹ The 2 factions of the church of Chauntea, pastorals and the true shapers, are mentioned in the *Faiths and Pantheons* source book, p.18.

Aura/Caster Level:

A detect magic cast on the item will reveal an aura of moderate conjuration of the healing type.

The minimum caster level necessary to create these wondrous items is 5. That is to obtain the +5 bonus to healing. The value of the item reflects this requirement.

Construction:

- Item creation feat: Craft Wondrous Item.
- Base price (DMG p. 285, table 7-33): Considering a 1st level spell effect, unlimited charges, limited usage and maximum bonus, extrapolation on table 7-33 gives this formula:
 - Spell level (1st) x Caster level (5th) x 1200 gp = **6 000 gp**.
- Spell component cost: None.
- Magic supply cost (DMG p. 284, table 7-32): Table 7-32 gives this formula:
 - ½ base price (**3 000 gp**) + 1/25 of base price in XP (**240 XP**).
- Base item cost: A silver holy symbol worth **50 gp**.
- XP compensation cost (house rule): This rule was created to find a way to compensate in gold pieces the loss of experience points involved in the creation of magical items. The formula is as follows:
 - XP cost (240 XP) x 10 gp = **2 400 gp**.

Construction cost: Magic supply cost + Base item cost = **3 000 gp + 50 gp = 3 050 gp, 240 xp** and 3 days to make.

Price:

Market Value: Base price + Spell component cost + Base item cost + XP compensation cost = **6 000 gp + 0 gp + 50 gp + 2400 gp = 8 450 gp**.

This price must be cut off by 30% for taking into account the class restriction for using the item. The real market value would be **5 900 XP**.