□□ Silas “Silver Tongue” Rushtyn

□□ Quick Facts

- **Player:** James / Sicareus
- **Race:** Yuan-ti (later noted as **Yuan-ti Pureblood**)
- **Class:** Sorcerer
- **Known level progression:**
  - **Level 2** (Session 1)
  - **Level 3** (Sessions 2–3)
  - **Party reached Level 4** (Session 4; Silas’ exact class level at that point is *Not stated*)
- **Faction:** Undecided / Not stated (but showed interest in the Harpers in Session 5)
- **Nickname in notes:** “Silver Tongue”

□□ Role in the Party

Silas is the party’s high-impact arcane leverage: when the group needs a fight ended fast, he brings the kind of spellwork that leaves scorch marks and uncomfortable questions. Outside combat, he’s positioned as charismatic (and increasingly influential) as bigger faction politics close in.

□□ Personality & Character Style

- **Charismatic presence:** Explicitly described as charismatic, with “Silver Tongue” branding baked in early.
- **Clean execution:** Notably walked out of the sewer ritual fight untouched while others hit the floor—except for the running gag detail: *muddy/dirty boots*.
- **Dangerous collateral potential:** Unleashed a psychic blast in the chaos at Gralhund Villa that killed a friendly ally—without anyone realizing it was him.

Appearance / signature look:


Silas “Silver Tongue’ Rushtyn

✨ Signature Magic (Observed)

- **Fireball:** Used repeatedly, including via a Necklace of Fireballs (Session 3) and later via a Fireball scroll (Session 5).
- **Fear:** Cast during the sewer ritual battle (Session 3).
- **Psychic magic:** Used in the sewer fight (Session 3) and as a “psychic blast” in the Gralhund Villa chaos (Session 4). Specific spell names: *Not stated*.
- **Arcane assessment:** Identified the Trollskull Alley explosion as magical (Session 3).

🗓️ Notable Moments (Chronological)

- **Session 1 — Introduced:** Silas “Silver Tongue” Rushtyn entered as a Yuan-ti Sorcerer (Level 2), described as charismatic with his role still emerging.
- **Session 3 — Fireball aftermath:** Identified the explosion outside Trollskull as magical; helped confirm the Necklace of Fireballs was the key clue.
- **Session 3 — Sewer ritual fight:** Cast **two Fireballs** (from the Necklace of Fireballs), cast **Fear**, and used psychic spells—ending the fight **untouched** while the party was battered (with the detail repeatedly noted: dirty/muddy boots).
- **Session 4 — Gralhund Villa:** Accidentally killed a **friendly half-orc ally** with a psychic blast during the chaos; **no one realized Silas was responsible**.
- **Session 5 — Dock Ward inferno:** Wiped out the sellswords outside Grinda Garloth’s boathouse with a Fireball (explicitly noted as using a Fireball scroll in the highlights).
- **Session 5 — Faction curiosity:** Took keen interest in Harper membership as the party made contact through the locksmith and Silvermane.

🤝 Relationships & Connections

- **City Watch exposure:** Present during major Watch entanglements (fireball investigation; Gralhund Villa lockdown), but no charges against Silas are stated.
- **Gralhund Villa ally casualty:** The friendly half-orc’s death is a silent thread tied directly to Silas (unknown to others in-party, per notes).
- **Harpers (emerging):** Marked interest in joining as the party’s Harper link solidified (Session 5).

🎒 Gear, Loot & Resources

- **Necklace of Fireballs (party-recovered):** Silas used it to cast two Fireballs in Session 3. Current status/remaining beads: *Not stated.*

- **Fireball scroll:** Used in Session 5 to eliminate sellswords outside Grinda’s boathouse (consumed on use; remaining scrolls with Silas: *Not stated*).

◫ Open Questions

- What’s Silas’ exact level/subclass details after the party hit Level 4? *Not stated.*
- Does anyone ever connect Silas to the half-orc ally’s death at Gralhund Villa? *Not stated.*
- Is Silas formally joining the Harpers, or just circling them for leverage? *Not stated.*

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