

UNEARTHED ARCANA 2022

HEROES OF KRYNN REVISITED

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This document presents revisions to a previous Unearthed Arcana, “Heroes of Krynn.” It presents the following rules to playtest for DUNGEONS & DRAGONS:

Kender. These short-statured beings are gifted with extraordinary fearlessness and curiosity.

Backgrounds. This section provides background options for characters participating in campaigns set during the War of the Lance. It includes the Knight of Solamnia and the Mage of High Sorcery backgrounds.

Feats. This collection of feats presents options available to those with specific backgrounds and backstories, as well as an option for characters with a special connection to a deity.

THIS IS PLAYTEST MATERIAL

The D&D material in this article is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your D&D campaign but not refined by full game design and editing. They aren’t officially part of the game and aren’t permitted in D&D Adventurers League events.

Feedback. The best way for you to give us feedback on this material is in the survey we’ll release on the D&D website soon. If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

Power Level. The character options you read here might be more or less powerful than options in the *Player’s Handbook*. If a design survives playtesting, we adjust its power to the desirable level before official publication. This means an option could be more or less powerful in its final form.

CREATING YOUR CHARACTER

When you create your D&D character, you decide whether your character is a member of the human race or one of the game’s fantastical races, which include the races presented in this article. If you create a character using a race option presented here, follow these additional rules during character creation.

ABILITY SCORE INCREASES

When determining your character’s ability scores, increase one of those scores by 2 and increase a different score by 1, or increase three different scores by 1. Follow this rule regardless of the method you use to determine the scores, such as rolling or point buy.

The “Quick Build” section for your character’s class offers suggestions on which scores to increase. You’re free to follow those suggestions or to ignore them. Whichever scores you decide to increase, none of the scores can be raised above 20.

LANGUAGES

Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character. The *Player’s Handbook* offers a list of widespread languages to choose from. The DM is free to add or remove languages from that list for a particular campaign.

CREATURE TYPE

Every creature in D&D, including every player character, has a special tag in the rules that identifies the type of creature they are. Most player characters are of the Humanoid type. A race option presented here tells you what your character’s creature type is.

Here’s a list of the game’s creature types in alphabetical order: Aberration, Beast, Celestial, Construct, Dragon, Elemental, Fey, Fiend, Giant, Humanoid, Monstrosity, Ooze, Plant, Undead. These types don’t have rules themselves, but some rules in the game affect creatures of certain types in different ways. For example, the text of the *cure wounds* spell specifies that the spell doesn’t work on a creature that has the Construct type.

LIFE SPAN

The typical life span of a player character in the D&D multiverse is about a century, assuming the character doesn’t meet a violent end on an adventure. Members of some races, such as dwarves and elves, can live for centuries—a fact noted in the description of the race.

HEIGHT AND WEIGHT

Player characters, regardless of race, typically fall into the same ranges of height and weight that humans have in our world. If you’d like to determine your character’s height or weight randomly, consult the Random Height and Weight table in the *Player’s Handbook*, and choose the row in the table that best represents the build you imagine for your character.

KENDER

During the mythical origins of Krynn, Reorx, god of craft, indulged in an age of unfettered creation. Many peoples sprang from his divine forge, but not all among them remained as the god created them. Altered by unbridled magic, a group of gnomes were transformed and gifted almost supernatural curiosity and fearlessness. These were the first kender.

Originating on the world of Krynn, kender are diminutive Humanoids that look like humans with pointed

ears and diverse appearances. Kender have a supernatural curiosity that drives them to adventure. Due to this inquisitiveness, many kender find themselves falling through portals to other planes and worlds.

Kender sometimes amass impressive collections of curiosities. Some might collect mundane knickknacks or relics from magical sites, while others might become professional thieves.

KENDER TRAITS

As a kender, you have the following racial traits.

Creature Type. You are a Humanoid.

Size. You are Small.

Speed. Your walking speed is 30 feet.

Fearless. You are immune to the frightened condition.

Kender Curiosity. Thanks to the mystical origin of your people, you gain proficiency with one of the following skills of your choice: Insight, Investigation, Sleight of Hand, Stealth, or Survival.

Taunt. You have an extraordinary ability to fluster creatures. As a bonus action, you can unleash a string of provoking words at a creature within 60 feet of you that can hear and understand you. The target must succeed on a Wisdom saving throw or it has disadvantage on attack rolls against targets other than you until the start of your next turn. The DC equals 8 + your proficiency bonus + your Intelligence, Wisdom, or Charisma modifier (choose when you select this race).

You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

DRAGONLANCE BACKGROUNDS

This section presents two new backgrounds for characters from the world of Krynn: the Knight of Solamnia and the Mage of High Sorcery.

When you make a character participating in the War of the Lance, choose one of the backgrounds in this section or select a background from the *Player's Handbook* or another source.

BONUS FEATS

Whatever background you choose for your War of the Lance character, you gain bonus feats, as detailed below. Characters involved in this conflict are forced into remarkable situations and changed by their experiences.

1ST-LEVEL BONUS FEAT

If you select the Knight of Solamnia or the Mage of High Sorcery background, you gain the bonus feat specified in that background. If the background you choose doesn't provide a feat, you gain a bonus feat of your choice from the following list (a parenthesis tells you where to find the feat):

- Divinely Favored (this document)
- Skilled (*Player's Handbook*)
- Tough (*Player's Handbook*)

4TH-LEVEL BONUS FEAT

At 4th level, you gain another bonus feat of your choice from either the 1st-level list above or the following list (a parenthesis tells you where to find the feat):

- Adept of the Black Robes (this document)
- Adept of the Red Robes (this document)
- Adept of the White Robes (this document)
- Alert (*Player's Handbook*)
- Knight of the Crown (this document)
- Knight of the Rose (this document)
- Knight of the Sword (this document)
- Mobile (*Player's Handbook*)
- Sentinel (*Player's Handbook*)
- War Caster (*Player's Handbook*)

You gain this bonus feat at 4th level regardless of your background—even if you have the Knight of Solamnia or Mage of High Sorcery background. You must meet all prerequisites if the feat you choose has any.

KNIGHT OF SOLAMNIA

You have trained to be a valorous warrior known as a Knight of Solamnia. Strict rules guide your every action, and you work to uphold them as you strive to defend the weak and oppose evil. Your honor is as important to you as your life.

Skill Proficiencies: Athletics, Survival

Languages: Two of your choice

Equipment: An insignia of rank, a deck of cards, a set of common clothes, and a pouch containing 10 gp

FEATURE: SQUIRE OF SOLAMNIA

You gain the Squire of Solamnia feat (presented later in this document).

In addition, the Knights of Solamnia provide you free, modest lodging and food at any of their fortresses or encampments.

BUILDING A KNIGHT OF SOLAMNIA CHARACTER

Any class or subclass that has martial prowess can be a good fit in the Knights of Solamnia. Fighters and paladins make up the bulk of the knighthood's forces. Clerics (often with the War domain) can also be found among the knights' ranks.

For a more unusual take on a Knight of Solamnia character, consider playing a bard of the College of Valor (or the College of Swords from *Xanathar's Guide to Everything*) or a barbarian devoted to the ideals of the nature god Habbakuk (perhaps adopting the Path of the Zealot from *Xanathar's Guide to Everything*).

Suggested Characteristics. Adventurers who dedicate themselves to protecting the innocent and upholding honorable virtues are welcomed among the Knights of Solamnia. The Knight of Solamnia Personality Traits table suggests various traits you might adopt for your character.

KNIGHT OF SOLAMNIA PERSONALITY TRAITS

d6	Personality Trait
1	I pledge my sword to the greater good. If I must perish in pursuit of that good, so be it.

- 2 My comrades-in-arms are my family. I'll do whatever it takes to keep them safe.
- 3 The protection of innocent people comes first. All other concerns come second.
- 4 I joined the knights for the free meals, but their lessons grew on me over time.
- 5 I wish my deeds to become the stuff of legends—just like those of the knighthood's heroic founders.
- 6 A dishonorable act drove me to become a knight. I have acted with honor ever since.

Knight of Solamnia Trinkets. When you make your character, you may roll once on the Knight of Solamnia Trinkets table, instead of on the Trinkets table in the *Player's Handbook*, for your starting trinket.

KNIGHT OF SOLAMNIA TRINKETS

d6	Trinket
1	A flat silver disk you record your heroics upon
2	A piece of a fallen knight's armor
3	A pendant featuring a crown, a rose, a sword, or a combination of all three
4	The pommel of your mentor's sword
5	A meaningful favor from someone you defended—perhaps a handkerchief or glove
6	A brass locket with a sketch of a silver dragon inside

MAGE OF HIGH SORCERY

Your talent for magic came to the attention of the Mages of High Sorcery, an organization of spellcasters that study magic and prevent its misuse. You've trained among the Mages, but whether or not you'll face the dangerous tests required to become a true member of the group remains to be determined. Your passion for studying magic has likely already predisposed you toward one of the organization's three orders: the benevolent Order of the White Robes, the balance-pursuing Order of the Red Robes, or the ruthless Order of the Black Robes.

In the world of Krynn, many refer to the Mages of High Sorcery as the Wizards of High Sorcery. The organization accepts more than wizards, though, with sorcerers, warlocks, and other spellcasters included among their ranks.

Skill Proficiencies: Arcana, History

Languages: Two of your choice

Equipment: A bottle of colored ink, an ink pen, a set of common clothes, and a pouch containing 10 gp

FEATURE: INITIATE OF HIGH SORCERY

You gain the Initiate of High Sorcery feat (presented later in this document).

In addition, the Mages of High Sorcery provide you with free, modest lodging and food indefinitely at any occupied Tower of High Sorcery and for one night at the home of an organization member.

BUILDING A MAGE OF HIGH SORCERY CHARACTER

Mages of High Sorcery are typically sorcerers, warlocks, or wizards and might have any subclass. Spellcasters who gain their magic through devotion are less likely to be

welcomed among the traditionalist mages. Nevertheless, the Mages of High Sorcery are shrewd, and they rarely let unique opportunities or individuals pass them by. Even members of martial classes who train in magic might find a rare place among the group's three orders.

Suggested Characteristics. The study of magic drives the Mages of High Sorcery. Consider which of the group's three orders you aspire to join. The Mage of High Sorcery Personality Traits table suggests traits you might adopt for your character.

MAGE OF HIGH SORCERY PERSONALITY TRAITS

d6	Personality Trait
1	I wish to use my knowledge of magic to better people's lives.
2	My study of magic might reveal all manner of secrets.
3	Magic is a means to power, and I will use it to pursue my ambitions.
4	I learned magic so I'd be able to protect those I care about.
5	I use my magic to maintain the balance between all things.
6	Whether in the past, present, or future, I will be the greatest mage ever known.

Mage of High Sorcery Trinkets. When you make your character, you may roll once on the Mage of High Sorcery Trinkets table, instead of on the Trinkets table in the *Player's Handbook*, for your starting trinket.

MAGE OF HIGH SORCERY TRINKETS

d6	Trinket
1	An unopened letter from your first teacher
2	A broken wand made of black, red, or white wood
3	A scroll bearing an incomprehensible formula
4	A purposeless device covered in colored stones that can fold into various enigmatic shapes
5	A pouch or spell book emblazoned with the triple moon symbol of the Mages of High Sorcery
6	A lens through which you can see Krynn's invisible black moon, Nuitari

MAGES OF DRAGONLANCE

In past presentations of the Dragonlance setting, several of DUNGEONS & DRAGON's modern spellcasting classes didn't exist. To accommodate these classes, the group known as the Wizards of High Sorcery has evolved into the Mages of High Sorcery. The group's distinct orders and signature robes remain, but the organization now accepts members from a broad range of spellcasting traditions.

DRAGONLANCE FEATS

This section introduces feats associated with the Knights of Solamnia and the Mages of High Sorcery, along with a general feat available to any character who seeks a special connection with a deity. These feats are available to you whenever you normally choose a feat, and they follow the feat rules in the *Player's Handbook*.

ADEPT OF THE BLACK ROBES

Prerequisite: 4th Level, Initiate of High Sorcery (Nuitari) Feat

You chose the moon Nuitari to influence your magic, and your ambition and loyalty to the Order of the Black Robes has been recognized, granting you these benefits:

Ambitious Magic. You learn one 2nd-level spell of your choice. The 2nd-level spell must be from the enchantment or necromancy school of magic. You can cast this feat's 2nd-level spell without a spell slot, and you must finish a long rest before you can cast it in this way again. You can also cast this spell using spell slots you have of the appropriate level. The spell's spellcasting ability is the one chosen when you gained the Initiate of High Sorcery feat.

Life Channel. You can channel your life force into the power of your magic. When a creature you can see within 60 feet of you fails a saving throw against a spell that deals damage that you cast, you can expend a number of Hit Dice equal to the level of the spell. Roll the expended Hit Dice and add them together. The damage that the creature takes increases by an amount equal to that total.

ADEPT OF THE RED ROBES

Prerequisite: 4th Level, Initiate of High Sorcery (Lunitari) Feat

You chose the moon Lunitari to influence your magic, and your dedication to maintaining the balance between all things has been recognized by the Order of the Red Robes, granting you these benefits:

Insightful Magic. You learn one 2nd-level spell of your choice. The 2nd-level spell must be from the illusion or transmutation school of magic. You can cast this feat's 2nd-level spell without a spell slot, and you must finish a long rest before you can cast it in this way again. You can also cast this spell using spell slots you have of the appropriate level. The spell's spellcasting ability is the one chosen when you gained the Initiate of High Sorcery feat.

Magical Balance. When you make an attack roll or an ability check and roll a 9 or lower on the d20, you can balance fate and treat the roll as a 10. You can balance fate in this way a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

ADEPT OF THE WHITE ROBES

Prerequisite: 4th Level, Initiate of High Sorcery (Solinari) Feat

You chose the moon Solinari to influence your magic, and your oath to use magic to make the world a better place has been recognized by the Order of the White Robes, granting you these benefits:

Protective Magic. You learn one 2nd-level spell of your choice. The 2nd-level spell must be from the abjuration or divination school of magic. You can cast this feat's 2nd-level spell without a spell slot, and you must finish a long rest before you can cast it in this way again. You can also cast this spell using spell slots you have of the appropriate level. The spell's spellcasting ability is the one chosen when you gained the Initiate of High Sorcery feat.

Protective Ward. When you or a creature you can see within 30 feet of you takes damage, you can use your reaction to expend a spell slot and weave protective magic around the target. Roll a number of d6s equal to the level of the spell slot expended and reduce the damage the target takes by the total rolled on those dice + your spellcasting ability modifier.

DIVINELY FAVORED

A god has chosen you to carry a spark of their divine power.

You learn one cantrip of your choice from the cleric spell list and one 1st-level spell based on the alignment of your character, as specified in the Alignment Spells table below. You also learn the *augury* spell.

You can cast the chosen 1st-level spell and the *augury* spell without a spell slot, and you must finish a long rest before you can cast either of these spells in this way again. You can also cast these spells using spell slots you have of the appropriate level.

Your spellcasting ability for this feat's spells is Intelligence, Wisdom, or Charisma (choose when you select this feat).

ALIGNMENT SPELLS

Alignment	1st-level Spell
Evil	Choose one 1st-level warlock spell.
Good	Choose one 1st-level cleric spell.
Neutral	Choose one 1st-level druid spell.

In addition, you can use a holy symbol as a spellcasting focus for any spell you cast that uses the spellcasting ability you choose when you select this feat.

INITIATE OF HIGH SORCERY

Prerequisite: Sorcerer or Wizard Class or Mage of High Sorcery Background

You've received training from magic-users affiliated with the Mages of High Sorcery.

Choose one of the three moons of Krynn to influence your magic: the black moon, Nuitari; the red moon, Lunitari; or the white moon Solinari. You learn one cantrip of your choice from the wizard spell list and two 1st-level spells based on the moon you choose, as specified in the Lunar Spells table.

You can cast each of the chosen 1st-level spells without a spell slot, and you must finish a long rest before you can cast it in this way again. You can also cast the spells using any spell slots you have.

Your spellcasting ability for this feat's spells is Intelligence, Wisdom, or Charisma (choose when you select this feat).

LUNAR SPELLS

Moon	1st-level Spell
Nuitari	Choose two from <i>dissonant whispers</i> , <i>false life</i> , <i>hex</i> , and <i>ray of sickness</i>
Lunitari	Choose two from <i>color spray</i> , <i>disguise self</i> , <i>feather fall</i> , and <i>longstrider</i>
Solinari	Choose two from <i>comprehend languages</i> , <i>detect evil and good</i> , <i>protection from evil and good</i> , and <i>shield</i>

KNIGHT OF THE CROWN

Prerequisite: 4th Level, Squire of Solamnia Feat

You are a Knight of Solamnia aligned with the Order of the Crown, a group that extols the virtues of cooperation, loyalty, and obedience. You excel in group combat and gain these benefits:

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Crown Maneuvers. You learn the Distracting Strike or the Goading Attack maneuver from the Battle Master subclass of the fighter in the *Player's Handbook* (choose the maneuver when you gain this feat). If the maneuver requires a saving throw, the save's DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). Whenever you finish a long rest, you can replace the maneuver you learned from this feat with the other maneuver offered by it.

Superiority Dice. You gain two superiority dice, which you add to the dice you have from the Squire of Solamnia feat. All the dice are now d8s.

KNIGHT OF THE SWORD

Prerequisite: 4th Level, Squire of Solamnia Feat

You are a Knight of Solamnia aligned with the Order of the Sword, a group devoted to heroism and courage. Bravery steels your spirit, granting you these benefits:

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Sword Maneuvers. You learn the Maneuvering Attack or the Menacing Attack maneuver from the Battle Master subclass of the fighter in the *Player's Handbook* (choose the maneuver when you gain this feat). If the maneuver requires a saving throw, the save's DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). Whenever you finish a long rest, you can replace the maneuver you learned from this feat with the other maneuver offered by it.

Superiority Dice. You gain two superiority dice, which you add to the dice you have from the Squire of Solamnia feat. All the dice are now d8s.

KNIGHT OF THE ROSE

Prerequisite: 4th Level, Squire of Solamnia Feat

You are a Knight of Solamnia aligned with the Order of the Rose, a group known for leadership, justice, and wisdom. Your resolve grants you these benefits:

Ability Score Increase. Increase your Constitution or Charisma score by 1, to a maximum of 20.

Rose Maneuvers. You learn the Commander's Strike or Rally maneuver from the Battle Master subclass of the fighter in the *Player's Handbook* (choose the maneuver when you gain this feat). Whenever you finish a long rest, you can replace the maneuver you learned from this feat with the other maneuver offered by it.

Superiority Dice. You gain two superiority dice, which you add to the dice you have from the Squire of Solamnia feat. All the dice are now d8s.

SQUIRE OF SOLAMNIA

Prerequisite: Fighter or Paladin Class or Knight of Solamnia Background

Your training in the ways of the Knights of Solamnia grants you these benefits:

Mount Up. Mounting or dismounting costs you only 5 feet of movement.

Squire Maneuvers. You learn the Lunging Attack, Precision Attack, or Pushing Attack maneuver from the Battle Master subclass of the fighter in the *Player's Handbook* (choose the maneuver when you gain this feat). If the maneuver requires a saving throw, the save's DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). Whenever you finish a long rest, you can replace the maneuver you learned from this feat with another one from the list above.

Superiority Dice. You gain a number of superiority dice equal to your proficiency bonus. These dice are d6s, and you can use them only with the maneuver you gain from this feat and with any maneuvers you gain from feats that have this feat as a prerequisite. A superiority die is expended when you use it, and you regain all expended superiority dice when you finish a long rest.

MEMBERSHIP IN MULTIPLE KNIGHTLY ORDERS

Knights of Solamnia are only ever members of one of their organization's orders. In the course of their training, most knights begin as members of the Knights of the Crown and then move on to join other orders. Whether a character follows this path or another, they retain what they learned as a member of an order even if they join another. Characters can change what knightly order they're a part of, but they always have access to any Knight of Solamnia feats they've acquired.