

UNEARTHED ARCANA 2022

HEROES OF KRYNN

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This document presents a new race and subclass, as well as variety of new feats and feat-related options, to playtest for DUNGEONS & DRAGONS:

Kender. These short-statured beings have a knack for producing the right tools in every situation.

Sorcerer Subclass. The Lunar Magic subclass allows sorcerers to explore deeper ties to moons.

Backgrounds. The Knight of Solamnia and the Mage of High Sorcery backgrounds provide access to feats specific to their organizations.

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

Native to 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 on to adventures big and small. This curiosity is said to be connected to the whimsical magic of the Feywild, that some believe kender have a high affinity for. Due to their curiosity, many kender have found themselves falling through gates and portals to other planes and worlds.

Unknown to most mortals, a magical phenomenon surrounds a kender. Spurred by their curiosity and love for trinkets, curios, and keepsakes, a kender's pouches or pockets will be magically filled with these objects. No one knows where these objects come from, not even the kender. This has led many kender to be mislabeled as thieves when they fish these items out of their pockets.

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.

Brave. You have advantage on saving throws you make to avoid or end the frightened condition on yourself.

Kender Ace. Starting at 3rd level, you possess a magical ability to pull an item out of a bag or another container; as a bonus action, you can reach into a container you're carrying and roll on the Kender Aces table to determine what item you pull out. The object glimmers softly and disappears after 1 hour. 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.

KENDER ACES

d6	Item
1	5d6 gold pieces
2	1 simple weapon of your choice that has the light property
3	1 item of your choice from the Adventuring Gear table in the <i>Player's Handbook</i> . The item must cost no more than 1 gp and weigh no more than 1 lb.
4	1 random item from the Trinkets table in the <i>Player's Handbook</i> .
5	Your choice of a crowbar or a grappling hook
6	1 item of your choice from the Tools table in the <i>Player's Handbook</i> . The item must cost no more than 10 gp.

Taunt. You have a supernatural ability to home in on a creature's emotional raw nerves and craft a taunt that flusters that creature. As a bonus action, you can unleash a barrage of insults at a creature within 60 feet of you that can hear and understand you. The target must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier), or it has disadvantage on attack rolls until the start of your next turn.

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.

SORCERER SUBCLASS

At 1st level, a sorcerer gains the Sorcerous Origin feature, which offers you the choice of a subclass. The following option is available when making that choice: Lunar Magic.

LUNAR MAGIC

On many worlds, the moon is a revered celestial body with magical properties. On Krynn, the gods of magic are associated with the world's three moons. On the world of Toril, the god Selûne uses the light of the moon to battle

darkness. On Eberron, scholars of the Draconic Prophecy decipher ancient secrets from the waxing and waning of that world's twelve moons.

You, or someone from your lineage, has been exposed to the concentrated magic of the moon (or moons) of your world, imbuing you with lunar magic. Perhaps your ancestor was involved in a druidic ritual involving an eclipse, or maybe a mystical fragment of a moon crashed near you. However you came to have your magic, your connection to the moon is obvious when you cast sorcerer spells. Consult the Manifestations of Lunar Magic table, then choose or randomly determine how your connection to the moon manifests while you cast your sorcerer spells.

MANIFESTATIONS OF LUNAR MAGIC

d4	Manifestation
1	You glow with faint light that matches the color of a moon from your world.
2	Your pupils shift in shape, matching the current phase of a moon from your world.
3	Spectral manifestations of the moon (or moons) of your world orbit you.
4	Your shadow is limned in faint light, as if it were a lunar body during a solar eclipse.

MOON FIRE

1st-Level Lunar Magic Feature

You can call down the radiant light of the moon on command. You learn the *sacred flame* spell, which doesn't count against the number of sorcerer cantrips you know. When you cast the spell, you can target one creature as normal or target two creatures within range that are within 5 feet of each other.

LUNAR EMBODIMENT

1st-Level Lunar Magic Feature

You learn additional spells when you reach certain levels in this class, as shown on the Lunar Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

LUNAR SPELLS

Sorcerer Level	Full Moon Spells	New Moon Spells	Crescent Moon Spells
1st	<i>faerie fire</i>	<i>dissonant whispers</i>	<i>sanctuary</i>
3rd	<i>moonbeam</i>	<i>darkness</i>	<i>blindness/deafness</i>
5th	<i>death ward</i>	<i>bestow curse</i>	<i>phantom steed</i>
7th	<i>freedom of movement</i>	<i>Evard's black tentacles</i>	<i>hallucinatory terrain</i>
9th	<i>mass cure wounds</i>	<i>mislead</i>	<i>dream</i>

Whenever you finish a long rest, you can choose what lunar phase manifests its power through your magic: Full Moon, New Moon, or Crescent Moon. While in the chosen phase, spells of the associated phase in the Lunar Spells table can be cast once without expending a spell slot. Once you cast a spell in this way, you can't do so again until you finish a long rest.

LUNAR BOONS

6th-Level Lunar Magic Feature

Lunar phases influence your metamagic. Each lunar phase is associated with spells of the following schools of magic:

Full Moon. Abjuration and conjuration spells

New Moon. Evocation and necromancy spells

Crescent Moon. Divination and transmutation spells

Whenever you use Metamagic on a spell from the Lunar Spells table or a spell of a school of magic associated with the lunar phase you are in, you can reduce the sorcery points spent by 1 (minimum 0). You can reduce the sorcery points spent for your Metamagic a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest

WAXING AND WANING

6th-Level Lunar Magic Feature

You gain greater control over the phases of your lunar magic. As a bonus action, you can spend 1 sorcery point to change your lunar phase for a different one.

LUNAR EMPOWERMENT

14th-Level Lunar Magic Feature

The power of a lunar phase saturates your being. Whenever you choose a lunar phase to affect your magic, you also gain the following benefit associated with that phase:

Full Moon: You shed bright light in a 10-foot radius and dim light for an additional 10 feet. In addition, you and creatures of your choice have advantage on saving throws while within the bright light you shed.

New Moon: You have advantage on Dexterity (Stealth) checks. In addition, while you are in dim light or darkness, attack rolls have disadvantage against you.

Crescent Moon: You have resistance to necrotic and radiant damage.

LUNAR PHENOMENON

18th-Level Lunar Magic feature

Your lunar phase magic bursts. As a bonus action, you can tap into a special power of the lunar phase you are currently in. Alternatively, as part of the bonus action you take to change your lunar phase using your Waxing and Waning feature, you can immediately use the power of the lunar phase you are entering:

Full Moon: You radiate intense moonlight for a moment. Each creature of your choice within 30 feet of you must succeed on a Constitution saving throw against your spell save DC or be blinded until the end of its next turn. In addition, one creature of your choice in that area regains 3d8 hit points.

New Moon: You momentarily emanate an oppressive gloom. Each creature of your choice within 30 feet of you must succeed on a Dexterity saving throw against your spell save DC or take 3d10 necrotic damage and have its speed reduced to 0 until the end of its next turn. In addition, you become invisible until the end of your next turn, or until you make an attack or cast a spell.

Crescent Moon: You slip through light and darkness. You can magically teleport to an unoccupied space you can see within 60 feet of yourself. In addition, you also gain resistance to all damage until the start of your next turn.

Once you use a phase's bonus action, you can't do so again until you finish a long rest, unless you spend 5 sorcery points to use it again.

BACKGROUNDS

This section presents two new backgrounds: the Knight of Solamnia and the Mage of High Sorcery.

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 all forms of evil. Your honor is as important to you as your life.

Skill Proficiencies: Athletics, Survival

Tool Proficiencies: One type of musical instrument

Languages: One 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 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 bards, 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 bards, wizards, or warlocks and might have any subclass. Spellcasters who gain their magic through devotion or who possess innate

magic 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. Members who find their magic influenced by the phases of Krynn's moons also remain part of the group, largely represented by sorcerers with the Lunar Magic subclass (presented in this document).

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 unique 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*. These feats are

presented in alphabetical order. The Feats table lists the feats with their prerequisites.

FEATS

Feat	Prerequisite
Divinely Favored	—
Initiate of High Sorcery	—
Squire of Solamnia	—
Adept of the Black Robes	4th Level, Initiate of High Sorcery
Adept of the Red Robes	4th Level, Initiate of High Sorcery
Adept of the White Robes	4th Level, Initiate of High Sorcery
Divine Communications	4th Level, Divinely Favored
Knight of the Crown	4th Level, Squire of Solamnia
Knight of the Sword	4th Level, Squire of Solamnia
Knight of the Rose	4th Level, Squire of Solamnia

ADEPT OF THE BLACK ROBES

Prerequisite: 4th Level, High Sorcery Initiate Feat, Any Non-Good Alignment

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 evocation 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 on a saving throw against a spell you cast, you can expend a number of Hit Dice equal to the level of the spell. Roll a number of Hit Dice equal to half the number of Hit Dice expended (rounded up) and the damage the triggering creature takes increases by an amount equal to the total rolled of those dice.

ADEPT OF THE RED ROBES

Prerequisite: 4th Level, High Sorcery Initiate Feat

Your pursuit of truth and 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 divination 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, an ability check, or a saving throw, and roll a 9 or lower on the d20, you can use your reaction to balance fate and treat the roll as a 10. You can use this reaction 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 Feat, Any Non-Evil Alignment

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 conjuration 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 d4s 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.

DIVINE COMMUNICATIONS

Prerequisite: 4th Level, Divinely Favored Feat

Your connection to your god deepens, granting you these benefits:

Ability Score Increase. Increase the ability score of the spellcasting ability chosen when you gained the Divinely Favored feat by 1, to a maximum of 20.

Celestial Tongues. You learn to speak, read, and write Celestial, and two other languages of your choice.

Divine Omens. You can cast the *augury* and *commune* spell without a spell slot, and you must finish 1d4 long rests before you can cast it in this way again. You can also cast the spell using spell slots you have of the appropriate level. The spell's spellcasting ability is the one chosen when you gained the Divinely Favored feat.

DIVINELY FAVORED

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

You learn the *thaumaturgy* cantrip and one 1st-level spell based on the alignment of your character, as specified in the Alignment Spells table.

You can cast the chosen 1st-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 the spell 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).

ALIGNMENT SPELLS

Alignment	1st-level Spell
Evil	Choose one 1st-level warlock or wizard spell.
Good	Choose one 1st-level cleric or wizard spell.
Neutral	Choose one 1st-level druid or wizard 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: Apprentice of High Sorcery

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

Choose one of the three moons of Krynn, each of which is associated with a distinct type of magic: the black moon, Nuitari; the red moon, Lunitari; or the white moon Solinari. You learn one cantrip and one 1st-level spell based on the moon you choose, as specified in the Lunar Spells table.

You can cast the chosen 1st-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 the spell 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	Cantrips	1st-level Spell
Nuitari	Choose one from <i>chill touch</i> , <i>mage hand</i> , and <i>vicious mockery</i>	Choose one 1st-level wizard spell from the evocation or necromancy school of magic.
Lunitari	Choose one from <i>guidance</i> , <i>message</i> , and <i>prestidigitation</i>	Choose one 1st-level wizard spell from the school of divination or transmutation.
Solinari	Choose one from <i>produce flame</i> , <i>resistance</i> , and <i>spare the dying</i>	Choose one 1st-level wizard spell from the abjuration or conjuration school of magic.

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.

Tactical Teamwork. When a creature you can see within 30 feet of you makes an attack roll against another creature that is within 5 feet of you, you can use your reaction to grant advantage on the attack roll. You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

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:

Disciplined Spirit. You gain proficiency in Intelligence, Wisdom, or Charisma saving throws (your choice when you take this feat).

Willpower. Immediately after you or a creature you can see within 30 feet of you fail an Intelligence, Wisdom, or Charisma saving throw, you can expend a Hit Die. The saving throw increases by an amount equal to a roll of that Hit Die, potentially turning a failure into a success. Once you turn a failed saving throw into a successful one using this feat, you can't do so again until you finish a long rest.

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.

Bolstering Rally. When you roll initiative, you can choose up to three other creatures you can see within 30 of you. Each creature can gain temporary hit points equal to a roll of your Hit Die + your proficiency bonus + the ability modifier of the ability score increased by this feat. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses 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.

SQUIRE OF SOLAMNIA

Prerequisite: Squireship in the Knights of Solamnia

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

Martial Training. You gain proficiency with medium armor and martial weapons.

Defensive Rider. You have advantage on saving throws made to avoid falling off a mount.

Encouraging Rally. When another creature you can see within 30 feet of you makes a saving throw, you can use your reaction to inspire them. If the target can hear you and understand you, it gains advantage on the saving throw. Once you use this reaction, you can't do so again until you finish a long rest.