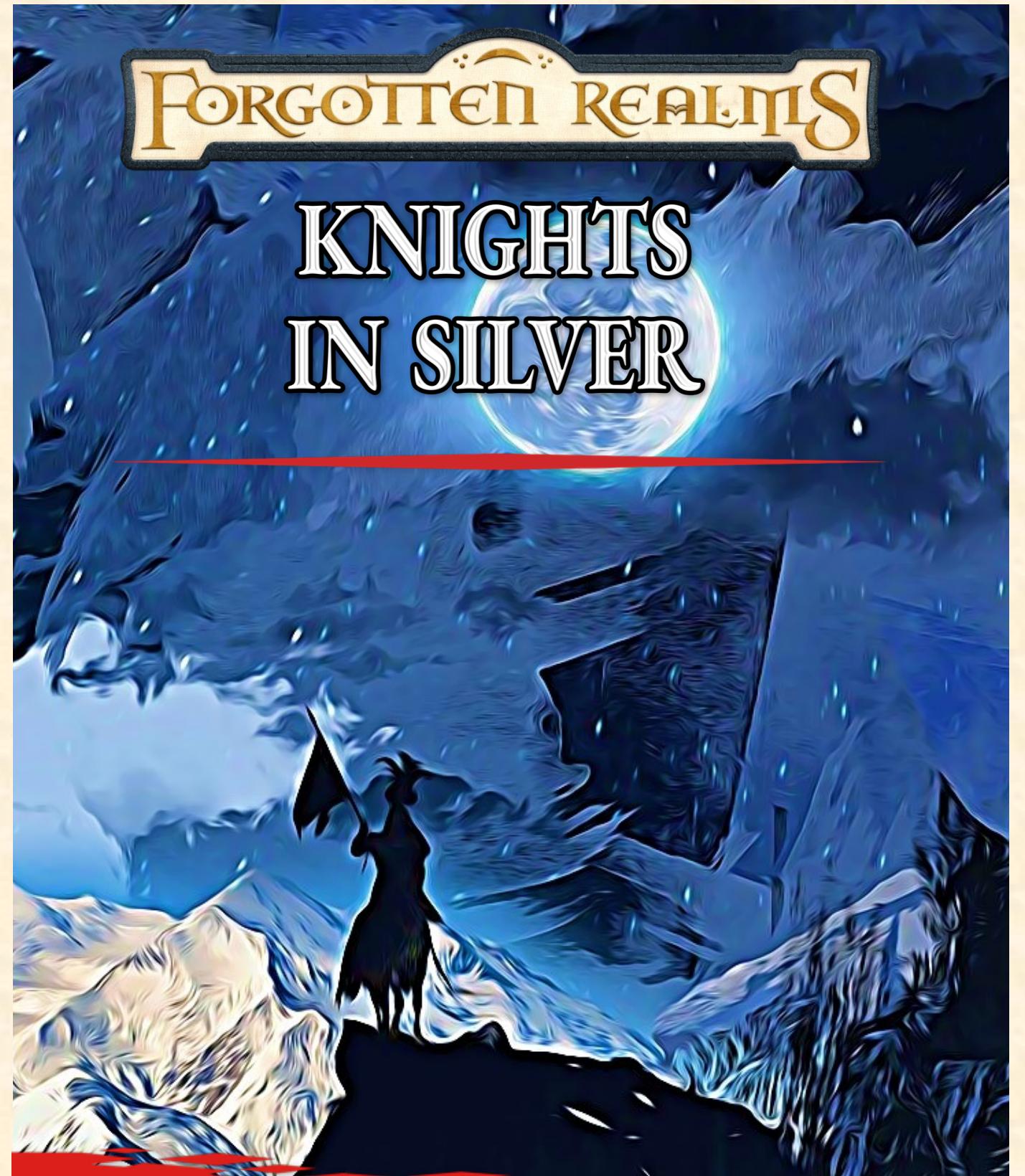


FORGOTTEN REALMS

KNIGHTS IN SILVER



Carl Vandal

A Fighter Archetype for the Forgotten Realms.



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Knights In Silver ~3~

INTRODUCTION

"Knights In Silver" provides details regarding a new Fighter Archetype that can be used in your campaign. Although designed for use in the Forgotten Realms, the Knights In Silver can be used in any campaign setting.

BACKGROUND

The Knights in Silver are the army of Silverymoon, and it is their duty to patrol and defend the city against all dangers.

The intrepid fighting force that protected the city of Silverymoon was originally formed around 1200DR, but was not named until the adventurer and bard, Mintiper Moonsilver, coined the phrase "The Knights in Silver" in a ballad that recounted the valor of the silver-clad knights as they faced superior odds and emerged victorious.

Before the lyrics of the ballad became popular in the North, Silverymoon's elite defenders seemed ridiculously small in number, and lacking in proper military discipline. However, the knights became a welcome sight wherever they appeared, and many communities relied upon the assistance of the knights when danger threatened to overwhelm their defenses.

The knights slowly earned their reputation as a noble and chivalrous fighting force. Although they were often found protecting the walls of Silverymoon, many times they roamed the countryside around the city in a 50-mile radius, usually with a member of the Spellguard.

As they gained in strength, the number of battles that the knights won, often against vastly superior numbers, grew. In fact, until 1484DR, the knights had never suffered a defeat in battle.

In 1484DR, during the War of the Silver Marches, a contingent of the Knights in Silver led by Aleina Brightlance were sent to help King Firehelm in defending Sundabar from the oncoming forces of the Many-Arrows. They attempted to repel them at the River Redrun but with frost giants and the drow forces of Ravel Xorlarrin aiding the orcs, the Knights in Silver were ultimately overwhelmed and suffered heavy casualties. In the days that followed many people referred to the defeat as a slaughter.

It was shortly after this that Sundabar was sacked by the Many-Arrows and their allies. This led to the dissolution of the Confederation of the Silver Marches.



THE KNIGHTS IN SILVER

There are two principle means of becoming one of the Knights In Silver

- Volunteering for membership
- Receiving a commission from Methrammar Aerasumé (High Lord of Silverymoon)

Volunteering is, by far, the more common method of joining the knights. To volunteer for the knights, an aspirant presents himself to Recruiting Master Mazillor Shatterstave (his connection to the Mythal has extended his lifespan, allowing Master

KNIGHTS IN SILVER

Level	Proficiency Bonus	Features
1st	+2	Fighting Style, Second Wind
2nd	+2	Action Surge (one use)
3rd	+2	Mythal Link
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Ability Score Improvement
7th	+3	Knight of the Silver Court
8th	+3	Ability Score Improvement
9th	+4	Indomitable (one use)
10th	+4	Mythal Ward
11th	+4	Extra Attack (2)
12th	+4	Ability Score Improvement
13th	+5	Indomitable (two uses)
14th	+5	Ability Score Improvement
15th	+5	Mythal Adept
16th	+5	Ability Score Improvement
17th	+6	Action Surge (two uses), Indomitable (three uses)
18th	+6	Strength of the Mythal
19th	+6	Ability Score Improvement
20th	+6	Extra Attack (3)

Shatterstave to remain in service to Silverymoon - despite being 152 years of age, physically he is closer to 50 in age) in the city of Silverymoon. Master Shatterstave receives applicants once each month, so if an aspirant misses the recruiting period in a given month, they must wait for the next to come around.

Applicants must meet several criteria in order to be considered for acceptance, including experience in battle, knowledge of the Silver Marches that suits Master Shatterstave, and a certain moral fiber. Individuals without much experience can join if they are vouched for by a member of the organization; many of the younger knights in the organization are native Silvaeren who hope to gain experience, prestige, and a position of authority through serving their city.

Outlanders can join the knights under the same requirements. Master Shatterstave is somewhat forgiving of a lack of regional knowledge in the case of veterans who are skilled fighters, but he makes sure that every applicant is a being of good heart.

Most adventurers aspire to the rank of Knight-Errant, as this position permits the knight the greatest latitude of freedom. Knights-errant answer only to the Knight Grand Commander and are expected to act as they see fit to guard the safety and well-being of Silverymoon. If a knight-errant chooses to ride patrol or stand guard, that is great; if they choose to travel the Sword Coast, explore the Spine of the World, or delve the deepest dungeons, that too is accepted, as long as it ensures the safety and prosperity of Silverymoon.

The Knights In Silver archetype is used to represent the abilities of these Knights-Errant.

KNIGHTS IN SILVER ARCHETYPE

Mythal Link

The Knights-errant of the Knights In Silver are connected with, and draw power from, the Mythal of Silverymoon.

Starting at 3rd level, the knight develops a wellspring

of mythal energy within themself. This energy is represented by their Mythal Link dice, which are each a d6. They have a number of these dice equal to twice their proficiency bonus, and they fuel various Mythal abilities with these, which are detailed below.

Some of the abilities expend the Mythal Link die they use, as specified in a power's description, and the knight can't use a power if it requires them to use a die when their dice are all expended. The knight regains all their expended Mythal Link dice when they finish a long rest. In addition, as a bonus action, the knight can regain one expended Mythal Link die, but they can't do so again until they finish a short or long rest.

When the knight reaches certain levels in this class, the size of their Mythal Link dice increases: at 5th level (d8), 11th level (d10), and 17th level (d12). The powers below use their Mythal Link dice.

Mythal Healing

The knight can use the mythal energy to enable themselves, or their allies, to return to the fight. When the knight, or another creature the knight can see within 30 feet of them, takes damage, they can use a bonus action to expend one Mythal Link die, roll the die, and heal the damage taken by the number rolled plus their Wisdom modifier (minimum reduction of 1).

Mythal Shield.

When the knight, or another creature the knight can see within 30 feet of them, is attacked and hit, the knight can use their reaction to expend one Mythal Link die, roll the die, and increase their armor class by the number rolled plus their Wisdom modifier (minimum increase of 1), as they create a momentary shield of mythal energy.

Mythal Strike.

The knight can empower their weapons with mythal energy. Once on each of their turns, immediately after they hit a target within 30 feet of them with an attack and deal damage to it with a weapon, the knight can expend one Mythal Link die, rolling it and dealing force damage to the target equal to the number rolled plus their Wisdom modifier.

Knight of the Silver Court

A Knight In Silver serves as an envoy of Silverymoon. Knights of high standing are expected to conduct themselves with grace.

Starting at 7th level, the knight gains proficiency in the [Persuasion](#) skill. If they are already proficient in it, they gain proficiency in one of the following skills of your choice:

[Animal Handling](#) [Insight](#) [Intimidation](#) or [Performance](#)





The knight's proficiency bonus is doubled for any ability check they make that uses [Persuasion](#). They receive this benefit regardless of the skill proficiency they gain from this feature.

Mythal Ward

Starting at 10th level, the knight learns to invoke the magic of the Mythal to further protect their allies. When another creature they can see within 60 feet of them is hit by an attack roll, the knight can use their reaction to force the attacker to reroll the d20 and use the new roll.

The knight can use this feature a number of times equal to their proficiency bonus, and they regain all expended uses when they finish a long rest.

Mythal Adept

Starting at 15th level, the knight develops a more powerful link with the Mythal. This enhanced link allows the knight to use Mythal Link dice for the following:

Mythal Foresight

The knight can make use of the Mythal energy flowing through them to gain a limited form of prescience. As a bonus action, the knight can expend one Mythal Link die, roll the die, and enter a prophetic state for the number of rounds rolled on the die, or until the knight is [incapacitated](#). Until the state ends, when the knight, or another creature the knight can see within 30 feet of them, makes an attack roll, a saving throw, or an ability check, the knight can use their reaction to cause the

roll to have advantage or disadvantage.

Mythal Guardianship

The Mythal energy flowing through the knight can be used to bolster themselves, or their allies, against damage. When the knight, or another creature the knight can see within 30 feet of them, takes damage, they can use their reaction to expend one Mythal Link die, roll the die, and gain resistance to the type of damage inflicted for the number of rounds rolled on the die.

Moreover, if the knight, or another creature within 30 feet of them, starts their turn [charmed](#) or [frightened](#), they can expend a Mythal Link die and end every effect on them subjecting them to those conditions.

Strength of the Mythal

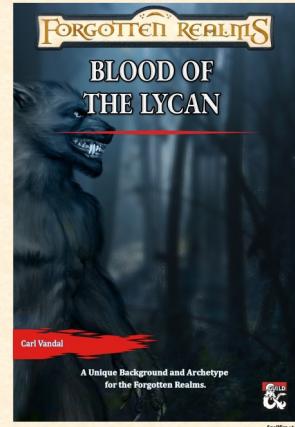
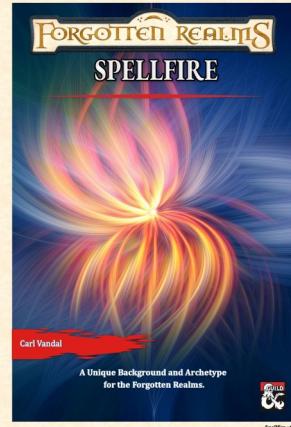
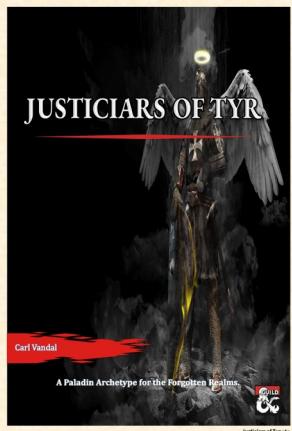
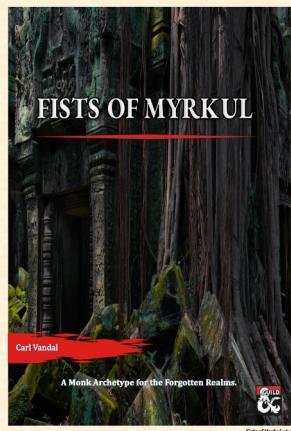
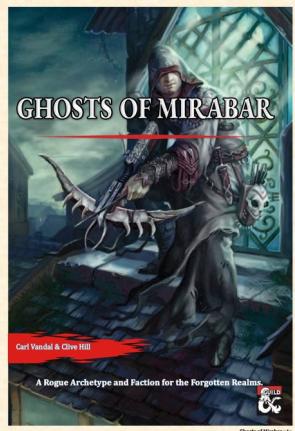
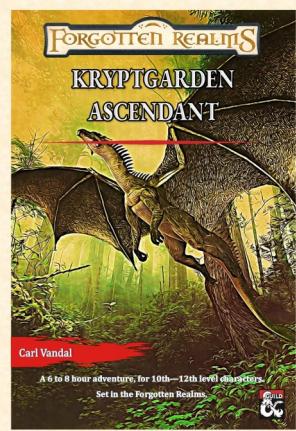
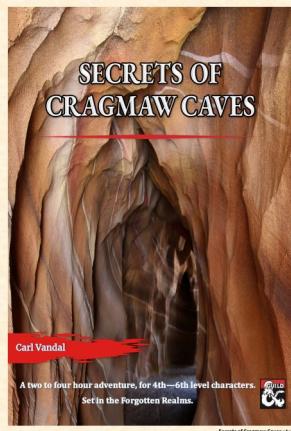
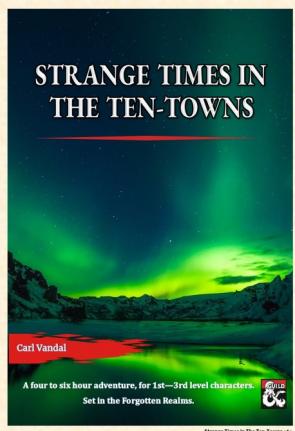
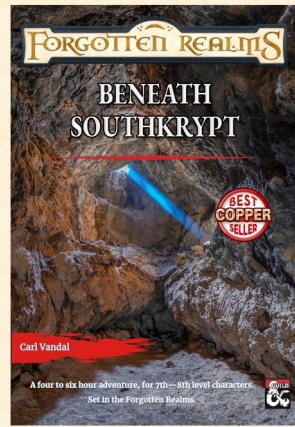
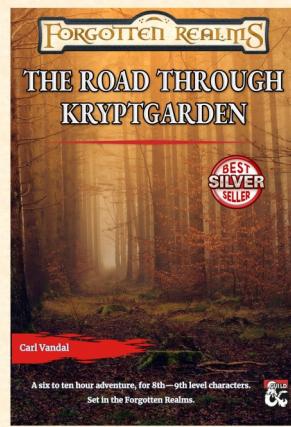
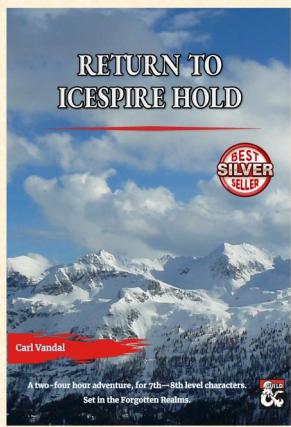
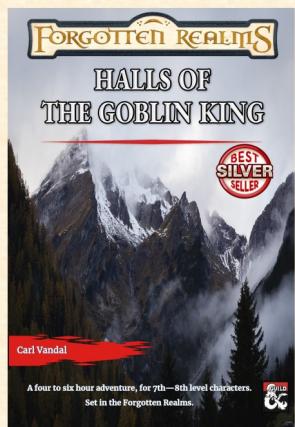
Starting at 18th level, the knight's connection to the Mythal gains in strength. The mystical energy of the Mythal perfuses the knight's entire being, granting several benefits to the health of the knight - the knight gains an immunity to all forms of disease, gains advantage on Constitution checks, and their aging is slowed (for every 5 years that pass, the knight ages only 1 year).

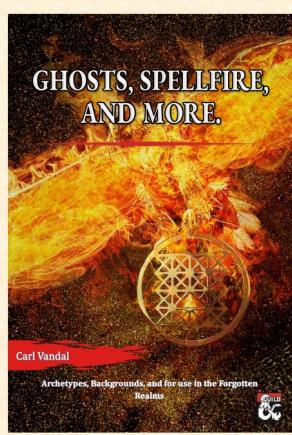
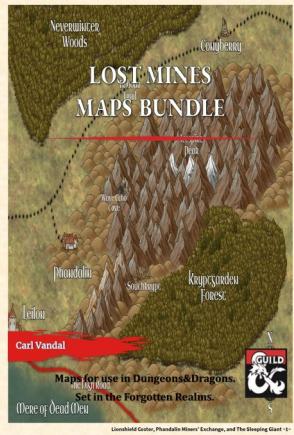
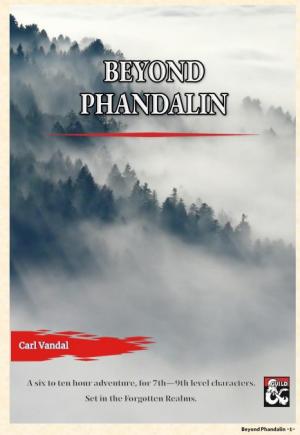
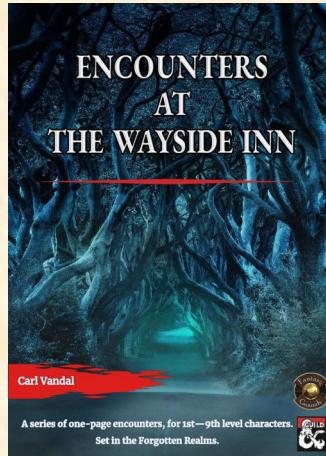
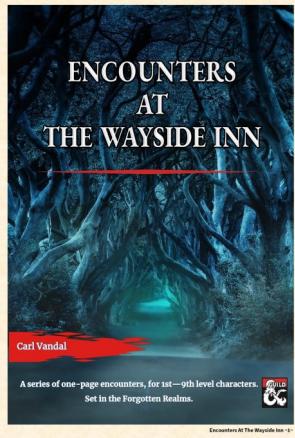
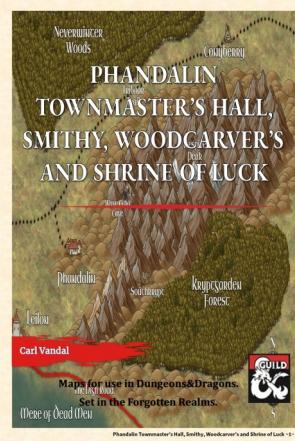
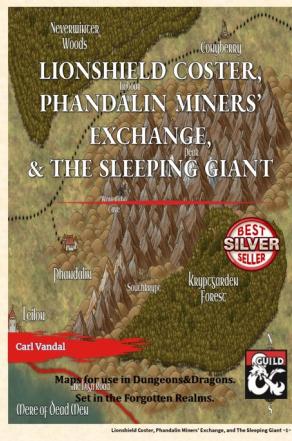
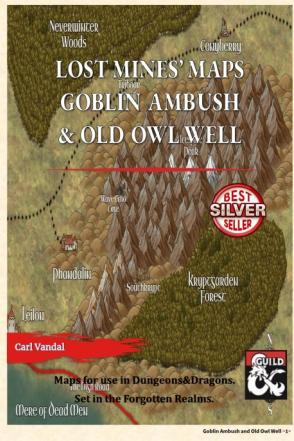
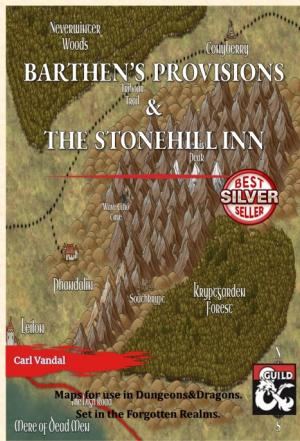
It can even delay the grasp of death. If the knight takes damage that reduces them to 0 hit points and isn't killed outright, they can use their reaction to delay falling [unconscious](#), and the knight can immediately take an extra turn, interrupting the current turn. The knight will have 0 hit points during the extra turn, so taking damage causes death saving throw failures as normal, and three death saving throw failures can still kill them. When the extra turn ends, the knight falls [unconscious](#) if they still have 0 hit points.

Once the knight uses this feature, they can't use it again until they finish a long rest.

A side effect of this last ability is that, should the knight be killed, their essence is absorbed by the Mythal of Silverymoon. Any attempts to raise or resurrect the knight then requires a journey to Silverymoon where the parties attempting to return the knight to life must petition the High Lord of Silverymoon for access to the Mythal and must then commune with the essence of the knight to persuade it to return to life. This may require that the parties undertake a quest to persuade the knight to rejoin them.

MY OTHER WORKS





This, and other works, can be found on

www.DMsGuild.com

KNIGHTS IN SILVER

**A unique Fighter Archetype for
use in the Forgotten Realms.**

The Knights In Silver have a long history in the North. Once the warrior-guardians of Silverymoon and the Silver Marches, they now traverse the Sword Coast acting as Knights-Errant.

A Knight In Silver vows to defend the weak, and protect the innocent. Although no longer tied directly to Silverymoon, they still draw their strength from the ancient Mythal that resides within the Gem of the North.

