



BRIGHTLANCE'S TOME OF KNIGHTHOOD

Discover the heroism and powers of the Chivalric Knight, in this character and background module for the world's greatest roleplaying game



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Credits

Head Writer and Producer: Kieran Mathers.

Writers: Cindy Butor, Gemma Dass, William C. Cronk.

Illustrations: Laura Renfrew, Megan Barry, Shutterstock, (used under license), Nathanaël Roux, Rick Hersey, Empty Room Studios, Dean Spencer, Publisher Quality Stock Art Rick Hersey/Fat Goblin Games.

Maps: William C. Cronk, Cindy Butor.

Sensitivity Editor: Liam Stevens, Maori Cultural Consultant.

Layout: Kieran Mathers, GM Binder.

Editors: Kieran Mathers, Cindy Butor.



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On the Cover

Megan Barry illustrates a scene where Marshall Ser Pashag, Chivalric Knight of Courage and member of the Bannerhorn Knights, faces the terrible threat of the blue dragon Merunth The Cruel. They seek to end this deadly wyrm's predations upon the local area and save the people at risk. In such a way does Ser Pashag aim to achieve their Grand Quest and achieve the rank of Grand Marshall of the Bannerhorn Knights.

Disclaimer

The authors of this work cannot claim any responsibility for: players embarking upon foolish quests in and out of game, claiming that "none shall pass," having in-depth discussions on the air-speed velocity of a swallow, losing limbs and claiming "tis but a flesh-wound" or absolutely anything to do with coconuts. Moreover, players cannot claim to have completed their PC's squire quest by venturing into the night to bring the DM pizza.



Table Of Contents

Introduction

- A Note on Historical Accuracy
- Chivalric Knights and Paladins
- The Code of Knighthood

The Quest

- The Squire Quest
- The Errant Quest
- The Marshall Quest
- The Grand Quest
- The Final Quest

Heraldry

- A Shield Divided
- A Word of Power
- The Marshall's Badge
- The Commander's Allies

The Chivalric Knight

- Chivalric Knight
- Class Features
- Chivalric Codes
- Quests
- The Heraldry of the Knight
- Knightly Equipment
- Knightly Banners
- Dungeon Master's Guidance

The Bannerhorn Knights

- The Order of the Bannerhorn
 - The Cause
 - History
 - The First Vision of the Horn
 - A Base of Operations
 - The Seat Humility
 - Torm's Order of the Horn
 - The Spellplague
 - The Sword Coast Company and the Lost Banners
 - The Banner of Thirteen
 - The Present
 - Quests of the Order
 - Leadership
 - Structure
 - Character Background
 - Operating Procedures and Tactics
 - Demonhunter
 - Judicial Champion

The Half Knight Fraternity

- The Half-Knight Fraternity
 - The Chapter of Morning Sun
 - The Rescue of Easting
 - The Quest for the Blood Chalice
 - The Sun Sets
 - The Long Night Begins
 - Midnight Strikes
 - The Sun's Last Rays
 - Their Endless Midnight
 - Tactics and Operations

The Windborne Order

- The Windborne Order
 - Quest for Vengeance
 - Fury of the Skyray
 - Quest to Save the Celestial Crane-Tortoise
 - Knights and Mounts of the Windborne
 - Windborne Operating Procedure and Tactics
 - Background: Windborne Vassel
 - Providence
 - Background: Windborne Veterinarian
 - Veterinary Background
 - Heraldry

The Salt Knights

- The Salt-Knights
 - A Home at Last
 - Fortune's Ebb
 - The Tide Turns
 - Marva's Sacrifice
 - Ka'eo and the bonding of Great Honu
 - Demographics
 - Codes and Ideals
 - Coats of Arms and Weapons
 - Tattoos
 - Operating Procedures and Tactics
 - Songs, Dances, and Speech
 - Important Members
 - Background
 - Story Hooks
- The Driftwood - Squires
- White Tips -- Knight-Errants
- Superior Horned Manta Ray
- Black Crests - Marshal-Knights
- The Indomitable Tide -- Grand Marshal Knights
- The Red-Crested Dabea

Creating Your Own Order of Chivalric Knight

- Ideals and Concepts
- Order Stat Blocks

Chivalric Non Player Characters

- Ser Nimue and the Cast-off Army
- The Howling Reaper and the Knights Abhorrent
- The Knight Abhorrent
- Lady Darkfain, the Insidious Shadow
- Tarkin the Betrayer and the Remnants of Ttoth
- Ser Heda'ar Xilosceant, Wandering Minstrel Knight
- Lady Kaya, the River Maiden
- The Emerald Knight
- Lady Mrylen

Knightly Magical Items

- The Helm of Truth
- The Scabbard of Shielding
- The Vengeance of Vault
- Faith's Grip
- Chivalric Ideal
- The Weight of Death
- The Shield of Justice
- Surcoat of Ser Ascon
- The Argentflamme



PART 1

Introduction



*Marshall Aliena Brightlance,
Knight-Commander of the 2nd Household of
the Knights of Silver.*

*Notable for: the Battle of River Run, The
War of the Silver Marches, the Quest for
the Seared Hawk, the defeat of
Arch-Nightmare Psa'daghj and the Red
Dragon Riot'a.*

*Author of this tome and others on
kighthood.*

"The path of the knight is a difficult one, demanding much of physical strength, mental fortitude and moral courage. But those few who are able to endure such trials will, with their actions, write the stories which fill the tavern halls and the hearth sides with fear and wonder. A knight is, at heart, an armoured example of the qualities which most wish for but few possess: limitless courage, endless strength and boundless mercy. A true knight is a deeply inspiring presence, and we are lucky to have them amongst us." - Knight-Marshall Aleina Brightlance (ABL).

Welcome, adventurers to Aliena Brightlance's Tome of Knighthood. Within these hallowed pages, penned by one of the Forgotten Realm's most famous cavaliers, you will find all that you need to join a knightly chapter and become one of the greatest heroes in Faerun. The path of knighthood is not for every player, but embodying the chivalric ideals can be a rewarding roleplaying experience for those who choose to create such a character.

Starting with the rules for playing as a Chivalric Knight, this book will give players and DMs all they need to integrate these inspiring characters into their campaigns. Starting as a lowly squire, the Chivalric Knight gains their power from their Ideals, giving them new and unique abilities in combat from the very first level. As a knight grows in experience, they must embark upon quests, setting their strength against the evils of the world. In succeeding in these quests, they can grow in stature and increase their rank. A knight can create and develop their heraldry as they gain experience, giving the player the choice of magical bonuses to their equipment.

After this, you will find backgrounds and stories of four famous knightly chapters in Faerun. Featuring the Bannerhorn Order, the Fraternity of the Wingborne, the Half Night Household and the Salt Knights, each of these organisations can easily be integrated into an existing campaign within the Forgotten Realms - or in the wider D&D multiverse. Settings such as Dragonlance will integrate these knightly orders quite easily! Each of these organisations has a detailed history, a description of famous knights in their ranks, a list of stat blocks for their members and story hooks if a DM wants to use them in their campaign.

Finally, you will find stats for the most famous knights of the realm and their awful foes - characters who can work as NPCs alongside a party or as a dread enemy to oppose them. These villains in particular could work well as campaign arc antagonists, as they are exemplars of cruelty, avarice and spite. Irredeemably evil, these characters have wreaked destruction on a scale rarely seen across the whole of the Forgotten Realms.

A Note on Historical Accuracy

This book and character rules are designed to reflect a specific ideal of knighthood - the storybook or chivalric knight. These knights are based upon the European myths of chivalry, penned by medieval and post-medieval authors such as Guillaume de Palerme, Sir Thomas Malory and Garci Rodríguez de Montalvo. These are at heart the stories of King Arthur and his knights - the chivalric romances of Sir Gawain, Sir Lancelot, Sir Bors and the other knights of the Round Table.



Because of this, almost all of the historical realities of knighthood have been ignored. These warriors are not the land-owning minor nobles of their time nor the crusading hosts that set out from Europe during the 11th to 16th centuries. The whole design team is aware that the knights that are described in this book very rarely (if ever) match up to the historical facts of knighthood, but those facts are rooted in the history of our world, not the Forgotten Realms. In this more idealised fantasy world, we think such ideas as chivalry, honour and mercy could motivate an entire order of soldiers to action.

However, if players do not wish to play as the Chivalric Knight, then other knights already exist within the rules of D&D. In *Xanathar's Guide to Everything*, players can find rules for the Cavalier, which is a mounted fighter subclass. In *The Adventurer's Guide to the Sword Coast*, players can find the Purple Dragon Knight and the more generalised sub-class of Fighters called the Bannaret. These subclasses can be used to reflect the historical reality of knighthood, rather than the more idealised character of the Chivalric Knight.

Chivalric Knights and Paladins

"We have worked with the Paladins of Torm, of Helm and of Lathander. They are wonderful soldiers but committed to their faith in a way we are not. We would not judge others for not holding to chivalry, while they might find fault in the way one worships another god ..." - ABL.

Experienced players of D&D may question the necessity of Chivalric Knights in a game system where Paladins are already a popular player class. After all, if there is already one highly armoured warrior archetype in the game, why add another?

The design team have concluded that there is a fundamental difference between the Paladin and the Chivalric Knight. While the references to gods and holiness have been toned down over subsequent editions of D&D, the Paladin is ultimately a warrior of a God or at least, a deeply held faith. Their defining ability is called "Divine Smite" for that very reason.

A Chivalric Knight represents a different ideal or archetype. A Chivalric Knight is a warrior of principle who fights to represent one of the ideals of the code of Chivalry. Unlike the Paladin, the Knight can fail themselves, not an external deity, but this does not mean that the character changes, just that the Knight must recommit themselves to this ideal. This internal strife is the difference between Paladin and Knight.

In addition, the Code of Chivalry gives the knight a pre-built core to reflect upon their actions. Respecting this code and seeking to embody this gives the Chivalric Knight a specific set of behaviour that they must always try to express - and rewards them for doing so!

The Code of Knighthood

"Many who do not understand sneer at the concept of chivalry, thinking our code a weakness or merely affectation. They do not know that for a knight, chivalry is the air we breathe and the food we eat. It is the core of our being - for without chivalry, we are just warriors in plate steel with no purpose than our own gain."

Chivalry and the code it imparts upon us is that which makes us knights." - ABL

The Chivalric Code came out of the wars that have raged across Faerun since time immemorial. About the year 789 DR in the era of the Dragonrage, a group of warriors came together. They were veterans of the long wars which had wracked the land throughout this time, and they had seen the ruin that had come as a result. None of them had ever built anything, nor shown mercy to those around them. They had reaved and warred across a dozen countries and each of them were sick at heart.

Led by the First Knight, Bil Marshel, this circle of warriors retreated into the mountains, weighed down by the terrible things that they had done for their own selfishness, the lives they had hewed, and the bloody coins they had gained for their work. Each knew that they could not go on that way. So Bil Marshel and her soldiers wintered in the hills, finding shelter in a ruined castle there. In that time, while snow piled up around them and the howling winds pierced the many holes within the walls of the ruin, they reflected upon their past deeds. Their guilt and sadness was yet colder than the endless freezing days, but hardened them. Those warriors who survived, by no means all, were reborn in the cold of that castle.

Marshel coined the phrase chivalry, and it was she that first laid down its core tenants. It was a way of committing herself and those around her to a better path, a path which would leave the world a better place for the existence of her soldiers. It was a path that was unendorsed by any gods, for Marshel had seen their fickle nature. Had she lived to see the Times of Trouble, Marshel would have been proven correct. This new way was a path of conscience and reflection, not a mandate from a lord or god on high.

The Martial Ideals of Chivalry were thus created. Each knight swears to uphold all of these Knightly Ideals, but most will seek to embody one in particular. Thus, each of Bil's five surviving warriors took on one of the roles. In knightly lore, they are known as the Ideal Knights - exemplars to embody and follow. The five martial ideals were:

Courage
Justice
Mercy
Nobility
Hope

Ideal of Courage: First embodied by Bil Marshel, the Ideal of Courage is the classic knightly virtue and the one which is thought to be most common amongst the knights throughout the land. A Chivalric Knight is expected to never be cowardly, facing down the worst of all horrors without a step backwards. It should be made clear that Knights, whatever their ethnicity or background, are not emotionless and they feel fear like any mortal creature.



But unlike most, the Chivalric Knight is expected to not succumb to this fear and face even their own death with resolve and extreme fortitude. Sir Bil was the embodiment of this virtue. She stood alone against the encroachment of the fire giant Lord Sementa as he attempted to spread the Copperskin Plague throughout western Faerun. Selling her life for the death of Sementa, the First Knight showed her final commitment to the Chivalric ideal. She stands as an example to all other knights of what they should be.

Ideal of Justice: The first Knight of Justice abandoned their name when they decided to take on the role - and many of those that commit to the Ideal of Justice will do the same thing. They believe that personal glory should not be part of their remit, as they seek to return balance to societies and people with recompense and restoration.

The Ideal of Justice is not one of vengeance. Even when justice has been offended by such terrible acts as murder, the Just Knight will try and restore the situation back to balance. One of the other ideals is mercy, so the Just Knight did not seek revenge. Even when executions were required, the Knight brings the blade down not with red-hot rage of vengeance but with the cold sense of a process completed. Some have accused the subsequent knights that swear the Ideal of Justice to be cold and unfeeling. The best of these knights find their justice tempered with mercy to the victim and courage to return the situation to balance.

Ideal of Mercy: Mercy is not a virtue normally associated with soldiers or adventurers, who find their wealth in merciless slaughter in the dark. The raided village, the despoiled villager and the sacked city are all places of treasure for the brutal and the greedy. Blood stained coins are easily washed and spent with little guilt.

The Knights of Mercy embody quite the opposite of this approach. They stand in the way of such reavers, holding the line against those who would exploit the weak. From monsters who would raid the nearby villages for supplies, to the unjust lord who would tax his subjects to starvation, the Knight of Mercy will take up the sword to defend against such dangers.

While not fighting, the knight whose chief ideal is mercy will minister to the weak, sharing their food and supplies with the sick and the lame. They will give their money, energy and time to others willingly, seeking to show the Ideal of Mercy in their actions. They will also choose to not slay their foes unless necessary, giving such enemies a chance to leave and consider the rest of their lives a gift from the Knight of Mercy.

Ideal of Nobility: The Ideal of Nobility is sworn by the knights who wish to stand as an ideal of decorum, grace, education, manners and customs. They seek to elevate those around them by providing an example of what people could be - showing them that a world of polite, careful, educated and elegant folk looks like. Such knights are often sought after by those in high society for their conversation and company, and they are known to be excellent guests at parties and balls.

However, the Ideal of Nobility does not simply simmer or dance. Even while they are known as Dancing Knights, they are first and foremost warriors within the battleline. They seek to demonstrate the ideal of nobility in service to others, drawing those to them in order to protect others. This demonstration of *noblesse oblige*, of the leader taking the most danger, brings the Noble Knight to the fore of every battle. They seek to take the most risk and therefore, protect the most people under their noble charge.

Ideal of Hope: The Knight of Hope is the soldier who leads the rescue charge, the light in the darkness and the bulwark against the night. They seek to embody that, even when the situation is dire, there is always hope of survival and continued life. Knights of Hope are often found amongst doomed liberation movements, desperate people fleeing an awful situation or holding back an enemy in a terrible last stand.

Despite their reputation as martyrs too quick to throw away their lives, the Knight of Hope is always optimistic and upbeat, even when in extreme danger. Their whole aim is to demonstrate that life can and will continue, as long as you are able to imagine it and hold onto that idea. In equal parts happy with a blade or an uplifting speech to tired people, the Knight of Hope is often the most loved of all knights.



The Quest

My Squire Quest against the kobolds of the Night Peak almost killed me. My Errant Quest to battle the hill giant Chief Borodin also almost killed me. My Marshall Quest, fighting Ultlici-sa and his mindflayers, did kill me and only a brave cleric of Helm prevented that from remaining the case. Honestly, I'm a little afraid of whatever my Grand Quest is going to involve... - ABL

The First Knight exemplified that a soldier of conscience, a Knight, requires a code and a goal. The code is defined by chivalry and the standards of behaviour which come with that. The goal that a knight is seeking is referred to as their quest.

Knights are warriors who seek experience, to represent their Ideal and to build their fame in the eyes of the other warriors around them. While they are aiming to be ideals, knights are still hard-fighting, competitive individuals - they seek fame, glory and acclamation in the eyes of the people and their peers. Knights principally do this through the completion of their lifetime's quests.

What a knight chooses to be their quest is an intensely personal question to the knight. Some knights discard any chance of fame and glory to any but themselves, and instead devote their lives to a single task. The Pilgrim Knight of Mercy who decides to spend their life helping a single rural village deal with its many trials would be an example of this. They selflessly ignore any chance of recognition amongst the wider orders of knights to fulfil this single goal. More common examples of quests, however, are the battling of terrible beasts or dangerous foes. While adventuring parties have been known to do this in return for payment, knights who embark upon a quest do it because their Ideal demands it.

For example, a Knight of Courage will hunt down a hill giant who only preys on the weak and vulnerable, slaying them as an example of courage overcoming cowardliness. A Knight of Nobility will fight their way into the court of a greedy lord, overthrowing them and showing that the Ideal of Nobility has defenders and those who will demand such Ideals are respected.

A quest is an individual affair for a knight - only they can swear they will complete it and do so. It is not expected that knights complete these quests alone, but they must demonstrate their ideals while doing so. Having a band of allies or supporters in this quest will often help spread the word of this great deed.

The Squire Quest

Quests are so integral to the code of chivalry that those who wish to become Chivalric Knights must complete a quest even before they are knighted. A squire will embark upon their first quest within two years of becoming a member of a knightly organization, traveling through the land and seeking out a way of expressing their faith in the Knightly Code. Such matters are, in the grand scheme



of things, normally small affairs. They might be ridding a village of the scourge of hobgoblin raiders, or defending a homestead from the attacks of a bandit group. But the purpose of the squire is doing so is to demonstrate their commitment to Chivalry - accepting no reward and seeking no acclaim for doing so.

Once the first quest is completed, a squire will return to their chapter house to speak of their deeds. If another is there to confirm that this is a truthful recounting, then a squire will be promoted to a knight-errant, the lowest of rank of Knight. At the knighting ceremony - a deeply meaningful experience to all who attend - the newly-minted knight errant will commit themselves to one Chivalric Ideal. They will also be awarded the first part of their knightly heraldry.

It is a common mistake to assume that knights are always on a quest. That is not the case; the vast majority of a knight's career may be spent in other duties which reflect their Ideals - fighting just wars, defending and advising the leaders of the land rendering aid to the poor and weary. Very little of what a knight spends their life doing can be said to be a quest. Fighting entire wars on behalf of the small folk may not even be a quest for a knight - instead it is the demonstration of their Ideal. It is far more accurate to say that knights are always looking for a quest to embark upon - and knight-errants are the exemplar of this.

The Errant Quest

A knight-errant travels the land, living in line with their Ideal and seeking out another quest to prove themselves. Such quests must be a measure of magnitude more difficult than their quests as a squire - for such little matters are behind them and the knight seeks to perform great deeds. This second great task is often known as the Errant Quest and again will match the chosen ideal of the knight-errant.

It is often these Errant Quests which are retold as stories by the bards of Faerun and wider. A junior knight, still unsure of their abilities and how their Ideal is best to be expressed, going abroad to seek out glory and danger, is in great peril from the very moment they start. They will be tempted to fall from their ideal or to seek the easier path of compromise with their principals. Some knight-errants fail at this point, finding it easier to break their vows than to succeed at a monumental task. These failures, known to some as Errant-Riders or Vow-Breakers, will often need to be hunted down to have their knighthood stripped from them. Ironically, such a task often falls upon the shoulders of noble and true knight-errants.





Once a knight has completed their Errant Quest, they will be acclaimed by their chapter as full knights of their chosen Ideal. At this point, many Knights will devote their lives to their Ideals as they see it. Some will never quest again but guide others in their lives and demonstrate their Ideals. All remain trained warriors, ready to defend against the darkness around them, but many may not go on a quest again. Being a questing knight is a lonely, dangerous affair, and in truth, many do not enjoy the experience. They have achieved all that they wish to achieve as knights and will live out their days with this mark of honour upon them.

However, those that aspire to great ranks may seek out another quest to build their fame. Knights who seek positions of command within a knightly order are expected to prove their ability to do so while on this quest, and so the Marshall Quest was born. Other chapters have different names for each quest, but each follows roughly the same expectations.

The Marshall Quest

Unlike the Squire Quest or the Errant Quest, the Marshall Quest requires the knight to show their ability to command others, creating a group of allies and supporters with their presence and ability to inspire them to great action. The Marshall Quest is the quest of the knightly lord, which can threaten the foundations of corrupt nations or tear the roots of an evil organisation from the earth.

Marshall quests are often a form of organised campaign against another group. The Zhents and other evil organisations are a particularly ripe target for a knight on a Marshall Quest, and they are aware of it! Low-level warfare has often raged across a region between a knight's supporters and the Zhents, often leading to their holds being burned and their agents slain in honourable combat. Knowing this, the evil Zhents have often targeted prospective marshall knights for pre-emptive assassination. Sir Wendi, a Knight of Courage, was murdered by Zhent agents in her bed to prevent her militia battling their influence in the city of Waterdeep. Her adventuring allies, incensed by this death, hunted down every Zhent in the city and put them to the sword in revenge.

Other Marshall Quests include battling whole armies of foes. Knight-Marshall Tendori, Knight of Nobility, rallied the armies of King Vetnia VI when the cowardly king refused to challenge the might of the attacking Storm of Blades hobgoblin clan. After a months-long war, Sir Tendori slew the hobgoblin warlord in single combat, and the rest of the goblinoids scattered. The knight was

immediately banished from the land by King Vetnia, and later acclaimed knight-marshall for this great deed.

The Grand Quest

If a knight seeks the highest level of command within their Knightly Order, they will embark upon a Grand Quest. To embark upon a Grand Quest is to write the pages of a true legend - there are very few lords of any ethnicity or ancestry which have completed these quests. Such tasks will involve a seemingly impossible task - retrieving a long-lost sword from the ancient kraken at the bottom of the deepest sea or breaking into another plane of reality to take the beating heart of a balor demon from its chest. Such tasks are not completed in a day or even a year, and the knight marshall will leave their chapter and most often never return. Such is the demanding life of a knight and their Ideals of Chivalry that such quests are declared until success or the knight's demise. In the case of a Grand Quest, that demise is the most likely outcome.

However, should the knight-marshall return with the task completed, then they will be acclaimed throughout the land as the epitome of purest knighthood. Songs of their valor will be sung, plaudits offered and the seat of command within the chapter will be theirs. To reach the rank of grand marshall of a knightly order is to achieve everything that a lowly squire, decades before, might have dreamed of. Such warriors will still never be idle, but their questing days are finished. They will lead their order in battle, fight against great foes and spread the chivalric ideals throughout Faerun.

The Final Quest

There is one last quest available to knights of any rank. When a knight feels the weight of age upon them, and their sword arm grows tired and their soul weary from service, they can embark upon the Final Quest. With great honour, the knight is lauded for their deeds, toasted and feasted and given the relics of their order to fight with. Then, alone, the old Knight rides away and is thought of as dead by their chapter. Their heraldry will be retired, their names inscribed in books and tablets of memory. The knight will die fighting for their ideals in the dark, unknown to all but themselves.

In such a way does the life of a knight find a circularity at its end. From a lowly squire, fighting alone to prove their worth, to an old weary knight fighting to their last to show that chivalry is more than life, these souls will find a lasting peace in a hard won, hard fought life of chivalric service.

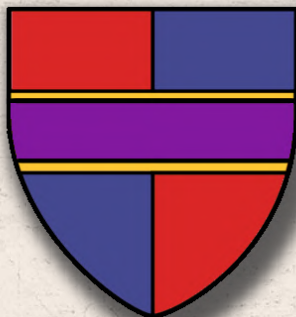


Heraldry

“Ah, to choose your coat of arms is one of the great pleasures of a knight's life. I spent months imagining mine while I was a squire, designing exactly the one I wanted. I chose pink and blue, quartered on a shield, with a band of purple across. When I was handed my shield with that design upon it, I felt so visible and proud of my colours. Noone could see me and not know who I was.” - ABL.

One of the signs of progression through the ranks of knighthood is the creation and development of knightly heraldry. As a knight completes their quests, they can add additional elements to their heraldry. Each of these has a symbolic and a literal power attached to it.

Such heraldry is not just for show. Each element carries an enchantment, and this enchantment is placed within it by the College of Heralds - a specific branch of scholarly wizards who work alongside the knights to aid their chivalric aims. The knight chooses the heraldry which best suits their purpose and their endeavours. This heraldry or coat of arms will be widely used throughout the knight's life for recognition and challenge. The enchantment the knight chooses can be shared with the sword, the shield and the knight's armour.



Knight Errant

A Shield Divided

When a squire is elevated to the rank of knight-errant, they can choose their basic heraldry. Such starting heraldry is simple, often nothing more than a colour and a design. All heraldry is based upon a shield, and this can be coloured and patterned to a knight's specific request. Shields can be any shape, but each is referred to as an escutcheon. After this, the knight chooses their tincture, or colour, and the design of the colour. This can be half a shield (escutcheon divided), or a shield separated into quarters (escutcheon quartered) or even broken down into little squares of colour (escutcheon seme). The knight will use this heraldry wherever they go.

If they place barding upon a mount, this will reflect their personal heraldry, and any supporters they assemble will wear the colours of the knight upon their tabard. They will use this heraldry when sealing letters with wax, and this will be displayed when knights attend tournaments or contests of arms.

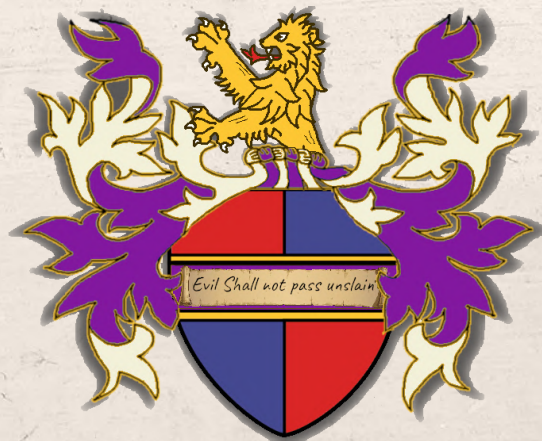


Knight

A Word of Power

On completion of an Errant Quest, the full knight then gets to add a scroll to their heraldry. This will normally be a knightly vow, based upon their chosen Ideal. Knights of Courage will often taunt their foes with a threat: for example "Evil shall not pass unslain". Knights of Hope might choose an uplifting phrase, such as "All whom this shield shelters are safe."

Other knights might well pick something else, but the scroll will be individual and personal to them. The College of Heralds will also assign one of the words within this motto as a word of power. Upon speaking the word, the bound enchantment within the heraldry will activate, giving the knight the power of that enchantment for a short amount of time. These abilities are also chosen by the knight, giving them prowess in battle, a guard against danger or a presence to inspire those around them.



Knight Marshall



The Marshall's Badge

For the knights who are able to complete their Marshall Quest, then they too can add to their heraldry. This enchantment will be a measure of magnitude more powerful than the ones they have received before - the heralds see fit to reward a knight of this strength with magic that reflects and aids them in their risky endeavours. Additionally to this, a knight-marshall can add a mantle and crest to their design. This crest will be placed upon their shield and their armour, plus any of those in an army that supports them. If a knight-marshall should be ordered to command other knights, then each of these knights will take the knight-marshall's crest as their own.



The Commander's Allies

The last element to a knight's heraldry, and the one which is seen the least, is that of supporters. Only the grand marshals or knight-commanders get to add these heraldic beasts to their heraldry. The images of stylised monsters support the shield on either side, showing both their subordination and the enemies which this grand marshal has defeated. Some of the creatures will be less rare - such as horses or sea monsters - but most of these will be manticores, unicorns or other beasts of legend. Some grand marshals will choose the beasts that they defeated in single combat, and so supporters such as demons, dragons or others are sometimes seen.

These supporters grant an additional power to the heraldry. Each animal offers a different enchantment, which can build together towards a magical weapon, hauberk or shield of a truly legendary status. These knight-commander swords are the weapons to change the fates of cities, countries or even worlds, and so if they are discovered they will be fought over to gain this immense power. As a result, the College of Heralds is extremely careful when creating such coats of arms, and the work to craft them can last for months.

Only the mightiest knights are worthy of this heraldry, and the awarding of such power is a rarefied and spectacular affair.





PART 2

Character Generation

Chivalric Knight

"Courage, justice, mercy, nobility and hope. These are the vows of knighthood, and every knight-errant repeats these vows when they are sworn to them. Some fail to hold them, for these are hard ideals to keep to and to show in action. But for those who succeed, they will find themselves lauded and acclaimed for every brave action which they take. Such is the danger, and the glory, of knighthood." - ABL

Stepping forward from a battleline, a warrior in head to foot steel plating strikes with a poleaxe, felling the enemies around them with savage blows. Upon their green and black surcoat are the words "Victory for the just, death to the guilty." Around them, inspired by their valour, the battleline attacks again and again, never faltering in their advance.

With a loud screech, a winged griffon plunges from the sky towards its target. Upon the beast's back, a gold armoured figure with a shield bearing a winged eagle grips with their legs and aims the lance in their hands. At the perfect moment and absolute coordination, the griffon and the knight lash out with lance and talon, slaying their enemy in one deadly strike.

Under a windblown tattered cloak, a warrior in rusty armour with a chipped sword stands unafraid ahead of the bandit gang. Arrows bounce uselessly off the warrior's armour as they charge forward on foot, blocking every attack with ease. A few strikes later, several brigands lay dead at their feet. The other brigands flee. The village, this Pilgrim Knight's chosen home, is safe once more.

All of these are the Chivalric Knights of the Forgotten Realms - warriors of conscience and virtue who seek to live by the chivalric code, protect those around them and gain glory and honour through their brave and heroic deeds.

Exemplars of Chivalry

All knights live by the code of chivalry, which is their deeply held moral framework. It drives them towards heroic endeavours and standing as a demonstration for good purpose and meaning in all that they do. Such a code can first seem inflexible, but each knight can find their own way within this code. They are experts at observing the intention of the chivalric code: how flexible they are around the wording depends on the knight.



Chivalric Knight

Level	Proficiency Bonus	Features
1st	+2	Chivalric Ideal, Ideal Points, Ironside
2nd	+2	Leadership
3rd	+2	Chivalric Code
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Additional Ideal Point
7th	+3	Chivalric Code Improvement
8th	+3	Ability Score Improvement
9th	+4	Additional Ideal Point, For Honor!
10th	+4	Chivalric Code Improvement
11th	+4	Ability score Improvement
12th	+4	Chivalric Code Improvement, Ideal Point
13th	+5	Additional Attack
14th	+5	—
15th	+5	Chivalric Code Improvement
16th	+5	Ability Score Improvement
17th	+6	-
18th	+6	Chivalric Code Improvement
19th	+6	Ability Score Improvement
20th	+6	—



- (a) chainmail or (b) scale mail plus a shield.
- A spear and (a) a one-handed martial weapon, or (b) a martial weapon with the two-handed special rule.
- An adventurer's pack.
- A pony as a mount.

Knightly Action DC

Many knight actions require your opponent to make a saving throw to overcome the effects of this action. This action's DC is calculated in the following way:

$$\text{Action Save DC} = 8 + \text{Proficiency Bonus} + \text{Intelligence modifier}$$

The Ideal

At first level, every would-be knight swears their Knightly Ideals. These are the principles that they have decided to uphold in the world, even in the face of their death. Each Ideal has a different skill which is associated with it, and the knight can use this skill as below. At 3rd, 8th, 12th and 15th level, a knight can choose to swear a different Ideal, which will replace the existing Ideal.

Ideal of Courage

As a knight, you stride bravely forward to face your opponents in battle, drawing them towards you as an exemplar of chivalric combat. As a bonus action you can spend an ideal point to challenge one hostile creature within 30 ft. of you. This target must take an Intelligence saving throw. On a failure, the target must make its next attacks against you; it can move to do so. If it is unable to do that, the affected character takes 1d10 psychic damage.

Ideal of Justice

You learn to fend off strikes directed at you or other creatures nearby, shielding the just from the guilty. If you or a creature you can see within 5 feet of you is hit by an attack, you can expend a Ideal point to roll a 1d4 if you're wielding a melee weapon or a shield. Roll the die, and add the number rolled to the target's AC against that attack. If the attack still hits, the target has resistance against the attack's damage.

Quick Build

You can make a Chivalric Knight quickly by following these suggestions. First, make Strength your highest ability score, and the next highest should be Constitution or Intelligence. Then you can choose the noble background, or pick a background from the suggestion within this book.

Class Features

As a knight, you gain the following class features.

Hit Points

Hit Dice: 1d10 per knight level.

Hit Points at 1st level: 10 + your Constitution modifier.

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Chivalric Knight level after the 1st.

Proficiencies

Armour: medium and heavy armour, shields.

Weapons: simple weapons, martial weapons.

Tools: smith's tools.

Saving Throws: Strength, Intelligence.

Skills: Choose two skills from Animal Handling, Athletics, History, Arcana, Persuasion and Intimidation.

Equipment: You start with the following equipment, in addition to the equipment granted by your background.



Ideal of Mercy

You know how to save the lives of the people around you, preventing glorious warriors from ending their journey before their time. If a living creature falls unconscious within 5 ft. of you, you can use an action and expend one ideal point to take a DC12 Intelligence check. If this check is successful, the wounded creature returns to consciousness with 1d6 hp.

Ideal of Nobility

As a knight, you can use your influence and presence to draw enemies into attacking you instead of another. If you are within 5 ft. in an ally, as a free action you can spend an ideal point to make any attack rolls against this ally to be at disadvantage. In addition, this ally will have resistance to that damage if struck. However, any attack roll against you by any of those creatures during this turn can be made at advantage. You must remain within 5 ft. of the ally for this effect to continue, and it will last until the beginning of your next turn.

Ideal of Hope

The inspiring figure of a knight can lead others to strike harder than they might have done before. If a knight makes a successful strike against an enemy creature, then they can spend one ideal point to give any attacking ally advantage in attack rolls against that enemy creature until the beginning of the knight's next turn.

Ideal Points

You start with two ideal points. These ideal points are restored by completing a long rest. You gain an additional ideal point at 3rd level and again at 6th, 9th, 12th, 15th and 18th.

Knightly Rank

You start at the rank of squire. You can improve your rank by the completion of Quests (see the rules for knightly Quests) which will also allow you to improve your heraldry.

Ironside

Starting at 1st level, you can use your affinity with heavy armour to deflect otherwise dangerous strikes. If you are struck by an enemy creature's attack, you can expend one ideal point to roll a d4 and add the value to your AC. To use this ability, you must be able to see the enemy creature and be wearing heavy armour.

Leadership

Starting at 2nd level, you can draw on your natural sense of command to lead those around you. You can spend one ideal point and utter a special command or warning whenever a non-hostile creature that you can see within 30 ft. of it makes an attack roll or a saving throw. That creature can add a d4 to its roll provided it can hear and understand you. A creature can benefit from only one Leadership die at a time.

This effect ends if you are incapacitated and lasts for one minute.

Chivalric Code

At 3rd level, you can choose a fighting style which best reflects your knight's chivalric code. You can choose from Foot Knight, Jousting or Pilgrim Knight, all of which are detailed in at the end of the class description. The Chivalric Code you choose grants you features at 3rd level, 7th, 15th and 18th level.

Ability Score Improvement

At 4th level and again at 8th, 11th, 16th and 19th, you can increase one ability score by two or increase two ability scores by one. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the attack action on your turn. The number of attacks increases to three when you reach 13th level.

For Honour!

At ninth level, if you miss with an attack roll, fail a saving throw or ability check, you can discard one ideal point to re-roll the dice. The second roll stands.



Chivalric Codes

Foot Knight

While knights are most famous for their mounted combat with lances, some knights choose a less glamorous path. Sometimes called "line-of-battle" these polearm-wielding warriors make up the most effective part of any battle line.

Plated

At 3rd level, you gain the ability to use your armour as a shield, even when wielding a two-handed weapon. Your AC improves by 2 if you are wearing heavy armour without a shield while using a weapon with two-handed property. In addition, you have proficiency in Athletics.

Shoulder Barge

At 3rd level you've learned how to use your weight and bulk to barge and batter enemies away effectively. As a bonus action you can shoulder barge one enemy within 5ft. of you. This target must take a Strength saving throw, and if this is failed, they are moved 10 ft. away from you, in the direction of the knight's choosing.

Battleline

At 7th level, you have gained proficiency in fighting together as an organised battleline. If you are within melee range of any enemy, as a free action you can expend one ideal point and allow any allied creature within melee range to attack with advantage against any enemy creature within 10 ft. of you for that turn.

Poleaxe Strike

At 10th level, you can wield a polearm with ease, leading to a deadly strike. On a successful hit, you can expend an ideal point to add two additional weapon damage dice with a weapon with the double-handed property.

Stand Your Ground

At 15th level, you can hold your footing in any situation. You are immune to any checks involving the terrain beneath your feet. In addition, if you are forced to move through an enemy creature's ability or spell, you can expend one ideal point to be unaffected by this.

Bulwark

At 18th level, you are a bulwark of the battleline and instinctively protect your comrades even while fighting. Every allied creature within 10 ft. of you, while you are using a double-handed weapon, gets an additional 3 to their AC. In addition, as a reaction you can expend an ideal point and parry an attack upon you or your allies within 10 ft. from any direction, adding 6 to their AC.

Jouster

The Jouster is the warrior of common legend, armed with a lance and clad in shining steel and plate. At home on the battlefield or at the tourney, they excel at mounted combat and make it akin to an art form.

The Courty Arts

When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: Animal Handling, History, Insight, Performance or Persuasion. Alternatively, you learn one language of your choice.

Master Rider

Starting at 3rd level, your mastery as a rider becomes apparent. You have advantage on saving throws made to avoid falling off your mount. If you fall off your mount and descend no more than 10 feet, you can land on your feet if you're not incapacitated. Finally, mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

Hit and Run

At 7th level, you learn to fend off strikes directed at you or your mount while still being able maintain your movement upon the battlefield. If you are mounted, you can use your reaction and expend a vow point to impose disadvantage upon an enemy's attack against you. In addition, if the attacker misses with their attack, you can make a free Disengage move from this enemy which will not provoke attacks of opportunity.

Lance Strike

At 10th level, you become a master of striking with a lance with perfect poise and timing. If you are mounted and armed with a lance or spear, you can expend one ideal point to make this attack roll at advantage. In addition, if you successfully strike your target, they must make a DC18 Strength saving throw. If this is failed, they suffer two additional damage dice, are moved backwards 15 ft., and knocked prone.

Inescapable Hunter

Starting at 15th level, you can run down your foes, whether you're mounted or not. If you move at least 10 feet in a straight line, you can expend an ideal point before attacking a creature. If you hit it with the attack, that target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone.

Endless Vigilance

Starting at 18th level, you respond to danger with extraordinary vigilance. In combat, you can expend one ideal point to get a special reaction that you can take once on every creature's turn, except your turn. You can use this special reaction only to make an opportunity attack, and you can't use it on the same turn that you take your normal reaction.



Pilgrim Knight

The Pilgrim Knight is the itinerant wanderer of the lands, the roving sword who comes to the rescue of those in need. Normally travelling alone or with a small group, the Pilgrim Knight is used to being outnumbered and has little fear taking on large numbers of foes.

Endless Defence

Starting at 3rd level, you have gained the understanding of defending yourself from all angles. You can use your Ironside ability even if you cannot see the attacker. In addition, the AC increase goes up to d6.

Punishing Strike

Starting at 3rd level, you can menace your foes, foiling their attacks and punishing them for harming others. When you hit a creature with a melee weapon attack, you can expend an ideal point to mark the creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you.

Complete Defender

At 7th level, you learn to fend off strikes directed at you or other creatures nearby. If you or a creature you can see within 5 feet of you is hit by an attack, you can expend one ideal point and roll 1d8 as a reaction if you're wielding a melee weapon or a shield. Roll the die, and add the number rolled to the target's AC against that attack. If the attack still hits, the target has resistance against the attack's damage.

Sweeping Attack

At 10th level, you have learned how to take on large numbers of enemies at once. When you make a weapon attack, you can expend one ideal point to make another attack with the same weapon against all other creatures that are within 5 ft. of the original target and within range of your weapon.

Lone Attacker

At 15th level, you have learned how to make the enemy numbers count against them. If you are within melee attack range of more than one enemy creature, you get advantage on the attack rolls against all of these creatures.

A Leaf on the Wind

At 18th level, you have learned to try and move through crowds of foes, dodging and weaving as you do. If any enemy would get advantage in an attack roll against you for any reason, you can expend one ideal point to reduce that attack to a normal attack roll. In addition, no enemy can make attacks of opportunity against you.



Chivalric Knightly Quests

Quest Type	The Squire Quest Levels 1 - 4	The Errant Quest Levels 5 - 10	The Marshall Quest Levels 11 - 16	The Grand Quest Levels 17+
Hold Back the Dark	Slay 3 CR3+ enemies of Large or Huge size, of evil alignment. One of these must be slain in honourable single combat.	The group that contains the knight must slay 30 CR4+ enemies, and the knight must personally slay a CR6+ enemy in honourable single combat.	The Knight must help assure the safety of an entire realm through their actions, without reward for their service.	The knight must lead an army to a victorious battle against the forces of evil. They must slay a CR15+ enemy war leader in honourable single combat.
The Great Hunt	The knight has to find and return a specific, named, uncommon magical item to their knightly house.	The knight must retrieve a named rare magical item from the horde of a CR12 Huge or Gigantic creature.	The knight must recover a long-lost weapon of very rare quality from the depths of the earth, beneath the deep ocean or atop the highest peaks.	The knight must retrieve a legendary item from a different plane of existence and return it to their chapter house.
Our Chapter's Honour	A specific named evil character of CR2+ must be slain in honourable single combat.	The fortress or stronghold of an opposing oppositely-aligned order must be destroyed.	The knight must raise their own force of arms and scour an oppositely aligned faction from a region to make it safe for the people there.	The knight must establish their own new knightly sub-order within a large area and protect it from a great threat.
For the Heart's Desire	To win the love and loyalty of their chosen heart's desire, the Knight must conclude a dispute in the way that their heart would want of them.	The knight must enter and win a tournament of knightly skill, giving their trophies and any other winnings for their heart's desire as a token of favour.	The Knight must win the renown and favour of the heart's desire by completing a task that has never been completed before - a terrible challenge of strength, stamina, honour or intellect.	The knight must go to the realm of the dead and retrieve the soul of a lost loved one, bringing them back to the land of the living - paying whatever price is required of them.

Quests

As detailed previously, the way that a knight earns their knightly rank is through the completion of quests. In the table above is a suggestion to DMs and players of what each quest requires and at what level it should be embarked upon. A knight should select a quest from one of the four suggestions below for each rank on the table.

However, they do not have to do all of those quests of that type, and they can, for example, change from the monster-focused Holding Back the Dark for one quest to the more romantic For The Heart's Desire quest next. As you can see, the suggestions get more vague as the knight's quests continue - these quests are such epic events that DMs should feel free to be extremely creative in their integration of such quests into their campaign narratives.

Players and DM's should work together to discuss the requirements of a particular quest. The Knight player will choose when to embark upon this great event in their life, and so DM's and players should work together to craft a quest which will challenge the knight to the standards below, as well as fitting into the DM's campaign and narrative. A knight's quest should never come at the expense of a narrative but be an element of the story which is built into a wider campaign.

Honorable Duels

A knight is very much focused on their own honour and discipline, and so honourable duels and single combat is an important focus of the Chivalric Knight. For a combat to be classed as honourable single combat, the following criteria must be observed.

- Firstly, it must be the knight alone fighting against the enemy.
- Secondly, more than three quarters of the damage inflicted upon this enemy must be done by the knight's attacks - for example, when fighting an enemy with one hundred hit points, seventy-six or more hit points of damage must be done by only the knight's attacks.
- Thirdly, the enemy must be aware and understand that the combat has begun (classically with a shouted challenge) and be able to defend themselves with their full ability. Spells or effects (such as *bane*, *stun* or *charm*) which reduce any enemy's abilities or impede their means of defending themselves stop the combat from being treated as an honourable single combat. Therefore, they would not count in terms of completing a quest.

The DM is the ultimate arbiter of whether a combat is honorable or not! Bear in mind that, while a knight has to observe the formalities, his enemy does not and is free to bring all of their tricks, traps and allies to defend them. Once a quest is completed the knight is promoted to the next rank.



The Heraldry of the Knight

A knight's heraldry is their legend, and they will write their on-going tale as they complete their quests and fulfil their ideals. The heraldry of a knight is unique to their career, and it is a great crime amongst these knights to take or appropriate another knight's heraldry. That is akin to stealing another knight's valour and life story.

When a squire is knighted at the conclusion of their first quest, that knight is then given permission to create their heraldry. This will start with their shield, which can be divided in quarters or halved. There are great books of coats of arms and heraldry, and the heralds are careful to ensure that even the simplest coats of arms are unique. As they gain more fame and complete more quests, the heraldry expands to show their expanding legend.

Heraldry has the following magical effects; all of these magical effects will affect the knight's equipment, though it will have to be applied to a specific weapon, set of armour and a banner (if applicable). If these weapons, armour or banners are not equipped, the magic effect of the heraldry cannot be used. Only the College of Heraldry can change which equipment has the heraldry upon it. However, because heraldry is on all parts of a knight, if a knight stops using the weapon with their heraldry upon, they can still use the enchantment upon the armour with the heraldry on if they are still wearing it.

Heraldry cannot be applied to weapons and armour with an existing magical enchantment, and it does not count towards a character's attunement limit. In addition, any bonus to hit or damage has a maximum of +3, or an AC bonus of +3. Any further bonus beyond +3 to hit and wound or AC is ignored. However, different abilities for a particular weapon can exist at the same time - the knight should select the ability they wish to use when making an attack with the heraldic weapon.

In addition, the College of Heraldry creates enchantments which work with the knight's very soul and being to operate. Anyone else - including another knight - who wields the heraldry of this knight will not gain any benefits from the enchantments within it. It is just a beautiful weapon and well-painted armour for them.

Colour and Division

A squire's heraldry consists of two elements - up to two colours and a division upon a shield. This is awarded to a knight-errant on completion of their Squire's Quest. The player should choose the colour of their heraldry and then how it is divided upon the shield. Players can choose to have a full colour upon the shield, a half and half mix, a quartered mix or any combination of those. They can also include a grid across the shield as well. In addition to this, the knight should choose one of the following enchantments for their heraldry, at the time of promotion. This is fixed from that point onwards.

- The knight's armour gains resistance to one kind of damage, which is selected at that time.
- The knight's weapon's can add +1 to hit and damage rolls.
- The knight can add +1 AC to a set of non-magical armour.
- The knight's armour can increase the knight's Strength to 19.
- The knight's armour can increase their Constitution to 19.
- The knight's armour stabilizes the knight whenever they are dying at the start of their turn. In addition, whenever they roll a Hit Die to regain hit points, double the number of hit points it restores, up to the maximum value of the hit dice.
- The knight's armour can reduce any critical hit to a normal hit.

Scroll and Motto

The scroll beneath the shield is the second part of the heraldry. This is awarded after an Errant Quest has been completed. Knightly mottos seek to express their own beliefs or intentions. For example: *tenax et fidelis* (persevering and faithful), *intemerata fides* (faith undefiled) or *vincit qui patitur* (he conquers who endures). While these quotes are written in an archaic version of Common, Elvish is also common as a language with mottos. These might include *Lisse' e' i' cam* (sweet in the hand), *Re'na Amin caela breath amin estela* (while I have breath, I hope) or *Re'na ron elea* (while other's watch, I do). It has even been known for certain knights to write their own mottos in Dwarven runes!

One of the words within the motto is chosen to be a Word of Command. When the knight speaks this word as a bonus action, and expends an ideal point, they will gain the benefits of one of the following magical effects. This enchantment must be decided at the time the motto is inscribed by the College of Heraldry and works alongside any existing heraldic enchantments.

- The knight's weapon gains 2d6 elemental damage of fire or ice damage type for 1 minute.
- The knight's weapon gains the giant, goblinoid or dragon slayer ability for 1 minute, doing an additional 3d6 damage to that enemy type.
- The knight's weapon's deals an extra 3d10 damage of the weapon's type on a critical hit for 1 minute.

Heraldry

Knight Rank	Heraldic Device
Squire	None
Knight-Errant	Colour and Division
Knight	Scroll and Motto
Knight Marshall	Mantel and Crest
Grand Marshall	Supporters

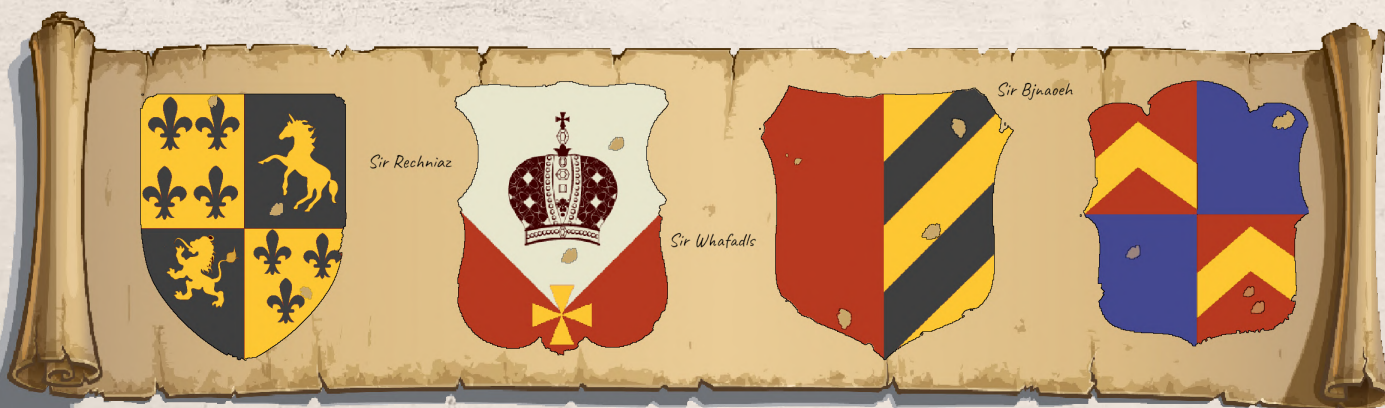
- The knight regains temporary hit points equal to the first strike they take during a combat round for 1 minute.
- The knight's armour gains spell damage resistance for 1 minute.
- The knight's armour gains a flying speed equal to the knight's walking speed. They can use the effect to fly for up to 10 mins. If they are flying when the duration expires, you descend at a rate of 30 feet per round until they land.
- The knight's armour gains a +2 bonus to AC against ranged attacks for 1 min. In addition, whenever an attacker makes a ranged attack against a target within 5 feet of them, the knight can use their reaction to become the target of the attack instead.
- The knight can summon their specific mount: they summon a spirit that assumes the form of an unusually intelligent, strong, and loyal steed, creating a long-lasting bond with it. Appearing in an unoccupied space within range, the steed takes on a form that they choose, such as a warhorse, a pony, a camel, an elk, or a Mastiff. (Your DM might allow other animals to be summoned as steeds.) The steed has the Statistics of the chosen form. Additionally, if their steed has an Intelligence of 5 or less, its Intelligence becomes 6, and it gains the ability to understand one language of their choice that they speak. This steed serves them as a mount, both in Combat and out, and the knight has an instinctive bond with it that allows them to fight as a seamless unit. While mounted on the steed, the knight can make any spell you cast that targets only them also target their steed. When the steed drops to 0 Hit Points, it disappears, leaving behind no physical form. The knight can also dismiss their steed at any time as an action, causing it to disappear. In either case, casting this spell again summons the same steed, restored to its hit point maximum. While this steed is within 1 mile of them, the knight can communicate with it telepathically. A knight can't have more than one steed bonded by this ability at a time. As an action, they can release the steed from its bond at any time, causing it to seek freedom and never return.

Mantell and Crest

The mantel and crest of a marshall's crest are signs of rank rarely seen amongst the knights. They are awarded after the completion of a knight's Marshall Quest. Such marks are powerful enchantments for an individual, marking this warrior as a powerful combatant even amongst a household of knights.

The mantel provides much of this, but the crest is the true badge of a marshall. This allows the marshall to share some of their heraldry's power, if those who are pledged to him wear this badge.

- The knight's weapon gains a +1 to attack and damage rolls. They can use a bonus action to toss this weapon into the air and speak the command word. When they do so, the weapon begins to hover, flies up to 30 feet, and attacks one creature of their choice within 5 feet of it. The weapon uses their attack roll and ability score modifier to damage rolls. A knight can expend one ideal point at the beginning of your next turn to keep the weapon flying around them, otherwise it will fall to the ground within 5 ft of you.
- The knight's weapon gains a +2 bonus to attack and damage rolls. It has the thrown property with a normal range of 20 feet and a long range of 60 feet. When the knight hits with a ranged attack using this weapon, it deals an extra damage dice or, if the target is a giant, 2 extra damage dice. Immediately after the attack, the weapon flies back to their hand.
- The knight's weapon gains a +2 bonus to Attack and Damage Rolls. In addition, they can make one Attack with it as a Bonus Action on each of your turns.
- They knight can expend two ideal points and use an action to speak through their helm's command word, which emits a thunderous blast in a 30-foot cone that is audible 600 feet away. Each creature in the cone must make a DC 15 Constitution saving throw. On a failed save, a creature takes 4d6 thunder damage and is deafened for 1 minute. On a successful save, a creature takes half as much damage and isn't deafened. Creatures and objects made of glass or crystal have disadvantage on the saving throw and take 8d6 thunder damage.
- The knight's armour becomes immune to a specific kind of damage. Choose one of the following: cold, fire, force, lightning, necrotic, psychic, radiant or thunder.
- While the knight is wearing their armour, they can use an action to speak its command word. This causes a pair of bat wings or bird wings to appear on their back for 1 hour or until they repeat the command word as an action. The wings give them a flying speed of 60 feet. When the wings disappear, the knight can't use them again for 6 hours.
- The knight's armour increases the knight's Strength to 21.
- The knight's armour increases the knight's Constitution to 21.



Anyone wearing the crest will receive one additional bonus while they continue to wear the marshal's Crest:

- Any weapon they wield is classed as a +1 magical weapon.
- Their AC increases by +2.
- They all gain proficiency in Animal Handling, and a +1 to hit rolls for mounted combat.
- They gain the 1st level ideal skill which matches the Ideal of the knight-marshal, and have a single ideal point to use it.

A Pair of Supporters

Only the boldest and most powerful knight will gain supporters within their heraldry, and these are awarded when a knight has completed their Grand Quest. These beasts, unique and special for each Grand Marshal knight, make these some of the most powerful individual combatants within the realm. Each is a bastion of chivalry and a veteran of battles and wars which would have killed the less skilled a hundred times over. The knight must choose two animals to support their shield. These can be any animal, and often knights will choose supporters which represent foes they have defeated: demons, dragons and other monsters are common.

The Grand Marshal can choose one of the following effects:

- The knight's weapon automatically maximizes weapon damage dice against the target. When they attack a creature with this weapon and roll a 20 on the attack roll, that target takes an extra 4d6 slashing damage. If this extra damage roll exceeds 21, they lop off one of the target's limbs, with the effect of such loss determined by the DM. If the creature has no limb to sever, they lop off a portion of its body instead.
 - The Knight's weapon gains a +2 bonus to attack and damage rolls. While the sword is on their person, you also gain a +1 bonus to saving throws. If the sword is on their person, you can call on its luck by expending two ideal points to re-roll one attack roll, ability check, or saving throw. They must use the second roll. In addition, they can use an action and expend five ideal points to cast the *wish* spell from it.
 - The knight's armour has advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against them.
 - The knight weapon gains a +2 bonus to attack and damage rolls. In addition, the weapon ignores resistance to slashing damage. When they attack a creature that has at least one head with this weapon and roll a 20 on the attack roll, they cut off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the DM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 6d8 slashing damage from the hit.
 - The knight's armour increases a knight's Strength characteristic of 25.
- Instant Chapter House: Using a command word and by expending four ideal points, the knight can summon a fortress that remains until they use an action to speak the command word that dismisses it, which works only if the fortress is empty of player characters or enemies. The fortress is a square tower, 20 feet on each side and 30 feet high, with arrow slits on all sides and a battlement atop it. Its interior is divided into two floors with a ladder running along one wall to connect them. The ladder ends at a trapdoor leading to the roof. On the roof is a mangonel which can traverse 360 degrees to fire in any direction and two ballistas which can traverse to cover the left or right side of the chapter house respectively. When activated, the tower has a small door on the side facing the knight. The door opens only at the knight's command, which they can speak as a bonus action. It is immune to the *knock* spell and similar magic, such as that of a chime of opening. Each creature in the area where the fortress appears must make a DC 15 Dexterity saving throw, taking 10d10 bludgeoning damage on a failed save, or half as much damage on a successful one. In either case, the creature is pushed to an unoccupied space outside but next to the fortress. Objects in the area that aren't being worn or carried take this damage and are pushed automatically. The tower is made of adamantine, and its magic prevents it from being tipped over. The roof, the door, and the walls each have 150 hit points, immunity to damage from non-magical weapons excluding siege weapons, and resistance to all other damage. Only a *wish* spell can repair the fortress (this use of the spell counts as replicating a spell of 8th level or lower). Each casting of *wish* causes the roof, the door or one wall to regain 75 hit points. This action also summons d8+4 (rather surprised) squires from the Knight's chapter to man the fortress until it is dismissed. They will be armed and equipped as per the knight's chapter's squire NPC stat block or the generic stat block available at the back of this book. When the fortress is unsummoned, any surviving squires are sent back to their chapter as part of this spell.
 - The Knight's armour allows the knight to travel through the planes of existence with ease. While wearing this armour, the knight can use an action and expend three ideal points to name a location that they are familiar with on another plane of existence. Then make a DC 12 Intelligence check. On a successful check, they open a rift to the other plane. On a failure, the knight and each creature and object within 15 feet of them travel to a random destination. Roll a d100. On a 1-60, they travel to a random location on the plane they named. On a 61-100, they travel to a randomly determined plane of existence.
 - The Knight's armour gains a +2 bonus to AC, and they can understand and speak Abyssal. In addition, the armor's clawed gauntlets turn unarmed strikes with their hands into magic weapons that deal slashing damage, with a +2 bonus to attack rolls and damage rolls and a damage die of 1d8. The knight additionally has advantage in communicating with fiend or demon type foes.





- The knight's armour increases their constitution of 25.
- The knight can expend three ideal points and use an action to summon a celestial ally from beyond the Material Plane. The knight can take an Intelligence check against the following DC to summon a deva (DC12), a planatar is (DC16) and a solar (DC21). If the Intelligence check is failed, nothing is summoned. These creatures are classed as friendly allies and will have the stats as per the *Monster Manual*. They will remain summoned for 2 hours.
- The Knight can expend an ideal point and use an action to summon allies from their knightly household. This Knight will have the characteristics of a knight marshal, based on either the specific house that the knight belongs to or the generic Knight Marshall Stat bloc at the back of this book. The knight can spend an additional ideal point to summon six squires from the same order and two more ideal points to summon three knights. These allies will remain until dismissed. The Marshall can only summon half as many knight-marshalls, knights and squires as their Order has, and should consider the effect this might have upon their order in the wider world.
- The knight can expend four ideal points and speak a word of death through their helm. Any creature in a 10 ft. cube around the knight which has a Challenge Rating of 5 or less dies immediately. Every other creature else in this area takes 4d12 psychic damage.

Optional Rules for Heraldry

The abilities which are granted by heraldry are part of what makes a Chivalric Knight character progress in game. The abilities which it grants will make the knight a powerful individual and group combatant, especially at higher levels.

As a set of additional rules, a DM can apply a set of behaviours for the knight so they can gain access to their heraldry powers. After all, these powers are granted to knights who follow the code of chivalry - if a knight is not doing so, are they truly a knight?

If it agreed by the player and DM, the heraldry effects can be made reliant upon the knight character's observation of the rules of the chivalry. If a Knight of Hope, for example, chooses to ignore the suffering people around them, they could lose part or all of their heraldic powers. If a Knight of Courage chooses to flee from a fight, this could have the same effect.

In this way, a knight has a stronger in-game incentive to act in a chivalric way, in addition to just wanting to play in character!



Knightly Equipment

Knightly Chapter houses are the homes of many skilled artisans. For every knight that lives within the Chapter, there are a hundred serfs, footsoldiers and other servants who work to make their lives workable. Even as soldiers of chivalry, these knights still need armours, swordsmiths, and farmers to keep them alive and fighting.

These servants will join the Chapter for as many reasons as their servants. Some merely sought a job, while others are waifs and strays adopted by knights while on campaign. Many are as idealistic as their knights, believing in Chivalry as much as their lords do. The older servants, battered veterans of wars and sieges, have a pragmatic mix of long-rewarded loyalty and belief in chivalry. This loyalty is returned by their masters, and multiple generations of families have served many knight houses through the centuries.

Because of this, the artisans of a chapter are some of the most skilled creators in the area, possibly the whole region. Dwarves have been known to work with Knightly houses and provide the highest level of equipment, weapons and armour for the knights. Elvish smiths, attracted to an institution which might last their entire lives, have also made their homes within Knightly orders. Needless to say, a knight or Knight Marshall can expect to be equipped with the highest quality equipment.

In this section you will find specific equipment which is available at Knightly Chapter Houses. Those outside of the order may have to prove their good intentions or character before the armoury of a chapter is shared with them - and the knights will extract a high price for such excellent equipment.

Knightly Weapons

The details of specific knightly weapons can be found in the table below. Weapons with the word 'knightly' in their description class as being magical in terms of doing damage to enemies. These weapons can also be subject to the effects of knightly heraldry.

Martial Knightly Weapons

Name	Cost	Damage	Weight	Properties
Knightly Long Spear	250gp	1d8 slashing	5lb	Reach
Knightly Sword	350gp	1d8 slashing	5lb	Versatile (1d10)
Knightly Estoc	300gp	1d8 piercing	3lb	Finesse
Knightly Cavalry Sword	350gp	d10 slashing	3lb	Two-Handed
Knightly Mace	350gp	1d8 bludgeoning	2lb	Versatile (1d10)
Knightly Great Mace	525gp	1d12 bludgeoning	10lb	Heavy, Two-handed
Knightly Great Hammer	525gp	1d12 bludgeoning	2lb	Heavy, Two-handed
Knightly Dagger	175gp	1d6 piercing	2lb	Ignores piercing resistance

Name	Cost	Damage	Weight	Properties
Knightly Lance	75gp	1d12 piercing	8lb	Reach, +1 to hit while mounted.
Knightly Pollaxe	125gp	1d10 piercing/bludgeoning	2lb	Two handed, reach, damage type chosen on hit

Knightly Armour

Knightly armour is constructed to a higher standard of both armour and ornamentation. Unlike many other armourers, a lot of focus is laid upon the construction of beautiful detailing upon the steel, and even the simplest armour may be inlaid with gold, jewels and intricate acid etching.

Such knightly armour can impress any of those around them with the knights personality and goals. Anyone who dons armour with the word 'Knightly' in the name gains an additional +1 to their Charisma. Additional to this bonus, chivalric Knight characters get to roll charisma checks for persuasion or intimidation with advantage. However, charisma checks for deception will be rolled at disadvantage while wearing this armour.

Medium Armour

Name	Cost	Armour Class (AC)	Strength	Stealth	Weight
Knightly Breastplate	500gp	14 + Dex modifier (max 2)	-	-	25lb
Knightly Half-Plate	900gp	15 + Dex modifier (max 2)	-	disadvantage	50lb

Heavy Armour

Name	Cost	Armour Class (AC)	Strength	Stealth	Weight
Knightly Ring Maille	75gp	14	-	disadvantage	45lb
Knightly Chainmail	150gp	16	13	disadvantage	60lb
Knightly Splint	500gp	17	15	disadvantage	65lb
Knightly Plate	1800gp	18	16	disadvantage	70lb

Shields

Name	Cost	Armour Class (AC)	Strength	Stealth	Weight
Knightly Shield	50gp	+3	15	-	8lb



Knightly Banners

Knights are inspiring figures, and many look to them for leadership and for strength in times of trial. Knights can carry banners upon their lances, spears or upon their mounts with flagpoles. These banners often carry their heraldry and can help those around them rally or fight harder around them.

Though simple battle flags are often carried by squires and the heralds of the knights, especially when marching to war, the true power of the knights is in their magical banners. With the powers of these, a knight can empower their entire household. While the knight might give up some of the fighting prowess to do so, entire battles can be won by the unfurling of a banner at the right moment, and inspiring those to fight to the very death.

Each banner is individually created by the Herald, based upon a knight's heraldry, and can only be used by a Knight Character. Banners can only be mounted upon the following weapons: A Spear, A Long Spear, a Pike or a Lance. It can also be mounted on a saddle banner pole on a mount. To unfurl a banner is an action, and the effects of the banner work for one min. It takes an action to furl the banner again, and it can only be used once a day. When fighting with a weapon that has an unfurled banner upon it, any attack roll with that weapon will be at disadvantage. A knight can hold a banner and fight with a weapon which does not have the double-handed, reach, or heavy, but if the knight moves, the effect of the banner ends immediately. They also cannot hold a shield if they are choosing to fight with a one-handed weapon.

Knightly Banners

Name	Cost	Weight	Range	Properties
Banner of Hope	1000gp	25lb	20ft	When any allied creatures within range make an attack roll or a saving throw, the target can roll a d4 and add the number rolled to the attack roll or saving throw.
Banner of Mercy	1200gp	25lb	20ft	Choose any number of creatures within range. For the duration, each target has advantage on Wisdom saving throws and death saving throws, and regains the maximum number of hit points possible from any healing.
Banner of Justice	1500gp	25lb	20ft	For the duration, any willing ally has resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.
Banner of Nobility	2000gp	25lb	30ft	For the duration, any enemy attacking an allied creature with a missile weapon must roll at their attack at disadvantage.
Banner of Courage	2500gp	25lb	15ft	Any creature hostile to you that moves to a space in range of the banner for the first time on a turn must succeed on a Constitution saving throw. The creature takes 4d10 radiant damage on a failed save, or half as much damage on a successful one.
Banner of Chivalry Incarnate	6000gp	25lb	20ft	Combine the effects of two banners together.



Dungeon Master's Guidance

Integrating a knight into a Dungeons and Dragons campaign comes with a wealth of opportunities to tell amazing stories involving the Chivalric Ideals. Bringing a knight character to a table will allow the group to have an immovable, moral core which will observe their code or risk falling away from all that they hold.

The first DM's advice is that you don't need to let your knight dominate your storylines. A knight does not always have to be on a quest. A knight is always looking for a quest but does not need to be perpetually completing their quests - though players may one to try and complete them in as little time as possible. This means that the DM has space and time to develop other stories for their group, outside of the Knight's Quests.

On the other hand, embarking upon a quest can be a great motivation for the group. If they need to a good motive to embark upon a particular track or storyline, you can declare that this is a knight's quest and, so, the Knight player will drive the group along that path. It does not have to be solely for the knight, either. Building reasons for all the characters to go adventuring is key if you chose to do this. After all, you don't want your entire story to be based upon the knight alone, as this would be pretty dull for the rest of the players. So, if the Knight is upon their errant quest, allow the task to have a reason to be done by the rest of the group.

Quests for a knight should not just be a test of their skills in combat. Because the Knights have a specific code of behaviour, it can be challenged on several different levels. While embarked upon a quest, challenge your knight's nobility, courage, mercy, hope and justice. Have situations where they must choose between the easy path and their code. After all, Chivalry is there to be tested, and that is what makes a knight - their decisions to honour their code. It should not be easy, which will make the challenges all the more enjoyable!

In the end, enjoy having a knight player in your group. Their inviolate code will help them be a challenge and a leader to other players, as well as bringing the old-fashioned goodness of a chivalric Knight to your campaign world.

When developing a squire character, DM and players should consider the following question; why is the squire out there, travelling (presumably) on their own? A squire will have already received a measure of training, standing in support of an experienced knight. So what has taken them away from that mentor and sent them alone onto the road? Players can decide or roll on the below to generate such a reason.

Squire Adventuring Hook

D6 Adventuring Hook

During a recent battle, the squire's knight was slain.

- 1 The squire has departed from their Order to seek revenge upon the creature that slew their master.

After failing in a test of skill, the Squire departed from their master's side. Taking to the road, they vowed to prove their worth to their mentor.

- 2
- 3 The Squire is beginning to reach the age where they should be knighted. As such, their knight has sent them out on the road to gain experience in preparation for eventual knighthood.

- 4 After transgressing their Order's rules or commandments, the Squire has been exiled. They must prove their are worthy of the code of Chivalry before they can rejoin their Order

- 5 The Squire is the last survivor of their entire Order, and is seeking to find other KNights or allies to help them rebuild their venerable chapter.

- 6 The Squire, already upon their Squire Quest, is seeking allies to assist them on this dangerous matter.







The Order of the Bannerhorn

*With a dedication to the cause steadfast,
renewed faith in the Quest for Hope Eternal,
I swear upon my life and soul:*

*To carry out my duty to protect the innocent,
To stand against those who abuse their power,
To give my life if needs be to right injustice.
I will stand against all oppression!
I will stand against all tyranny!
I will stand against all injustice!*

*To arms, to arms! Until the last martyr sounds the Great
Horn and rights the wrongs of the Realms!*

**Dedication and Oath to the Cause, spoken by a
Knight-Errant on admittance into the Order of the
Bannerhorn**

The oppressed and downtrodden, the weak and sick, the innocent and wrongly accused all have an ally with the Order of the Bannerhorn. For almost eight centuries, the Thrice Golden Horn sigil of the Bannerhorn has been a symbol of hope, healing and compassion. These selfless warriors travel across Faerun, willing to sacrifice themselves for others by waging war upon evil, overthrowing tyranny and aiding those in need from their fortress-monastery of Harmony. Though well versed in courtly etiquette and intrigues, the members of the Bannerhorn spend more time with the outcast than the debutante or the forgotten than the famous.

In the eyes of the order, everyone is equal. To become a member is to subjugate oneself to the rigors of service. An initiate's past is nothing as important as their future; thus, the order's members come from numerous cultures and walks of life. They are taught to become selfless, courageous, forthcoming, honest and loyal to a cause that many struggle in comprehending: to put those marginalized by society as the principal individuals worthy of the greatest of all sacrifices. Every member of the order renounces their worldly possessions, giving any stipend they incur to help with the betterment of the ordinary people. In turn, the order provides everything that the member will need. Excess income supports the networks of orphanages, temples, convalescence homes, hospices and hospitals that the Order funds throughout Faerun. Few of these organizations have the order's name attached to them, and the order often secretly supports many.



Of the hundreds of applicants who attempt to join the Bannerhorn's ranks every year, only a handful will prove they are worthy of wearing the tri-horn badge and red cloak. Those who seek a military career are placed upon the Squire's Quest. Those seeking to serve are apprenticed with the healers and diplomats of the order's support branch, the Staves of Hope.

Regardless of their path, all must face the final test in the fortress-monastery Harmony. Here, in the Hall of Truth, each recruit must take their place upon the Seat Humility. This ancient artifact reveals the suffering of the world to its occupant. Only those without compassion leave that seat unmoved. Utter despair overcomes many, who are in turn attended to by the order until they come to terms with the visions they have received. Others are so humbled by what they see they take on the Wandering Helper's mantle, giving themselves to travelling the lands of Faerun, aiding those in need.

Then there are those few whose resolve is strengthened by the trials of this throne. Usually squires who have completed their quest, these individuals are raised to the knight-errant's rank, donning the red cloak of the Bannerhorn. They will spend their lives as a steadfast champion of those in need. Many a knight-errant will take upon the Ideals of Justice, Mercy, and Hope, for those are the three Ideals that personify the Order of the Bannerhorn. On rare occasions, a Knight-Errant will follow the Ideals of Courage and Nobility. Many of those will go on to become aides and advisors of the rulers of the Realms.

Though the red cloaks, gleaming armor and massive destriers are the familiar face of the order, a far greater number of supporting members work within the plethora of caring institutions that the order toils to maintain. These Staves Of Hope have taken a vow to serve the order in the menial day-to-day tasks of attending the sick and the destitute, fighting oppression and evil one life at a time with a helpful gesture, a healing word, or a gentle smile. Every Bannerhorn oath-bound knight will defer to the Staves, for it is these support personnel that genuinely do the lion's share of the order's work.

On rare occasions, a questing knight of the order will be blessed with a vision of the Thrice Blessed Horn of Eternal Hope, Erttida. To find this mythical artifact is considered the order's greatest quest. Those blessed with the Horn's vision fly the Crimson Pinions of the Solemn, and dedicate their lives to scouring the Realms in search of the Thrice Blessed Horn that, when sounded, will "reduce the suffering, pain and despair of the world." Most Bannerhorn knights will take the Crimson Banner for their Final Quest, ending their days seeking the Horn that will heal the world.

Among the people of the Realms, the red cloaks and the Golden Tri-horn sigil have become synonymous with martially trained, armour-plated hopefulness.

The Cause

Never shall we rest while injustice exists within the Realms!
One of many Shield Oaths of the Order of the Bannerhorn

The knights of the Bannerhorn are usually dedicated to the Ideals of Justice, Hope or Mercy. It is well known that the order's cause is one steeped in these three Ideals, having an influence on how every knight conducts themselves.

When a knight of the Bannerhorn enters a new settlement, the first thing they do is assess the inhabitants' current situation by inquiring if there are any grievances present from injustice or inequality. If the knight receives such information, they will attempt to find a peaceful resolution by confronting the source of the injury, involving the local authorities or donning the arbitrator's role. All grievances are approached with as much respect as possible for all parties involved as the knight ensures appropriate reconciliation.

If a judicial champion is needed, the knight will step forward for those they believe are wrongly accused. In many cases, the presence of a Bannerhorn Knight alone will be enough for most to seek dialogue instead of confrontation.

If either side appears to be belligerent, standoffish, or hostile, the knight will encourage the local authorities to intervene unless they are part of the problem. If needs be, the knight will take the grievance further up the hierarchy until they have found someone who is just or has discovered that the system is corrupt. Then the knight will step in on behalf of the wronged parties to attempt to make right the grievance, be it by communication or action. If a temple of Bahamut, Ilmater, Siamorphe, Torm or Tyr is nearby, the knight will partition the local priest's aid by corroborating the stories told and seeking clerical assistance. The most important aspect of this procedure is for the knight to set right the wrongs in an unbiased manner so that all parties feel that justice has been served. The knight will always attempt dialogue and negotiation before resorting to a more martial action.

While investigating the proposed injustices, if anything nefarious, infernal, demonic or steeped in the evil of the deities Bane, Cyric, Mask or Shar arises, then the knight will immediately contact the order. This response is a call to arms, so the evil can be purged before it spreads further.





History

*I will lay down my life,
For justice,
For service,
For equality,
Until the Thrice Blessed Horn sounds, and the world is
made right!*

The Promise of the Order of the Bannerhorn

On a cold spring day in the year of the Triton's Horn, 697 DR, King Davyd of Delimbiyran sent out a call to arms to help end the sudden violence that threatened his kingdom's stability. Sharran fanatics intent on making their high priestess a lich had slain the senior clergy of that church. This had thrown the cult into a bloody civil war that was escalating as fear and misinformation spread throughout the realm. So it was that two dozen and their retainers swore an oath to King Davyd to help end the hostilities. Acting as Voice for the small company was the much loved and respected knight-marshalls Sir Kalavan of the Banner and his partner Sir Derast of the Horn, known collectively as the Knights Inseparable. This noble couple, dedicated to the Ideals of Mercy and Hope respectfully, were heartily welcomed by good King Davyd and his royal advisors.

Three months into the campaign, the company had quickly become a thorn in the rebel Sharran cult's side. The rogue conclaves dedicated to the high priestess had suffered numerous defeats and now feared the red cloaks and pinions of the Company of the Banner and the Horn. Where there had been lies and betrayal, now stood a Knight of Hope or Mercy and their retinue to help the beleaguered inhabitants rebuild.

Growing ever desperate as their members were discovered or removed, a fanatic of the high priestess turned martyr successfully assassinated the heirless King Davyd.

This act threw Delimbiyran into a chaotic state of warring feudal lords intent upon the throne. As the civil war raged, the Knights of the Horn and Banner continued to hunt those dedicated to the high priestess.

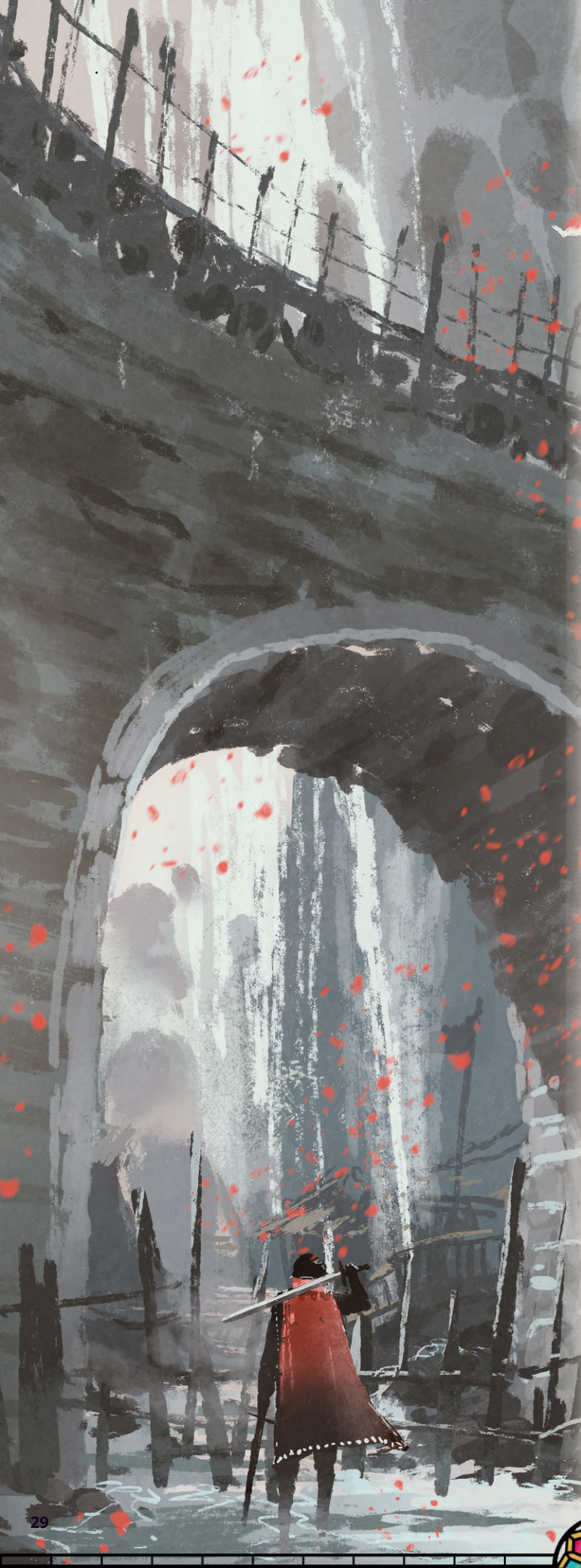
The task soon became ever more difficult as the barons changed their allegiances and values to best suit their ambitions. Within a year, the Knights of the Banner and Horn numbered but three knights-errant, five knights, a knight-marshall and a score of squires and retainers. Deception and warfare had claimed the rest, including the inseparable Sir Kalavan and Sir Derast. They were not to be parted in life or in death.

The devastated kingdom's hardships became exasperated in the Year of the Voracious Mole, 698 DR. Raiders from the High Forest invaded the fractured territory, and the numerous fiefdoms sent out a call for aid. Heeding this call, knight-marshall Sir Andarasia the Loyal, the Voice of the depleted Company of the Banner and the Horn, swore allegiance to the Duke of Calandor. This was the only lord of the fractured realm that still held to the ideals of peace and justice. This allegiance would form the foundation of what would become the Order of the Bannerhorn.

By the autumn of Year of the Clutching Death, 702 DR, the order numbered some sixty knights and retainers from across the Sword Coast, acting as a valuable force to thwart the invaders. Eventually, they helped to restore a semblance of peace to the Duchy of Calandor and its nearby allies. The order continued its vigilance against evil, and as their ranks swelled, Sir Andarasia and her advisors created the Oath and Dedication. They also created the strict adherents every knight and retainer of the order would live by: "those in need before thyself, justice above all else, an end to tyranny and corruption."

When the Duke of Calandor united the remaining duchies of lost Delimbiyran, the order was at his side. In this time of upheaval, the knights had gained a reputation for being "honest, respectable, pure of heart and willing to sacrifice themselves for the good of all." For the next twenty years, the order would see growth and prosperity as it became increasingly involved in aiding the common folk in rebuilding. Little did they know that they would soon find their ultimate purpose.





The First Vision of the Horn

In their pursuit of justice, many of the order followed quests that led them far afield of the hospitals and hospices they funded along the Sword Coast. So it was that in 726 DR, the Year of the Dowager Lady, the Order was able to answer a call to arms in Impiltur. Sir Sarshel Elethlim, a paladin of the Triad, had raised his banner against the army of demons and fiends known as the Scaled Horde. The Paladin General resolved to overthrow the newly crowned half-fiend king of Impiltur, Agrosh "The Scaled" Tarrik. Acting as the Voice for Order were the twin knights Talel and Noyel Carasim. These brave sisters had risen within the ranks together and saw the call to arms as an appropriate chance to complete their Marshall Quest. The order placed fifty knights and squires with one hundred of the newly founded Staves of Hope under their command. When the assembled might of the Triad Crusade entered the lands of Impiltur in 729 DR, the Year of the Twisted Horn, the host of the twins found itself in the Paladin General's vanguard.

The war against the Scaled Horde raged for three years until 731 DR, the Year of Visions. Sarashel "The True" Elethlim entered the Citadel of Conjurers and shattered the Crown of Narfell, defeating the balor Ndulu and the demon horde. At the brave paladin's side were the sisters Carasim. During the final battle, as Elethlim fought the balor and the twins fought its lieutenants, the Triad granted the sisters a vision quest. They saw that they must retrieve the Thrice-Blessed Horn of Hope Eternal, Erttida. After the battle, the twins assembled their host and charged their knights "to find the Horn of Hope Eternal, Erttida, for when it is sounded the wrongs of our world shall be made right."

A Base of Operations

In 732 DR, the Year of the Proud Father, on behalf of the order, the twins approached the newly crowned Paladin-King Sarashel of Impiltur with their vision. Though Sarashel offered them a position in his newly formed court, the pair wished to follow the quest the Triad had bestowed upon them. The Paladin-King, thankful for their aid, granted them land near the city of Lyrabar to build a chapter house upon.

In the Year of the Missing Sword, 759 DR, the fortress-monastery Harmony was completed. The Order opened their doors to those "who place others' needs before their own, right the wrongs of deceivers and aid those pushed aside." Harmony became a place of healing, learning and protection to those in need.

The Seat Humility

In the Year of the Empty Throne, 850 DR, the knight-errant Sir Grenvor Hornclan had just joined the order when he decided upon his Errant Quest. Choosing the Ideal of Courage, the young dwarf swore to ride into the Earthspurs to see what may come of his journey. Deemed an appropriate quest by the order's Voice, the young dwarf gathered a retinue of four staves to aid him on his quest. Among the staves was a half-orc named Kurdos the Healer, a devotee of the Triad.



Sir Grevnor and his retinue set out in the early summer, the road leading them into the lands which had been Grevnor's and Kurdos' home for much of their young lives. As the group wove through the jagged peaks in the warm sun, they were set upon by a large pack of nashrou. The fighting was intense and bloody, and soon Grevnor and Kurdos were all that remained of the party. Having scattered the remaining nashrou, the two realized they needed to find shelter before the pack returned. Noticing a small crevice in the mountainside, Kurdos led the wounded Grevnor into the tiny cave where the half-orc stave could heal the dwarf's numerous wounds.

As night fell, an entrance ringed in gleaming runes appeared at the back of the compact cave. Healed and emboldened with his quest calling to him, the dwarf led the half-orc through the low archway. Both felt the workings of magic as they were flung from the portal to a new place. As they gained their bearings, they found themselves face to face with the remaining nashrou. Immediately Grevnor and Kurdos sprang to action. In a hard-pressed battle that saw the stalwart dwarf grievously wounded, the pair were victorious.

Exhausted and with his healing powers spent, Kurdos searched his surroundings while the brave dwarf rested. They were in a small temple desecrated by the filth of the demons, the walls of the sanctuary covered in ornate frescos. The murals depicted the Thrice Blessed Horn, showing its creation by dwarven artificers for Ilmater. They also showed its theft by the followers of Loviatar, who hid it away in the Castle of a Thousand Rooms. Amazed, the half-orc healer turned his gaze once more to the shattered and decaying room. In its center, upon a dais that was devoid of dirt or filth, stood a simple wooden chair that seemed incongruous with the surroundings.

Realizing they had stumbled upon a sacred place, Kurdos awoke the wounded Grevnor so he too could see where they were. In examining the depictions, the dying knight-errant asked Kurdos to prop him up so he could marvel at the frescos. Moved, the dwarf uttered a prayer to the Triad in thanks. As the words left his lips, a field mouse crawled out from the refuse and stood before them. In a small voice, it spoke to the two, telling them the import of the Seat Humility and how it would eventually choose the one who would sound the Horn of Hope Eternal.

The mouse then scurried away. Its path led to a doorway that opened to the outside world. Knowing Ilmater had visited them, the dying Sir Grevnor charged Kurdos to return the chair to Harmony.

Kurdos did as charged. Once he had explained his adventures and the significance of the Seat Humility to the conductor's of the order, he gathered a party of knight-errant and staves together to retrieve Grevnor's body. When they reached the temple, they found the sanctuary empty, Grevnor's body gone. Disheartened, Kurdos and his party gave themselves over to cleaning the temple and dedicating it to the Bannerhorn Order as the Temple of the Seat of the Horn. Upon the dedication, the glowing image of Sir Grevnor appeared. He explained that after Kurdos had left, Ilmater asked him if he would be this temple's guardian.

Awed, Grevnor accepted, and on hearing his friend's tale, Kurdos swore to stand by the dwarf as the temple's custodian. Thus, the Order found the Seat Humility and rediscovered the Temple of the Seat of the Horn.

Torm's Order of the Horn

Unlike paladins, knights usually hold true to their ideals instead of a deity, but with the god Torm's physical manifestation in the city of Tantras in the Year of Shadows, 1358 DR, many of the knights of the Bannerhorn that followed the Ideals of Justice associated themselves with the Temple of Torm's Coming. Legend says these knights of the order were among the few that questioned Torm's heretical high priest, and if stories are correct, it was members of the Staves that helped the deity bring that high priest to justice. As a reward, the god showed the Voice of the Tantras Banner, the knight-marshal Sir Kasadar, the location of the Castle of a Thousand Rooms.



This structure held the Thrice Blessed Horn of Hope Eternal deep within a vast forest on the edge of a beautiful lake.

During the battle that claimed Torm and Bane's lives and destroyed part of Tantras, the Order of the Bannerhorn was paramount in aiding those displaced by the calamity. Though few of the population remained, the order patrolled the outlying regions for bands of looters and desperate folks. This sometimes brought them into conflict with the Trueblades, crusading paladins dedicated to Torm. The Trueblades looked to bring the roving bands to brutal justice, whereas the Bannerhorn wished to also show them hope and mercy as well.

Trouble arose within the order as those knights who worshipped Torm placed the dead god's doctrines before the ideals of their knightly vows. Many believed that by giving their faith and prayers to the deity, he would return to Faerun. Under the leadership of Sir Erras the Just, a large party of Bannerhorn Knights quit their order and attached themselves to the Temple of Torm's Coming in Tantras to seek to revive Torm.

When this blessed event occurred, Tyr raising Torm to the status of a lesser deity, Tantras' company claimed continued patronage to Torm the True. This group gave up their knighthood to become Paladins of the Just God.

They became known as Torm's Order of the Horn. Though no longer considered the Bannerhorn, the company's knights dedicated to the Ideal of Justice continued their quest of the Thrice Blessed Horn. Torm's Order of the Horn is recognizable by the white gauntlet of Torm superimposed above the tri-horn sigil of the Bannerhorn.

The Spellplague

In the Year of the Blue Fire, 1385 DR, the Spellplague rolled its destructive force across the face of Faerun. The calamity sent many refugees to the order's hospices, and from those individuals, the number of initiates increased. As the order's numbers swelled, the Horn's vision became ever more prevalent among the knights of the order. Within a year of the Spellplague's appearance, at least a quarter of the Bannerhorn knights had taken the Crimson Banners of the Horn Quest. Many believed the Horn would soon sound and mend the wrongs of the world.

As the effects of the Spellplague faded and Faerun slowly returned to a semblance of normalcy, the Horn had still not been found. During this time, more information regarding the Horn's whereabouts was discovered. The Castle of a Thousand Rooms rested within the Forest

Impenetrable near the Lake of Mirrors' shores. Still, where those places were still eluded the order. Many of those upon the Crimson Quest began to despair with the inability to find the Thrice Blessed Horn. Rumors spread that knights were laying their Crimson Banners aside and forgoing the most sacred of the order's quests.

The Sword Coast Company and the Lost Banners

As the fourteenth century approached, the Voices of the Sword Coast, knight-marshal Sir Mordrair the Resourceful, and knight-marshal Sir Morgraine the Driven approached the order's Conductor Nilremic the Gray. The Company of the Sword Coast believed it was time to forgo the Horn Quest and direct the order's dwindling resources towards maintaining the institutions that the order had always stood behind. Nilremic debated with the pair, but their mind was set, and so the order fractured.

In the Year of the Fallen Friends, 1399 DR, the Sword Coast Company gave up the Horn Quest and began to manage their own resources, ensuring the wealth was evenly distributed among the causes the Voices deemed worthy. A new chapter house was built near Daggerford, and the Sword Coast Company removed the tri-horn sigil. They replaced it with three gold swords intertwined.

Many banners followed the lead of the Sword Coast Company, and the next century saw the various splinter groups of the order following their own courses. Still, the Staves were instrumental in keeping the people as the priority, ensuring each of the Lost Banners had the Cause as their core belief, for many no longer believed in the Horn Quest. Though this was a hard time for many in the order, as always, they persevered and carried on.

The Banner of Thirteen

Sometime after the Spellplague subsided, rumors began to spread that the god Tyr had been slain by demons. Among the order were several knights who saw Tyr as their patron deity, and so, on a cold autumn day, in the Year of the Silent Thunder, 1432 DR, thirteen knights and their staves decided to find out what had happened to the Maimed God. Led by the stalwart knight-commander Sir Zarak Ashal, the band left the Halls of Justice in Waterdeep carrying Tyr's banner, their blue pinions snapping in the breeze.

They were never to be seen again. Legend has it



that barbarians killed them in the north; some say they drowned at sea, and yet others speak of more nefarious endings. Whatever their fate, less than a decade later, a band of thirteen knights carrying Tyr's banner and wearing red cloaks was spotted among the battles of the Cormyr – Sembia wars, though no one can say who they were or whence they came.

In 1447 DR, the Year of the Fallen Tower, a similar band was seen defending merchants along the Trader's Road. Numerous now are the stories of thirteen red-cloaked knights flying Tyr's banner coming to the aid of those in need of assistance. They are said to appear from nowhere and leave the same way. Whether bards' tales or truth, no one can say, but many within the Sword Coast Company believe that these knights are Tyr's lost banner.

The Present

Now is the time for action! Rise knights of the Thrice Blessed Horn and perform your oath sworn duty!

Knight-commander Sir Amiar of the Chair, Voice of the Bannerhorn Knights, during the battle of Lendon's Dike, 1479 DR

Since the Year of the Rune Lords Triumphant, 1487 DR, the order and all its splinter Banners have been busy helping the poor and thwarting evil. Be it in the forms of dragon queens, heists or cities descending into hell, the knights and staves of the order have had their hands full. The Order and its Lost Banners actively support numerous temples and hospices as they attempt to help those in need, Be it in the North, Impiltur, the Vast, Vesperin, the Sword Coast, Turmish, the Lands of Intrigue, the Old Empires, the Borderlands, or the city of Ormpur.

The fortress-monastery Harmony is considered the formal chapter house of the Order of the Bannerhorn and is the base of operations for the Staves of Hope. The splintered Lost Banner of the order still operates throughout the Realms, although they no longer swear fealty to the Conductors of the fortress-monastery Harmony. The courtesy expected by the laws of chivalry means the various bands are still civil with one another, but all show the respect due to the Staves of Hope.

Torm's Order of the Horn uses the Temple of Torm's Coming in Tantras as their seat, and the city has a hospital that is maintained by the Staves of Hope. This splinter group spends much of its time fighting the invading hordes that trouble Vesperin and the Vast. Many of Torm's Bannerhorns take the Horn Quest and have been known to ally with the order when the situation merits.

The Sword Coast Company still calls the castle Assured near Daggerford their base of operations. This splinter group holds to the Cause, helping those in need, and maintaining the numerous hospitals and hospices that they have served since the order's early days. Though many within the Sword Coast Company have forgone the Horn Quest, there are rumors that the Horn's Vision has been granted to a few members who have taken up the old Crimson Pinion and the Horn Quest. Rumors of the Banner of Thirteen still circulate, and if one listens carefully, it seems the frequency with which they have been seen is increasing.

Though splintered now, the Bannerhorn still remains as strong and as true as any time in its 800 year history - a place of refuge for the weary and a protecting shield for those who need it. Beloved upon the roads, the Bannerhorn still maintains the love of the people of Faerun.



Quests of the Order

The epitome of knighthood is to uphold the laws of chivalry, and nothing challenges those laws more for a knight than the quest. To refuse a quest is to refuse one's very knighthood!

Conductor Nilremic the Gray when debating with the Voice of the Sword Coast Company

Questing is how a knight tests their conviction to the laws of chivalry and the cause of their order. The quest is the furnace that tempers the knight's resolve and makes them the pillar of morality they are. This and the laws are also what roots the knight to their Ideal. Without the quest, the Chivalric Knight would be nothing.

Each order of knighthood has its own quests that hold true to that order. For the Bannerhorns, the Martyr's Quest and the Quest for the Thrice Blessed Horn are those unique tasks.

The Martyr's Quest

Any rank of knight that has betrayed the order, or broken their oath, has a chance to redeem themselves with the Martyr's Quest. To find atonement, the dishonored member must find an ordeal to place their lives on the line for someone else. If the fallen knight's chosen path of redemption is worthy, they will be able to complete the quest and restore their honor. Otherwise, their sacrifice is their redemption.

The Quest for the Thrice Blessed Horn, aka the Horn Quest

Ever since the vision that was bestowed upon the Knightly Twins, the Thrice Blessed Horn of Hope Eternal, Erttida, has been the central goal of the order of the Bannerhorn. To sound the Horn is to end the suffering of the world. As every member of the order has felt the weight of that suffering, they strive to attain this goal.

Since the Spellplague, many of the Order have lost hope in ever finding the Horn. There are even those among the Sword Coast Company who believe the Horn is a myth. However, there are still those who have the Horn Vision and are inspired to take the Crimson Banner and search the lands for their goal. As many of those upon the Horn Quest remind their comrades, Ilmater said that one day a knight who sat the Seat Humility would sound the Horn. For this reason alone, many of the order believe they will find the Horn, so long as the Seat Humility still exists.

Leadership

When directed by the Cause, the Voice speaks Wisdom.
Bannerhorn proverb

From their beginning, the order's leaders have been called the Voice. As the order spread throughout northern Faerun, the Voice found it hard to orchestrate the various banners and companies of knights. The knight-marshalls of the order gathered and unanimously agreed that a better command structure was needed to decentralize the leadership.

Thus, for every region the Order was involved in, two knight-marshalls or knight-commanders were given the title of Voice and would oversee the dispensation of the

order's assets for that location. In turn, once every three years, the order would hold a Chorus, which would last two weeks. All the Voices or their representatives would gather at the fortress-monastery Harmony and choose from the ranks of the staves two Conductors. These would, in turn, act as coordinators between the various regions and their Voices.

The Conductors would also be responsible for directing the flow of the order's wealth towards the multiple hospitals, hospices, orphanages and assets that the order had investments in. The decentralization of the command structure freed the various banners and companies and allowed them independent and quick-reacting tactics. It also placed the staves in a command roll, which has allowed the various Lost Banners a chance to remain entwined with the order's Cause and will.

Structure

One knight set upon the quest, their Ideal to the fore, is worth a hundred mercenaries bound by coin.

Anonymous

The base unit of the Order of the Bannerhorn, be it of the staves or the knights, is the band. This usually consists of up to a dozen individuals, which could be knights and their retinue, or a group of staves working at one of the many places the order has its presence. Bands are generally not named. On the rare occasion they are, it is after the quest that they seek to complete.

The next unit is the banner, and these units will usually be between a dozen and three score individuals, though the numbers may vary. Banners are typically named after the most senior member, who, in most cases, is also the banner's leader. Stave banners are sometimes named after the institution they are attached to. Banners arrayed for war will usually carry heraldry unique to them that distinguishes them upon the field.

The final unit is the company, and it is made up of numerous banners and bands. Companies are named for the geographical region they operate in and are led by a pair of Voices. In most cases, these Voices will answer to the Conductors of the order. However, some of the Lost Banners have their own hierarchy. The Sword Coast Company, for example, responds to the grand marshal of the castle assured while Torm's Order of the Horn answers to the High Paladin in Tantras.

Character Background

Stave-in-Training

Promised or gifted to the order as part of your family's vow to the Bannerhorn, you have been working hard to achieve the level of, perhaps, a knight in the order.

Skill Proficiencies: Choose two from among Animal Handling, Athletics, Perception, Nature and Survival.

Languages: Two of your choice.

Equipment: A set of common clothes, a quarterstaff with your master's heraldry upon it and 10gp.

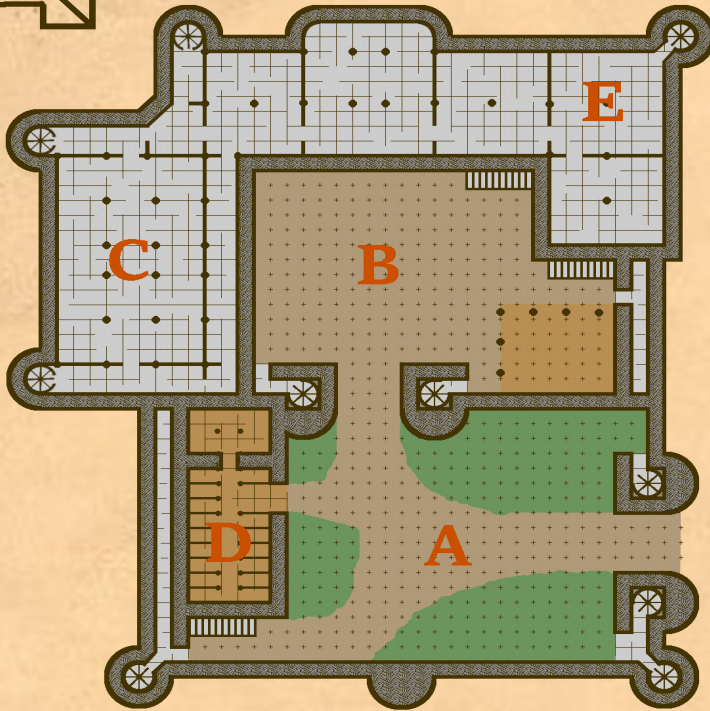
Feature: Stave of the Bannerhorn

As a recognised stave of the Bannerhorn order, you can request aid and assistance from others in your order and expect to receive it. You will also have to offer aid and assistance in kind.



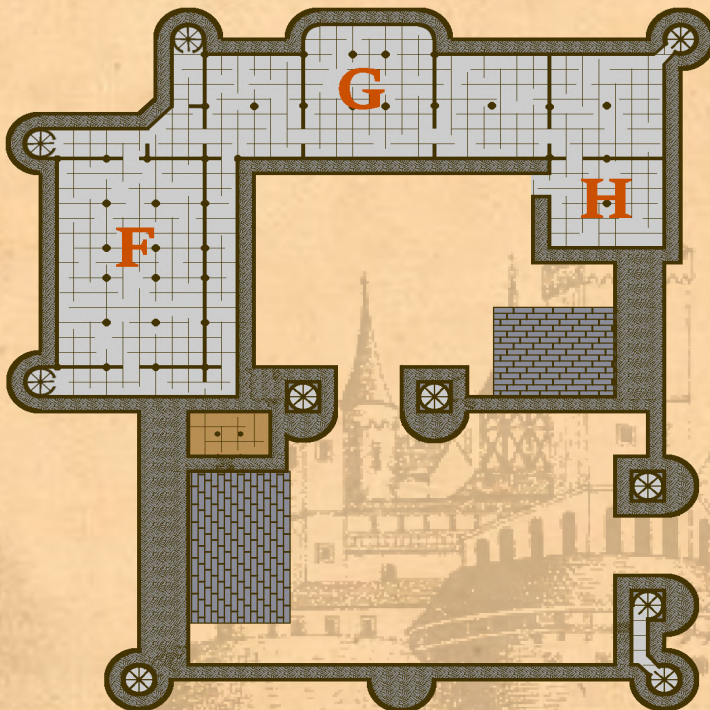


The Fortress of Harmony, Centre of the Bannerhorn Order



- A - The Main Courtyard
- B - Inner Court and Training yard
- C - The Feasting Yard
- D - The Stables
- E - The Armoury
- F - The Hall of Chivalry and Knightly Relics
- G - The Quarters of the Knight Commander
- H - The Squires Barracks

Second Level



Ideals

d6 Ideals

- 1 You lived and traveled with the Martial Staves, seeing them right the wrong of the realm as best they could. This taught you that bravery and perseverance can overcome all obstacles.
- 2 You grew up within the halls of the Healer Staves, binding wounds and helping those who were sick. This taught you that mercy and kindness were the virtues most needed in the world.
- 3 You were a child within one of the order's many fortresses and started wielding sword and shield at a very young age. You learned that glory must be tempered by mercy.
- 4 You grew up within one of the separate Orders of the Bannerhorn such as the Sword Coast Company or Torm's Order of the Bannerhorn. You learned that faith is not incompatible with chivalric duty.
- 5 You were adopted by the order at a young age after your family were lost. You learned that there is no greater chivalric duty than caring for those who need help, no matter what is required to do so.
- 6 You joined the order from a different knightly order, having already completed some training with them. You learned that chivalric duty must be tempted with a need for good conduct and service to others.

Bonds

d6 Bonds

- 1 You were closest to the Healer Staves and have many as friends.
- 2 Your mentor was a famous knight-marshal, ready to advise and assist.
- 3 You enjoyed spending time in the warmth of the smithies of the order.
- 4 You made friends with many squires your own age and can count on their support.
- 5 A more studious sort, you made close friends with your tutors growing up.
- 6 You were closer to the animals than the people, and made friends with many of warhorse and monsters which the order uses to carry them.

Flaws

d6 Ideal

- 1 You feel too pressured to live up to your order's famous ancestors.
- 2 You are too proud of your order and will sing their praises far too often.
- 3 You sacrifice too much for those around you, leaving you tired and hollow.
- 4 Mercy often overrides justice and can lead to worse consequences later on.
- 5 You are too impetuous to claim glory for your Order.
- 6 Anger sometimes overrides your chivalry.

Operating Procedures and Tactics

Listen before speaking; speak before acting; act with compassion; compassion before force; force when all else fails.

Battle Catechism of the Order of the Bannerhorn

The Order of the Bannerhorn's primary objective has always been two-fold: help those in need and find the Horn Erttida. For these reasons, the knights of the order are usually solitary or in bands, traveling the Realms in search of the Horn, acting as judicial champions, helping rebuild damaged homes or aiding those that have fallen on hard times.

Many of these bands end up in situations where they become outnumbered by the local tyrants or despots. When this happens, the band will send for aid from their compatriots. The order will then muster as many bands as needs be to help the members in need. The order will try to reason with those responsible, and if all communication fails, then the order will take up arms against the adversary. These affairs, referred to as a Restoration, are never entered lightly.

If the order arrives too late, then the names of the fallen will be added to the Book of Martyrs kept in the fortress-monastery Harmony's library. Even those of the Lost Banners are still eligible to be remembered, though the Sword Coast Company has its own Book. The perpetrators of such acts against the order will be brought to justice as part of this.

When the order marches to war, be it against an evil despot or a demonic horde, then their tactics take on that of many knightly orders. First and foremost comes the fearsome charge of the heavily armed and armored knight. The difference is the multitude of foot soldiers and archers that the order deploys alongside their knights and the combined tactics they use. Working together as a single entity with a defined and resolute objective and supported by clerics of the Triad and allied spell casters, they are frighteningly effective upon the battlefield. The order has several healers at its disposal who act as a form of a military field hospital while on a campaign. This site in particular is welcomed by many of those who fight by the order's side.

All the Knights of the Bannerhorn, regardless of gender or culture, are referred to as Sir. Similarly, all the staves are Esquire, unless they hold a military rank of sergeant or captain.



Martial Stave

Medium humanoid (any race), lawful good

Armor Class 14 (Hauberk)

Hit Points 34 (6d10 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+3)	11 (0)	12 (+1)	14 (+2)	11 (+0)	12 (+1)

Saving Throws CON +2, INT +2

Senses Passive Perception 11

Languages Any one languages, usually Common

Challenge 1 (200 XP)

In Comradeship we Fight!: If a martial stave has allies within 10 ft. of them, they can add +10 to their damage roll.

Actions

Pollaxe. *Melee Attack*: +5 to hit, range 5ft., one target. *Hit*: 8 (1d10 + 3) bludgeoning or slashing damage, chosen after a successful attack.



Healer Stave

Medium humanoid (any race), lawful good

Armor Class 14 (Scale Mail)

Hit Points 34 (6d10 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+3)	11 (0)	12 (+1)	11 (+0)	14 (+2)	12 (+2)

Saving Throws CON +2, INT +2

Senses Passive Perception 11

Languages Any one languages, usually Common

Challenge 3 (700 XP)

Spellcasting. The healer stave is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, to hit with spell attacks +5)

Cantrips (at will): Spare the Dying, Resistance, Sacred Flame, Light,

1st level (4 slots): Healing Word, Detect Magic, Bless, Command, Charm Person, Cure Wounds,

2nd level (3 slots): Prayer of Healing, Protection from Poison,

3rd level (2 slots): Remove Curse, Mass Healing Word, Create Food and Water.

Actions

Warhammer. *Melee Attack*: +5 to hit, range 5ft., one target. *Hit*: 8 (1d6 + 3) bludgeoning damage.



Knight of the Cause

Medium humanoid (any race), lawful good

Armor Class 18 (plate)
Hit Points 75 (10d10 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (0)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws CON +2, INT +4
Senses Passive Perception 10
Languages Common and one other language
Challenge 4 (1,100XP)

For Honour! (2/day) If the knight of the cause fails a saving throw, a hit roll or an ability check, they can choose to re-roll this dice.

The banner awaits! (2/day) At the start of its turn, the Knight of the Cause can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against them have advantage until the start of its next turn.

Actions

Multiattack. The knight of the cause makes two melee attacks

Pollaxe. *Melee Attack:* +6 to hit, range 5ft., one target. *Hit:* 10 (1d10 + 4) bludgeoning or slashing damage, chosen after a successful attack.

Reactions

Ironsides (2/day): The knight of the cause adds 1d4 to its AC against one melee attack that would hit it.

Knight of the Cause

The knights of the cause are the knights which most folk within Faerun will encounter on the roads and within their fortresses. These exemplars of chivalry are exactly what people might expect at first glance: red-cloaked, armoured riders astride great warhorses riding across the land. Often these knights are travelling on their quests and will stop to talk to the common folk around them in order to seek knowledge.

While the Bannerhorn Knights are known to champion the needs of those around them, they are by still formidable warriors. Chivalry is a code which needs defenders, and so they will take up arms to defend it. This is when the knights are most spoken about. They arm and armour themselves and then ride out to fight against those who would inflict suffering upon others.

While they do not always win these battles, it is still the knight of the cause's duty to fight to do so, and they will give their lives in defence of others, knowing that they have honoured the Bannerhorn and their order in doing so. When a knight is slain, the response of the others in the Bannerhorn is truly terrifying to see. They will stop at nothing to bring that attacker to justice.



Demonhunter

Demonhunter Knight

Medium humanoid (any race), lawful good

Armor Class 18 (Plate)
Hit Points 90 (12d10+24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws CON +2, INT +4
Senses Passive Perception 10
Languages Common and any one language.
Challenge 4 (1,800XP)

Death to Fiends and Devils! The demonhunter knight makes hit rolls with advantage against demons and devils-type enemies.

Banishment 2/day: On a successful melee hit against a Demon or Devil-type enemy, the devil or demon must make a DC 13 Intelligence saving throw. If this is successful, the demon or devil is banished back to the hell they have come from.

Actions

Multiattack. The demonhunter can make two melee attacks.

Great warhammer *Melee Attack:* +6 to hit, range 10 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning.

Reactions

Ironside (2/day): demonhunter adds 1d4 to its AC against one melee attack that would hit it.

Demons, devils and aberrations are a constant threat to the well being of the peoples of Faerun. Many times in their past the Knights of the Bannerhorn have stood against these otherworldly foes, and came away victorious. Many of the Bannerhorn Knights that follow the Ideal of Courage find themselves walking the road of the demonhunter, dedicating their life's quest to rooting out the abominations of the abyss and banishing them to whence they came by sure force of will and martial prowess.

Where the cleric and the paladin rely on a deity to aid them, the Bannerhorn Demonhunter relies on the age-old surety of the Ideal of Courage, and their unwavering faith in the Code of Chivalry



Judicial Champion

Among many cultures in Faerun, the judicial champion is nothing more than a brute that fights for the interests of the usually corrupt local authorities. The Bannerhorn judicial champion, following the Ideal of Justice, is both an investigator and a warrior, ensuring the case in question is just before asserting their prowess against whichever opponent stands before them, steadfast in the knowledge they have chosen the lawful side.

Those Bannerhorn knights that stay on as judicial champion lend the authorities they represent a validity for true and just action.



Judicial Champion

Medium humanoid (any race), lawful good

Armor Class 20 (Plate)

Hit Points 90 (12d10+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	14 (+2)	14 (+2)	11 (+0)	11 (+0)

Saving Throws CON +2, INT +4

Senses Passive Perception 10

Languages Common and any one other language.

Challenge 4 (1,800XP)

Trial by Arms (3/day): If the judicial champion is fighting a single opponent, as a bonus they can take a DC 12 Intelligence check. If this is successful, they can make attack rolls against their opponent with advantage for the next combat round. If another enemy enters melee range during the combat round, the effect ends immediately.

Actions

Multiattack. The judicial champion can make two melee attacks.

Sword of Justice: *Melee Attack:* +7 to hit, range 5 ft., one target. *Hit:* 10 (1d12 + 5) slashing damage. If the judicial champion scores a critical hit, the target takes an additional 12 points of damage.

Reactions

Ironsides (2/day): The judicial champion adds 1d4 to its AC against one melee attack that would hit it.



Lord Marshall Sir Grenvor Hornclan, the Defender of the Temple of the Seat of the Horn

Medium Humanoid (human), lawful good

Armor Class 22 (Banner-blessed Plate)

Hit Points 190 (20d10 + 80)

Speed 30ft. walk.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	18 (+4)	15 (+2)	10 (+0)	14 (+2)

Saving Throws CON +9, STR +10, CHR +7

Skills Animal Handling

Damage Resistances Piercing, Bludgeoning, Slashing from non-magical attacks.

Condition Immunities Blinded, Charmed, Deafened, Stunned

Senses Passive Perception 15

Languages Common, Dwarvish, Elvish, Giant

Challenge 10 (5,900 XP)

For Honour (3/day)! If Sir Grenvor fails a saving throw, a hit roll or an ability check, he can choose to re-roll this dice.

Never Faltering (1/day)! The first time in a turn that Sir Grenvor takes damage, he can take a DC 15 Constitution check. If this is passed, the damage taken is ignored.

Actions

Multiattack. Sir Grenvor can make three melee attacks.

The Banner's Axe. *Melee Attack:* +10 to hit, range 5 ft., one target. *Hit:* 13 (D12 + 7) slashing damage.

Reactions

Ironsides (3/day): Sir Grenvor adds 1d8 to his AC against one melee attack that will strike him.

Legendary Actions

Sir Grenvor can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Sir Grenvor regains spent legendary actions at the start of his turn.

Sweeping Strike: Sir Grenvor can make a melee attack against all enemies within melee range around them.

The Horn of Might. Sir Grenvor blows his magical horn. All enemies within 30 ft. must take an DC 14 Intelligence check, or attack with disadvantage for the rest of the combat round. In addition, any allies within 30 ft. of Sir Grenvor can attack with advantage for the rest of the combat round.

The Spear of the Order. Sir Grenvor summons a magical spear to hurl. **Lightning Spear.** *Ranged attack:* +5 to hit, range 50 ft. *Hit:* 15 (2d10 + 2) lightning damage. Anyone who takes damage from the lightning spear must succeed on a DC 13 Constitution check or be stunned for the rest of the combat round.







The Half Night Fraternity

"Listen well, squires and errants, to the legend of the Half Night Fraternity. The stories say they were never defeated in battle, and yet they were tricked by a simple curse. But the true curse was in their hearts. Remember, you all carry that sword in your hearts - a weapon that can undo your chivalry with no violence. If the Half Night still well, exist would be the right word ... then they are truly damned." - ABL.

When the Half Night Fraternity are spoken of, it is in equal part wonder and terror. They are often cursed as much as they are praised, a fearful presence as much as a redemptive sword. The stories of these knights focus upon the odd legends that follow them and the effects of this unknown, whispered-about curse. They are the knights of both day and night, in the shining sun the stalwarts of protection and grace and by the moon's harsh glare phantasmal raiders and spectral horror to freeze the very life from those who see them.

Long ago the Half Night Fraternity, once acclaimed as the finest chivalric house in all the land, became greedy and venal. Their chivalry rotted within them, their codes crumbled and their arrogance led them to a path which was not a place that knights should go. It is not known when they acquired the curse that afflicts them, though the cause of it is known. The Cup of Ahrek-Tun, the Blood Chalice, the Vessel of Ill-fate - it has many names. They seek it now, an endless quest in hope or despair. Some believe it will bring them salvation, others a final damnation, but all hope that it will bring them some sort of lasting peace.

The Chapter of the Morning Sun

The Half Night Fraternity did not start out that way. Grand Marshall Atredi Helbrecht, Knight of Courage, was their creator, and they sought to build a chapter of knights who would help defend the areas around the Troll Mountains, Snake Wood and the Giant's Plains. Campaigning in this area would be arduous, and so Grand Marshal Helbrecht was careful in his household. Questing throughout Faerun, the Grand Marshall found perhaps a dozen brave knights from different chapters to join this new order. Upon the morning of the dawn of the Year of the Maverick, 842 DR, the Grand Marshall set himself south to save those they could. The need was great. Throughout this time, trolls and giants had been marauding ever further, threatening the areas around Easting and ruining several year's harvest.



It was said that hill giants had gathered within the Giant's Plains in such numbers that had rarely been seen before. The towns of this area were awaiting the forthcoming onslaught, hoping that their meagre defences might hold against such an attack. Helbrecht knew that they would not, so he sought to bolster these quickly with his knights. Along the way, the marshal and his knights collected soldiers of fortune, lost adventurers and other wandering types, using tales of their valor to recruit them into squirehood. This hasty, desperate recruitment upon the march brought some villains, but most of a good heart. In growing numbers, the knights continued their campaign.

This as-yet unnamed order picked up their punishing pace the further south they journeyed, smashing aside all obstacles. A group of Chivalric Knights with such Knights of Courage as Ser Vjrik, Ser Artolos and Ser Kilro were not to be stopped by simple bands of raiders or bandits, and their reputation preceded them as they rode. Most varlets fled, and the few which stood and fought were quickly slain.

Arriving in the area of the Green Fields near the border with Amn, they commandeered a ruined castle on the northern tip of the Troll Mountains. On the morning of their first day camping, it was noticed that the rising sun cut down from two peaks in the west, casting a shaft of light upon this ruin. The knights took this as a sign, and so as Marshal Helbrecht raised their banner in salute of the sun, they gave them the knights their new chapter name: the Knightly Chapter of the Morning Sun. The knights kneeled and each in turn pledged their loyalty and life to this new order. This morning's pledge became a ritual of the Morning Sun, each of the knights re-pledging their loyalty to the code of chivalry and the chapter in which they served. Amongst the ruins of an old fort, in the soft light of the dawn, a short-lived but shining example of knighthood was born.

The Rescue of Easting

While the squires and hired builders got about repairing the fortress which was to become their home, the Knights of the Morning Sun embarked upon explorations and missions across the region. Riding both east and west, the groups of warriors discovered the hideous magnitude of the situation. A clan of hill giants, normally brutish and stupid, had been gathered by some charismatic leader to assemble in the Giant Fields. From the few pieces of knowledge that they gathered from the giants, it seemed that an attack upon the small town of Easting was developing.

Sending a herald to warn the town, the knights regathered at the fortress and set out to find the source of this odd leadership. Their plan was as true to the code of chivalry as it was straight-forward. At the head of their order, Helbrecht rode into the centre of the Giant Field to seek this beast and slay them. With a booming challenge, they called out the leader of the hill giants in their own guttural tongue - and waited. After a day, the first of the waves of hill giants came charging across the grasslands, great mounds of massive, lolloping flesh charging towards the waiting knights.

Battle raged across the grassy fields. Knights upon warhorses drove lances into the stomachs of the hill giants, and the rocks and clubs of the giants knocked the charging warriors from their mounts. Viscera splattered across trees and grass, and the ground drank the lifeblood of knights and giants alike. When the battle was done, the whole landscape seemed to have changed, dotted now with the fleshy masses of multiple enormous corpses.

Fourteen of the brutes had been slain for the loss of half of the knights - only the Grand Marshal and six other survivors were able to fight. They waited again upon their horses, a mass of steel and plate arrayed for war, their colourful heraldry a contrast to the green and tan grasslands which surrounded them. The greatest of the hill giants, a chief calling himself Unas-Grue, came forth with his "honour guard", a gang of hill giants whose strength was only exceeded by their tremendous girth, weight and smell.

Grand Marshal Helbrecht rode forward, bellowing their challenge, and lowering their lance to charge. Weaving through the many clubs aimed at them, they drove their magical lance into the great mass of Unas-Grue's body.



*Grand Knight Marshal Atredi Helbrecht,
Knight of Courage*





The metal tip erupted from the creature's back, but the mighty figure seemed unphased by this apparently mortal wound. Its club swept down and knocked the Grand-Marshal from their saddle, slaying the warrior's much-loved warhorse Soulgreen in the process. The knight crashed to the floor, all the wind knocked from them. But in rising, Helbrecht drew their sword, the blade igniting in the day's dying light, and struck once more at the mighty creature towering above them.

Despite the calls of their household seeking to aid the Grand Marshall, Helbrecht knew that only a duel could settle this matter. The hill giants needed to see the superiority of the knights and their leader, so Helbrecht hacked and slashed with their sword, desperately fending off the blows of the mighty club. Their shield was cracked and their armour sundered, but with a final strike with all their strength, Helbrecht leaped from the shattered knee of the giant and drove their sword deep into the monster's beating heart. With a terrible cry, the enormous mountain of flesh and bone fell and expired at the feet of the sorely wounded knight. The other hill giants, cowardly now without their master, ran or were slain by the other Knights of the Morning Sun.

In battle, the survivors had forged their fraternity, and so they feasted long into the night. Their glory in the local area was assured, their legend begun. And so the Knights of the Morning Sun started at their epoch, and would only slip further into a building shadow as the long day of their glory drew inexorably on.

The Quest for the Blood Chalice

Over the course of several hundred years, the Knights of the Morning Sun quested, fought, defended and grew their number. By the reign of their third leader, Grand Marshall Ser Hiused, Knight of Nobility, they had several dozen senior knights and perhaps a hundred knight-errants. With links with the local nobility, the people of Easting and the central government of Amn, the reputation of the knights remained strong and true, but the shadows were building, though the order's members did not yet know it.

It was said that they truly revered the Ideal of Courage, and the other ideals fell further and further by the way-side. Nobility, Hope and Mercy were minimised, even ignored, as the Knights of the Morning Sun sought ever greater and more dangerous quests. Questing knights, in bright armour, sought ever wider to destroy their enemies and bring more glory for themselves and their lord. These endless campaigns had rid the local area of its danger, and the people were grateful, but a shining, well-fed warrior giving those less fortunate a lecture on why they should be more grateful is little respected and even less liked.

So, arrogance began to become part of their creed. After all, should the common folk not be grateful that such fine, courageous warriors protected them? They were the Sun upon the land, protecting it from the dangers of the night; still their day drew on.

Hubris was their curse, and yet none amongst the Knights of the Morning Sun knew of it. Their quests had made them great throughout the lands of Easting and beyond - aye, even those within the Sword Coast, the bastions of great Waterdeep and Baldur's Gate or south as far as Calimshan had heard of these glorious warriors.

And what quests they were! Ser Serad and the Marshall Quest against the Arch-tyrant of Buddisrah, breaking his realm with a single sweep of her knightly sword. Ser Unitede and the quest for the Golden Pelt of Aradrear, which caused Pelor herself to manifest and thank the knight for their deeds. And who can forget the forty-two year quest of Ser Ansolt, who broke into the fire plains to seek his heart's favour? Hideously burned almost beyond recognition, he yet returned to die in her arms, the task she gave him those many years before now complete. As generation upon generation of knight joined and passed their lives through the Morning Fortress, they learned these stories - and each generation strived to fight harder, quest further and succeed to a higher level than any had ever done before. Such competition caused a kind of madness yet further amongst the knights, such was their dedication to courage and what they saw as chivalry.



It was Ser Hevue, Knight-Marshall of Courage, who first experienced the prophetic dreams in the Year of the Fledglings, 1173 DR. She saw the image of the noble cup in her mind, standing in a glade of green trees upon a pillar of stone. A beautiful chalice of gold and silver, seemingly the very embodiment of the chivalric ideal incarnated. The next evening and the one after, Ser Hevue continued to see this golden vessel as visions in her slumbers. She knew that it was a call to chivalric action - the Grand Quest of her life. Gathering a household of fellow knights around her, she proudly rode out into the wilderness.

The labours of Ser Hevue are impossible to tell the whole length. Her companions fell one by one to enemies foul or almost impossible feats. Ser Foisf, Ser Hegoea and Ser Lawdrh all died in the wilderness, buried with great sadness and their blood-stained heraldry carried home by their squires. But now, still receiving the visions during her rest, Ser Hevue pushed on. She knew she was close, and so she rode almost alone for months and then years, pushing herself as far as she could. Whether giant, goblin, gnoll or other horror of the wilderness, all found their end at the tip of her sword.

Across all points of the compass she drove her weary horse and her ever-loyal squire, Myhas. They became as close as friendly companions ever could be, sharing wounds, hard times and good cheer in equal measure. The knight and her loyal squire, riding through the wilderness alone, travelled more miles than many would fill in a hundred lifetimes.

Ser Hevue saw the Savage Lands, Hulruaa, the Lantan Isles and all of the country between. From 1173 DR to 1197 DR, she remained upon the road. Only her ancestry as a half-elf had kept strong enough and able to continue when a human's life would have faded long before.

Then, wounded and weary beyond all reckoning, Hevue at last found the place she had been looking for. This place was deep within a forgotten grove, within a fog-filled valley of the Wild Wood. She could see the beautiful chalice, the tall green trees, and a sense of chivalric purity filled her. Stepping forward like one within a dream, she barely realised that ever-faithful Myhas had fallen to his knees. His face riven with horror, her loyal squire looked around him without a word - merely gasping and shuddering at some terrible sight. He screamed in horror and fear, suddenly riven with a terror that he could not express. Ser Hevue was confused; how could her loyal companion be so dismayed at the final completion of their quest? This glorious sight, this cup of chivalry, was divine to behold.

Before she could say anything, her squire turned and fled on his heels, back into the black forest that surrounded them. Something, beyond the ken of any of the horrors they had experienced, had caused him to break at last.

Briefly, Sir Hevue considered following him, but the golden light of the chalice drew her on. It swallowed the whole of her attention, and she took it from the stand before clutching it close to her chest. Energy, vindication at her success filled her, and the weeks it took for her to travel back to her chapter house seemed to be effortless. She rode strong, without a break, travelling day and night with unending stamina. In her heart, the acclamation of her peers, her completion of her Grand Quest and all of the glory that she would reap for this great act, seemed to fill her with this endless energy. For knights, while brave, have often been thought of as hopelessly naive.

The Morning Sun were profoundly guilty of this, amongst their many other flaws.

The Sun Sets

Back at the fortress now, rusty, battered, and ragged, Ser Hevue walked alone into the ranks of resting and training knights. Many faces in the crowd were new to Hevue, for she had travelled a human generation before this long-awaited homecoming.

Surprise and amazement grew amongst the watching crowd, for Hevue had long been given up for dead. The heralds of the Morning Fortress had merely been awaiting the evidence of this to retire the knight's heraldry and write her name in the Book of Memory. Whispers of amazement and of acclamation and of cheers began to fill the air. Hoisted upon the shoulders of the errant knights around her, Ser Hevue was carried into the Great Hall of Swords where the astonished Ser Hiused beheld her arrival with unfettered joy. Tears ran down his wrinkled cheeks and upon his grey beard. Long had he awaited his successor, and now she had returned in triumph. He acclaimed the knight as completing her Grand Quest, the quest of all quests, and at that moment tendered his retirement. He took the Final Quest that very night.



With only a word spoken, Ser Hevue was given the Grand Marshall's throne. Would that caution had prevailed then! Would that the culture of the Morning Sun had not seen courage as the only ideal worth pursuing! Would that they had looked closer at the damnation she carried, swaddled in sackcloth beneath her arms! What a difference this could have made - but alas, it was not to be.

It was upon the eve of that day that Ser Hevue revealed the golden chalice to the knights, placing it alongside her throne to emphasize its importance. All of the knights fell to their knees in rapture at the sight. This was, they knew in their very hearts, the incarnation of all that they needed. With this fine cup, a relic of a long-lost ancient time, they would ascend to the very heights of courage and chivalry.

But this reaction was not shared by all. Some few of the squires, much like the once-brave Myhas, blanched with open mouths. None could see what it was that afflicted their souls, but perhaps they could see what this "treasure" truly was. They fled, some screaming, others vomiting as they did so. But in this all encompassing wonder, what knight or squire would have noticed their companions leaving in such a way? They were enraptured, and none more entranced than the new Grand Marshall Hevue.

That evening, the ritual of the cup was first enacted. Before the great celebratory feast, each knight would pour a measure of red wine into the cup and then drink from it, before wiping the rim and handing it to their next companion. Forty knights that first day drank from the chalice, and each declared the wine all the sweeter for the glory it represented for their order. And then, not knowing that each sip was a last ray of sunlight escaping before dusk drew on, the knights feasted and toasted their new commander and sang boastfully in anticipation of their ever-increasing fame.

The Long Night Begins

Out rode the Knights only a few days later, seemingly stronger than ever before. Each had slept but a few hours, but with great vigor leapt upon their warhorses and sallied forth against their foes.

There was great slaughter in the wilderness for many weeks after. The Knights of the Morning Sun, finding their courage far greater than ever it had been before, fell upon their enemies with an unbreakable fervour for battle. Led by the gold-armoured Grand Marshall Hevue, they campaigned against the gnolls of the Torn-Shard Hills, the bandits of the Thumb Gang, and the denizens of the Twitching Gallery. They carried the Ideal of Courage into the darkest cave, the most miserable hole, and across a dozen different fields of terrible battle. Nothing could stand in the way of their indomitable bravery and endless will.

It was the knight-errant Ser Nesosr who first discovered the unexpected boon that had been brought to the Knights of the Morning Sun. He called upon the vile frost wizard, Awelrk Hads, to meet him in honourable single combat, seeking to end the foul mage's hold upon the village the spellfiend had placed within a dome of magical, unmelting ice. Striding forwards, booming his challenge, Ser Nesosr was surprised to find himself impaled with a spear of razored ice.



This missile had shattered his breastplate from the front and shattered the backplate from behind. Nesosr's chest was pierced deep, and his vitals ruined by such a terrible strike.

But he did not die. Looking askance at the missile within him, he pulled it strongly from his breast, feeling no pain at the deep wound. The wizard, as confused as Ser Nesosr's was by his survival, pierced the young knight with a second deadly missile and then a third as the knight advanced upon him. It was with equal surprise to both Nesosr and the Wizard that the evil spellcaster was slain by the knight's downward sword cut -- the same young headstrong knight who should have been slain several times over.

And Nesosr was not the only knight to discover this strange immortality which had gripped the order. Other knights had discovered this "boon" as they too fell to the blades of their enemies, only to rise once more unable to die. Blades still pierced them, arrows still struck them and great axes still cleaved through their shields and steel. But despite this horror, the knights arose and continued fighting - and their enemies fled before these nigh-unkillable champions.

Was it courage the Knights of the Morning Sun showed, as they rode and slew the enemies of their order? Or was it now something else - an arrogance and a love of the kill? For without death as a challenge, such knights swung their swords with contemptuous disdain. And with it was with bloody swords and gore-stained heraldry that they killed whatever stood in their path.



Midnight Strikes

At last, with trophies and marks of victory, the battered knights returned to their great fortress. While their bodies remained seemingly unharmed, their armour was shattered, their swords were blunt and their horses exhausted. Back they came to the Fortress of the Morning Sun, ruined and torn. There, they feasted and boasted of their courage, and they drank from the cup. Each knight took two sips of deep red wine, and they found themselves strengthened and empowered.

Holding this mighty cup in her hands, Grand Marshall Hevue refilled the cup, and again, the knights drank from it. It promised to make them the exemplars of courage unlike had ever been seen before. Each of them would write legends they knew and shake the very foundations of the plains of reality! Swearing this, making oaths and declaring quests, Grand Marshall Hevue refilled the cup for the last time. As she made to share it with her order - a crossbow bolt struck it from her hand.

The Sun's Last Rays

Now, the squires of the Morning Sun, those who had seen what this terrible chalice truly was, stormed the hall. Those who had not been duped by the magic within this terrible vessel had returned. These juniors, young men and women who had not yet fallen into the trap of hubris, had known the nightmare cup that the half-ruined reaver Grand Marshall Huvue had brought back.

And so, in their love and loyalty to chivalry, they attacked from all sides into the feasting hall. Led by the still loyal squire Myhas, they entered with clubs and staves to protect themselves and their single purpose: to take the vessel from their grand marshall and, if they could, destroy it. For Myhas had brought a mage of the college of heralds. That order too saw the awful curse which was hidden to the arrogant knights and joined in the attempt to end the curse.

Ser Hevue did not know any of this, and she just saw attackers to her order attempting to overthrow their glory when it was reaching its peak. So, with a great roaring yell, she ordered her knights to battle within their own home. Loyal squires and maddened knights came to blows, fighting with whatever weapons they had to hand. Steak knives met staves, and stools met clubs as the knights fought back against those few who sought to save them from themselves.

In the center of this melee, loyal Myhas tried to keep the damned cup away from his lord with the wizard close behind. With tears of love in his eyes, Myhas was forced to draw his sword, desperately fending off his long-time lord and protector. Trading blows as the melee raged across the hall, Myhas sought to shield Kesifdo as the wizard tried to work his spell, designed to release the chalice's hold upon the order. As Kesifdo's ritual reached its apogee, Myhas was knocked from his feet and the wizard left open to attack. Mad now with the fury of betrayal, Ser Hevue grabbed an ancient spear from the wall and flung it at the spellcaster, spearing Kesifdo through his body.

The ritual, so quickly begun, misfired. The magic arced around the room, casting terrible green shadows upon the wall and revealing the knights as they actually were.

Now the Knights of the Morning Sun saw the great wounds they thought had healed. Now they saw the terrible skeletal forms which they had been reduced to by this great curse. Now they looked upon the chalice and saw the sick greenish energy leaking out from it, the sense of terrible decay and ruin which radiated from this most cursed cup of damnation. They looked upon themselves and screamed.

In this terrible confusion, Myhas picked up the cup and fled to the battlements, seeking a place to wait out the knights' revelation. With this curse half-lifted, surely they would see what the squires were trying to do. Would they not understand they were damned and these brave supporters had been attempting to undo this? So, with the cursed chalice under his arm, he slipped from the hall and sought peace on the high walls.

Outside, the rain hammered down upon the castle's flags. Lightning broke open the sky with jagged white lines, and the stone was slippery as Myhas ran. Behind him he could hear the clanking run of another knight - but there was no breath there. Whoever pursued him did so with the sounds of an automaton, not the breathy hiss of a living body.

The Grand Marshall caught Myhas as he ran along the chapter walls, her sword in hand. Myhas saw her as he had done from the moment he'd seen the cup; a partially articulated skeleton of a knight, ruined and ragged clothes hanging from bone limbs. In those rotten fingers was the rusty sword she had always carried, which Myhas had long polished and cared for. His Lord came on relentlessly, coming for the cup which had so possessed her she did not even see the terrible changes that had been wrought upon her flesh.

Blade met blade upon the walls of the castle, and Myhas cried for mercy from his lord. He was not the swordsmen that could match this revenant of the Grand Marshall - there were few who could. It took only three swings of her sword, and Myhas was unarmed. He still yet clutched the cup to his chest, and he knew that this cup would yet curse his beloved order if it were reclaimed. And yet he had no time to plan, for Grand Marshall Hevue swung her deadly blade and cut open her yet-loving squire with a single deadly blow. Staggering backwards, Myhas fell from the high mountain peaks to shatter amongst the rocks at the cliff's base. Then his remains, and the shards of the terrible cup he carried with him, fell into the raging torrent and so were carried far, far away.

It is said that the wailing cry that Grand Marshall Hevue let out had grief and pain enough to echo through time. It is said, having discovered what this cursed cup had done to her, that her shriek can still now be heard amongst the Troll Mountains. Such grief and horror has a long legacy.





Their Endless Midnight

So the glorious Knights of the Morning Sun became the Half Night Fraternity. Cursed to their very souls, these knights only reveal themselves as their true nightmare form when the moon is upon them, and they ride like revenants and horrors through the night. The warriors from the Morning Sun feel the needs of a human for every moment, but their undead state means they get no respite from that. Water cannot slake their endless thirst, nor food fill their starving bellies.

When in the day, their forms are that of upstanding knights, clad in plate steel like their peers in other households. It is said that they seek to atone for their curse and demonstrate humility in all things. They have scattered to the four corners of the earth, tirelessly searching for the shards of the cup that damned them. Some believe that, if they bring these shards together, they can undo the curse upon them - or complete it.

Others merely aim to act in a chivalric way - those knights believe that good action and their belief in a code will bring a kind of redemption through their endless lives. They can atone for their folly and hubris by bringing more good into the world. These are the pilgrim knights, who are never seen in the dark unless they absolutely must be. In the night, they are the prey of paladins, priests of Kelemvor and other good souls who hunt the undead. Their enemies believe that such creatures should be destroyed.

The Half Night Fraternity are conscious and aware, continuing to have a life of a sort. These damned knights will protect themselves if they must. They cannot give up on any chance of redemption, no matter the enemies or the fate they have encountered. So, while they hunt the shards of the blood chalice, they themselves are hunted in turn. They are prey to both the darkness and the light - for while good people seek to end them for being undead, evil-doers seek them out to harness their strange curse for their own ends. Though the swords of the half-nights may be rusty and pitted, by necessity they are forever sharp.

The crumbled wreck of the Morning Sun Fortress becomes an awful place in the dark where ghostly figures wander from place to place while spectral walls of phantasmal force show what this great structure had once been. The fortress, ruined and then made glorious, is ruined again. Very few go there, and even fewer return. It is haunted by more than just ghosts madness still remains there. The madness, and the foolishness, which threw down this once-proud order still awaits amongst the tumbled stones.

Perhaps one day, the shards will return to the ruins. What would that mean for the Half Night Fraternity? Some believe it will free them from their endless state of undeath, others speculate that it will complete the terrible curse and afflict them with whatever this plan was, but all the skeletal knights fear the day they are compelled to return, to see this ritual through, and to face the relic which had brought them such damnation.



Tactics and Operations

It is hard to speak of the shattered order of the Half Night Fraternity as having any uniformity. Having spread throughout Faerun, each knight has adopted a different way of dealing with their curse. Some shun all contact, hiding like criminals each night. Others try to hide in plain sight, acting as any other knight might act before fleeing to their tents before the darkness envelops them.

The knight's armour and weapons are very old-fashioned, their hair-style and manners equally out of date. They speak a strange form of Common, which is understandable but has not drifted with the rest of the language through the years. They would seem to those around them to be overly-mannered and archaic, and the further the years go on, the worse this effect gets. Their curse holds them in a form of stasis. Even to cut their hair or shave their beard is pointless, for the hair regenerates in moments afterwards.

It is even said that some have yet taken living squires under their supervision, like any knights are entitled to, and train them. These squires are aware of their lord's state, and yet stay loyal to them - or are perhaps killed if they do threaten to reveal the secret.

Groups of the Half Night Fraternity have been seen travelling together as unified groups of knights and supporters. The curse did not just affect the knights, after all. Those squires and others who fell under its sway were equally afflicted - they too show the signs of undeath beneath the light of the moon. So bands of these soldiers travel together, with trumpet and horn, banners and glory.

These cursed knights are known to take on quests that would be the deaths of almost all others. Unless they are destroyed by very powerful magics or the acts of gods themselves, these knights cannot be slain. So dragons, ogres and their habitual foes are little dangers to them. In addition, the knights need no food or water, no rest or sleep - though they feel the need of it in every moment of their being. This means that they can tirelessly travel, only pausing when needed to disguise themselves.

The Half Night Fraternity do not quest in the way of other knights. Not for them is the progression through rank and experience. Their hierarchy is static, frozen for centuries at the moment the Blood Chalice was lost.

It could be said that all of them are on their Final Quest, the quest which will end their lives, though this would depend upon the knight being asked. But this stasis exists for all of them. None seem to learn from the lessons they have encountered after the curse, and no quest brings happiness or peace. Apart from their instincts which still burn like madness within them, they cannot learn, they cannot grow and their experiences mean nothing to them.

Some of the undead knights have given up completely upon this task. They believe it to be impossible and in some way that they deserve the curse upon them. These knights will often become the defenders of small places - villages, hamlets, the forgotten peoples who need a champion in the dark times that draw in around them.

These pilgrim knights are sometimes called "Endless Knights" by their peers because they will take on a chivalric duty which can span entire generations of people. These cursed but timeless protectors are often the difference between life and death.

Ser Aeorough of Senis Bridge picked up her mantle of endless knight two hundred and sixty-seven years ago. Though generations of humans have been born, lived and died under her watch, they do not question her presence or her longevity. She has proven, through dangers most foul and monsters evil, that her state does not dictate her action. Ser Aeorough has not broken from her vigil in all that time, and many say that she never will.

Others quest for the knowledge to reclaim their existence. Such knights as these are known especially to the darker magical practitioners, such is their desperation to end this terrible weight upon their shoulders. One such warrior was Ser Elbih, who swore a pact of fealty to the dark sorcerer Kloxix in the year 1419, to serve him for a dozen years before being rewarded by lore Elbih could gain no other way. Elbih, at one time a Knight of Nobility, became the herald of Kloxix. He announced the dark wizard's intentions and sought to negotiate a peaceable solution to get what the wizard needed. In this way, he justified his actions through the code of chivalry. He told himself that he was noble, brave and merciful by mitigating the wizard's worst excess.

After twelve years of ignoring the terrible acts that Kloxix had committed, the knight returned to the wizard and demanded his recompense for such awful compromises. Kloxix, believing that he could not be harmed by the undead, demurred. Then the sorcerer cast a spell upon the Knight to bring him fully under the control of dread magics. Though undead, Elbih was still a knight and would not submit to such trickery or force. Raising his blade in the torrent of energy against him, he struck with the anger of this betrayal. The wizard's head fell from his shoulders, and bounced upon the floor.

The Half Nights are not evil. They are still conscious, still trying to be the exemplars of chivalry even while the whole world rejects them. Unable to progress, unable to learn and even unable to die, the Half Nights ride across all the land, hoping against fading hope that their next quest will reunite the shards of the Chalice and, at last, bring them peace from their damnation.



Half Night Squires

Half Night Squire

Medium humanoid (undead), neutral

Armor Class 16 (Half Plate + Cracked Shield)

Hit Points 45 (6d10 + 12)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	13 (+1)	10 (+0)	7 (-2)

Saving Throws CON +2

Skills Animal Handling

Damage Resistances Bludgeoning, Piercing, Slashing

Damage Vulnerabilities Radiant

Senses Passive Perception 9

Languages Any one language, usually Common

Challenge 2 (450 XP)

Battleline. If the Half Night Squire is within 5 ft. of an ally, they do an additional 7 damage if they make a successful melee hit.

Actions

Multiattack. The Half Night Squire can make two melee attacks or one heavy crossbow attack.

Hand Axe. *Melee attack:* +5 to hit, range 10ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

The squires which still accompany the Lost Knights are those who fell to the curse. The others - those at least who had survived the melee in the hall - all expired of old age several centuries ago. These Half Night Squires show the same curse that their knightly lords exhibit. When the moons shine upon them, they are the ghostly, ruined undead forms that are so often seen throughout the Forgotten Realms.

As undead, they can be destroyed by radiant damage; but yet they will be reformed some time later from what remains. Their curse keeps them incarnated regardless of the damage they take; even radiant damage from a paladin will only slow down this process of reformation.

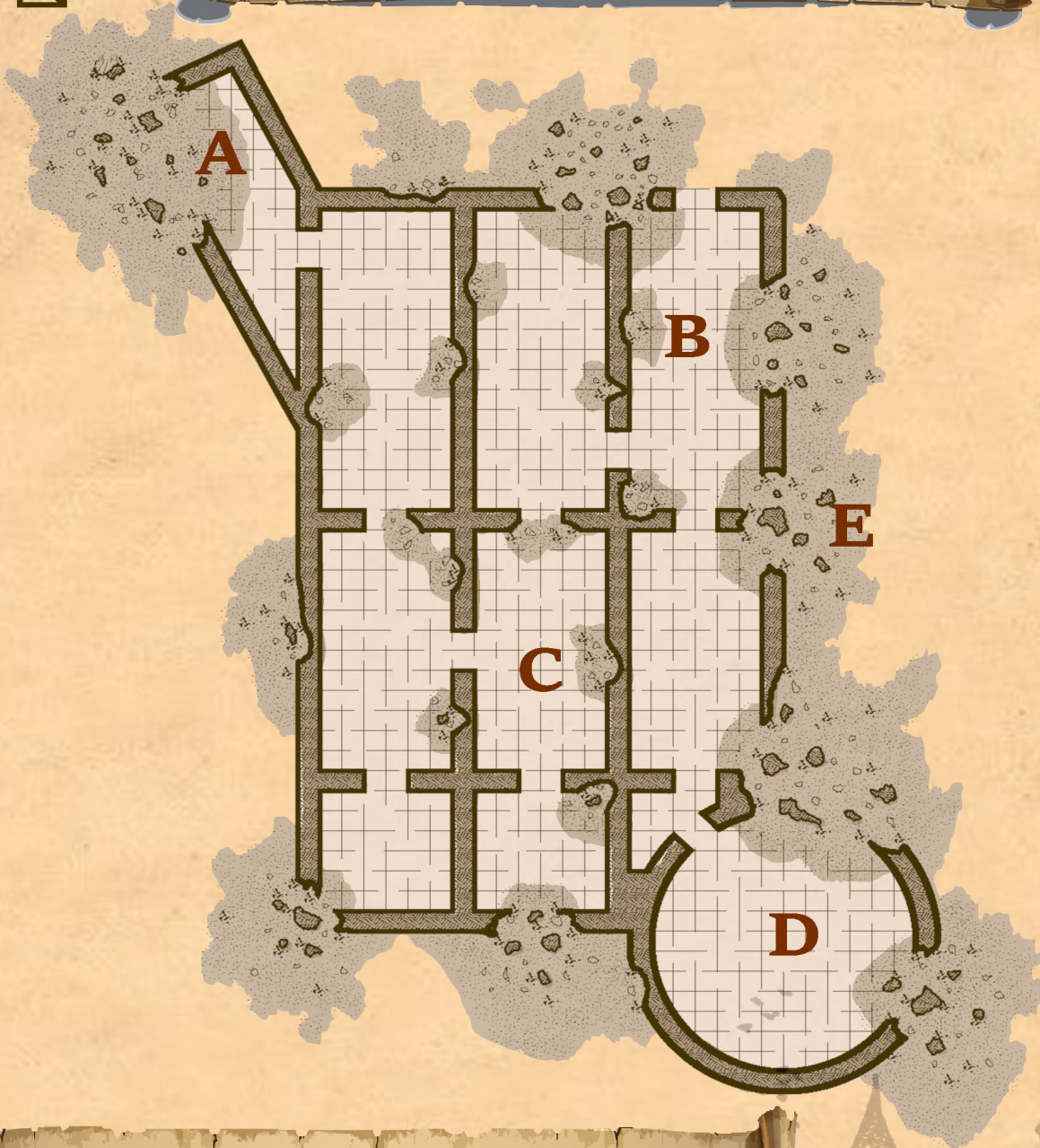
During the day, the squires look akin to their once-living forms. They are archaic, even by the old-fashioned standards of chivalry. If people speak to them of new cities which are founded or even events commonly known throughout Faerun, these squires will have no knowledge of them. They have the knowledge of what they knew upon that terrible night, and now they are unable to learn anymore.

By night, these squires are horrifying. They stalk the roads and forests with a ruined, skeletal shape, shaking and staggering as they go. What grace they had in their living forms is gone completely. Now they move like poorly controlled puppets, unbalanced and slow. However, if they are attacked in this form then they are still able to defend themselves; their unnatural resistance to weapon strikes means they can weather a remarkable number of blows. Their heavy armour and wrecked shields will help them hold back the enemy from their lord.





The Ruins of the Morning Fort



Locations

- A - Main Entrance
- B - The Armoury
- C - The Feasting Hall of the Mighty
- D - The Grand Commander's Rest
- E - Myhas' Fall



Half-Knight

During the day, the Knights of the Half Night Fraternity appear to be exemplars in steel plates and unmarked tabards. Seemingly untouched by the ages their armour must have experienced, they often attracted cheers and yells with this image of unmarred, untouched chivalry.

During the day, their behaviour is that of an extremely old-fashioned individual. They are the epitome of long-lost courtly manners, and the Common that they speak is often full of archaic prose and language. They speak of ancient kings and forgotten treaties as if they were still in force and will mention monarchs they have spoken to as if that long-dead leader were still alive. The strangest part of the knights is their surprise at being told that such regents and leaders have been dead many hundreds of years. When told about the ravages of the Time of Trials and even the Spellplague, the knights appear unaware of the terrible events which took place.

Nonetheless, their abilities in tournaments and in battle are as skilled as any knight's. Despite their heraldry being lost to time, they charge into the fray much like any of their chivalric brethren. Their skills with their shields and blades are as honed as any other, and their squires fight alongside with equal energy.

Observers have noted, however, that these knights seem to take terrible wounds without flinching and fight with a stamina that is awesome to behold. Despite the mysteries that follow them, lords have often been pleased to have one of the Half Night Fraternity serving under them. Their refusal to leave their tent when the moon is high is just seen as another of the knight's strange affectations.

If their cursed state is revealed, however, the admiration quickly turns to disgust. The knight is a heinous revenant, and all their martial glory inverted by their curse. Even when a knight is destroyed, the foes of this knight may find themselves hunted days or weeks later - a knight, regardless of their chivalric ideals, cannot allow such an insult as this to go unanswered.



Half-Knight

Medium humanoid (undead), neutral

Armor Class 20 (Rusty Plate with Shield)

Hit Points 75 (10d10 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (0)	14 (+2)	14 (+2)	11 (+0)	7 (-2)

Saving Throws CON +4, INT +2

Damage Vulnerabilities Radiant

Damage Resistances Bludgeoning, Piercing, Slashing

Condition Immunities Blindness, Deafness

Senses Passive Perception 10

Languages Any one language, usually Common

Challenge 4 (1,100 XP)

For Honour! (2/day). If the half-knight fails a saving throw, a hit roll or a ability check, they can choose to re-roll this dice.

Actions

Multiattack. The half-knight can make two melee attacks.

Long Sword. *Melee Attack:* +6 to hit, range 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage when used with both hands.

Reactions

Ironsides (2/day): The half-knight adds 1d4 to its AC against one melee attack that would hit it.

Half-Knight Marshalls

There were three knight-marshalls within the Morning Sun when the curse fell upon them, and all fell to the dread magic which infused them and their fellow knights. This curse had a different effect on each, leading one to a kind of grace, the other to accommodation, and the last of them to fall from their chivalry all together to become a true monster.

Knight-marshall Ser Eoiruw was, before the arrival of Ser Hevue, thought to be the natural successor to their Grand Commander. He fell like all of his companions and looked upon his new state with horror. He was the first to leave and was not seen for many, many years after this. It was upon the roads of the Sword Coast that the Ghost Knight became a legend. Individual travellers or small groups, assailed upon the road by evil, were rescued by one who appeared to be an undead knight. This rider, now thought of us as kind of a terrifying patron saint of travelers, is thought to be Eoiruw. He has guarded the roads of Faerun for many centuries, and no few folk owe their lives to this rider's intervention.

Knight-marshall Ser Cexnz was the most devout of all the knights of the Morning Sun. She too fell to the curse, and found herself a monster in the darkest hours. Abandoning the order she took to wandering the lands, asking Pelor to undo this terrible curse, but it seemed that her god had abandoned her. From north to south, she searched for Pelor's light and yet received no insight. It was a long time, some say centuries, before Ser Cexnz came across the ruin. High in the mountains, in a forgotten valley, she found the abandoned ruin of Pelor's chapel. Long lost and little more than pointed stones in the alpine grasslands, she saw her god's runes and wondered if this, perhaps, was a sign.

With old tools, Ser Cexnz began to rebuild the chapel to her god. Her unflinching strength lent her an advantage, and even in the very depths of winter the empty valley rang with the chipping of pick upon stone. At last, the chapel was finished. Ser Cexnz found her body being restored, her flesh returning to her bones, and her lungs drawing in golden air again. At the moment, her apogee and freedom, Cexnz gratefully died.

The path of despair was walked by Ser Yugap, Knight of Courage, was a seductive one. Fleeing with a group of knights, he found himself in the realm of Necodranic the Dread. This lich, having felt the presence of these unique undead in his kingdom, made them a promise. Serve him, and he would undo their terrible state. In their desperation, the knights agreed.

Decades passed in the lich's service. Every terrible action Ser Yugap and his knights took ate at what remained of their souls, and so they fell ever more into corruption and vice. The justification of their actions, that they earned their freedom, rang ever more hollow for every innocent they slew in the name of the lich. Their blood-soaked banners and terrible visages became fearful talismans of approaching slaughter. It was only after these knights became engaged in battle against a group for knights of the Order of the Bannerhorn that they realised their descent into evil was complete.

Ser Yugap had broken. His will was driven to madness and what remained to him was hate at the ever-changing world while he remained static and stuck. Most of all, he hated himself for what he had done. So he fell completely to irredeemable evil and became a true Death Knight. With his haunted warband, Yugab the Brutal has raided and reaved without end, becoming a horror of the eastern realms and a subject of many, many horrible stories.

Half-Knight Marshall

Medium Humanoid (undead), neutral

Armor Class 20 (Plate with Shield)
Hit Points 120 (16d10 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	14 (+2)	17 (+3)	10 (+0)	7 (-2)

Saving Throws CON +4, STR +6
Skills Animal handling
Damage Vulnerabilities Radiant.
Damage Resistances Bludgeoning, Piercing, Slashing
Senses Passive Perception 10
Languages Any one language, usually Common
Challenge 6 (2,300 XP)

For Honour! (2/day) If the half-knight marshall fails a saving throw, a hit roll or an ability check, they can choose to re-roll.

Snake's Strike (2/day) The half-knight marshall can use their bonus action to make a melee attack.

Actions

Multiattack. The half-knight marshall can make three melee attacks.

Knighly Greatsword. *Melee Attack:* +7 to hit, range 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Reactions

Ironsides (2/day): The half-knight marshall adds 1d6 to its AC against one melee attack that would hit it



Grand Marshall Ser Hevue, the Harrowed Maiden

Medium Humanoid (undead), neutral

Armor Class 22 (Spectraln Plate)
Hit Points 180 (24d10 + 48)
Speed 30 ft. walk, 30 ft. fly

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	14 (+2)	17 (+3)	10 (+0)	7 (-2)

Saving Throws COM +4, STR +6

Skills Animal Handling

Damage Vulnerabilities Radiant

Damage Immunities Piercing, Bludgeoning, and Slashing from weapons which are non-magical.

Condition Immunities Blinded, Charmed, Deafened, Stunned

Senses Passive Perception 15

Languages Common, Dwarvish, Elvish, Giant

Challenge 9 (5,000 XP)

For Honour! (4/day) If Ser Hevue fails a saving throw, a hit roll or an ability check, they can choose to re-roll this dice.

The Blade of Doom. When Sir Hevue attacks a creature with this weapon and rolls a 20 on the attack roll, that target takes an extra 4d6 slashing damage. If this extra damage roll exceeds 21, the Harrowed Maiden lops off one of the target's limbs, with the effect of such loss determined by the DM. If the creature has no limb to sever, this will lop off a portion of its body instead.

Actions

Multiattack. Sir Hevue can make four melee attacks.

The Blade of Doom. *Melee Attack:* +11 to hit, range 5 ft., one target. *Hit:* 13 (2d6 + 8) slashing damage.

Reactions

Ironside (3/day): Sir Hevue adds 1d8 to her AC against one melee attack that would hit her.

Legendary Actions

Ser Hevue can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Ser Hevue regains spent legendary actions at the start of her turn.

Spectral Float. Ser Hevue can make a move out of combat in her spectral form. This move does not provoke attacks of opportunity, and she can move through intervening characters or obstacles as if they are not there.

Melee Attack. Ser Hevue makes an additional melee attack.

Howling Screech. Ser Hevue releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of her that can hear her must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.

Grand Marshall Ser Hevue, the Harrowed Maiden, Torment Embodied, She of Endless Vigil.

Ser Hevue still haunts the ruins of her fortress. Her actions, which were so against that of her chivalric code, have caused her to go quite mad. The guilt of having brought the cup that doomed her order, having slain those who most loved her, and having cursed those who had acclaimed her, has created such a weight that her mind could not bear it.

The Harrowed Maiden does not leave the grounds of her once glorious and now hopelessly ruined fortress. During the day, she is as fine a knight as has ever been seen. Like a parade of chivalry from three hundred years ago, Ser Hevue walks regally in gentle patrols around the overgrown stones.

If she is approached, she will act with all the courtly grace of ancient years. She will tell stories of her order and is the only member of the Half Nights who realises that time has passed. And yet, she still takes some pride in the stories that the knights created those many centuries ago. Only around her eyes, her voice, the lack of timbre and tone, give the listener an insight into her mental state.

Nighttime reveals the terrifying visage of the Harrowed Maiden. Like day and night, Ser Hevue is a study of opposites. In the darkness, her half-skeletal, half phantasmal form floats through the darkness, sword in hand. She will strike, with a terrifying banshee's howl, at any who breach the walls of her fortress. Tortured visages of these once-loyal squires are carried behind her in a wake of terrible necromantic enemies which overwhelm anyone foolish enough to get in their way.





Half-Knight Hell Beast

Large Creature, Unaligned

Armor Class 16 (Magical Barding)

Hit Points 59 (8d12 + 11)

Speed 30 ft. 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	4 (-2)	13 (+1)	8 (-1)

Skills Perception +5

Senses Passive Perception 11

Languages ---

Challenge 3 (700 XP)

Frightening Roar: The half-knight hell beast lets out a devastating roar. Any enemy within 30 ft. of it must make a DC 15 Wisdom saving throw. If they fail it, they are frightened of the hell beast until the end of its next battle round.

Actions

Multiattack. The hellbeast makes two attacks: one with its bite and one with its claws.

Bite *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Claws *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Half-Knight Warhorse

Large undead, unaligned

Armor Class 16 (Rusted Mail Barding)

Hit Points 45 (6d12 + 6)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	2 (-4)	12 (+1)	4 (-3)

Senses Passive Perception 11

Languages ---

Challenge 1 (200 XP)

Frightening Visage. If the half knight warhorse makes a successful melee attack, the target must take a DC12 Wisdom saving throw. If this is failed, the target is classed as *frightened*. They can re-roll this check at the end of each of their turns.

Actions

Death-shod Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) bludgeoning damage + 2 (1d4) necromantic damage.



Relics of the Order

There are not many relics of the order out in the wider world. When the half Nights departed upon their quests, they took their rusted and rotted gear as they did so. Such equipment is cursed much like the knights, appearing clean and perfect in the day and as ruined and rotten as the knights under the moon's light.

When the knights belonged to the Morning Sun, they had many relics within their midst. These were often stored as treasures in their vaults. Despite the presences of the Harrowed Maiden, it is said that an enterprising thief or two have raided the vaults of the old castle. The stories of the treasures there have drawn many others to this place - but they have very rarely returned. The Harrowed Maiden makes short work of nighttime raiders who tread upon her realm.

Within the spectral hold of the Morning Sun are some of the most powerful magical items in the area. These include:

- The Vengeance of Vault
- Helstones Razor
- Faith Made Steel
- Scorpinas's Iron Step

Story Hooks

There are a variety of different ways that you can integrate the Half Night Fraternity into your campaign, either as an on-going antagonist or a neutral party to be involved in some adventure. While the Half Nights might well fit the role of antagonist, a little imagination can lead the adventurers to having to question their own assumptions about the undead and the nature of knighthood.

- The adventurers are hired to recover a shard of the Chalice of Blood. At the same time, the Half Night wants to recover it as part of ending their curse.
- On the road, in the moonlight, a Half Night slays several bandits and flees into a nearby village. The villages welcome this apparent undead warrior.
- A half-knight announces to the group that they are being hunted by a terrible lich. The knight offers to assist them in defeating the lich, as it will mean that they are freed from their ill-chosen vow.
- A skeletal warrior is stalking the halls of a museum, scaring the guards and the patrons. When the adventurers investigate, they discover it is a member of the Half Night Fraternity, trying to recover a piece of what they think is the Blood Chalice.
- At the Tourny of Torm, a mysterious stranger has defeated all knights who have jousted against them. They seem strangely resistant to many injuries. The adventurers are asked to find out the secret of this knight by the tourney organisers.
- A Chapel of Gond is under attack by the Half Nights. The cleric claims that they are undead, but the knights claim that the device within the chapel will help them undo their curse.
- The adventurers are hired to sneak into the ruins of the Morning Sun fortress to recover the gold and relics there. On the way, they encounter the Harrowed Maiden.

- A strange knight, old-fashioned and unseen, has been slaying a group of mountain ogres which threaten travellers upon the road. The adventurers are asked to seek the knight and find out what their purpose in doing so is.
- A cleric of Kelemvor asks for assistance hunting down a band of undead in the local area. This is a group of half knights and squires travelling through the area without any intention to harm anyone. The cleric of Kelemvor sees them as an abomination and wants aid in destroying them.
- The group comes into the possession of a shattered gold cup rim, which is mistaken for a bracelet or bangle. They are relentlessly attacked by the Half Nights who want to reclaim this fragment from them, and assume that it has been stolen.
- A Half Night waits upon a stone bridge ahead of a village. The adventurers must prove their good intent to pass, or accept an honourable duel with the half-knight to prove their worth.
- A wounded half-knight, regenerating slowly back to their cursed form, explains that their heraldic sword has been stolen by a terrible beast. They are worried that, if they wait too long, the beast will be too far away to track. They ask for the adventurers' help in returning the sword.
- A half-knight, beaten down by a dishonourable ambush of p aladins, asks for assistance in securing an honourable duel to settle the matter once and for all.
- A group of hobgoblins are seen espousing the tenants of chivalry while protecting a road. On being challenged, they offer to take the adventurers to meet their commander, a half-knight.





The Windborne Order

"The Windborne were created out of crisis, and such orders are often short-lived. But they have observed the code Chivalry for all their hunting skills, never letting their desire for vengeance overwhelm their belief in nobility, hope, courage, mercy and justice. Those upon the coast of Faerun can look to the skies for their salvation, for this is the realm of the Windborne and they will protect it for as long as they can." - ABL

The clouds parted above the city of Neverwinter. Its citizens looked to the sky to behold a horror they could never have imagined – a fleet of tentacled nightmares descending upon the city. Descending on it... to feed.

Illithid nautiloids drifted through the sky, preceded by enslaved winged horrors from all across the many planes. They had emerged from the Astral Plane and brought terror in their wake to the inhabitants of Faerun.

The denizens of Neverwinter turned to their esteemed ruler for protection, and Lord Castigar Blane gathered as many as he could in the central plaza. In the shadow of Tyr's own temple, he betrayed them. They could only watch as, with the agonizing crunching and shifting of bones, he transformed into a mind flayer.

As he raised his spindly arms to the air, his royal guard hemmed the terrified citizens in, slaying anyone who tried to flee. A nautiloid descended on the square, psychically beckoned by Lord Blane. It disgorged its cargo of mind flayers and their enthralled servants, and they began to drag citizens aboard the nautiloid. There, they were forced to the birthing pools where illithid tadpoles were forced upon them – a new generation of mind flayers spawned to spread the Elder Brain's will across Faerun.

But Neverwinter was not without its defenders, and its terrified citizens watched in awe as their champions rose to the sky, to take the fight to the illithids. Warriors riding upon pegasi, griffon riders and brave halflings riding upon their giant eagles swept up to fight this fleet, casting shadows upon the crowd below.

The High Priestess of Tyr, Astrid Starweaver, was appalled by the atrocity before her eyes. Summoning her divine pegasus, she soared into battle, descending on Lord Blane and skewering his malformed body upon her lance. The tale of her resistance spread quickly through the city, and citizens grabbed any bow, crossbow or sling they could get their hands on. Children hardly big enough to hold a weapon and tottering, elderly veterans alike took up arms in the defense of Neverwinter.

Meanwhile, the Mages' Guild was betrayed from within by no less than half the Council of Mages, now thralls of the mind flayers. The mages fought a protracted battle within the Guild Tower and managed to send emergency messages to major cities and any nearby towns who could provide aid. However, the mages themselves were too beleaguered within the tower to help the city.

For a whole day and night, the nautiloids and their host of enthralled, winged beasts besieged Neverwinter – but on the second dawn of the illithids' attack, salvation came from the east, backed by the rising sun. A phalanx of winged warriors, gathered together from cities near and far, had gathered and planned their attack. What they lacked in numbers they made up for with the element of surprise and the ferocity of their mounts – for they counted dragons, manticores and griffons among their ranks!

This assault gave the defenders of Neverwinter the reprieve they needed to rally and push back the illithids. Volleys of arrows were fired from below while the winged defenders slew scores of enthralled horrors and dispatched nautiloids pincushioned by the archers below.

Finally the mind flayers broke, scattering to the four winds. The mounted warriors who were still alive were too exhausted to give chase, and they landed to the cheers of Neverwinter's citizens.

The work was not yet done. High Priestess Starweaver, though gravely wounded, enlisted the winged warriors and many of the erstwhile defenders of Neverwinter. Together they set out on a quest to hunt down the remaining mind flayers and the nautiloids in which they'd fled.

Quest for Vengeance

The hunt seemed neverending for the mind flayers were crafty. They secreted themselves in obscure hamlets, enthralling their citizens and biding their time until they could attack again. The heroes, who came to be known as the Windborne, were relentless in their quest.

Along the way they found many uses for their skills. Citizens of lands far and wide entreated them for protection from winged horrors of all kinds – harpies striking from mountain eyries, black dragons and their cohorts of winged kobolds, stray manticores terrorizing the countryside – all were tasks gladly dealt with by the Windborne. As time passed, they became a closely knit band of warriors and footsoldiers who had amassed significant experience fighting all manner of airborne foes.

Only a handful of the nautiloids were unaccounted for, but the Windborne could not in good conscience disband while their most hated enemies were still at large. This, and the high demand for their skills, prompted High Priestess Starweaver to form a knighthood – and thus began the Fraternity of the Windborne. Their goal was to roam the land, responding to aerial threats with decisive force.

To accomplish this, they needed a base of operations – and what more fitting than a flying fortress that could follow the knights wherever they roamed? An assembly of cunning engineers and wizards hollowed out the largest nautiloid and refitted it with an array of technomagical engines to give it flight. Towers and buttresses were built



into its shell: stables for the beasts it would carry, and quarters for the knights, soldiers, engineers and staff required to keep such an operation running.

Within a single generation, the Windborne gathered more airbases, including a gnomish airship crewed by sky gnomes from the Plane of Elemental Air, a floating fortress captured from an invading cloud Giant, and a floating stronghold unearthed from the deserts of Calimshan and restored by a team of brilliant archaeotechnologists.

Fury of the Skyray

Fresh out of the esteemed Bardic College of Neverwinter, Tabitha Puresnow set out on a life of adventuring – although like many bards, she was not interested in fighting. Her lot was to create life, not just through the imaginations her stories could inspire, but in her bardic healing, the strength that could help a warrior pull through and, most importantly, the prevention of conflict, thus avoiding the nasty business of fighting altogether.

Her life partner, Glenn Sacaral, was determined to become a knight. This only hardened Tabitha's resolve – to become a knight of peace, rather than of war. For years she pursued her goal with single-minded determination, putting all her tabaxi wits to the test. After many adventures she found herself in the trackless deserts of Calimshan, in search of a lich's tomb. She was also completely lost.

Despairing of ever finding her way home, Tabitha plumbed the depths of the ruins. The last of her water had just run dry when she found the entrance to the tomb she sought. As she approached the portal, a storm of sand swept up around her – heralded by the beat of mighty wings.

When she'd finally gotten the sand out of her eyes, she saw a creature she'd only read of in legends – a Sphynx! Before the Sphynx could get a word in, Tabitha was already pelting her with questions about life. The Sphynx herself was rather astonished to find that Tabitha could speak Supernal, the language of the Sphynxes and the gods who had created them. She deigned to allow Tabitha to call her Sybil, since even Tabitha found it difficult to pronounce her full title.

Unfortunately for Sybil, the only decent conversation to be had was with adventurers seeking treasure.

Even then, they seemed to see Sybil more as a grab bag of valuable monster parts and spell reagents, rather than as a superior intellect.

Tabitha, meanwhile, was stuck in the middle of the desert, low on supplies, with a winged creature before her who did not, at present, appear to be hostile. She proposed a bargain – if she beat Sybil at a game of riddles, Sybil would fly her to the edge of the desert. If Sybil won, Tabitha would spend the rest of her days at Sybil's side, helping her fight off adventurers and finally giving her a source of intelligent conversation. Sybil agreed, assured of her victory.

Lo and behold, they played well into the freezing desert night, but neither could defeat the other. Far from becoming frustrated, they were both having the time of their lives – so much in fact, that a party of adventurers caught them off guard. If not for their catlike reflexes, they would've been taken completely by surprise by their attackers, who were clearly out for a hefty Sphynx-hide bounty. They were unprepared for Tabitha to leap to Sybil's defense, but it was still a close fight. The pair finally saw the adventurers off.

Sybil proposed an amendment to their bargain, for they had not decided what would happen in case of a draw. She proposed that they travel the world together, scouring the lands for mysteries and knowledge, and helping each other stay out of the way of greedy, unscrupulous adventurers. Tabitha delightedly agreed, and they set out on a shared quest for knowledge.

Months later, they set camp in the Mistral Plain, where Tabitha once again started waxing lyrical about her life partner, Glenn Sacaral, who she had left behind in Neverwinter. Sybil had just settled down for a long, boring night of Tabitha's mooning when they were near flattened by a psychic shockwave emanating from the upper atmosphere. Looking to the sky, they saw a shape above, like a spearhead still glowing from the forge, heading south at top speed. In wordless agreement, Tabitha and Sybil broke camp and followed with Tabitha riding on Sybil's back.

They flew to the point of exhaustion before they finally caught up to their quarry. It had descended into the lower atmosphere – a colossal skyray in violet that swirled before their eyes. It was harrying an airship, diving and swooping in attempts to knock it from the sky. The airship, being far more maneuverable than the skyray, was in no direct danger from its fins – but its thrashing was kicking up a storm of wild energy, and the psychic shockwaves were growing ever more fierce. Aetheric lightning flashed from the tips of its fins, striking the surrounding countryside. Some of the nearby forest and farmlands were already ablaze.

This was no longer just a lore-gathering mission – if Tabitha could do something to help, she would have to try. Sybil was less concerned with loss of life and property, but she did wish to see how things would unfold, and so she reluctantly agreed to fly Tabitha closer.

As they drew closer, Tabitha recognized the peculiar shape of the airship – it was the *Neo-Nautiloid*, the Fraternity of the Windborne's flagship. It seemed about to meet an ignominious end, after only a single human generation of service.



Sybil had a similar moment of recognition, for the creature was something she hadn't seen since the dim beginnings of her immortal life – an astral skyray. A magnificent species who glided through the cosmos through psychic will alone, they'd been hunted to extinction by the illithids – or so she had thought.

The pair swept as close to the skyray as they dared and, through a combination of spells only the two of them could conceivably know, established communication. A blast of rage and agony knocked Tabitha out cold, but through the pain, Sybil grasped a thread of meaning.

Sybil streaked towards the deck of the pitching *Neo-Nautiloid* and hit it at such great speed that she skittered right into the hangar, her claws scratching up the deck as she tried to slow her momentum. Many of the crew reacted in defense, and weapons tore at her hide as she tore down the corridors.

Finally she found herself in the main chamber, now totally repurposed into a barracks, with one outstanding detail – the gigantic egg squirreled away in the crates at the back of the room. The inhabitants of the room were busy preparing to abandon ship but raised their weapons on Sybil when she entered, and she found herself staring at a wall of pikes.

A huge green hand was raised, and the pikes lowered. A warrior pulled off their helm, someone Sybil recognized immediately – it was Glenn, who had seen Tabitha unconscious on Sybil's back. Sybil had never been so glad to see a mortal and ordered Glenn to immediately bring the egg on deck and bring it to the skyray.

Glenn, feeling that this was not the strangest request she had heard in her life, rounded on the soldiers and had them lug the egg onto the deck. There they met the knight-commander astride Aravelli, who personally picked up the egg in her talons and flew it up to the skyray.

As they neared the skyray, bolts of lightning arced towards the egg. Astrid and Aravelli dropped it and flapped frantically back to the *Neo-Nautiloid*.

The skies calmed as the egg's shell crumbled away, and a baby skyray swam forth. Nestling against the underbelly of its parent, they ascended back into the atmosphere and soon disappeared from view.

Knight-Commander Astrid recruited Tabitha and Sybil on the spot, and they became the first Windborne Herald – a loremaster devoted to knowledge, learning, diplomacy and music. Tabitha and Glenn, of course, were glad that fate had seen fit to bring them back together again.

Quest to Save the Celestial Crane-Tortoise

Nearing the end of her life, Knight-Commander Astrid Starweaver thought she'd seen it all – especially with the astral skyray now a part of their flotilla. The knights and their mounts had grown more diverse than she ever could've expected, a flying menagerie of bats, manticores, eagles, pegasi and many others – not to mention the Tabaxi sphynx-knight who'd brought the astral skyray into the fold.

Little did she know that one more surprise awaited her in her old age. One evening as she gazed over the bow at the blinding sunset, a swirling zephyr appeared seemingly out of thin air. Despite the pilot's best maneuvers, the zephyr swallowed the *Neo-Nautiloid* whole. The crew were saying their final prayers when the zephyr died out.

Crowding to the battlements, the crew stared out at an endless vista of clouds. Islands and mountains floated untethered through the air as far as the eye could see, many capped with destroyed cities. Some still smoldered, turning nearby clouds ashen.

The *Neo-Nautiloid* rocked in the bow wave of an approaching mass. The knights, recovering from their encounter with the zephyr, scrambled to their mounts and took flight.

From behind one of the floating mountains flew a tortoise the size of a city, borne aloft on crane's wings, each one twice the tortoise's width. A magnificent tail, just as long as each wing, fanned out behind it. Its stumpy legs churned the air and its blunt head steered a path directly towards the *Neo-Nautiloid*. High Priestess Starweaver kept a calm facade, although inside she was wondering if her time was finally up. The *Neo-Nautiloid* was smaller than a single one of the tortoise's claws – if it wanted to destroy them, they'd have no chance.

As the tortoise approached, each beat of its wings as loud as a thunderclap, fiery red portals erupted in the air around it. Through the portals soared a host of winged demons. Though antlike in size compared to the tortoise, their demonic weapons seemed effective against its hide. Demons carved off scales and chunks of flesh larger than they were, carried them back to the portals and disappeared through them.

The Windborne flew into action. The demons were easily routed, as they were more focused on carrying parts off the turtle back to their portals than on fighting.

As the last demon retreated, the portals disappeared, and the Windborne turned their attention to the tortoise. It was truly a sorry sight – many scales had been carved from the its hide, and there were gashes as large as the *Neo-Nautiloid*, oozing demonic ichor. Flying further up, they saw that great chunks of the shell had been blown off as if by explosives.

From one of the many caves embedded in the tortoise's back emerged a crane aarakocra carrying a tortle, and began their tale immediately. The Windborne were in the presence of Ur-Bannu the Inestimable, celestial crane-tortoise. A living avatar of the goddess Syranita, she was attended by the Priesthood of Syranita, who cared for her health and her shell.

She had been under attack by overwhelming numbers of demons for days. The Priesthood and other inhabitants of her shell had done their best to defend her, but casualties had been high, and their powerful forces had been nearly broken. More disturbingly, the demons were more focused on carving off the flesh of Ur-Bannu and carrying it back through their portals. Consulting the goddess, they had received a shared vision of an order of knights who'd appear to save them from the demons. The High Priest summoned an elemental vortex, dragging the *Neo-Nautiloid* into the Plane of Elemental Air just in time to drive off this attack.





A captured and interrogated demon had revealed that devouring the flesh of Ur-Bannu granted great power. Soramar, a demon general of Cania, was planning to eventually kill and devour Ur-Bannu whole to gain enough power to challenge Mephistopheles for rulership of the Cania.

The Priesthood begged the order to help, and they jumped at the challenge. A quest to save a living avatar of a goddess, her servants and all the inhabitants of her shell? Truly an endeavor worthy of a knighthood. This is what they were made for!

The Windborne gathered their strength and lay in wait within Ur-Bannu's shell. While preparing for the next attack, they sent envoys to the other inhabitants of the shell. These included the Tenders, an order of druids tasked mainly with the maintenance of Ur-Bannu's shell and skin; the Gnawers, a tribe of goblins who hunted the giant wormlike parasites that lived on Ur-Bannu's scaly hide; and the Specklehides, a halfling society who grew crops on the top of Ur-Bannu's shell and traded for necessities with other airborne societies. All of them contributed in some way to Ur-Bannu's defense.

When the demons next attacked, the defenders of Ur-Bannu swung into action. The demons expected the *Neo-Nautiloid* to join the defense and were unprepared for its mad dive into one of the demonic portals. They found themselves in a freezing wasteland filled with a demonic horde, swiftly identified by the more knowledgeable Windborne as the Cania, eighth level of the Nine Hells of Baator. Soramar, a fearsome Balor presided over the demon horde. The Windborne plunged toward him, breaking through his defenses and attacking him head on.

In a swift but brutal battle in which many Windborne gave their lives, they finally slew Soramar. The demon horde broke and scattered.

The Windborne were about to send up a great cheer when a pillar of flame belched up before the *Neo-Nautiloid*. From it soared Mephistopheles himself, borne aloft on tremendous wings, clad in a suit of obsidian armor inscribed with runes that twisted maddeningly before their eyes.

Mephistopheles revealed his plan: manipulating Soramar into attacking Ur-Bannu, sending the Priesthood a false vision of the Windborne, prompting them to drag the *Neo-Nautiloid* into the Plane of Air -- all to enslave the Order of the Windborne, use them to slay Ur-Bannu, take Ur-Bannu's power for himself, and challenge Asmodeus for lordship over all Nine Hells. Into the bargain, he'd have a powerful Knighthood to use as a pawn within the Mortal Realms.

As Mephistopheles gloated, an unearthly breeze swirled up around the *Neo-Nautiloid* and the Windborne. A voice boomed out psychically -- even Mephistopheles clutched his head and stopped mid-soliloquy.

It was the voice of Ur-Bannu, chastising Mephistopheles for his ambition, and saying that the brave Knights who saved her would not be slain so easily.

Mephistopheles recovered and raised his hands, beginning to cast the magic that would enslave the Windborne -- but they were snatched away by another vortex and found themselves back at Ur-Bannu's side. Ur-Bannu reflected that now Mephistopheles knew she was capable of creating vortexes -- she might not be able to use that trick again.

Ur-Bannu thanked the Windborne for their help but lamented that Mephistopheles could well try his plan again. Knight-Commander Starweaver offered to establish a permanent outpost within Ur-Bannu's shell, to assist in her defense, and Ur-Bannu gratefully accepted. She also granted Starweaver a boon, transforming her into a Protector Aasimar (with Tyr's permission). Imbued with divine energy, she would now live a longer life in service of the innocent.

The Windborne set themselves to fortifying Ur-Bannu's shell and mourning their brethren lost to the demon hordes of Cania. They looked to the future where they'd continue to protect the innocent, not just in Faerun, but now across all the realms.

Knights and Mounts of the Windborne

The Knights of the Windborne are by no means numerous, owing to the rarity of their mounts and the expertise required to ride them. Nevertheless, they make up for this with their power, versatility and mobility and are arranged into divisions based on their best use. The scout division incorporates the speedier mounts, such as the giant bats and giant eagles. The appearance of the monstrous division is so horrifying that it can often make foes surrender on sight. It includes mounts such as the manticores, nightmares and flying horrors. The Heralds are support staff whose roles include healing, inspiration and magical augmentation of other knights and infantry



as well as any allied forces who may need bolstering. The strike division is the most powerful, and its charge is enough to defeat an army in one fell swoop. Its members include, but are not limited to, Conflagration the Phoenix Knight, Tevi the Dragon Knight, and the Windborne's founder herself, Astrid Starweaver the Pegasus Knight.

Windborne Infantry

Many foes assume knights mounted on winged beasts would have no use for common infantry, when in fact the opposite is true. This element of surprise is often what secures the Windborne their victory. The foot soldiers have two main functions, the first being to attack the enemy's vulnerable underbelly and the second to attempt to ground the enemy so the Windborne can deal a killing blow from above. This deadly pincer attack has been the doom of many a foe.

To that end, the Windborne infantry carry specialized gear. The long pikes favored by many anti-cavalry troops are present as well as the pollaxe favored by knightly orders. The pikes damage an incoming target's wings, forcing it the ground to be dispatched by the rising and falling heads of the pollaxes.

Powerful bows fire volleys of arrows, the heads of which are designed with large surface areas and hooks, perfect for tangling in a target's wings and bringing them to the ground.

Windborne Support Staff

A great many staff are required to prepare the Windborne for battle. First and foremost are the animal handlers and veterinarians responsible for keeping the mounts in fighting shape. This is no small task as the exotic and diverse mounts require a great deal of expertise to manage.

The airbases, of course, require their crew, the nature of which may change depending on how esoteric the airbase itself is. The astral skyray, for example, requires a heavier technomagical presence to ensure the battlements stay in place upon its back.

Positioning is key, so the Windborne also keep a divination team on staff to predict threats they need to respond to, otherworldly, airborne or otherwise. Because weather is so important, a squad of druids, elemental wizards and clerics are employed to ensure favorable conditions for the fleet.

When the Windborne enter a town to recruit, resupply or simply for shore leave, it is customary for them to hold a carnival as thanks for the hospitality of the town. Aerial jousts and races are common as well as tests of aerial agility, formation flying and skywriting. Concerts are held, for each airbase has its own band and anthem, the vocal section of which usually contains mounts who are capable of vocalizations. Local musicians are invited to play at the carnival and in the concert.

Presentations are given on various types of creatures, since any living in the wild may become targets for aspiring "adventurers" or slain out of fear. Many towns, when petitioning the Windborne for aid, expect them to simply march in and slay a monster. Often it is the task of the Windborne to educate the town on why the monster is attacking.

For example, the townsfolk may have destroyed the monster's habitat to make way for farmland or kobolds drove the monster out of its lair. When a town calls upon the Windborne, they may find they've become unwitting volunteers in the field of manticores husbandry.

The Windborne order requires specialized equipment to operate aerially. First and foremost are safeguards for dismounted riders. Saddles are built with sturdy harnesses for the riders as well as safety ropes so any rider who should fall off has a chance to climb up and remount. Each rider is issued at least one amulet, potion or scroll of *feather fall*. For combat, each knight is equipped with a shortbow even if they're normally melee focused. For relevant missions they're equipped with bombs or, if none are available, bricks or rocks to drop from above.

Windborne Operating Procedure and Tactics

The Windborne have developed a number of aerial combat tactics designed to capitalize on the advantages of having a mostly airborne force. Some other knightly orders look down on the Windborne because of their use of unchivalrous tactics. However, one tenet of the Windborne is that the safety of the people must come before chivalry. They may need to sacrifice their own honor to save those under their charge, for after all, knights are first and foremost servants and protectors of the people.

Silent Glide: First developed by giant bat pilots, this strategy was soon adopted by all the Windborne. Involves striking from downwind, gaining great speed from a distance, then cutting engines (or gliding in the case of the monstrous Wingborne). Used at night for zero visibility, gliding to reduce the chance their approach will be heard. Flying low to the ground less some will drop bombs, while others will strafe the foe, picking them up, carrying them for a short distance and dropping them or smashing them into the ground or their comrades to disable them and cause fear. The detrimental effect this has on enemy morale cannot be understated.

Alpha Strike: A strategy designed to break the opponents in a single attack. The Windborne strike from out of the sun, usually at dawn when the enemy are still groggy, or dusk when they're most tired. The mobility of the Windborne usually allows them to secure the best angle of attack regardless of the terrain, so even armies that think they're safe can find themselves attacked from a direction they least expect.

Intimidation: Sometimes even the sight of monstrous mounts will drive an enemy to defeat. This strategy entails a lot of showing off, soaring past at great speeds, synchronized roaring accompanied by musical instruments, flame breathing and exhibitions of airborne skill such as formation flying and stunts. After witnessing all this, many foes are ready to wave the white flag before the battle's even begun.



Dragon Charge: Enemies that have experience fighting flying targets may be prepared for an airborne charge, but the Windborne have other options. They have been known to use their mounts solely to ferry foot soldiers into positions that should normally be inaccessible. The knights will then lead the charge while the mounts remain behind, ready to fly at a moment's notice if the battle goes poorly and the knights need to retreat.

Lure: When faced with a similar airborne force, the mounted knights will feign retreat, luring their opponents to fly over the foot soldiers, who attack with war machines, arrows and pikes. Often the enemies are lured into flying through canyons or ravines, on top of which foot soldiers are stationed to fire arrows and drop rocks.

Alternatively, the foot soldiers lure their enemies into a ravine, canyon or to ford a river, at which point the mounted units strike from point blank range.

The Rallying Cry: The Windborne are sometimes called to save a force that's on the brink of defeat. Thankfully, they are well versed in the art of defending and bolstering their allies. Herald divisions descend to give aid to their allies through healing, magical empowerment and inspiring music. The combat elements of the Windborne hold off their foes until they and their allies can turn and fight - this time with a much greater chance of victory.

Background: Windborne Vessel

You live aboard a Windborne airbase, and you know it like the back of your hand. You're familiar with the crew, the mounts, the knights and the ship's operating procedures. You've seen your share of airborne combat, and you've learned when to lend a hand, when to fight and when to keep your head down.

Skill Proficiencies: Choose two from among Animal Handling, Athletics, Perception, Nature and Survival.

Languages: Two of your choice.

Equipment: A set of common clothes, 50 feet of silk rope, a lucky charm such as a griffon feather or the fang of a giant bat, and a pouch containing 10gp.

Feature: Airbase Crew Member

The members of the Windborne recognize you as an airbase crew member. You can appeal for aid from other members of the Windborne and may be able to gain access to other Windborne airbases and encampments.

Providence

D4 Providence

- 1 Your parents both live aboard the airbase, and you were born and raised here.
The Windborne arrived too late to save your town, and you were orphaned in the attack. They adopted and raised you as their own.
- 2 You were a stowaway! The crew found you out and were about to throw you off when they were attacked.
- 3 You helped defend the ship and did such a good job the crew decided to hire you instead of throw you in the brig.
- 4 You wash dishes in the airbase kitchen, but like many of your peers, you secretly dream of knighthood.

Suggested Characteristics

You have a close bond to your airbase and its inhabitants, who you can be fiercely protective of. You've become familiar with the knightly code, and perhaps even aspire to Knighthood.

D4 Close Bond

- 1 You would do anything to gain the approval of the knight you are squired to.
There's a particular mount you have your eye on, and
- 2 you won't accept any other mount when you gain your knighthood.
- 3 You were born and raised aboard the airbase that is your home, and the crew think of you as their own family.
- 4 You were orphaned during one of the Windborne's battles, and they took you in and raised you.

Ideals

D4 Ideals

- 1 The Windborne are above earthly laws - we make our own way (Chaotic).
- 2 Our duty is to sacrifice ourselves and our mounts for the good of Faerun (Good).
- 3 Whatever the situation, I trust my chivalric code to steer me true (Lawful).
We have great power, so we must carefully assess
- 4 each situation and only intervene if it's truly necessary (Neutral).

Flaws

D4 Flaws

- 1 I've lived my whole life in the sky, so I'm scared of the ground.
- 2 I'm the joke of the other knights because I sometimes get airsick.
- 3 I feel superior to "Earthers" - they don't know the glory of the sky as I do.
- 4 I put the safety and happiness of my mount above that of my comrades and other people.

Personality Traits

D6 Traits

- 1 I act awkwardly around people - I'd rather be in the stables with the flying steeds.
- 2 I'm full of anecdotes about the exciting things I've seen and places I've been.
- 3 I'm always on the lookout for new things and have an insatiable curiosity about the world around me.
- 4 Whenever I see something with wings, I have to study and observe it - even if it's trying to kill me!
- 5 I have a craving to be under the sky at all times - even in the pouring rain.
- 6 Weather fascinates me, and I can't stop talking about it.



Background: Windborne Veterinarian

A seasoned professional, you care for the Windborne mounts through thick and thin. You also care for any other livestock or animals that live aboard the airbase, such as messenger birds, livestock, familiars and ship's pets. You may even have a special bond with your airbase, if it happens to be a gargantuan creature such as the astral skyray or celestial crane-tortoise.

Skill proficiencies: Animal Handling, Medicine

Tool Proficiencies: Herbalism kit

Feature: Veterinary Professional

You can gain access to veterinary or medical support wherever you may be, whether this on a Windborne airbase or in a city. This may come in the form of a place to rest, services or medical supplies.

Veterinary Background

To determine how you learned your trade, roll a d8 or choose from the options in the table below.

D8 Veterinary Background

- 1 Veterinary university graduate
- 2 Circus animal trainer
- 3 Zookeeper
- 4 Animal shelter worker
- 5 Wildlife conservation expert.
- 6 Circle of druids
- 7 Airbase inhabitant hired as an assistant – you learned on the job
- 8 Raised by manticores

Bonds

D4 Bonds

- 1 A baby manticore imprinted on me when I saved its life, and it won't take orders from anyone else.
- 2 My comrades trust me with their steeds' lives – there's no higher honor than that.
- 3 My life's work is the Windborne's library of veterinary medicine. I want to make it as extensive as possible before I die.
- 4 I've only just started work aboard my airbase, but I'd already give my life for the people and animals aboard.

Ideals

D4 Ideals

- 1 If a life is in danger, I'm honor bound to try and save it (Good).
- 2 Life is a cycle – there's nothing wrong with death (Neutral).
- 3 Following orders is less important than doing the right thing (Chaotic).
- 4 My devotion to the chivalric code is more important than my duties as a veterinarian (lawful).

Flaws

D4 Flaws

- 1 People? Who needs them – animals are far more important.
- 2 I have trouble giving up, even if it's a lost cause.
- 3 Failure reminds me of those I couldn't save – it makes me angry and reckless.
- 4 I'll sacrifice mine and others' safety if it means saving a life.

Personality Traits

D4 Personality Traits

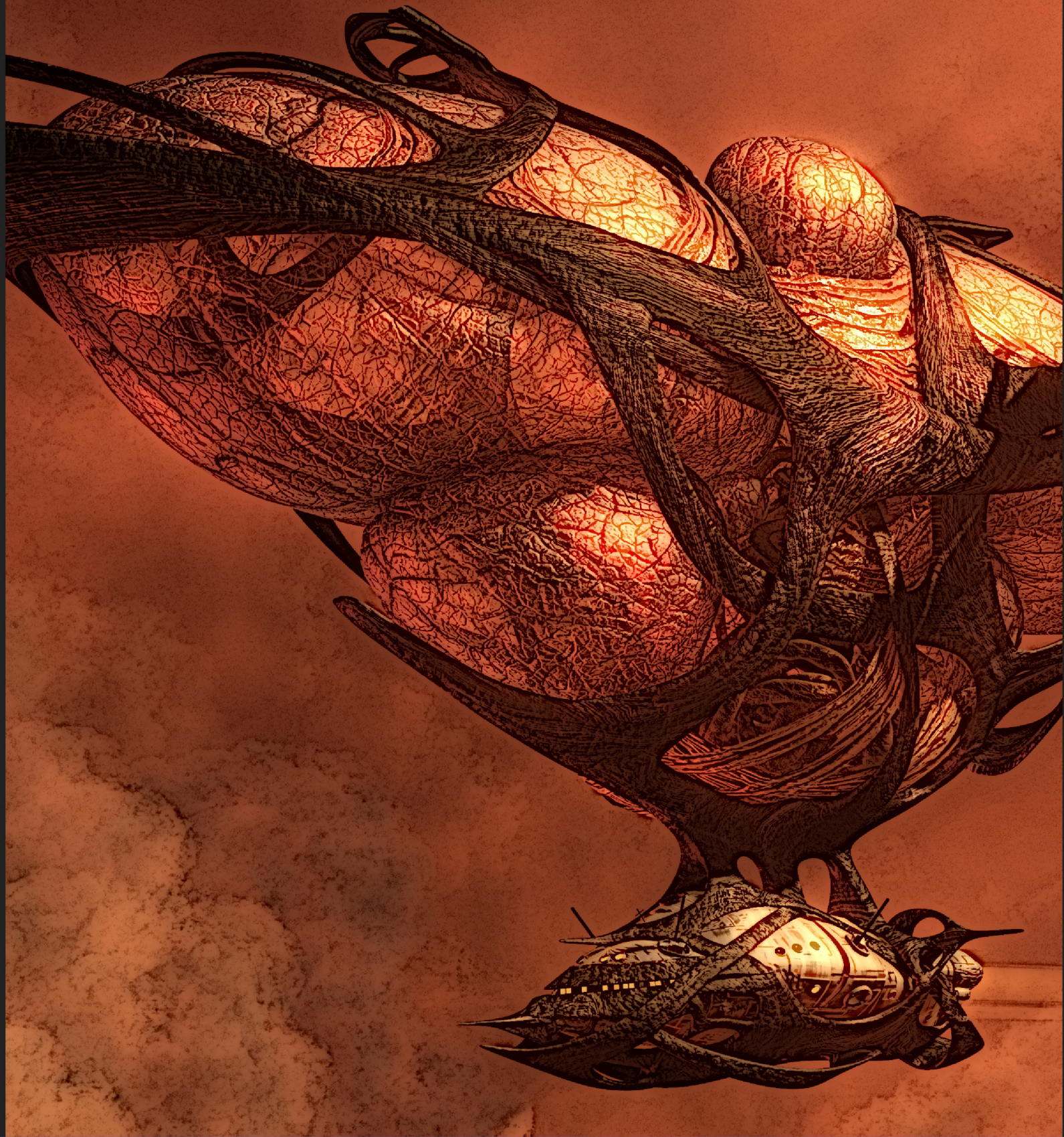
- 1 I can't help diagnosing the illnesses and ailments of anyone or anything I meet.
- 2 Other people scream and run when they see a monster – I stop and take notes on its anatomy.
- 3 Whenever I see a helpless animal, I have to try and save it.
- 4 I'm full of stories about all the remarkable and exotic creatures I've treated.

Heraldry:

Since the bond between knight and beast is so strong, each knight's unique heraldry is based around their mount. Additional motifs are the knight's favored weapon or depictions of the knight's own identity such as a family sigil, religious icon, their armor or a symbol of their own identity.

Footsoldiers and squires attached to particular knights will bear that knight's heraldry.





“The Duchess” Windborne Knight Airship

This state of the art fusion of gnomish engineering and elemental drive cores was first seen hovering over the city of Waterdeep in 1382 DR--. A motley crew of Gnomish aeronauts, Aarakocra and air genasi descended on the city, heading straight for the Bank of Waterdeep.

The timely arrival of the Neo-Nautiloid from the Windborne Order thwarted their heist, sending the sky pirates scurrying to the four winds. The Windborne captured The Duchess mostly intact and turned her into their second airbase. This airship has a crew complement of 150 vassals aboard, and has approximately 10 knights and their mounts aboard. It is currently captained by Knight-Marshall Ser Randeyr Waesjeon, Knight of Courage.



Warriors of the Windbourne

Windborne Squire

Medium or Small humanoid (any race), lawful good

Armor Class 14 (Scale Mail)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	14 (+2)	8 (-1)	12 (+1)

Saving Throws CON +2, INT +2

Senses Passive Perception 9

Languages Any one language, usually Common

Challenge 1 (200 XP)

Snare Arrows: The Windborne Squire carries 5 snare arrows, and may choose to use one when they attack with their longbow. A flying creature hit by a snare arrow must make a DC 13 Constitution saving throw. If failed, it must use its move to attempt to land. If it fails and has less than 50% HP, it loses the fly ability and falls, taking fall damage as normal.

Actions

Caracal Pike. *Melee Attack:* +4 to hit, range 20 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage. This weapon cannot be used to attack an opponent that is within 5 ft. of the wielder.

Shortsword. *Melee Attack:* +4 to hit, range 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Longbow. *Ranged Attack:* +3 to hit, range 150/600, one target. *Hit:* 4 (1d8) piercing damage.

Note: The statblocks for the Windbourne steeds can be found in the Monster Manual, under the relevant monster's entry.

Pegasus Knight

Medium or small humanoid (any race), Lawful Good

Armor Class 18 (Chain Mail and Shield)

Hit Points 52 (8d10 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+3)	10 (0)	14 (+2)	14 (+2)	10 (+0)	12 (+1)

Saving Throws CON +2, INT +2

Senses Passive Perception 10

Languages Any one language, usually Common

Challenge 3 (700 XP)

Riding Harness. The pegasus knight gains advantage on any saving throw to avoid being knocked off their mount. If they are knocked off, they can descend no more than 10 feet as a length of rope keeps them secured to the saddle, and they can use an action to clamber back up the rope and remount.

Actions

Multiattack. The pegasus knight makes two melee attacks with their Lance or two ranged attacks with their Shortbow.

Lance. *Melee Attack:* +5 to hit, range 10 ft., one target. *Hit:* 10 (1d12 + 3) piercing damage.

Shortbow. *Ranged Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6) piercing damage.

Reactions

Amulet of Feather Fall (1/day). As a reaction, the pegasus knight can invoke the amulet's power to cast the spell *Feather Fall*.

Ironsides (2/day). the pegasus knight can use their affinity with heavy armour to deflect otherwise dangerous strikes. If they are struck with an enemy creature's attack, they can use this ability to roll 1d4 and add the value to their AC.





Wyvern Knight

Medium or Small humanoid (any race), lawful good

Armor Class 18 (Chain Mail and Shield)

Hit Points 96 (12d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (0)	14 (+2)	14 (+2)	10 (+0)	12 (+1)

Saving Throws CON +2, INT +2

Senses Passive Perception 10

Languages Any two languages, usually Common

Challenge 4 (1,800 XP)

Roar of the Wyvern (1/Day). If riding a wyvern, as an action the wyvern Knight may coax it into a fearsome roar, simultaneously clashing their flail against their shield and howling threats in a display of bravado. Each creature in a 30 ft. cone must succeed on a D C13 Wisdom saving throw or drop whatever it is holding and become frightened for the duration. As an action, an affected creature can repeat the Wisdom saving throw to steel its resolve and end this effect.

Riding Harness. The wyvern knight gains advantage on any saving throw to avoid being knocked off their mount. If they are knocked off, they can descend no more than 10 feet as a length of rope keeps them secured to the saddle, and they can use an action to clamber back up the rope and remount.

Actions

Multiattack. The wyvern knight makes two melee attacks with their wyvernstring flail.

Wyvernstring Flail Melee Attack: +6 to hit, range 10 ft., one target. **Hit:** 7 (1d8 + 3) bludgeoning plus 18 (6d6) poison damage. The target must make a DC 15 Constitution saving throw, taking the poison damage on a failed save, or half as much on a successful one.

Reactions

Amulet of Feather Fall (1/day). As a reaction, the wyvern knight can invoke the amulet's power to cast the spell *Feather Fall*.

Ironsides (3/day). the wyvern knight can use their affinity with heavy armour to deflect otherwise dangerous strikes. If they are struck with an enemy creature's attack, they can use this ability to roll 1d6 and add the value to their AC.



Sphinx Knight

Medium or Small humanoid (any race), Lawful Good

Armor Class 18 (Chain Mail and Shield)

Hit Points 90 (12d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	16 (+3)	10 (+0)	12 (+1)

Saving Throws INT +4, CHA +4

Senses Passive Perception 10

Languages Any three languages.

Challenge 7 (2,900xp)

Ideal of Mercy (3/day) The Windborne Herald can use their Heraldic powers to save the life of a fallen comrade. If a living creature falls unconscious within 5ft of her, she can make a DC12 Charisma check. If this check is successful, the wounded creature returns to consciousness with 1d8 HP.

Spellcasting: A sphynx knight is a 7th-level spellcaster. Their spellcasting ability is Intelligence. (Spell save DC 15, +6 to hit with spell attacks. They have the following spells prepared:

Cantrips (at will) *prestidigitation, spare the dying, vicious mockery*

1st level (4 slots) *cure wounds, faerie fire, feather fall, healing word, thunderwave*

2nd level (3 slots) *enhance ability, lesser restoration*

3rd level (3 slots) *hypnotic pattern, sending*

4th level (2 slots) *freedom of movement, polymorph*

Actions

Longbow. Ranged Weapon Attack: +3 to hit, range 150/600, one target. *Hit:* 4 (1d8) piercing damage.

Shortsword Melee Attack: +6 to hit, range 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Reactions

Amulet of Feather Fall (1/day). As a reaction, the sphynx knight can invoke the amulet's power to cast the spell *Feather Fall*.

Ironsides (3/day). the sphynx knight can use their affinity with heavy armour to deflect otherwise dangerous strikes. If they are struck with an enemy creature's attack, they can use this ability to roll 1d6 and add the value to their AC.



Knight-Commander Astrid Starweaver

Medium humanoid (Aasimar), lawful good

Armor Class 22 (Heraldic Plate and Shield)
Hit Points 190 (20d10 + 90)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	16 (+3)	10 (+0)	12 (+1)

Saving Throws Con +4, Int +4
Senses Passive Perception 10
Languages Celestial, Common, Draconic,
Challenge 9 (5,000 XP)

Abilities

Lifelong Bond. Astrid Starweaver rides atop her partner, Aravelli, who uses the stat block for a young silver dragon. If Aravelli is knocked unconscious or slain, Astrid flies into a rage, attacking recklessly until she dies or until Aravelli is stabilized or returned to consciousness. During this time, all her attacks are made at advantage, but all attacks made against her are also made at advantage. If Astrid is knocked unconscious or killed, Aravelli erupts into a draconic song of grief. This song has no effect on constructs or undead. All other creatures within 30 ft. of her that can hear her must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, the creature takes 19 (3d12) psychic damage.

Riding Harness. Astrid Starweaver gains advantage on any saving throw to avoid being knocked off her mount. If she is knocked off, she can descend no more than 10 feet as a length of rope keeps her secured to the saddle, and she can use an action to clamber back up the rope and remount.

Amulet of Flight (1/day) Astrid Starweaver can invoke the power of this amulet to cast *fly* as a third level spell.

Ideal of Hope (5/day). Astrid Starweaver can inspire her allies to strike harder than ever before. If she makes a successful attack against an enemy creature, she can spend use this ability to give an ally advantage in attack rolls against that enemy creature until the beginning of her next turn.

Actions

Multiattack. Astrid Starweaver makes three attacks with her lance of starlight.

Lance of Starlight. *Melee Attack:* +11 to hit, range 10 ft., one target. *Hit:* 11 (1d12 + 7) piercing damage. When you hit a Fiend or Undead with this weapon, it takes an additional 11 (2d10) Radiant damage.

Reactions

Amulet of Feather Fall (1/day). As a reaction, Astrid Starweaver can invoke the amulet's power to cast the spell *Feather Fall*.

Ironsides (3/day). Starweaver can use her affinity with heavy armour to deflect otherwise dangerous strikes. If she is struck with an enemy creature's attack, she can use this ability to roll 1d8 and add the value to their AC.

Legendary Actions

Astrid Starweaver can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Astrid Starweaver regains spent legendary actions at the start of her turn.

Sweeping Strike. Astrid Starweaver can make a melee attack against all enemies within melee range around them.

Beating of Wings (costs two actions). Aravelli beats their wings. Each creature within 10 ft. of Astrid Starweaver must succeed on a DC 18 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. Aravelli can then fly up to half her flying speed.

Devastating Leap. Astrid Starweaver can make one full move, which does not provoke attacks of opportunity. She can then make one melee attack against a single target within range.





The Salt-Knights

"The Salt-Kissed Knights are the finest example of how the code of chivalry is eternal even while cultures change and fold over time. Once they were plate-clad like the rest of us, but the water eroded their traditions into something else entirely. But there are no stronger champions of goodness, atop or beneath the ocean waves." - ABL

Like any chapter of Chivalric Knights, the Order of the Salt Knights was founded with the best of intentions. Ser Thabo the Seaborne hailed from the port city of Velen, a proud descendant of military folk who had dedicated their lives to defending the Sea of Swords from the pirate hordes upon the Nelander Isles. He had been raised on tales of his ancestors, neighbors and heroes running blockades out to sea or sailing through storms to aid small fishing villages. Such warriors were well known for bolstering their comrades with strength and good cheer.

He was a knight forsworn to the chivalric code and could trace his lineage back to the First Knight, Bil Marshel, and her trusted companion Ser Gero the Far-Wandering. He started his day reciting his knightly oath -- to always act in good faith, to always support his comrade-in-arms, and to never forsake his principles. To remind him of his oath, he fought under the sign of Ser Gero -- a black shield with a white heart in its center.

Yet, Ser Thabo felt constrained in Velen. The city teemed with valiant fighters and intrepid adventures. They lauded his family's work and fought to protect Velen, and, while Ser Thabo knew he should be grateful for such a home and such comrades, he could feel something missing. The world outside Velen's harbor seemed to call him, reminding him that it too could use brave and chivalrous knights. Within Ser Thabo's breast, that same feeling resonated -- would Ser Gero the Far-Wandering, he wondered, be truly satisfied to see his descendant forever bound in one place? Did Ser Thabo not owe it to him and, indeed, to all the Chivalric Knights, to test his mettle outside Velen, to hone his principles under duress, and to bring greater glory to his order and his ancestors?

Other Chivalric Knights within Velen felt much the same, and so they -- Ser Thabo, Ser Funanya Musa, Ser Vishal Behl, and Ser Semele Evenwood, to name but the most illustrious among them -- launched a campaign to journey west into the Trackless Sea and establish a new maritime order manned by brave and true knights.

Their purpose: guard the coast and those who called it home from any foe, natural or preternatural, that sought to harm them.

It was a warm spring day in 1194 DR when the Fleet of Salt-Kissed Knights set sail from Velen. A dozen three-masted junk ships launched from the harbor that day, each of them bearing broad white sails emblazoned with Ser Thabo's arms -- a black shield on a red background, a white heart in its center. Only a dozen knights belonged to the fledgling order that day, each of them having spent the night in prayer and fasting in preparation for their knighting. Each had a retinue of at least a dozen more -- hopeful squires, stalwart tradespeople, hardened farmers and more, all ready to forswear themselves to the knightly ideals.

Alas, Ser Thabo and his fleet would soon have their mettle tested. Before they had even reached the smallest of the Nelanther Isles, a storm met them. The knights of this order were brave and courtly, but few of them were experienced sailors, and several of the ships dashed into each other, were blown out to sea or simply sank. Ser Thabo watched weeping as his comrades vanished beneath the waves, never to be seen again.

The Order of the Salt Knights would have gladly searched for their companions, accounting for each lost soul, but, shortly after the storm had abated, pirates from the Isles set upon them. Some came swift and silent in double canoes, striking hard at the sides of their ships, puncturing them, and scampering aboard to engage in combat and theft. Others came slowly, even ponderously, their black sails calling like a clarion, their crew fairly salivating at the ensuing carnage. The Salt Knights were forced to reconvene and beat off these pirates. Some of their squires even gained their first kill in the chaotic melees upon the ocean.

For some, the battle would have been glorious. What an unforeseen chance to whet one's appetite for bloodlust, to stain one's sword with another's life! But Ser Thabo was not like other knights who craved combat and death. No, Ser Thabo had always lived his life chivalrously, engaging in honorable combat and sparing whom he could. The loss of his people's lives and the stain on their hands hung heavy on his heart. This is when he first began to wear the Necklace of Lost Companions, a necklace hung with stones, each bearing the name of a soul lost under his watch. By the end of his life, it had grown into a veritable collar that pulled his neck down and stooped his back.

A Home at Last

The order spent more than two years traversing the Nelanther Isles, trying to find one that was uninhabited but inhabitable. Of greatest concern to them was the Pirate Captain Skaug in the northern island of his name, and the Iomaii of the southern island of the same name. Skaug had used his ill-gotten gains to establish a loose cadre of like-minded cohorts, and he saw the Salt Knights as a threat to his empire. The Iomaii and other native islanders simply resented the encroachment of the Salt Knights. Who were these strangers who sought to lay claim to the islands without ever learning their names, their histories, or the gods and guardians who dwelt there? What kind of person sought to control the islands, sever them from their histories, and impose their own rules and regulations? What arrogance.

Still, it was the Iomaii who would show the Salt Knights their first home -- Kealaka, the Crescent Isle. The chief of the Iomaii, a powerful woman named Tui, had grown tired of the Salt Knights' constant incursions into the islands. "Give us the land," they said. "We need land to build on. How selfish of you to refuse. We're just trying to help. You don't need all this." It made Chief Tui gnash her teeth in annoyance.

Ioma did not want the Salt Knights on him nor did any of the other Nelanther Isles. The islanders took care of them, ensuring that they were full of life, of spirits, of power -- of mana. Even the pirates respected the islands, learning about their hidden sandbars, working with rather than against their flora and fauna, and dropping wine, gold and songs into the waves as thanks. All the Salt Knights wanted was something dead to build on. Ioma, who was the greatest of the Nelanther Isles, would not have it.

Kealaka was a young island, far away from Ioma and the bulk of the Nelanther Isles. She was shaped like a crescent and covered in bright blue flowers, home to hundreds of birds, rocky but laden with resources. She was also lonely, and the Iomaii often heard her song far out to sea when they travelled. Sometimes they would visit her, leaving little wooden dolls or exquisitely crafted necklaces, but they could not yet live on her or care for her the way she needed, not when Ioma needed them.

So one day, when the Salt Knights had once again waged unsuccessful war against the Iomaii, Chief Tui



commanded her people to take the captive knights and follow her out to sea. They baited the Salt Knights yet on their patchwork junk ships, calling out to sea, making faces, and stamping their feet, demanding that they follow them or lose their honor.

The caravan sailed for some time, the Iomaii following the path of swells and birds, the Salt Knights the Iomaii. At last when the Iomaii came to Kealaka, Chief Tui released her prisoners. "Here!" she called, her voice easily carrying over the waves. "Kealaka welcomes you with open arms and a glad heart. Give thanks to her for her generosity -- but leave Ioma and the other islands be or we won't hesitate to stain the waves with your blood!"

How Chief Tui's generosity rankled among the Salt Knights!

"Can you believe the dishonor?" Ser Funanya said, slashing her great halberd in the air.

"We must counterattack at once!" Ser Vishal added, the sun flashing off their cracked glasses.

"A knight should not be talked down to like that!" Ser Semele agreed, flames flickering off her horns.

"Peace," Ser Thabo whispered, tears shining in his dark eyes. "Where is your chivalry? Do you not see what the chief has given us? She has led us to the one place in these waters that would welcome us. She has shown us our home, and she has done so with the very spirit of the Chivalric Code. Remember your oaths, my fellow knights, and see this for what it is: a gift."

The order struggled to truly cultivate Kealaka. Ser Thabo and his knights yet dreamed of a vast, impregnable fortress, easily visible from the sea. Since Kealaka was rocky, they would mine her for building material and place the keep on the shore, right at the tip of the crescent. Her short, stunted trees would need to be used to repair their ships, but, surely, in time, she could be coaxed to grow higher, sturdier, more numerous ones like those on Velen. If they worked together, maintained their spirits and never shirked, surely, their vision would come true.

This was not to be. Kealaka had been so happy to finally have children and had gifted the Salt Knights all she could. She drew schools of fish to her reefs and called the birds to nest in her crags. She made her blue blossoms perfume the air, and she whispered to the knights as they slept in their ships, promising health and happiness. Her song, which for so many years had been sad and haunting, suddenly burst with joy, and the whole

Trackless Sea sang around her. For a time.

Year after year, the order struggled, and Kealaka faded around them. The knights hacked down her wood, never replacing them, never sparing the saplings; dragged their anchors through her fragile reefs; burnt her blue blossoms to make way for crops; and hacked away at her hills, leaving deep, ugly scars. In turn, her joy waned, and she gave them fewer and fewer gifts, pulling her divine protection closer to herself. The shining metal armor, weapons and shields the order brought rusted in the damp, salty air, and the people fell sick from malnutrition, disease and weather. Their mighty keep, which they built too close to the water's edge, weathered and crumbled year after year, leaving the order exposed to the elements and any creature that might come their way.

Fortune's Ebb

For two hundred years, the Order of the Salt Knights limped onward, never quite achieving the glory Ser Thabo and his comrades had envisioned but never quite giving up either. Ser Thabo, who had long ago passed into a celestial sphere, told his knights on his deathbed, "Feel no shame should our chapter dwindle and die out in time. Only feel shame should you shirk your knightly duties and treat one another without nobility, generosity or, most important of all, without mercy. Only then will we have broken our Chivalric Code." Perhaps, he had always hoped, future knights of the order would learn how to truly prosper in these isles, seeing where he and his comrades had erred and correcting it.

Then came the Spellplague. The firmament rippled, and with it came tsunamis and storms. Islands fell beneath the waves or rose where there had been none. The constellations seemed to wheel, and the currents, which had been known and stable for centuries, suddenly turned, flinging sailors far out to sea. Volcanos, many thought to be long-dormant, belched and erupted, and monsters the likes of which none had ever seen before came to the Material Plane.

It was a time of great chaos, and the Order of the Salt Knight was not spared. Knightly weapons, armor and banners, especially those imbued with words of power, rusted and shattered. Kealaka, who had grown quiet over the years, gave a great shout, pulling the back half of the island in her fright. The keep would have tumbled down into the sea in its entirety were it not for the protection of



Ser Thabos' armor buried beneath it. Many knights abandoned the order, abandoned their vows and fled back to the mainland. Of those who stayed, Grand Marshal Valeriano and Ser Osumare the Steadfast were the best among them, though secretly both despaired of being able to keep the order going during these terrible times.

Surely, the order would have faded to nothingness were it not for the arrival of Umma Baaliata in 1395 DR. Umma was an Iomai, and, like some of the islanders during the Wailing Years, she had turned to piracy, hoping to augment the islands' diminished gifts with what she could pluck from fat shipping vessels. "Ioma needs our help more than ever," her aunts and uncles told her. "He has sheltered us for so long, brightening our lives with his crystals, refreshing the land with his fire, calling the birds and fish to us to eat. We must do what we can to ease his burden while he recovers, and, if we do, surely he will return to his full mana soon."

So Umma turned to the sea, applying herself to the study of the constellations, currents and animals to navigate the new waters. She showed her family how to find the other islands again, she relearned the taste of the wind before a storm she relearned the taste of the wind before a storm, she brought back the hides of new monsters to honor Ioma and she did what she could to enhance the mana of herself, her family and Ioma himself.

Thus, at just a few months shy of twenty, she commanded a fleet of over a dozen canoes and had shown herself to be a woman others could trust and rely on. Umma and her crew had been tracking a slow-moving trading vessel, eager to relieve it of some of its excess cargo, when the elder tempest descended. Suddenly, the sky turned black and rain fell on them like a hammer. Lightning struck the mast of the trading vessel before them, and waves as tall as a mountain loomed up from the sea.

When Umma came to, it was to the feeling of hands pumping her chest and lips pressing fresh air into her lungs. She coughed, spitting out water, and sat up.

The man helping her was dark-skinned, weatherworn, dressed in a patchwork surtout bearing the crest of a three-masted junk ship with a heart in the middle. He was Ser Osumare the Steadfast, and he had been aboard the trading vessel, ready to lay down his life to protect it. Umma knew of the Salt Knights, and she knew the knight in front of her could guess why she had washed up on shore with him and the other survivors. But Umma had always been brave, even impetuous. She was not afraid of Ser Osumare, and he was not afraid of her.

For the next few days, the two pulled survivors and supplies from the ocean, amassing them into a small community on the rocky windblown atoll they had found themselves stranded on. Ser Osumare would swim far out to sea on the off chance that he could save one more person, and he cheered up the survivors with stories of bravery and mischief. He thanked them for the work they did, and he did so with such warm-heartedness and energy that Umma, who had always thought the Salt Knights rather ridiculous, found herself impressed with the old knight's mana.

At first, Umma was tempted to flee with the comrades she helped pull from the water. She knew how to build a basic canoe, to dry out the seaweed needed for binding, to seal the cracks in the boards with tortoise shell, and to follow the correct star path home. She also worried for her friends and family, concerned that the elder tempest had not spent its fury entirely on the attack, but yet she lingered.

At first, she told herself it was simply to account for her lost comrades and gather the necessary supplies needed to leave. Then she told herself that it was out of pity for the old knight and those under his care -- he really had such an imperfect grasp of the environment and what was needed to survive; wouldn't it enhance their mana if she helped them?

Then the survivors began to turn to her for help. Where did she think they should go to gather driftwood? What actions did she think they needed to do today? What would the weather be like? Did she have any stories to tell, and would she listen to them tell her of who they had left behind?

They reminded her of her own family, of how her neighbors would eagerly listen as she described the currents and how her ancestors used to band together during the winter storms to help each other.

Umma started to root for them and quickly became the person to bolster their spirits, tell them stories of the stars above and gather them together for a morale-bolstering dance. As perhaps Ser Osumare always knew she would, she eventually showed them how to make their own canoes and take the star path back to Velen. Everyone made it. Everyone was in good health. And they sang Umma's praises with glad hearts.

Umma could have gone home then, and, in fact, her companions urged her to. Instead, she let Ser Osumare clap her on the shoulder and buy her a drink. He would be returning to Kealaka the next day, he said, where their mighty fortress lay half sunk in the surf, covered in shells and bird droppings.



There were people there that yet needed him, young squires sent by hopeful families that he had to train and show how to survive. There were very few of his kind left, just Grand Marshal Valeriano and a few stubborn old fools.

"When we pass, the order will pass with us, and two hundred years of adherence to the Chivalric Code will pass as well," Ser Osumare said. He looked at her. His gaze was strong, but his skin was wrinkled, covered in dozens of scars, his hands knotted with callouses and old age. "Will you, brave, strong, merciful Umma, help me prevent that fate?"

Umma felt something stir in her breast. It felt like a song calling out to her, and her heart very much wanted to answer back. She grinned and said yes.

Should you wonder how the Order of Salt Knights came to be what it is today, brave adventurer, look no further than Grand Marshall Umma Baaliata, the Raucous Song, the Hidden Vent, the Indomitable Tide. Everything the Salt-Kissed Knights are today is because of Grand Marshall Umma's intervention 100 years ago.

The Tide Turns

Grand Marshall Umma, then just Umma, a potential squire, was horrified by what she saw on Kealaka. The island had lost so much of its mana that it was nearly uninhabitable; the bright blue flowers now nearly all gone. Immediately, she redirected the knights' efforts, making them focus on tending to Kealaka. Their new quests were to find druids and wizards who might heal Kealaka's scars, and their daily activities were cultivating the flowers, rebuilding the bird population, and clearing the reefs of debris. The order would flourish as Kealaka did, Umma told her new comrades. It was as simple as that.

If ever the other knights complained about the new arrival, Ser Osumare was quick to remind them of the knights who had come before them -- was not Ser Thabo known for his gratitude to Kealaka for welcoming the wayward order? Would Ser Fear Goldenskin be afraid to roll up their sleeves in service to the order? Didn't Ser Raiann Bhenkumbyrz help build the fortress with her own two hands -- would you have her efforts go to waste?



Grand Marshall Valeriano, seeing how the young woman energized Ser Osumare and his older knights, soon agreed, joining Umma on her dawn walks around the island and learning to speak with Kealaka and notice her gifts. "We have been lax," he said to the group one evening, "But there is still time to make amends. It is the honorable thing to do."

As Kealaka slowly began to bloom around the order, Umma continued to push the Salt Knights, asking them to not focus so much on courtly manners and weapons training but sailing, surviving and navigating. When their spirits seemed to flag, she taught the knights war dances, and they in turn taught her the songs of their youth, tales of adventure and glory. When she noticed how old, heavy and rusted their suits of armor were, she argued in favor of something lighter and more flexible made from the gifts of Kealaka. They in turn showed her how to use a saber and halberd in addition to her shark-toothed club.

When she saw how clumsily they would launch themselves at an enemy, all blaring trumpets and bravado, she taught them how to slip in among the fleet unaware, freeing captives and surprising enemies. They in turn taught her the tenets of honorable combat and the glory of pitting yourself against a foe one-on-one, even if you do not emerge the victor. When she noticed how the Salt Knights would order supplies all the way from Velen, she shook her head and made them parlay with the Iomaii and other islanders, helping strengthen their bond. And, when word reached the knights of a sahuagin invasion against the Iomaii, she rallied the order to the cause.

Many knights claim that it was on that day, the Day of Blood Stained Waves, that the order was truly reborn. The Iomaii flung hot pitch into the sea around them, battering at the sahuagin army, and had sunk countless ships and megaliths in their harbor to act as a blockade. They had sent the call far out across the Nelanther Isles, warning of the sahuagin raids, though they doubted many could come to their aid.

When Grand Marshall Valeriano received the gull-carried message, Umma called on the knights and squires around her to abide by their Chivalric Code that not just they, but countless Salt Knights before them, had sworn and come to the aid of their trading partners. She guided them into the sahuagin fog, canoes silenced by the sahuagin's conch shell horns. The sahuagin were caught unawares and panicked to find a fleet in their midst, and then Grand Marshall Valeriano used his last breath to summon a thunderous blast that cut straight through their line. The Iomaii launched their own fleet, cutting down the disoriented sahuagin as the Salt Knight flushed the rest far out to sea.

Together, the Iomaii and Salt Knights celebrated for a full ten-day. They hauled in massive catches and prepared a sumptuous feast to celebrate in the mana earned by the battle, honoring themselves and their ancestors. They exchanged war songs and dances, traded tattoos and weapons, and word went out into the Isles of their mighty victory.

In thanks for saving his people, Ioma allowed the Salt Knights to build a training facility on the island, ensuring that the two communities would always help and support each other. It was on Ioma that the future Grand Marshall Umma would take her knightly vows along with half a dozen Iomaii -- she would be declared Chief Marshall unanimously only five years later.

The six decades Grand Marshall Umma led the Order of the Salt Knights saw great changes and prosperity. Under her leadership, the order established friendly outposts throughout the Nelanther Isles, and she cemented the practice of exchanging squires throughout the Trackless Sea and from villages on the Tethyrian Peninsula. She even lived long enough to receive tales of explorations into Chult and Calimshan, a proud smile on her face as she listened to the stories of her brave knights.

For her Final Quest, she ceded her title to the Dread Dame Marva Waterforged and took her canoe out to the west. The last anyone ever saw her, her back was to the sun, and a strong breeze carried her double-winged cape behind her. To honor her, the Iomaii and Salt Knights erected megalithic carvings of her face in the harbors of Ioma and Kealaka.

Marva's Sacrifice

Grand Marshall Marva Waterforged, a water genasi who had once served the dread goddess Umberlee as her priestess, only led the Salt Knights for a few years. Her plan had been to launch an expedition further out into the Trackless Sea, and she had been negotiating with the Iomaii to hire wayfinders when the fallen star struck the island. It shot flaming from the heavens into the mountain's peak, causing an explosion that shook the whole island. From out of the caldera rose the island's mighty guardian Ioma, a being made of fire, lava and ash, a massive black spear in his hand. Against him rose an unknown goddess with flashing silver eyes, a lightless body and a cracking whip. The two threw themselves at each other in mighty combat. Lava belched forth from the mountain, and the sea rushed towards the island as the sky darkened overhead.

This would have been the end of the islanders. Ioma, ancient and mighty as he was, nevertheless struggled against the invader, and had no choice but to draw forth ever more and more magma from the earth's core. Soon, he would erupt, destroying both himself, the goddess and the island in the process.

Around the island, the Iomaii fled to the shores, hoping to escape into the sea, but it was far too rough. Even the lightest canoes capsized on the choppy waters, and the frenzied wind kept additional help at bay. The Iomaii and Salt Knights led a force up into the mountain, hoping to tip the balance or, at the very least, somewhat calm the two primordial beings, but were utterly destroyed in the process. As hope waned, the Chief Manaaki gathered his people to him in the harbor of Ioma. He buoyed their spirits and promised to care for him to his dying breath. Then, as the long-feared eruption burst over the island, he steeled himself for their end.





It did not come. Chief Manaaki's son Rawiri, an oracle of some renown, had seen a way to save the island. Umberlee, the Queen of the Depths, yet craved the subservience of Grand Marshall Marva Waterforged. She would, Rawiri knew, intercede on her behalf if the Grand Marshall were willing to make the ultimate sacrifice.

Grand Marshall Marva and Rawiri had waded into the harbor to speak with Umberlee, spending the time between the primordial battle and the eruption pleading with her. As powerful as loma was, he was no match for the Queen of the Depths, and she would, they flattered, be able to easily quench his fire.

"This is true," the Queen said through Rawiri, "But what will you give to me?"

As the mountaintop exploded into the air, a deadly plume of ash and fire enveloping loma and the star goddess, Rawiri took a sacrificial knife and spilled Grand Marshal Marva's blood into the sea, his hand wrapped tightly around hers. The sea rose up as one, engulfing the two as well as the island around them. A great hiss rose in the air, and hot, moist air ballooned around those sheltering in the harbor.

When it cleared, Grand Marshall Marva and Rawiri were gone, replaced by a massive, two-pronged rock covered in lomic crystals jutting from the water. Hanging over the harbor was a crescent of black, solidified lava, and the once jagged peak of loma was now flat and low, no sign of either primordial. But the people of loma were safe.

Chief Manaaki looked where his son once stood and smiled as tears coursed down his face. From within, he could feel the spirit of his son as well as that of Grand Marshall Marva. Around them, loma labored, so tired from his exertions, but not yet destroyed. Chief Manaaki knew that he would never look upon the face of his only son ever again, but, because of his quick thinking, the Grand Marshall's sacrifice, and the protection of loma, Rawiri would at least be able to protect the lomaii for as long as any of them lived. Chief Manaaki felt such pride in the mana his son had displayed.

This act bound the Salt Knights and the lomaii ever closer as loma invited the Salt Knights onto the island to mourn and celebrate the mana gained through Grand Marshal Marva and Rawiri's actions.

The knights could not bear to leave this time, nor would Chief Manaaki hear of it, and so they expanded their training hall into a massive temple known as the Hooded Keep. All young squires are expected to journey there for at least some time, learning the history of the order and the lomaii and drawing strength and wisdom from the example of Grand Marshall Marva and Rawiri.

Still, the sudden loss of their Grand Marshall threw the Salt Knights into some disarray. Many left the area, becoming knight-errants and migrating to the Sea of Swords and Shining Sea. Others retreated to Kealaka, dedicated to her revitalization and rebirth. Some simply settled onto loma and the Nelanther Isles, content to battle evil wherever they could. After some years, however, Grand Marshall Ka'eo returned from Lantan, having crossed over to Abeir and pulled the Sacred Cog of Gond from that plane into this one, heralding the eventual return of the Lantannas to Toril.

Ka'eo and the bonding of Great Honu

Grand Marshall Ka'eo had always been a restless soul, and, although they were deeply honored to bear the title of Grand Marshall, they were always keen for new adventures. The Grand Marshall left the running of the Hooded Keep and Kealaka to the lomaii and their knights, preferring to traverse the Nelanther Isles, recruiting young squires, hunting down leads and singing the praises of the Chivalric Code. They especially enjoyed meeting with the people of different tribes, whether it was drinking with the pirates of the Isles, cavorting with the sea elves of the Shining Sea or hunting with Chultans. Their energetic, free-wheeling style suited the order, and it was during their command that the Salt Knights were able to make a name for themselves as individuals. Ser Sacnite of Chult and the Race of Forty Days, Ser Asheem Deviltongue and the Battle of the Stone Spiders, Ser Dwanh Ngata and the Crushing Plates -- it was these knights and their stories that came to prominence during Grand Marshal Ka'eo's command.



In time, Grand Marshall Ka'eo was forced to remain closer to Kealaka, driven by the chaos of the Second Sundering. As much as they wished to see the return of the Lantannas with their own eyes, to challenge to honorable combat the Chosen of the gods, to ease those suffering in Amn, they knew they could not. Several of the islands were sinking and cracking with the great mountain of Ioma even spewing fire for the first time since Grand Marshall Marva's sacrifice. The just and right course was to remain in the Isles, give relief where needed, tend to the mana of their homeland and lead their knights.

But who could blame the Grand Marshall for jumping at the chance to tame a dragon turtle?

Not too long ago in the Year of the Warrior Princess, a delegation of noble tritons arrived at Kealaka. They were led by an ambassador called Harukis, a warrior-poet of some renown and the official envoy of the Marianath house. This noble house, seeing the arrival of aberrants into the Material Plane, wished to make their home near the surface of the Trackless Sea and establish trade with the people therein, but they had been harassed by an ancient dragon turtle. The creature seemed to have a vendetta against them, constantly accosting them and demanding tribute. Its greed knew no bounds, and the house was having difficulty keeping it at bay.

Travellers within the Trackless Sea told stories of a noble knightly order that never failed to lend their aid to those in need. Might the Grand Marshall assist?

Grand Marshall Ka'eo knew of the dragon turtle. He was a massive, powerful creature named Honu, as crafty as he was powerful, as relentless as he was greedy. Young Salt Knights sometimes attempted to outmaneuver or outrun him without paying tribute, but none had succeeded. Grand Marshall Ka'eo had even run across him many years ago when traveling to Lantan and could still feel his hot, damp breath on their face.

"Come with me," the Grand Marshall said to Harukis. "Bring a companion that you trust, and I will do the same. We will see if Honu will listen to reason and, if not," they smiled, slamming the butt of their mighty halberd on the ground next to them, "We will make him."

Honu would not listen to reason. Grand Marshall Ka'eo and Ambassador Harukis sailed to meet him in full glory, raising a sail decorated with Grand Marshall Marva's last stand and singing songs.

They called out to him with all respect, even producing several grand treasures for his inspection, but all he wanted was more. More treasure, more obsequence, more flattery -- more, more, more. When the group became annoyed with him, he attacked, churning the sea around them into a scalding whirlwind, cracking their canoe with his mighty tail, and flinging them from him with one swipe of his colossal claws.



Many hours later, the group pulled themselves onto a small sandbar, bruised and panting. Each of them could still feel the strength of Honu and picture his cold, yellow eyes laughing at them.

"What if," Harukis said as they lay drying on the sand, "We do not attempt to be so polite?"

Grand Marshall Ka'eo considered it and laughed. "Why not?" they shrugged and stood.

So now the group came to Honu with thunder and might. Ambassador Harukis and his comrade Zunlyn whipped up a mighty storm to obscure their coming, bringing down lightning, rain and hail. Ser Magdalena Lomu, who had always had an affinity for shape changing, turned herself into a giant albatross and ferried Grand Marshall Ka'eo through the resulting storm as they sang a war challenge to Honu, mocking him and demanding he face them.

When Honu rose from the sea, Grand Marshall Ka'eo laughed and spoke their word of power, summoning a stone fortress directly upon the dragon turtle's back. Honu fell, spinning through the waves, before finally resting on the bottom of the ocean, pinned in place.

When the group found him some time later, he was still struggling to free himself from the weight.

"Arrogant creatures," Honu spat, the sea bubbling with his rage, "You would kill me for my treasures?"

"Not at all, noble sir," Grand Marshall Ka'eo said, bowing deeply. "We simply ask for your help."

The dragon turtle snorted, rolling his great yellow eyes. "I am in your debt, Salt Knight."

"But I wish to be in yours," the Grand Marshall said. "What if we struck a bargain?"

The bargain was thus: for as long as Grand Marshall Ka'eo lived, Honu would bear a castle (somewhat lighter than the one forced upon him) upon his back and allow the order and the Marianath family to use it as they pleased. Mighty Honu would help guard it from invaders, and, in turn, the order would heap treasure upon him at every conclave. Great pearls, uncut gems, ancient suits of armor, gilded ships, fine feather cloaks -- all of these and more would be his.

Honu is still a surly fellow, prone to fits of rage and unpredictability, but some say he secretly likes Grand Marshall Ka'eo. From time to time, the Grand Marshall will visit him with a shipload of wine, and they will drink it on the water's surface, sharing secrets and stories as those in the castle eavesdrop. The Marianaths swear Honu even laughs sometimes. They know the Grand Marshall does.

These are the Salt Knights as we now know them -- courageous, adventurous, just and loyal. They are yet led by their stalwart Grand Marshal Ka'eo, who, with some grumbling, remains close to the Nelanther Isles and on Kealaka for at least a few months of the year. The order welcomes new squires from near and far and gladly teaches them their skills and Chivalric Code. Life is change, they know, and we all must change with it. Let us do so together and with good cheer.

Demographics

A Salt Knight can hail from anywhere, though, given their strong connection to the Nelanther Isles and reverence for the knights who came before them, the majority come from the Nelanther Isles, Velen and the Tethyrian Peninsula. Most Salt Knights are human or at least partially human, although tieflings, water and air genasi, tritons, and sea elves are also quite common. Dwarves, gnomes, orcs, and half-orcs are least common, though they are welcomed to the order. Longer lived groups such as elves and dwarves when they join are more likely to act as itinerant knight-errants as they find the day-to-day concerns of the order largely uninteresting and somewhat melodramatic.

Codes and Ideals

Although the Salt Knights abide by all of the Chivalric Ideals -- courage, justice, nobility, mercy, and hope -- it is mercy, community, and nobility that the order reveres most. Salt Knights are expected to assist their brethren and those in need and, if at all possible, show mercy. Life is precious, and it is better to leave an encounter with a scar and a story than another's life on your hands. This belief has led to several ongoing rivalries, which many knights find invigorating; after all, there is nothing quite like pitting your mettle against another.

The order is also deeply connected to their environment and their ancestors thanks to their interaction with the Iomaii and the native islanders. The Nelanther Isles are living entities that birthed and sheltered the Salt Knights. It is important to properly honor them and their protection through good stewardship of the environment, noble behavior and proper worship and celebration. While a Salt Knight may leave Kealaka for many years, they will always feel a sense of obligation to her.

Likewise, Salt Knights know their history quite well and feel strongly about the knights who came before them; after all, without their efforts, the order would not even exist. A Salt Knight is keenly aware that, when they act, they are doing so not just as an individual but as a member of the order.

All of their actions reflect on the order, their ancestors, and environment. They must always try to honor them.

Coats of Arms and Weapons

The Order of the Salt Knights' coat of arms frequently changes, often as a result of who the current Grand Marshall is. Its current coat of arms is a beveled edge escutcheon with a radiating crown on top. The bottom fourth contains green and blue in seme, symbolizing the liminal space the knights occupy between land and sea. A three-masted junk ship with white sails and a brown hull rests proudly on the seme. Behind it, a large red sun with sunbeams stands against the inky blackness of despair and corruption. The coat of arms is meant to remind all that see it that the Salt Knights will always be a guiding light towards hope, justice and nobility.





Other common coats of arms replace the junk ship with a stylized rendition of Kealaka or a white heart, meant to recognize Grand Marshall Umma and Grand Marshall Thabo respectively.

Salt Knights rely on high mobility and being able to swim, so their suits of armor are lighter and more flexible than other knights'. When on a campaign or engaged in official combat, a Salt Knight will wear a round helmet that rests over their forehead and is topped with long, colorful feathers. They wear a cuirass made of tough, woven coconut fibers, often highly decorated, a studded wood and mother-of-pearl tasset, and a winged cape made of feathers. To improve their defense, Salt Knights carry a tempered shield, a narrow, rectangular wooden shield elaborately carved and painted.

As a knight advances from hopeful recruit to knight and, perhaps even to Grand Marshall, they become proficient in a variety of weapons and are authorized to carry certain types. The first weapon a Salt Knights learns how to use, often as children, are flint daggers and quartz-tipped spears. Before being accepted as a squire, a child must display requisite proficiency and respect for these weapons.

Squires are trained in all manner of weapons, but they are typically only allowed to carry saw-toothed clubs, heavy clubs made of polished wood and inlaid with sharks' teeth, daggers, nets, and shields. These clubs are about three feet in length, relatively thin but heavy. A squire must be able to carve their own, inlaying it with the first symbols of their heraldry, before they are allowed to go on their Errant Quest.

As a knight-errant, a knight is allowed to wield certain ranged weapons such as javelins and bows as well as simple metal weapons -- cutlasses, sabres and hatchets most commonly, though some prefer the weapons of their youth or one passed down through mentors and loved ones. Metal is scarce and difficult to maintain, so a knight who carries a metal weapon is displaying a high level of skill and care.

Finally, once a knight becomes a knight-marshall, they can wield polearms. Tridents, spears and halberds are the most common and represent the peak of a knight's combat prowess and artisanal abilities. To wield a polearm, the knight must either carve and decorate the shaft as well as assist in forging the blade or go on a quest to re-consecrate an heirloom weapon. Knight Marshall polearms typically have shells, pearls and crystals near the socket and transition as well as runes and words of power etched into the blade while the grand marshall typically adds feathers beneath the blade. Some marshall-knights spend their whole lives reforging and re-consecrating their polearm, eager to bring out its true potential.

Tattoos

Tattoos are common in the Nelanther Isles and are used by the native islanders, nesting pirates and the Salt Knights to symbolize their deeds, heritage and protective spirits. A Salt Knight won't receive their first tattoo of the order until they have successfully completed their Errant Quest, and each will carry at least three tattoos: an order pectoral, deltoid heraldry and a forearm beast.



The order pectoral is the order's coat of arms and is tattooed over their heart, symbolizing their allegiance to the order and their oath to be loyal and true. A knight may never alter this tattoo -- at least, not unless they wish to dishonorably leave the chapter.

The deltoid heraldry, which can be on one or both arms, is meant to change as a knight gains experience and glory. It shows their personal heraldry and is usually where a knight will inscribe their motto and word of power. Inscribing the word of power requires a tattoo artisan.

Finally, the forearm beast depicts the first creature that a Salt Knight has slain in one-on-one combat. While many of these are sea creatures, it is not uncommon to see a humanoid or even an image of the knight themselves, symbolizing their triumph over a particular vice or weakness. As they age, many knights prefer to add to and embellish their forearm beast, covering both arms and hands. Some will even work with a tattoo artisan to imbue them with magic.

Other common tattoos include first shipmates, honorable combat bars, ransom marks and protection symbols. First shipmates are the names of a knight's first shipmates, and they are tattooed over the ribs. Some knights will add special flourishes for boon companions or those lost while questing. Honorable combat bars are a series of black bars on the bicep, one for each foe faced in honorable combat. A solid bar indicates the foe was left alive at the end of combat while a broken line symbolizes that they were slain. Most Salt Knights consider an enemy slain in honorable combat a point of regret and one that they mourn for the rest of their days. Ransom marks are small, black bird tracks imprinted on the back, indicating that an enemy was captured and then successfully ransomed and returned to their people. Finally, protection symbols are large, evocative tattoos inscribed on the lower belly. These are the most common tattoos squires will enter the order with, though knights will add them later in life, especially if they feel a particular deity or comrade is protecting them.

Operating Procedures and Tactics

The order conducts two basic forms of fighting: land-based and sea-based. Sea-based fighting is more common, less formalized and typically involves superior maneuverability and surprise attacks. The order will amass a fleet of war canoes and either lie in wait for enemy combatants or pursue them out to sea. Then they will surge forward and strike, ramming the enemy with the hard point at the prow. Knights will grab their short range weapons and attempt to board the vessel or monster and engage in hand-to-hand combat. Any knight that chooses to engage in honorable combat is given precedence, and the other knights will step back for this more formalized combat.

When fighting at sea, Salt Knights have advantage. They gain advantage to savings thrones that would prevent them from being knocked prone or thrown from their mount or vehicle.

They are able to cause a distraction as a bonus action once per turn, whether by wheeling their vehicle, throwing a nearby item, or using their superior maneuverability to duck and weave; this either grants an ally within 5' of them advantage on their attack or an enemy within 10' of them disadvantage on their attack.

While most Salt Knights prefer vehicles, some knights, especially jousters, favor living mounts. Common mounts include axe beaks, giant seahorses, giant sharks, killer whales, giant turtles, or, on rare occasions, giant sea lions and plesiosaurus.

Land-based fighting, except in defense of the order's bases, is less common, more formalized and typically part of a protracted campaign. The company will set sail on their junk ships with two double-canoes per ship as a vanguard. Once they reach their destination, the company will perform a coordinated war dance announcing their intentions. They then give their enemy the chance to enter peaceful negotiations by throwing down a token; if the enemy picks it up, then the company will attempt diplomacy. If they ignore it, the knights will allow their highest-ranking members to engage in honorable combat to settle the affair. Only once these attempts have failed will the attack's lead instruct the entire company to attack.

In general, Salt Knights prefer to take captives rather than lives, stunning, paralyzing or knocking out enemy combatants and offering them for ransom later. One of the order's cardinal tenants is to avoid loss of life at all costs; the majority of the order consider taking a life to be a cause for great regret.

Songs, Dances and Speech

Songs, dances, stories and formalized oration are highly important within the order, both during and outside combat. Salt Knights love to tell stories about their exploits, the exploits of other knights and the exploits of their mentors and ancestors, and embellishing on these exploits is a time-honored tradition. This is how they establish community, maintain their history and pay homage to the knights who came before them. All Salt Knights are expected to know their history and to be able to recite the fine deeds of their ancestors; in fact, it is a requirement to earn their title and be allowed to go on their Errant Quest.

Songs and dances, in addition to being entertainment, also occupy an important part of negotiations and combat. Salt Knights use them to try to boost their comrades' morale and/or intimidate their enemies. When a Salt Knight spends a full turn performing a war dance or song while in view of an opponent, they can make a Charisma (Intimidation) check at advantage against their opponent.

The opponent must succeed on a Wisdom saving throw equal to 8 + the knight's proficiency modifier and Charisma (Intimidation) skill. On a failure, the opponent will conduct all actions at disadvantage during their next turn. On a success, the opponent suffers no consequences, and the knight can attempt the action again if they wish. Alternatively, a Salt Knight can spend a full turn performing a war dance or song while in view of an ally, granting them advantage on all actions during their next turn.



Important Members

- **Ser Thabo the Seaborne (he/him)** -- Ser Thabo was the founder of the Order of the Salt-Kissed Knights. He was a dark-skinned man of mixed human, orc and tiefling descent who originally hailed from the city of Velen. He is known for his commitment to peace and justice.
- **Ser Osumare the Steadfast (he/him)** -- Ser Osumare was a Salt Knight of some renown. He was a dark-skinned man of human descent known for defending trading ships from marauders. He is also the person who convinced Grand Marshall Umma to join the Salt Knights and was one of her most staunch supporters.
- **Grand Marshall Umma Baaliata (she/her)** -- Grand Marshall Umma, otherwise known as the Indomitable Tide, is credited with revitalizing and saving the Salt Knights from obscurity. She was a dark-skinned woman of human descent from Ioma who reorganized the order, revitalized Kealaka and improved relations between the order and the Nelanther Islanders.
- **Grand Marshall Marva Waterforged (she/her)** -- Grand Marshall Marva, otherwise known as the Dread Dame, was a former priestess to Umberlee who disavowed her cruelty and joined the order. She was a blue-skinned water genasi woman who, with the assistance of Rawiri of Ioma, was able to save the Iomai from a cataclysmic explosion.
- **Grand Marshall Ka'eo (they/them)** -- Grand Marshall Ka'eo is the current Grand Marshall. They are a dark-skinned person of human descent from Ioma known for returning the Sacred Cog of Gond to Toril, establishing the Wandering Citadel, and encouraging the Salt Knights to go on more protracted quests.

Salt Knight Character Background

As a member of the Order of the Salt Knights, you have spent much time on the Trackless Sea, Kealaka and within the Nelanther Isles. While you do take great pride in your skills in combat, you are also a fair sailor, enthusiastic storyteller and stalwart defender of your home and comrades. You have likely been a member of the order your entire life and are used to a life of travel and occasional hardship, but it's okay -- you have the opportunity to help people and be a part of something grand and noble.

Skill Proficiencies: History, Intimidation

Tool proficiencies: Navigator's tools, vehicles (water)

Languages: Primordial

Equipment: A flint dagger, a feathered token from either a mentor or family member

Feature: Natural Navigator Thanks to your years of experience, you are almost always able to orient yourself in the world. Unless affected by magic, you are able to tell the four cardinal directions, determine relatively where fresh water is and know whether or not common plants are poisonous or edible. Your Dungeon Master will determine what qualifies as a "common" plant.

Story Hooks

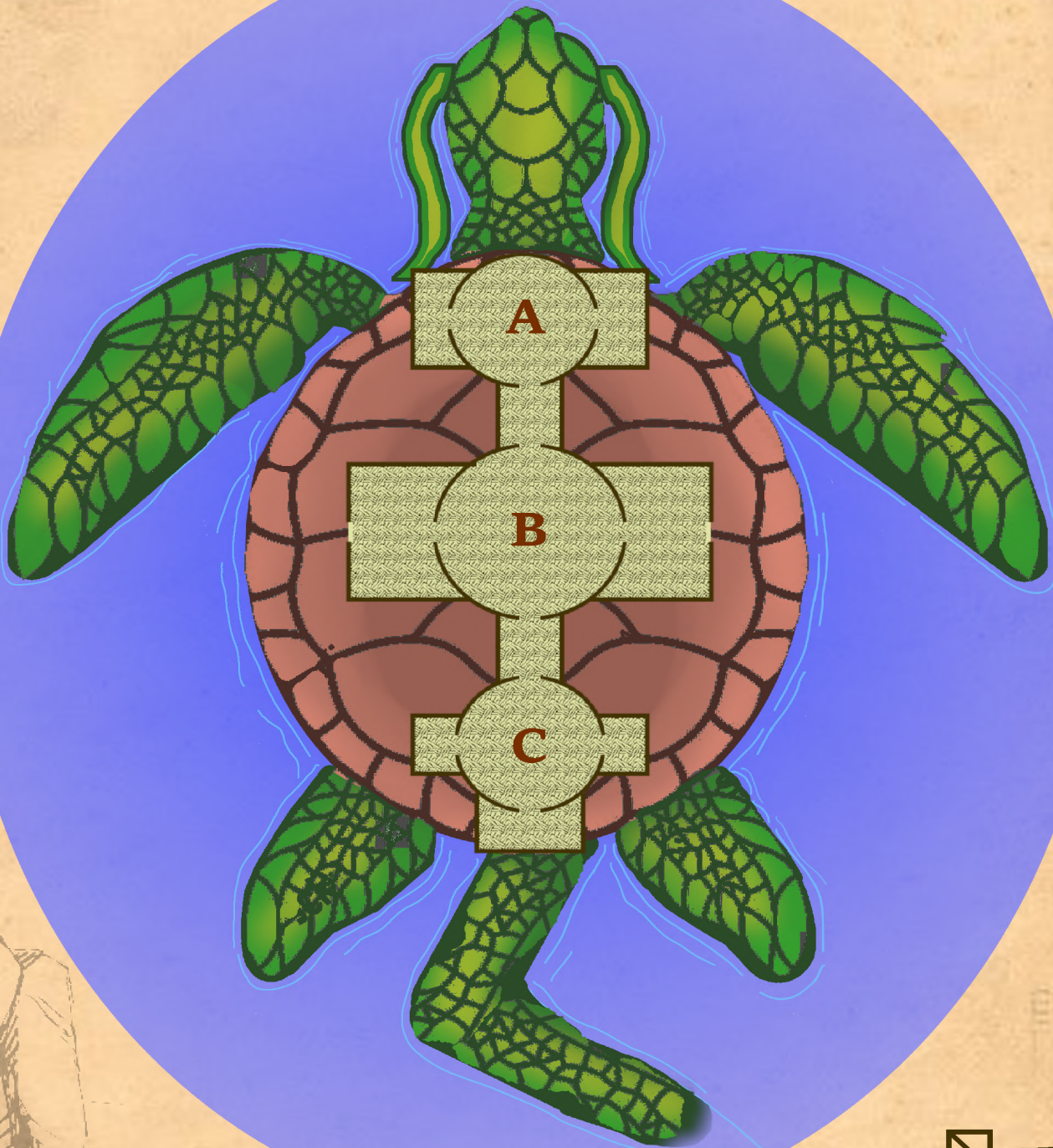
- **Tame the Seahorse:** You have long wanted your own giant seahorse, but they are rare and rather skittish. Recently, you've heard that there is a school within the Nelanther Isles near the tiny, coral-surrounded island of Cevalo. If you are clever, fast and resourceful, you might just be able to tame one for yourself.
- **Return the Egg:** A priestess of Umberlee approaches you, asking for your assistance. She was recently able to rescue a kraken egg from some pirates and wishes to return it to its mother. She asks that you help guide her towards it and return the egg. It is bound to be dangerous, but she can assure you that, the greater the danger, the greater the goddess' blessing.
- **Retrieve the Islanders:** A small cadre of islanders approach the Kealaka one day, clearly distressed. Raiders recently hit their town and took off with several of their neighbors and a large collection of their supplies. They beg you to go after the raiders, retrieve their neighbors and, if possible, their winter supplies. They don't have much to offer you, but they'll gladly compose and perform a song to your glory.
- **Assist the People:** Your Grand Marshall has just received word -- a volcano will soon erupt on a distant island. The people there won't have enough ships to evacuate the whole island nor do they have the magical or strategic abilities to stop the eruption. Your Grand Marshall charges you with going to the island and saving as many people as possible.
- **Stop the Undead:** Several local islands have sent word of a distressing phenomenon -- schools of undead quippers that linger in their harbors, consuming all available food and polluting the waters. Any ships that venture out to stop them are quickly attacked, and the schools are so massive and so ferocious that they have been able to sink and destroy several ships already. Will the Order of the Salt Knights send someone to investigate the troubles and put an end to them?
- **Mediate the Conflict:** War has broken out between local clans of merfolk and merrow. The merrow have begun demanding a ransom of merfolk children in repayment for a damaged shrine. The merfolk obviously protest, but the merrow will not allow this blasphemy to stand without some sort of recompense. The two groups request that the Salt Knights intervene while there is still time.
- **Kill the Foul Beasts:** A cohort of triton warriors approaches your keep one day. They bring ill tidings -- two foul beasts (aboleths, though currently unbeknownst to them) have recently brought calamity to their ocean settlement. The creatures have decimated their trade routes and killed several of their warriors. The tritons, mighty as they are, fear that they cannot turn the tide without additional help. They need the Salt Knights to help them restore their brainwashed comrades and kill the fiends.





Mighty Honu and the travelling Fort of the Salt Knights

A: Steering tower B: Central Tower with Ballista
C: The Tail Tower and Knight's Mess



The Driftwood - Squires

Squires, otherwise known as Driftwood, form the backbone of the order. Driftwood hail from many different locations both within and without the Nelanther Isles, and, though most come to the order as children, you may be of any age to start your squirehood.

Although they are the lowest-ranking members of the order and spend much of their time on tasks such as cleaning, cooking, farming and construction, they are highly valued. It is through Driftwood that the order grows, changes and expands, and it is through them that some of the greatest innovation and creativity has come.

Driftwood Squire

medium to large humanoid, any non-evil alignment

Armor Class 14 (Woven Fiber Armor and Shield)

Hit Points 15 (2d10 + 4)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	14 (+2)	13 (+1)	10 (+0)	11 (0)

Saving Throws DEX +2,

Skills Athletics +2, Survival +2

Senses Passive Perception 10

Languages Common and one additional language

Challenge 1/4 (50 XP)

Actions

Shark-toothed Club. *Melee Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage if used flat or 4 (1d6 + 1) slashing damage if used on the edge. Against a target that is wearing no armor, the Driftwood deals an extra die of slashing damage if using the edge of this weapon.

Quartz-tipped Spear. *Melee or Ranged Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

White Tips -- Knight-Errants

Knight-errants, otherwise known as White Tips, make up the bulk of titled knights. While each White Tip has responsibilities on Kealaka and within the order's various garrisons, they have greater freedom than most other members of the order and consequently spend a great deal of time traveling, going on quests and spreading news of the order.

A White Tip is expected to comport themselves with grace, magnanimity and, when necessary, deadly force.



White-Tip Knight

Medium to large humanoid, any non-evil alignment

Armor Class 17 (Woven Fiber Armor and Shield)
Hit Points 67 (9d10 + 18)
Speed 30 ft., 30 ft swim.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws DEX +6, INT +2,
Skills Acrobatics +6, Athletics +5, Intimidation +5, Survival +4
Senses Passive Perception 12
Languages Common and one additional language
Challenge 3 (700 XP)

Abilities

Sea Legs. The White Tip has advantage on ability checks and saving throws to resist being knocked prone or thrown from their mount or vehicle.

Sea Worthy. The White Tip has advantage while fighting at sea.

Actions

Multiattack. The White Tip makes two melee attacks.

Cutlass. *Melee Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

Shield Bash. *Melee Attack:* +6 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Poison-coated Quartz-tipped Spear. *Melee or Ranged Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing damage. The target must succeed on a DC 14 Constitution saving throw or be paralyzed until the start of its next turn. If the target's saving throw is successful, it is immune to the White Tip's poison for the next 24 hours. If its first saving throw is unsuccessful, it makes any additional saving throws against the poison at disadvantage.

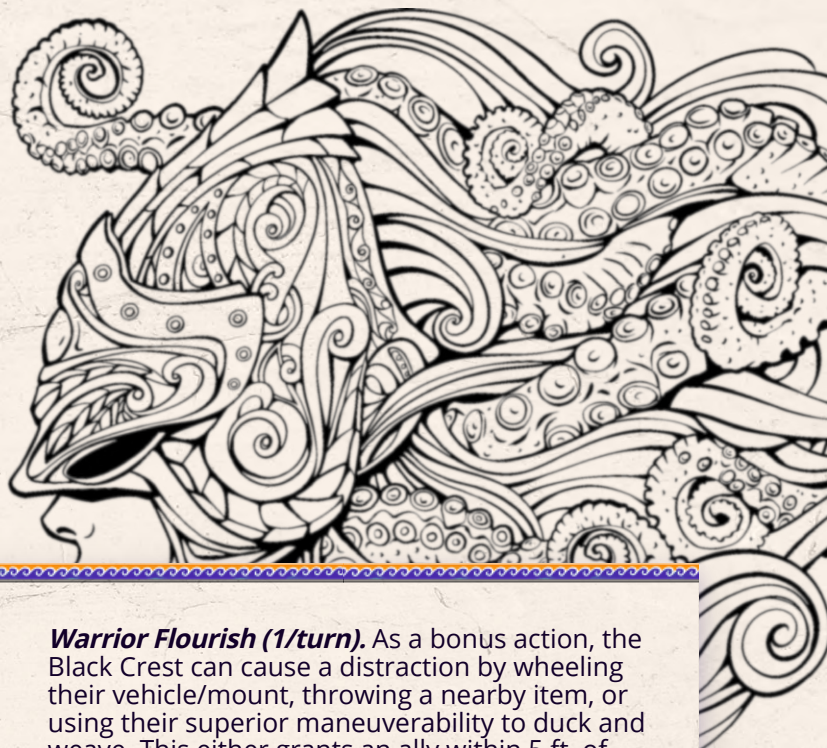
Reactions

Ironsides (2/day): The White Tip can choose to raise their AC by 1d4 against a successful melee attack.

Black Crests - Knight-Marshalls

Black Crests, so called due to the black feathers they wear on their helmets, are the highest ranking Salt Knights within the general assembly. Black Crests typically establish large bases or cohorts of other knights and allies and are the captains of any major campaign.

However, receiving the honor is not merely because they are the strongest or most dexterous -- no, Black Crests must also display great charm, loyalty and wisdom. It is quite common to see a Black Crest working alongside Driftwood, and they are hands-on when it comes to training and maintaining the land and facilities.



Black Crest Marshall

Medium to large humanoid, any non-evil alignment

Armor Class 17 (Woven Fiber Armor and Shield)

Hit Points 165 (22d10 + 44)

Speed 30 ft., 30 ft swim.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	14 (+2)	14 (+2)	16 (+3)	12 (+1)

Saving Throws DEX +9, CON +6, INT +6,

Skills Acrobatics +9, Athletics +7, Intimidation +9, Survival +7

Senses Passive Perception 17

Tools Navigator's Tools, Vehicles (Water)

Languages Common and one additional language

Challenge 6 (5,000 XP)

Abilities

Sea Legs. The Black Crest has advantage on ability checks and saving throws to resist being knocked prone or thrown from their mount or vehicle.

Sea Worthy. The Black Crest had advantage while fighting at sea.

Trip (1/turn). As a bonus action, the Black Crest can sweep their weapon beneath their opponent's feet and trip them. The opponent must be within 5 ft. of them and must succeed on a DC 14 Dexterity saving throw or be knocked prone.

Warrior Flourish (1/turn). As a bonus action, the Black Crest can cause a distraction by wheeling their vehicle/mount, throwing a nearby item, or using their superior maneuverability to duck and weave. This either grants an ally within 5 ft. of them advantage on their next attack or gives an enemy within 10 ft. of them disadvantage on their next attack.

Actions

Multiattack. The Black Crest makes three melee attacks.

Halberd. *Melee Attack:* +9 to hit, reach 10 ft., one target. Hit: 10 (1d10 + 5) slashing >damage.

Shield Bash. *Melee Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Poison-coated Quartz-tipped Spear. *Melee or Ranged Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d4 + 4) piercing damage. The target must succeed on a DC 14 Constitution saving throw or be paralyzed under the start of its next turn. If the target's saving throw is successful, it is immune to the Black Crest's poison for the next 24 hours. If its first saving throw is unsuccessful, it makes any additional saving throws against the poison at disadvantage.

Bolster Ally. The Black Crest targets any allies within 30 feet of it. If the targets can see and hear the Black Crest, they become immune to the frightened condition for as long as they can see the Black Crest.

Reactions

Ironsides (3/day): The Black Crest can choose to raise their AC by 1d6 against a successful melee attack.



The Indomitable Tide -- Grand Marshall Knights

The Grand Marshal, or Indomitable Tide as they're often known in the order, leads the Salt Knights in all major campaigns and manages the training, upkeep and vision of the order.

They are a knight of great power and chivalry who has proven themselves in countless battles, quests and personal triumphs. The Indomitable Tide is the soul of the order and the keeper of their history and traditions and would gladly die for any member of the order -- and vice versa.

The Indomitable Tide Grand Marshall

Medium to large humanoid, any non-evil alignment

Armor Class 17 (Woven Fiber Armor and Shield)

Hit Points 229 (27d10 + 81)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	16 (+3)	16 (+3)	14 (+2)

Saving Throws DEX +10, CON +8, INT +8,
Skills +10, Athletics +8, History +8, Intimidation +11, Persuasion +7, Survival +8

Condition Immunities Charmed, Frightened, Prone

Senses Passive Perception 18

Tools Navigator's Tools, Vehicles (Water)

Languages Common and one additional language

Challenge 16 (15,000 XP)

Abilities

Indomitable (3/Day). The Indomitable Tide can re-roll a saving throw it fails. It must use the new roll.

Sea Legs. The Indomitable Tide has advantage on ability checks and saving throws to resist being knocked prone or thrown from their mount or vehicle.

Sea Worthy. The Indomitable Tide has advantage while fighting at sea.

Trip (1/turn). Once at the start of their turn, the Indomitable Tide can sweep their weapon beneath their opponent's feet and trip them. The opponent must be within 10 ft. of them and must succeed on a DC 18 Dexterity saving throw or be knocked prone.

Warrior's Courage. During combat, the Indomitable Tide is able to channel their strength and fortitude into temporary health. The Indomitable Tide regains 10 temporary hit points at the start of its turn if it has at least 1 hit point but fewer hit points than half its point maximum. It loses these temporary hit points once it is no longer in combat.

Actions

Multiattack. The Indomitable Tide makes three melee attacks.

Halberd. *Melee Attack:* +10 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) slashing damage.

Shield Bash. *Melee Attack:* +8 to hit, reach 5 ft., one target. Hit: 13 (4d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Bolster Ally. The Indomitable Tide targets any allies within 30 feet of it. If the targets can see and hear the Indomitable Tide, they become immune to the frightened condition for as long as they can see the Indomitable Tide.

Reactions

Ironsides (3/day): As a reaction, The Indomitable Tide can choose to raise their AC by 1d8 against a successful melee attack.

Legendary Actions

The Indomitable Tide can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Indomitable Tide regains spent legendary actions at the start of its turn.

Weapon Attack. The Indomitable Tide makes a weapon attack.

Command Ally. The Indomitable Tide targets one ally it can see within 30 feet of it. If the target can see and hear the Indomitable, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Frighten Foe (Costs 2 Actions). The Indomitable Tide targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 18 Wisdom saving throw or be frightened until the end of the Indomitable Tide's next turn.

Superior Horned Manta Ray

Superior horned manta ray are highly intelligent, partly telepathic manta ray that migrate around the Trackless Sea and use an area to the west of the Nelanther Isles as their mating ground. The superior horned manta ray will either travel singularly, in small family groups, or in large herds. They are approximately 25 feet in width with glowing opalescent eyes, protruding, horn-like cartilage extending from their heads to their tails, and elaborate markings.

A superior horned manta ray is difficult to capture and impossible to tame -- potential riders must persuade them to bond with them or the creature will spend the rest of its days fighting for its freedom. Riders typically stand on their backs, holding reins wrapped around their horns in either their hands or in their teeth. Such riders will find the gentle motion of a ray will carry them for many hundreds of miles across the ocean, to their target.

Superior Horned Manta Ray

Large beast unaligned,

Armor Class 12 (Natural Armour)

Hit Points 39 (6d10 + 6)

Speed 0 ft., swim 60ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	8 (-1)	14 (+2)	9 (-1)

Saving Throws DEX +6,

Damage Resistances Cold

Condition Immunities Charmed, Frightened

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 12

Languages None

Challenge 1 (200 XP)

Abilities

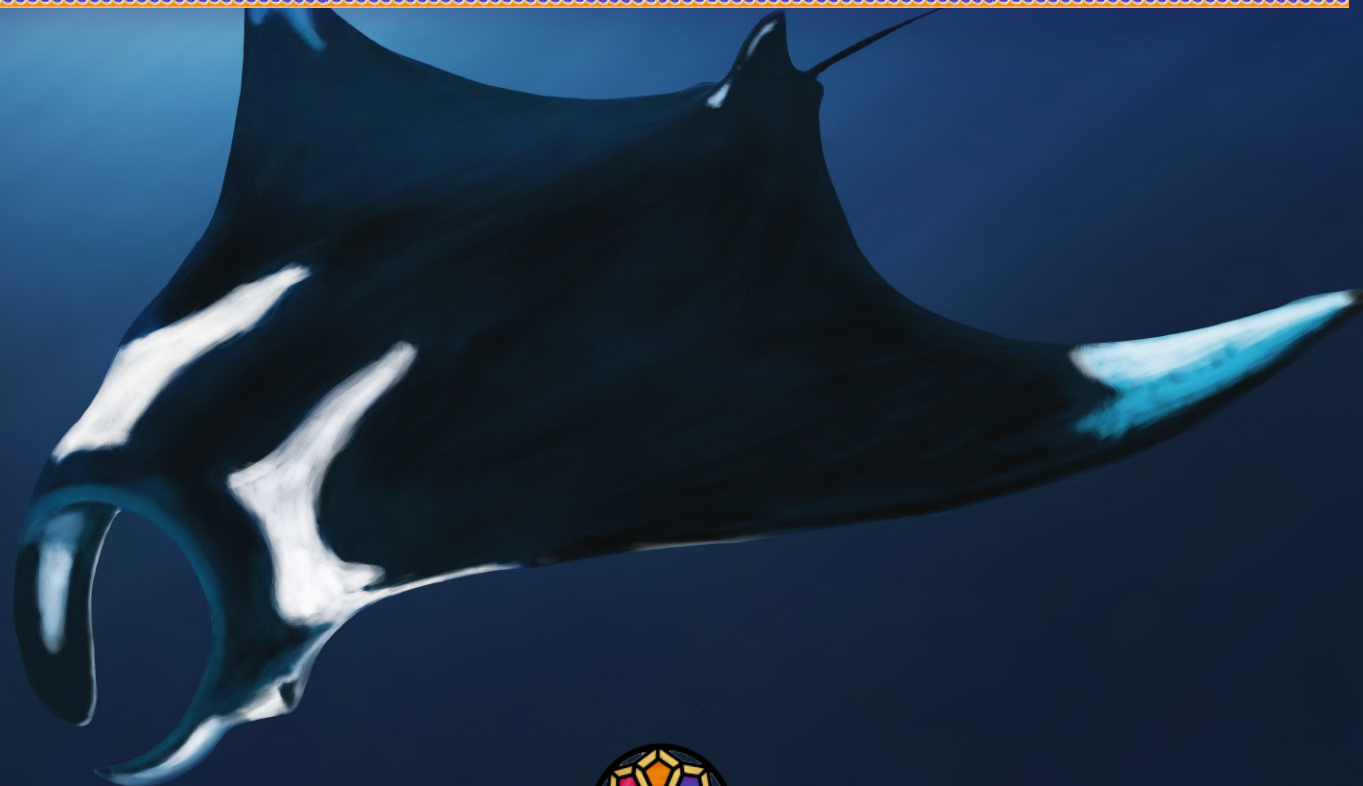
Limited Telepathy. The superior horned manta ray can communicate telepathically with a creature it has bonded with. It cannot speak, but it can convey and understand simple ideas through shared mental images and emotions.

Slippery Escape. The superior horned manta ray can take the Dash or Disengage action as a bonus action on each of its turns.

Water Breathing. The superior horned manta ray can breathe only underwater.

Actions

Slam. Melee Attack: +4 to hit, reach 5 ft., one target. Hit: 11 (3d6 + 1) bludgeoning damage.



The Red-Crested Dabea

The red-crested dabea is the largest of the dabea, massive eel-like creatures that haunt the Trackless Sea. It has a long, powerful body with fluttering fronds along its flanks and a tall, red crest on its head.

These solitary creatures will occasionally engage in battle with dragon turtles for territory but are not known to be hostile unless provoked. Their teeth and venom are highly prized.

Red-Crested Dabea

Gargantuan monstrosity, neutral

Armor Class 19 (Neutral Armour)

Hit Points 261 (18d20 + 72)

Speed 10 ft., swim 60ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	26 (+8)	18 (+4)	10 (+0)	14 (+2)	10 (+0)

Saving Throws DEX +14, CON +10,

Skills Stealth +14

Damage Immunities Poison

Damage Resistances Acid, Cold

Condition Immunities Grappled, Paralyzed, Poisoned, Prone

Senses Darkvision 120 ft., Passive Perception 12

Tools Navigator's Tools, Vehicles (Water)

Languages Primordial, Telepathy 30 ft.

Challenge 19 (22,000 XP)

Abilities

Limited Amphibious. The red-crested dabea can breathe air and water but can only remain outside of water for up to an hour.

Slippery Escape The red-crested dabea can take the Dash or Disengage action as a bonus action on each of its turns.

Actions

Multiattack. The red-crested dabea makes two attacks: one with its bite and one with its tail.

Bite. Melee weapon attack: +12 to hit, reach 10 ft., one target. Hit: 24 (4d8 + 6) piercing damage, and the target must succeed on a DC 18 Constitution saving throw or take 30 (4d12 + 4) poison damage.

If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Tail. Melee Weapon Attack: +14 to hit, reach 30 ft., one target. Hit: 34 (4d12 + 8) bludgeoning damage.

Legendary Actions

The red-crested dabea can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The red-crested dabea regains spent legendary actions at the start of its turn.

Move. The red-crested dabea moves up to its speed.

Fling. The red-crested dabea makes a tail attack. On a successful hit, one Large or smaller creature is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone. If a thrown target strikes the water, the target takes 1 (1d3) bludgeoning damage for every 10 feet it was thrown.

Fog Cloud (Costs 2 Actions). The red-crested dabea can exhale a cloud of cool air and poison that heavily obscures the area around it for 60 feet. A creature entering the area for the first or ending their turn there must make a DC 18 Constitution saving throw. That creature becomes paralyzed until the start of their next turn on a failed save.





Creating Your Own Order of Chivalric Knight

There are many different orders of Chivalric Knights which exist within Faerun and Toril. Such orders could be small, perhaps only three or four knights working together in a small tower with their squires. Other orders could be vast, hundreds strong and working to clear an entire region of evil. Knightly orders such as the Silver Knights, the Knights of the Weave, the Talons of Justice and many others are known throughout Toril as staunch defenders of good people and those who cannot defend themselves. The great elven and dwarven cities of the realm have their own defending knights, including The Blades of Crimson and White from Unthalass, or the Skyriders of Aglandar from the city of the same name.

If a DM should require a order of knights in their story as an antagonist or as assistance to the player characters within their campaign, they can use this chapter to create their own chivalric knightly order. DMs are also able to use the generic statblocks which are available at the end of this section to populate their world with chivalric heroes. These stat blocks can be tweaked based upon the chosen characteristics of the knightly order being created.

If you have player characters as well who wish to play a Chivalric Knight, these generators can be used to help create the backstory of the character. In the way, a player can understand their background and what they are aiming to achieve. This could also lead them towards their choice of quests.

Ideals and Concepts

First, DMs should generate the ideals of their order. All knightly orders were founded on a particular ideal; whether this was to defend a certain area, ensure the safety of people, hunt down a particularly hated foe, or even to travel across the land on a great expedition to reclaim a lost region. All of these will have knightly orders committed to the ideal.

Knightly Ideal

1d12
Roll

Knightly Ideal

- | Roll | Knightly Ideal |
|------|---|
| 1 | To quest far and defend the innocent wherever they might be found. |
| 2 | To seek out a particular group of enemies and slay them wherever they are found. |
| 3 | To protect those who travel upon a particular road or path. |
| 4 | To ride from a chapter house and defend those around it. |
| 5 | To meditate upon chivalric ideals and only seek battle when challenged or upon a quest. |
| 6 | To defend a series of outposts upon the border, holding against the dangers beyond. |
| 7 | To serve the interests of a region's lord when they meet the standards of chivalry. |
| 8 | To protect a city from all harm, including criminals and the corrupt. |
| 9 | To reinstall the rightful ruler of a region after they were unfairly deposed. |
| 10 | To defend a sacred place to many different gods' believers, holding it in trust. |
| 11 | To prevent conflict breaking out between two nations. |
| 12 | To rebuild their order after a terrible loss in battle. |

Once you have generated this concept, you can roll on the below table to see how well this is going. Despite their martial power and prowess, Chivalric Knights are normally badly outnumbered by their enemies and so battles can often be lost. Commitment to a task does not mean that they will be successful. Some of the most famously knightly houses have suffered terrible defeats and losses which have taken decades to recover from.





Ongoing Success of their Ideal

1d12

Roll Ongoing Description

- 1 Extremely badly. Many knights have been lost, and the chapter house has been recently ruined by the enemy. The knights are seeking assistance from fellow orders.
- 2 Extremely badly. The knights recently suffered a terrible loss and are few in number now. They are running low on supplies and arms.
- 3 Extremely badly. Their chapter house is besieged, and the knights are seeking reinforcements and aid.
- 4 Badly. The knights are taking regular losses to attacks by monsters and enemies and need aid in their task.
- 5 Badly. They do not have sufficient knights to control the area they need to control.
- 6 Unclear. Despite recent victories, the task is still a large one and there are years more work to do to complete it.
- 7 Unclear. There have been victories and losses aplenty, and the skirmishing continues fruitlessly onwards. Neither the knights or their enemies have the forces to truly win.
- 8 Unclear. The recent loss of their knight-commander, despite the victory in this battle, has left the knights unsure about their future campaigns.
- 9 Well. These knights are well supplied and numerous, taking on new recruits each year. They have faith that their task will be completed soon.
- 10 Well. A great victory has aided their task immensely, and the order is working to capitalise on that success.
- 11 Very well. The order has won a series of great victories recently and is taking time to rebuild their numbers before pushing on further.
- 12 Very well. The knights of this order are known and famed for their task, completing it brilliantly in recent years. Well organised and well led, they are highly optimistic about the future.

Now that we have the recent history of the knights sorted out, DMs can generate a general idea of the order's history. This is the founding point of the order and how it came to be in the ancient (or not so ancient) past.

Founding History of the Order

1d6

Roll Founding History

- 1 Three knights swore a pact to complete their task to honour a fourth, slain knight.
- 2 The founding knight was gifted a chivalric vision and devoted their life to creating it.
- 3 A young child discovered a magical weapon here, and after many quests, returned to this spot to honour chivalry and the gift they had been given.
- 4 A great king of the area asked the founder to bring his knights to this area and forever aid the people there.
- 5 A knight won a great and terrible battle here and swore that none should ever need to fight over this land again.
- 6 A Grand Quest brought a questing knight to this area, and they did not leave but founded a new order here instead.



Once the history and reality of the order has been generated, the next part is to generate what kind of fortress or chapter house these knights possess. The chapter or order house is the key structure for questing knights. It gives them a place to return to, to rest and re-equip, and to find comradeship amongst the other knights. Such a place is rich with history and relics of an order's past. However, not all orders share the same fortresses, and many orders will take any fortification they can find as a base for their orders.

Fortress of the Knightly Order

1d12

Roll Description of the order's home.

- 1 The knights have not got a home fortress but conjure a great wooden fortress wherever they travel to. They do not dig in deeply but expect to move on soon after.
- 2 The knightly order is based in an ancient wizard's tower, long abandoned by its former owner. Magical traps and machines can still be found in the basement.
- 3 The order is based in a ruined fortress where only the curtain wall has been maintained. Within, the building work continues to restore the castle back to a livable condition.
- 4 The knights live upon a great island fastness, surrounded on by a lake on all sides. Only a conjured bridge of stone can reach this secluded castle's high stone walls.
- 5 The knights have made their home within a large stone tower, which has been recently attacked. The damage to the tower is yet to be repaired.
- 6 The knights share an underground fortress with a group of dwarves, who have allowed the knights to use their space in return for their martial skill. There is a little tension between the dwarves and the knights, but they mostly get along.
- 7 The knights have taken possession of a truly ancient castle, thousands of years old. They have patched it up, but the repairs are obvious from their less-skilled nature.
- 8 The knights have a chapter house high up the top of a mountain where only a single perilous path leads to this great fortress.
- 9 The knights were gifted a newly built castle by a grateful leader, which they have maintained beautifully since it was given to them
- 10 The order has no central chapter house but is spread out in a series of smaller chapter houses and watch-towers across a long frontier realm.
- 11 The order has built their fortress within a natural barrier feature such as an ice-wall, a great cliff face or the banks of a seashore.
- 12 The knights' fortress is a vast structure within a pocket plane of existence. Only those with the correctly enchanted guidestones are able to access it.

Every knightly house has famous stories about the knights who have been part of their order. Famous knights who complete great quests, slay terrible enemies or win great conflicts are heralded by their orders as exemplars of chivalry. In addition, if the order as a whole has completed some incredible task, it will be celebrated. DMs can roll 1d3 times on the below table to generate these successes.

Historic Feats of the Knightly Order

1d12

Roll Feat Achieved

- 1 The knight-marshal led a group to slay an ancient dragon threatening the area. Now its skull is placed with pride within their dining hall.
- 2 After a long war, the knights defeated an entire legion of invading hobgoblins. The relics of the hobgoblin warlord are displayed proudly for all to see.
- 3 The order's grand commander completed their Grand Quest in the Plane of Air, and as a reward, a multitude of aarakocra annually joins the order as knights, squires and assistants.
- 4 Two knight marshalls of the order destroyed a clan of evil cloud giants, crashing their floating fortress to do so. As a reward, a famed storm giant pays tribute to them each year in honour of their assistance.
- 5 The order has survived many sieges of their fortress over its history. The land around is dotted with statues of old siege equipment as a reminder to the knights of their endurance.
- 6 A knight-marshal of the order won an honourable duel against the champion of another order, settling a matter of principle between the knights. In celebration of this, the orders refight this duel every year between their champions.
- 7 A questing knight-errant, far from their home, discovered an artifact of incredible power. Carrying it back to the order, it is now carefully protected by the order but displayed with great reverence.
- 8 A knight of the order led a great cavalry charge against their terrible enemy in battle, breaking their lines and putting them to flight. Each year, the order parades their horses and armour in a great display as a reminder of this feat.
- 9 The knightly order won a terrible battle where almost all the knights were killed in the pursuit of victory. The whole order celebrates this victory but wears black cloaks to remember that awful day.
- 10 An ancient knight-marshal held a bridge over a lava river for three days and nights alone against all the enemies who attacked them. In the courtyard of the order's fortress is a sculpture of this famous bridge and its lone defender.
- 11 The defeat of a terrible dragon brought the order vast wealth. However, in honour of the Grand Marshall who was slain in the act, the order does not spend this wealth but merely stores it in remembrance of their lost lord.
- 12 The enemy of the knights, a great balor devil, was first slain by the order in generations past. Each decade, the knights summon this same demon to the Material Plane once more to slay it again and prove their order's continued superiority against this monster.



Despite their appearance as shining ideals of knighthood and chivalry, many knightly orders have dark secrets or shameful acts they wish to hide from those around them. These can range from a knight falling from the path of chivalry, a turncoat betraying their sworn oaths or even darker events.

DMs can roll 1d12 and use this table below to create their Orders shame and secrets.

Knightly Order Secrets and Shames.

1d12 Roll Outcomes

- 1 The original founder of the order was turned into a vampire while hunting the undead. The knights did not have the heart to kill their lord and so instead imprisoned them within their order's dungeons.
- 2 The knight's finest relic was captured through treacherous behaviour, not honourable action. Only the knight commander knows the true history of this relic.
- 3 In secret, the knights pay tribute to the local lord. They slew their child in a terrible mistake and now have been doing what they can to pay recompense.
- 4 The knights made a pact with a dark force to allow them to take over their fortress. They are awaiting the day this dark force returns to claim its due.
- 5 This order of knights was founded on a lie, and they are trying to reclaim purpose while hiding this fact.
- 6 A famed knight-marshal of this order fell from their chivalric vows, and returned as a Knight Abhorrent to fight them. The knights are trying to keep the identity of the Knight Abhorrent a secret while they seek to slay them.
- 7 The trials of knighthood for this order are particularly harsh, and many do not survive. Their bodies are hidden in the crypt and no-one speaks of them again.
- 8 The Grand-Marshall of this order is not a chivalric knight, but an overseer installed by the College of Heralds to ensure these knights remain loyal to the code of chivalry.
- 9 Though the knights of this order wear the order's heraldry, they are not the original order. Every founding knight was slain in an awful battle, and the order was only resurrected a generation later.
- 10 An ancient knight-marshal brought down a terrible curse upon their order - a madness of rage, fear or terror. The knights which are afflicted with this curse are imprisoned in the castle to remain hidden from sight.
- 11 Claiming to have slain a great dragon, a knight from this order returned with its claw as proof of the deed. The dragon, quite alive, has recovered and wants its claw back.
- 12 The order's numbers never falter because they have made a pact with a dread necromancer to save them from death. Their pale skin and fading memories are an effect of this "agreement".

Finally, DMs will need a heroic name for their order of Chivalric Knights! Roll 2d12 or pick the options which best create the image of your chivalric knightly chapter in your mind.

Knightly Order Names

1d12 Roll	First Title	of	1d12 Roll	Second Title
1	Riders	of	1	Silver
2	Banner	of	2	Dark Sable
3	Fraternity	of	3	Endless Courage
4	Cavaliers	of	4	the Red Swords
5	Order	of	5	Bright Swords
6	Champions	of	6	Shining Hearts
7	Chapter	of	7	Yellow Eagles
8	Legion	of	8	Valourous Courage
9	Chargers	of	9	Bloody Hearts
10	Brethren/Sistren	of	10	Endless Swords
11	Lance	of	11	Blue Cloaks
12	Flag	of	12	The Blessed Rock



Order Stat Blocks

In this section, you will find generic stat blocks for the main types of creatures found within a knightly order. For each of these stat blocks, you can apply an additional ability based on your order's founding Ideal. You can roll for these or choose the one which best suits your order's abilities.

Knightly Ideals

1d6
Roll Ideal and Ability

- 1 Courage - Gains the "For Honour!" ability: If the Knight of the Cause fails a saving throw, a hit roll or an ability check, they can choose to re-roll this dice.
- 2 Justice - Gain the "Pale Executioner" ability: If this knight rolls a critical hit on a creature with 25 hp or less, they automatically reduce that creature to 0 hp.
- 3 Hope: Gains the "Onward Together" ability: If an ally within 5 ft makes an attack roll, the knight can declare this ability, and the ally can add 1d10 to their damage roll.
- 4 Mercy: Gains the "Get Behind Me!" ability: At the start of its turn, the knight can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against them have advantage until the start of its next turn.
- 5 Nobility - Gains the "A Duel, Then?" ability: When fighting a single opponent, the opponent must make a DC15 intelligence saving throw. If this is failed, they can only make attacks against the knight, including opportunity attacks.
- 6 Roll again on this chart.

Squires

Squires often make up the bulk of a knightly order's fighting strength. Some of these are young, idealistic youths searching for a quest to seek knighthood while others are hardened veterans who just aim to loyally support their lords in battle. Armed with either halberd or crossbow, they are highly trained soldiers who know how to work together closely and win battles.

Chivalric Squire

Medium humanoid (any race), any non-evil alignment

Armor Class 15 (Chain Shirt and Shield)

Hit Points 32 (5d10 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	12 (+1)	14 (+2)	11 (+0)	12 (+2)

Saving Throws CON +2, INT +2

Senses Passive Perception 11

Languages Any one language, usually Common
Challenge 1 (200 XP)

Together We Fight! If a squire has allies within 10 ft. of them, they can add 5 to their damage roll.

Actions

Spear. *Melee Attack:* +4 to hit, range 10 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Heavy Crossbow. *Ranged Attack:* +3 to hit, range 40/100ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.



Chivalric Knights

The chivalric knights are the most famous image of knighthood - clad in plate armour and tabards, carrying swords and banners while they make their glorious quests across the face of Faerun. Some choose to fight from horseback with lance and spear while others aim instead to fight with polearms in the line of battle. Either way, they are some of the deadliest individual fighters in the realm.

Chivalric Knight

Medium humanoid (any race), any non-evil alignment

Armor Class 18 (Plate Armour)
Hit Points 90 (12d10 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws CON +2, INT +4
Senses Passive Perception 10
Languages Common and one additional language
Challenge 4 (1,100XP)

Your selected Knightly Ideal skill goes here, and can be used twice per day.

Actions

Multiattack. The chivalric knight can make two melee attacks.

Long Sword. *Melee Attack:* +7 to hit, range 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage or 9 (1d10+4) when used in two hands.

Reactions

Ironsides (2/day): The chivalric knight can choose to raise their AC by 1d4 against a successful melee hit.



Knight-Marshall

Knight-Marshalls are even rarer, and few orders have more than half a dozen of these fighters within their ranks. They are storied veterans of a hundred different adventures and battles and fierce combatants alone. However, they rarely go into battle without a household of knights around them, aiding their leader in his aims.

Knight-Marshall

Medium humanoid (any race), any non-evil alignment

Armor Class 20 (Plate Armour)
Hit Points 150 (20d10 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	14 (+2)	14 (+2)	11 (+0)	11 (+0)

Saving Throws CON +4, INT +6
Senses Passive Perception 14
Languages Common and any one additional.
Challenge 8 (3,900xp)

Your selected Knightly Ideal skill goes here and can be used three times a day.

Actions

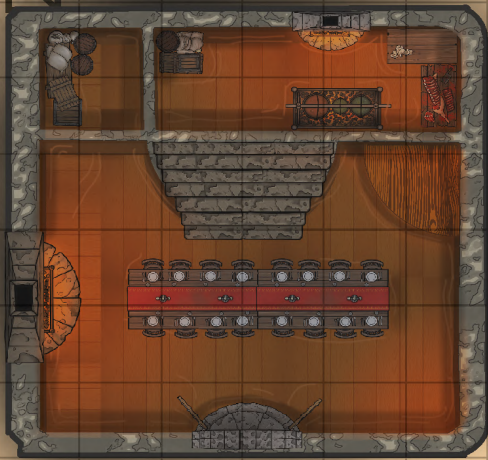
Multiattack. The knight-marshall can make three melee attacks.

Knightly Greatsword *Melee Attack:* +8 to hit, range 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Reactions

Ironsides (3/day): The knight-marshall can choose to raise their AC by 1d8 against a successful melee hit.





The Chapter Houses of the Silver Heart Chivalric Order

This chapter house has formed part of the Chapter's defences for the road from Starmantle to Redanswyr alongside the Dragon Coast since 1362 DR.

It represents a classic example of the Knightly Chapter house, supporting a population of four to six Knights and their supporting squires and attendants.

Each square represents five feet.



Knight-Commander

A knight-commander is a terrifyingly powerful opponent. Such an individual has often passed through many different realms, fought monsters which defy the very laws of reality and completed a quest which most could not even conceive of. Knight-commanders alone are more than most can handle, but they do not ride to war alone. Such a commander is going to have a committed order of Chivalric Knights obeying their orders; few could face such an order and expect to win against them.



Knight-commander

Medium to large humanoid, any non-evil alignment

Armor Class 22 (Magical Plate)
Hit Points 229 (27d10 + 81)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	16 (+3)	16 (+3)	16 (+3)	14 (+2)

Saving Throws STR +10, COM +8, INT +8,
Skills Athletics +8, History +8, Intimidation +11,
Persuasion +7, Survival +8
Condition Immunities Charmed, Frightened,
Prone
Senses Passive Perception 18
Damage Resistances Bludgeoning, Slashing,
Piercing
Condition Immunity Confusion, Frightened,
Paralysed, Stunned
Languages Common and one additional language
Challenge 16 (15,000XP)

Your selected Knightly Ideal skill goes here and can be used four times per day.

Indomitable (3/Day). If the knight-commander fails a saving throw, it can choose to pass instead.

Warrior's Courage. During combat, the knight-commander is able to channel their strength and fortitude into temporary health. The knight-commander regains 10 temporary hit points at the start of its turn if it has at least 1 hit point but fewer hit points than half its point maximum. It loses these temporary hit points once it is no longer in combat.

Warrior Flourish (1/turn). As a bonus action, the knight-commander can cause a distraction by wheeling their vehicle/mount, throwing a nearby item, or using their superior maneuverability to duck and weave. This either grants an ally within 10 ft. of them advantage on their next attack or gives an enemy within 15 ft. of them disadvantage on their next attack.

Actions

Multiattack: The knight-commander makes three melee attacks.

Knightly Sword. *Melee Attack:* +12 to hit, reach 10 ft., one target. Hit: 20 (2d12 + 8) slashing damage.

Shield Bash. *Melee Attack:* +12 to hit, reach 5 ft., one target. Hit: 15 (4d4 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Reactions

Ironsides (3/day): As a reaction, the knight-commander can choose to raise their AC by 1d10 against a successful melee hit.

Legendary Actions

The knight-commander can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The knight-commander regains spent legendary actions at the start of its turn.

Weapon Attack. The knight-commander makes a weapon attack.

Command Ally. The knight-commander targets one ally it can see within 30 feet of it. If the target can see and hear the knight-commander, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Frighten Foe (Costs 2 Actions) The knight-commander targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 18 Wisdom saving throw or be frightened until the end of the knight-commander's next turn.



Chivalric Warhorse

Many knights will ride to war mounted upon their horse, but when battle is joined they will ride into the fray atop huge, powerful warhorses. These are often as well armoured as the riders atop them and have trained extensively to bear the weight of this armour through the whole of a battle. Bad tempered, aggressive and fierce, these warhorses are often as deadly to their enemies as the knight riding them.

Chivalric Warhorse

Large beast, unaligned

Armor Class 18 (Plate Mail Barding)
Hit Points 39 (6d10 + 6)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	5 (-2)	12 (+1)	7 (-2)

Senses Passive Perception 11
Languages --
Challenge 1 (200 XP)

Trampling Charge. If the chivalric warhorse moves at least 20 ft. straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Actions

Iron-shod Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Chivalric Griffon

Large monstrosity, unaligned

Armor Class 16 (Chain Mail Barding)
Hit Points 95 (10d12 + 30)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	4 (-2)	13 (+1)	8 (-1)

Skills Perception +5
Senses Passive Perception 11
Languages --
Challenge 3 (700 XP)

Keen Sight. The chivalric griffon has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The griffon makes two attacks: one with its beak and one with its claws.

Beak *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Claws *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Chivalric Griffon

Some lucky knights are able to bond with a greater creature than their warhorse. Some will take to the air mounted upon chivalric griffons, great winged creatures who will only choose their riders with great care. Knightly orders, knowing these winged mounts are a rarity, will create great suits of armour for them. Such protection will slow the griffon's flying speed but help them weather a hail of missiles or sword strikes.



Chivalric Non-Player Characters

Many are the tales of the chivalric knightly orders and their quests, riding far and wide across Faerun to achieve great deeds and win renown. Such knights are rightly famed and revered for being exemplars of their order and the chivalric code.

But many are the foes of knights - for great strength invites challenge and the innately moral nature of the knight drives many evil-doers to oppose them on principle. The Zhentarim, the Red Wizards of Thay, the Followers of Tiamat, the Shadow Thieves and many others all seek to bring down knightly orders and slay their members. Such organisations have killed many, many chivalric knights through their centuries of conflict.

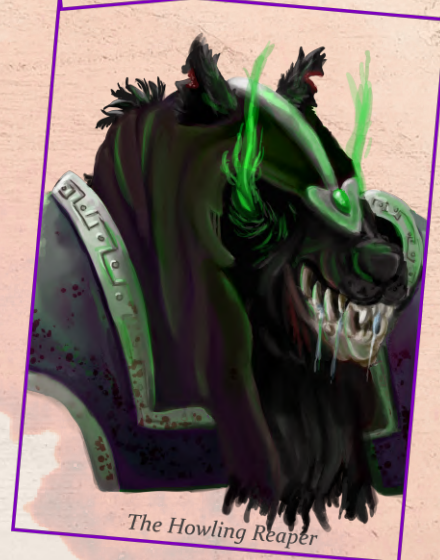
Some of these enemies are well known to the knights and have caused them many troubles throughout the years of their existence. The details for such enemies can be found beneath - such foes would make an excellent antagonist for a campaign involving a Chivalric Knight or a general enemy for a party to oppose.

But alongside these deadly enemies are the allies of the knights. All that are good and true in the realm recognise the path of chivalry - a difficult and dangerous path for those who would look to do great deeds and protect those around them. Secret organisations of noble intent, such as the Harpers, will work alongside knightly orders for their warrior ability. While not all those organisations agree with the knight's approach (believing subtlety and influence can do more than a knightly blade), they are happy to work with the chivalric orders when brute force is required.

Some of these allies are mysterious indeed, not being knights at all. Some will offer knights guidance when they are lost, challenging them to prove their worth before imparting their wisdom. Others will easily choose to join a Quest, or a group of adventurers who need assistance in some great matter.

The greatest of the knightly allies is the College of Heralds. While each order has a herald (and the larger ones have several), all are trained at the College. Said to be deep in the windswept Highmoor west of Najara, this college trains those who would assist knights with their magical skill. Led by the great wizardess, Lady Myrlen, this college also keeps the rolls of knighthood. Every knight, from Sir Bil onwards, has an entry in the books of heraldry, and then are amended as knights live, fight and die. Some knights travel far to this college to discover their heraldic roll and to seek the advice of the wizards there.

Of such a world of magic, mystery and dangers are these mysterious knights, their enemies and their allies.



Ser Nimue and the Cast-off Army

Ser Nimue Sook, a green grung born to an especially unlucky pool, hailed from the continent of Chult. They had spent their adolescence hiding in the wetlands from adventurers, scrounging for food and supplies and plucking vulnerable merchants and adventurers from off the roads to sell back to the slavers of Port Nyranzaru. It was during one of these trips that they heard of the Order of the Salt Knights and were able to meet Ser Magdalena Lomu, a White Tip Knight of some renown. Ser Nimue loved her tales of fame and glory and sailed to Kealaka that day, pledging themselves to the order.

Alas, Ser Nimue's bitterness and greed would eventually bring their time within the order to an end. One day, Ser Nimue made the poor choice to turn their gaze on Ioma. The Cast-off Army would seize several of the northern islanders and transport them back to Chult for their tribe, proving to their people that Ser Nimue was no mere green grung.

The Iomaii had heard news of Ser Nimue, so when they saw their junk ships approaching, they immediately raised the alarm and sent messengers through Ioma's mountain to the harbor of Ioma and the Hidden Keep.

They threw Iomic crystals off the shore, setting off whirlpools that made it difficult for Ser Nimue's fleet to land. The chief, an elderly woman named Arataki, met him out to sea on her dear companion, the superior horned manta ray Rua.

She spun out their meeting for many long minutes, teasing the knight, until eventually, they ordered her captured.

By then, the southern Iomaii and the Salt Knights had arrived, with them the same Ser Magdalena who had invited Ser Nimue into the order many years ago. The Salt Knights were horrified by what Ser Nimue had done. Ser Magdalena ordered them to surrender and follow her back to Kealaka for trial. Ser Nimue would not, instead choosing to stab Chief Arataki and throw her overboard before commanding their fleet to set sail.

Since then, Ser Nimue and their ever-growing band of brigands have harassed the Trackless Sea from Chult to the Nelanther Isles. They have laid siege to Fort Beluarian, sunk merchant vessels bound to Calimshan, even captured and executed a few Salt Knights. Ser Nimue vows that they will never surrender and never rest until they are given their due -- a place to hold dominion over and the respect of their tribe.

Personality. "I prefer to let my actions speak for me."

Ideal. "I will do whatever I can to gain greater renown and respect."

Bond. "I will welcome anyone who wants to follow me -- and smite mercilessly whoever betrays me."

Flaw. "I know that everyone is just waiting to betray me and am often paranoid."

Ser Nimue Sook

Small humanoid (grung), neutral evil

Armor Class 21 (Knightly Plate and Knightly Shield)

Hit Points 135 (18d10 + 36)

Speed 25 ft, climb 25 ft, swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	15 (+2)	10 (+0)	9 (-1)	11 (0)

Saving Throws STR +7, INT +4

Skills Athletics +7, Intimidation +4, Perception +3

Damage Immunities Poison

Condition Immunities Poisoned

Senses Passive Perception 9

Languages Common, Grung

Challenge 6 (5,000 XP)

Abilities

Amphibious. Ser Nimue can breathe air and water.

Poisonous Skin. Any creature that grapples Ser Nimue or otherwise comes into direct contact with their skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with them can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ser Nimue can apply this poison to any piercing weapon as part of an attack with that weapon, though when they hit the poison reacts differently. The target must succeed on a DC 12 Constitution saving throw or take 2d4 poison damage.

Standing Leap. Ser Nimue's long jump is 25 feet, and their high jump is 15 feet, with or without a running start.

Actions

Multiattack. Ser Nimue can make three melee attacks.

Cavalry Sword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) slashing damage. On a successful hit, the target must succeed on a DC 12 Constitution saving throw or take an additional 2d4 poison damage.

Outnumbered Attack (2/Day). When Ser Nimue makes a weapon attack, they can make another attack with the same weapon against all other creatures that are within 5 feet of the original target and within range of their weapon.

Reactions

Parry. Ser Nimue adds 4 to their AC against one melee attack that would hit it. To do so, they must see the attacker and be wielding a melee weapon.



The Howling Reaper and the Knights Abhorrent.

There are legends that knight-marshalls whisper of a sinister beast birthed from the treachery and deceit of chivalrous knights tempted to forgo their oaths and follow an immoral path. Stories speak of a formless beast that lurks in the shadows, a disembodied whisper promising worldly gains over virtuous duty. As the creature's lies wriggle their way into the knight's mind, the knight is forced to decide whether to turn their back on their vows of chivalry or face the beast's wrath.

The knight who holds true to their vows will feel the beast break the connection it has created with the knight and for a moment may even believe that they are free of the tantalizing temptations that the beast has given them.

This is not the case. Once the knight has resolved their conflict and chosen a path, they have given the monster form. The beast will coalesce into a hideous malformed abomination resembling a half rotten hound, its visage obscured by rusted armour plates and tattered cloth, malevolence behind its flaming eyes.

Once given form, the Howling Reaper will flee the knight that gave it form as it embarks on a campaign of destruction and violence, using its fear and malice to wreak havoc on the countryside, all the while howling the name of the knight that gave it form. Worst still, only the knight who was responsible for its birth can truly kill the beast... all others will but banish it for a year plus a day before it returns to wreak havoc again. On its rebirth, it can then be dispatched by a chivalric knight that has vowed a quest to destroy the beast. Otherwise, it will be banished again for a year and a day to once again return and cause havoc.

While incorporeal the howling reaper will do everything possible to turn the knight they have attached themselves to away from their vows of chivalry. This should be roleplayed, but if the DM wishes, each day the target knight must make a DC 16 Wisdom saving throw; for every failure the knight receives a doubt point, that can be used against the knight on saving throws and using their Ideal. Once a knight has accumulated ten doubt points, the player must make their decision to follow the howling reaper or remain true to their vows.

Once manifested, the howling reaper will sow as much destruction as possible, uncaring as to who or what it destroys.

Howling Reaper

Medium monstrosity, neutral evil

Armour Class: 16 (Mismatched Armour)

Hit Points 104 (16d8+32)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	10 (+0)	15 (+2)	15 (+2)

Saving Throws: DEX +5, WIS +5

Skills Deception: +6, Insight +6, Intimidate +8

Damage Vulnerabilities: Attacks from the knight that summoned the howling reaper

Damage Resistances Bludgeoning, Piercing, and Slashing From non-magical Attacks

Damage Immunities Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 ft., passive Perception 18

Languages Same as the person who summoned the howling reaper.

Challenge 7 (2,900 XP)

Whispers of Worldly Gain. The howling reaper begins as Incorporeal, attaching itself to a knight who has stumbled upon the chivalric path. While incorporeal, the howling reaper can communicate with the knight it is attached to only and not effect the physical world.

The Howling Reaper remains incorporeal until the knight makes their decision to either forgo their vows or retain them. Once the knight has made the decision, the howling reaper take form. It takes one action for the howling reaper to become corporeal.

Horrifying Visage. Each creature within 60 feet of the howling reaper that see it must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the howling reaper is in line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the howling reaper's horrifying visage for the next 24 hours.

A Year and a Day. Only the knight that was responsible for the summoning of the howling reaper can truly kill it once it is manifested. Otherwise, the beast is banished for a year and day before returning to the same spot that it was slain. On this second incarnation, any Chivalric Knight that has taken a Quest to destroy the howling reaper may dispatch it permanently.

Actions

Multiattack. The howling reaper makes two claw attacks and one bite attack.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

The Knight Abhorrent

The knight who gives into the howling reaper's sweet tongue is welcomed among the order of the Knight's Abhorrent, a villainous group of selfish individuals that wish to see the code of chivalry destroyed. Much like their virtuous counterparts, they seek an Ideal to live by and follow it with all their ability, using that twisted Ideal in pursuit of the destruction of good and noble knights. Each Knight Abhorrent should select their Dark Chivalric Ideal from one of the below Ideals.

Knights Abhorrent usually travel with 2d4 thugs as part of their retinue, using them to tie up an enemy. The thugs are aware enough to know that anyone affected by the Knight Abhorrent's Ideals are a prime target. The thugs follow the Knight Abhorrent out of fear and as a chance to gain decent pickings.

Fear: At will, as an action, the Knight Abhorrent can cause fear in their opponents. Each creature within 60 feet of the Knight Abhorrent that can see it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the Knight Abhorrent is in line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the Knight Abhorrent's fear for the next 24 hours.

Corruption: At will, as an action, the Knight Abhorrent can use *bane* on up to three opponents within 60 feet that are in line of sight. The targets must succeed on a DC 15 Charisma saving throw. Failing the saving throw subtracts 1d4 from the target's attack roll or saving throw for 1d10 rounds.

Cruelty: At will, as an action, the Knight Abhorrent can use *inflict wounds* on a target within touch range. The Knight Abhorrent must make a melee spell attack (+4 to hit) against the target creature. On a hit, the target takes 3d10 necrotic damage.

Humiliation: At will, as an action, the Knight Abhorrent can *command* (grovel and flee being the preferred commands) up to two opponents within 60 feet that are in line of sight. The target must succeed on a DC 15 Wisdom saving throw or follow the command on its next turn. The action has no effect if the target is undead, if it doesn't understand the Knight Abhorrent's language or if the command is directly harmful to it.

Despair: At will, as an action, the Knight Abhorrent can cause *despair* on a target within 60 feet that is in line of sight. The target must succeed on a DC 15 Wisdom saving throw or be gripped by debilitating depression, which has the same effects as being *paralyzed*. The action has no effect if the target is undead or if it doesn't understand the Knight Abhorrent's language.

Knight Abhorrent

Medium humanoid (any race), any alignment, usually chaotic or evil

Armor Class 18 (Plate)

Hit Points 78 (12d8+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws CON +4, WIS +2

Skills Intimidation +5

Senses Passive Perception 10

Languages Any one language (usually Common)

Challenge 5 (1,800 XP)

The Knight Abhorrent can use their chosen Dark Chivalric Ideal power three times a day.

Actions

Multiattack The Knight Abhorrent makes two melee attacks.

Great Hammer *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) bludgeoning damage.

Heavy Crossbow (Poisoned Quarrels). *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage and succeed on a DC 14 Constitution saving throw or be poisoned for 2d4 rounds.

Reactions

Ironsides (2/day). The Knight Abhorrent adds 1d6 to their AC against one melee attack that would hit it. To do so, they must see the attacker and be wielding a melee weapon.



Lady Darkfain, the Insidious Shadow

We know very little about Lady Darkfain, the Insidious Shadow. From her garb, demeanor and skills, we assume that she was at one time a knight reared and trained by a chivalric order, and her penchant for riding a mount might even indicate that she was at one time a jousting knight. However, no order contains a record of her nor has any living knight admitted to knowing her. Rather, she slinks around the continent, sometimes alone on a dark horse, other times at the head of a corrupt army, and, whenever you think you have cornered her, disappearing without a trace.

What makes the lady so insidious is that she appears to have no motive. She does not avenge a dead lover, a besieged town or a betrayed principle. Rather, she delights in sowing darkness and confusion, and the smile on her dark-painted lips is never brighter than when another knight has fallen into despair.

Any knight that might bring her to justice would be handsomely rewarded, but it is feared that she is beyond the mortal ken. Here is what will be said to any that might pursue her or cross her path: be on your guard. She will do all she can to twist your mind, befuddle your senses and betray your comrades. Trust nothing that she says and look for the secret motives in anything she does. This is known to be the only way to survive an encounter.

Personality. "I am the cleverest person in the room. I will make sure that everyone knows it."

Ideal. "All I do, I do for the sake of sowing chaos and despair."

Bond. "Those that I encounter will remember my name and shiver."

Flaw. "I do not believe anyone is capable of besting me but will gleefully allow them to try."

Lady Darkfain

Medium humanoid (tiefling), chaotic evil

Armor Class 19 (Plate)
Hit Points 165 (22d10 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	16 (+3)	12 (+1)	20 (+5)

Saving Throws DEX +7, INT +7

Skills Acrobatics +7, Athletics +7, Deception +13, Insight +5, Intimidation +9, Perception +5, Persuasion +13, Stealth +7

Senses Passive Perception 11

Languages Common, Dwarvish, Elvish, Giant
Challenge 13 (10,000 XP)

Mantle of Majesty (1/Day). As a bonus action, Lady Darkfain casts *command* without expending a spell slot, and she takes on an appearance of unearthly beauty for 1 minute or until her concentration ends (as if she were concentrating on a spell). During this time, she can cast *command* as a bonus action on each of her turns without expending a spell slot. Any creature charmed by her automatically fails its saving throw against the *command* she casts with this feature.

Master Rider. Lady Darkfain has advantage on saving throws made to avoid falling off her mount. If she falls off her mount and descends no more than 10 feet, she can land on her feet if she's not incapacitated. Mounting or dismounting a creature costs her only 5 feet of movement, rather than half her speed.

Master Striker (2/Day). While Lady Darkfain is mounted and armed with her knightly lance, she can make an attack roll at advantage. In addition, if she successfully strikes her target, they must make a DC 17 Strength saving throw. If this is failed, they suffer an extra 2d12 piercing damage, are moved backwards 15 feet and knocked prone.

Spellcasting. Lady Darkfain is a 6th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). She has the following bard spells prepared:

Cantrips (at will): *friends, message, vicious mockery*

1st level (4 slots): *charm person, disguise self, silent image, unseen servant*

2nd level (3 slots): *calm emotions, detect thoughts, suggestion*

3rd level (3 slots): *enemies abound, fast friends*

Actions

Multiattack. Lady Darkfain makes three attacks with her knightly lance or stabbing dagger.

Knightly Lance. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 9 (1d12 + 3) piercing damage. Disadvantage on attackers within 5 ft., +1 to hit while mounted.

Stabbing Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage. Ignores piercing resistance.

Reaction

Mounted Defense (2/Day). While mounted, Lady Darkfain can use her reaction to impose disadvantage upon an enemy's attack against her. In addition, if the attacker misses with their attack, she can make a free Disengage move from this enemy which will not provoke attacks of opportunity.

Tarkin the Betrayer and the Remnants of Ttoth

Tarkin the Betrayer is a cursed name which travels with him wherever he should travel. While his face is known to very few, his actions have spread and echoed throughout the histories of chivalric knights and the nations of Faerun west of Rashemen.

It was Tarkin who first infiltrated the Knightly Order of Ttoth. Based on the western side of the Sunrise mountains, the Knights of Ttoth were a comparatively small order who had committed to protecting travellers upon the roads of Rashemen and push back the attacks of Nay barbarians making incursions from the north.

It is not known how Tarkin acquired his warrior skills, but he entered the Ttoth chapter house as a knighted individual, claiming to be from a distant order. While his martial skills were impressive, it was his words and his voice which had the real power. Carefully identifying the conflicts within the knightly order, he inflamed tensions between the knights and caused many to come to blows. Honour duels echoed around the corridors of the house, and blood ran down the stairs as the proud knights, manipulated and lied to, slew each other in anger.

Now Tarkin leads the few survivors who fell under his sway as a warparty, travelling south-west to more wealthy lands. His aim is nothing more than greed: knightly chapters are proud and wealthy, so he targets them for theft. As he lies, manipulates and steals from chapters, his infamy grows every more. Few have encountered him and not fallen for his lies, and this is always to their detriment.

Personality. "The truth is what I say it is, and always to my advantage."

Ideal. "The more gold I have, the happier I will be."

Bond. "Those who survived from Ttoth are broken now and mine alone."

Flaw. "All the gold must be mine, over the bodies of friends or enemies. I do not care."



Tarkin the Betrayer

Large humanoid (filrbog), neutral evil

AC 19 (Knightly Plate)

Hit Points 130 (20d8 + 24) Hitpoints

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	17 (+3)	11 (+0)	18 (+4)

Saving Throws CON n+4, WIS +2

Skills Intimidation +7, Persuasion, +8, Deception + 8

Condition Immunities Charm

Senses Passive Perception 15

Languages Common, Dwarvish, Elvish, Giant, Goblinoi, Orcish,

Challenge 8 (3800 XP)

Charming Guile. As a bonus action, Tarkin the Betrayer can speak to a single target within 20 ft. of him. This target must be able to hear Tarkin and understand the language he is speaking. The target takes a DC 15 Charisma saving throw. If this is failed, they cannot attack Tarkin in the following battle round.

Actions

Multiattack. Tarkin the Betrayer makes two melee or ranged attacks.

Liar's Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage, plus 2 (1d4) psychic damage.. Anyone struck by this weapon must take a DC 13 Charisma saving throw, or attack at disadvantage in their next round of combat.

Smile's Slingshot. *Ranged Weapon Attack:* +4 to hit, range 30/120, one target. *Hit:* 5 (2d4+2) bludgeoning damage.

Reactions

Why would you hit me? When Tarkin the Betrayer is struck by a melee attack, as a reaction, they can make the attacker take a DC 12 Charisma saving throw. If this is failed, the next melee attack against Tarkin will be at disadvantage.



Ser Heda'ar Xilosceant, Wandering Minstrel Knight

Ser Heda'ar Xilosceant is, by elven standards, a rather young and foolish creature. Upon reaching maturity, they left their home on the Elemental Plane of Water and journeyed to the Material Plane. They quickly befriended all manner of humanoids and beasts, singing the songs of whales, dabbling in trade, and falling in love with the chivalric code. What, they often rhapsodized, could be more lovely than giving yourself over to your principles and traveling the realms defending truth, justice, nobility and hope!

Ser Heda'ar enjoys wandering the realms looking for adventure, fun and friendship. As a sea elf, they prefer to stay near oceans but will follow large rivers inland. They are caring and generous but prefer diplomacy to fighting. They know an awful lot of good songs and dances and aren't afraid of looking foolish every once in a while.

Songs that Ser Heda'ar knows include:

Are Knights Simply Cleverer?

*Are knights simply cleverer than those who are not?
Are they strategic or smart or valiant or what?*

*Can they ever be beat, perhaps their goats to be got?
Are knights simply cleverer than those who are not?*

The Star Path Home

*Have you ever heard the war drums of the sahuagin,
Or tasted the sweet poison of the dabea?
Can you name all the stars in the heavens,
Can you follow the star path back home?*

Toss a Coin to your Squire

*Toss a coin to your Squire,
Oh, people of Faerun,
Oh, people of Faerun.
Toss a coin to your Squire,
Oh, people of Faerun.*

Personality. "I want to fill the world with laughter, song, and nobility. Let's have less gloom and more joy!"
Ideal. "By demonstrating the Chivalric Code, I make the world better than it was."
Bond. "I carry dozens of trinkets on me, and each one reminds me of someone I love and admire."
Flaw. "I don't always know when to be serious and can cause mild to major problems with my frivolity."

Ser Heda'ar Xilosceant

Medium humanoid (sea elf), chaotic good

Armor Class 15 (Woven Fiber Armour)
Hit Points 60 (8d10 + 16)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	15 (+2)	10 (+0)	12 (+1)	16 (+3)

Saving Throws DEX +6, CHA +5
Skills Acrobatics +6, Animal Handling +3, History +2, Performance +7, Persuasion +7, Survival +3
Senses Passive Perception 11
Tools vehicles (water), lute
Languages Aquan and Common
Challenge 3 (700 XP)

Ideal of Nobility (1/Day). If Ser Heda'ar is within 5 feet of an ally, as a free action, they can force the enemy to make any attack rolls against this ally at disadvantage. In addition, this ally will have resistance to that damage if struck.

However, any attack roll against Ser Heda'ar by those enemies can be made at advantage. Ser Heda'ar must remain within 5 feet of the ally for this effect to continue, and it will last until the beginning of their next turn.

Sea Legs. Ser Heda'ar has advantage on ability checks and saving throws to resist being knocked prone or thrown from their mount or vehicle.

Sea Worthy. Ser Heda'ar has advantage while fighting at sea.

Spellcasting: Ser Heda'ar is a 3rd-level spellcaster. Their spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). They have the following bard spells prepared:

Cantrips (at will): minor illusion, prestidigitation
1st level (4 slots): cure wounds, feather fall, longstrider, thunderwave
2nd level (2 slots): magic mouth, skywrite

Actions

Trident. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage, or 8 (1d8 + 4) slashing damage if used with two hands.

Shield Bash. *Melee Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Reactions

Cutting Words (3/Day) When a creature Ser Heda'ar can see within 50 feet of them makes an attack roll, an ability check or a damage roll, they can use their reaction to roll a d6, subtracting the number from the creature's roll. The creature is immune if it can't hear them or if it's immune to being charmed.

Lady Kaya, the River Maiden

"Deep within the Gulthmere Forest dwells a mighty tortle by the name of Kaya, the River Maiden. Many years ago, Kaya appeared within the forest, lounging on the river banks, communing with the bullywugs at Lightless Lakes, and, for an offering, reading the fortune of adventurers within the stars above. She speaks quietly and has soft green-gray eyes and many fine flowers blossoming upon her shell, but I would urge young adventurers to treat her with respect. Those who cross her often find themselves lost within Gulthmere Forest, sometimes for a lifetime.

"To find the River Maiden, you must make your way to Gulthmere Forest and follow the river from where it meets the Sea of Fallen Stars. Three nights before the full moon, follow the river into the forever, keeping your eye out for any purple or blue flowers -- these will guide you to her. On the third night, when the moon winks brightly overhead, close your eyes, hum a song you learned in childhood and hold two items with a story attached in front of you, one in each hand. If the River Maiden deems you worthy, you will hear a splash and feel the items lift from your palms.

"When you open your eyes, she will be there, perched on a log or rock and smiling kindly at you. You may ask her three questions, and then she will tell you to depart." -- ABL

Personality. "I know that all things are interconnected, and my heart goes out to everyone, even those who would do me harm."

Ideal. "I refuse to take sides in any conflict. There is good and evil in every action -- who am I to pass judgment?"

Bond. "I know there is a grand design to the universe, and I hope one day the sun and the moon will tell me what it is. Until then, I will keep searching for it."

Flaw. "I can be blunt, especially when I have a premonition to prepare. I am not trying to hurt anyone; I simply believe that the truth is more important than a person's feelings."

Oracle Curse "Receiving a divine vision causes me physical pain, and I am left intensely exhausted afterwards." Lady Kaya receives 1 point of exhaustion for casting *augury*, 2 points of exhaustion for casting *divination*, and 3 points of exhaustion for casting *commune*.

Lady Kaya, The River Maiden

Medium humanoid (tortle), neutral

AC 21 (God's Blessing and Natural Armour)

Hit Points 88 (16d8+16) Hitpoints

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	11 (+1)	20 (+5)	15 (+2)

Saving Throws WIS +9, CHA +6

Skills Insight +8, Persuasion +5, Religion +8, Survival +8

Damage Resistances Force

Condition Immunities Charmed, Frightened, Surprised.

Senses Tremorsense 120 ft., Passive Perception 19

Languages Aquan, Celestial, Common

Challenge 5 (1800 XP)

Blessings of the Gods. While Lady Kaya is wearing no armor and wielding no shield, her AC includes her Wisdom modifier. In addition, a creature that hits her with a melee attack while within 5 feet of her takes 18 (4d8) force damage.

Hold Breath. Lady Kaya can hold her breath for up to 1 hour at a time.

Innate Spellcasting. Lady Kaya's spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *guidance*, *light*, *thaumaturgy*

3/day each: *bless*, *guiding bolt*, *healing word*, *sanctuary*

2/day each: *aid*, *augury*, *calm emotions*, *hold person*

1/day each: *commune*, *divination*, *scrying*

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) slashing damage.

Eldritch Touch. *Melee Spell Attack:* +8 to hit, reach 5 ft., one target. Hit 15 (3d6 + 5) force damage.

Shell Defense. Lady Kaya can withdraw into her shell as an action. Until she emerges, she gains a +4 bonus to AC, and she has advantage on Strength and Constitution saving throws. While she's in her shell, her speed is 0 and can't increase, she has disadvantage on Dexterity saving throws, she can't take reactions, and the only action she can take is a bonus action to emerge from her shell.

Reactions

Divine Insight (3/Day). When Lady Kaya or a creature she can see makes an attack roll, a saving throw or an ability check, she can cause the roll to be made with advantage or disadvantage.



The Emerald Knight

Who or what is the Emerald Knight? This green-armoured warrior wears deeply engraved green armour which covers every part of their body. Even in the hottest weather or coldest winter, the Emerald Knight will never remove their helm, speaking with a clear voice through their closed faceplate. Chivalric knights who have encountered this famed figure each say that they heard a different voice from the helm: some saying it was the rasping croak of a half-orc while others say it was the soft lilting of Elvish words. Like many of the details of the Emerald Knight, this is maddeningly unclear.

The Emerald Knight will arrive at the time of chivalric festivals. Many are the traditions of different knightly orders, and yet this green-armoured figure will always arrive during a great feast. Winter-tide and the breaking of the year are oft when the Emerald Knight will arrive, unbidden and unexpected.

They take no part in the festivities but will come with a game or a challenge for the knights. These are not games of courtly manners or subtle skill.

These are the games of Chivalric Knights, and so are fought with honour risked upon the line. Some are simple games of duty - will a knight, honour-bound to a game, allow the Emerald Knight to risk decapitating them? Others are trials of skill and daring - would a knight, barefooted, risk walking across a blazing fire pit? In all of these games, the Emerald Knight will compete as well, and what skin is seen is the same blazing green as the Knight's armour.

If the knight succeeds in the challenge, then the Verdant Challenger will gift them the Axe of the Forest and depart as mysteriously as they arrived. Very few knights hold the Axe of the Forest and to have one is to be amongst an truly blessed and elite group of warriors.

Personality. "WILT THOU TAKE UP MY CHALLENGE?"

Ideal. "THERE IS NOUGHT BUT THE FINEST KNIGHTS WITHIN THIS GREAT MATERIAL SPHERE"

Bond. "I FIND KINSHIP TO ALL KNIGHTS BUT JOIN NONE."

Flaw. "THOU WHO DOST NOT ACCEPT THIS CHALLENGE INTEREST ME NOT AT ALL"

The Emerald Knight

Medium humanoid (unknown), chaotic neutral

Armor Class 22 (Magical Plate)

Hit Points 229 (27d10 + 81)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	16 (+3)	16 (+3)	16 (+3)	14 (+2)

Saving Throws STR +10, CON +8, INT +8,
Skills +10, Athletics +12, History +10, Intimidation +9, Persuasion +9, Survival +8

Condition Immunities Charmed, Frightened, Prone

Senses Passive Perception 18

Damage Resistances All

Condition Immunity Confusion, Frightened, Paralysed, Stunned,

Languages Common.

Challenge 16 (15,000 XP)

Indomitable (3/Day). If the Emerald Knight fails a saving throw, it can choose to pass instead.

Warrior's Courage. During combat, the Emerald Knight is able to channel their strength and fortitude into temporary health. The Emerald Knight regains 10 temporary hit points at the start of its turn if it has at least 1 hit point but fewer hit points than half its point maximum. It loses these temporary hit points once it is no longer in combat.

Etherealness (2/day). At the beginning of the battle round the Emerald Knight can step into the Ethereal Plane.

This has the exactly the same effects as the 7th level *Etherealness* spell.

Mounted: The Emerald Knight is mounted upon a Emerald warhorse.

Actions

Multiattack: The Emerald Knight makes three melee attacks.

The Emerald Green Axe. Melee Attack: +12 to hit, reach 10 ft., one target. Hit: 23 (3d12 + 8) slashing damage. When you attack a creature that has at least one head with this weapon and roll a 20 on the attack roll, you cut off one of the creature's heads.

Reactions

Ironside (3/day): As a reaction, The Green Knight can choose to raise their AC by 1d10 against a successful melee hit.

Legendary Actions

The Emerald Knight can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Emerald Knight regains spent legendary actions at the start of its turn.

Sweeping Attack. The Emerald Knight can attack all melee targets within range.

Frighten Foe (Costs 2 Actions). The Emerald Knight targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 18 Wisdom saving throw or be frightened until the end of the Emerald Knight's next turn.

Grand Herald, Lady Myrlen

Medium humanoid (human), chaotic good

Armor Class 15 (with Mage Armour)

Hit Points 187 (25d8 + 75)

Speed 30ft. Walk.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	16 (+3)	20 (+5)	17 (+3)	15 (+2)

Saving Throws INT + 11.

Skills Arcana +17, History +17

Condition Immunities: Charmed, Frightened, Prone

Senses Passive Perception 18

Damage Resistances All

Condition Immunity Confusion, Frightened, Paralysed, Stunned

Languages Common.

Challenge 14 (11,500 XP)

Abilities

Arcane Recovery: During a short rest Lady Myrlen can recover one spell slot of a first level.

Spellcasting. Lord Myrlen an 20th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 19, to hit with spell attacks +11)

Cantrips (at will): *Dancing Lights, Friends, Mage Hand, Poison Spray, True Strike*

1st level (4 slots): *Mage Armor*

2nd level (3 slots): *Enlarge/Reduce, Scorching Ray, Spider Climb*

3rd level (3 slots): *Animate Dead, Blink, Clairvoyance, Glyph of Warding, Nondetection, Sending, Vampiric Touch*

4th level (3 slots): *Blight, Evard's Black Tentacles, Fire Shield, Hallucinatory Terrain*

5th level (3 slots): *Hold Monster*

6th level (2 slots): *Disintegrate*

7th level (2 slots): *Mirage Arcane*

8th level (1 slots): *Control Weather, Clone, Maze*

9th level (1 slots): *Prismatic Wall, Shapechange*

Actions

Quarterstaff *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. Hit: 3 (1d6) bludgeoning damage.

Reactions

Blasting Spell As a reaction to taking melee or ranged damage, Lord Myrlen can reflect a proportion of the damage back towards the enemy. The enemy takes 1d6 damage for every 10 points of damage which they inflict upon Lady Myrlen.

Lady Myrlen

Lady Myrlen is the ruler of the College of Heralds, the chief wizard amongst those who help enchant knightly armour and heraldry for the chivalric orders. Though she appears human, she seems to be ageless, and has been the leader of the Heralds for as long as anyone can remember. She is an intensely powerful magic user and yet kind and wise for the most part. Many knights will travel to the main Herald's College to seek out her wisdom and her advice, not her power. After all, she has met many knights in her long life and so is able to guide others upon their paths.

Personality. "All who are good are welcome to guiding words."

Ideal. I will seek those in peril or confusion and bring them to clarity and peace.

Bond. From squire to Commander, those who walk the chivalric path are my charge.

Flaw. I will not let others lead the college of heralds; my own hands are best.



Knightly Magical Items

Chivalric Knights are known for their purpose and use of magical swords, armour, shields and other items. While many knights rely upon their heraldic powers to lend them aid in combat, other knights will spend many quests looking to recover relics of great power. Such items are held in trust by knightly orders and awarded to questing knights when they embark upon a quest. Alternatively, they are used by senior knights when the order rides to war and then returned at the conflict's end. You can find the details of these items in the following chapter.

The Helm of Truth

Wondrous item, rare.

This magical helm was created by the Knight of Justice named the Balancing Scales. They used this helm to assist them in making decisions when considering the guilt of one accused. It was said that the Balancing Scales, while wearing this helm, never made a mistake. This helm improves the Charisma score of the bearer by +2. In addition, this helm can cast the spell *zone of truth* (DC 15 to save) twice per day.

The Book of Ser Lucien

Wondrous item, rare (Chivalric Knight class only)

This book of lore and wisdom for knights is a valued tome of famed Ser Lucien. A noted scholar, this knight penned this treatise to bring clarity to knight's purpose and aim. This philosophical tome often helps knights to gain more knowledge in their purpose and aim. This wondrous item, once opened, must be read for a full 24 hours within a week of first being opened (168 hours). This reading time can be broken up into sections but must total 24 hours. If the reader is able to do so, they will permanently gain one ideal point. Once 168 hours have passed, the magic of the book fades, it cannot be used for 1 year and one day. It will not respond to the same knight reading it a second time.

The Mount of Endless Strength.

Wondrous mount (warhorse), very rare

Said to be the gift of Gond himself, this mechanical mount clicks and ticks with endless clockwork. Requiring no maintenance or repair, *the mount of Endless Strength* can carry a rider an unlimited distance without a break for rest or food. However, it should be clear that even if the mount does not require rest, the rider definitely will. Apply the fatigue rules as per the *Dungeon Master's Guide*. In addition, this mount has natural armour of AC20. All other stats for a chivalric warhorse remain the same.

The Scabbard of Shielding

Wondrous item, rare (requires attunement)

If the bearer of this scabbard is wearing medium armour, this item increases their AC by +1. It also does not prevent any heraldry powers on the armour from being used.

Silk Mantled
Sword of Healing



Helm of Truth



Ser Nico's Pollaxe



Flail of Banishment



The Book
of Ser Lucien





The Vengeance
of Vault



Faith's Grip

Helstone's Razor



Chivalric Ideal

Flask of Solace

Wonderous items, uncommon

The flask of solace does not, at first, appear to have any magical properties. However, no matter how much of the thick red wine that is drunk from this flask, there will always be more within it. Three times a day, a drink from this flask can restore 1d3 hit points while removing one level of exhaustion (if applicable).

The Justice of Vault

Weapon (longsword), rare (requires attunement) A storied blade, the *vengeance of Vault* has been carried by chivalric knights whose chief Ideal is Justice. Sir Vault was famous for the slaying of the Netherese Tyrant Lord, Pikide Rosino, in their throne room in front of their entire traitorous court. You gain +1 to hit and damage rolls made with this magical weapon. Against enemies with an evil alignment, this weapon does additional damage equal to the bearer's level.

Helstone's Razor

Weapon (longsword), very rare Sir Helstone was lost at sea while attempting to complete his Marshall Quest against the pirates of the Laternet Isles. The only part recovered was his falchion, somehow still sharp despite its within the oceans depths. When holding it, you feel empowered by the ancient knight and their famous commitment to chivalry unto their death. You gain +2 to hit and damage rolls made with this magical weapon. In addition, the power of Sir Helstone can be summoned once a day. For one minute, the bearer is resistant to all forms of damage.

Faith's Grip

Wonderous item (requires attunement) These gauntlets were created for the goliath knight Sir Siefd, whose preferred style of combat was grappling his opponent and pulling them to the ground. These gauntlets allowed the bearer to make unarmed attacks with their hands using 1d6 damage dice. In addition, they give advantage in grappling checks.

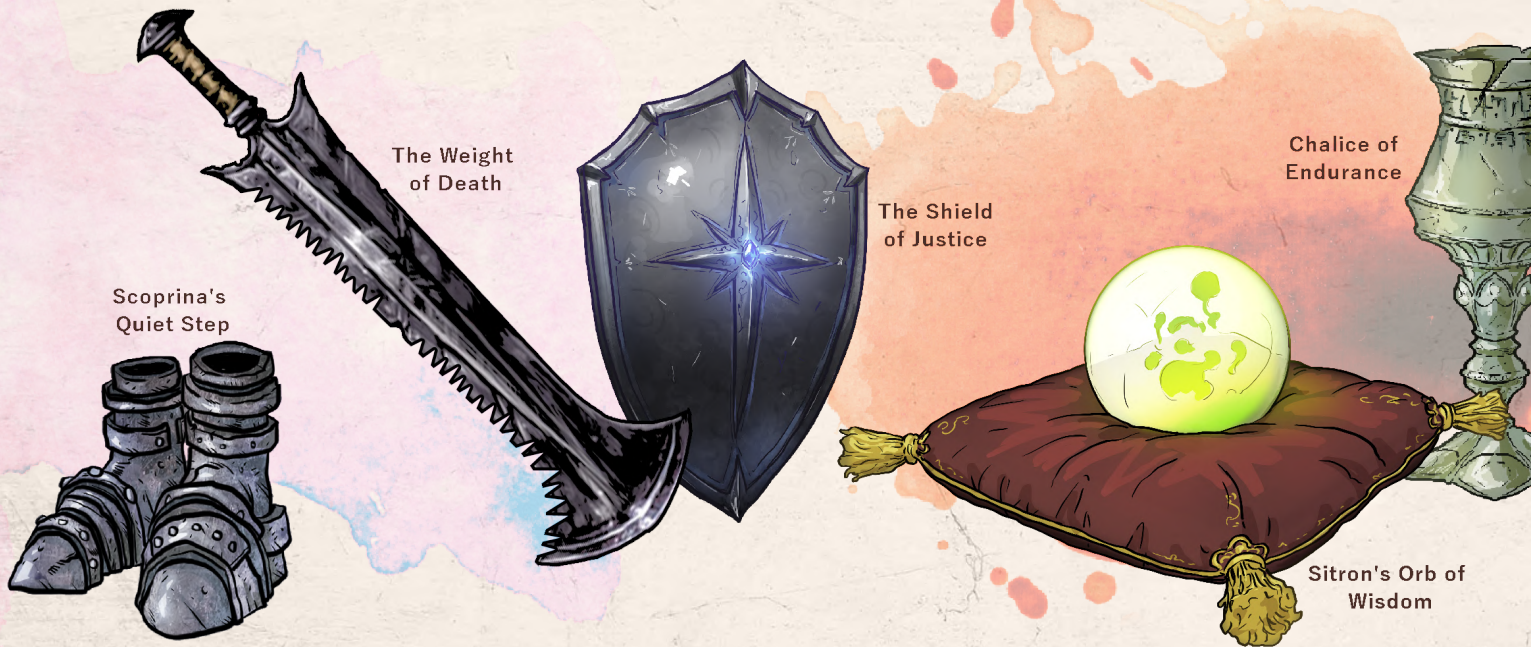
Chivalric Ideal

Wonderous item, uncommon This magnificent helmet is the last relic of the long-lost Cavaliers of JTunn knightly order and was recovered from the ruins of their ancient fortress. Few can look upon this item and not be impressed. Despite its age, it looks as well crafted as the day it had been first made. The bearer of this helm can cast the *friendship* spell three times a day at DC 13 for the target's saving throw.

Scorpina's Quiet Step

Wonderous Item, uncommon (requires attunement) Chivalric knights are famous for wearing plate armour and all the downsides that come with it. This includes being unable to move silently because of the metal they are wearing. Ser Scorpina, irritated by her inability to surprise her enemies, commissioned these boots to help with this. The bearer of these boots ignores any disadvantage for Stealth checks which may be imposed by wearing heavy armour.





The Weight of Death

Weapon (greatsword), very rare. This greatsword is often carried by a knight-marshall of Justice, a warrior who carries the responsibility to justly end a life when it is required in penance for a crime. It is said that this sword has taken the lives of knights who had broken the laws and their own codes of chivalry, a terrible legacy for any blade. The bearer of this blade can add +2 to attack and damage rolls made with this magical weapon. In addition, this weapon scores critical hits on a roll of 19 or 20.

Chalice of Endurance

Wonderous item, uncommon This chalice is often given to knight-errants who are embarking upon a particularly arduous or distant Errant Quest. Such a chalice will comfort them during their journey, helping them when they are wounded and bereft of strength. This chalice can be drunk from once per day and has the same effect as a common potion of healing (healing 2d4 + 2 hitpoints when it is drunk).

The Shield of Justice

Shield, rare (requires attunement) This shield was created to embody the Ideal of Justice, holding back the night and shielding the weak from the cruel. This shield adds +3 to the bearer's armour class.

Sitron's Orb of Wisdom

Wonderous item, rare Knights who quest alone can sometimes struggle to make the hardest decisions, especially when tired or worn out from their arduous tasks. When exhausted and weakened, some knights will start to question their code of chivalry and whether they can still follow them.

Sitron's orb of wisdom can assist with this. It gives the bearer advantage of Wisdom skill checks and can be used twice a day.

The Silk Mantled Sword of Healing

Weapon (shortsword), rare

It is odd that a weapon designed to kill might be used to complete the opposite task. However, Sir Korii, Knight of Mercy, believed that they had to be able to both hurt and heal to be expressed that ideal to those they fought. The bearer gains +1 to attack and damage rolls with this sword. In addition, this sword can hold up to twelve hit points of healing, which can be used as a bonus action to restore a creature's hit points. The sword recharges those hit points at a rate of 2d6 per day.

Ser Nico's Pollaxe

Weapon (pollaxe), rare

Ser Nico's pollaxe is an enchanted weapon of fabled strength. Fighting on foot, Ser Nico was the centre of every battleline, leading every charge. It was only old age that robbed him of his strength, and he left this famous weapon behind as he embarked upon his Final Quest. Wielders of *Ser Nico's pollaxe* can add +1 to their attack and damage roll. In addition, if this weapon scores a critical hit, the weapon's damage dice changes to 1d12.

The Flail of Banishment

Weapon (flail), rare

Demons fear this weapon, crafted by the Demonhunter Order of the Bannerhorn Knights. Many different demons have felt it's sting throughout the years and fear feeling its touch again. The wielder of the flail gets +1 to their attack and damage rolls. In addition, when striking a demon or a fiend type enemy, this weapon does an additional 3d6 damage.



Surcoat of Ser Ascon

Wondrous item, rare (requires attunement)

The *surcoat of Ser Ascon* was made after this knight was badly wounded by skirmishing orc archers, who fled as Sir Ascon charged towards them. The *surcoat of Ser Ascon* adds +2 to a knight's AC against missile weapons and does not prevent a heraldry power being used on the armour beneath it.

The Mirrored Plate

Wonderous armour (plate), very rare (requires attunement)

This shining, expertly polished suit of plate armour was designed for knights to be able to approach spellcasters without being slain in the process. This plate armour grants the wearer an AC of 21. In addition, as a reaction, the wearer of this armour can reflect any spell cast at you of 3th level or lower back at the caster. The armour has a spell save DC 16 with +8 to with spell attacks. If there were any other creatures that were struck by the line spell before hitting you, they must repeat the saving throw in the same way. This ability can be used twice per day.

Argentflamme

Wonderous item (knightly banner of chivalry incarnate), legendary

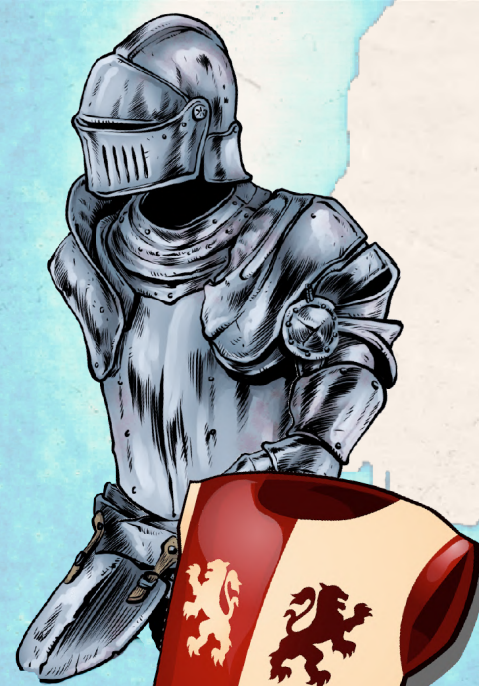
Lord Isahaj was one of the founders of chivalry, the first knight to commission a banner from the then new College of Heraldry. Such a banner of ancient times was imbued with powerful magics to lead Lord Isahaj to victory over and over again. The Argentflamme follows all the rules for the chivalric banner of chivalry incarnate, except the bearer can choose which two chivalric banners they wish to have as the effect. These effects can change between all five banner abilities, and this is selected at the time of the banner being unfurled as an action. In addition, while the banner is flying, all allied creatures within 30 ft. of the banner get advantage to their hit rolls and are immune to the effects of being frightened, stunned or paralysed.

Shoes of Unceasing Charge

Wondrous item, very rare

These silvered steel horseshoes come in a set of four. While all four shoes are affixed to the hooves of a horse or similar creature, they allow the creature to move normally while floating 4 inches above the ground. This effect means the creature can cross or stand above non-solid or unstable surfaces such as water or lava. The creature leaves no tracks and ignores difficult terrain. In addition, the creature can move at normal speed for up to 12 hours a day without suffering exhaustion from a forced march.

The Mirrored Plate



Surcoat of Ser Ascon



The Argentflamme



The Shoes of Unceasing Charge



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