

KNIGHTS OF SOLAMNIA

"You see my sword and my armor, villain, and you think you know what I am capable of. But you are wrong. I am a Knight of Solamnia. A lineage of centuries stands by me in the fight, lifting my spirit and raising my arm. Even If I have to die today, you shall be defeated"

Whenever a child dream of becoming a hero, he envisions himself wearing a shining full plate, a shield in one hand and a sword in the other, fighting dragons and sorcerers, undoing evil acts and saving people. In sum, he sees himself as a Knight of Solamnia. A bastion of light, courage and everything that is good on Krynn, the Knighthood is now living a golden age within the borders of the reunited nation of Solamnia under the rule of the former knight and current Emperor Jaymes Markham, whose status is considered by the hierarchy of the order a matter to be debated after the retaking of Solamnia ends. Beyond the mainland campaign, the order is trying to clean and claim the lands of Southern Ergoth who belonged to Frost, a quest they trusted to complete soon despite the resistance they have found at the hands of the ogres of Daltigoth and the Overlord's vassals. With the constant influx of young men and women to their ranks, as well as the return of hundreds of families who run away to Ergoth during the Overlords' years, and given the internal power struggles within the Knights of Neraka, the future of the knighthood looks brighter than ever. However, there are also reasons to be worried. With the fall of Paladine and the rise of Kiri-Jolith as the new lead deity, as well as the addition on Shinare to the triumvirate of patrons, many traditional knights fear the order may become an army in intention and fact, conquerors instead of protectors. Most of them, including the current Lord Master Goddard Tasgall, relate these events to the aspirations Emperor Markham may have regarding the knighthood. They

look askance at Markham's behavior, apparently more focused in results than in honor and tradition, but are very careful not to speak these thoughts aloud, because of the influence he has achieved in the ranks, especially among the younger recruits. Lord Tasgall has not tried to force Markham's hand into submit to the order's authority or renounce to ever claim it yet, but the time is coming when such a choice will have to be made.

RACIAL AND ALIGNMENT PREREQUISITES

Before the revised Measure, only those humans of Solamnic origin could become knights. However, the actions of many brave warriors as the dwarf paladin Kharas and the famed Tanis Half-Elven proved the unfairness of this. Now, those who have at least one human parent, no matter their origin or gender, can aspire to enter the knighthood and be judged by his merits. In terms of game, this means that the paragon paths which have the Knight of Solamnia theme prerequisite can only be taken by LG humans and half-elves. A number of other backgrounds can justify choosing this theme: a gully dwarf raised by a kind, old knight, a dwarf orphan who grew up in a Solamnic fortress or the dark elf who find redemption fighting alongside the knights are good examples.

BUILDING A KNIGHT OF SOLAMNIA CHARACTER

Despite the many changes in the knighthood, fighters still form the spine of it, with some rangers joining the order in remote areas as Southern Ergoth or Sancrist and rare members learning the basic rogue abilities much needed to survive in places as Sanction or Abanasinia. Charismatic warlords usually become knights of the sword and the rose, embracing the cause of Kiri-Jolith. With the revised Measure, arcane spellcasters devoted to the cause of good and

clerics of Kiri-Jolith or Habbakuk can also enter the knighthood as members of the Kingfishers or the Clerists if they prove their worthiness and their loyalty to the Oath and the Measure.

KNIGHT OF SOLAMNIA TRAITS
Secondary Role: Defender
Power Source: Martial
Granted Power: You gain the *honor-bound* power

KNIGHT OF SOLAMNIA POWERS

The following powers are available to any character who has chosen the Knight of Solamnia theme.

Honor-Bound	Solamnic Knight Feature
<i>You recall the words of the Oath and the Measure to find the inner strength to fulfill your duty.</i>	
Encounter * Martial, Psychic	Minor Action Personal
Effect: You gain a +4 bonus to a saving throw before the end of your next turn.	

LEVEL 2 UTILITY EXPLOITS

Knight's Challenge	Solamnic Knight Utility 2
<i>Adopting a grave look, you dare your enemy to ignore you.</i>	
At-Will * Martial	Minor Action Close burst 5
Target: An enemy you can see in burst	
Effect: The target is marked by you.	

LEVEL 3 ENCOUNTER EXPLOITS

The Way of the Knighthood	Solamnic Knight Attack 3
<i>You hit your foe with the might of Kiri-Jolith in your arm, and he stumbles his way back to safety.</i>	
Encounter * Divine, Weapon	Standard Action Melee weapon
Target: One creature	
Attack: Strength vs. AC	
Hit: 2[W] + Strength modifier radiant damage and you push the target a number of squares equal to your Strength modifier	

LEVEL 5 DAILY EXPLOITS

Defense of the Squire	Solamnic Knight Attack 5
<i>Studying your enemy's weaknesses as you were taught, you land a terrifying hit that demoralizes him.</i>	
Daily * Martial, Weapon	Immediate Interrupt Melee weapon
Trigger: an adjacent enemy misses you with an attack	
Target: the triggering enemy	
Attack: Strength vs. AC	
Hit: 2[W] + Strength modifier damage and the target takes a -2 fear penalty to all defenses until the end of the encounter.	
Miss: The target takes a -1 fear penalty to all defenses until the end of the encounter.	

LEVEL 6 UTILITY EXPLOITS

My Word is My Honor	Solamnic Knight Utility 6
<i>Your acquired comprehension of the laws of knighthood enlightens you and encourages your allies.</i>	
Encounter * Healing	Standard Action Melee 1
Target: You or one ally	
Effect: The target regains its second wind.	

LEVEL 7 ENCOUNTER EXPLOITS

Faith in the Oath	Solamnic Knight Attack 7
<i>Habbakuk's teachings bring you centuries of wisdom and bravery, soothing your spirit and showing you the way to defeat your opponent.</i>	
Encounter * Divine, Weapon	Immediate Reaction Melee weapon
Trigger: An adjacent enemy is hit by an attack	
Target:	
Attack: Wisdom vs. AC	
Hit: 2[W] + Wisdom modifier damage and you gain a power bonus equal to your Wisdom modifier to all defenses until the end of your next turn.	

LEVEL 9 DAILY EXPLOITS

Wisdom of the Measure	Solamnic Knight Attack 9
<i>Your cause is right. You face your enemy in singular combat armed with your sword and this certainty and ask for nothing else.</i>	
Daily * Martial, Weapon	Standard Action Melee weapon
Target:	
Attack: Strength vs. AC	
Hit: 3[W] + Strength modifier damage and you gain a power bonus equal to your Wisdom modifier to all attack and damage rolls until the end of your next turn.	
Special: You cannot use this power if there is an ally within 5 squares of you.	

LEVEL 10 UTILITY EXPLOITS

My Honor is My Life	Solamnic Knight Utility 10
<i>You incarnate the virtues of truth and honor and that is evident to everyone, inspiring or discouraging them.</i>	
Encounter	Minor Action Close burst 5
Target: Each creature in burst	
Effect: Until the end of the encounter, you gain a +5 power bonus to Diplomacy checks against Legal Good and Good targets or a +5 power bonus to Intimidate checks against Chaotic Evil and Evil targets.	

KNIGHT OF THE CROWN

"I shall fight because there are others who cannot do it, innocent people who would be enslaved or worse were we to abandon them. I shall fight here today because it's the right thing to do"

Prerequisites: LG human or half-human Fighter, Ranger, Paladin or Warlord. Knight of Solamnia theme

You have consecrated your life to service in the Order of the Crown, the backbone of the Solamnic knighthood. You are brave and selfless and possess an inner reserve of strength that you release against evildoers and tyrants when the time comes. Commanding officers rely on you to hold the line when the enemy attacks, because they know you'll never question an order nor waver in your determination to win the field. Your allies feel the same way after having been protected by your shield more times than they can count.

You have been extensively trained in many weapons and fighting styles as well as in the use of heavy armor; your combat reflexes were honed to perfection and a lifetime of discipline, idealism and dedication to the cause of the greater good have made you impervious to whatever evil that may lie behind the door. And when that door opens, you shall be the first to go through and face it with a triumphant shout and a salute to the gods.

KNIGHT OF THE CROWN FEATURES

Heroic initiative (11th level): You gain a +4 bonus to Initiative checks.

Honorable will (11th level): You gain a bonus to all your defenses equal to your Charisma or Wisdom modifier versus charm attacks.

Aura of courage (16th level): You gain immunity to fear, magical or otherwise. Allies in 3 squares around you gain a +4 bonus to all defenses versus fear attacks.

KNIGHT OF THE CROWN EXPLOITS

Might of Honor Crown Knight Attack 11

The mercenary shows you a toothless grin when he blocks your sword with his club. You smile him back and start pushing the sword closer to his head.

Encounter * Martial, Weapon
Immediate Reaction **Personal**
Trigger: You miss with a melee basic attack.

Effect: You reroll the melee basic attack with a bonus to the attack and damage rolls equal to your Strength modifier.

Fight to Death Crown Knight Utility 12

The spear penetrates your armor and pierces your flesh. Ignoring the darkness threatening to engulf you, you keep fighting.

Encounter * Martial, Healing
Immediate Reaction **Personal**
Trigger: The first time an attack drops your hit points to 0 or lower in the encounter.

Effect: You recover an amount of hit points equal to your level.

Crown of the Knighthood Crown Knight Attack 20

A fireball explodes right before your eyes when the death knight opens the fight. Knowing your destiny awaits you, you salute the creature, kiss your sword's hilt and charge.

Daily * Martial, Weapon
Standard Action **Melee weapon**

Target: One creature
Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage

Effect: You gain a power bonus to melee basic attacks, weapon damage and saving throw equal to your Strength modifier until the end of the encounter.

KNIGHT OF THE SWORD

“Yes, we are surrounded and outnumbered; they have the higher position and powerful magic on their side. We, however, have only a few rusty weapons and our faith. We need nothing else”

Prerequisites: LG human or half-human Cleric, Fighter, Ranger, Paladin or Warlord. Knight of Solamnia theme

You are the living spirit of the knighthood, a warrior cleric of the Order of the Sword who embodies the precepts of courage and heroism and whose faith sustain him in battle as much as in life. Kiri-Jolith taught the first knights how to behave in the field, how to fight for the right cause in the right way, and you have internalized those teachings, serving with a weapon in your arm and a prayer in your lips. Your dual role as both a wielder of steel and a believer comes from your understanding of the nature of the universe and the balance of opposite powers: there is always going to be evil in the world and someone has to fight the never-ending battle to protect those who cannot defend themselves.

Your enemies face not only your weapon prowess but also the radiant energy your god imbues in your attacks and the inspiration you are to your allies. When everything seems lost, you stand by them, reinforcing their will and crushing those fool enough to face your wrath. The day you finally fell in battle, Kiri-Jolith will salute you as a brother and you will know you have fulfilled your duty.

KNIGHT OF THE SWORD FEATURES

Defend the weak (11th level): One ally adjacent to you gains a +2 bonus to AC, and you gain a +2 bonus to melee basic attack and damage rolls against any enemy attacking your ally.

Divine grace (11th level): You gain a bonus to saving throws equal to your Charisma or Wisdom modifier.

Aura of courage (16th level): You gain immunity to fear, magical or otherwise. Allies in 3 squares around you gain a +4 bonus to all defenses versus fear attacks.

KNIGHT OF THE SWORD EXPLOITS

Smite Evil Sword Knight Attack 11

A horrid stench hits you when the undead abomination shows itself. Kiri-Jolith lights your blade as you confront the hideous creature.

Encounter * Divine, Radiant, Weapon
Standard Action **Melee** weapon

Target: One creature
Attack: Strength vs. AC

Hit: 2[W] + Strength modifier + half your level radiant damage.

Inspiring Smite Sword Knight Utility 12

The fiery breath of the red wyrm dies in her jaws when you bury your sword deep into her neck. Your allies cheer at your impressive deed and go back to the fight, their spirit rising.

At-Will * Martial
Immediate Reaction **Close** burst 5

Trigger: You score a critical hit.

Target: Each ally in burst

Effect: Each ally in the burst can spend a healing surge and add your Charisma modifier to the hit points regained.

Soul of the Knighthood Sword Knight Attack 20

The party charges the enemy hordes with your shining blade as only banner.

Daily * Divine, Radiant, Weapon
Standard Action **Melee** weapon

Target: One creature
Attack: Strength vs. AC

Hit: 3[W] + Strength modifier radiant damage.

Effect: You and each ally in burst 5 gain a +2 power bonus to all defenses and saving throws until the end of the encounter.

KNIGHT OF THE ROSE

"Today, we fight as one. Tomorrow, we shall live as many. For Solamnia, the gods and all that is good, I summon thee, my knights, for the last time! To war!"

Prerequisites: LG human or half-human Cleric, Fighter, Ranger, Paladin or Warlord. Knight of Solamnia theme

Many think that weapons and numbers win the battles. Others, more academic, talk of strategy, magic and luck. But you know the truth: it's men who win the battles, not swords or plans or chance. They are important, of course, but if you don't have the heart of your troop, you have nothing. You have been distinguished after a life of leading men to combat with the membership in the Order of the Rose, inspiration and example to all the knighthood. You possess the mind of a scholar, devoted to the study of the Measure and the art of war, the spirit of a devoted cleric and the body of a warrior, with the scars to prove you many deeds, but more importantly, the ability to understand the ever changing tide of conflict and react to their many waves.

You lead by example, being the first to enter the fray and the last to leave, and your men honor and recognize your bravery with utmost loyalty. They know you will take them through hell to the victory, and you know they will never let you down. That is the only certainty you need to win the war.

KNIGHT OF THE ROSE FEATURES

Honor of the knighthood (11th level): You gain a +2 bonus to Diplomacy and Intimidate

Wisdom of the measure (11th level): You gain immunity to charm, magical or otherwise. In addition, you require two less successes in skill challenges.

Aura of courage (16th level): You gain immunity to fear, magical or otherwise. Allies in 3 squares around

you gain a +4 bonus to all defenses versus fear attacks.

KNIGHT OF THE ROSE EXPLOITS

Rallying Cry Rose Knight Attack 11

To the river with them!

Encounter * Martial, Weapon
Standard Action **Melee** weapon

Target: One creature
Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage

Effect: You slide each ally 1 square and they can make a melee basic attack.

Strategic Mind Rose Knight Utility 12

Years of training and leading your men have created an unbreakable bond between you and them.

At-Will * Martial
Immediate Reaction **Personal**
Trigger: You spend an action point to take an extra action.

Effect: You do not grant combat advantage and each ally gain a +2 bonus to all attacks, to all defenses or to saving throws until the end of your next turn.

Knighthood's Flower Rose Knight Attack 20

The red dragon and her minions charge for the final time. As you face the wyrm, your men appear at your side with renewed strength.

Daily * Martial, Weapon
Standard Action **Melee** weapon

Target: One Creature
Attack: Strength + 2 vs. AC

Hit: 4[W] + Strength modifier damage

CLERIST

"I've healed your wounds, and this tonic should counteract the effects of that nasty kapak poison. Now rest here and hand me that heavy mace of yours: it's time to show those draconian the error of their ways"

Prerequisites: LG human or half-human Cleric, Student of the Sword multiclass feat

Like your brother-in-arms, you heard the calling of battle, honor and justice in your mind, encouraging you to do the right thing and fight the good fight. But the voice summoning you was not some deep inside part of you, but had a name and a symbol. The name was Kiri-Jolith. The symbol, the Bison of Heaven. You are the heart of the knighthood, member of the spiritual elite of the Order of the Sword and keeper of the traditions and beliefs of the three orders.

You know your comrades share your faith, but they are men of horse and steel whereas you are a man of prayer and rite. And it has to be this way, because their wounds need to be tended and their pain to be eased, but their most important part, their soul, has to be cherished above everything else. You are the tangible evidence that their cause is sanctioned by the gods, that all the suffering and sacrifices have a reason. When darkness surround you, when light is hard to find, you give to your brotherhood a shelter to refuge in, a sword to rely on and a prayer to find the light in their hearts.

CLERIST FEATURES

Aura of good (11th level): You gain a +2 bonus to Diplomacy and Heal checks, and Heal checks to administer first aid is a minor action instead of a standard one.

Warrior of the faith (11th level): You gain proficiency with military melee weapons and light shields

Improved turn undead (11th level): You add half your level + your Charisma modifier to the damage

caused by your Turn Undead cleric feature.

Knight-Cleric (16th level): You gain the Novice, Acolyte and Adept Power multiclass feats.

CLERIST PRAYERS

Smite the Heretic Clerist Attack 11

The light of Kiri-Jolith's glory falls upon your enemy, making him know what is facing.

Encounter * Divine, Radiant, Implement
Standard Action **Ranged 10**

Target: One creature
Attack: Wisdom vs. Reflex

Hit: 2d8 + Wisdom modifier damage

Effect: The target is marked until the end of your next turn.

Heal the Faithful Clerist Utility 12

You pray the Bison God and let your surrounding friends bath in his mercy.

Encounter * Divine, Healing
Standard Action **Close burst 1**

Target: Each ally in burst

Effect: Target can make a saving throw or spend a healing surge.

Higher Calling Clerist Attack 20

The echo of the drums vanishes in the wind, replaced by the clash of iron and steel, and a flash of pure light makes the opening salvo of the battle.

Daily * Divine, Radiant, Implement
Standard Action **Close burst 5**

Target: Each enemy in burst
Attack: Wisdom vs. Will

Hit: 3d8 + Wisdom modifier radiant damage

KINGFISHER

"Yes. And? Mm. Let me tell you something before you embarrass yourself any more: he has proven himself in many battles and has saved our lives more than once. Think what you want about him, he doesn't care anyway. But he is a fellow knight and you should treat him as such. So if he decides to share his experience with you again, shut up and pay attention"

Prerequisites: LG human or half-human Wizard, Knight of Solamnia theme

In a world of iron-clad warriors and pious paladins, you are almost a rarity. You felt the summon of magic when you were young and have worked to master energies and mysteries that are merciless with the weak-willed. But in some moment of your life you heard another call, the powerful sound of fanfares and drums. You requested the blessings of your deity, the white moon Solinari, and he granted them. You live now balancing the duties of knighthood with the demands of the art, and had to face also the intolerance of many in your ranks when you first took up the mantle of Magius and Palin Majere. However, your discipline and courage equaled theirs and your magic has come to prove your worthiness.

Those who criticized you in the past are now brothers who would die for you as they know you will for them. You appreciate their loyalty and reward it with magical defenses and enhancements that help them survive to fight another day. They are knights of sword; you are a knight of spell. And wouldn't want any other way.

KINGFISHER FEATURES

Knightly spellcasting (11th level):

You can use any weapon you are proficient with as an implement

Magic of loyalty (11th level): Every time you use a power, ritual or spell that grants a numerical bonus to your allies, that bonus increases by 2.

Magic of courage (11th level): You gain immunity to fear, magical or

otherwise. In addition, you gain a +2 bonus to Arcana when sensing and identifying magical fear effects.

Magic of justice (16th level): Once per encounter you can designate an enemy. Every power, ritual or spell you use against him that causes a variable numerical damage increases its damage die this way: d4 → d6 → d8 → d10 → d12 → 2d6 → 2d8 → 2d10.

KINGFISHER SPELLS

Covering Fire

Kingfisher Attack 11

Several spears of fire cross the sky towards your enemies, forcing them to take cover and clearing the field for your allies.

Encounter * Arcane, Fire, Implement

Standard Action Close blast 5

Target: Each creature in blast

Attack: Intelligence vs. Reflex

Hit: 3d6 + Intelligence modifier fire damage

Miss: Half damage

Effect: Before the attack, you slide your allies in the burst 3 squares.

Brothers in Battle

Kingfisher Utility 12

The translucent magic shield protecting you bends and twists under your willpower when you extend its effect to your ally.

Encounter * Arcane, Stance

Standard Action Close burst 1

Target: One ally in burst

Effect: You share a bonus to saving throws or defenses granted by a power, ritual or spell with an ally in burst. You can change the ally who shares the bonus as a minor action.

Magius's Legacy

Kingfisher Attack 20

If he dies, he won't go alone.

Daily * Arcane, Acid, Cold, Fire, Lightning, Thunder, Implement

Immediate Reaction Area burst 5 within 20 squares

Trigger: An ally drops to 0 hit points or fewer

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 3d6 + Intelligence modifier damage of the type chosen from the following list: acid, cold, fire, lightning, or thunder.

Effect: Each ally can spend a healing surge. Add your Intelligence modifier to the hit points regained.