



Knighthoods of Pekal

A guide to the various official and un-official Knighthoods of the RPGA's Living Kingdoms of Kalamar Campaign.

By Various Contributors

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Knightly Orders Introduction

Characters interact with the world of Pekal in many different ways, not just through module play. In between modules, characters may participate in other activities, depending on their skills, organizations, and beliefs.

After any module, a character is free to select which if any of these activities he would like to participate in before the next module. Only one activity may be selected each module. The player records which activity is selected on the log sheet, as well as any necessary skill checks.

With war on the horizon, Prince Kafen has decided to institute several new organizations to ensure the country of Pekal is defended if and when the military is mobilized on a large scale. To this end, he has issued proclamations forming new Knightly Orders to defend its citizens and resources. These join the existing Military Orders as Pekal's front line of defense.

Different organizations offer different activity choices to their members. The following activities are valid choices for members of Knightly Orders in Pekal.

Activities

- Join an Order.
- Advance to a higher rank in a Order.
- Fulfill requirements of an Order by serving time on duty. This may gain the character money, favors, or both, depending on the specific organization.
- Spend favors with an Order to gain access to items, feats, prestige classes and special benefits.

Benefits

Unless otherwise noted, all benefits from lower levels of membership are also available to the higher-level members. Failing to meet the continuing requirements of an Order results in a loss of all benefits, including rank. Loss of rank loses all benefits of that rank, including access to additional levels of prestige classes, but retains accumulated favors.

Requirements

Unless otherwise noted, bonuses from items to attributes serve to meet Order requirements. Bonuses from items to skills do not meet Order requirements.

Knights of the Lake

By Andrew Garbade

This order of Knights is based in Bet Rogala and tasked with the defense of the cities and towns that surround Lake Eb'Sobet. Numbering nearly 100 strong, this group is led by a former cavalry officer from the Pekalese Military

Trained as cavalry, patrols of these Knights move around the circumference of the lake on a frequent basis. With the military beginning to change their deployment strategies, the Knights are quickly becoming a common sight in many of the smaller trade towns around Lake Eb'Sobet.

Locations

Headquarters: Bet Rogala

Other Locations: Baneta

Roleplaying Summary

This order acts in many ways as a cross between sheriffs and militia. They are tasked with both patrolling the lakeshore for external threats and with maintaining the peace in the small, isolated towns along their routes. They are just as concerned with maintaining the law as with apprehending illegals, arresting undesirables, and slaying monstrous threats. These duties require strength in arms, dedication to task, a diplomatic nature, and survival skills.

Ranks

Squires

A character who joins the Knights of the Lake does so as a Squire. During Squire training, the character undertakes many varied tasks all designed to improve their abilities to not only carry out their duties, but also become valued additions to the Honorable in Pekal. The Prince does not want people who may embarrass him or Pekal to become Knighted under his hand.

Requirements

- Never been found guilty of a crime against the crown
- Not on active duty in the Pekal Military or Militia
- Alignment must be either Lawful Good or Lawful Neutral
- BAB +3 or higher
- 5 or more ranks in Ride
- Armor Proficiency (heavy)
- Shield Proficiency
- Proficiency in any Martial Weapon
- Own a warhorse, warpony, wardog, or other war-trained mount
- Own at least a masterwork quality sword (any type)
- The Squire must swear fealty to the Prince in his capacity as the monarch of Pekal. This oath is detailed later in this document.

Duties

- Service First – The Squire must serve a duty rotation at least once per three modules. This is a non-adventuring Activity.
- Honor the Prince – The Squire may never intentionally lie, cheat, steal, or do anything that would malign the Prince's honor. This includes breaking laws, behaving inappropriately, or generally doing anything that would cause the common folk to question the high ideals the Order is founded upon.
- Provide to All Who Ask – Squires must donate 5% of their earnings to various charities. This is done every adventure, and must be recorded in the character notes on the log sheet.

- Gallant Steed – Squires must own at least one war-trained mount at all times. If the mount is lost during an adventure, it must be replaced as soon as possible; the character is not allowed to buy any other equipment until another mount is purchased.
- Knightly Garb – Squires must own a set of Royal clothes (per the PHB) and a suit of heavy armor. Both of these must have the crest of the Royal Family and the seal of the Knights placed upon them (either via stitching, embroidery, engraving, etc). Additionally, Squires must own a shield that is painted white. No symbols of any kind may appear on the shield.
- Keep the Code – Squires must live their lives based on the precepts of the order.
 - Make every reasonable effort to assist those in dangerous situations.
 - Behave in a manner that shows deference to those of higher social station.
 - Behave in a manner that shows those of lower social station the Knights of the Lake are devoted to helping them live safe and peaceful lives.
 - Never seek personal glory at the expense of other's success.
 - Treat a mount as a trusted companion and not a draft animal.
 - The character must spend 5 gp per adventure per war-trained mount on higher quality materials to properly care for the animal.*
 - Ensure that all equipment is properly maintained.
 - The character must spend 10 gp per adventure to pay for higher quality materials to properly care for arms and armor.**

* If the character has 5 ranks of Handle Animal, the 5 gp fee is waived.

** If the character has 5 ranks of Profession (Armorer) or (Weaponsmith), the 10 gp fee is waived.

Benefits

- Beyond Reproach – A squire's word is considered the truth at all times unless proven otherwise.
- His Word is His Bond – Once a squire gives his word, swears an oath, or makes a promise, his statement is considered a legally binding contract.
- Favorable Association – Due to the Squire's affiliation with the Knights of the Lake, many merchants in Bet Rogala offer discounts on selected items to the character. This benefit allows the character to:
 - Purchase additional mounts in Bet Rogala with a 10% discount
 - Purchase riding gear in Bet Rogala with a 10% discount
 - Purchase masterwork barding in Bet Rogala with a 10% discount
- Always a Room at the Inn – When near Lake Eb'Sobet (within 5 miles of the shore), the character can always find a place to rest for himself and his party.
- Agent of the Prince – A Squire may request assistance of local government officials. This ability allows the character to request an item (or items) from any government official (i.e. a mayor, sheriff, Captain of the Pekal Military) of value 50 Victories or less. The character is required to pay for replacement of the item(s) if it is destroyed during the adventure.
- To Know A Friend – Squires are given a cloak that must be worn when they are on duty (i.e. this does not include meal times, sleeping, etc; only those times when the Squire reasonably believes that he would be forced to discharge some of his Duties). The cloak is completely white with royal blue trim around the edges, and does not have a hood. Wearing this cloak confers a +1 circumstance bonus to Diplomacy and Intimidate with any NPCs within the borders of Pekal.

Advancement

- Learn the Laws – Squires spend much of their time learning the laws of Pekal. The character must take at least two ranks in Knowledge (local – Pekal) during his time as a Squire.
- Care for His Steed – Squires spend much of their time learning to care for their war-trained mounts. The character must take at least 3 ranks of Handle Animal during his time as a Squire.
- Care for His Tools – Squires spend much of their time learning to care for their arms and armor. The character must take at least 3 ranks of either Profession (Armorer) or Profession (Weaponsmith) during his time as a Squire. All the ranks must be in one or the other, they may not be split between the two options.

- Train the Mind and Body – Squires learn much about combat, the world, and their place in it during their training. Only those who have demonstrated they are more capable than their fellow Squires may advance to Knighthood. The character must gain 4 levels during his time as a Squire.

Failure to meet any of the Requirements or Duties

Squires who fail to meet the listed Requirements or Duties herein have committed an affront not only toward the Knights of the Lake, but also the Prince. They are stripped of their privileges, divested of all items that may mark them as Knights of the Lake or agents of the Prince (including all certs such as the Fang), and exiled from the Order. They may never again gain a favor from any Honorable in Pekal, and may not apply to join any other government-sponsored organization (including other Knightly Orders, the military, municipal groups, or the College of Magic).

Knight

Once a character has successfully completed the requirements for advancement, he is Knighted by the Prince. The character is invested as an Honorable of the Realm, and may use the title of “Sir” or “Lady” at all times.

Requirements

- Must have served as a Squire without reproach or demerit.
- Must have taken at least two ranks in Knowledge (local – Pekal) during his time as a Squire.
- Must have taken at least 3 ranks of Handle Animal during his time as a Squire.
- Must have taken at least 3 ranks of either Profession (Armorer) or Profession (Weaponsmith) during his time as a Squire. All the ranks must be in one or the other, they may not be split between the two options.
- Must have gained 4 levels during his time as a Squire.

Duties

- Continued Service – The Knight must continue to keep all duties as a Squire except where differences are noted below.
- Service First – The Knight must serve a duty rotation at least once per two modules. This is a non-adventuring Activity.
- Provide to All Who Ask – Knights must donate 20% of their earnings to various charities. This is done every adventure, and must be recorded in the character notes on the log sheet.
- Knightly Garb – Knights must own a set of Royal clothes (per the PHB) and a suit of heavy armor. Both of these must have the crest of the Royal Family and the seal of the Knights placed upon them (either via stitching, embroidery, engraving, etc). Additionally, Knights must own a shield that is painted white with the knight’s personal insignia upon it.

Benefits

- Keeping a Good Name – A Knight continues to receive the same benefits as a Squire except where noted below.
- Agent of the Prince – A Knight may request assistance of local government officials. This ability allows the character to request an item (or items) from any government official (i.e. a mayor, sheriff, Captain of the Pekal Military) of value 500 Victories or less. The character is required to pay for replacement of the item(s) if it is destroyed during the adventure.
- To Know A Friend – A Knight’s cloak is completely white with royal blue trim around the edges, and bears his personal insignia embroidered into it. Wearing this cloak confers a +2 circumstance bonus to Diplomacy and Intimidate with any NPCs in Pekal.
- Landed – Knights may purchase a home or purchase land to build a home upon. Knights with (certed) gratitude of the Prince may use that favor to obtain a small piece of land near the Lake to build a home upon.
- Trusted Ally – Knights enjoy the trust of the College of Magic in Bet Rogala. They may commission a member of the College to enchant their armor or weapon with a +1 enchantment. This also requires the use of a favor with the College and the normal cost of the enchantment.

Order of Light

By Andrew Garbade

This knightly order was disbanded by the King during the war of independence from Kalamar after information surfaced that it was a hotbed of secret Imperial Support. It has been recently reinstated after a long campaign by many of the noble families, despite the Prince's misgivings regarding the Order's precepts. The Order of Light is based on the belief that while anyone can rise to become a leader of men, only those of truly noble bearing can shine the brightest. In the past, the Order of Light was formed from the most important noble families of the land, and often many allied nations sent their sons to fill its ranks.

In agreeing to resurrect the Order, the Prince made one stipulation, no person could be barred from attempting to join simply based on their heritage. While many nobles strongly disagreed with this fundamental change, most have now accepted that it is better to have the Order in some form – even “watered down” – than not at all. Instead, the noble families have made it very difficult for non-nobles to advance by keeping advancement restrictions very difficult for those of less nobler heritage.

Locations

Headquarters: Bet Rogala

Roleplaying Summary

Members of the Order are trained in defensive combat techniques designed to emphasize survival in a battle. Being able to “take a hit” is a valuable quality in a warrior, according to the trainers of the Order, but being skillful enough to avoid the strike entirely is the heritage of a true Knight. Most of the members choose to fight in one of the following styles: two-handed weapon or one-handed weapon and shield. The Order does not train in ranged combat, nor does it promote two-weapon fighting.

Ranks

Novice

A character that joins the Order of Light is called a Novice. During training, the character undertakes many varied tasks all designed to improve their abilities to not only carry out their duties, but also become valued additions to the Honorable in Pekal. The Prince does not want people who may embarrass him or Pekal to become Knighted under his hand.

Requirements

- Never been found guilty of a crime against the crown
- Not on active duty in the Pekal Military or Militia
- Alignment must be either Lawful Good or Lawful Neutral, or Neutral
- BAB +2 or higher
- 2 or more ranks in Knowledge (Nobility)
- Shield Proficiency
- Proficiency in any Martial Weapon
- The Novice must swear fealty to the Prince in his capacity as the monarch of Pekal. This oath is detailed later in this document.

Duties

- Service First – The Novice must serve a duty rotation at least once per three modules. This is a non-adventuring Activity.
- Honor the Prince – The Novice may never intentionally lie, cheat, steal, or do anything that would malign the Prince's honor. This includes breaking laws, behaving inappropriately, or generally doing anything that would cause the common folk to question the high ideals the Order is founded upon.

- Maintain the Life of a Noble – Novices must demonstrate an understanding of what life as a noble is like. To achieve this, they must spend more money to live than many of their companions. This is accomplished by spending 5% of their wealth at the end of every adventure, which must be recorded on the character's logsheet.
- Knightly Garb – Novices must own three sets of Royal clothes (per the PHB). These outfits must have the crest of the Royal Family and the seal of the Order placed upon them (either via stitching, embroidery, engraving, etc).
- Weapon of Quality – Novices must own the highest quality weapon they can reasonably afford. This is determined by taking 25% of their total equipment and determining what kind of weapon could be purchased with this amount. (This requirement is strictly for role-play purposes, and is not grounds for removing the Novice from the Order).
- Keep the Code – Squires must live their lives based on the precepts of the order.
 - Make every reasonable effort to assist those in dangerous situations.
 - Behave in a manner that shows deference to those of higher social station.
 - Behave in a manner that shows those of lower social station the Order of Light are devoted to helping them live safe and peaceful lives.
 - Never seek personal glory at the expense of other's success.
 - Ensure that all equipment is properly maintained.
 - (The character must spend 15 gp per adventure to pay for higher quality materials to properly care for arms and armor.)**

** If the character has 7 ranks of Profession (Armorer) or (Weaponsmith), the 15 gp fee is waived.

Benefits

- Beyond Reproach – A Novice's word is considered the truth at all times unless proven otherwise.
- His Word is His Bond – Once a Novice gives his word, swears and oath, or makes a promise, his statement is considered a legally binding contract.
- Favorable Association – Due to the Novice's affiliation with the Order of Light, he gains a +1 to Diplomacy to skill checks when dealing with Honorable of Pekal.
- Agent of the Prince – A Novice may request assistance of local government officials. This ability allows the character to request an item (or items) from any government official (i.e. a mayor, sheriff, Captain of the Pekal Military) of value 50 Victories or less. The character is required to pay for replacement of the item(s) if it is destroyed during the adventure.
- To Know A Friend – Novices are given a tabard that must be worn when they are on duty (i.e. this does not include meal times, sleeping, etc; only those times when the Squire reasonably believes that he would be forced to discharge some of his Duties). The tabard is red with white trim and a yellow badge of a small fire over the left breast.
- Noble Bearing – Due to his training in the arts and manners of nobility, when using Intimidate or Diplomacy on a NPC who would be considered a commoner (i.e. NOT a noble, government official, military officer, etc), the Novice gains a +1 circumstance bonus to the skill check.

Advancement

- Learn the Laws – Squires spend much of their time learning the laws of Pekal. The character must take at least two ranks in Knowledge (Local – Pekal) during his time as a Squire.
- A Noble Bearing – Novices spend some of their time learning behavior and manners for Court and Royal functions. This is achieved by taking 2 ranks of Knowledge (Nobility and Royalty) during the time they are Novice.
- Care for His Arms – Novices spend much of their time learning to care for their arms and armor. The character must take at least 4 ranks of either Profession (Armorer) or Profession (Weaponsmith) during his time as a Novice. The ranks may be split between the two skills.
- Train the Mind and Body – Novices learn much about combat, the world, and their place in it during their training. Only those who have demonstrated they are more capable than their fellow Novices may advance to Knighthood. The character must gain 4 levels during his time as a Novice.

Failure to meet any of the Requirements or Duties

Novices who fail to meet the listed Requirements or Duties herein have committed an affront not only toward the Order of Light, but also the Prince. They are stripped of their privileges, divested of all items that may mark them as Knights of the Order or agents of the Prince (including all certs such as the Fang), and exiled from the Order. They may never again gain a favor from any Honorable in Pekal, and may not apply to join any other government-sponsored organization (including other Knightly Orders, the military, municipal groups, or the College of Magic).

Knight

Once a character has successfully completed the requirements for advancement, he is Knighted by the Prince. The character is invested as an Honorable of the Realm, and may use the title of “Sir” or “Lady” at all times.

Requirements

- Must have served as a Novice without reproach or demerit.
- Must have taken at least two ranks in Knowledge (local – Pekal) during his time as a Novice.
- Must have taken at least 2 ranks of Knowledge (Nobility and Royalty) during his time as a Novice.
- Must have taken at least 4 ranks of either Profession (Armorer) or Profession (Weaponsmith) during his time as a Novice. The ranks may be split between the two skills.
- Must have gained 4 levels during his time as a Novice.

Duties

- Continued Service – The Knight must continue to keep all duties as a Novice except where differences are noted below.
- Service First – The Knight must serve a duty rotation at least once per two modules. This is a non-adventuring Activity.
- Maintain the Life of a Noble – Knights must maintain a residence within Bet Rogala. This residence may be owned by the Knight’s family or may be rented by the knight. The minimum cost of a suitable residence is 100 Victories per Activity (ie 100 Victories per module). Knights without noble birth must use either a favor from the Prince or a favor from a noble house to gain access to rent the dwelling.

Benefits

- Keeping a Good Name – A Knight continues to receive the same benefits as a Novice except where noted below.
- Favorable Association – Due to the Knight’s affiliation with the Order of Light, he gains a +2 to Diplomacy to skill checks when dealing with Honorable of Pekal.
- Agent of the Prince – A Knight may request assistance of local government officials. This ability allows the character to request an item (or items) from any government official (i.e. a mayor, sheriff, Captain of the Pekal Military) of value 500 Victories or less. The character is required to pay for replacement of the item(s) if it is destroyed during the adventure.
- To Know A Friend – Knights are given a tabard that must be worn when they are on duty. The tabard is red with white trim and a yellow badge of a small fire over the left breast and bears the personal insignia of the Knight.
- Noble Bearing – Due to his training in the arts and manners of nobility, when using Intimidate or Diplomacy on a NPC who would be considered a commoner (i.e. NOT a noble, government official, military officer, etc), the Knight gains a +2 circumstance bonus to the skill check.
- Connections – Knights are well known to those who matter in Pekal and may obtain a private audience with any member of the Honorable.

Riders of the Lance

by Michael McKeown

When Pekal first broke away from the Kalamaran Empire, the noble houses formed groups of mounted troops to protect their land holdings from the new government. Their oppression at the hands of the Kalamaran Empire made noble families wary of strong centralized government. Declaring their intent to protect the interests of the nobility, they collaborated, seeking a way to form a body of armed warriors and house troops that would answer to the noble houses, not the government of Pekal.

House Matikis was one of the first to call for the formation of an independent body of armed soldiers, who would swear loyalty to the noble houses, defending them should the government of Bet Rogala become as oppressive as the Vast. These brave men and women, members of the nobility themselves, became the first Riders of the Lance. Duke Ansalan Matikis himself loaned the first group of Riders thirty Gaketan stallions from his stables.

Understandably, Prince Kafen at first resisted the moves of the noble houses, worried that after leading one rebellion, he would face another from within the Principality. Over time, cooperation grew between the nobility and the throne, and the tensions diminished. The Riders organization, however, did not lose its prestige or its pride. Formed of both cavalry and mounted archers, the Riders remain dedicated to protecting the interests of the Pekalese nobility. Those in leadership roles are veteran riders who have often served as officers in the Pekalese army. Some say this is one of the key reasons why the Prince allows the continued existence of the Riders. Filling out the lower ranks are second and third sons and daughters of the nobility, who often find it an honor to serve among the ranks of the Riders, earning prestige that their birth order would normally not allow.

The Riders have served with distinction in the recent ongoing conflict with Tokis. They are often found patrolling the lands, searching for evil humanoids, Tokite guerillas and other threats to the country. The officers of the Riders answer to a group of nobles who are independent of the Prince known as the Council. All noble houses, excluding the royal family and lower ranking Baronets, may select a member to serve as a representative on the Council, though some smaller houses choose to allow a larger house to represent them. Decisions made by the Council have absolute power over the Riders, regardless of the will of the Prince.

Ranks

Rider

New members of the Riders form this lowest level of service. Although dedicated to their houses, these members must pass the test of time before advancing to the next highest rank, Horseman.

Requirements

- The Rider must swear allegiance to a noble house in Pekal, and must serve that same house in some capacity. This may be accomplished through roleplay, or be represented by a one-page written background.
- BAB of +4 or higher.
- 5 ranks in Ride and 5 ranks in Handle Animal.
- 1 rank in Knowledge (Nobility)
- The character must have the Spirited Charge or Mounted Archery feats.
- The character must swear allegiance to a noble house of Pekal.
- The character must expend a favor from a noble house or a governmental official to join.

Duties

- Must spend 2 consecutive activities in initial training.

- Must spend 1 Activity per 5 modules patrolling the Principality with other Riders.

Benefits

- +1 competence bonus to Ride Check
- +1 competence bonus to Handle Animal checks.
- +1 competence bonus to Knowledge Nobility checks.

Horseman

Horsemen are Riders that have shown some promise and have begun to rise within the ranks of the Riders. They are often members of Riders of the Lance who have served in combat.

Requirements

- The character must have served for 10 activities as a Rider.
- Must have 7 Ranks in Ride.
- May not have a chaotic alignment.
- May not have earned the enmity of a Noble House of Pekal.

Duties

- Must spend 1 Activity per 4 modules patrolling the Principality with other Riders.
- Must aid members of noble houses in need.

Benefits

- +2 competence bonus to Ride checks.
- +2 competence bonus to Handle Animal Checks.
- +2 competence bonus to Knowledge (Nobility) checks.
- Access to purchase masterwork martial and simple weapons from the PHB during an activity used for patrolling or at the beginning of any module, on the assumption that the weapon requested has been ordered in advance by the house the Horseman serves.
- Horsemen are paid 3 victories for their patrols.

Horseleader

These members are the rough equivalent to sergeants in the Pekalese military. These members have earned the respect of their fellows in the Riders, and are considered leaders in the organization.

Requirements

- The character must have served for 15 activities as a Horseman.
- Must have 8 Ranks in Ride.

Duties

- Must spend 1 Activity per 3 modules patrolling the Principality with other Riders.
- Must attend civic functions as a guard to a member of a noble house at least twice while at the Horseleader rank. This is accomplished in play, or is represented by a Non-Adventuring Activity.

Benefits

- +3 competence bonus to Ride Checks.
- +3 competence bonus to Handle Animal checks.
- +3 competence bonus to Knowledge Nobility.
- Access to purchase masterwork armor from the PHB during an activity used for patrolling or at the beginning of any module, on the assumption that the armor requested has been ordered in advance by the house the Horseleader serves
- Horseleaders are paid 4 victories for patrolling Pekal.

Captain

These members are the highest-ranking members of the Riders; they are often members of the Pekalese cavalry as well.

Requirements

- The character must have served for 20 activities as a Horseman.
- Must have a BAB of +6 or higher.
- Must have 10 Ranks in Ride.

Duties

- Must spend 1 Activity per 2 modules patrolling the Principality with other Riders.
- Must own a set of noble's clothing and a suit of ceremonial armor of any type (5 times normal price).
- Must own at least one mount.

Benefits

- +4 competence bonus to Ride Checks.
- +4 competence bonus to Handle Animal checks.
- +4 competence bonus to Knowledge Nobility.
- Access to purchase mithral armor from the PHB, according to the prices listed in the DMG.
- Captains are paid 8 victories for each patrol

Knights of the Arcanum

This order of Knights is made up entirely of warrior/wizards from the College of Magic. Their duties are to both the College of Magic and the Principality of Pekal. During times of war, the Knights of the Arcanum accompany the wizards of the army, protecting them at all cost as the wizards applied their arts against the enemy forces. During times of peace, the Knights study both the art of war and the art of magic within the College of Magic. They can often be found as the guardians of the College of Magic.

All members of the order are required to keep the code of the Knights of Arcanum:

- Make every reasonable effort to assist Members of the College of Magic in dangerous situations.
- Behave in a manner that shows deference to those of higher social station.
- Behave in a manner that shows those of lower social station the Knights of the Arcanum are devoted to helping them live safe and peaceful lives.
- Never seek personal glory at the expense of other's success.
- Ensure that all equipment is properly maintained.
- Treat a mount as a trusted companion and not a draft animal.

Locations

Headquarters: College of Magic, Bet Rogala

Roleplaying Summary

The Knights of the Arcanum are charged with the protection of all members in the College of Magic. Recruits are charged to defend the college, and to server as escorts and bodyguards around Bet Rogala. Squires are charged to serve as escorts and bodyguards to wizards traveling the Kingdom of Pekal. Knights are charged to serve as teachers and leaders to those of the Order and with any missions for the College of Magic deemed too hazardous for the lower ranks. These duties require strength in arms, a dedication to the protection of the College of Magic and upholding its tenets, and an understanding of magic and its use on the field of battle. To this end, Knights of the Arcanum train in both martial combat techniques and the application of magical energies in battle. The ability to move quickly is more important than to do massive damage. A Knight focuses his training on quick movements, and striking from range to disrupt enemy spellcasters.

Ranks

Recruit

A character who joins the Knights of the Arcanum, does so as a recruit. During Recruit training, the character undertakes many varied tasks around the College of Magic, all designed to improve their abilities to not only carry out their duties but to better interact and protect members of the College.

Requirements

- Able to Cast 1st level arcane spells.
- BAB +1 or Higher
- Not active in the Pekal Military or Militia
- Never been found guilty of a crime against the crown or the College of Magic.
- Member of the College of Magic
- Alignment must Lawful
- Armor Proficiency Medium
- Proficient in all Martial Weapons
- 2 or more ranks in Knowledge (Arcana)
- The Recruit must swear fealty to the Prince in his capacity as the monarch of Pekal. This oath is detailed later in this document.

Characters who meet the above criteria are accepted as Recruits in the Order.

Duties

- *Service to the College of Magic* – The Recruit must serve a duty rotation at least once per four modules. This is a non-adventuring activity.
- *Honor the Prince* – The Recruit may never intentionally lie, cheat, steal, or do anything that would malign the Prince's honor. This includes breaking laws, behaving inappropriately, or generally doing anything that would cause the common folk to question the high ideals the Order is founded upon.
- *Knightly Garb* – Recruits must own a set of Royal clothes (per the PHB) and a masterwork suit of light armor. The Royal clothes must be in the colors of the rank the Recruit holds in the College of Magic. A tabard must be worn with the armor and must have the crest of the College of Magic and the seal of the Knights stitched upon it.
- *Keep the Code* – Recruits must live their lives based on the precepts of the Order. The Recruit fills these requirements through roleplaying, as well as by spending 10 Victories per module to pay for higher quality materials to properly care for arms and armor. If the Recruit has 5 ranks in Profession (Armorer) or (Weaponsmith), this fee is waived. As most Recruits do not yet have their own war-trained mounts, there is no fee associated with the keeping of animals at this rank.

Benefits

- *Beyond Reproach* – A Recruit's word is considered the truth at all times unless proven otherwise.
- *His Word is His Bond* – Once a Recruit gives his word, swears and oath, or makes a promise, his statement is considered a legally binding contract.
- *Favorable Association* – Due to the Recruit's affiliation with the Knights of the Arcanum, he gains a +1 to Diplomacy to skill checks when dealing with the College of Magic or its members.
- *To Know A Friend* – Recruits are given a tabard that must be worn when they are on duty (i.e. this does not include meal times, sleeping, etc; only those times when the Recruit reasonably believes that he would be forced to discharge some of his Duties). The tabard is in the colors of his rank within the College of Magic and bears the badge of the Knights of the Arcanum over the left breast.

Advancement

- *Learn the Laws* – Recruits spend much of their time learning the laws of Pecal. The character must take at least two ranks in Knowledge (Local – Pecal) during his time as a Recruit.
- *Squire Preparation* – Recruits spend much of their time preparing for squire hood. To this end, they must attain at least 2 ranks in Ride and acquire a war trained mount during their time as Recruits.
- *Care for His Arms* – Recruits spend much of their time learning to care for their arms and armor. The character must take at least 2 ranks of either Profession (Armorer) or Profession (Weaponsmith) during his time as a Recruit. The ranks may be split between the two skills.
- *Serve the College* – Recruits must have time in service to the College of Magic before they can attain higher ranks in the Knighthood. In order to advance in rank the character must spend 5 (five) non-adventuring activities working with wizards and other members of the College of Magic. These should be marked as *SERVING CoM – Recruit* on the character's log sheet.

Failure to meet any of the Requirements or Duties

Recruits who fail to meet the listed Requirements or Duties herein have committed an affront not only toward the Knights of the Arcanum, but also the Prince. They are stripped of their privileges, divested of all items that may mark them as Knights of the Arcanum or agents of the Prince (including all certs such as the *Fang*), and exiled from the Order. They may never again gain a favor from the College of Magic. They remain registered with the College of Magic, but may join no schools.

Squire

Upon meeting the requirements to advance, a recruit is assigned to a Knight for additional training. During Squire training, the character undertakes many varied tasks all designed to improve their abilities to not only carry out their duties, but also become valued additions to the Honorable in Pekal. The Prince does not want people who may embarrass him or Pekal to become Knighted under his hand.

Requirements

- Must have served as a Recruit without reproach or demerit.
- Must have taken at least 2 ranks in Knowledge (Local – Pekal) during his time as Recruit.
- Must have taken at least 2 ranks in Ride during his time as Squire and acquired a war trained mount.
- Must have taken at least 2 ranks in either Profession (Armorer) or Profession (Weaponsmith) during his time as a Recruit.
- Must be able to cast 2nd level spells and have a +3 BAB.

Characters who meet the above criteria are accepted as Squires in the Order and assigned to a Knight for further training.

Duties

- *Continued Service* – The Squire must continue to keep all duties as a Recruit except where differences are noted below.
- *Gallant Steed* – Squires must own at least one war-trained mount at all times. If the mount is lost during an adventure, it must be replaced as soon as possible; the character is not allowed to buy any other equipment until another mount is purchased.
- *Service First* – The Squire must serve a duty rotation at least once per three modules. This is a non-adventuring Activity. They must serve at least 5 (five) NAA's
- *Keep the Code* – Squires must live their lives based on the precepts of the Order. Squires are required to pay the same fees for their armor and equipment as recruits, and in addition, they must spend 5 Victories per module per war-trained mount on higher quality materials to properly care for the animal. If the Squire has 5 ranks in Handle Animal, this fee is waived.

Benefits

- *Agent of the Prince* – A Squire may request assistance of local government officials. This ability allows the character to request an item (or items) from any government official (i.e. a mayor, sheriff, Captain of the Pekal Military) of value 50 Victories or less. The character is required to pay for replacement of the item(s) if it is destroyed during the adventure.
- *To Know A Friend* – Squires are given a tabard that must be worn when they are on duty (i.e. this does not include meal times, sleeping, etc; only those times when the Squire reasonably believes that he would be forced to discharge some of his Duties). The tabard is in the colors of his rank within the College of Magic and bears the badge of the Knights of the Arcanum.
- *Dedicated to the College of Magic* – Squires enjoy the trust of the College of Magic in Bet Rogala. They may commission a member of the College to enchant their armor or weapon with a +1 enchantment. This also requires the use of a favor with the College and the normal cost of the enchantment.

Advancement

- *A Noble Bearing* – Squires spend some of their time learning behavior and manners for Court and Royal functions. This is achieved by taking 2 ranks of Knowledge (Nobility and Royalty) during the time they are Squires.
- *Know thy Steed* – Squires spend much of their time preparing for Knighthood. To this end, they must attain at least 2 additional ranks in Ride while they are Squires.
- *Serve the College* – Recruits must have time in service to the College of Magic before they can attain higher ranks in the Knighthood. In order to advance in rank the character must spend 10 (ten) non-adventuring activities working with wizards and other members of the College of Magic.

These should be marked as *SERVING CoM – Squire* on the character’s log sheet. Duty rotations (as mentioned above) count toward this quota, although squires that spend more time than just the basic requirements are often promoted before those that only do the minimum.

Failure to meet any of the Requirements or Duties

Squires who fail to meet the listed Requirements or Duties herein have committed an affront not only toward the Knights of the Arcanum, but also the Prince. They are stripped of their privileges, divested of all items that may mark them as Knights of the Arcanum or agents of the Prince (including all certs such as the *Fang*), and exiled from the Order. They may never again gain a favor from any Honorable in Pekal or the College of Magic, and may not apply to join any other government-sponsored organization (including other Knightly Orders, the military, municipal groups, or the College of Magic). They remain registered with the College of Magic, but may join no schools.

Knight

Once a character has successfully completed the requirements for advancement, he is Knighted by the Prince. The character is invested as an Honorable of the Realm, and may use the title of “Sir” or “Lady” at all times.

Requirements

- BAB +5 or Higher
- Ability to cast 2nd level spells.
- Must have served as a Squire without reproach or demerit.
- Must have taken at least 2 ranks in Knowledge (Nobility and Royalty) during his time as Squire.
- Must have taken at least 2 ranks in Ride during his time as a Squire.

Duties

- *Continued Service* – The Knight must continue to keep all duties as a Squire except where differences are noted below.
- *Maintain the Life of a Noble* – Knights must maintain a residence within Bet Rogala. This residence may be purchased by the Knight or may be rented. The minimum cost of a suitable residence is 3000 Victories and requires a 5 Victory per module maintenance fee for staffing. The minimum rental for an acceptable residence is 100 Victories per module. Knights must use either a favor from the Prince or a favor from a noble house to gain access to rent or purchase a dwelling.
- *Service First* – The Knight must serve a duty rotation at least once per two modules. This is a non-adventuring Activity.

Benefits

- *Agent of the Prince* – A Knight may request assistance of local government officials. This ability allows the character to request an item (or items) from any government official (i.e. a mayor, sheriff, Captain of the Pekal Military) of value 500 Victories or less. The character is required to pay for replacement of the item(s) if it is destroyed during the adventure.
- *Favorable Association* – Due to the Recruit’s affiliation with the Knights of the Arcanum, he gains a +2 to Diplomacy to skill checks when dealing with the College of Magic or its members and a +1 to Diplomacy to skill checks when dealing with the Honorable of Pekal.
- *Noble Bearing* – Due to his training in the arts and manners of nobility, when using Intimidate or Diplomacy on a NPC commoner, the Knight gains a +2 circumstance bonus to the skill check.
- *Connections* – Knights are well known to those who matter in Pekal and may obtain a private audience with any member of the Honorable.
- *Dedicated to the College of Magic* – Knights enjoy the trust of the College of Magic in Bet Rogala. They may commission a member of the College to enchant their armor or weapon with a +2 enchantment. This also requires the use of a two favors with the College and the normal cost of the enchantment.

Failure to meet any of the Requirements or Duties

Knights who fail to meet the listed Requirements or Duties herein have committed an affront not only toward the Knights of the Arcanum, but also the Prince and the College of Magic. They are stripped of their privileges, divested of all items that may mark them as Knights of the Arcanum or agents of the Prince (including all certs such as the *Fang*), and exiled from the Order. Their spellbook is burned, their magic items destroyed, and they lose all favor with the College of Magic. They may never again gain a favor from any Honorable in Pekal or the College of Magic, and may not apply to join any other government-sponsored organization (including other Knightly Orders, the military, municipal groups, or the College of Magic). They are forbidden to practice magic within the borders of Pekal.

Knight Commander

The Knight Commander is the head of the Knights of the Arcanum. His approval is required for any advancement within the ranks of the Order. In game terms, his approval is automatic if you have met the requirements.

At this time, it is not possible for a PC to become the Knight Commander.