

The Church Knights of Telatium

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The Knights

Finisterre:

The Finisterre Knights are the knights of air. They are known as the most religious of the four knightly orders. They are trained in many of the healing arts, and are therefore known as the 'combat medics' of the Church. Many Finisterre are known for being zealots. More than one Finisterre has stood over the headless corpse of one they felt was heretical.

Required Attributes:	Strength: 12	Intelligence: 10	Wisdom: 14	
Other:	Hit Points: 1d10	Thac0: Warrior	Saving Throws: Warrior	
Proficiencies:	Weapon: 4/3	Nonweapon: 3/3	Can Specialize	
Accessible:	General	Warrior	Priest	
Free:	Lochaber Axe	Religion	Reading/Writing	Endurance
Must Take:	Dagger	Heraldry	Healing	Tracking
Must Take by 3rd Level:	Lance	Horsemanship		
Must Take by 6th Level:	Lochaber Axe(S)	Herbalism		
Recommended:	Blades (Any)	Observation	Hunting	Direction Sense
	Etiquette	Astrology	Ancient History	Swimming
Spells:	Alteration (W)	Abjuration (W)	Healing(P)	Combat (P)
	Law (P)	Guardian (P)	All (P)	Elemental Air (W/P)
Levels:				
1st	Knight in training	Lochaber Axe	Holy Symbol	
	Red Tabbard - Church Knight in Training			
3rd	Knight	Chain Mail (AC 5)	Lance	Shield
	Horse of Choice	White & Silver Tabbard - Finisterre Knight		
	Standard (Flag of Finisterre - Put on Lance)	Silver Tunic - Finisterre Knight		
	+1 on All Saving Throws			
6th	Full Knight	Silver Plate Mail (AC 3)	White & Silver Armor Tabbard	

Herati

The Herati Knights are the knights of Fire. The Herati are the police, and the Information gatherers. The Herati can go from being reasonable to breaking heads at the snap of a finger. Despite this, they are also known for their ability to keep level headed, and cool in any situation.

Required Attributes:	Strength: 12	Intelligence: 13	Wisdom: 10		
Other:	Hit Points: 1d10	Thac0: Warrior	Saving Throws: Warrior		
Proficiencies:	Weapon: 4/3	Nonweapon: 3/3	Can Specialize		
Accessible:	General	Warrior	Wizard		
Free:	Long Blades	Religion	Heraldry	Read/Write	
Must Take:	Dagger	Horsemanship	Interrogation	Blind Fighting	
Must Take by 3rd Level:	Lance	Spellcraft			
Must Take by 6th Level:	Observation				
Recommended:	Navigation	Endurance	Intimidation	Hunting	
	Direction Sense	Etiquette	Rope Use	Disguise	
	Blades (Upgrade from Long Blades)				
Spells:	Enchantment/Charm (W)	Divination (W/P)	Invocation/Evocation (W)	All (P)	
	Combat (P)	Healing (P)	Elemental Fire (P/W)	Charm (P)	Law (P)

Levels:

1st	Knight in training	Sword	Holy Symbol	
	Red Tabbard - Church Knight in Training			
3rd	Knight	Chain Mail (AC 5)	Lance	Shield
	Horse of Choice	White & Black Tabbard - Herati Knight		
	Standard (Flag of Herati - Put on Lance)		Black Tunic - Herati Knight	
	+1 on All Saving Throws			
6th	Full Knight	Black Enamel Plate Mail (AC 3)		
	White & Black Armor Tabbard			

Ir'Kithlen

The Ir'Kithlen Knights are the knights of water. They are known for being a bit more on the reckless and adventuresome side. Most of the Ir'Kithlen spend a goodly amount of their time out on the ocean. Most of their magic relates to the sea, and to the shady arts. Many Ir'Kithlen are 'reformed' Thieves. The Ir'Kithlen are the least pious of the Church Knights

Required Attributes:	Strength: 14	Dexterity: 13	Wisdom: 10		
Other:	Hit Points: 1d10	Thac0: Warrior	Saving Throws: Warrior		
Proficiencies:	Weapon: 4/3	Nonweapon: 3/3	Can Specialize		
Accessible:	General	Warrior	Rogue		
Free:	Long Blades	Religion	Swimming	Read/Write	
Must Take:	Dagger	Seamanship	Heraldry	Navigation	
Must Take by 3rd Level:	Lance	Horsemanship			
Must Take by 6th Level:	Rope Use				
Recommended:	Axes	Endurance	Observation	Direction Sense	
	Etiquette	Disguise	Set Snares		
	Blades (Upgrade from Long Blades)				
Spells:	Conjuration/Summoning (W)	Necromancy (W)	Illusion/Phantasm (W)	All (P)	
	Combat (P)	Travelers (P)	Weather (P)	Elemental Water (P/W)	Law (P)

Levels:

1st	Knight in training	Sword	Holy Symbol	
	Red Tabbard - Church Knight in Training			

3 rd	Knight Horse of Choice Standard (Flag of the Ir'Kithlen - Put on Lance) +1 on All Saving Throws	Studded Leather (AC 7) Dark Blue Tabbard - Ir'Kithlen Knight	Lance Dark Blue Tunic - Ir'Kithlen Knight	Shield
6 th	Full Knight Skiff	Plate Mail (AC 3) High Quality Studded Leather (AC 6)	Dark Blue Armor Tabbard	

Tolgarien

The Tolgarien Knights are the Knights of the Earth. The Tolgarien Knights are the elite warriors of the church. More than once these heavily armed and armored knights have been referred to as 'moving rocks.' The Tolgarien are the only knights known to have active ties with the Elves.

Required Attributes:	Strength: 15	Constitution: 13	Wisdom: 10	
Other:	Hit Points: 1d10+1	Thac0: Warrior	Saving Throws: Warrior	
Proficiencies:	Weapon: 4/3	Nonweapon: 3/3	Can Specialize	
Accessible:	General	Warrior	Wizard	Priest
Free:	Axes	Religion	Weather Sense	Reading/Writing
Must Take:	Dagger	Heraldry	Hunting	Tracking
Must Take by 3rd Level:	Lance	Horsemanship		
Must Take by 6th Level:	Endurance			
Recommended:	Blades (Any)	Direction Sense	Etiquette	Spellcraft
	Survival (Any Land Type)	Set Snares	Observation	Tracking
Spells:	Alteration (W)	Invocation/Evocation (W)	Conjuration/Summoning (W)	All (P)
	Combat (P)	Elemental Earth (W/P)	Healing (P)	Law (P)

Levels:

1 st	Knight in training Red Tabbard - Church Knight	Battle Axe Knight in Training	Holy Symbol	
3 rd	Knight Horse of Choice Standard (Flag of the Tolgarien - Put on Lance) +1 on All Saving Throws	Chain Mail (AC 5) Green Tabbard - Tolgarien Knight	Lance Green Tunic - Tolgarien Knight	Shield
6 th	Full Knight	Full Plate Mail (AC 1)	Green Armor Tabbard	

Rune Magic

The magic of the Knights is called Rune Magic. The name was given because all of the spells a knight has access to are runes engraved upon his armor. Without his armor a knight cannot cast spells. Each spell is one rune. Each grouping of runes of similar power is known as a structure. (Each structure being of a different spell level) Each structure can only contain so much power, depending on the amount of runes in the structure, and the amount of control the wearer has. (IE what level they are.) Power is restored over time. I recommend that the armor charges at dawn each day.

To put this all simply, Each structure represents a level, and that structure contains enough energy to cast only so many spells of that level per day. This power rises with the level of the character, and thus we get to put in one of those spell progression charts. The amount of runes one can have per structure is also limited, and this raises with level.

Spells are added to the armor by use of a special spell, which is central to the first level structure, (and doesn't count as rune for the above chart) this spell is Rune Transfer, which the Knight may cast 1/Week. This spell will either transfer new spells onto his armor, or it can move the knight's entire rune assemblage

to another set of armor. The runes will only work on specially made, or treated armor. The armor that the runes are on must be made of metal, further, the armor must contain at least some plates (Historically, this includes Banded Mail, some forms of Brigandine, all plate mails, scale mail, and some forms of heavier chain also included plates over vital areas. It is recommended that for the armor to be of a good enough quality to support the runes, that the armor cost at least twice as much as normal armor of that type (if not more!)

Runes Per Level							Spells per day:						
Knight Level	Spell Level						Knight Level	Spell Level					
	1	2	3	4	5	6		1	2	3	4	5	6
1	-	-	-	-	-	-	1	-	-	-	-	-	-
2	1	-	-	-	-	-	2	1	-	-	-	-	-
3	3	-	-	-	-	-	3	2	-	-	-	-	-
4	5	1	-	-	-	-	4	2	1	-	-	-	-
5	7	3	-	-	-	-	5	3	1	-	-	-	-
6	9	5	-	-	-	-	6	3	2	-	-	-	-
7	10	7	1	-	-	-	7	3	2	1	-	-	-
8	11	9	3	-	-	-	8	3	3	1	-	-	-
9	12	10	5	-	-	-	9	3	3	2	-	-	-
10	13	11	7	1	-	-	10	3	3	2	1	-	-
11	14	12	9	3	-	-	11	3	3	3	1	-	-
12	15	13	10	5	-	-	12	3	3	3	2	-	-
13	16	14	11	7	1	-	13	3	3	3	2	1	-
14	17	15	12	9	3	-	14	3	3	3	3	1	-
15	18	16	13	10	5	-	15	3	3	3	3	2	-
16	19	17	14	11	7	1	16	4	3	3	3	2	1
17	20	18	15	12	9	3	17	4	4	3	3	3	1
18	20	19	16	13	10	5	18	4	4	4	3	3	2
19	20	20	17	14	11	7	19	4	4	4	4	3	2
20	20	20	18	15	12	9	20	4	4	4	4	4	3