

Knights of the Silver Rose

Knights of the Silver Rose (Military)

Background:

The Knights of the Silver Rose have been around for about 12 years. They were created by Sir Eric Harthton. A knight in the wars against the Southern Empire. He won his title and it was agreed after his many victories that he would be given land. Harthton went on to tame his land and is now a Marquis of the land. He tamed the griffons and started and founded the Knights when he became the Marquis. Although not truly a king he is king in function. The Knights make their home in and around Griffon Meadows. These Knights wear a breast plate with a silver rose emblazoned on it and ride griffons into battle. They are a kingdom of noble mercenaries for the most part. But they are honorable and do fight for only good causes. Eric has been known to send his knights into situations that may not have seemed the “good” thing to do. This has him in bad graces with the priestesses of Church of Light and Scyndar. Their headquarters is in the city of Talon.

Characteristics:

These Knights are a very noble in heart and take this nobility very seriously. They fight hard and when the fight is over they prepare for the next fight. They also have a few that take the fight into the audience chambers of the other kingdoms on Regnum Eon to gain aid or favor with those monarchs. These Knights are not paladins and don't proclaim any such altruistic virtues as such. But they do fight for king and country and always try to do the right and good thing when they can.

Membership Requirements

Personality Profile: None of the “Secular Values” should be under a 5.

Religion: None are turned away but the followers of Ahk do gravitate toward this group. Must not have any infamy.

Complete 1 month of training and pay a 1 time fee of 1,000 gc cost.

Each rank beyond the first is 1 week of training and 200 gc.

8+ in Transportation

You must swear Fealty to the king

Knight Requirements

Path Rank	Requirements
1	See above
2	10+ Survival (Animal Training) & Transportation (Ride, Exotic)
3	Lord Social Status, Learn and Live by the Knights Code (See Ellina)
4	20+ In Survival (Animal Training) and Transportation (Ride, Exotic)
5	30+ In Survival (Animal Training) and Transportation (Ride, Exotic)

Knight Benefits

Path Rank	Benefits
1	Speak with Griffon, given the Breast Plate with the Silver Rose.
2	Aerial Combat, The Griffon
3	Flight Combat, Griffon advances 1 HD, Given red plumed magical helm.
4	Empathic Link with Mount, Griffon advances 2 HD
5	Bonding, Griffon advances 2 HD

Aerial Combat: You can fight equally on an aerial mount as you could a land based mount.

The Griffon they perform the bonded mount ritual on you and send you to the Griffon Meadows to find your mount. *(This could be a nice one-shot personal quest).*

Flight Combat: You can take all your normal attacks while mounted even ranged attacks, with no penalties.

Magical Helm: Should be something appropriate. GM choice.

Empathic Link with Mount: This gives the knight a mystical connection with his mount. They both know each others mood and know what each other his feeling. This link is active as long as they are both on the same world.

Bonding: This bonds mount and rider for life. They know each others thoughts and condition at all times. They know there general location as well.