

# 2022 Proposal: Knights

## PREMISE

East of Vel'Yadin there is a cave called The Knights' Tomb. In this cave exist statues and banners representing all (or as complete as can be) Knightly orders that have served the Kingdom since its inception, and plaques inscribed with their individual Codes. At the end of the long hallway of the Tomb stands 3 statues representing a Light Knight, a Dark Knight, and between them a Grey Knight. This has already been shown to multiple characters, both Knightly and not. In this Tomb, players have been shown many Knightly orders, Dark, Light and Grey.

Over the millennias, the oaths have been adapted and modified but they all have a common core: Honor and Chivalry. Swearing these Oaths and abiding to them is the foundation of the Knight's power. By holding to the Oaths, and advancing them, Knights are able to do more than mere Warriors ever could. The benefit of Knightly abilities is balanced out by their in-play adherence to in-play restrictions.

A squire will choose which path they wish to take: Light, Dark, or Grey. Beyond the 3 statues, the Tomb opens up to the Hall of Honor. This ornate Hall will show that Knights of the past all worked together, regardless of their Path for the betterment of the people - and Kingdom. This Hall of Honor will be where the various Orders of Knights ceremoniously swore their Oaths and held council with one another. The players will be face to face with the glorious history of the Knightly Orders. A glory that the Knights of today do not live up to. With this in place, the Knights have a place of power and congregation. Much like the Druids and their Grove, this Hall of Honor will be a central point for Plot interaction and incentive for the various player Knights working together.

## MECHANICS

### SQUIRE

This sub-class is available to all classes and races of at least level 5. (Aside from Rangers, Dark Fairies, and Rova)

All Knights will start off as Squires. This is the way that Knights are already trained in play. Those that will not progress past Squires (whether by player choice or Class restrictions) are still full members of the Order. Each skill below, will require one month of training. A squire may immediately purchase Maximize Armor.

Maximize Armor > Chivalry Lore > Resist Fear/ Terror

Oath:

*"I will Honor the words of my teacher.  
I will treat all Knights with Respect."*

SQUIRE Subclass		
Ability	Description	Build
Maximize Armor	Doubles the effect of any "Wear Extra Armor" skill	FREE
Lore (Chivalry)	REQUIRED	2
Resist (Fear/ Terror)	Purchasable once	4

### KNIGHT

This subclass is available to all **Warrior and Templar** Squires with at least 3 Events in play. The column **all knights** will start with is an Earth Generalist. Depending on the squire's master, the Knight will be either a Light Knight or Dark Knight. For the first three months, the Knight may learn which path they wish to take. (**Light Knight**: Healing/Curing. **Dark Knight**: Chaos/Necromancy.) After three months of playing a Knight, the new Knight may choose their path. If after six

months the new Knight has not chosen which path they wish to take, they may choose to rebuke their teachings to pursue honor in between the two extremities or will be stripped of their code entirely.

### LIGHT KNIGHT

Path of Curing	Path of Healing
Preferred Column: Earth Generalist (Path of Curing)	Preferred Column: Healer (Path of Healing)
Resist: Chaos/Necromancy (Cost: 5 build per, purchased at 5, 10, 15)	Resist: Chaos/Necromancy (Cost: 5 build per, purchased at 5, 10, 15)

Level	Build	Path of Curing	Path of Healing	Description
5	FREE	Lay on Hands	Lay on Hands	The Lay on Hands ability allows the Dark Knight or Knight to heal someone of wounds and take the wounds upon himself. The character can only heal up to his last Body Point, and must transfer his Body Point Tags to the healed character. Transferring the body is done by stating "Lay on Hands 1, Lay on Hands 2, Lay on Hands 3 – X Body" while touching (with a packet, if player permission is not granted) the intended recipient. This healing only heals those that are Bleeding to Death, Unconscious, Waylaid, or are wounded. This ability has no effect on a Dead character or one that has been Slain, nor will it heal any other status effect (see the Health Status section).
5	1	Repel Undead (EG/D/H,2)	Repel Undead (EG/D/H,2)	As per the Spell
6	FREE	Bravery	Bravery	The Bravery ability allows the Knight or Dark Knight of 10th level and higher to be completely immune to the effects of Fear (E,3) and Terror.
6	1	Cure Disease (EG/D,3)	Cleanse Disease (EG/D,3)	As per the Spell
6	2	Turn Undead (H,4)	Turn Undead (H,4)	As per the Spell
8	3	Purify Blood (EG/D, 5)	Cleanse Blood (H, 5)	As per the Spell
10	10	Leadership	Leadership	A character with this skill can better lead and direct the troops of his Barony and the Kingdom, granting a bonus to between-event troop combat and further allowing a defending or attacking Noble to rally his forces and continuing attacking when others without such leadership might falter from exhaustion or morale.  <b>NOT Required to progress nor to become a knight master. You are learning through your order.</b>
10	3	Zone of Life (H, 6)	Zone of Life (H, 6)	As per the Spell
12	4	Renew (EG/D, 8)	Heal Mortal Wounds (H, 8)	As per the Spell
14	4	Annihilate Undead (H, 9)	Annihilate Undead (H, 9)	As per the Spell
16	5	Life (EG/D, 9)	Revive (H,9)	As per the Spell
18	6	Heroic Shield	Heroic Shield	When this Character successfully performs a Critical Slay Parry, Fatal Slay Parry, Shield Parry or Fatal Shield Parry to protect another, they gain +10 Temporary Body. (Lasts till the end of combat. Does not Stack)

20	FREE	Lifestrike	Lifestrike	When wielding a non-magical handheld weapon, this Character may call the "magical" tagline. This does not make the item magical for any other effect. The Lifestrike ability enables a Knight to call innate magical damage versus all opponents, regardless of the weapon he wields. Instead of calling the "Normal" tagline with a weapon, the Knight instead calls the "Magic" tagline (though this grants him no bonus to damage). For all intents and purposes, all weapons the Knight wields are rendered indestructible as long as they are in his hands.
25	FREE	Oath Keeper	Oath Keeper	The Final Stage in a Knight's path. The ability they receive once becoming a Knight Master. This ability allows the Knight to pass along their teachings to other heroes and/or a unit of soldiers. (The unit of soldiers takes a whole year to learn.)

## GREY KNIGHT

The Grey Knights walk a narrow path, and there are very few of them in history. Few Orders of Grey Knights formed, as most operated individually. Grey Knights chose neither Healing nor Necromancy and instead relied on their nearly supernatural physical abilities. The Grey Knights stand between Light and Dark Knights (and Life and Necromantic) as enforcers and peace keepers.

Oath:

*"I will Honor my word.*

*Service creates strength, courage reigns over power*

*The role of the strong is to protect the weak,*

*but the cowards will not be protected*

*Never bring shame upon yourself*

*defend the domain entrusted to you.*

*Never break faith with a friend or ally*

*The sneak attack defines a coward*

*Like is to be celebrated, death is to be embraced and honored.*

*Treat all other knights with respect.*

*Combat is between warriors, not fought from a distance. Use your sword, not the distant arrow.*

*I will hold myself apart, and walk the path between the extremes."*

Grey Knight
Preferred Column: Earth Generalist or Celestial Generalist
Innates: Toxin Shield (Cost: 3 Build; lvl 5) Spirit Armor (Cost: 4 Build, lvl 10) Defend (Cost: 4 Build, lvl 15)

GREY KNIGHT			
Level	Build	Path of Curing	Description

5	FREE	Lay on Hands	The Lay on Hands ability allows the Dark Knight or Knight to heal someone of wounds and take the wounds upon himself. The character can only heal up to his last Body Point, and must transfer his Body Point Tags to the healed character. Transferring the body is done by stating "Lay on Hands 1, Lay on Hands 2, Lay on Hands 3 – X Body" while touching (with a packet, if player permission is not granted) the intended recipient. This healing only heals those that are Bleeding to Death, Unconscious, Waylaid, or are wounded. This ability has no effect on a Dead character or one that has been Slain, nor will it heal any other status effect (see the Health Status section).
5	1	Armor	As per spell
6	FREE	Bravery	The Bravery ability allows the Knight or Dark Knight of 10th level and higher to be completely immune to the effects of Fear (E,3) and Terror.
6	1	Cure/ Cause Disease	As per spell
6	2	Greater Endow	As per spell
8	3	Purify Blood/Poison	As per spell
10	3	Zone of Life/Death	As per Spell
12	4	Renew/Waste	As per spell
14	4	Elemental Blast Life/Death	As per spell. Deals 75 points of elemental damage.
16	5	Life/Death	As per spell
18	6	Selflessness	The Character may burn a Critical Parry, Fatal Blow/ Parry, Shield Parry, or Fatal Shield Parry to perform a Dodge Block in order to protect another, they gain +10 Temporary Body. (Lasts till the end of combat. Does not Stack).
20	FREE	Oathstrike	When wielding a non-magical handheld weapon, this Character may call the "magical" tagline. This does not make the item magical for any other effect. The Oathstrike ability enables a Knight to call innate magical damage versus all opponents, regardless of the weapon he wields. Instead of calling the "Normal" tagline with a weapon, the Knight instead calls the "Magic" tagline (though this grants him no bonus to damage). For all intents and purposes, all weapons the Knight wields are rendered indestructible as long as they are in his hands.
25	10	Knight's Salute	The Grey Knight may perform the Knightly Salute twice per day. This ability allows the Knight to call +5 additional damage for one combat.

## DARK KNIGHT

Path of Chaos	Path of Death	Path of Necromancy
Preferred Column: Earth Generalist (Path of Chaos)	Preferred Column: Earth Generalist (Path of Chaos)	Preferred Column: Necromancy (Path of Necromancy)
Resist: Cure/Healing (Cost: 5 build per, purchased at 5,10, 15)	Resist:Healing/Necromancy (Cost: 5 build per, purchased at 5,10, 15)	Resist: Cure/Healing (Cost: 5 build per, purchased at 5,10, 15)

Level	Build	Path of Chaos	Path of Death	Path of Necromancy	Description
5	FREE	Lay on Hands	Lay on Hands	Lay on Hands	The Lay on Hands ability allows the Dark Knight or Knight to heal someone of wounds and take the wounds upon himself. The character can only heal up to his last Body Point, and must transfer his Body Point Tags to the healed character. Transferring the body is done by stating "Lay on Hands 1, Lay on Hands 2, Lay on Hands 3 – X Body" while touching (with a packet, if player permission is not granted) the intended recipient. This healing only heals those that are Bleeding to Death, Unconscious, Waylaid, or are wounded. This ability has no effect on a Dead character or one that has been Slain, nor will it heal any other status effect (see the Health Status section).
5	1	Elude Undead (N,2)	Cause Wounds (EG/D/N,2)	Elude Undead (N,2)	As per the Spell
6	FREE	Bravery	Bravery	Bravery	The Bravery ability allows the Knight or Dark Knight of 10th level and higher to be completely immune to the effects of Fear (E,3) and Terror.
6	1	Cause Disease (EG/D,3)	Cause Disease (EG/D,3)	Inflict Disease (N,3)	As per the Spell
6	2	Control Undead (N,4)	Weakness(EG,4)	Control Undead (N,4)	As per the Spell
8	3	Poison (EG/D, 5)	Poison (EG/D, 5)	Inflict Poison (N, 5)	As per the Spell
10	10	Leadership	Leadership	Leadership	A character with this skill can better lead and direct the troops of his Barony and the Kingdom, granting a bonus to between-event troop combat and further allowing a defending or attacking Noble to rally his forces and continuing attacking when others without such leadership might falter from exhaustion or morale.  <b>NOT Required to progress nor to become a knight master. You are learning through your order.</b>
10	3	Zone of Death (N, 6)	Zone of Death (DK, 6)	Zone of Undeath (N, 6)	As per the Spell
12	4	Waste (EG/D, 8)	Waste (EG/D, 8)	Inflict Mortal Wounds (N, 8)	As per the Spell
14	4	Create Ghoul (N, 9)	Imbue Death (N,9)	Create Ghoul (N, 9)	As per the Spell
16	5	Death (EG/D, 9)	Death (EG/D, 9)	Imbue Death (N,9)	As per the Spell
18	6	Brutal Strike	Brutal Strike	Brutal Strike	When this Character successfully performs a Critical Slay or Fatal Blow, they gain +10 Temporary Body. (Lasts till the end of combat. Does not Stack)
20	FREE	Deathstrike	Deathstrike	Deathstrike	The Deathstrike ability enables a Dark Knight to call innate magical damage versus all opponents, regardless of the weapon he wields. Instead of calling the "Normal" tagline with a weapon, the Dark Knight instead calls the "Magic" tagline (though this grants him no bonus to damage). For all intents and purposes, all weapons the Dark Knight wields are rendered indestructible as long as they are in his hands.
25	FREE	Oath Keeper	Oath Keeper	Oath Keeper	The Final Stage in a Knight's path. The ability they receive once becoming a Knight Master. This ability allows the Knight to pass along their teachings to other heroes and/or

					a unit of soldiers. (The unit of soldiers takes a whole year to learn.)
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## SQUIRE

- SWEAR THE SQUIRE'S OATH TO THEIR KNIGHT MASTER

All Knights and Squires now have access to the Hall of Honor beyond the 3 Paths Statues. Non-Knights and non-Squires cannot see the path hidden beyond the Statues, and cannot travel to the Hall.

## KNIGHT

- PLAY AT LEAST 3 EVENTS PLAYED AS A SQUIRE
- HAVE LEARNED ALL SQUIRE SKILLS
- PICKED THE PATH THE KNIGHT WISHES TO TAKE
- GIVE EITHER THE LIGHT KNIGHT'S OATH OR THE DARK KNIGHT'S OATH IN PLAY
- PERFORM THE KNIGHTING CEREMONY IN PLAY

*note: this is for the purposes of the Playtest. This may be done anywhere of suitable importance (such as the Knight's Chapter House, the Keep of Velyadin, The Hall of Honor, etc.) The Knighting Ceremony and/or Affirmation Ceremony is to be conducted by the Knight Master.*

## LIGHT/DARK KNIGHT MASTER

- HAVE LEARNED ALL LIGHT/DARK KNIGHT SKILLS
- BE RECOGNIZED BY A NOBLE, OFFICER, OR KNIGHT MASTER FOR PERFORMING DUTIES ABOVE AND BEYOND DURING THE PROTECTION OF OTHERS.

## GREY KNIGHT

- PLAY AT LEAST 3 EVENTS PLAYED AS EITHER A LIGHT KNIGHT or DARK KNIGHT
- HAVE LEARNED THE FIRST THREE SKILLS OF EITHER KNIGHT
- REBUKE THE PATHS AND CHOOSE THE INBETWEEN
- BE RECOGNIZED BY A NOBLE, OFFICER, OR KNIGHT MASTER FOR PERFORMING DUTIES ABOVE AND BEYOND DURING THE PROTECTION OF OTHERS.
- GIVE THE GREY KNIGHT'S OATH IN PLAY

*note: all Knight Skills must be taught, aside from Preferred Column, Maximize Armor,. Once the Playtest is completed, the Knight Master should be the one teaching these skills.*