



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Is a Member of the
Knights of Whitehale
A Meta-Organization of Veluna



Play Notes:

- ☐ First Joined AR # _____
☐ Renewed AR # _____
☐ Promoted AR # _____
☐ Left AR # _____

Home Region _____

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____



Adventure Record#

598 CY
ORGANIZATION

LEVEL OF
ORGANIZATION
& Annual Costs

The **Knights of Whitehale** were created over 40 years ago by Duke Mar Landis. Duke Landis recognized the threat that the northern kingdoms presented to Veluna if Furyondy was ever to fall and went to the Celestial Order with a proposal for a northern defense force. When his proposal was voted down he took matters into his own hands. He gathered together his most experienced and honorable warriors in his diocese and formed the Knights of Whitehale. The knighthood is a very strict and martial order, with a strong code of honor, and expect all in their organization to adhere to it to the letter. The Knights of Whitehale are known far and wide as strong warriors and they are welcome in almost any group during battle.

Originally, the Knights consisted of only 14 men, but have grown greatly in the past 40 years. They had numbered over 40 knights and 200 men-at-arms and squires, and had moved their base of operations to Castle Sepher; however, recent events have taken their toll on the Knights – that fortification was the primary focus of Herion's initial assault, and many Knights were killed that day. They are currently led by the Knight Imperious Ellard Rojan. He has led the Knighthood for 9 years.

Requirements to become a Squire:

- Resident of Veluna
- Race: Human, elf, or half-elf
- Alignment: Lawful good or lawful neutral
- Base Attack Bonus: +3
- Feats: Mounted Combat
- Skills: Ride 3 ranks
- Proficient in lance and one other martial melee weapon
- Invitation of Knightly Sponsor OR member in good standing of 2nd+ level of Mitrik Temple Guard for minimum 6 months OR member in good standing of 2nd+ level of Church of Rao, Heironeous or St. Cuthbert for minimum 6 months
- 4 Time Units upon joining and at the beginning of every year thereafter (training and duties)

Squire

4 TUs annually

Knight

TU

Starting TU

4 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

Benefits of Membership:

- A Squire of Whitehale may request sanctuary in Castle Sepher when in its area. This benefit extends to the Squire only, and not any of his companions.
- A Squire gains a +2 bonus on Diplomacy checks with any member of the Knights of Whitehale when he presents himself as a squire to them
- A Squire gains a +1 bonus to Diplomacy checks with residents of Whitehale Diocese

Code of Conduct:

"I am a Knight of Whitehale. I stand righteous in the light and shall brook no evil in my presence. I shall defend those who cannot defend themselves. I shall search out evil in all its forms and banish it from this world. I shall answer pleas of help from the weak and calls to arms from my lord. I will defend Veluna with my life and my very being. With our Lord Rao's blessing in all things, I shall strive to uphold all of this and more with every action I take and every word I speak."

This AR does not count when determining Adventure, Regional, Metaregional, or Core access.

GP

Starting GP

Lifestyle

- ☐ None
☐ Standard (12 gp x TU)
☐ Rich (50 gp x TU)
☐ Luxury (100 gp x TU)

- GP

Lifestyle Costs

GP

Subtotal

XXXXXX GP

Added GP Costs

GP

FINAL GP TOTAL

XP

Starting XP

- XXXXXXXX XP

XP lost or spent

XP

Subtotal

+ XXXXXXXX XP

XP Gained

XP

FINAL XP TOTAL

NOTE: All bonuses granted by meta-orgs are considered Circumstance bonuses which do not stack with bonuses granted by other meta-orgs (unless otherwise specified). See the latest edition of the VMCS for additional rules regarding this and other meta-organizations.