Asgarnian Army Enchiridion The SPANNIAN ARMY Third Edition



Dedicated to Sir Tain Def Founder of the WKOF & an epitome to us all.

We thank you for the legacy you've endowed to us.

In Character

Asgarnian Army Enchiridion

3rd Edition
The Complete Handbook to All
Applications
Within the White Knights of
Falador

Composed Under The Council of Sir Amik Varze – Year One of the Sixth Age

Penned by Sir Braddock Kohtlund & Sir Vye Ver

Published by



Publishing Company Year 1, 6th Age This handbook, the official Asgarnian Army Enchiridion, is based on the experiences and historical derivations of the White Knights of the city of Falador and kingdom of Asgarnia since its founding and later official establishment of the Knights of Falador in year 8 of the 5th age, and is administered under the leadership of:

His Royal Majesty, Vallance, King of Asgarnia,



Sir Amik Varze, Leader of the White Knights



Commencing Credentials

In order for the progression and contents within this handbook to be recognized and considered official by the government of the kingdom of Asgarnia, this page must be fully completed and notarized initially by the individual owner of this handbook and the owner's leading Commander and finally by the Leader of the White Knights of Falador. Please sign or print as directed on the blank lines legibly with a pen and black ink.

Member Name
Member Signature
Commander Signature
Leader Signature
Date of Joining Order
· ·
Date of Knighting Ceremony

Introduction



elcome to the Asgarnian Army Enchiridion. If this is your first time reading this introduction, it is likely that you have just joined

our organization as a Peon or Squire. If that is the case, we welcome you to the glorious life of a Faladian Knight in training. This handbook shall serve you well over your years as a Knight, having important references you will surely need throughout your career. If used properly, your career will indeed be a long one. If used improperly, you may as well join up with the damn Kinshra.

Throughout this enchiridion, you will find everything one must know to endure life within the order of the White Knights of Falador - from formations and mealtimes, to weapon maintenance, and beyond. A proper Knight will always have their enchiridion directly on hand for quick reference until the time has come in which they have completely memorized and adopted the contents of this work into their everyday life.

A.A.E.

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A.A.E.

Ranks & Uniforms

Peon/Page

Peon is the youngest and newest member to the order. Chances are, you're having a hard time reading

this on your own. Fear not, because soon, with the help of your mentors, you will not only be a master of the sword, but also of the pen and the mind.

The list of requirement to be accepted into the order as a Peon:

- Noble Birth
- Age 7 9 years
- Physically Fit
- Mentally Fit
- Asgarnian Race
- Entrance Fee

After one full month of servitude to the order, you will automatically earn your first promotion to the rank of Page. This is where you

will initiate your stage of training. As a Page, you will train basics in the following fields: written arithmetic, mathematics, runeology and magic, sciences, musical composition, swordplay, falconry, archery, survival, religious teachings, etiquette, and judgment.

Until the age of 15, the page will serve as a personal assistant to a Squire, who will in turn serve as a personal assistant to a Knight. Upon the Page's 15th birthday, a written and physical exam will be issued to determine aptitude toward the eligibility of a promotion.

A practice aptitude exam for the rank of Squire:

- A. What is the name of the founding king of Asgarnia?
- B. His son's name?
- C. His grandson's name?
- D. List the four enlisted ranks present in the White Knights.

- E. Explain the differences between the benevolence of Lord Saradomin's teachings and the malevolence of the wicked Zamorak's teachings.
- F. How many strings are found on an Asgarnian lyre?
- G. Explain the procedure for treating a sword slash directly on a thigh.
- H. Solve: 642 + 932 x 1013 32.170
- I. Explain the smithing process for a simple steel bar.
- J. What runes are required to cast an Air Blast?

K. Explain why the Order of the Monks of Entrana originally inhabited the island of Entrana.

Pages should partake in extensive studying over all subjects of matter discussed in their years of training. The above questions are just examples and will vary greatly from the actual test. After the test is taken, it will be graded by the Knight who is acting as the mentor. If passed, the Page will be privately promoted to the rank of Squire by their mentor. Once promoted, the Squire will officially be a member of the order of the White Knights of Falador, and not only have access to the full accommodations of the castle, but also be permitted to consume alcoholic beverages, partake in combat, and practice with steel weapons and armour.

There is no set standard uniform for the ranks of Peon or Page. However, proper dress codes will be issued to these ranks, and the units will be expected to adhere to them as closely as possible.

Squire

Congratulations! If you have made it this far into the book, you've either reached the rank

of Squire, or you're snooping ahead. If it is the former, read on for more information. If it is the latter, go join the Falador Guard; cheating is not tolerated in such a prestigious order.

The list of requirements to be promoted to the rank of Squire:

- Age 15-19 years
- Passing of the page's aptitude exam
- Certification of advancement from a White Knight Initiate +

As a Squire, your training will be more combat and psychologically oriented within the actual career field. Throughout your next five years, you will study the following extensively: War strategy, weapon forging, killing, battlefield commanding, Gielinorian history, religious teachings, mastery of the blade, axe, spear, and bow, combat techniques, penmanship, tournament mastery, alcohol brewing, funeral etiquette, formations, physical fitness, chivalry, obedience, loyalty, and decision making.

You may have had a glance at the Knights' Code under the Regulatory Protocol toward the back of this manual. This code, written by one of the patriarchs of Saradoministic Knightly Orders Sir Aduhlay Dohmein, will serve as your structured frame of base throughout your entire career as a militant Knight of Asgarnia. By the time you are an Initiate, you will be expected to have completely memorized the entirety of the Knights' Code, as well as the ability to display and give examples of each and every aspect of the code.

Primarily, a Squire's responsibilities lie with their Knightly mentor. A Squire must always be prepared to answer the calls and demands of their mentor. These demands can have a various range of base, so the Squire must be willing to learn to adapt and adhere to different situations daily, working not only at a fast pace, but also under immense stress at times.

Whilst away from the unpredictable needs of their mentors, Squires often spend time maintaining the castle and grounds of the city. Squires are also placed in charge of organizing, disciplining, lecturing, and training the peons and pages of the castle. With these, Squires duties can include: cleaning the castle and citadel, preparing

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food and drink, and cleaning and maintaining arms and armour.

At the age of 19, Squires will become eligible to attempt the Squire Exam. The Squire Exam is an, on average, 3 to 4 hour long test of both written and physical challenges before the officers of the assigned section.

Admittance into the Order of the White Knights requires not only mental strength, but a great deal of physical strength as well. In order to be granted Knighthood, a Squire must be able to pass all of the following physical requirements:

- Perform at least 20 pull-ups
- Perform at least 100 crunches in less than 2 minutes
- Perform at least 50 pushups in one minute
- Perform at least 150 side straddle hops

- Perform at least 50 over-head granite block lifts
- Run at least 3 miles in less than 15 minutes
- Low-crawl 100 yards without stopping
- Drag a simulated casualty 100 yards without stopping

Once the physical portion of the exam has been successfully completed, a Squire will then be eligible to undertake the written portion of the exam. The exam will be very similar to that of the Page's exam, only much more strenuous and extensive in length.

Due to the requirement of Knights needing the capability to always be ready and willing to adapt to and overcome challenges, no practice exams or material are supplied in this handbook. By the time an individual has completed the majority of his or her training from both the ranks of Page and Squire, he or she is expected to have an expert level of knowledge concerning the fields of White Knight etiquette, history, strategy, warfare, and other important fields instructed to concerning the proper training.

Finally, after having completed both the physical and written portions of the Squire Exam, and having finished the complete mandatory five years of service, a Squire will be qualified to undertake the oath of Knighthood, and be inducted into a selective Order of both high prestige and value. If you have completed these requirements, you will now embark on your official career as a protector and servant to the kingdom's most esteemed and historic order - the White Knights of Falador. It is suggested to study the Knighting Ceremony procedures on page 123 to ensure your ceremony goes as smoothly as possible

Uniform

While Squires are not officially issued standard uniforms, they too are expected to adhere to a dress code, being much more strict and enforced than the previous dress code seen as a Page. Helmets and weapons which Squires will use to train will be issued.

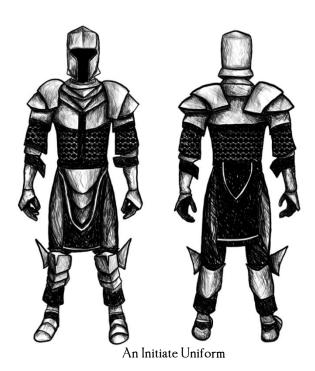
The dress code in which Squires are expected to adhere to includes the following articles: A white, long sleeved shirt, gray/brown trousers, steel helmet, leather gloves & boots, and a traveling sack.

Initiate

Welcome to the order! Seeing that you're now reading the section of the Initiate, we assume you've successfully undertaken the order oath at your Knighting ceremony. Following your induction into Knighthood, you will be granted the rank of White Knight Initiate. As an Initiate, you are considered to be the lowest of the enlisted ranks, and as such will serve as the backbone of the order. The duties of a White Knight Initiate are mostly those of typical grunt work. Initiates will serve as infantrymen during times of conflict. During times of peace, Initiates will usually perform patrol duties and other laborious tasks in and around the castle, often branching out into the city of Falador to keep tight security. Initiates, being entry level Knights, will often serve as assistants to Knights of higher rank.

As an Initiate Knight, you will have access to the full range of standard weaponry within the White Knight armoury. You can read about all the important information concerning these weapons on page 50.

Uniform



Initiates are also allowed to wear the standard White Knight fatigues, and White Knight formal and standard armour uniforms. Formal uniforms and fatigue will remain the same throughout all ranks within the order and can be seen at the end of the Ranks section.

The pieces of equipment that make up the standard uniform of an Initiate include: White med helm, white chainbody, white gauntlets, white platelegs, and white boots.

Proselyte

As a Proselyte, you can expect very similar duties and responsibilities as to those held by Initiates. Typically, Proselytes have been a knight for a year or more, or sometimes less depending on the time of promotion. To have reached the rank of Proselyte, one must have shown dedication to a great degree, upholding the true extent of the Knights' Code, and showing evidence of a dedicated potential. Proselytes are trusted with the authority and knowledge needed to command and control troops of lower rank, both in everyday tasks and in life-or-death situations on the battlefield. A Proselyte Knight is expected to act more maturely and exemplary than an Initiate, creating an example to be followed by not only Initiates, but also lesser ranks such as Squires and Pages.

A.A.E.

Uniform



A Proselyte Uniform

After earning the rank of Proselyte, you will be issued a new helmet that covers the entire face minus the vizor. These helmets, together,

The White Knights of Falador

create the benevolent yet menacing face of the brotherhood of the Order of the White Knights.

There are very few differences between the uniforms of an Initiate and a Proselyte aside from the change in helmets. The pieces of equipment that make up the standard uniform of an Initiate include: White full helm, white chainbody, white gauntlets, white platelegs, and white boots.

Acolyte

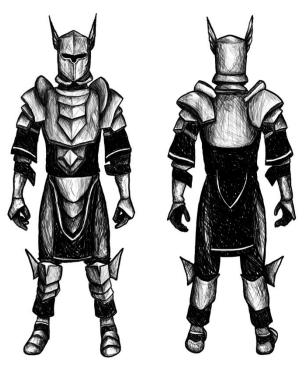
The rank of Acolyte; if you've made it this far, you've shown that you are truly one with the sword and the mind. An Acolyte White Knight is one of the most fearsome and skilled fighter within the entire kingdom. Acolytes have very few restrictions in the field of their capabilities, making them very reliable in all aspects a Knight may be needed in. Acolytes adopt further training and can sometimes reach mastery in the 17 basic skills of melee combat, ranged combat and archery, magical combat and wizardry, religious devotion, handicraft, medical knowledge, agility and endurance, wildlife and plant knowledge, stealth, hunting and trapping, prospecting, blacksmithing, woodcutting and burning, gardening, fishing, and composition and penmanship.

The rank of Acolyte is the first rank where one will experience a normal, daily procedure of true leadership and commanding. Acolytes are often put at the head of leading squads of Proselytes and Initiates, and if no

The White Knights of Falador

Partisan is present, may adopt the job as temporary leading commander. Acolytes have the permission to directly act upon disciplinary actions that may be necessary throughout lower ranks. Qualities to be found in Acolyte consist of strong dedication, courage, confidence, and loyalty. Acolytes are seen as free thinkers and are expected to devise and develop proper orders and strategies to directly carry them out in situations that deem it necessary. They also often work as assistants to Partisans, who are the highest ranks in the enlisted units.

Uniform



An Acolyte Uniform

As an Acolyte, you will be issued your final and complete piece in the suit of full White Knight armour. Those final pieces, fixed over the chainmail body, make up the platebody, completely covering the Knight's body in a strong and agile set of plated steel.

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The pieces of equipment that make up the standard uniform of an Acolyte include: White full helm, white platebody, white gauntlets, white platelegs, and white boots.

Partisan

As a Partisan, you are considered the best of the best among the enlisted ranks in the Order. You, along with other Partisans, are the best combatant units that the Order can supply on the front lines of battle. Being considered an expert in tactic and strategy, you are also at this point, a well-seasoned veteran and long standing noble of prominent standing in Asgarnia. At this rank, you can be placed in charge of several squads at a certain time, and sometimes even the entire section if no higher ranks are present.

Partisans, while off the battlefield, also specialize in acting as personal guards and escorts for Lieutenants, Captains, and Commanders. As a Partisan, you will also often be tasked with jobs where you will need to act as a private and elite guard force alongside other units for highly valuable and important individuals such as religious leaders, ambassadors, and various royalty and nobility.

Uniform



A Partisan Uniform

As a Partisan, you will be issued a cloak to be worn with your suit of armour. Cloaks in the order of the White Knights portray a symbol of reliable leadership in an individual, making them prominent and noticeable with all officer ranks. As a Partisan is considered not only the leading rank of the enlisted body of the order, but also as

an officer in training, they are permitted to wear gray cloaks for further distinction from Acolytes.

The pieces of equipment that make up the standard uniform of a Partisan include: White full helm, white platebody, white gauntlets, white platelegs, white boots, and a gray cloak.

Lieutenant

Congratulations on your achievement of the position of a White Knight officer with your promotion to the rank of Lieutenant. As a Lieutenant, you are now officially recognized as a leader throughout the order and the kingdom. With this also brings a higher standing within the noble class. Furthermore, the yearly average wage increase from enlisted ranks to officer ranks will be the largest jump you will likely see in your career.

As a Lieutenant, you will be given your first major responsibility, also called an officer task. These are similar to section tasks which you may have been assigned as an enlisted Knight, however, your ability to successfully carry these tasks out is much more significant in the entire picture of the order. Many more Knights will rely on your task being successfully completed when necessary. A large reason officers are given access to more lavish and accommodating lifestyles is due to the immense stress that the job can bring at times. With many lives depending on the actions of officers, only highly trained and very reliable Knights of the order will ever earn the right to be named an officer.

A Lieutenant is tasked with the most basic yet stressing jobs that will need to be completed regularly within the order. These tasks can include uniform inspection, equipment and arms administration, quartermastering, enlisted combat and tactics training, record keeping, and unit progression tracking.

Uniform



A Lieutenant Uniform

As a Lieutenant, your uniform will only slightly differ from your previous as a Partisan. A new cloak will be issued to you, this time being a dark, royal blue. By wearing a cape of true color, a Lieutenant makes himself or herself very noticeable on the battlefield, allowing other

Knights to easily recognize and follow the officer without much thought or struggle.

The pieces of equipment that make up the standard uniform of a Lieutenant include: white full helm, white platebody, white gauntlets, white platelegs, white boots, and a blue cloak.

Captain

As a White Knight Captain, you are essentially at the head chain of command for your section in particular. You, along with the rest of your fellow Captains, have the responsibility of maintaining proper function throughout not only your individual section of Knights, but also any other larger brigade, division, or entire order. If you are here due to your recent promotion to this rank, we commend you on your long and successful career as a White Knight. Only the truest of all Asgarnian patriots will earn the honor to carry this title, and with that, you will be known throughout Asgarnian history for your actions for your king and country.

Captains are required to have an immense knowledge and experience base in the field of commanding and operating above hundreds if not thousands of units, maintaining utmost responsibility over their lives and an undying perseverance on and off the battlefield. Captains act as the main structure for the command of a section, and can operate even when any Commanders or Lieutenants are not present.

As a Captain, you will be issued more vital tasks that affect those both in and out of your section. These tasks can carry out across the entire order and kingdom. Tasks assigned to Captains can include: Kingdom defense applications, infrastructure inspection and upkeep, fort/encampment overseeing, quartermastering, arms & armour forging, municipality record keeping, taxation, and foreign relations. These tasks will all be carried out as assigned and reported to the according Commander. Along with carrying out tasks such as these, Captain are also responsible for training Partisans and Lieutenants, and ensuring their integrity is true in carrying out their own tasks as well.

Uniform



A Captain Uniform

The uniform of a Captain is very similar to the uniform of a Lieutenant. The blue cloak worn by Lieutenants will be replaced by a red one. Red cloaks are worn by definitive head authority figures within the order, such as the Leader, Commanders, and Captains. This cape is very easily distinguishable, allowing units to

maintain pace with their Captain while on the field. Captains also do not wear helmets while operating, unless in combat.

The pieces of equipment that make up the standard uniform of a Captain include: white full helm (only to be worn in combat), white platebody, white gauntlets, white platelegs, white boots, and a red cloak.

Commander

The rank of Commander is reserved for the elitist of Asgarnian Knights. Commanders are trusted with the full authority and leadership skills to command large forces of soldiers in almost any given situation. With many years of experience in a vast array of versatile skills and military applications, Commanders serve as the final conclusive rank in the body of the White Knights. Commanders are placed totally in charge of an entire section, often with a Co-Commander or several Captains and Lieutenants to assist in the leadership.

A Commander relies on his or her Captains mainly to delegate order down the chain of command until they have passed on to each rank within the section. Commanders often work together as well, along with their sections, to form fully operating brigades, and even furthermore, entire divisions. While operations as large as this are rare, they are not unheard of. Commanders are trusted with the authority and judgement to conform to any situation that may be presented to the order and adapt to this together.

The overall task of a Commander is to lead and maintain a fully functioning section, along with assigning and assisting with lesser officer tasks. Along with this, Commanders are also placed in complete charge of specific fields within the order, adhering to the type of section in which they lead. These fields can range from various standard operation applications such as kingdom security defense to special and covert operations such as hostile headquarters infiltration. The rank of Commander is the highest achievable rank within the order of the White Knights. With this authority, Commanders are also given a great amount of authority over members of the Temple Knights, Falador Guard, and all other organizations and complete civilian body of Asgarnia. Seen as high nobles, Commanders also are responsible for playing important roles in the Asgarnian government, directly under King Vallance.

Uniform



A Commander Uniform

The uniform of a Commander is also very similar to the uniform of a Captain. While also refraining from wearing helmets unless in combat, Commanders wear a red headband just above their forehead, which is a traditional sign of authority within the kingdom of Asgarnia and Saradominist Knight orders. Another difference

can be found in the cloak worn by Commanders. On a Commander, the red cloak will be trimmed with a deeper crimson. However, Commanders are not always enforced to wear the standard issue cloak. On many occasions, a Commander can replace his or her cloak with one of their own, or even be awarded a special-issue cloak, typically very red in appearance. The reason Commanders are awarded with these can vary, but they are typically awarded for a vast knowledge in a certain skill or as a trophy for a heroic action or any other significant event in which the Commander should deserve recognition for.

The pieces of equipment that make up the standard uniform of a Commander include: white full helm (only to be worn in combat), white platebody, white gauntlets/leather gloves, white platelegs, white boots, and a red trimmed/custom cloak.

Leader

The rank of Leader is the final position any White Knight may gain. There can only be one Leader of the White Knights at a set time. This specialty rank is gained either by the direct selection of the King of Asgarnia, or through the inheritance of a previous Leader. A vast amount of requirements are set forth to ensure only the most dedicated and trustworthy of Saradomin's servants can take on the important position of White Knight Leader. Much like the Leader of the Temple Knights, the Leader of the White Knights has a vast amount of resources available to ensure the duration and survival of the kingdom and order under any given circumstance. The Leader also organizes and mediates all White Knight channels available on the commorb, giving him/her full access to the resources available to the Temple Knights, including communication to Lord Saradomin himself.

As a White Knight Leader possesses the equal political power of a count of Asgarnia, they often make very critical and important decisions that affect the kingdom as a whole. The Leader is given his or her own council in which

several acting members of the Asgarnian government may be invited to join. The council is tasked with the initiating and solving of matters and issues pertaining to Asgarnia, immensely aiding the royal family in their job. Along with assisting the crown, they may also use their equal representation to ensure the decisions of the king and queen are in check and adhere to the code of bettering Asgarnia. If conflict arises, the council can and has been known to hold debates on certain issues. In the event of the absence of the crown, the council may be given full authority over Asgarnia.

The Leader, while technically the head of all subgroups of the order, maintains and ensures the presence of balance across the entire order. He or she is tasked with conjuring the final decisions for matters which may arise within the order, often with the assistance of the council or the Commanders of the order.

Uniform



A Leader Uniform

While a Leader can basically wear any uniform that they wish, there has traditionally been a very steady and constant uniform represented by most previous and current Leaders of the White Knights of Falador. Through most uniforms, the Leader has sported very decorative and ceremonial armour, often

with gold leafing and heavily polished white. A white headband always remains part of a Leader's uniform.

Currently, Sir Amik Varze chooses to wear a suit of standard white plate armour, leather gloves, white boots, a white headband, and a white cloak with gold trim & a red reverse side. He also carries a custom white round shield.

All Knights' Specialty Uniforms

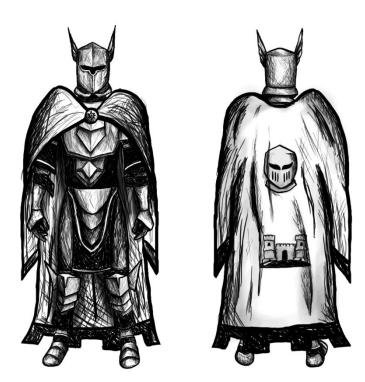
Away from the standard uniforms all Knights are issued upon promotion, there are also different uniforms which a Knight may be required to wear to a special event or occasion. Before gathering, uniforms required for an event will often be specified.

Terminology

- Standard
 Uniform/Standards/Combat: Full
 standard suit of armour to be used
 potentially for combat purposes.
 Includes helmets for officers, and
 shields & weapons for all ranks
- Formal Uniform/Formals/Parade: Full suit of ceremonial white plate armour, ceremonial sword, and formal section cloak. Not intended to be used for combat.
- Fatigues/Fats/Training Uniform: The attire to be worn underneath

of the gambeson, chainmail, and plate armour. Complete with a holy symbol of Saradomin and leather gloves. Typically used for training when armour is not necessary.

Formal Uniform



A Formal Uniform

The formal uniform of a White Knight consists of a full suit of white plate armour (full helmet, platebody, platelegs, gauntlets, and boots), white sword, and formal section cloak. Each formal uniform varies across each section of the order due to the individuality of section cloaks.

These uniforms are used for ceremonial events such as funerals, award ceremonies, and parades.

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Fatigues



A Female Fatigues Uniform



A Male Fatigues Uniform

Fatigues are issued directly after a Squire is made a Knight. A Knight often owns multiple sets of this uniform due to the constant use. Fatigues are made of a lightweight and durable cloth that allows for breathable and comfortable attire. The fatigues are the base layer worn by Knights, directly under their gambeson and armour. Fatigues are used often in training exercises or just typically worn around the castle in daily life when armour is not needed. A pair of

The White Knights of Falador

leather gloves and a golden necklace in the shape of a Saradomin star are almost always worn to compliment the fatigues. This uniform differs in appearance between both genders.

Equipment of a White Rnight

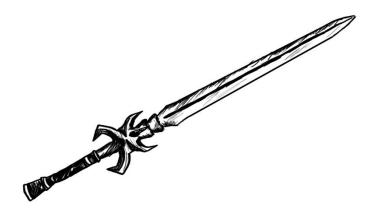
hite Knights use a vast array of weapons, armour, and other equipment both on and off the

field. All Knights are expected to be well experienced in the knowledge of understanding and applying the proper uses to all standard issue equipment within the order. In this section, you will find an illustration and description of each piece of equipment majorly used within the White Knights, and information on when and how you may experience each piece.

Weaponry

The weaponry used by the White Knights is prominently made up of a blessed steel alloy metal which has been colored white in the refining process. There is a wide selection of weaponry available to Knights spanning across the entirety of the combat triangle.

White Longsword



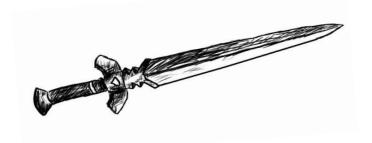
The white longsword is the champion weapon within the order in the sense of its uses and popularity amongst Knights. Being a broadsword, the weapon proves functional in almost all combat situations, which is why it is the most commonly favored type of sword. The longsword is always kept as sharp as a razor and has a light yet durable feel in combat, allowing the user to perform various offensive and defensive moves with ease. Its handle allows for use with

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one or one and a half hands. All Knights are required to be skilled in the use of the longsword. Longsword training is standardized within the order.

Class: Melee
Overall length: 50 inches
Handle length: 14 inches
Blade length: 36 inches
Overall weight: 4 pounds
Oakeshott typology classification: XVIIIb

White Sword



The white sword is the base weapon issued to all Knights upon their initiation ceremony into the order. Alongside its use in battle, it also serves as the decorative parade sword amongst all members. It is considerably shorter in length than the longsword and can only effectively be used with one hand. It is still very popular amongst Knights due to its much more effective speed and less cumbersome state than the long and two-hand sword. Sword training is standardized within the order.

Class: Melee
Overall length: 30 inches
Handle length: 9 inches
Blade length: 21 inches
Overall weight: 2.2 pounds
Oakeshott typology classification: XIV

White Two-Handed Sword



The white two-handed sword, or white greatsword as it's commonly called, is the largest and most cumbersome sword used in the order. The white greatsword is typically used for crushed and smashing rather than cutting or stabbing. In the past, this sword was the standard issue weapons amongst enlisted Knights, but was later redesigned into a much larger blade. Two-handed sword training is not standardized in the order and only available through specialty training.

Class: Melee
Overall length: 70 inches
Handle length: 16 inches
Blade length: 54 inches
Overall weight: 9 pounds
Oakeshott typology classification: XIIb

Blurite Sword



The blurite sword is a symbol of class and antiquity amongst the order. Issued to only King Vallance's most trusted and skilled champions, only a handful of knights are known to possess these swords. Limited even smaller within the confines the Council of Sir Amik, very little is known of the blurite sword, other than its incredible rarity and almost priceless demeanor.

Although the sword is incredibly lightweight and flexible, it is never used for combat, and strictly exists on for display and ceremonial purposes. These swords are thought to have been passed down throughout the

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generations of Asgarnian royalty, being forged of a rare blurite alloy only known to the extinct lmcando dwarves.

Class: Melee
Overall length: 52 inches
Handle length: 12 inches
Blade length: 40 inches
Overall weight: 2.5 pounds
Oakeshott typology classification: XVII

White Dagger



The white dagger is issued to all troops of the combat triangle as a basic side arm. White daggers are never used as primary weapons by Knights, but they are often carried alongside and can be used for many situations. Daggers are very fast and popularly used for stabbing. They can also be used often as tools outside of combat. Dagger training is standardized within the order.

Class: Melee Overall length: 15 inches Handle length: 5 inches Blade length: 10 inches Overall weight: 1 pound

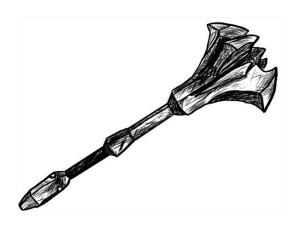
White Scimitar



The white scimitar is a single-bladed sword type that is not commonly used but still issued within the order. Originating from the Kharidian desert, the scimitar proves to be a very fast and effective cutting weapon, but sometimes fails in intense sword fights. Scimitars can also be used to hack, similar to an axe or halberd. Scimitar training is not standardized in the order and only available through specialty training.

Class: Melee Overall length: 32 inches Handle length: 10 inches Blade length: 22 inches Overall weight: 2 pounds

White Mace



The white mace is a bladed weapon that is primarily used as a club. It is typically more lethal and effective than a typical warhammer due to the fatal effect of the curved blades on the head. Maces are generally slow and cumbersome. However, they can be devastating in combat and are commonly used amongst Knights for the intimidating reputation. Maces are also used in religious ceremonies due to their use by warrior monks. Mace training is standardized within the order.

Class: Melee Overall length: 34 inches Handle length: 6 inches Overall weight: 7 pounds

White Warhammer



The white warhammer is essentially a large hammer specifically designed for use in combat. Warhammers are one of the most scarcely used weapons within the order. While being mostly slow and difficult to use, if mastered properly, the warhammer can prove to be a very reliable weapon of brute melee force. Warhammer training is not standardized in the order and only available through specialty training.

Class: Melee Overall length: 28 inches Handle length: 25 inches Overall weight: 14 pounds

White Battleaxe



The white battleaxe is an especially deadly weapon that is more predominantly used within the order. Battleaxes are slightly faster than the other heavier weapons. Almost always used for chopping and hacking, the battleaxe can also prove useful as a cutting, stabbing, and pounding weapon. Battleaxes have also been very useful in non-combat situations. Battleaxe training is standardized within the order.

Class: Melee Overall length: 34 inches Handle length: 30 inches Blade length: 18 inches Overall weight: 9 pounds

White Halberd



The white halberd is the largest weapon in the order's arsenal. The halberd is often used by guardsmen and grunts on the front lines of battlefield formations. Halberds have a very long reach and prove useful for both guarding and seeking. Halberds aren't commonly used by Knights aside from special situations when their need arises. Halberd training is standardized within the order.

Class: Melee
Overall length: 73 inches
Handle length: 52 inches
Front blade length: 26 inches
Rear blade length: 18 inches
Overall weight: 17 pounds

White Claws



The white claw is a peculiar weapon that, despite hardly being used in combat, still holds a place within the white armoury. Claws are large sets of gauntlets with razor sharp blades protruding from the fingers. Historically used for inner-city combat after being adopted from the Burthorpe Guard, these weapons are slowly being deemed inhumane as they carry a very low lethality rate when used for such purposes. Claw training is not standardized in the order and only available through specialty training.

Class: Melee Blade lengths: 3-5 inches Overall weight: 2 pounds each

White Magic Staff

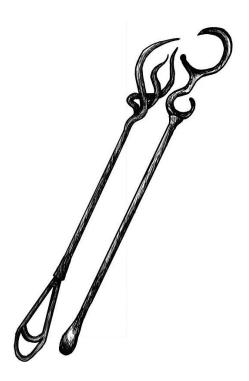


The white magic staff is the main weapon of choice used by master mages of the order. Magic staves within the order have been passed down since the foundation of Asgarnia and serve as very powerful and important relics. It takes a great deal of training and dedication for a mage to earn the right to use a white magic staff. Crafted from the rare white tree, these staves were hollowed and filled with blessed white metal, and adorned with a white orb, making them incredibly

strong and lightweight. Staff training is not standardized within the order and only available through specialty training.

Class: Melee/Magic Overall length: 70 inches Handle length: 65 inches

Elemental Battlestaff



The battlestaff is a popular choice used by adept level elemental based mages within the order. Battlestaves used within the order are attuned to the water and air elements, allowing Knights to cast associated spells within their knowledge of magic. Battlestaves are crafted from mystically imbued oak and affixed with magical orbs. Staff training is not standardized

A.A.E.

within the order and only available through specialty training.

Class: Magic/Melee Overall length: Overall weight: 4.5 pounds Overall height: 62-70 inches

Wizard Wand



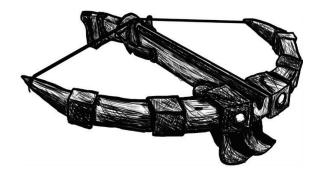
The wizard wand is the base introductory weapon used by mages. Typically, a white dagger is held in the off-hand off the caster in combat situations. The wand is made from solid oak and is very lightweight, making the user capable of quickly casting weak spells. Although practice of wizardry is not common within the order, wands can also be used to cast non-combat spells, making them useful around the castle and other

The White Knights of Falador

situations. Wand training is standardized within the order.

Class: Magic Overall length: 17 inches Overall weight: <1 pound

Steel Crossbow

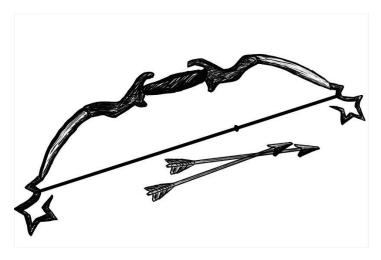


The steel crossbow is a large, two-handed crossbow that is accurate but slow to reload. The crossbow is a very effective weapon for penetrating armour with its extremely heavy draw weight. Due to its limbs being heavily composed and reinforced with strong steel, the crossbow can allow its heavy bolts to shoot at very high velocities. Due to the fact that

crossbows are seen as dispensable and breakable weapons, and that the metal is not used in combat, their material consists of basic steel to avoid unnecessary costs. Crossbow training is standardized within the order.

Overall weight: 8 pounds Typical draw weight: 750 pounds

Saradomin Bow



The Saradomin bow is a weapon of divine properties. Until the events of the Battle of Lumbridge, longbow usage within the order was very uncommon. Saradomin, looking to do all possible to prevent the return of Zamorak, conjured and gifted thousands of these longbows unto the White Knights. These bows, crafted from rare white wood, harness the divinity of Saradomin and allow the user to potentially feel replenished of pain and fatigue during their use. Usage of the Saradomin Bow has become rare in the days after the Battle of Lumbridge, although the weapon remains as one of the most feared at

the disposal of the White Knights. Bow training is standardized within the order through exclusive specialty training.

Overall length: 38 inches Overall weight: 2.2 pounds Typical draw weight: 115 pounds Effective Range: Approximately 200 Yards

Steel Javelin



The steel javelin is not a commonly used weapon within the order. Typically, they only see action in standard battlefield settings. Javelins can prove quite useful for their speed and accuracy in closer ranges that bows or crossbows may prove too slow or impractical. Javelin training is not standardized within the order and only available through specialty training.

Overall length: 43 inches Overall weight: 1 pound

Armour

Every single unit within the White Knights is issued a set of White armour made of the same blessed steel alloy used to smith the melee weapons upon their Knighting ceremony. Sets of armour differ from rank to rank in appearance and function. Throughout the years of service to Falador as its main military force, the White Knights have gone through many changes and adaptations to meet the current wardrobes of the Knights today.

Previously, all units were clad in a full-body suit of armour, which covered the Knight entirely from head to toe. These suits of armour were worn in the days when there were only melee oriented units. The balance of weight throughout the body would allow the wearers of this armour to be surprisingly agile and unfatigued, despite the incorrect cumbersome status some would uphold to its appearance. During this era, ranks would be differentiated by the color of the plume upon the helmet.

Around the time of the discovery of the Island of Vallancia, the White Knights procured an additionally large amount of excess funds,

which went directly into the process of studying armour and equipment anatomy, and eventually the development of a new style of armour. These new sets of armour eliminated some unnecessary plating, allowing the overall weight to be greatly reduced. To compensate with this, the standard size of issued shields were made larger and more elongated with the body.

Shortly before Zamorak's return to Gielinor, scholars predicted a large conflict that the White Knights may indeed be needed for. After the urging of a more tactile array of soldiers, Sir Amik took it upon himself, with the assistance of the Temple Knights, to introduce more standard ranged and magical based units. While wizards were once a part of the order, knights themselves were never permitted to practice magic as their main choice of combat. This problem was solved when a Temple Knight wizard by the name of Sir Argos Parten developed a spell to allow White Armour to deflect magical spells cast by the wearer of the armour, successfully preventing an accidental spell conduction. Along with this, uniformity in armour was changed to vary upon ranks in appearance and protectiveness, due to the

The White Knights of Falador

elimination of the helmet plume after the Battle of Lumbridge.

Below is a complete list of all standard issue equipment used in the order. Due to the fact that some specialty sections' uniforms and equipment vary, the standard editions are listed here, while any exclusions or differences will be stated in the "Section Notes" section in the rear of this handbook.

White Helm



The white helm, traditionally called the medium helmet, was previously only used by the armourer ranks. Along with this, white med helms were typically worn by knights while training sparring. Currently, the white medium helmet is the standard issue headgear presented to Initiate ranking White Knights upon the completion of their knighting ceremony. Being the only rank to wear this helmet, Initiates are easily distinguishable upon the field of battle. These helmets allow less experienced warriors to use heavy headgear in combat, while still having the ability to see with an open field of view.

Overall weight: 4.1 pounds

White Full Helm



The white full helmet is the famous and iconic headgear worn by all ranks above Initiate. These helmets offer full protection across the wearer's entire head while immensely obstructing the vision. Through extensive training, Knights are capable of taking advantage of these helmets and compensating for the lack of vision. With comfortable arming caps sewn into the interior allowing for prolonged wearing periods, these helmets make up the face of a Knight's metallic mobile home.

Overall weight: 6 pounds

White Chainmail Body



The white chainmail body, or just chainbody for short, is a lightweight piece of armour worn over the chest. Mostly consisting of chainmail, the piece is worn over a quilted gambeson. On top of the mail, a pair of pauldrons with rerebraces and a half-breastplate are fitted. Vambraces are also worn in conjunction with this, over the wrists. The chainbody is worn by the ranks of lnitiate and Proselyte. It offers a greater range of mobility, while supplying less protection to the wearer.

Overall weight: 15 pounds

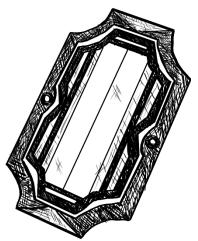
White Platebody



The white platebody is similar in anatomy to that of the chainbody. Unlike the chainbody, the platebody features a full-sized breastplate, along with larger pauldrons and heavier vambraces. Chainmail is worn directly under the cloth adornments of the platebody. The platebody features fewer weaknesses to that of the chainbody, while limiting mobility slightly more.

Overall weight: 21 pounds

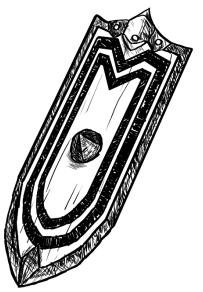
White Square Shield



The white square shield is one of two shields that are issued within the order. The square shield is slightly lighter in weight to its kiteshield counterpart. While overall much smaller in size, the symmetry of the shield allows for an easier movement, making it favorable amongst many Knights.

Overall weight: 8 pounds

White Kiteshield



The white kiteshield is the latter of the two shields issued within the order, often used by heavier forces, the kiteshield is composed of a thicker metal, increasing its weight. The kiteshield is much longer, but less wide than the square shield. On its face, the kiteshield features a thick ram-spike, which gives it function similar to a targe.

Overall weight: 12 pounds

White Gauntlets



White gauntlets are made up of chainmail gloves and plating which covers the back of the hand. Typically, Knights will wear a pair of their own leather gloves underneath of the gauntlets for added comfort. These gloves offer both maneuverability and protection to two very important parts of a Knight's body, and in a turn, can be used as improvised weapons.

Overall weight: 2 pounds

White Plateskirt



The white plateskirt, commonly worn by most female and also some male Knights, is one of two choices of leg armour available in the order. While plateskirts offer more protective covering, they weigh slightly more than their plateleg counterparts. The plateskirt consists of a mail skirt underneath a fully plated tonlet. Under this, a pair of white greaves would be worn, in the same fashion as platelegs.

Overall weight: 18 pounds

White Platelegs



The white platelegs are the more commonly worn armour for the legs within the order. Due to being standard issue, very few Knights are seen choosing the plateskirt over the platelegs. The platelegs allow the wearer much more maneuverability than the the skirt, with a trade-off of less overall protective plating. Platelegs consist of a set of tassets overtop a pair of mail pants. A breechcloth drapes directly down the front, stopping at the top of the greaves.

Overall weight: 16 pounds

The White Knights of Falador

White Boots



White boots are the standard issue footwear within the order. Consisting of base leather boots, and an encasing sabaton, these boots are worn by all Knights within the order, and offer very little purpose other than protecting against stabs and light crushes to the foot. The lames within the anatomy allow for full flexibility of the feet.

Overall weight: 3 pounds

Other Tools

Aside from the weapons and armours listed above, Knights are versatile in the skilled use of many other tools and equipment which may aid them in situations relating to survival, camping, battle, medical, and other emergency scenarios. Aside from these, Knights are often known for their handiness and self-sufficiency in everyday life. Knights often are allowed to carry some of their own small personal belongings which may also aid them in their jobs, including canteens, smoking pipes, flasks, hand-axes, and journals.

Standard Issue Pocket Watch



The standard issue pocket watch is a device given to all Knights to be worn in the pocket of the trousers with a chain connecting to the belt. The watch's hand tracks the current hour of time in Asgarnian Standard Time. These watches are designed and commissioned by the Dwarven Mining Consortium of Falador. With this top grade clockwork engineering, these watches can accurately portray the correct time for extended periods, often up to 8 months, without needed wound. The silver case protects the mechanism within.

Standard Issue Survival Knife



The survival knife issued to White Knights is small enough to be stored in the pocket of a pair of trousers. The knife contains basic but useful tools such as two cutting blades, a small saw blade, a toothpick, tweezers, small shears, a corkscrew, and a retractable fishing line and hook.

Standard Issue Tinderbox



The order has managed to create a compact tinderbox which contains steel and flint that can easily be stricken with one swift movement, creating a spark and enkindling the tinder that is stuffed inside of the box. These tinderboxes must be refilled after each lighting. The suggested tinder to be used is unraveled twine soaked in oil. However, many other materials will work, such as cloth, twigs, dried grass, hair, leaves, and jute.

Standard Issue A.A.E.



The Asgarnian Army Enchiridion, or A.A.E., is the standard issue handbook issued to all units upon their joining of the order and updated regularly for re-issues. Currently, the most recent version of the Enchiridion is the 3rd edition, which was compiled in Year 1 of the 6th Age majorly by Sir Braddock Kohtlund and Sir Vye Ver with the assistance of Dame Erin Ayge with heavy reference to previous White Knight documentation. The book supplies information to various important facts Knights need to know during their service to the crown and kingdom of Asgarnia. Seeing as you're reading such a book right now, you should need no further explanation!

Special Issue Commorb



Commorbs, while mainly acting as a Temple Knight exclusive gadget, have recently started playing important roles within the Order of the White Knights. Any officer within the order is now issued a standard model commorb which can be used for communication amongst other officers and Temple Knight units.

The commorb itself is one of three glass orbs developed for use within the Temple Knights. These orbs in particular allow contact to a "handler" which is tasked with giving them updates and keeping records of missions. However, that is more on the Temple Knights side of operations. Within the White Knights, commorbs are used mainly to contact other officers while on missions that involve separation

from other forces. Officers also often use commorbs to contact the castle.

Special Issue Ring of Life



The Ring of Life is a specially enchanted ring made of diamond and gold. When put into effect, the ring, if being worn, will monitor the wearer's physical condition, and if injured or threatened, will safely allow the wearer to instantly be teleported into the safety of the Falador courtyard. It is not often that a Knight would be seen wearing this ring, as they are extremely hard and expensive to make. However, Temple Knight wizards have been studying the properties of the ring and its enchantments, further lessening the difficulties

The White Knights of Falador

involved with the crafting of the ring. These rings are issued temporarily to Knights embarking on important quests, or permanently to high ranking Knights who have earned the right to wear them.

Order Organization and Unification



he entire Order of the White Knights consists of many subgroups coordinating together to

successfully act as one group of impeccable strength. However, some tasks at hand would seem appropriate to certain sub-groups, while proving challenging or indifferent to others. While a full-scale invasion may require an entire army, simple tasks such as patrolling will need no more than a single squad. Due to this, the order is broken down by fields of expertise and specialty.

Unit: 1 Knight

Squad: 4 - 12 units

Section: 3-20 squads Brigade: 2 sections

Division: 2 brigades

Order: All unified brigades

Army: All unified members affiliated with

the White Knights

White Knight Sections

Sections are the main basis of structure in the order. There are several sections within the Order of the White Knights of Falador. Each section, led by a single or assisted commander, oversees a span of various tasks throughout their stationings in Asgarnia. All sections, together, form the entire order of the White Knights, answering only as a whole to King Vallance and Sir Amik Varze. Each different variant of a section is assigned its own duties and focus of skill. Along with this, each section is also allowed to create its own individual insignia and motif colors that will be displayed on their vexillums and formal cloaks. Sections also often create their own identity further with mottos and lingo.

Medical

The medical sections consist majorly of castle and field nurses, doctors, and mages, alongside a sub-section of ward guards. There is typically only one section that makes up the medical personnel excepting field medics. The medical section is tasked with the running of the

medical ward. During times of war, medical oriented sections are sometimes created specifically for search, rescue, and emergency purposes.

Within the castle, medical sections most exclusively are contained within the medical ward, treating and caring for current patients and awaiting and potential emergencies that may occur. Medical sections are mainly comprised of non-combat units.

Reconnaissance

Reconnaissance sections work in similar fashions to traditional Temple Knight operatives. While the Temple Knights of Saradomin often work very closely with the White Knights and handle almost all operations falling into the covert category, the White Knights maintain their own reconnaissance units in case of emergency. These sections also strictly adhere to the Knights' Code in letter to the rest of the order; the Temple Knights follow a much more relaxed set of tenants. These sections do not see much use outside of times of war. Recon sections are mainly comprised of archery units.

Standard Operations

The most commonly used and present section within the order is the standard operations section. Standard ops contain an array of versatile units capable of most standard battlefield tactics. Composed of infantry units, standard operations sections most typically act on duties such as patrolling, guarding, combat, and smaller scale specialty missions. Standard operations sections are mainly comprised of melee, archery, and wizard units.

Noble Veterans

Noble Veterans Sections are traditionally groups of Knights who have reached retirement age and no longer actively participate in combat within the order. These sections, based out of the Falador Almshouse, are made up of elderly veteran Knights who enjoy relaxing and sharing war stories together. Though they no longer participate in active combat operations, these noble veterans are occasionally called upon to advise current White Knight leadership on

potential tactics, and to make suggestions on how to organize troop movements and operations.

Orchestral

The orchestral section is composed of the most musically oriented Knights of the order. It is common for this section to embellish the atmosphere of ceremonial events and battlefield combat. They are often placed in charge of livening up balls and dances with music, as well as the daily playing of the Asgarnian Anthem. While they remain less combat-oriented, the orchestral section still actively trains and participates in battle whenever necessary. Instruments of music used within the orchestral section include but are not limited to: lutes, lyres, harps, flutes, horns, drums, pipes, violins, and pipe organs.

Dancer

The dancer section is perhaps the smallest and least vital sub-group within the order. This section, while mostly non-combat oriented, operates out of the smaller subsidiary to the White Knights' Castle located in eastern Falador; The Party Room. Acting as both entertainers and a guard force for the popular establishment, the Knights often are working under extreme stress. Typically, to be placed in the dancers section is seen as a punishment against Knights who may have committed minor acts against the Knights' Code, or are generally seen as haggard or misbehaving. Membership in the dance section is meant to inflict humiliation and embarrassment upon those placed in it for punishment sake, and serves as a deterrent from further infractions.

The Commander and Captains of the dancers section are often selected from groups of veteran and battle-hardened Knights, with the aim to whip the enlisted members of the dancers section into a disciplined exemplary status displayed by Knighthood. The dancing Knights are tasked with dancing and singing at city-hosted events in the room to help show the prevalence and importance that White Knights hold within the city. These dancers may also be positioned at other events away from the Party Room. The lyrics to the official Knightly Song are as follows:

"We're Knights of the Party Room

We dance round and round like a loon Quite often we like to sing Unfortunately we make a din We're Knights of the party room Do you like our helmet plumes? Everyone's happy now we can move Like a party animal in the groove!"

Scholar

The scholar section is composed of non-combat oriented members of the order. These members, not all necessarily considered Knights, carry out the necessary tasks and duties deemed unnecessary for a Knight to perform. These tasks can include record keeping, roster listing, budget forming, library keeping, class lecturing, and more. Typically, higher ranks of nobility who have either retired from the status of Knight, or are unfit for combat, either by choice or physical nature, often make up the scholar section.

Formations

Formations are an integral part to the organizational structure of the order. There are a total of five different standard formations that are used regularly in the Knights. Formations help present an orderly and disciplined military unit, which is ideal throughout all of Asgarnia and reflects not only professionalism, but also dedication. Do note that the directions in the key are only supplied for an example. Compass directions will vary while performing in the field. Three to four steps should always be placed between the commanding officer(s) and the formation.

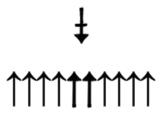
Key:

- ↑-Knight Facing North
- J-Knight Facing South
- ←-Knight Facing West
- →-Knight Facing East
 - †-Officer
 - †-Commanding Officer

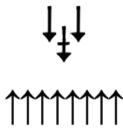
Formation I

Formation I presents itself as a straight horizontal line of Knights with the commanding officer or officers at the head. This is the most used formation.

Standard Formation I



Officers at Head



Formation II

Formation II presents itself as a straight vertical line of Knights with the commanding officer or officers at the head. The only difference between I is that the Knights are to be front to back, instead of shoulder to shoulder. Formation II is used to form line of Knights for marching and parading. If the order "following" is given, the formation will be mobile, and each Knight should follow the Knight directly in front of them. The order of the formation will typically descend by rank unless specified.

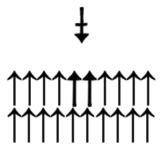
Standard Formation II



Formation III

Formation III presents itself as a multiple lined variation of Formation I. This formation may be used with large amounts of Knights, but is not always the case. It is commonly used in combat situations. The same applications from Formation I apply.

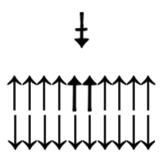
Standard Formation III



Formation IV

Formation IV presents itself in a similar manner as Formation III. The difference is in the back line of Knights, which should now be facing the opposite direction. The same applications apply.

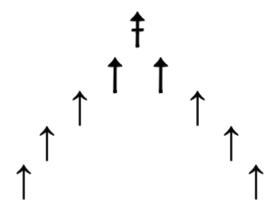
Standard Formation IV



Formation V

Formation V presents itself as a geometrical representation of a triangle, similar to a flock of flying geese. This formation may be used with large amounts of Knights, but is not always the case. It is commonly used in combat charging situations. The commanding officer is always present at the point of the formation and descends back in order of rank. If possible, the formation should be filled in with remaining units.

Standard Formation V



Rules of Engagement & Regulatory Drotocol

he White Knights follow a strict and honorable set of rules of engagement and protocol. Should

any of these rules be broken by any Knight, an appropriate trial and set of punishments shall be set forth, likely ending in a banishing from the order if reasonable argument is not supported by the defendant.

The Rules of Engagement

1. The unnecessary taking of a life is in direct violation with the Knights' code

White Knights shall never kill an unarmed living being, either friend or foe. Unless a certain threat is presented to the Knight's life or the lives of innocents, all targets who do not clearly present a lethal weapon should only be subdued using non-lethal techniques.

Executions issued by the crown are of course excluded from this rule. Concerning executions; the initial and final action of execution must be performed in less than thirty seconds. If the subject of the execution does not die within thirty seconds, the act is unlawful. Should the subject fully survive the act of punishment, he/she is to be supplied with a steel dagger and a full vial of water before being teleported deep into the Forinthry by a court mage. All violations of Asgarnian law against the subject are then to be abolished.

2. White Knights are not to act as a primary police force within the Kingdom of Asgarnia

With the exception of regulated patrols, any White Knight should not directly seek out policing responsibilities within the Kingdom of Asgarnia. The Falador Guard and all major subsidiaries are the initial law enforcing and policing organizations with established first response authority throughout the entirety of the kingdom.

Should any individual or group of White Knights encounter criminal activity by chance while on duty, they are of course permitted to engage without clearance. However, criminals detained for minor offences are to be handed over to the Falador Guard as soon as possible. Only those guilty or suspected of serious crimes against the government are to be kept in the custody of the White Knights.

The Order of the White Knights of Falador is officially a military defensive/offensive group and is only intended to deal with law enforcement upon the amplification of criminal activity. Any amplification includes actions in which the Falador Guard cannot successfully contain and control without assistance. White Knights are expected to use their judgment taught through their years of training to determine if assistance is acquired. If called into action by law enforcement, it is the Order's duty and responsibility to respond as quickly and effectively as possible.

3. White Knights are not to unlawfully trespass on lands beyond Asgarnia

White Knights are granted full access to any and all lands considered outdoors within the Kingdom of Asgarnia. These lands are categorized at outdoors by two factors: If there is no presence of a roof directly above the head of the Knights and if there is no barrier enclosing the structure, such as fences, walls, or other fully enclosed barriers.

Concerning the lands outside of Asgarnian territory; White Knights are not permitted to engage in any offensive maneuvers on civilians within any kingdom other than Asgarnia without the consent of an authority relating to the said Kingdom or realm, or a White Knight officer holding the rank of captain or higher.

While fully equipped in standard combat uniforms, White Knights are not to travel into foreign lands in groups larger than six without the consent of the relating government to the said kingdom unless military action is intended.

White Knights are free to roam throughout the entirety of Gielinor while equipped in fatigues or formal uniforms while on duty regardless of group size.

4. Casualty rates shall be minimized at all times

It is a Knight's duty to attempt to completely reduce, if not abolish, all collateral casualties possible while in acts of combat. These actions include, but are not limited to defensive measures against all Asgarnian or allied territories, seizing and capturing of all territory regardless of affiliation, and any sporadic engagements of conflict in heavily populated areas. The same applies to damage of property.

5. All actions performed by a Knight must be for the good of the interests of the Kingdom of Asgarnia

Any actions performed that do not agree with the benefiting of any aspect of Asgarnia or Asgarnia's benefactors are to be seen as treason. It is expected of each and every Knight to

understand the difference between what is right and what is wrong.

6. All unnecessary actions against allies of the government and religion of Saradomin are to be minimized at all times

All living beings devout to the religion of Saradominism are to be treated with equal importance and given equal rights to that of a fellow White Knight of the order. The same applies to all allied persons of the government of the Kingdom of Asgarnia.

White Knights may act against this code if given proper reasoning.

The Regulatory Protocol

The initially most important application within the regulatory protocol is the exact devotion and following of the Knights' Code. This code was established long ago, during the God Wars of the Third Age, by Saradomin's representatives themselves, the Temple Knights and penned by Sir A. Dohmein. The code, originally titled the Saradominstic Knightly

Orders' Code of Conduct, was later adapted and reformed to the Knights' Code of Falador shortly after the founding of Falador in the early Fifth Age.

The code was devoutly practiced both by the allied forces of the White and Black Knights of Falador, who together, balanced the unity of the kingdom - with the Black Knights hosting the offensive powers of the kingdom, and the White Knights holding true to the defensive protection of the kingdom. However, the White Knights soon began to be favored by King Raddallin due to their much more strict attention to the code. This soon led the Black Knights to gradually split from King Raddallin's rule and eventually adopt the followings of Zamorakianism. Soon after, the Black Knights dropped the Knights' Code of Falador completely and were soon titled the "Kinshra" by Zamorak himself, which translates to "devout servants" in the Zamorakian religion's teachings and dialect.

The Knights' Code

"May all who prosper under the great Lord Saradomin strictly practice and adhere to his teachings and beliefs of what the true title of Knighthood brings in terms of responsibilities. May Saradomin bestow virtuous benefactors within the order, permitting support and virtue to no exception throughout the entirety of thy Knight's confidently successful life until deemed fit to serve personally at Lord Saradomin's side in thy eternal afterlife.

- I. To serve Saradomin and maintain his Church
- I.I. To serve thy liege lord in valor and faith
- I.I.I. To protect the weak and defenseless
- IV. To give succor to widows and orphans
- V. To refrain from thy wanton giving of offence

The White Knights of Falador

- VI. To live by honor and for glory
- VII. To despise pecuniary reward
- VIII. To fight for thy welfare of all
- IX. To obey those placed in authority
- X. To guard the honor of the order's manner
- XI. To eschew unfairness, meanness, and deceit
- XII. To keep faith
- XIII. To cultivate and keep knowledge
- XIV. To refrain from amour and intimacy with others
- XV. To at all times speak thy truth
- XVI. To persevere to thy end in any enterprise begun
- XVII. To respect thy honor and dignity of women

XVIII. To Never refuse a challenge from an equal

XIX. To Never turn thy back upon a foe

XX. To treat others in a mutually respectable manner

Upon all times, a Knight must adhere to the following aspects of character: chivalry, gallantry, bravery, civility, courtesy, enlightenment, skilled proficiency, dexterity, obedience, benevolence, understanding, fitness, and altruism.

To be a Knight of Saradomin means to represent the finest of his children. To represent the finest of his children means to hold the responsibility of demonstrating his teachings and perspectives unto the lands of Gielinor, with the overall goal and ambition to not only convalesce the environment of the Elder Gods' creation, but also the livelihood of all around us through a complex understanding of the diversity of the world, for that is the duty of a servant of Saradomin ~ A White Knight. Failing to act upon

these edicts of an honorable Knight will throw the world into a state of chaos; for maintaining perseverance in honor brings invariable order.

-Sir Aduhlay Dohmein, Knight of Saradomin

Elaboration of the Code

- 1. Saradomin serves as patriarch to us all. He is the all-knowing figure of authority and is to be ultimately revered without judgment. The world shall not be ignorant of the teachings and objectives of Saradominism as long as his Knights walk the land and as long as the Church of Saradomin still stands and serves.
- 2. White Knights shall always offer their servitude to benefactors of the crown of Asgarnia which are considered higher nobility and royalty with utmost faith.

- **3.** White Knights are to act as guardians to those in need of their aid. Knights should never reject the call for help of lesser.
- 4. Widowed and orphaned individuals shall be sought out and given charity that is deemed necessary for any Knight
- 5. White Knights are never to act upon an offensive attack clearly out of spite or ill intent.
- 6. White Knights are to always uphold their honor whilst alive, even if fatally threatened. Rewards in the afterlife will await those who leave Gielinor with their honor and glory fully intact.
- 7. White Knights are not to show definitions of greed or lust. A Knight performs his duty and job solely for the betterment of others, and not his/herself.
- 8. Literally or figuratively, a Knight must always act upon decisions that will benefit the good of their intentions. Knights must act selflessly at all times possible.

- **9.** Using their better judgment, Knights must always follow the orders of authority figures and give them unbroken respect.
- 10. Knights must never display negativity toward the order. Whilst in uniforms, Knights are always to display discipline and refrain from unnecessary actions such as running in public. In response, Knights must each work to protect the reputation of the order, not only symbolically, but physically as well, by never abandoning a fellow Knight, and always protecting his or her flank.
- 11. Knights must never act upon actions of deceit, unfairness, or unnecessary malevolence. This applies to the enemies of the White Knights with heavy emphasis.
- 12. Knights must never lose faith and hope in the wellbeing no matter the given circumstance. Positivity is key to honor and order.
- 13. Knights must never turn an eye toward the seeking of knowledge. Wisdom shapes the attributes to a successful warrior of nobility, and ignorance separates us from our enemies.

- 14. A Knight, whilst registered in the order, must never engage in any intimate or romantic relationship with any other being, Knight or not. An abstinent service will be rewarded by Saradomin in the afterlife.
- 15. A Knight must never refrain from the truth unless it is against the wellbeing of the order and its ideals.
- 16. A Knight must never step down from a challenge or aptitude. It is a Knight's duty to always ensure the job is completely done.
- 17. Knights must hold females in the highest of regards. The treatment of women is expected to be carried out with the highest regard of chivalry.
- **18.** To refuse a challenge or duel in combat from another Knight is to sacrifice the honor and dignity of oneself.
- 19. A Knight must always maintain his or her wits. They are never to fully trust in the intentions of the manipulating enemy.

20. A Knight must always do onto others what he or she wishes to have done unto themselves.

Ceremonies

Within the White Knights of Falador, there are various amounts of differing ceremonial events each with their own set of rules and expectations. Due to the traditional importance placed on the gentry style values within the order, ceremonies are always held with the utmost form of seriousness and importance.

Knighting Ceremonies

Upon commencement of a Knighting ceremony, all units are to be orderly assembled in the place of gathering, usually the castle courtyard, activities room, or citadel lawn, in Formation I with officers at head. A section vexillum will be planted in horizontal alignment with the second-in-command's position. Within the formation body, the Squire-to-be-Knighted

shall be positioned in the center of the formation.

Once all is in alignment, the authority figure, typically the king/queen, prince/princess, or leader/commander, will enter the scene and take his or her position at the center of the head of the formation, directly in front of the vexillum, facing the formation body.

To formally initiate the ceremony, the head of authority will call for the attention of the formation, in which he or she will then be saluted to. Following this, the authority is to call for the informal comfort of the formation by ordering them at ease. The authority figure will then announce the reason for the ceremony before calling forth the Squire to stand directly in front of him or herself. The authority figure will then order the Squire to kneel.

After drawing their ceremonial Knighting sword, the authority figure will then verbally announce this excerpt:

"May it be known to all that the Squire before me; >candidate's name< has successfully completed all trainings and indoctrinations set forth unto him by the order of the White Knights of Falador. The Squire has shown the proper aptitude and shown worthy of being qualified to adopt the title of Knighthood and nobility within the Kingdom of Asgarnia. And with that, I Knight thee, Sir/Dame >candidate's name<, White Knight Initiate of Falador."

After the announcing of the excerpt, the authority figure is to place the flat of their sword's blade on the right shoulder of the candidate before flipping it and placing the opposite side on the candidate's left shoulder. The authority should then command the newly inducted Knight to rise to their feet by saying "Rise now, a Knight of Falador," and then hand the sword to the Initiate.

After the Initiate has risen to his or her feet, the authority will then say "With your new title comes new responsibilities and a new uniform." The authority will then pick up the armour placed at his or her side by the section armourer and help the Initiate equip it. After the Initiate has equipped the suit of armour and sheathed his sword, the authority figure will then order the Initiate to wear their new armour with two traits they believe the Knight is most

proficient in, such as bravery, chivalry, determination, or pride. After this, the authority figure will order the lnitiate to verbally say the Order's Oath. The oath is as follows:

"I, ___, do swear upon my honour, that I will fight for Falador and Saradomin for as long I must. I will not lie, cheat, steal, nor murder.

I will do my best to be merciful, to be kind, and compassionate. I will do everything that I can to respect all, even if they do not respect myself, and I swear that I will remain loyal to the King, Commander, Leader, and Order for as long as I shall breathe air. I swear to this sacred oath in the eyes of Saradomin."

After the correct taking of the oath, the authority figure will then say "You are now a proper White Knight of Falador. May you serve Asgarnia well. I salute you!" following this statement with a salute.

The candidate is to remain completely silent during the entire process, showing no sign of emotion. Upon being saluted, the Initiate will directly look their commanding officer in the eyes and return the salutation. The Initiate will

then be ordered to return to their place within the formation body.

Once the newly initiated Knight has returned to their formation, the authority figure can then suggest that the Knights of the ceremony informally welcome their newest brother/sister into the order by cheering and applauding. After this, if no other business is to be attended to, the authority figure will then call for attention, with the Knights returning with a gesture of salute. The authority figure will then dismiss the attendees to return to their daily life.

Funeral Ceremonies

In the event that a member of the order of the White Knights of Falador, or the Asgarnian noble/royal society passes away, a formal ceremony will be held in the Falador Park, with the burning of their remains on a pyre.

Upon commencement of a funeral ceremony, Knights, dressed in formal uniforms, are to gather in two separate Formation I's that are each directly facing the pyre. Once both formations have been organized, the bearers of

the deceased body will then present themselves to the scene, placing the remains on top of the pyre. The body will be in position of arms crossed, with a ceremonial white sword placed in the hands, running vertically down the body. Following this, a priest of Saradomin will begin the final blessings ritual from Saradomin's Book of Wisdom. After the reading of the blessings, each member of attendance who so wish to will individual take a step forward and deliver a brief statement about the life of the now deceased individual.

After the final speech has ended, the torchbearer will then ignite the pyro, sending flames over the final form of the deceased remains. During this process, all in attendance will stand completely still, holding their arms in an honorable salute to deliver one last gesture of respect to the deceased. After the majority of the pyre has burned, the authority figure of the ceremony will lower their salute, giving signal of allowance for the others to do the same. All Asgarnian flags will then be lowered to half-mast for the remainder of the day.

Award & Promotion Ceremonies

It is customary within the White Knights that upon the reception of either a promotion or award that a ceremony be conducted to recognize the individual to whom the reward has been bestowed upon. These ceremonies traditionally take place in one of three locations: the White Knight's Castle, the Island of Vallancia, or the Falador Park.

For the purpose of award ceremonies, those who have been awarded medals, badges, ribbons, or other physical award items denoting an accomplishment are stood in a Formation I alongside their comrades. A White Knight Officer, usually a Captain or higher, will then announce the awards being issued. Depending on the number of awards being presented, the officer will either have the Knights being recognized step forward to claim their award, or, should the award being presented be issued to a group of more than six Knights, walk the ranks of the formation and bestow the medals to those selected for reception individually.

A promotion ceremony is used to mark a Knight's promotion to a higher rank than his or

her current one. These ceremonies can be either small or large, depending on the rank being granted to the recipient. Usually, promotion ceremonies for enlisted ranks consist of a small to medium sized gathering of Knights. Enlisted promotion ceremonies will be conducted by a White Knight ranking Lieutenant or higher. The Knight being granted the new rank will be called front and center before those in attendance, and will be presented with their new rank by the officer in charge of the ceremony.

Commander Ceremonies

Commander ceremonies work in a very similar manner to that of a typical promotions ceremony. The main difference between a Commander ceremony and a typical promotion ceremony is not only the importance of the event, but also the size of the gathering. Commander ceremonies can only be carried out by King Vallance, Sir Amik Varze, or a Lead Commander of a section aiming to recruit a second Commander to assist him or her in leading, or replacing the title of Lead Commander.

To officially be known as a Commander, a Knight must first be the rank of Captain. Normally, all available units within the order will fill the entirety of the Falador Castle courtyard, the Brighthelm Keep, or a ceremony ground in Vallancia. The section containing the Captain to be promoted will be stationed directly in the center, forming Formation I. The King, Leader, or Lead Commander will be standing at the head of Formation, holding the ceremonial Torch of Tyne.

This torch was held by the personal guard of King Raddallin, a White Knight Partisan by the name of Sir Pen Tyne. Sir Tyne never left Raddallin's side in his time of need. Throughout the foundations of the city and kingdom, Tyne's torch was always just over the shoulder of his king. Sometimes for days and nights without rest Sir Pen would light the way for his king. As a symbol of the same expectancy of a Commander, the authority figure will have the Captain kneel before his or herself while holding the torch, dubbing them a Commander of the White Knights of Falador; a position only true Asgarnian leaders can earn. The authority figure will then have the Captain rise and hand them the torch before placing a red headband upon

their head. The Captain will then be officially called a White Knight Commander.

Temple Knight Inductions

Temple Knight inductions hold themselves very highly in terms of the traditional value of ceremony. During the beginning of these, the section of White Knights holding the Temple Knight candidate will assemble into formation I in the center of the courtyard wearing formal uniforms. After assembling, the leading authority figure, most often a Commander, would delegate the responsibility of transferring the formation into a formation I.I to the next highest rank. Once the formation has been successfully reformed, the authority figure will then take place leading it.

The formation will then begin the long journey to the city of Al-Kharid. Making their way south through Falador and into the neighboring village of Draynor, eventually making their way to Lumbridge where they will make passage through the toll-gate of Al-Kharid. After this journey, the formation will then march eastward to the holy Sarothic Abbey of St. Elspeth Citharede.

After reaching the interior of the abbey's gates, all Knights are to strip of their weapons before entering the holy sanctuary. After entering the sanctuary, Knights are to equally separate into two formation I's facing directly toward the center of the of the sanctuary, with backs just in front of the columns. After the formation is achieved, the Temple Knight recruiter stationed at the abbey will then enter and take his position at the head of the sanctuary, just in front of the altar to Saradomin.

The Temple Knight recruiter will then remove his or her helmet and begin announcing the reason and importance of the induction ceremony. Following this, the recruiter will then call the candidate forward, asking him or her to kneel directly in front of his or herself. The Temple Knight will then begin to seek the compliance of the candidate by having him or her officially swear into the order of the Temple Knights of Saradomin. Due to the classified state of the Temple Knight's induction protocol, the information surrounding this procedure has been redacted from this document.

After the process of the induction has finished, the Temple Knight will lead the newly inducted Initiate into the room to the north, where he or she will aid the Initiate in equipping their new Temple Knight armour. They will both then return to the altar and the recruiter will lead a prayer to Saradomin, in which the Initiate will repeat afterwards.

Once this has been finished and the newly inducted Temple Knight has returned to formation, the entire formation will reform into a formation I.I and exit the sanctuary to reclaim their weapons. The knights will each individually thank the sister of the abbey placed to wish farewell upon their allies and begin their journey in which they will return back to the city of Falador.

Dischargement & Absences



here are several reasons a Knight may be discharged from the order. If a Knight adheres to his

or her training specifically as instructed, there should never be a reason in which a Knight may face an immediate or trialed discharge unless voluntary. There are two types of discharges; honorable and dishonorable, along with several different reasons each may take place.

Honorable Discharge

Honorable discharges are the most common forms of departing the order. In these, the Knight simply does not feel capable of holding up to the standards of the order and feels best to depart. There may be other reasons for this to happen, such as an understandable but unacceptable mistake, serious physical injury, or psychological problems.

While this is against the Knights' code, any Knight is not forbidden from undergoing this procedure, and once done, the individual will still be recognized as a Knight of Asgarnia, but no

longer a prestigious member of the order. Honorable dischargees will still hold their records within order history, being noted for their ranks and achievements.

If an ex-White Knight who has undergone an honorable discharge feels he or she has made a mistake, they will be permitted one readmission into the order with no faults, completely regaining their progress since they departed.

Dishonorable Discharge

Dishonorable discharges are placed upon Knights who have disturbed the integrity of the Knights' Code in a various amount of possible ways. It is not often that the order must place this punishment upon members of the order, but it is a necessity to retain the honor of the order.

Upon being dishonorably discharged, an individual is stripped of their Asgarnian status of nobility, their affiliation to the order, and all achievements and progress attained within the order. Upon almost all occasions, those dishonorably discharged will be banned from reentering the order under any occasion. Furthermore, those discharged may also face

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further punishments suiting the reason for the discharge.

M.I.A.

If a Knight is declared missing in action (or M.I.A.), he or she will be given a grace period of two years to return to the order while still being capable of retaining their rank and position within the order. After these two years, if there are no known signs of the Knights' whereabouts, they will be presumed dead and given a ceremonial funeral. If the Knight returns and shows proof of inability to return to their duty, such as being a prisoner of war, he or she will be reissued their rank and position within the order.

Desertion & Defection

If a Knight is found out to have deserted his or her post, they will immediately be placed on trial for dishonorable discharge due to the abandonment of their duty as a Knight of Asgarnia. Desertion is defined as intentionally leaving a post by disregarding one's commands whilst weakening the greater interest and defenses of the kingdom.

If a Knight is to defect, he or she will immediately be outlawed within the entire kingdom of Asgarnia and all neighboring allied lands. Defection is seen as one of the highest forms of treason, thus making the perpetrator wanted within Asgarnia. There is to be no reform for a Knight who has defected seeking to return to the order.

Falador Castle Líving



Imost all Knights of Falador are offered quarter under the noses of their royal highnesses within

the grand Castle of Falador; hence the official name; The White Knights' Castle. Other than the castle, Knights may also be stationed in various camps and forts throughout both Asgarnia and Gielinor as a whole. In this section, standards of living relating solely to the castle shall be overviewed.

Schedule

This daily schedule follows true for every individual ranked Squire-partisan. It applies to every single average calendar year unless specified by a commander. Note that units will often not be capable of adhering directly to the schedule should an event take place. Also not that any hours uncounted are designated as free hours, allowing each individual to attend to anything as they wish within castle walls, or with permission, outside of castle walls. All Squires are

issued a standard pocket watch set for Asgarnian Standard Time upon initiation.

- 500 530 Hours All units are to awaken and assemble in the courtyard for the morning ceremony
- **530 630 Hours -** All units assemble in the mess hall as breakfast is served and eaten
- 630 700 Hours All units are to assemble in the courtyard for sunrise physical training session
- 700 800 Hours All units are given one free hour
- 800 1000 Hours All units are to assemble in the courtyard to begin morning kingdom patrols
- 1000 1200 Hours All units are to assemble in the mess hall as lunch is served and eaten
- 1200 1500 Hours All units are to attend rank specified training session
- 1500 1800 Hours All units are to assemble in the courtyard to begin afternoon kingdom patrols

1800 - 1900 Hours - All units are to assemble in mess hall as dinner is served and eaten

1900 - 2100 Hours - All units should attend to personal studies/assemble for night city patrol if selected

2100 - 2200 Hours - All units are to assemble in the courtyard for closing ceremony

2200 - 500 Hours - All units should be asleep in barracks if not on night patrol

Morning Ceremony

The morning ceremony is how each day is started in an organized manner within the White Knights' Castle. To prepare for the ceremony, the Knights and Squires of the order assemble into Formation III in the center of the courtyard with officers at the head. Once all Knights are in position, the authority figure of the castle, usually King Vallance of Asgarnia or the Leader of the White Knights of Falador, Sir Amik Varze, will take position in the center. Once begun, all members of the order are to stand at attention during the entirety of the morning ceremony unless otherwise stated.

The Orchestral Commander will then lead the White Knights' Symphony Orchestra in the playing of the Asgarnian Anthem from the musicians' veranda, while the Asgarnian Flag is simultaneously raised to the top of the main flagpole by a small group of either Squires or Knights. All in attendance of the ceremony are to issue a hand salute during the entirety of the playing of the Asgarnian Anthem and raising of the flag.

After the conclusion of the orchestra, the authority figure will then lead the congregation with a prayer to Lord Saradomin, along with the reading of an excerpt from the Holy Book. The leader of the ceremony will address the congregation with important announcements, section level orders, news, and any other issues that they feel worthy of being shared to the entirety of the order. A good day will then be wished upon the order, and they will then be dismissed with a salutation.

Patrolling

All Knights are issued patrolling schedules on a monthly basis. The three patrol shifts are as follows: morning, afternoon, and night. Patrol schedules are organized by the Head of Asgarnian Kingdom Defense and Security. This position is currently held by White Knight Commander Sir Vye Ver. Throughout the morning and afternoon shifts, the entire kingdom of Asgarnia is to be patrolled by squads of White Knights consisting of 6-8 Knights. Throughout the night shift, patrols are limited within the walls of Falador and the parameters of Port Sarim.

The purpose of patrolling the kingdom and other designated areas is not to police the general public, but rather to ensure the overall security of the Kingdom of Asgarnia by addressing any threats that may arise, be them in the form of potential invading forces, acts of treason, or otherwise unspecified incidents that pose as a threat to the overall wellbeing of Asgarnia and its allied territories. While White Knights are not a direct police force for the civilian population, patrolling is also used to deter criminal activity within the Kingdom of Asgarnia by showing an active presence in our territories.

Hygiene & Cleanliness

All Knights are required to meet the expectations set by Amik's Council concerning the condition of personal hygiene. A keen and true virtue of the Saradominist teachings is to always present oneself as clean and well-mannered as possible.

As well as being devout to Saradomin, the order is also the face of the base tier of nobility. Coming from a kingdom as fine as Asgarnia, our nobility's picture is of crucial importance.

Within the barracks, each member of the order is required to neatly make their personal bed set each morning. Bed sheets should be cleaned once per month.

Throughout the entirety of the castle, the walls are expected to shine with the sunlight to illuminate Saradomin's glory. The floors and appliances throughout the castle are to retain the same level of cleanliness. Due to this, certain Squires will each be assigned custodial duties throughout each month.

Upon each start to every day, all members of the order are expected to maintain their hair and facial hair appropriately with a comb or brush. Male Knights are expected to maintain a cleanly shaved beard and moustache. It is preferred that all male Knights maintain adequate facial hair under Saradomin's ideal image. Maintaining facial hair is not mandatory, only suggested. Females are forbidden to dawn any hint of facial hair.

All members of the order are required to partake in three rose-petal baths per month, or more if necessary. Before each meal, all members of the order are required to adequately clean their hands. All kitchen staff is required to maintain a constant clean state.

All waste is to be expelled through the toilets on the third floor of the castle which will lead directly into the moat. The moat is to be cleaned weekly by all Squires.

Regularly worn civilian attire should not be worn for more than three weeks without undergoing a washing. Standard issued fatigues are to be washed weekly. All metal equipment such as arms and armour are to be waxed, shined, and polished each and every day unless they go unused. All parts containing chainmail should be given special attentive care while undergoing cleaning to avoid easily occurring rust. Any equipment that develops a rust damage beyond repair should be melted down by the head armourer and recycled for further development. There are to be no exceptions to this.

Diet

Away from the delectable and elegant noble dinners within the confines of the castle, Knights will often find themselves cooking a freshly slaughtered rabbit over a campfire deep in the Asgarnian pine forests. A knight is expected to not only adhere to a healthy and proper diet, but also have the knowledge of edible plants, animals, and other objects which may need to be consumed in times of need.

Before setting out on quests, Knights will almost always be supplied with one or more leather satchels containing pre-prepared foods that are high in nutritional value. These are known as field rations, and idea presented to the White Knights by their allied order of Void Knights.

Field rations can contain various different food items including: canned meats such as beef, turkey, bacon, rabbit, pheasant, stag, or various types of fish, dried bread, berries and other fruit, jarred vegetables, small pies, and flavored seasonings. Mostly all field ration packs will also include small amounts of medical supplies like bandages, a small canteen of Asgarnian ale, a fork, and fire starting materials.

Within the castle, Knights are free to help themselves to whatever food items they wish within the kitchen, but not the stockroom. Ale and wine is readily available in many barrels throughout the castle. Due to the unknown reliably of water cleanliness, Knights are recommended to drink hot tea, Asgarnian ale, or other beverages which are regularly prepared daily throughout the castle.

Common Manners & Etiquette

- Knights are always to wait for the entire table to receive their meals before feasting at the banquet table
- Knights should wipe their mouths before drinking from a shared goblet
- Whilst engaging in a meal, Knights are to sit in an upright manner, napkin on lap, withdrawing from resting elbows on the table
- If a Knight reaches a door first in the company of others, he or she is expected to hold it open to allow the others to pass through first
- Please and Thank You should always be said when needed
- During any form of waiting queue, neat and orderly lines should be formed
- While indoors, men should always remove any hats or hoods

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- Knights should always ask for a pardon after a mistakenly rude seeming action occurs
- While standing at attention, bodies should remain stiff and upright until called at ease
- Upon formal or introductory greeting of another, handshakes should always occur
- Before heading to the pub, a Knight should always invite others along and vouch for their drinks if possible
- Knights should refrain from excessive complaining, and instead, take action against ailments
- Apologies and forgiveness of reason should both quickly be offered and accepted
- Always respect desired discretion of others
- Whilst under the influence of alcohol, excuses must never be made for inexcusable behavior

- Refusing to drink alcohol is considered rude, however, offerors should never force others to drink
- Knights should always value the history and past of their culture, publicly displaying pride over it
- If insulted purposely, Knights are never to stoop to a lesser level of argument, but rather reserve themselves with witty yet epigrammatic responses
- Knights should always refrain from staring at or physically admiring other individuals
- Knights should refrain from showing physical fatigue in public caused by overasserting oneself
- Knights should never expose their unclothed bodies away from private
- Knights are always to assert a strong selfcontrol over oneself
- When making acquaintance with a male individual of royalty, Knights should bow

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and address them as "your royal highness" or "your majesty" if female

Royalty & Nobility



nce inducted into Knighthood, an individual takes on the title and responsibilities of the lowest form

of Asgarnian nobility, adopting the title of sir/dame. This is the most common practice for members of Asgarnian society not born into a family of nobility. Due to the fact that the engaging in reproductive actions is forbidden in Sarothic orders, there are very few lineages of tradition within the order. Those who bear children before or after their active service within the order are not in violation of the Knights' Code, making the practice of conception after retirement a common option amongst many male Knights.

As a Knight progresses through the ranks of the order, the status of noble prestige increases as well. From the ranks of Initiate-Proselyte, an individual holds the status of gentry nobility.

At the earning of the rank of Acolyte, a Knight is seen as a full member of the noble class, allowing the adoption of a family coat-of-arms.

The ranks of Captain and Commander grant the status of baron nobility. At this position, Knights are granted some privileges even shared amongst royalty, such as the authority to Knight qualifying individuals into the order.

The highest tier of nobility possibly granted to a White Knight goes to the rank of leader, who shares status merely lesser to that of a count.

The nobility of Asgarnia directly serves and answers to the Royal Asgarnian Family. His and her royal majesty are to be defended and respected to the utmost level of degree.

Styles of Address

Along with statuses and perks of royalty or nobility within Asgarnia, special titles of honor are also included before an individual's name. This list demonstrates each rank in nobility and royalty and how to address them.

Knight: A Knight is the customary unit of nobility within Asgarnian society. As a protector of the land and its ruling lord or authority, Knights are addressed by the title of Sir, followed by the man's first name, surname, or both. This applies to White Knight ranks Initiate—Commander.

Dame: A dame is the female equivalent of a Knight of an order of nobility. The title is to be used in conjunction with the woman's first name. This applies to White Knight ranks Initiate—Commander. Dames are still regularly and correctly referred to as Knights.

Baron(ess): A baron or baroness is a member of the noble society holding the status of baron noble but not within a Knightly order. The title Lord or Lady is to be used in conjunction with the noble's surname.

Countless): A count or countess is a member of lower royalty. Typically, they govern over sections of land, and if so, are to be addressed with the title of Count or Countess in conjunction with the individual's surname, followed by "of" and the name of land in which the individual has authority over. Upon introduction, one should address a count or countess by the phrase "your royal highness."

Duke/Duchess: A duke or duchess is a member of upper royalty who governs over large portions of land. Upon introduction, on should address a duke or duchess by the phrase "your royal highness." Afterwards, one may address a duke or duchess by the title of Duke/Duchess in conjunction with the individual's first name.

Members of the immediate Royal Family: All members of the Royal Asgarnian Family are to be greeted as "your royal majesty." Following this, the titles king, queen, prince, and princess may all be used in conjunction with the individual's first name of related position.

Territories & Relations



here are numerous different territories that the White Knights have been called to

operate within throughout the years of their service to Gielinor. This spans from the excruciatingly hot and sandy terrains of the Kharid dessert to the ice-covered frozen peaks of White Wolf Mountain. In this section, all of the terrains both commonly and uncommonly operated on by the White Knights will be covered. Due to the vitality of Asgarnian territories, each settlement has its own subsection.

Asgarnia

Asgarnia is the home kingdom of the Order of White Knights. Asgarnia is a fairly large and wealthy kingdom with very little poverty and various amounts of resources and diversity. White Knight operate throughout the entire spanning lengths of the Kingdom of Asgarnia, working directly out of the kingdom's capital, Falador.

History of Falador & Northern Asgarnia

Falador, originally called Farradorn by its inhabitants, was incorporated as a governing based municipality in the middle of the fourth age, later to be founded as an official capital city in the year 8 of the 5th age by his majesty King Raddallin I of the ruling Donblas Tribe. Foundations of the city remained strong and steady within its early days. Through mass-slave labor, the Black Knights managed to have the fortifications and base foundations for Falador to be built of a gleaming white stone.

Although our order had, in the past, experienced many unfriendly encounters with these Black Knights, we put aside our differences and allowed them to operate alongside of us as we both saw such an action as crucial to maintaining one of the most vital kingdoms in Gielinor. It had not taken long for such an act to be outlasted, however.

Our fine King Raddallin stationed us White Knights within the center of the city, as he saw us most fit to justly serve and protect the defensive aspects of the kingdom. On the other hand, Raddallin had a large, but lesser stone mansion built in the northern lands of the kingdom, which he had the lord of the Black Knights and his guardsmen stationed in. Ideally, the Black Knights would be able to respond to any attacks on the city from the south, trapping the enemy invaders between the lines of the defensive White Knights and the offensive Black Knights.

The Black Knights however felt very inadequate due to the decision made placing them in the secluded north of the kingdom, while the commodities of the settlements lay to the south. Disheartened with the unfair treatment, the Black Knights soon began to act against the Knights' Code protocol. While originally not Saradominist, the Black Knights were seen to be completely void of any religious adherence, only submitting to the Saradoministic code to be viewed as an official order of Knighthood by outside factors.

With continuing tension, the Black Knights soon abandoned the code completely and established their own, evoking chaos and refusing the acceptance of many who considered themselves supporters of both Saradominist orders and the religion itself. It was the responsibility of Lord Valzin, a Misthalin wizard of Zamorakianism, that the order took up the adoption to Zamorakianism. The Black Knights accepted these terms, placing the tenants of Zamorakians extremity upon their ideals. The order was then moderately reformed and rebranded to the Kinshra, which was a translation from the ancient language of Zamorakians which is believed to mean "devout servants." Although the name "Kinshra" began to stick in outlying lands, they are still just as commonly referred to as Black Knights.

With this being one of the first and main orders of devout Zamorakianism since the God Wars, many warriors who shared the ideals of the order flocked into northern Asgarnia to enlist in the group. Due to this, the initial plans to rid the Kinshra from Asgarnia entirely were abandoned by Raddallin and further planning was undergone by the White Knights. Not long after, the two orders were bound to a unity by many non-human invading forces who wished to overthrow Falador and claim it for themselves. After four long years of intense offensive and defensive warfare, the two orders successfully defeated all invading forces and were capable of

declaring independence in the lands, allowing for the official creation of the Kingdom of Asgarnia.

After this success, tensions between the two orders ceased until an atrocious event took place in which decorated officers of the Kinshra, heavily under the influence of alcohol, completely destroyed a chapel of Saradominist faith, killing many who dwelled inside. In response, the White Knights were outraged and engaged a series of conflicts against the Zamorakian Knights, which nearly threw the kingdom into a civil war.

Tensions soon began to settle again and the orders were once more, working briefly together, even with high-ranking Zamorakian nobles on the Asgarnian court. But yet again, the Zamorakians could not resist the urge for chaos and reacted by destroying the Wizard's Tower in southern Misthalin. It was in year 70 of the 5th age that King Raddallin and his court saw this as an outrage, forcing all Zamorakians out of not only the borders of Falador but also the government of Asgarnia.

Disheartened by this, Lord Valzin - the leader of the Kinshra, moved his best forces back

north, near Ice Mountain to the fortress that was now serving as his private mansion. Raddallin, believed to have felt guilty for the expulsion of Valzin, secretly provided the wealth necessary to heavily expand and fortify the fortress into what it is now today. Ironically, after all the destruction and chaos that Lord Valzin had caused through his reign of Zamorakianism over an order that could've done great deeds, he begged his closest officers to disband the order of the Kinshra for good on his death bed. However, Lord Valzin's guilty last wish was not fulfilled, as the Kinshra continued to live on in chaos, going to the lengths of declining the legitimacy of King Raddallin's rule over Asgarnia, and even declaring a state of war upon the White Knights of Falador

Not long after this, King Raddallin, in his old age, passed away, leaving his son and heir to the throne King Vallance in the position of King of Asgarnia. Vallance carried on the aspects of Saradominism that his father had adhered so valiantly to, allowing the Kinshra to become even further distressed with the state of the kingdom. Vallance believed the Kinshra were important to the kingdom, but were not to ever be given any higher power or authority as their adoption of

Zamorakianism was their own fault, and were not to be fully trusted. Events under Vallance's reign remained stable for the most part until he grew very ill and incapable of solely leading Asgarnia.

As a result of the lack of an able authority figure, Sir Amik Varze, our current leader of the order, temporarily overtook the full authority in hopes that either King Vallance would grow better, or his son, Prince Anlaf, would grow mature enough to take the crown into his own hands. Shortly after this, Amik completely diminished what ties the Kinshra still held officially in Asgarnia. Anlaf, the lord of Burthorpe, was saddened by this action and quickly declared that Burthorpe would no longer be a part of the Asgarnian government, creating a strong tension between the White Knights and the Burthorpe Guard.

During the year of 163, Daquarius Rennard, a powerful Kinshra Lord, just ahead of Lord Sulla, led a force of Black Knights toward Falador, aiming to recapture their city. However, his plans were undeveloped and acted upon too quickly. The Kinshra were intercepted in the forest north of Falador before they could

advance any further. Met by a large force of White Knights and Falador Guardsmen, the Kinshra slowly began to retreat due to lack of reinforcements to match the numbers of our own. The Faladian Knights chose not to push the Kinshra all the way back to their fortress as they had seemed to have already been defeated, and in turn, decided to return home. This conflict was named "The Battle of North Falador."

Nearly a year later, the Kinshra moved toward the Edgeville Monastery, a large location of Saradominist worship, and attacked it, leaving several monks dead. Along with the help of the Chaos Dwarves, Lord Sulla and nearly fifty Kinshra units proceeded to take control of the monastery until a Black Knight was captured and taken to Sir Amik Varze, spoiling the plans of Sulla. After this, the Kinshra withdrew from the monastery and the War of 164 had begun.

Shortly after, after being convinced by the Kinshra, the goblins of Goblin Village marched into Taverley with forces totaling three thousand. They completely annihilated any druids who were unable to flee. After leaving no survivors and hundreds dead, the goblins retreated back to their village, successfully

causing the event known as the Taverley Massacre.

After this, the goblins initiated an invasion of the Dwarven compound at the foothill of Ice Mountain. The conflict had minor effect on the war, with the most important outcome being the allying of the dwarves with Falador. The conflict ended after the Dwarven Black Guard defeated the majority of the goblin attackers, sending them into a retreat. The dwarves only suffered nine casualties.

Not long after, the Kinshra, under the command of their new leader Lord Sulla, began recruiting and amassing an immensely large force of attackers for an invasion of Falador. Lord Sulla, commanding an army of nearly 20,000, marched south from their fortress toward Falador, burning and murdering all resistance and defenders that stood in their way.

Sir Amik called to Burthorpe for aid, but received no response at first. The White Knights, along with their support, began preparing the city for siege. After being rejected the assistance of any of Varrock's forces, the Faladians began their defensive maneuvers, eventually failing to

prevent a breach in the walls. Throughout the persistence of the battle, some gave all, and all gave some, even the highest leaders of the army. Sir Amik himself was among the thousands of Saradominist forces killed or wounded.

After thousands of more deaths on both sides, the White Knights began to gain the upper hand. Fighting still persisted as the Kinshra began losing more commanding officers than the White and Temple Knights. Soon, the Chaos Dwarves, who were allied with the Kinshra, managed to take advantage of their cannons, breaching the walls to the west. The outlook of the battle became questionable as more and more attackers flooded through the west, heavily crumbling the Faladian defenses.

After nearly one tiresome week, the Faladian forces consisting of White Knights, Temple Knights, Falador Guard, Militiamen, Dwarven Guard, Imperial Guard, Wizards Tower agents, and other support managed to effectively reroute the strength of the Zamorakians, causing them to finally retreat. In a pursuit, the allied forces continued to cut down remaining forces until the front reached the northern forest.

Returning from the offensive, our boys were greeted with mass carnage and crumbled historic buildings. Although the Faladians themselves had lost well over 7000 forces, they had returned a greater crippling number on the Kinshra, neutralizing about 90% of their numbers. As an aftermath, the White Knights soon rebuilt our glorious city in hopes of one day being strong enough to one day avenge the horrid events of the war.

Modern Falador

Today, Falador still serves as the headquarters of the White Knights. The city itself holds a thriving economy based on its gains in the mining and lumber industry, tourism, banking and investment, trading, and various trades of craftsmanship.

With the massive White Knights' Castle in its center, the city has two main precincts based around the west square and the east square. Toward the west, one would find access to the castle, the famed pub of the Rising Sun Inn, and most of the cities businesses and shops. Toward

the east, one would find access to the large and wild Falador Party Room, lying within most of the residential buildings of the city. More toward the south, one would find the mining and smithing enterprises run by Falador's Mining Guild dwarves. More centrally located commodities include the beautiful Falador Park and financial based services.

Falador's strategic positioning helps defend it from most surprise attacks. Threats to the city of Falador can include attacks from the Unquiet Ocean to the west, the forests to the north, and from the Dwarven Mines below.

Port Sarim

The port of Sarim stands directly south of Falador down the highway. The port itself is one of the largest and busiest within all of Gielinor, making it a frequent spot of commerce and trade. Due to this, White Knights often frequent the area with patrols and drills. The port is also home to the kingdom jail, making it a very secure and heavily guarded town.

Just off the coast of the several docks making up the port, the town center is formed by many shops and businesses. Amongst the architecture within the city, most are constructed of light gray brick and Tudor style walls, complete with thatched roofs. Most of these buildings serve as shops, leaving most of the few residential steadings within Port Sarim away from the shore.

To the west of Port Sarim stands the chapel of St. Rimmington, where the St. Rimmington's Sarothic Order of Monks commonly holds sermons. The presence of this church greatly benefits the Saradominist influence within the large town.

While there is some political influence within Port Sarim, the municipality holds very little political influence nationally and is under direct command of the crown.

While the port is an economic strong house for Asgarnia due to its coastal location, the city remains under threat by constant aquatic landing operations, especially from pirates and raiders.

Rimmington

Rimmington is a small village located on the southern coast of Asgarnia, directly west of Port Sarim. The town, although majorly a low-population farming based community, is a popular vacation and partying spot. It is known for its late night house parties all through Gielinor. The town is also a center for the studying of sciences, giving home to some of the smartest chemists in the land. Named for one of its original inhabitants St. Rimmington, who was a devout Saradominist, the town remains very traditional in religious practice.

The town of Rimmington does not have a very strong economy aside from its mining and crafting resources, especially the Crafters' Guild. Other than this, Rimmington has a few general shops. To the north, amongst vast fields, Melzar's the Mad's mansion stands. Melzar is the only remaining citizen of Crandor, an Island destroyed by Elvarg. After its destruction, many Crandorians fled to the area of Rimmington, but were hunted down and killed by the ferocious green dragon.

Rimmington is very likely to be attacked for reasons of strategic gain. Due to this, there are hardly any physical man-made defenses to encircle the town. However, Rimmington is under constant threat of both hobgoblin tribes and the infamous Queen Black Dragon who dwells deep under the mines north of the town. In response to this, the crown has established a permanent camp housing a section of elite White Knight Partisan sentries. The section is under the command of Lieutenant Sir Rebrum.

Rimmington lacks its own local government, relying directly on the political actions to the north. The town is under direct command of the crown.

Vallancia

Vallancia is a large floating island located hundreds of feet above southern Asgarnia. The island features a large military base named Brighthelm, which is used both privately and at time publicly by the White Knights and the Temple Knights. The island is accessed through a magical portal south of Falador, and is heavily

guarded by a lesser sub-section of the Faladian Guard.

Vallancia's history is unclear for the most part. However, some ancient Temple Knight documents have been recovered that tell of some early Vallancian history. Armadylean aviantese held the island before the God Wars erupted. During the middle of the God Wars, Zamorakian forces besieged the island, and set up a base of their own. The Zamorakians held the island for many years during the God Wars.

The Temple Knights of Saradomin soon saw an opportunity to gain the upper hand by capturing the island. Near the end of the thirdage, Saradominist forces laid siege to the evil base. The fighting lasted for days and thousands were lost. The Temple Knights were led by a well-known crusader named Sir Rayted. Sir Rayted was well-known for tearing through his enemies using a sword with serrated edges.

The Zamorakians' leader was named General Aie Zashen. General Aie and his troops held the keep strongly, preventing a multitude of Temple Knight breeches. After a week-long stalemate, Sir Rayted called the general forth and asked him to surrender. The general refused. Sir Rayted devised a plan. He asked his best scout, Sir Rendor, to sneak into the keep during the night, and kill the Zamorakian general. Rendor successfully scaled the keep's walls and entered the room of the general. Sir Rendor supposedly held a dagger to General Aie Zashen's neck and asked to reconsider his terms on surrender. The general laughed loudly, alerting his guards in the process. Sir Rendor quickly took the opportunity and ended the general's life. The Temple Knight was quickly overwhelmed by enemy forces and slain. The Zamorakian forces faltered soon after the defeat of their leader. Sir Rayted was capable of capturing the citadel only a day after the general's assassination. The Temple Knights transformed the dark, Zamorakian headquarters into a very frequented and successful base of operations and held it until the end of the wars.

In the year 169 of the 5th age, a wizard by the name of Avalani, with the help of an unknown adventurer, opened a large portal south of Falador. Avalani received help from White Knight armourer, Sir Vyvin. Avalani successfully opened the portal, which leads to a variety of different islands that are floating very high above the land of Gielinor. In order to

return the favor, Avalani gave an island above Asgarnia to the White Knights. The Knights named the island Vallancia, after their dying king.

The Temple Knights took advantage of their forgotten base and began working on setting up there. The White Knight kept the base strictly for private military use in the beginning. The knights began using the keep for public trials and court hearings. The law system is beginning to pick up, and the number of executions needed has dropped drastically. Near the end of year 169, the Knights hosted an event called Novtumberfest, which turned out to be a success. Vallancia has since been open to the public.

Vallancia was hit by a severely large storm at the end of the 5th age. The storm's effects were enhanced due to the island's high altitude. Many features on the island were destroyed, such the Brighthelm Theatre, two workshops, and some houses. The citadel is still being rebuilt from the disaster.

Taverley

Taverley is an ancient town originally settled by Guthixian Druids. Before the village was built, Guthixian practice was common especially within the ancient stone circle that the surrounding area was built around. Taverley's architecture is also extremely old, built almost entirely of nature-related styles by the previous Druidic orders.

Throughout history, the Druids have remained extremely peaceful, successfully straying clear of many conflicts that those around them were cast in the middle of. An exception to this is the tragic event of the Taverley massacre, in which many Druids were slain by Kinshra-back goblins. Taverley has been under the protection of the White Knights of Falador for hundreds of years.

Today, Taverley is threatened mainly by mountain troll attacks. Located directly south of the town of Burthorpe, Taverley has been giving aid to many refugees and casualties of the troll warzone. Governed by the seasoned Druid named Sanfew, the town has offered up many assistants in the medical and restorative magic fields.

Taverley holds a small but strong economy, with access to many resources and specialty services. Standing just at the foot of White Wolf Mountain, the town has large cavernous mines, vast lumber resources, and an unending fishing supply from Lake Crystalmere and the Unquiet Ocean.

Although under the order of the crown, Taverley manages to remain mostly unaffected by Asgarnian politics.

Deep under the lands of Burthorpe and Taverley gives home to the Black Knights' Headquarters. The headquarters is located within the confines of the vast and extremely dangerous Taverley Dungeon. Very little is known about the depths of the dungeon due to its hazards. Although missions and operations relating to both the White and Temple Knights take place within the dungeons, mapping and confirming routes and information is extremely difficult due to the vast size and Zamorakian presence within.

It is believed that dragons, demons, hellhounds, chaos dwarves, cultists, magical entities, witches, and venomous spiders and scorpions all dwell along the path one must take to get to the Kinshra's Headquarters. The presence of the Kinshra within this dungeon is also highly unknown. While it is believed to house approximately one third of the entire force, it could include much more. Lord Daquarius Rennard is believed to spend most of his time within the Headquarters. The means of travel and acquiring resources to and from the Headquarters is also unknown, and believing to involve witchcraft such as teleportation. Other than this, secondary entrances and tunnels have also been suggested.

Burthorpe

The town of Burthorpe stands to the north of Taverley, on the borders of the Kingdom of Asgarnia. Burthorpe's reputation as a military based settlement has been very prevalent in the recent years with the outbreak of war against the Troll Country. The Imperial Guard is a constant force always present within the borders of Burthorpe.

The town has recently been constantly under siege by Trolls, who are threatening the

way of life to all within this region of Asgarnia. Attacking from Death Plateau and the Forinthry Cliffs, the Imperial Guard has been struggling in the conflicts, leaving the White Knights with decisions of joining the conflict.

Due to the fact that Burthorpe is basically connected with the town of Taverley, their supplies of resources and economy state remain generally the same.

The town of Burthorpe is separated from the main Asgarnian politics and remains under controls of Crown Prince Anlaf; King Vallance's son and future heir to the Asgarnian throne.

White Knights have been forbidden by choice to enter the town of Burthorpe while on duty and in uniform. On occasion, exceptions to this rule have been made, however, unless called upon, the White Knights tend to stay clear of Burthorpe, while continuing to keep an ever watching eye over the town in case of an emergency.

Entrana

Entrana is unarguably the holiest location in the entirety of Gielinor. In the beginning, after the creation of Gielinor, and the dismissal of Guthix, Saradomin, our benevolent god of order and wisdom, set foot within Gielinor on the very island of Entrana.

Currently, Entrana is a very monastic and peaceful island. Under the lead of Lord Dion Magnan and other church officials both representing the Order of St. Rimmington's Sarothic Church and the entire Church of Saradomin throughout Gielinor, the government of Entrana works alongside those on the Asgarnian mainland. Although Entrana is technically part of Asgarnia, resting just off the coast in the Southern Sea, it is classified as its own independent municipality.

Due to the everlasting presence of Saradomin held within the island, travel to the land is extremely strict and difficult, perhaps the most selective in Gielinor. Special ships charter passengers to and from Entrana and Port Sarim, which are under the authority of Saradominist Monks. There are no weapons or armour

allowed onto the island at any time. Daily life on Entrana mainly consists of church service and prayers, and very little happens outside of the average activity of the monk orders.

Entrana has surprisingly never fallen under threat of attack. This is due to the fear many hold of what would happen upon attacking or even setting foot upon the holy Sarothic ground while under the support of infidel gods such as Zamorak. Aside from this, the White Knights, along with the Port Sarim Guard, are constantly on the ready to send reinforcements to protect the island of Entrana, especially because the island would have virtually no defenses other than the spiritual force of Saradomin in the event of an attack. Such an attack would also be viewed as extremely barbaric, and would likely provoke the military forces from Kandarin and Misthalin to join in the aid of Asgarnia against any attackers.

Misthalin

Misthalin is the kingdom that borders directly to the west of Asgarnia. Its lands, similar

to those of Asgarnia, span from the spanning beaches of the Southern Sea all the way north into the borders of the Forinthry. Located in its central capital city of Varrock, the Varrock Palace acts as the governmental hub of politics for the kingdom.

Within Varrock, one would find a vast history full of legends including the triumphs of Arrav and Zemourgal. Varrock was supposedly built upon the ruins of one of the first human cities within Gielinor, which held the name Saranthium, and even previously Senntisten. Just off the River Lum, a tribe established a struggling settlement within the forests to the east which was named Avarrocka. While foundations for the city were slow and troublesome at first, Varrock would soon grow into the large center of commerce it is today.

Under the rule of King Roald Remanis III and Queen Ellamaria Remanis, the Kingdom of Misthalin holds a strong bond with Asgarnia under alliance. The neighboring kingdoms often work together in many significant affairs such as recent battles, military support, trade agreements, and border protection.

Varrock relies on its strong economy to thrive throughout everyday life. In the northeast of Varrock, just on the borders of Edgeville, the Grand Exchange was established by the Bank of Varrock, better known today as the Bank of RuneScape. The Grand Exchange is an enormous trading hub where citizens spanning from all regions of the world and walks of life gather to exchange goods of all types. The Grand Exchange is the largest marketplace in Gielinor, making Varrock diverse with traveling culture and vastly rich with profits from its well-known banking industry. Aside from trade, Varrock is also a large producer of mining resources and lumber, especially with its mills to the north. Varrock is also known for its posh Sarothic churches, large catacomb systems, and national museum. White Knights tend not to be stationed in Varrock unless unusual circumstances. However, White Knights often travel to and from Varrock for various reasons.

To the west lies the barbarian village of Gunnarsgrunn. Originally settled by Fremennik crusaders aiming to battle humans who sought to use runestones for magic, the settlement is one of the smallest in all of Gielinor. The village stands in the outskirts of Edgeville just off the River

Lum, which supplies the inhabitants with its important fishing resources. Gunnarsgrunn is also known for its mines and crafting resources. Although the village is led by the fierce Chief Haakon, the village peacefully remains free of Misthalinian politics and tends to keep to itself aside from giving shelter to occasional travelers making their way to Falador.

To the north is the town of Edgeville, named for its positioning on the edge of the Forinthry wilderness. Edgeville acts as a safe haven for adventurers entering and exiting the dangerous territories of the wilderness. Edgeville, although very small in population, is well known for its large bank, abundance of rare trees and wildlife, and its famous rune armour shop. While Edgeville lacks a current ruler or government, it commonly relies on the actions of Varrock.

The Monastery of Saradomin is located directly west of Edgeville. This monastery was originally intended as a military base to be used for attacks into the wilderness directly to the north. The monastery acts as a large hub for all Saradominist worshippers looking to make pilgrimages within Asgarnia and Misthalin. Due to its close proximity with the Black Knights'

Fortress and the Forinthry, White Knights are constantly travelling to the monastery.

Far down the river to the south the town of Lumbridge can be found. Lumbridge, while smaller than Varrock, is still a very important and bustling town. Named directly after the river it is built around, Lumbridge is one of the most wellknown human establishments in all of Gielinor. known for its simple and pleasant lifestyle. Lumbridge gives home to a fair amount of shops, houses, and farms. The economy of Lumbridge is heavily dependant on its fishing, lumber, and most importantly livestock and crops. Some of the most fertile ground are located in Lumbridge, making it the supplier of much of the western world's food source. Lumbridge has many attractions, such as the famed Lumbridge Castle, which gives home the city's Duke Haracio.

The Lumbridge swamp lies directly south, on the coast of the sea. The swamp is a very murky environment which serves little purpose to those not interesting in its mine or fishing areas.

Just recently, the town was besieged by the wretched god Zamorak, who summoned Kinshra forces to attempt to claim the town and eventually the kingdom, giving them a strict advantage over the White Knights. In response to this, Saradomin made his presence known within Lumbridge by directly engaging in a tense standoff with Zamorak. Duke Haracio personally called upon the order of the White Knights to come to aid. Due to their immense knowledge on the tactics of the Kinshra, the White Knights and Temple Knights quickly established a base within the town and began the occupation of Lumbridge. The battle waged for several weeks, with thousands of casualties, making it one of the bloodiest engagements in recent history. Eventually more forces joined both the Zamorakian and Saradominist causes, further magnifying the event.

In the end, the White Knights and Saradomin himself gained the upper hand and successfully defeated Zamorak, sending him and his forces into a panicking retreat. The defeat was horrific for the Kinshra, losing a large portion of the forces stationed in Lumbridge. The White Knights, while having withdrawn from Lumbridge, still keep close contact with the Duke and Misthalin's king to ensure another similar event can be prevented if initiated.

The village of Draynor is located just to the west of Lumbridge, bordering some the farms of Asgarnia with a small stone wall in between. Draynor Village, now a shadow of its former self, still holds tightly to its few attractions such as the marketplace and Group of Advanced Gardeners basis. The town itself is mostly made up of residencies and is yet another fishing based town, located directly on the coast. Its abundance of willow trees make some spots popular amongst fletchers and bow crafters. Draynor is also used as a resting point for travelers heading south, to the famous Wizards/ Tower, which is a magical headquarters rich with history and knowledge for all powerful wizards within Gielinor.

The lands around Draynor, especially connecting to the Lumbridge Swamp, are cast over by a near permanent dark haze, which consume the atmosphere far north into the reaches of Falador and Gunnarsgrunn. Just north of the village's fields stands the antique and infamously haunted Draynor Manor. The manor gave home to the vampyric Count Draynor who unofficially ruled over the town of the same name until his assassination by an important adventurer whose name is still unknown.

Although Kinshra activity is suspected within Draynor, White Knight presence remains minimal within the village and outlying lands, with exception to common journeys, especially to the Wizards' Tower and Al-Kharid.

The climate of Misthalin is very similar to that of Asgarnia, with a snowy, cold climate to the north that allows an abundance of evergreen trees and a mild, warmer climate to the south full of rivers, oak trees, and farmland.

Titles and statuses within Misthalin are equivalent to those within Asgarnia, allowing for mutual transfer of nobility throughout both kingdoms.

The Kharidian Desert

The lands of the Kharidian Desert very rarely see any involvement with the White Knights at all. With the exception of the Pollnivneach Terror Incident, the White Knights have not entered the desert with purpose of battle since the fifth age.

The sovereign city-state of Al-Kharid has very friendly ties both with Misthalin and Asgarnia. Most importantly giving home to the Abbey of St. Elspeth Citharede, Al-Kharid offers the White Knights lodging during their frequent and tiresome journeys to Temple Knight induction ceremonies. Aside from this, Al-Kharid also regularly invites White Knights to compete in various tournaments in their well-known duel arena. Under the rule of Emir Ali Mirza, the political strength of Al-Kharid is very strong despite the small size.

The economy of Al-Kharid is rich with the prizes gained from gem and precious ore mining. Along with this, crafting trades such as tailoring, silk crafting, and blacksmithing help make the economy of Al-Kharid a powerhouse among the rest of the human kingdoms.

White Knight activity throughout the remaining desert is often limited to none.

Kandarin

Kandarin is the third of the main
Saradominist kingdoms following Asgarnia and
Misthalin. The kingdom is located on the other
side of the White Wolf Mountain and the Troll
Mountains, making travel between Asgarnia and
Kandarin less than common. Typically, ships are
chartered across the Southern Sea from
Asgarnia's Port Sarim and into Kandarin's Port
Khazard.

Founded in the same era as Falador. Kandarin's capital city of Ardougne is a fairly young yet large city. The city itself, populationwise, is one of the largest areas in all of Gielinor and the greatest and wealthiest municipality west of the mountains. Under the rule of the newly appointed King Thoros. Within the confines of East Ardougne, one would find a vast and powerful military and guard presence. East and West Ardougne's combined military forces are believed to outmatch the numbers of Falador. The Royal Army of Ardougne is the name of the collective force which leads Kandarin's military power, consisting of the Knights of Ardougne, the Paladins of Saradomin, and the Heroes of the Heroes' Guild. The strong presence within

Ardougne successfully prevents most threats of crime and thievery.

The large castle of Ardougne stands just west of the River Dougne. It is one of the largest and most elegant castles within Gielinor. Ardougne is also known for its presence of Saradoministic worship, bars, the zoo, and extremely wealthy nobility. In the center of Ardougne is the Ardougne Marketplace. This marketplace is the largest stall marketplace in all of Gielinor, rivaled only by Varrock's Grand Exchange. The section of the city around the marketplace is extremely posh, and gives home to some of the highest classes and wealthiest nobles throughout the entire kingdom. These advantages allow Ardougne to have the strongest economy in Gielinor.

The lands around Ardougne are also very interesting.

Aside from the farmland, many landmarks can be found in northern Kandarin. These include but are not limited to: The Legends' Guild, the Fishing Guild, the Clock Tower, the Tower of Life, the Necromancer Tower, the Ranging Guild, and the Kandarin Monastery.

White Knights make their way to the city of Ardougne quite often. While never officially stationed there as a military, friendly relations draw the Asgarnian governmental figures to the city very often for various reasons.

To the north stands the town of Catherby. Catherby is the settlement closest to Asgarnia, located in the foothills of White Wolf Mountain. Aside from its famed fishing spots, the town does not see very many affairs.

The land of Camelot can be found to the west of Catherby. The occupants of the Camelot Castle have traveled great distances from far off lands after being offered the castle by Lord Sinclar. The Knights of the Round Table, as their military is called, is a group with very close ties and ideals to the White Knights of Falador and are considered very close allies.

Even further west stands the ancient town of Seers' Village. Seers' Village is a mainly Guthixian village with many attractions such as its rich coal mines, breathtaking scenery, fishing spots, and dense woodland. Seers' Village has served as a base of operations for the White

Knights many times on treks and journeys and has been on friendly terms with Asgarnia for many years.

Toward the other side of the kingdom are various other establishments like Yanille, which is famous for its Magic Guild. Along with Yanille, Port Khazard and Witchaven are also prominent settlements that are on proper terms with the Kingdom of Asgarnia. Further west into Kandarin are the Gnome Lands. The Gnomes are very peaceful and calm beings who are known for their ingenuity in war machines and other inventions. The Gnome Kingdom is a distant ally to Asgarnia.

The Fremennik Province

Far to the north, just off the coast of the icy Northern Sea is the lands of the Fremennik, witht the capital of Rellekka. These lands are very desolate and harsh with cold winds and mountainous terrain. The Fremennik people are very hardy and self-sufficient. While White

Knights do not often travel so far north into these terrains, they are on semi-friendly terms with these barbarians.

Interactions between the Asgarnians and Fremennik have recently been very minimal. Although, some talk does take place between the two, the tribes remain to themselves. The inhabitants of Rellekka and the outlying settlements are entirely of Guthixian religion and heavily against the use of runestone magic.

It is told in histories that the lands of the Fremennik is the origin of the mankind, making each and every one of us a member of distant Fremennik heritage.

The Fremennik Province supplies an extremely rich game land for hunting – perhaps the largest in Gielinor. Along with this, the terrain and scenery is very beautiful aesthetically, but extremely dangerous, offering the Knights an ideal proving ground for advanced survival training.

Many White Knights are known to have descended either directly or indirectly from

A.A.E.

recent relatives of the Fremennik. The reason for this link is unknown.

The Council of Sir Amik



he Council of Sir Amik is the current governing council over the White Knights of Falador,

and the entire kingdom of Asgarnia. The council was founded not long after King Vallance fell ill. The White Knights saw this council as a solution for an attempt to justly rule the kingdom while Vallance was physically incapable. All White Knights hold equal importance and say while at the council table. Their main goal is to assist Sir Amik Varze, the leader of the White Knights, in both political affairs of the kingdom and knightly affairs in the castle. The council was founded by a dozen White Knights and currently holds politically important figures along with a representative from some of the White Knight sections. Currently, along with White Knights and Temple Knights, the council held representatives from the Church of Saradomin, who were invited to hold positions shortly after Saradomin's return to Gielinor.

This list displays names of members who are currently or have previously been involved in the council.



- Sir Amik Varze Sir Varze is the head figure of the council. Being the leader of the White Knights, he holds the responsibility of organizing and scheduling meetings and dealing with affairs concerning the council.
- Sir Tiffy Cashien Sir Cashien is the Head of Recruitment for the Order of the Temple Knights. A long time strategist and warrior, Sir Tiffy acts almost as an advisor to Sir Amik, especially in assisting the recruitment of White Knights in joining the Temple Knights.

- Sir Kuam Ferentse Sir Ferentse is a White Knight Commander who aids both Sir Amik and Sir Tiffy with relations between the Temple Knights and White Knights.
- Sir Vyvin Sir Vyvin is the head armourer in the castle, holding authority over the orders munitions and supplies, as well as having a large say in the promotions of units. Vyvin also plays a major role in strategy during times of conflict.
- Lady Hayley K. Spears Lady Spears is a prominent Commander in the Temple Knights. Having played an important part in the politics of Asgarnia, Spears acts as a key between White Knight and Temple Knight joint operations. She is one of few Temple Knights to be well-known by their real name; in her case, acting as a spokesperson and inspiring many members, especially women to join the White and Temple Knights.

- Sir Tain Def Sir Def was a Commander of one of the most important sections of White Knights performing in standard operations. Unofficially the head of the medical department within the castle, Sir Tain, although he preferred events on the battlefield, was often used for his sharp thoughts and inputs concerning difficult situations. Although Sir Tain has retired from leading his section, he still plays an active role as a Knight in the kingdom.
- Sir Bool Cowbra Now deceased, Sir Cowbra took control of the Lead Commander position of Sir Tain's section after the retirement. Sir Bool helped recruit many members into the section, making it the largest and most successful in the order's history until the time of his death in Year 1 of the 6th Age.

- Bhuler Bhuler, while not a Knight, still held an important position amongst the councilmen. Now deceased, Bhuler served alongside Sir Amik since their times as Peons until he was injured in a spar between the two. Bhuler acted as Amik's personal manager until he was killed in combat during the War of 164.
- Nicholas Sharp Sharp was another non-Knight who was active on the council. Acting as a patriarch to the order, Sharp held the position of master-at-arms, often working with Sir Vyvin. He was also the head of discipline to the Knights until the time of his death in the War of 164.
- Sir Vye Ver Sir Ver, another
 Knight who had served within
 Tain's section, is the current Head
 of Asgarnian Kingdom Security. He
 acts as the ambassador between the
 Falador Guard Force and the
 White Knights, and currently

serves as second in command of Sir Braddock Kohtlund's section. He is known to be the most decorated White Knight ever to serve in the order in terms of medals and achievements.

- Lord Dion Magnan Lord Magnan previously played an important role in Asgarnian politics, acting as the ambassador from Entrana. Being a lord from Entrana, Lord Magnan often supplied assistance to the Knights with his vast order of monastic monks called the Order of St. Rimmington's. He took his leave from the council shortly after the death of his friend Sir Bool.
- Sir Sander Stoneman Sir Stoneman, a man of various occupations all throughout Asgarnia, acts as Magnan's current second in-command in the Order of St. Rimmington's. Throughout his experience, Sir Stoneman acted as a Captain in both the White and

The White Knights of Falador

Temple Knights, along with various other positions of importance which all helped to earn him an invitation from Sir Amik to the council. Sir Stoneman followed Lord Dion away from the council as well, however the two still hold very good relations with the Asgarnian Army.

• Sir Andrunicus - Sir Andrunicus was Commander over another section that was very important to the operations within the castle and city. The section often worked alongside that of Sir Tain Def, being the second largest in the order. Sir Andrunicus was declared missing in action and his whereabout have not been known since Year 169 of the 5th Age. His section has since disbanded by merging with others.

The members of this council have since made many decisions for the good of Falador and are considered its protectors and holders of virtue. The councilmen can be distinguished from typical Knights by the ornamental rings they wear, displaying the seal of the council. Due to the necessary secrecy of this council and its ideals and concerns, no further information can be supplied within the print of this handbook.

Temple Rnights and Other Groups

Temple Knights of Saradomin



he Temple Knights of Saradomin, since their founding in the Third-Age God Wars,

have played an immense role in the support of Saradomin in Gielinor. Acting as Saradomin's direct and primary order of Knights and soldiers, the Temple Knights carry out missions and quests all around the world in the name and betterment of Saradominism. While technically a separate order, the Temple Knights work through and within the order of White Knights, allowing a vast source of information and perks to collaborate between the two.

There are several sections of Temple Knights that are directly working as joint-operation forces with the White Knights. Typically, White Knight sections will be assigned to various sizes of Temple Knight squads.

The White Knights also play the role of recruitment for the order of the Temple Knights. In order to become a Temple Knight agent, one must first be at least an Initiate within the order of the White Knights of Falador. After a long selection process, if considered to be qualified, a White Knight may be individually called out by a Temple Knight recruiter and invited into the order of the Temple Knights. If the White Knight accepts, they will then begin the long training process one must undergo during the selection. If the White Knight succeeds with the process, they will be permitted to undertake the oath of the Temple Knights in a glorious ceremony at the Abbey of Saint Elspeth Citharede in Al-Kharid. To even be invited into the Temple Knights is considered a great honor, let alone making it through the selection process and becoming one. The Temple Knights are arguably the most skilled and elite tactical combat force in the world, having carried out millions of successful operations in the past few thousand years.

Transferring

It is not uncommon for Knights and nobles to transfer or join other orders either within Asgarnia or entirely separate kingdoms. Nobility and status are completely transferable across Asgarnia, Misthalin and Kandarin, allowing for an easy transfer process.

There are also other Knights, mostly of honorable title, within the kingdom of Asgarnia. An exact protocol has not been established for the recruitment and transfer of Knights from other orders or kingdoms due to the variation in cases. Speak to a Head of Recruitment for more information on this topic.

Section Notes

rom this point on, all text in this section will be written and composed by the head scribe of your specific section. Each section will receive an edition

of the A.A.E custom to their own section type and leader. Officially, sections are named with the surname of the Leading Commander, but are commonly given unofficial nicknames.

The Section of Sir Tain Def

Welcome to the current Kohtlund Section! This section, better known as the Tain Section, after its founder, Sir Tain Def, is one of the most influential and decorated within the current order. If you've been placed in this section, then you're already ahead of the game. As a standard operations section, the top performing Pages of each class are often selected to be placed as Squire within the Tain section.



White Knight Commander Sir Tain Def wearing his famous cape

Historical Overview

After King Raddallin's reign, his son and heir to the throne, Prince Vallance, was declared King. The White Knights continued to serve the royal family of Asgarnia under Vallance. They soon became a prospering order. Tain Def soon came into the scene as a Squire under Sir Vant. Knighted at the age of 20 in the Year 137 of the 5th Age, he began his lifelong career as a Knight. Tain was proven to be Knight material. After only eight years of service, he was promoted to the honorable rank of Commander.

Shortly after King Vallance promoted Sir Tain Def to the rank of commander, he began organizing a separate section of White Knights. The king placed Sir Tain in charge of this section, officially forming the Tain Section.

There were only a dozen knights within the newly formed section, two of which were temple knights Sir Black and Sir Darkauro. Over the next several years, the section would see an addition of names such as Sir Vye Ver, Sir Bool Cowbra, Sir Richard Knights, Sir Monette, Sir Ryanas, Lady Erin Ture and hundreds more.

Originally, Sir Tain's section was joined with the section of Commander Andrunicus, to form a standard operations section in charge with full operations within Falador. After working together for a few months, Sir Andrunicus went missing, causing his section to be dispersed into other various groups of knights, including the Tain Section. The section would go on to perform in various tasks, such as the defense against Port Sarim and the Edgeville Monastery, the Battle of Lumbridge, the Bandosian-Armadylean Conflict, the battle of White Wolf Mountain, and many more. The section is also known for their first mission, in which they saved Falador from a party of raiding barbarians. The section has also carried out several successful attacks on the Kinshra, lessening their influence in Asgarnia during the 160's of the 5th age.

Wilderness Campaign

The section was heavily involved in the Wilderness Campaign which took place in

Northern Asgarnia during the late 160's. During the campaign, the entire section was stationed in the Edgeville Monastery under the command of Sir Tain Def. The Kinshra had raided the monastery and captured many monks. They, along with other evil factions such as the Chaos Dwarves and the Dark Warriors, were holding the monks ransom. They had discovered that Brother Jered and Abbot Langley knew of King Vallance's whereabouts.

After several standoffs with the evil factions, the White Knights were capable of effectively preventing the further capture of monks. After the first few battles, the Chaos Dwarves and the Dark Warriors pulled out of the plot, leaving it all on the shoulders of the Black Knights, who soon surrendered and retreated back to their fortress.

Two White Knights and one Monk of Edgeville were killed in the incident. Casualties on the opposing factions are believed to be well over thirty.

Retirement

Sir Tain Def's section thrived vigorously under his command. Hundreds of squires were knighted by his blade, but hundreds also died at his side. Tain led his men to victory on occasions, and even played a massive role in The Siege of Falador. After much action, Sir Tain retired from his section in the year 169 of the 5th age. He still retained his title of a White Knight Commander, but he handed the lead role to one of his captains named Sir Bool Cowbra. On average, the section was usually 100-150 members strong. This included squires, White Knights, and Temple Knights combined. Sir Bool led strongly with his captains, Sir Maffy, Sir Vye Ver, Sir Vriff Vendet, and Sir Agramon. He later on promoted a fifth Captain, Lady Erin Ture

Ambush

Near the end of year 169, Bool temporarily left due to two deaths in his family. Before leaving, Sir Bool promoted White Knight Captain

Sir Vye Ver to the rank of Commander, and left him in charge of the section. Things started off fine until Sir Vye Ver was called to Catherby for a two week period to assist in a diplomatic meeting. During this period, Sir Maffy was left in charge, and decided to host an unarmed march in northern Asgarnia. The entire section was ambushed on the march, and approximately 3/4 of the section perished in the fight.

Maffy quickly fled from the order due to his embarrassment and feeling of failure, and sought solitude to the north, where he eventually developed dissociative amnesia from the trauma left by the events. Sir Bool returned shortly after the incident, but was not mentally fit to revive the section on his own, so he went to Sir Amik for help. Sir Vye Ver returned during the period of Bool and Amik's meetings, and agreed that a change of leadership was in order, seeing as many of the knights felt Sir Vye Ver had failed the order. Bool, Vye, and Amik agreed to promote Sir Vriff Vendet to the rank of Commander and have him lead the newly revived section.

Confusion in Falador

A Temple Knight Commander by the name of Hayley Spears began to become heavily involved in the politics of Asgarnia around this time. Working at the side of Sir Amik, she began to make important decisions for the kingdom. On her own, she began to attempt to mend relations with the Kinshra to the north, and surprisingly succeeded at first, even at one point, inviting a Black Knight ambassador into the castle. However, due to obvious clashes in beliefs, the new terms quickly fell back under the table before anything was notarized, causing relations to return to their original state.

Hayley, preferring her job within the Temple Knights, decided to return the power issued to her back to Sir Amik Varze. Through a series of rumors, it was falsely believed that Sir Amik Varze resigned as well, leaving the kingdom without a leader.

Not long after this outbreak, a mass of confusion flooded the streets of Falador. A few tried claiming the city for themselves but failed. Some rumors concerning these new self-proclaimed leaders were so convincing, newspapers such as The Gielinor Times

published stories internationally confirming them. It was around this time that Dion Magnan and his monks of The Order of St. Rimmington's Sarothic Church approached the White Knights to help restore the city's order. The two forces marched on the city and reclaimed it under Sir Amik Varze before a dangerous rebellion took place. Not long after this, the original council of Sir Amik Varze was reinstated. The majority of the council was made up of White Knights and a few monks, along with Hayley Spears once again, and some of her Temple Knights.

Only a few months after Sir Vriff Vendet was named Commander, he mysteriously disappeared near the Edgeville Monastery. Sir Bool, after transitioning back into the order, stepped back up as the new leading Commander after the searches for Sir Vriff proved a failure. Sir Vye Ver took Bool's place as the Co-Commander.



Lord Dion Magnan proved a crucial ally in helping Asgarnia maintain its government body

The Battle of Lumbridge

Not long after the turn of age, Zamorak reentered Gielinor and cast darkness over the town of Lumbridge. In response to this, Saradomin entered Lumbridge to defend from the forces of chaos. Thus began the Battle of Lumbridge.

The White Knights marched into Lumbridge to aid Saradomin. Sir Bool was not currently in Asgarnia at the time of these events, so his Co-Commander Sir Vye Ver led the section to Lumbridge. Sir Bool soon returned to Asgarnia and set out for Lumbridge with even more knights. It was not long until The White Knights were stationed all throughout Lumbridge to maintain a top-secure Saradominist presence during the battle.

The White Knights stayed in Lumbridge for the duration of the battle, both participating in the battle and patrolling the city. At the conclusion of the battle the White Knights returned to Falador.

The Battle of White Wolf Mountain

During the weeks of The Battle of Lumbridge, tension broke out to the north-west of Falador. Mercenaries of Burthorpe known as the Monvallins began threatening the Kingdom of Kandarin with rumors of invasion. Originally, Sir Bool had plans to not get involved with the predicament, as he and the Knights were already occupied fighting a large battle in on the opposite front.

One morning in Falador, Bool awakened to the word of a possible conflict involving Kandarin. The knights spent the afternoon gathering word and knowledge from those such as Temple Knight agents. A decision was finally made as the Knights began preparing in the castle. Not long after, the section stopped on the Island of Entrana and informed Lord Dion Magnan and Sir Sander Stoneman of the situation. A small group of monks were ready and available to provide reinforcements to Kandarin at the side of the White Knights. The reinforcements landed in the town of Catherby moments after a battle had already started. Knowing they had the proper authorization of the crown, The White Knights

and the Order of St. Rimmington raised arms and marched up the western side of the mountain, rallying with the forces of Kandarin.

After several intense rounds of artillery and infantry resistance, the White Knights were capable of successfully aiding Kandarin in pushing the enemies back into a retreat to Burthorpe. Knowing that they had hopefully done as much as they could to help change the outcome of the battle, the Knights and monks marched back to the city of Falador to tend to their anguish received during the conflict. White Wolf Mountain was successfully captured at the defeat of the Monvallans.

Bandosian-Armadylean Conflict

Not long after Bandos and Armadyl began fighting one another just outside of Falador, the White Knights gathered to support in the defense of the city. They were first called in by the Armadyleans to help fight in the Battle of the Barbarian Village. The Bandosians were focused on attacking the village and maintaining it for a stronghold during the conflict. However, the Armadyleans put up a fierce resistance.

The White Knights, led by Sir Bool Cowbra, marched to the village and agreed to support their Armadylean allies. The first defensive charge was led by the White Knights and their weapons clashed with the Bandosians atop a hill just west of the village. After many minutes of fighting, the White Knights were ordered to reposition their forces at the entrance of the village in order to defend it from further invasion of some stray Bandosian forces.

After successfully defending the village from two waves of Bandosian attackers, the White Knights returned back to Falador. Not long after, the Armadyleans were attacked by a group of Dragonkin Worshipers and were forced to give up the village.

The White Knights also played minor roles throughout the rest of the conflict. These activities included protecting Armadylean convoys, giving shelter to many allied forces, attacking enemy convoys, and gathering divine energy for Armadyl.

Death of Commander Bool

Joseph Adalhard returned to Asgarnia and soon found himself negotiating with the Council of Sir Amik for a position amongst the government. Wishing to be crowned king in place of Vallance, the White Knights refused and offered him a position on the council.

Adalhard's demands were not met and he, in-turn, refused, threatening an invasion and war to come soon. Completely unaware of the size of Adalhard's forces and confused as to why a fellow Saradominist would attack the city, the Knights of Falador and the monks of St. Rimmington's Church gathered at the castle to attempt to communicate a negotiation.

Not long after, the Knights received a request for an alliance from sell-swords called the Longclaws. Hesitant at first, the Knights soon decided to accept the alliance.

A group of rebels attacked the White Knights' Castle only days after. A vanguard made up of Temple Knights, White Knights and St. Rimmington's Warrior Monks rushed to

Protect the gate led by Sir Sander Stoneman, Sir Vye Ver and Lady Hayley Spears, while Lord Dion Magnan of Entrana and Sir Bool led the rest of the defense.

The rebels managed to breach the walls and after hours of fighting, the attackers' leader, Vile, requested to be given ownership of Falador. The Faladian government refused after much debate. In hopes of having the ability to quickly rid the situation of the newly arrived obstacles, the government agreed to grant Vile a position of equal authority amongst themselves. Much confusion followed afterward, allowing Vile to proclaim himself as the highest authority in Falador, leading to his coronation.

Refusing to support the new rule, Sir Bool committed suicide after many terms were broken and misunderstood. This resulted in the first reformation of the traditional section of White Knights of Falador formed under Sir Tain Def. With the majority of the section convinced that Sir Bool was at fault, they openly welcomed a new section of command, greatly discouraging Sir Vye from working with the new officers in organizing such a thing. As a result, the officers began to shun Sir Vye Ver and his authority that

he had earned over years of service to the order, out casting him to eventually grow distant from the section and serve the order independently.

Sir Ant the Gord and Sir Knights were promoted to the rank of Commander and took control of the section. For the first time in years, the new Commanders reworked the section's traditional organizational structure, including the uniforms and ranks. Sir Gord soon stepped down from the rank of Commander, leaving Sir Loynn to be voted as the new Knight to take his position. The section began to do very well under the new command, being especially aided by the Temple Knights under Lady Luxanna Lungwitz. However, absent from the core traditional values present strongly not only within the individual section, but also the order, the rest of the Knights in other sections began to question the discipline of the newly rebranded section. After claiming to have authority to manipulate some tenants in the Knights' Code, particularly V.I.I and X.I.V. and having support of some Temple Knight agents collaborating as a joint force with the order, many questions began to arise concerning the legitimacy of the Knights, ultimately resulting in a series of dishonorable discharges and voluntary retirements.

Directly after this, the section began to deteriorate rapidly, with many Knights choosing to discharge entirely from the order and pursue other ventures within Gielinor.

Reinstatement



Sir Braddock Kohtlund, The section's current Lead Commander

After the departure of nearly all of the knights, Sir Braddock Kohtlund, the cousin of Sir Bool, journeyed to Falador, seeking answers about his cousin's death. He found himself at St.

Rimmington's Church and met with Sir Shaw Guiney, Sir Vye Ver, and Lord Dion Magnan. Kohtlund later met with Sir Amik Varze who offered him a position in the section due to its state of emergency.

Kohtlund returned to Ardougne and, after a great amount of thought, decided to accept the position offered to him in Falador. Not long after Sir Kohtlund took charge, he was allowed the position of host for the annual Novtumberfest alongside Kairi, Vye Ver, and Guiney.

After another successful Novtumberfest, the section remained out of action for many weeks. This period of time allowed them to focus on studying, training, and recruiting. Day to day life became more and more average for the knights. Lady Erin Ture soon ran into Sir Vye Ver at the Poison Arrow Pub while the knights were on a mission. Not long after, she rejoined the order as Dame Erin Ayge.

Key Members of Past and Present

Sir Tain Def

Founder and creator of the section and base foundations for all sections afterward, Sir Tain was the prominent leader of the section and one of the most well-known White Knights of Falador. He is known for wearing a white cape with red trim and a heart in the center that was gifted to him for his achievements in medical sciences. Tain is currently retired from active duty, but still participates in White Knight affairs.

Sir Vye Ver

Sir Vye Ver is a long time member of the section under Sir Tain Def. Currently considered the veteran of the section, he holds the rank of Commander alongside Sir Kohtlund. Along with that, he is tasked with the responsibility of Asgarnian kingdom defense and security. Famously, Sir Vye Ver is known as the most decorated Knight in the order.

Agent Darkauro & Sir S. Black

In the earlier days of the order, Sir
Darkauro and Sir Black were both Temple
Knight agents prominently involved with the
Tain Section. Sir Saradomin Black was known for
his ominous and mysterious past as well as his
aptitude and skill involved in slaying very large
and menacing creatures such as demons.
Darkauro, known only by his codename, went
on to become a Temple Knight Commander in
the section, but disappeared shortly after,
presumed to be have been discharged.

Lady Erin Degali

Lady Erin Degali, also known as Erin Ture and Erin Ayge, is a longtime member of the Tain Section and currently a Captain. In the past, Erin played a large role in the boosting of Knights' morales by running an exclusive pub for White Knights in eastern Falador. The pub was a big success until it was sold to the Dwarven Mining Guild and replaced by a workshop. Along with that, Erin has also played the role of quartermaster and events organizer.

Sir Bool Cowbra

Sir Bool was a Commander of the section who took over directly after Sir Tain Def.
Notably, Sir Bool was the first to hold the rank of armourer within the section, which he did very well. After reaching Commander, Sir Bool led well alongside his good friend Sir Vye Ver until his death. He was most well-known for his skill with a battleaxe and his liking for Greenman's ale. He is known to be the cousin of the current White Knight Commander Sir Braddock.

Sir Braddock Kohtlund

Sir Kohtlund is the current Commander who leads the Tain Section alongside his Co-Commander Sir Vye. Sir Braddock recently transferred from the Order of the Paladins of Saradomin based out of Ardougne. Being of Highlandic decent, Sir Braddock is known for his expertise in swordsmanship and is well known for his actions in which he single-handedly defeated ten Black Knight Officers who were close to setting a plan of destruction upon

Falador which would have released Zamorak into the city. For his heroic action, he was rewarded with a red cloak embellished with a gold X in the center, and entitled with the suffix "the brave."

Sir Spugward

Sir Spug is currently a Partisan in the Tain Section. Having spent many years within the section, the Knight has earned himself a reputation as the unofficial court jester, in which he raises many of his friends' morale through the use of jokes.

Lady Hayley Spears

While never officially being on the roster for the section, Lady Spears has acted with the Tain Section on several occasions, being an immense help by supplying skilled Temple Knight fighters on missions.

Sir Brutus

Sir Brutus was a well-known fighter in the Tain Section. He is known for his knowledge in

brute force, and played a large part in training Initiates. He has since been discharged from the order.

Sir Ant the Gord, Sir Loynn-Stayke, and Lady Maya Storme

Sir Ant was a prominent leader and assistant to Sir Bool during the section's most successful era. Sir Ant acted very well as an armourer in the section and eventually reached the rank of Commander until he stepped down and was discharged. Lady Maya Storme also played a very similar role to Sir Ant the Gord and even served as a Commander with him for a very short time until she decided to step down.

Sir Loynn-Stayke was a personal squire to Sir Bool until he became a Knight, where he gained ranks very quickly until making his way to the rank of Captain. After Sir Bool's suicide, and the departure of the remaining Commanders, Sir Loynn took the section on at his own hands, improving the state, but ultimately allowing it to fail under the new command. Sir Loynn willingly discharged from the order and left the section to the hands of Sir Bool's cousin, Sir Braddock Kohtlund.

Sir Bruthane

Sir Bruthane was an important Temple Knight within the order. He was known to have successfully completed several missions and helped greatly with recruitment. His current whereabouts are unknown.

Sir Joe Guiney

Sir Guiney was a very loyal Knight to the order. He was favored by officers for his reputation of always carrying out his orders and having a reliable personality. Sir Guiney was killed in action not long after he joined the Temple Knights.

Sir Richard Knights & Sir Vriff Vendet

Sir Knights was a disciplined and loyal Knight who served for many years within the order, under each of the previous Commanders. Sir Knights eventually made it to the rank of Commander himself, alongside Sir Ant the Gord, but stepped down after a few short months.

Beforehand, Sir Vriff was another Commander who played a large role in restoring the section to its former state. Before Sir Vendet was a White Knight Commander, he acted as an ambassador to the order for the Wizards' Tower. Sir Vriff also spent a short time in the Temple Knights.

Sir Quest

Sir Quest was a Partisan who was known for his expansive knowledge on the world of Gielinor. His current whereabouts have been unknown since he went missing in action. It is believed that he may have died or joined the Temple Knights.

Sir Ryanas

Sir Ryanas, trained by Sir Tain Def himself, was known to be an exemplary White Knight who had a vast understanding of the Knights' Code and how to practice it without question. Sir Ryanas was known for his collection of medals and achievements, as well as

for acting as a mentor and guide to other Knights. His whereabouts have been unknown since he went missing in action.

Sir Agramon Deceit

Sir Agramon is a White Knight Captain known for his devout discipline and strictness. Sir Deceit has acted as the section's primary drill instructor for many years and has shown a very extreme aptitude in disciplining Knights into following the protocol.

Lady Kairi Stone

Lady Kairi is currently a Captain in the Tain Section. Over the past few years, Lady Stone has quickly risen through the ranks in the order with her high active rate with organization. As a Lieutenant, Kairi served as the head chef for the castle, and after that, played a role in social relations. Kairi was recently promoted to the rank of Captain.

Closing & Acknowledgements

ow that you've read the Complete Handbook to all Applications within the White

Knights of Falador, you're expected to study it further and understand that each of these aspects taught and explained throughout the book are a necessity to be displayed every day in the life of a White Knight. There are no exceptions to slacking away from these tenets, and doing so shows a lack of respect for Saradomin and his complete teachings and plan for us in Gielinor.

This information will not make you a Knight overnight. Through years of training, studies, and experience you will be crafted into a true Asgarnian example of what a servant of Saradomin should be displayed as. We wish you the best of fortune in the path presented to you as a White Knight of Falador.

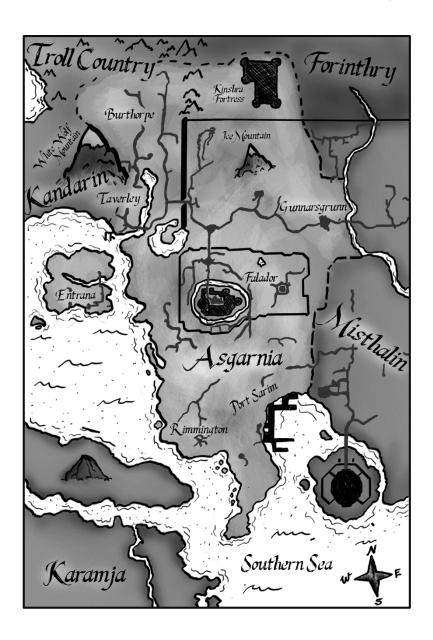
The White Knights of Falador gratefully acknowledges the contributions of the following people for their help in preparing the *Asgarnian Army Enchiridion* - 3rd Edition:

- Knights and Squires throughout the kingdom who participated in the various events and contributions which helped sculpt and shape the Order of the White Knights of Falador into the organization it presents itself as today.
- Members of the Royal Family of Asgarnia for their help and support for the functioning and continuation of the order.
- Members of the Council of Sir Amik
 Varze who helped compile and record the
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- The founding members of the orders of the Temple Knights of Saradomin and the White Knights of Falador for their initial foundations and templating on which our order was built upon.

The White Knights of Falador

 The Gielinor Times Printing and Publishing Company for their compliance and assistance with print and publication.

For further information you may seek regarding further specialty applications within the White Knights of Falador, advanced historical annals, texts, prints, artwork, or questions, please consult either one of the scribes which may be present in your section, Sir Renitee, or a librarian within the castle.



The White Knights of Falador

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The White Knights of Falador

Out of Character

To read and discover more about the RuneScape clan' White Knights of Falador, please feel free to direct yourself to any of the resources below:

The RuneScape Roleplay Wiki www.rsroleplay.wikiacom/wiki/the_white_knights_(sir_tain_def)

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Merchandise Shop www.wkof.spreadshirt.com

> RuneScape www.runescape.com

