**Ba’nott**

**A city of Men (Crusader Knights)  
  
The Great City of Ba’nott is also known as the Northern City. Situated some 50 miles South of Thodan’s Pillars, and 60 miles North of Gates River. The whole city sits on 100ft of man-made earth works and is almost a mile across from east to west. Surrounded by a 30-foot stonewall, the city is thought to be impregnable.  
  
At the cities core stands the great Ba’nott Keep, home to King Edward of Rothgartt ‘The Hand of the North’ and the Knights of liege, his blessed paladins. In the centre of the courtyard is a statue of Goran the mighty, which once stood in the halls of the Kingdom of Kaldoom, home to the Rothgartt’s and once governing city to the realms of Osguartt.  
King Rothgartt has taken responsibility for the protection of the 1st and 2nd sections of The Great Wall.**

The Knights Templar of Ba’nott and The Temples of the ascended orders.

The ascended orders of the twelve are a long standing tradition among the Ba’moor nation and are the main power behind its military might. Each order is a military organisation answerable only to themselves and the King. Even the priesthood cannot sway a grandmaster or mistress from their path. However the orders are more complex than this, often relying on donations from the church and nobility to continue their work.

In combat they are a wall of plate and faith that cannot be swayed from their path. Each Temple is responsible for its own standing army. Each Knight Templar is responsible for training new Templars either from the aspirants among the regular infantry or volunteers who arrive at the Temple looking for new lives.

Some temples are in special quarters of cities, while others are in remote locations. All however live separately from the society they have sworn to protect. Often they will go out into the world on holy missions or acting as Templar Errant doing their work where needed.

They become divine instruments of the ascension, with some even able to perform miracles according to their chosen path. For example some Templars of the path of protection are able to stand with their shields even when assailed by great weapons or the legend of Templar Kris and her protection of civilians who took a mortal wound, only to die a week later only when her charges were safe.

Each Temple is named after the God that embodies it and this namesake is called upon by the order. There is political jockeying between the orders, but when at war they are a united front with each order fighting and working according to its specialty and in the name of the King.

Supporting the Templars at war are the Aspirant infantry. These non-Templars make up the archers, infantry, and scouts who fight alongside the orders and are attached to them, but are owned by the King. They are garrisoned outside the temples the support and have more contact with the general population. They also include cooks, armourers, artisans and other occupations. Unlike the Templars, they follow the path, but are not expected to give up their normal service. Sometimes new Templars are trained from these ranks if the aspirant has the right attitude, faith and talent. Often they will have a more versatile skill set as they haven’t dedicated their lives to their chosen orders in the same way a templar does.

Also when at war, the Templars are followed by War Priests. Often these priests will give advice to the field commander in the role of a political lore master, who understands the temples relationship with the Priesthood. Those who are more zealous in their faith will often only commit to actions blessed and approved of by their priestly advisor.

Other than Aspirants, many people leaving old lives will come to a temples gate and take vigil. If they prove themselves worthy, they may be accepted to be trained as a new Templar, taking a new name and starting a reborn life. Often criminals will use this to escape justice, however those who do not truly commit and found lacking and returned to the law they are running from, often to face a much harsher sentence.

The main threat however to the great temples is of course jealousy and rumour. Many a noble house would see the influence of the temples torn down given half a chance, and even the priesthood sees them as a problem they do not know how to fix. Add to this that in reality there are not huge numbers of actual Templars Errant, they can often be stretched thin and their need for funding can lead to the needs of the church or noble support being also over extended

Look and feel.

Plated warriors of the Gods with Tabards to show their order. Very simple clothes with religious accents made by their own hands, as each templar is responsible for creating their own clothes and equipment. Aspirants where a mishmash of clothes, armour and weapons fighting as skirmishers supporting the templar’s on the battlefield, but with a uniting colour or symbol to show their allegiance. Members of a temple household like cooks etc wear what they like, but will often have symbol of the order to show their allegiance.

The Templars are NOT paladins. They are professional soldiers driven by faith and the idea they are right. Some are faithful paragons of virtue, others are religious bigots. It depends on the individual templar’s views and life. They are NOT d and d alignments. These are complex people. They are more than ‘burn heretics rahhhh’ or angelic music and staring into the middle distance with their foot on a demons head.

THE TEMPLES and their symbols.

Goran – God of War - Cross

Galeth – God of Justice - Hammer

Ba’drith – God of Peace and Harmony - Bell

Val’drith – God of the land - Tree

Ba’moor – God of Victory – Clenched fist

Val’moor – God of Mercy – Open hand

Yor’din – God of Protection - Shield

Bren’gnarr – God of Punishment, - Tower

Haspien – God of the Night - Moon

Ky’gnarr - God of the Day - Sun

Val’Rideon - Goddess of the Arcane – Half sun and half moon together

Malek – God of Tricks and Laughter - Cup

**All you need to do if you wish to play a Knight of Ba’nott is make every effort to look the part, choose your ascended order and and then join the adventure.**