

The Order of the Black Dragon

The Order

The Order is a predominantly military organization dedicated to guiding and promoting trade between nation states. With deep coffers and an almost invisible agenda, it has found welcome in most major trade cities. Therein, by small steps or great leaps, it has grown.

Once a provincial organization, The Order of the Black Dragon is now an enormous knightly order so steeped in tradition that its roots in the machinations of an ancient black dragon are almost forgotten. Recently, it has branched out into other regions in the plane, and the simple device of a black, scale-shaped shield has become iconic, an emblem of safety for lost travelers and frightened merchants. Few know that, despite its wide reach, The Order is merely one of thousands of organizations linked to the strange and ancient conspiracy known as The Halcyon. It, in turn, is a servitor of an even more ancient hierarchy, one deeply decayed by time. Despite that gradual loss of cohesion, these strange and distant masters retain a measure of control over their pawns. Even now, The Order heeds their call, passed along across vast distances by hundreds or thousands of intermediaries.

Joining The Order

The Order is represented by five different tracks. These are the Elementalist (Acid), Assassin, Knight, Mechanist Savant, and Dragon tracks. Buy-in for The Order may involve higher-than-normal social commitments. As a result, The Order offers the additional benefit of access to caravans at the first circle, and then limited access to planar travel at the fourth circle. They are also an excellent source of quests with monetary rewards, but these quests are often terribly difficult, particularly as one progresses deeper into the mysteries behind The Order.

New Track: Knight

Skilled swordfighters, accomplished riders and excellent jousters, Knights are the go-to men when a monster needs slaying, or a war needs fighting. While traditionally Knights are considered honourable and just, plenty of less-than-scrupulous individuals use that image to take advantage of unsuspecting victims.

Acquiring the Knight track changes your KOM to Strength unless Strength is already your KDM.

Special: Knight is only available with Guild Initiation.

Restriction: Knight abilities do not function while unarmed or using weapons based on unarmed attacks, such as Knuckledusters.

1st Circle – Deadly Blades: Any successful combat maneuver you perform deals additional damage equal to your KOM plus your character level. This damage is [Precision] damage, and applies to all maneuvers, including Charge, except Power Attack and Deadly Aim. This damage never stacks with itself. So, for instance, if you Trip on a Charge due to some special ability, it only applies once.

2nd Circle – Valiant Challenge: Creatures in your [Melee] range must attack you if able when making melee attacks. The first instance of this ability to apply against a given creature overrides subsequent instances, so the first Knight to arrive is the mandatory target until he leaves, even if a second Knight also engages the same foe at a later time.

3rd Circle – Indefatigable: As a move action, you may become [Steadied] for one [Round]. While [Steadied], you may make one additional attack of opportunity each [Round], and whenever you make an attack of opportunity, you may place yourself anywhere inside your [Melee] range. This does not trigger attacks of opportunity, as it is not movement.

[Steadied] is a new condition granted by the Knight's Indefatigable ability. It has no inherent effect, but represents the Knight's defensive stance.

4th Circle – As The Six Hundred: You may Charge twice as a standard action: make a Charge, and then make a second Charge immediately afterwards. The penalties and benefits of these Charges do not stack.

5th Circle – Interrupt: While [Steadied], once per [Encounter], you may negate any one ability used within your [Melee] range as an immediate action. This includes spells or spell-like abilities cast within your [Melee] range, but not regular attacks. You may also use this ability against ongoing effects such as [Fast healing]. They are negated for one [Round], which still counts against their duration.

6th Circle – On Heroes: As part of a Charge, at any point in the Charge, you may move anywhere within your [Melee] range and make a [Bonus attack]. This movement does not provoke attacks of opportunity. After you make this [Bonus attack], you may continue your Charge in a straight line from your current location.

7th Circle – New And Old: You may use any combat maneuver other than Charge in place of an attack of opportunity. Alternatively, you may Flurry with your attacks of opportunity. This allows you to make two attacks instead of one.

Additionally, you may now use Interrupt twice per [Encounter].