

## New Prestige Class: BROTHER OF THE ORDER OF THE GRIFFON

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The Order of the Griffon is the military branch of the Church of Karameikos. It's first and foremost devoted to the protection of the Church and of its temples from outside foes, but it's also called to act on behalf of the Grand Duke when the High Patriarch decides that his cause is worthy enough to be supported (such as a war against a foe whose victory would endanger the Church itself, and so on). The Order's Grand Master is the High Patriarch of the Church of Karameikos. Under him are the Masters (usually Brothers of 5<sup>th</sup> level) and the Priors (usually Brothers of 3<sup>rd</sup> level).

Members of the Order of the Griffon, also called Brothers and Sisters, are skilled fighters also gifted with a wide lore about the Church's theology. They usually are on duty patrolling wild and sparsely populated areas of the land, where the temples are in greater risk of being attacked, and meanwhile they lend their help to the secular government fighting monsters, bandits, rebels or working as escorts for important personalities. From time to time, groups of brothers or single Order members are sent in missions of particular importance for the Church, such as finding stolen items or relics, and pursuing and catching heathens or dangerous enemies of the Church.

Fighters and paladins are the most appropriate classes to pursue the career of Brother of the Order of the Griffon. Clerics fulfill the requirements of this prestige class only with difficulty and at the highest levels, thus those of them who chose to follow its are few. This prestige class' prerequisites almost bar it as a choice for other classes.

**Hit Die:** d10.

### Requirements

To qualify to become a Brother of the Order of the Griffon, a character must fulfill all the following criteria.

**Alignment:** Lawful.

**Base Attack Bonus:** +5.

**Skills:** Diplomacy 2 ranks, Knowledge (nobility and royalty) 2 ranks, Knowledge (religion) 4 ranks, Ride 4 ranks.

**Feats:** Armor Proficiency (heavy), Iron Will, Mounted Combat, Shield Proficiency, Weapon Focus (any sword, mace, axe, flail, morningstar or lance), Weapon Group (heavy blades), Weapon Group (spears and lances).

**TABLE 1: BROTHER OF THE ORDER OF THE GRIFFON**

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+1	+2	+0	+2	Determination, Order Membership
2nd	+2	+3	+0	+3	Inspire Bravery 1/day, Bonus Feat
3rd	+3	+3	+1	+3	Leadership, Chosen Enemy
4th	+4	+4	+1	+4	Inspire Bravery 2/day, Bonus Feat
5th	+5	+4	+1	+4	Trial of Heroism

### Class Skills

The Brother of the Order of the Griffon's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (local, nobility and royalty, religion, strategy) (Int), Riding (Dex), Survival (Wis).

**Skill Points at each level:** 2 + Int modifier.

### Class Features

All the following are class features of the Brother of the Order of the Griffon prestige class.

**Weapon and Armor Proficiency:** Brothers of the Order of the Griffon gain proficiency in an additional weapon group to chose from the following: axes, flails and chains, maces and clubs.

**Determination (Ex):** The dangerous nature of the duties of a Brother requires a great degree of determination. Starting from 1<sup>st</sup> level, a Brother gains a bonus equal to his Wisdom or Charisma modifier (if positive; his choice) to any one skill check, ability check or save he is called to make, one time per day. Using this special ability is a free action and must be declared before making the roll.

**Order Membership:** The Brother, as soon as he's allowed into the Order, takes a solemn oath of fealty to the Order and to the Church of Karameikos. From now on, he's required to follow the Order's rules, but he also gains special privileges awarded to its members.

The Brother must respect the following rules:

- Having devoted his life to the fulfillment of the Church's goals, the Brother doesn't care about material goods, other than those imposed by necessity; a quarter of anything he gains while he is member of the Order must be donated to the Church;

- The Brother must unquestioningly obey the rules and the dogmas of the Church of Karameikos, including everything regarding ceremonies, sins and purification; he's anyway exempt from duties that befall on the clergy (obligation to administer ceremonies, and so on), not being a clergyman himself;
- The Brother must show a deep respect for the Order's hierarchy; he must accept missions and duties imposed to him by his superiors or by the princes of the Church.

If a Brother breaks purposely these rules, he'll lose automatically any special ability granted by this prestige class and tagged as supernatural, and cannot advance any more in this prestige class until he'll have received an *atonement* spell and a purification ceremony. As soon as the breaking of the oath will be known, he'll be cast out of the Order. If a Brother deliberately leaves the Order before reaching the 5<sup>th</sup> level in this prestige class, he preserves any special ability he had gained (apart from Order Membership), but he cannot advance any more in this prestige class during his future career.

Moreover, the Brother has the following benefits:

- The Brother can ask shelter in any building owned by the Church of Karameikos; the people who take care of the building are obliged to host him and his comrades;
- Thanks to the respect and admiration with which common people regard the Order, the Brother will be treated by the rest of the Karameikan society with the respect due to a Knight, regardless of his actual social rank;
- The Brother benefits of the company of other members of the Order, who will become his friends and could help him and give him advices in times of need.

If a Brother has levels in the paladin class, pursuing this prestige class doesn't bar his possibility to continue his advance in the paladin class, given the similarity between these two ways.

**Inspire Bravery (Su):** This ability has the same effect as the bard ability with the same name. With a standard action, a Brother pronounces an inspiring speech, rallying his allies against fear and increasing their combat skills. To benefit from this speech, an ally must listen to the Brother for a full round. Effects go on as long as the Brother continues to speak (he must use a standard action each round), and for 5 rounds thereafter (or for 5 rounds after an ally can't hear him anymore). While speaking, the Brother can fight but can't cast spells or activate magical items requiring a spell trigger (like scrolls) or a magic word (like wands). Allies targeted by this ability gain a +2 morale bonus on saves against charm and fear effects, and a +1 morale bonus on attack and damage rolls. This ability can be used one time per day (two times per day when the Brother reaches 4<sup>th</sup> level).

**Bonus Feat:** At 2<sup>nd</sup> and 4<sup>th</sup> level, thanks to the martial experience matured within the Order's ranks, the Brother gains a feat to be chosen from the list of fighter's bonus feats (including Specialized Weapon, only available if he has reached the 4<sup>th</sup> level in this prestige class).

**Leadership:** At 3<sup>rd</sup> level, thanks to the fame he's acquired while acting on behalf of the Order, the Brother gains automatically the Leadership feat.

**Favored Enemy (Ex):** At 3<sup>rd</sup> level, a Brother fought so many times the most common foes of the Order to have acquired particular techniques to defeat them. This ability is the same of the rangers' Favored Enemy ability. A Brother can choose his favored enemy among the following categories: giants, undead, humanoids (gnolls), humanoids (goblinoids), humanoids (orcs), humanoid (humans) [the latter only if the Brother is Lawful Evil].

**Trial of Heroism (Su):** At 5<sup>th</sup> level, a Brother's faith and strenght of will are so trained to undergo great trials of stress and resistance to allow him to push over the normal limits of his body. Once per day, for a number of rounds equal to his Wisdom or Charisma modifier (his choice), he gains a +4 bonus on his Strenght, Dexterity and Constitution scores. This ability only works if the Brother and his allies are outnumbered in a fight, if they're fighting a foe whose size is two or more levels greater than theirs (i.e. of the size category of the largest among the Brother's allies), or if the Brother has lost at least half of his original hit points.