

THE GREYWARDENS

Symbol: A star burst-shaped seal they call the Mark of Judgement. Each member also wears an elaborate and personalized gauntlet that covers an entire arm. As Greywardens complete missions the gauntlets become more decorated with new designs and functions.

Background, Goals, and Dreams: The Greywardens are an armed group of ardent law enforcers with no political association who bring about law and justice to places where it is lacking. The laws that they unremittently enforce are a loose set of basic principles that they feel are necessary for a just and ordered world and they hope that their reputation and presence will discourage disorder and corruption. Common infractions they pursue to rectify are murder, thievery and disturbing the peace. They aim to be neutral and fair-minded in their judgments, acting as judge/jury/executioner, punishing those who were in the wrong and rectifying the crime committed. Punishments are usually severe. The Greywarden will generally at least ensure that the condemned can never commit a particular crime again.

The origins of the Greywardens extend beyond known history. They have simply always "been." Their influence and power have fluctuated throughout time, but they are enduring. Today they are recognized and their authority is acknowledged by most communities throughout the known lands.

Enemies and Allies: Lawful governments usually welcome them for providing free and efficient solutions to troublemakers. Although Greywardens can sometimes conflict with the established due process of a given society, they respect local mandate if they can help it. Criminals and criminal organizations fear and despise the Greywardens.

Members: Members of this organization are expected to be able to combat and capture violent offenders and deal with them in an objective manner. Members of most classes are generally capable of accomplishing this, but to become a Greywarden is to have unfaltering dedication to the duty at hand. Greywardens generally travel alone or in small groups to places where they are most needed. A single Greywarden will pursue an accused as long as there is still a trail to follow.

To be promoted in the Greywardens is mostly a sign of prestige with some added responsibilities. Senior members have authority over those of lower rank and proudly display their gauntlets' badges of honor, but they are also expected to perform accordingly. Greywardens are led by a council and a speaker of the highest rank that have scheduled secret meetings at a hidden location. Records are reviewed and archived and outstanding cases are brought under review and prioritized. Even council members are expected to deal with crime.

Type: Fighting Company

Scale: 12 (Multiregional/Kingdom)

Affiliation Score Criteria: The Greywardens only accept those of Lawful-Neutral alignment that undergo a scrutinizing training course.

Titles, Benefits, and Duties: As you advance through the ranks of the Greywardens, you learn to more effectively deal with transgressors, you gain authority over lower-ranking members, and you are granted enhancements to your abilities by the council through your gauntlet.

Affiliation Score	Title: Benefits and Duties
3 or less	Trainee with no benefits. Must be accompanied by a superior.
4-10	Officer: Given rights and authority to enforce law. Allowed to act on own.
11-20	Sergeant: +2 competence bonus on Gather Information and Sense Motive checks related to an open investigation.
21-29	Captain: +4 competence bonus on Gather Information and Sense Motive checks related to an open investigation. Must resolve an average of 1 case per month or reduce affiliation score by 1.
30 or higher	Commissioner: Invited to join council sessions and eligible to be elected for speaker position. May decrease affiliation score by 5 to summon and dispatch up to 4 8th-level Greywarden reinforcements to assist with difficult open investigations. Must volunteer at least 1 full month a year training new recruits or affiliation decreases by 1 scale.

Executive Powers: Inquisition, Law, War.

Criterion	Affiliation Score Modifier
Character Level	+1/2 PC's level
Base attack bonus of +5 or higher	+1
5 or more ranks in Gather Information	+1
5 or more ranks in Sense Motive	+1
Spends ten or more years as a Greywarden	+1
Successful mission on behalf of the Greywardens	+1
Successful mission on behalf of the council	+2
Acts in an unlawful or biased fashion	-2
Willingly allows a criminal to escape	-5