



ORDER OF THE GAUNTLET



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Welcome to the Order!

Your dedication to defending the weak and dispensing righteous justice is without peer, and your new brothers and sisters in the order look forward to smiting the wicked at your side, united in our divine purpose. May you live long and use your last breath fighting in the name of all that is good.

As a new Gallant, your preparation time is nearly over. We need all members ready to strike - both to dispense ongoing justice and to watch over those who cannot protect themselves. Troubling changes are afoot, and if the balance tips too far toward darkness, the good people of this land might be quickly overrun. Of course, more and greater foes mean more and greater advancement for the cause of the order; yet our accomplishment brings but small comfort to orphans and refugees. We must ensure that evildoers are brought to heel before they can offend again.

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Ontharr Frume has called on all those who value justice above all to stand firm against villainy. Should you act boldly and do right by your compatriots, perhaps you will one day fight by his side as he exacts the price for evil from those who believe themselves above the law. Remember this: Evil is born anew each day, but justice lives forever.

Yours in fellowship,



*Vindicator
Aradeneth*

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The Order of the Gauntlet

The Order of the Gauntlet is composed of faithful and vigilant seekers of justice who protect others from the depredations of evildoers. The organization is honorable, vigilant, and zealous. Clerics, monks, and paladins of good (and often lawful good) alignments are commonly drawn to the Order of the Gauntlet.

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That's the thing about evil: it is darkness, it is shadow, it hides in your blind spot. Then, when you are distracted, it sneaks in. Evil is a master of disguise—and what is the greatest disguise, you ask? Yourself. Evil will cloak itself in thoughts and emotions pretending to be your own, telling you to get angry, to be greedy and envious, to hold yourself above others.

People aren't born evil—it takes time for evil to fool you into thinking that its voice is yours. That is why to know who you truly are is what the Order requires from each hopeful who wishes to join our ranks. Bravery isn't fighting the dragon out there—it is fighting the dragon within. That is

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what we do in our prayers. Once you have slain that dragon, you have overcome the darkness lurking within yourself. Only then do you have the capacity to know true goodness. Only then are you ready to take up the sword and wear the badge of our Order.”

— Kajiso Steelhand

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The Order of the Gauntlet is a relatively new organization dedicated to smiting evil wherever it lurks and without hesitation. The Order understands that evil wears many guises, playing games and tricking others in order to spread. That is why its members act on their own authority, identifying threats and smashing them before they can grow.

Because the seeds of evil are nourished in the shadows, the Order of the Gauntlet rides out to the most dangerous dungeons, the darkest caverns, and the foulest pits to weed out wrongdoers. But the Order is keenly aware that the shadow of evil lies within everyone, waiting for a moment when it can gain a foothold

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on their souls. Thus its paladins, monks, and clerics spend long hours deep in prayer to keep their inner eye vigilant and focused on their own thoughts and emotions. In this way they purify themselves from within before taking up their swords to cleanse the world.

The Order of the Gauntlet believes that all sentient beings must come to the light of reason and goodness of their own volition. That is why it is not interested in controlling minds: it focuses only on deeds, setting an example to the world in hopes of inspiring and enlightening others. The Order holds that faith in one's god, one's friends, and one's self are the

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greatest weapons in quelling the hordes of malice.

With such devout conviction, the Order's members can be depended on as a source of strength to themselves and others, a bright light against the darkness. They are not preemptive bullies, though. A strict code of honor allows them to strike only when evil deeds are being committed. Thus, the Order of the Gauntlet is hyper vigilant, using every resource at their disposal—both divine and mundane—to know where and when dark deeds will occur.

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Member Traits

The Order of the Gauntlet is a dedicated, tightly knit group of like-minded individuals driven by religious zeal or a finely honed sense of justice and honor. Friendship and camaraderie are important to members of the order, and they share a trust and a bond normally reserved for siblings. Like highly motivated soldiers, members of the Order of the Gauntlet seek to become the best at what they do and look forward to testing their mettle. There are few, if any, “lone wolves” in this organization.

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Goals

- ✳ Be armed and vigilant against evil.
- ✳ Identify evil threats such as secretive power groups and inherently evil creatures.
- ✳ Enforce justice.
- ✳ Enact retribution against evil actions—do not strike preemptively.

Beliefs

- ✳ Faith is the greatest weapon against evil—faith in one's god, one's friends, and one's self.
- ✳ Battling evil is an extraordinary task that requires extraordinary strength and bravery.
- ✳ Punishing an evil act is just.
Punishing an evil thought is not.

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Leadership

The Order is not centrally led, but ran regionally by the highest ranking members.

Faction Deities

These are likely the most common deities that would bestow a charm or blessing on a member of the Order of the Gauntlet.

- ✱ **Torm**, god of courage and self-sacrifice
- ✱ **Helm**, god of protection
- ✱ **Tyr**, god of justice

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Order of the Gauntlet Ranks

Rank Items. Smaller items are typically obtained by using the [*faction loot satchel*](#). Larger items typically require face-to-face meetings for delivery. Items can not be sold, traded, or gifted. All items disintegrate upon the character leaving the faction.

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Consumables. At the beginning of an adventure (or other frequency at Dungeon Master discretion), a character can select one item associated with its current rank or lower and can only have one provided item in its possession at a time. These can be used on other players.

Magic Items. A character has access to the current rank's items, and to all lower rank items.

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Rank 1, Chevall

Requirement: 1 renown

This is the rank a character receives when first joining and pledging service to a faction. Perks include:

Faction Agent Background. [Safe Haven.](#)

Group Patron Benefits. [Assignments,](#) [Helping Hand,](#) and [Return to Justice.](#)

Consumables. A *potion of healing.*

Magic Items. i) a faction insignia ([Order of the Gauntlet pendant](#)), ii) a [faction loot satchel,](#) and iii) a [weapon of retribution](#) with the properties of a *moon-touched sword.*

Downtime Activity. [Faction Jobs.](#)

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Rank 2, Marcheon

Requirement: 3 renown and 3rd level

Characters have shown that they're aligned with the faction's goals, and are able to take on more responsibility. Perks include:

Consumables. A *potion of greater healing*.

Magic Items. The agent's [weapon of retribution](#) is magically upgraded and given the additional properties of a *+1 weapon*.

Downtime Activity. Once, the agent may request training in a language or single weapon by a faction-sponsored instructor without cost or risk of complication. Receiving training typically takes at least ten work-weeks, but this time is reduced by a

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number of workweeks equal to twice the character's Intelligence modifier (an Intelligence penalty doesn't increase the time needed), with a minimum of two workweeks.

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Rank 3, Whitehawk

Requirement: 10 renown and 5th level

Characters are reliable faction members, entrusted with many secrets and deserving of additional support. Perks include:

Consumables. A *potion of superior healing* or 10 pieces of adamantite ammunition.

Magic Items. i) the agent's [weapon of retribution](#) is magically upgraded and given the additional properties of a *rod of retribution*; ii) the agent's pendant is magically upgraded and given the properties of a *ring of truth telling*, and iii) [gauntlets of justice](#).

Supernatural Gifts. Once, the faction can call upon a deity to bestow a

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beacon of hope charm upon the agent.

Rank 4, Vindicator

Requirement: 25 renown and 7th level

Characters are trusted voices within the faction's leadership. They are looked upon as champions of the faction's beliefs, and as mentors by those of lower rank. Perks include:

Consumables. Either a *potion of supreme healing* or a *spell scroll* of 4th level or lower.

Magic Items. The agent's weapon of retribution is magically upgraded to provide an additional +1 bonus to attack and damage rolls.

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Rank 5, Righteous Hand

Requirement: 50 renown and 11th level

Characters are ensconced within the leadership of the faction and have a great degree of influence, guiding faction decisions. Perks include:

Magic Items. The agent's [weapon of retribution](#) is magically upgraded to provide an additional +1 bonus to attack and damage rolls.

Supernatural Gifts. Once, the faction can call upon a deity to bestow a [blessing of poison](#) upon the agent.

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Patron Benefits

Having the Order of the Gauntlet as a Group Patron provides the following benefits to the entire party.

Return to Justice. The Order of the Gauntlet can send a fellow member of the Order to assist your group when needed. You must be in a town or city and it takes 24 hours before someone arrives and can take possession of any prisoners or other persons you have, either escorting them to face justice, or returning them to their homes.

Helping Hand. The Order has secret members in almost every town and city. Your group knows how to locate these members and ask for aid in the form of a cleric or paladin spell, although they do ask to cover a

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portion of the cost according to the following table.

Spells Provided by the Order

Spellcasting Service	Cost
<i>Cure wounds</i>	10 gp
<i>Identify</i>	50 gp
<i>Lesser restoration</i>	10 gp
<i>Prayer of healing</i>	10 gp
<i>Dispel magic</i> *	20 gp
<i>Remove curse</i> *	20 gp
<i>Speak with dead</i> *	20 gp
<i>Divination</i> *	20 gp
<i>Greater restoration</i> *	75 gp
<i>Raise Dead</i> *	350 gp
<i>Resurrection</i> *	750 gp

**Requires 24 hours notice*

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Assignments / Faction Jobs

Faction Jobs include a handful of short generic missions that a character can reasonably complete within the span of a workweek. To complete a job, a character must accumulate three successful ability checks before accumulating three failures. The player chooses the skill for each of these checks. Once the character has attempted an ability check with a given skill, whether they succeed or fail that ability check, they can't use that skill again during the remainder of the job.

A character earns one renown after successfully completing a job. There are typically no monetary or item rewards for completing a job, other

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than perhaps covering daily food and lodging, if successful.

Job Difficulty Class

Tier	Character Level	DC
1	1-4	15
2	5-10	17
3	11-16	19
4	17-20	21

The following quests are available as assignments for those with the Order as a Group Patron, or as downtime Faction Jobs for those who are members of the faction themselves. Quests beyond this list can be easily available as well.

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Random Quests from the Order

d6 Quest

- 1 **Outlaw.** Locate and bring to justice a local criminal
- 2 **Escort.** Provide security for a local noble or merchant along a dangerous route
- 3 **Rescue Mission.** The relative of a local resident has been kidnapped and is being held for ransom; track down the kidnappers and return the relative
- 4 **Evil Comes Knocking.** Tan evil creature has taken up residence in a nearby village, which must be destroyed
- 5 **Border Patrol.** Hostile forces have been seen in the area; patrol the countryside and engage any threats
- 6 **Spies Among Us.** Rumors are circulating that a member of the Black Network is attempting to infiltrate the local government; seek it out and destroy it.



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Magic Items

FACTION LOOT SATCHEL

Wondrous item, uncommon

The *faction loot satchel* is a kind of magical being that safeguards the faction's funds and valuables. Its innards are connected to a secure coffer within your faction, to which the satchel periodically transfers faction items. As an action, you can extract a faction perk item from your satchel. The size of the item extracted must be able to fit into a normal-sized chest. Alternatively, a character may deposit a similarly-sized item, which transfers ownership to the faction.

Rank 2. Upon reaching rank 2 with your faction, a second pouch in the

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satchel materializes and functions like a *bag of holding*.

If this item is lost or destroyed, the character must find a faction representative for a replacement. The physical appearance of the satchel is determined by the Dungeon Master and player.

GAUNTLETS OF JUSTICE

Wondrous item, uncommon

These gauntlets have 3 charges. While wearing them, you can use an action to expend 1 of its charges to cast *protection from evil and good* on one willing creature you touch.

The gauntlets regain 1 expended charge daily at dawn.

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ORDER OF THE GAUNTLET PENDANT

Wondrous item, varies

This is a silver pendant depicting the blade of retribution held in place by the gauntlet of justice. Agents of the Order of the Gauntlet wear this as a symbol of their commitment to the Order.

Rank 3. Upon reaching rank 3, your pendant is magically upgraded. While wearing these metallic or leather gauntlets, you have advantage on Wisdom (Insight) checks to determine whether someone is lying to you.

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WEAPON OF RETRIBUTION

Any melee weapon, varies (requires attunement by an agent of the Order of the Gauntlet)

This weapon is gifted to an agent of the Order of the Gauntlet and can be any melee weapon of the wielder's choice.

In darkness, the uncovered weapon sheds moonlight, creating bright light in a 15-foot radius and dim light for an additional 15 feet.

Rank 2. Upon reaching rank 2, your weapon is magically upgraded and gains a +1 bonus to attack and damage rolls.

Rank 3. Upon reaching rank 3, your weapon is magically upgraded and gains the following characteristics:

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This weapon has 3 charges and regains all its expended charges daily at dawn. When a creature you can see within 60 feet of you damages you while you are holding this weapon, you can use your reaction to expend 1 of the weapon's charges to force the creature to make a DC 13 Dexterity saving throw. The creature takes 2d10 lightning damage on a failed save, or half as much damage on a successful one.

Rank 4. Upon reaching rank 4, your weapon is magically upgraded and gains an additional +1 bonus to attack and damage rolls.

Rank 5. Upon reaching rank 5, your weapon is magically upgraded and

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gains an additional +1 bonus to attack and damage rolls.

Supernatural Gifts

BLESSING AGAINST POISON

Blessing

Poisons have no effect on you. You are immune to the poisoned condition and have immunity to poison damage.

BEACON OF HOPE CHARM

Charm

This charm allows the character to cast the *beacon of hope* spell (3rd-level version) as an action. Once used three times, the charm vanishes from the character.

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Faction Agent Background

All faction agents are required to change their background feature to Safe Haven, regardless of their background.

Feature: Safe Haven

As a faction agent, you have access to a secret network of supporters and operatives who can provide assistance on your adventures. You know a set of secret signs and passwords you can use to identify such operatives, who can provide you with access to a hidden safe house, free room and board, or assistance in finding information. These agents never risk their lives for you or risk revealing their true identities.

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