

The Deathwarden

Thursday, January 23, 2025 4:06 PM

The Deathwarden

- **Title:** The Eternal Guardian
- **Alignment:** Lawful Neutral
- **Domains:** Death, Grave, Order
- **Symbol:** A spectral hourglass surrounded by a wreath of white and black roses, symbolizing the balance of life and death.
- **Portfolio:** Death, Rest, Balance, Protection, Souls
- **Favored Weapon:** A scythe or longsword wreathed in spectral energy.

Description

The Deathwarden is the vigilant protector of the boundary between life and death, ensuring the natural cycle remains undisturbed. This patron does not judge the dead or guide their passage but safeguards their sanctity against those who would defile them. Its power is focused on maintaining balance, punishing those who raise the dead as abominations, and shielding the souls of the departed from exploitation. Mortals drawn to the Deathwarden often share its purpose: clerics, paladins, and even warlocks who see their pact as a sacred duty to preserve the natural order.

Most often, the Deathwarden manifests as an anthropomorphic jackal, resembling ancient depictions of death's guardians. Its fur is sleek and black, and its eyes glow faintly with a golden or white light. In other cultures or to other followers, it may take the form of a skeletal figure clad in ceremonial armor, a faceless misty humanoid, or even a radiant angel of death. Regardless of form, its presence radiates solemn authority and unwavering justice.

Personality

The Deathwarden is stoic, impartial, and deeply protective. While it values the living, it believes all things have their time, and it does not intervene lightly. It is deeply opposed to necromancy, soul manipulation, and any actions that exploit the dead for personal gain. Compassionate yet firm, the Deathwarden encourages its followers to respect the natural cycle and act as arbiters when others stray from its path.

Dogma

1. **Respect the Dead:** Honor the departed and protect their rest from desecration.
2. **Preserve the Balance:** Life and death are part of the same cycle; do not fear one or covet the other.
3. **Banish the Defiled:** Seek out and destroy undead and those who practice unholy necromancy.
4. **Shield the Innocent:** Defend the living from those who would upset the natural order.
5. **Guard the Soul:** Ensure no soul is trapped, enslaved, or prevented from its rightful afterlife.

Clergy and Worship

- **Temples:** Shrines to the Deathwarden are often quiet, somber places made of stone or dark wood. They are built near cemeteries or sites of battle, featuring a central hourglass encased in glass or crystal.
- **Priests and Priestesses:** Known as Soulkeepers, they wear robes of black and silver with accents of white or pale gold. They serve as funeral officiants, guardians of cemeteries, and hunters of undead.
- **Sacred Rites:** Followers perform burial rites, ceremonies to honor ancestors, and purification

rituals to sanctify places defiled by necromancy.

- **Holy Day:** The Veil's Crossing, celebrated at the autumn equinox, is a time when the living honor the dead and the line between life and death is said to be at its thinnest.

Divine Relationships

- **Allies:** Deities of protection, balance, and order, such as Helm (protection) and Tyr (justice).
- **Enemies:** Gods of undeath, chaos, and corruption, such as Orcus (undeath) and Cyric (deception).

Favored Followers

The Deathwarden calls to:

- Guardians of cemeteries, such as clerics of the Grave or Death domains.
- Warriors and paladins who fight against undeath.
- Warlocks who view their pact as a sacred duty to protect the balance.
- Mortals who have seen the desecration of the dead and sworn to prevent it.

Custom Spells and Boons (Optional for Worshipers)

1. **Blessing of the Restful Spirit:** Your touch can calm a restless spirit or sanctify a desecrated grave, creating a 10-foot aura that prevents undead from entering for 1 hour.
2. **Chains of Balance (Channel Divinity):** You can summon spectral chains to bind an undead or soul manipulator within 30 feet. The target is restrained for 1 minute unless it succeeds on a Strength saving throw.

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The Obsidian Shard

Friday, January 24, 2025 11:00 AM

The Obsidian Shard

Wondrous Item, Legendary (Requires Attunement by a Warlock devoted to the Deathwarden)

Description

This jagged shard of obsidian, about the size of a human palm, is veined with glowing silver that pulses faintly like a heartbeat. When held, it feels cool to the touch, and faint whispers echo around it, carrying the voices of those beyond the veil.

The shard serves as a potent arcane focus, its powers steeped in the Deathwarden's purpose of preserving balance and protecting the sanctity of life and death.

Properties

1. Enhanced Spellcasting (Passive)

When using the Obsidian Shard as a spellcasting focus:

- Add +1 to your spell attack rolls and your spell save DC.
- You gain a +1 bonus to damage rolls with spells that deal necrotic or radiant damage.

2. Death's Binding (2 Charges)

As an action, you can target a creature within 60 feet. Spectral chains erupt from the shard, attempting to bind the creature's soul. The target must succeed on a Strength saving throw (DC 17) or be restrained for 1 minute.

- While restrained, the creature takes 2d10 necrotic damage at the start of its turn.
- A restrained creature can make another Strength saving throw at the end of each of its turns, ending the effect on a success.

The shard regains all charges at dawn.

3. Soul Shepherd (1 Charge)

As an action, you can use the shard to cast **Speak with Dead** without expending a spell slot or material components. Additionally, the summoned spirit is bound to truth and cannot lie when answering your questions.

This feature recharges after a short or long rest.

4. Sanctuary of the Warden (Passive)

While holding the shard, you are surrounded by a faint aura of spiritual protection:

- Friendly creatures within 10 feet cannot be frightened.
- You and friendly creatures within the aura gain resistance to necrotic damage caused by hostile creatures.

5. Last Rites (Special Use)

Once per long rest, you can channel the shard's power to perform a sacred rite. As an action, you create a 30-foot radius aura centered on you for 1 minute. While the aura is active:

- Undead creatures within the aura must succeed on a Wisdom saving throw (DC 17) at the start of their turn or become frightened until they leave the aura.
- Allied creatures in the aura gain temporary hit points equal to 10 + your Charisma modifier.
- If an undead creature is destroyed within the aura, you or an ally of your choice regains hit points equal to the creature's CR (minimum 1).

Flavor

The **Obsidian Shard** is said to be a fragment of the Deathwarden's first scythe, imbued with its lingering power. Its whispers guide Aloquin in fulfilling his pact, revealing hidden truths, binding enemies, and protecting the balance between life and death.

From <<https://chatgpt.com/g/g-EdqvwCQkF-dnd-gpt/c/6793de9f-fe2c-8000-afc2-e4c06750fc35>>



Aloquin's Motivations

Sunday, January 26, 2025 5:02 PM

Early Life

Aloquin Velshire grew up in the serene village of Vensborough, nestled in the rolling meadows on the outskirts of a distant kingdom. The village, though small, was tightly knit. Aloquin's family taught him the value of community early on. His parents, Maroen and Ellara Velshire, worked tirelessly to uphold the village traditions, while his maternal grandparents, Torric and Ysenna Thornbrooke, shared wisdom from their many years.

Aloquin had two siblings who shared his days of adventure: his elder sister Liraen and younger brother Casrin. The Velshire children were raised to believe that family extended beyond blood ties. To Aloquin, the villagers were an extended family—a network of care and mutual responsibility, even when disagreements arose.

The Village and Its End

Life in Vensborough was idyllic. The days were filled with laughter, hard work, and simple joys. Aloquin often ventured into the nearby forest to gather firewood or hunt small game. One fateful day, however, would change his life forever. While he was deep in the woods gathering kindling, a chill swept through the air. Unbeknownst to him, a necromantic force struck the village.

When Aloquin returned, he found only devastation. The once-lively streets were filled with the ashen remains of his neighbors, and an unnatural fog clung to the ground. Worse still, the spirits of the villagers were trapped, reliving the terror of their final moments in an unending cycle. His parents, siblings, and even his grandparents were among the haunted shades. The horror of their screams echoed in his mind.

The Deathwarden's Pact

As Aloquin stood amidst the ruins, paralyzed by grief and guilt, a figure emerged from the shadows—the Deathwarden. Appearing as a towering jackal-headed figure cloaked in flowing darkness, the patron spoke with a voice that resonated with solemn authority.

"Aloquin Velshire," the Deathwarden intoned, "your kin and community are bound to this place, held captive by the defilement of their death. Their rest has been stolen, but I offer you a path to redemption. Serve me as my hand in this world. Cleanse the defiled and release the trapped souls. Fulfill this task, and I will grant your village the peace they deserve."

Without hesitation, Aloquin agreed, though the full weight of the pact eluded him at the time. The Deathwarden laid out the terms: Aloquin must cleanse or free **1,021 souls** to fulfill his pact. Until that day, he would be bound to the Deathwarden's service, unable to find peace in death. Each time Aloquin falls, he rises with the dawn, his task unfinished. His body heals, but the scars of death remain as reminders of his failure to protect his village.

The Scars of Death

Aloquin bears the physical marks of his sacrifices:

1. A jagged scar across his chest where a blade pierced his heart.
2. A burn mark on his left forearm from a necromancer's spell.
3. A deep scar on his neck from being strangled.
4. A puncture wound on his side from a spear thrust.
5. A claw mark that stretches across his back from shoulder to hip.
6. A small but visible scar near his left eye from a glancing arrow.
7. A missing section of his right ear, the result of a brutal encounter with an undead beast.

Each scar tells a story of battle and sacrifice, etched into his flesh as a testament to his unyielding resolve.

Now

Aloquin wanders the world, fulfilling his grim task one soul at a time. Though haunted by the past, his determination burns brightly. Every soul he frees brings him closer to freeing his family and village. Despite the weight of his burden, Aloquin's moral compass remains steadfast, guided by the lessons of his childhood: care for others, even if the task is difficult, and protect those who cannot protect themselves.

To date, Aloquin has released 311 souls. Only 710 remain.

Physical Manifestations of the Pact:

Cold Aura - Aloquin's body radiates a faint, unnatural chill. Those standing near might, if their perception is high enough, notice a drop in temperature, as if the grave lingers near them.

Grave Speech - while invoking the gifts granted by the Deathwarden, Aloquin's speech carries ghostly whispers or echoes of tormented souls.

Mark of the Deathwarden - The sigil of the Deathwarden is etched onto Aloquin's back; an hourglass wreathed in black and white roses. It glows faintly when Aloquin invokes the gifts granted by the Deathwarden.

Narrative Implications

This structure leaves room for roleplaying moments of doubt or despair:

- **The Price of the Pact:** Your character's immortality or inability to die peacefully serves as a constant reminder of the pact's weight. They may feel isolated, knowing they cannot share in the peace they fight to give others.
- **Moral Choices:** Your character may wrestle with how far they are willing to go to fulfill the quota—what compromises they are willing to make and whether the end justifies the means.
- **Hope and Redemption:** Seeing their progress, the Deathwarden might offer glimpses of the redeemed soul to spur them onward, or the soul itself might appear as a fleeting specter in critical moments.

The character's death and subsequent return by the Deathwarden could leave profound and visible marks, both physical and metaphysical. These manifestations would reflect their unnatural connection to death, their ongoing pact, and the Deathwarden's influence over their existence. Here are ways this could manifest:

Physical Manifestations

1. **Deathly Pallor:** The character's skin takes on a pale, almost corpse-like tone, regardless of their original complexion. This pallor makes them stand out as someone touched by death.
2. **Cold Aura:** The character's body radiates a faint, unnatural chill. Those standing close might feel a drop in temperature, as if the grave lingers near them.
3. **Eyes of the Beyond:** Their eyes become unnervingly different, such as:
 - o Pupils shaped like hourglasses.
 - o A faint glow of silver, white, or pale gold.
 - o Eyes that seem to reflect spectral shapes or faint mists when stared into.
4. **Scar of Death:** The wound or injury that caused their death may remain visible but inert. For example:
 - o A faint, blackened scar across their chest where a blade struck.
 - o A ghostly burn mark that doesn't cause pain but never fades.
 - o A handprint on their throat or chest, resembling skeletal fingers.
5. **Unnatural Stillness:** The character moves with a preternatural grace or calm, as if their heart no longer beats. Small animals might shy away from their presence.

Behavioral or Psychological Changes

1. **Grave Speech:** Their voice may gain a deeper, resonant quality, as if echoing from beyond the grave. When invoking the Deathwarden's power, their words might carry ghostly whispers.
2. **Morbid Connection:** The character might instinctively know the state of nearby souls or desecrated corpses. For example:
 - o They sense when someone is close to death.
 - o They feel discomfort in the presence of undeath or desecrated ground.
3. **Death's Calm:** Having experienced death, the character is unshakable in the face of danger. They might become immune to being frightened or unnerved by death-related effects.
4. **Visions of the Dead:** The character occasionally sees fleeting glimpses of spirits or hears the whispers of the departed. Whether these are warnings, guidance, or echoes of the Deathwarden's will is up to interpretation.

Magical or Spiritual Manifestations

1. **Mark of the Deathwarden:** A sigil of the Deathwarden (such as an hourglass or a wreath of black and white roses) appears somewhere on their body, glowing faintly when they invoke their pact's power.
2. **Undying Body:** The character's body shows signs of resistance to mortal frailty:
 - o Their wounds knit together more quickly, leaving faint ghostly scars.
 - o They can go longer without food, water, or sleep, as if their body is sustained by something beyond life.
3. **Shadowed Aura:** A faint, ghostly aura surrounds them when they use their abilities, such as:
 - o Shadows lengthening unnaturally.
 - o A faint mist or spectral hands reaching out.
 - o The sound of a tolling bell or distant whispers accompanying their magic.
4. **Undead Recognition:** Undead creatures instinctively react to the character's presence. Some may avoid them out of fear of their connection to the Deathwarden, while others might view them as a rival or a threat.

Roleplaying Implications

- **Alienation from Life:** The character might feel disconnected from the living due to their death and return. Mortals may instinctively distrust them or feel uneasy in their presence.
- **Burden of Immortality:** Knowing they cannot die until their pact is fulfilled could lead to feelings of frustration, guilt, or even a growing desire for release.
- **Haunted by the Dead:** The spirits of the souls they've failed to release might linger around them, visible only to the character, acting as reminders of their unfinished task.
- **Symbol of Hope and Fear:** To allies, they may be a symbol of strength, a person who overcame death. To enemies, they might seem an unrelenting force, a walking herald of death itself.