

# Wardens

“These lands are our burden and our reward.”



## General Description:

Wardens are the self-proclaimed masters of the Seal. Wardens use the power of the world tree and their special Botanical Magics to maintain as much order as possible inside the prison. When the Wardens are not intercepting new arrivals and dealing with troublesome inmates they are locked in a seemingly endless war with the Wickermen who live below the roots of the great tree.

## General Culture:

The Wardens are born with only a tiny bit of the Great Tree's power, a faint amount of residual energy inherited from their parents. Shortly after the child is born, before this power fades, a master botanist will plant a seed from the Great Tree just at the base of the child's neck and this is truly when a warden is born. The rest of the child's adolescence will be spent among the training halls built within the Great Tree. Wardens are expected to be able to fight, apply critical thinking, and display at least some affinity for the Botanical Magic's. A Warden knows they must be well versed in book and blade

Once a young Warden's studies have been concluded they are sent on their first mission, to receive the newest wave of prisoners into the seal. There are only a few known entry points favored by the outside world, unfortunately these entry points are also now favored by savage creatures and depraved denizens of the Seal. It's the Warden's duty to make sure that new prisoners are received alive, their property returned, and given a fighting chance to live out their sentence. If the young Warden survives the prisoner intake they will then be evaluated and assigned their first duties. The most common duties assigned to young wardens involve wandering the Seal, collecting knowledge, keeping violent prisoners in line, or assisting non-violent prisoners. Often these Wardens will be recalled to assist in additional prisoner intakes, and should they prove themselves to be exceptional called to aid in the war with the Wickermen. A Warden knows their first priority is always the Seal and anyone who would threaten it.

## **History:**

The lands that now make up the Seal, were once ruled over by a decadent Noble, His name has been lost to history since he fled the lands after the first few war meetings that planned the great trap. The only pre-Seal name that matters is Michelle Sky Conroy, Captain Conroy was the only military leader willing to sacrifice herself and her troops to the trap. It was Captain Conroy given the title of Lord and should she survive tasked with the care of the Seal. A Warden knows, we forget cowards and remember those who step up.

After the trap was sprung the Divines were enraged, when they were not doing battle with each other, they were hunting down Captain Conroy and her troops. Before long the landscape was scarred, the land had wound unlike any before. Captain Conroy ordered her troops to take refuge in the one location the Divines would not damage, the Great Tree. It was here Captain Conroy and her troops were able to recover. A Warden knows, you must always think tactfully.

The Great Tree brought with it new problems, the Tree had long been home to the foul Wickermen. Most historians believe it was the alliance between the Wickermen and the Fiends that prevented the monsters from razing the tree just to get to Captain Conroy. It was in these skirmishes with the Wickermen that Captain Conroy lost an arm and almost her life. It was also in these skirmishes that her troops were able to capture one of the Wickermen's strange dens where they were using the Great Tree to their own ends. Captain Conroy healed her wound, not simply closing the injury, but replacing it with an arm of wood and vine. A Warden knows, the Great Tree gifted the first graft after much sacrifice.

The war with the Divines soon depleted the Archons and Fiends of host bodies, no Warden would welcome the Archon, and no Warden would bend knee to the Fiend. The lands were so scarred that even the Erubi found themselves with limited hosts. The lands entered into a strange peace, growing in number and power the Wardens were able to push the Wickermen underground, the foul creatures now skulk below the roots of the Great Tree. A Warden knows, there is no peace time, only more work to be done.

Over the years the ruling arm passed from Lord to Lord, each leader imparting upon the arm some of their knowledge before selecting a worthy successor. The Warden's refined the Botanical Magic's, and began to heal the lands. Their work was interrupted as the Outsiders began to send new people into the Seal. Most of these newcomers were often of the foulest character, most newcomers will was quickly broken and created an opportunity for the Fiends to return, others desperate to try and survive welcomed the Archons into themselves. The lands were now filling with battling Divines, criminals, strange monstrous constructs, and lone Dragon Lord warriors. A Warden Knows, trust no one entering the Seal.

## **Physical Appearance:**

At first glance a young warden may appear to be a citizen of the empire who has not been marked as a criminal. The only true distinction would be the green hue surrounding their eyes, as this is the first place that the power of the Great Tree makes itself known. Older wardens can be as varied as the flora of the world. As wardens progress through life they develop a preference for various grafts and as these plants are welcomed into their body over and over again greater lasting changes will occur. Seasoned wardens will often show signs of lingering thorns, vines, or noxious fungi. The masters of the botanical arts often have very pronounced growths depending on which graft they are currently experimenting with. A Warden knows, fear and respect the prettiest flowers.

## **Costume Racial Suggestions:**

At bare minimum a Warden need only have green makeup around both eyes. As a Warden produces and uses various Grafts they will require additional costume requirements. A plant graft that allows you to deliver a packet stun may require small toadstools displayed somewhere on your person, or a graft granting you a melee delivered root may require vines along your sword arm.

**Religion:**

A Warden is welcome to any faith, but of the various deities Impirius and Vitalus are worshipped equally, and very few Warden are members of the Church of the Endless Darkness.

**Great Seal:**

Wardens know a great deal about parts of the Seal that have personally walked, often these experiences are brought back and logged and kept in a library inside the Great Tree. Wardens can always seek out the knowledge they need in the Wanderer's Library, but pouring over personal accounts can be time consuming and you run the risk of only finding decades old journals.

**Customs and Holidays:**

When a newly born Warden is given their seed the family will have a "First Graft" celebration.

New Spring Day – On the first day of spring, if someone asks a Warden to forgive them for a personal wrong they have done, the Warden must accept their apology and forgive them.

The Debt- Every abandoned host helped, every rescued inmate is subject to what Wardens call "The Debt". If a Warden needs assistance they will remind an inmate of their debt, while not compelled to assist inmates know they run the risk of missing out on future aid.

**Family Structure:**

Wardens are often born into a semi-communal family structure, while they may reside with blood relatives most youth will also mentor under another Warden. It is also not uncommon for Wardens to have one or more adopted siblings, such is the nature of their work that young Wardens often lose their parents. In addition to raising young Wardens the community will take in hosts abandoned by the Archons and Fiends just until they are able to care for themselves.

**Courtship Rituals:**

Wardens do not spend time trying to woo one another, rather bonds are forged through shared acts and battles. This often means that Warden parents share similar duties, a reason driving the need for mentors to the youth.

**Why Play One:**

Play a Warden if you are looking to maintain and improve life inside the Seal. If you want to play a take charge, get things done character a Warden upbringing is a good place to start.

**Roleplay Notes:**

Your duties should tie into the ideals your character holds. Pick something to be passionate about and build your official duties around that.

**Special Relationships with Other Races {friends or enemies}:**

Dragonlords- Often seen as potential short term allies, they are honorable but they have their own agenda.

Erubi- Always be careful around the Erubi, they could become host to a divine at anytime.

Wickermen- Are never to be trusted, and destroyed if possible.

**Special/Famous Groups:**

Botanical Research Division- The Lord's official graft research team.

Keepers of the Journals- The librarians who keep, catalogue, and maintain the travel journals of Wardens.

The Grubs- A team of skirmish fighter's tasked with engaging the Wickermen below the roots of the Great Tree

**Special/Famous Individuals:**

Orson Light- Current Lord of the Wardens

Emma Nile- Current Head of the Botanical Research Division

Whit and Grace Senker – Current commanding officers of the Grubs