

Queen Maren Ashford

The Warden Queen

Class: Fighter 8 / Paladin 4 **Race:** Human (Weohstan) **Background:** Noble **Alignment:** Lawful Good
Age: 47 **Gender:** Female **Height:** 5'10" **Weight:** 165 lbs

18 Armor Class	104 Hit Points	30 ft Speed	+2 Initiative	+4 Prof. Bonus	14 Passive Perc.
STR 18 +4	DEX 14 +2	CON 16 +3	INT 13 +1	WIS 14 +2	CHA 14 +2

Saving Throws

- **+8** Strength
- **+2** Dexterity
- **+7** Constitution
- **+1** Intelligence
- **+6** Wisdom
- **+6** Charisma

Skills

- **+2** Acrobatics (DEX)
- **+2** Animal Handling (WIS)
- **+1** Arcana (INT)
- **+8** Athletics (STR)
- **+2** Deception (CHA)
- **+1** History (INT)
- **+2** Insight (WIS)
- **+6** Intimidation (CHA)
- **+1** Investigation (INT)
- **+2** Medicine (WIS)
- **+1** Nature (INT)
- **+6** Perception (WIS)
- **+2** Performance (CHA)
- **+6** Persuasion (CHA)
- **+1** Religion (INT)
- **+2** Sleight of Hand (DEX)
- **+2** Stealth (DEX)
- **+2** Survival (WIS)

Spellcasting

Class: Paladin **Spell Save DC:** 13 **Spell Attack:** +5

1st Level 4 slots	2nd Level 2 slots
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Level 1 Spells

Protection from Evil and Good, Sanctuary, Bless, Shield of Faith, Command

Level 2 Spells

Lesser Restoration, Zone of Truth, Aid

Features & Traits

Action Surge

Once per short rest, take one additional action.

Extra Attack

Attack twice when taking the Attack action.

Indomitable (1)

Once per long rest, reroll a failed saving throw.

Divine Sense

Detect the presence of celestials, fiends, and undead within 60 ft.

Lay on Hands (20)

Pool of 20 HP to restore to touched creatures, or 5 HP to cure disease or poison.

Aura of Protection

Allies within 10 ft. add +2 (CHA mod) to saving throws.

Divine Health

Immune to disease.

Fighting Style: Defense

+1 AC while wearing armor.

Equipment

Item	Qty	Notes
Warhammer	1	Functional. Shows use. Personally commissioned.
Warhammer	1	Ceremonial. Carried at formal occasions. Vorathem's symbol engraved on the head.
Plate Armor	1	Hart royal livery. +1.
Shield	1	Hart royal arms.
Ring of Resistance	1	Fire resistance. Family heirloom.

Personality

Personality Traits	Ideals
She asks one question before making any decision: what does this cost, and who pays it. Not rhetorically. She expects an answer.	The kingdom is its people, not its borders. Hartholm's walls are exceptional because the people who built them believed this.
Bonds	Flaws
Vorathem's patronage of the Hart lineage is not a privilege. It is an obligation, and she intends to be worthy of it.	She holds herself to a standard she would not apply to anyone else, and is quietly punishing about it when she falls short.

Languages & Proficiencies

Languages: Common, Dwarvish, Elvish

Tool Proficiencies: Mason's tools (ceremonial; she has used them), vehicles (land)

Distinguishing Features: Carries a ceremonial warhammer at formal occasions -- Vorathem's symbol -- and a functional one everywhere else. The functional one shows use.

Backstory

Maren Ashford has been Queen of the Hart for fourteen years, inheriting a throne that has been stable for most of its history and a kingdom that values competence over pageantry. She is the kind of ruler who makes the visiting dignitaries from Archenveil faintly uncomfortable -- not because she is hostile to them, but because she is clearly not trying to impress them, and that absence of effort reads, in diplomatic contexts, as a subtle form of dominance.

She trained as a fighter before she was ever considered likely to rule -- she was third in succession when her training began, and her parents believed that a Hart royal who could not hold their own in the field was a Hart royal who would eventually embarrass the crown. She distinguished herself sufficiently that when

succession brought her unexpectedly forward, the army regarded the transition with more comfort than the court did.

The Kingdom of the Hart has never signed an Order-jurisdiction compact, and Maren has not changed this. She is not hostile to magic or to the Orders specifically; she simply does not intend to sign away a category of royal authority to an external body without a compelling reason, and no one has offered her one. The Orders find this position frustrating. She finds their frustration informative.

Her relationship with Vorathem's clergy is genuine rather than ceremonial. She practices a craft -- masonry, specifically -- which is unusual for a ruling monarch and which she pursues with the same methodical seriousness she brings to governance. The warhammer she carries at formal occasions is one she commissioned herself, to a design she specified, and she was present at the forging. Vorathem's clergy regard this as appropriate. Most of her court regards it as eccentric. She has not changed the practice.