

Dodahar

A tale of woe - the chronicles of Dodahar the Paladin

- [Origins in the Shadow of a Dragon](#)
- [The Marauders' Raid and the village](#)
- [A Second Life in Veridia & the Second Slaughter](#)
- [The Paladin's Path & Return to Dragonspire](#)
- [Storm's Righteous Gaze](#)

Origins in the Shadow of a Dragon

Dodahar's life began in a place most mortals only whisper about—the **lair of Rygarth**, a mighty metallic dragon whose heart was gentler than his scales were strong. Myra, a human woman fleeing the cruelty of her village, found unexpected sanctuary in Rygarth's cavern. What began as fear grew into a bond of trust, then affection, and finally a family.

Dodahar was born into warmth, wisdom, and wonder. For six years he knew only Rygarth's guidance—lessons of honor, restraint, and the responsibility of power. Myra's love shaped his heart; Rygarth's teachings shaped his spirit.

The Marauders' Raid and the village

That peace ended in fire and steel. Marauders descended upon Dragonspire, slaying Rygarth after a brutal battle. Myra and Dodahar were seized as curiosities—"dragon-hoarded spoils"—and kept in chains. Their captors saw no people, only trophies

Salvation came in the form of Arak, a paladin of Thalros, who led a strike force that annihilated the marauders. He returned Myra and Dodahar to her birth village, where celebrations erupted—so long as the paladins remained.

When Arak's party departed, the truth surfaced. Myra was branded impure, tainted by her years with Rygarth and the marauders. Dodahar, half-dragon and wholly misunderstood, became a symbol of her "sins." The village that had cheered her return now shunned her. Months passed. Myra tried to rebuild her life, but hatred festers easily. Her former fiancé, Julius, returned with a mob convinced they were delivering justice. They dragged Myra into the square and executed her in a display of cruelty meant to "cleanse" the village.

Dodahar was forced to watch. When they turned on him, he broke free long enough to hurl himself off a cliff into the river below. The current carried him away from the nightmare.

A Second Life in Veridia & the Second Slaughter

Dodahar washed ashore half-dead. Imult, a cleric of Veridia, found him and brought him to the temple. There, Dodahar found something he had not known since Rygarth's lair: acceptance. He trained as a cleric, learned discipline, and forged friendships with Sharif and Sari. His trauma seemed to fade beneath years of calm routine.

On the eve of his inauguration as a novice cleric, a raiding party of the Veridann Empire stormed the temple. The massacre was swift and merciless. Dodahar fought, but he was still only a student. As the killing blow fell, Arak intervened once more. He recognized Dodahar instantly. And in that moment, the memories Dodahar had buried erupted like a broken dam. He swore vengeance—not only for the temple, but for every life stolen from him.

The Paladin's Path & Return to Dragonspire

Arak took him in, training him as a paladin. Dodahar's demeanor became calm, controlled, almost serene—but beneath that surface simmered an unyielding rage, a cold and focused hunger for justice. He learned to channel his fury into purpose. He learned to wield his pain as a weapon.

Years later, Dodahar returned to the ruins of Rygarth's lair. The dragon's bones still rested where they had fallen. As Dodahar approached, ancient magic stirred. A hidden vault opened—Rygarth's final legacy. Inside lay Storm's Righteous Gaze, an ancestral warhammer forged for a champion of draconic lineage. When Dodahar lifted it, he felt Rygarth's presence—not as memory, but as destiny.

Dodahar left Dragonspire with a vow carved into his soul:

To bring justice to the wicked. To avenge the fallen. To forge a future worthy of both dragon and mortal.

Storm's Righteous Gaze

A mighty warhammer bound to Dodehar's destiny. Its eyes glow with cold white-blue light and they flash every time Dodehar smites the wicked.

Others feel weak and clumsy if they wield it and its will endeavours to hinder them at any turn. Any time a creature attacks using the weapon, they suffer an exhaustion.

The weapon has the following extra properties

- +1D6 Cold Damage when you hit with an attack.