

The Vergor

Clerics in Argyle represent the ideals of their deities to the masses, through prayer, ritual and sermon. But what of deeds? What of battling for these ideals when hope is dim, when naught exists but a thread of faith to combat those who oppose the ideals? There are unique people who deal with these instances. They are known as vergors.

Vergors consider themselves to be the personal representatives of their deity upon Argyle. At some point in their lives they experienced a vision, or epiphany, of some form which has led them to believe that they have actually communicated with their deity. Vergors believe they know the dogma of their deities to such a degree that only they are capable, or even qualified, to carry out the beliefs of their god.

Some folk consider vergors to be a step above even the most powerful clerics of the deities, and vergors would not argue with that opinion. Vergors have free reign of any religious establishment of their deity, and are met with reactions varying from awe to fear by the local clergy. Clerics of the temple of Sonas, for instance, may warmly greet a vergor of Sonas who enters their temple, while clerics of Desus Tai may cower in fear as a vergor pillages their stocks.

Whatever the circumstances, vergors are feared and revered throughout Argyle. Fanatic to a fault when it comes to their patron deity, vergors are always doing their utmost to promote, protect and enforce their god's views.

It comes as no surprise that most vergors evolve out of clerics and fighters: after all, the vergor is a sort of 'holy warrior'. Rarely will members of the other classes become vergors, but it is not unheard of: perhaps a bard will hear the calling of Freyo one night and devote the rest of his life to promoting the Trickster's dogma, or a thief may survive a particularly harrowing experience which leads her to become a vergor of Yara. While rare, it does on occasion happen.

NPC vergors are most often affiliated with nearby temples, leading the fight (whether encouraged by clerics or not) to promote their deity's name. Some vergors act more like crusaders, traveling the lands and ensuring their god's ideals are taken seriously.

There are no vergors of the Scions. The reasons for this are unknown to scholars, but it is suspected that Scions simply do not communicate with mortals at a level required to produce vergors. Or perhaps they simply have no need for such individuals.

Hit Die: d10.

Requirements

To qualify to become a vergor, a character must meet all the following prerequisites.

Alignment: Identical to their deity's.

Base Attack Bonus: +6.

Skills: Knowledge (the character's deity) 6 ranks.

Special: The character must have had some sort of direct communication with his deity in which he was instructed to perform a task, and the character must have completed that task to the Ascended's satisfaction.

Class Skills

The vergor's class skills (and key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge(religion) (Int), Profession (Wis), Sense Motive (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

The vergor has the following class features.

Weapon and Armour Proficiency: Vergors are proficient with all simple and martial weapons, with all types of armour and shields.

The Vergor									
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Divine Spells Per Day*			
						1 st	2 nd	3 rd	4 th
1 st	+1	0	0	+2	Divine Grace, Divine Health, Lay On Hands/Corrupt Touch	0	–	–	–
2 nd	+2	0	0	+3	Aura Of Courage, Detect Good/Evil, Smite Good/Evil 1/day	1	–	–	–
3 rd	+3	+1	+1	+3	Turn Undead/Command Undead	1	0	–	–
4 th	+4	+1	+1	+4		1	1	–	–
5 th	+5	+1	+1	+4	Smite Good/Evil 2/day	1	1	0	–
6 th	+6	+2	+2	+5		1	1	1	–
7 th	+7	+2	+2	+5		2	1	1	0
8 th	+8	+2	+2	+6		2	1	1	1
9 th	+9	+3	+3	+6	Smite Good/Evil 3/day	2	2	1	1
10 th	+10	+3	+3	+7		2	2	2	1

*Vergors of Emeloth use arcane spells rather than divine spells (Int bonus applies to number of spells). Vergors of Freyo use spells from the Illusion school, or Bard spells (they must choose at the outset) rather than divine spells (Cha bonus applies to number of spells).

Divine Grace: At first level, the vergor adds his Charisma bonus, if any, to all saving throws.

Divine Health: At first level, the vergor gains immunity to all natural, supernatural and magical diseases.

Lay On Hands/Corrupt Touch: At first level, the vergor can heal wounds with his touch, to a total number of hit points equal to his vergor level times his Charisma bonus, per day. Corrupt touch can cause wounds in the same manner.

Aura Of Courage: At second level, the vergor is immune to fear, and those within 10 feet of him gain a +4 morale bonus on saving throws against fear effects.

Detect Good/Evil: At second level the vergor can detect good- or evil-aligned creatures as per the first level cleric spell of the same name. The ability can be used at will.

Smite Good/Evil: Beginning at second level, the vergor can attempt to smite a good or evil creature, adding his Charisma bonus to the attack roll and dealing one extra hit point of damage per vergor level. The vergor can use this ability once per day. At fifth level, this increases to twice per day, and at ninth level three times per day.

Turn Undead/Command Undead: At third level, the vergor can turn or command undead as would a cleric two levels lower. The ability can be used once per day plus the vergor's Charisma bonus.

In addition to this each vergor receives benefits at levels four, seven, eight and ten that are determined by the Ascended they worship.

Desus Tai

Level 4: Resist Chaos. Due to their inherent chaotic nature, vergors of Desus Tai receive a bonus of +4 to all saves versus spells and spell-like effects that are from the Chaos domain.

Level 7: Chaos Hammer. Twice per day a vergor of Desus Tai can cast the spell Chaos Hammer as a free action.

Level 8: Thornguard. Vergors of Thorntongue are known to be warlords first and foremost, attacking and destroying from strongholds and pillaging the countryside. Their reputations having grown due to the inherent evil deeds they have committed brings a group of warriors to their side. These men and women swear total obeisance to the vergor, and will serve loyally in all circumstances. Invariably they form the private guard and elite troops of the vergor in question. 1d20 plus the vergor's Charisma bonus determines the exact quantity of the Thornguard, and each individual's level can be determined by 1d6+1.

Level 10: Darkblade. Desus Tai was served by a group of assassins when alive, and the group still exists upon Argyle. Having achieved victories for his god the vergor is awarded a single member of the ancient group to serve at his right hand. This assassin is extremely capable and is 1d6+6 in level. The Thornguard and Darkblade do not count against the followers one receives if they possess the Leadership feat, instead representing those who have come to serve at their god's behest.

Emeloth

Level 1: Dragonspeak. At first level, all vergors of Emeloth can converse in the Draconian tongue. This ability does not cost a skill point, but if the vergor wishes to learn to read or write Draconian he will need to use skill points to achieve as much, as per the language rules described in The Argyle Lorebook.

Level 4: Item Creation Feats. At fourth level, a vergor of Emeloth can choose any two of the following Item Creation feats: Brew Potion, Craft Magic Arms and Armour, Craft Wand, Craft Wondrous Item, Scribe Scroll.

Level 7: Enhanced Arcane Abilities. A seventh level vergor can permanently detect and read magic as per the spells of the same name. As well, the vergor can cast the spells Magic Vestment and Magic Weapon a combined four times per day. Both spells grant a +3 enhancement bonus.

Level 8: Opponents to Allies. Opponents of the vergor immediately become allies. Once per day, for 8 rounds plus the vergor's Charisma bonus, the vergor can use a standard action to attempt to turn his foes into allies. The ability affects the vergor's combined levels (Vergor and pre-Vergor) in HD of creatures.

Level 10: Summon Dragon. Once per week at 10th level a vergor of Emeloth can summon a dragon. The summoning takes 1 turn.

Summon Dragon	
1-3	Young blue dragon
4-6	Juvenile blue dragon
7-8	Young green dragon
9-10	Juvenile green dragon
11-12	Young bronze dragon
13-14	Juvenile bronze dragon
15-16	Young gold dragon
17	Juvenile gold dragon
18-19	Young silver dragon
20	Juvenile silver dragon

The dragon will not immediately be subservient to the vergor, but will recognize him as a servant of Emeloth and as such will have a favourable view of the character, represented by a +6 reaction bonus. The vergor can converse with the dragon and ask questions or favours, but cannot issue commands. The dragon retains its free will, and will only act on any of the vergor's requests if the dragon is so inclined. The dragon is free to leave at any time.

Freyo

Level 4: Improved Foolery. Vergors of Freyo quickly become adept at trickery, accruing bonuses of +4 to the Bluff, Disguise, Perform and Sleight of Hand skills. These skills also become class skills.

Level 7: Deception. Once per day, the vergor can deceive a person or creature of his choosing. This deception can take any form, be it visual, verbal or anything similar the player can think of. The target must make a Will save vs. DC 20 + the vergor's Charisma bonus to negate the effect. Deception is a free action, and the effect is instantaneous. For example, a vergor may get caught rifling through the belongings of a merchant. Rather than fleeing or fighting, the vergor attempts to use her Deception ability. She assumes the likeness of one of the merchant's employees and answers the questions posed to her correctly. A failed Will save on the merchant's behalf indicates the deception is complete, but a successful save means the vergor's attempt fails.

Level 8: Intuit Illusion. Vergors of Freyo gain a +6 on saves vs. illusions, and can cast illusion-school spells as if they are four levels higher than they actually are.

Level 10: Mass Inspiration. As per the spell Inspire Heroics, but affecting up to four creatures, each with HD less than or equal to the vergor's, plus any Charisma bonus the vergor has.

Grollob

Level 4: Bellow. Opening his mouth, a vergor of Grollob can issue forth a terrible bellow that causes all within 30ft to make a Fortitude save or be stunned for 1d6 rounds.

Level 7: Bloodlust. Vergors of Grollob can enter a ferocious frenzy upon shedding the blood of an opponent. They gain a +4 Strength enhancement and an extra attack per round. The frenzy lasts 1d4 rounds plus their Constitution bonus. They may enter a frenzy three times a day.

Level 8: Grollob's Brand. Upon reaching 8th level vergors of Grollob receive the ability to communicate in any natural monstrous language. They also receive the Brand of Grollob, a marking of the deity upon their bodies. This brand is magical in nature and allows the vergors to communicate with the monstrous creatures. As an additional benefit vergors of Grollob will be viewed in neutral tones by most monsters, at the DM's discretion.

Level 10: Monstrous Followers. Vergors of Grollob will find themselves attracting monstrous followers as they prove their worth to their deity. Upon attaining 10th level a vergor of Grollob can venture into the wilds and meditate for a single day and call to himself bands of monsters. These monsters take the place of and function the same as normal hirelings. The character need not have the Leadership feat for this to work. Monstrous Followers effectively replaces Leadership, though if the character has both he will receive both groups of individuals. Both groups will serve as per the Leadership feat.

Krullin

Level 4: Cadaverous Appearance. Once per day, the vergor can appear to be dead. Mindless undead treat the vergor as one of their own and will not attack him unless directed by their creator. The vergor is treated as having a 0 Charisma when dealing with people, but receives a +2 reaction with undead.

Level 7: Create Undead. Once per day, a vergor of Krullin can create undead as per the third level spell. The undead created can be a ghoul or a ghost, and the vergor's level (excluding his previous class) is used for a Rebuke/Command check.

Level 8: Night's Strength. At 8th level the vergor can see in total darkness and while the sun is set also gains +1 to all saves and +2 to Strength and Constitution.

Level 10: Bind Spirit. A specially prepared item is required for this ability to work. The item must be of masterwork quality and blessed by a cleric of Krullin to prepare the object for the entrapment of a spirit. Once the item is ready, the item is pressed against the target creature which then must make an opposed Will save vs. the vergor or have its soul sucked inside the item. A creature can be dead for this to work, though the corpse must be fresh, no more than 24 hours having passed. The spirit still gets its Will save to prevent the transfer. If the spirit fails its save and inhabits the item it is bound to serve the vergor, the only release coming from the item's destruction. The item itself becomes magical, gaining a bonus of +3 (attack bonus if a weapon or armour class bonus if armour or jewelry) and generally begins to have a haunted glow as the soul swirls inside the item. The soul can also be called on to serve the vergor with information of its mortal life, divulging any knowledge it possesses. The soul must correctly answer any questions posed to it. The soul will also serve as a guard, alerting the vergor to danger. This means the vergor can never be surprised or caught flat-footed.

The vergor may only ever create one item at a time, and if it is lost he must seek to reclaim it, as it is a personal gift from Krullin. If the item is destroyed, the vergor must undergo an atonement quest, and upon completion may be allowed to create an item to replace the lost one.

Morados

Level 4: Extra Feat. A vergor of Morados gives extra attention to the lessons of war, and often can match many fighters stroke for stroke. This feat is chosen in the same way as extra fighter feats. The vergor gains this extra feat at levels 4 and 8.

Level 7: Champion's Strength. The vergor of Morados can summon extra strength once per day as per the spell Bull's Strength. The spell has an increased duration of half the vergor's levels in hours, and is castable as a free action.

Level 8: Enhanced Power. The vergor's continued faith and belief in Morados is rewarded with a permanent +1 addition to his strength. If for any reason the vergor is stripped of his title and cast out by his god this point is lost.

Level 10: Attune. Having shown his dedication to Morados the vergor is rewarded with an ability to bond a weapon to himself. This weapon, one that must be masterwork in quality, must have been used by the vergor, or have been in the vergor's possession, for at

least one year. The vergor meditates on the doctrines of Morados for a set period every day for that entire year, and slowly the blade becomes more familiar to the actual warrior. At the completion of a year of meditation the vergor is so in tune with the weapon he has chosen it gains +3 damage and +3 attack enhancements. In addition, the weapon has its threat range increased permanently by one. The weapon is classed as a magical weapon of +3 for the purposes of magical creatures and if the vergor stops following Morados the weapon loses the enchantment. The vergor can only use this ability once.

Sollist

Level 4: Healing Water. Once per day the vergor may bless a skin of water, which when imbibed will heal the Vergor's level times d6 in hit points. This water will also cure the person who drinks it of natural diseases and poisons.

Level 7: Increased Lay on Hands. The vergor is treated as having a level of twice what he has for the purposes of lay on hands. A vergor of 6th level would be treated as having a level of 12 for the amount of hit points to be healed.

Level 8: Heal. Once per day the vergor of Sonas may channel healing energies equivalent to the spell Heal.

Level 10: Resurrection. Once per year a vergor of Sollist may beseech her deity to resurrect someone. If the request is granted, the vergor loses a year of her life, as Sollist needs to draw upon the vergor's life energy for the ability. In all other respects, the ability functions as the spell of the same name.

Sonas

Level 4: Commune with Nature. A vergor of Sonas gains the ability to commune with plants and trees. Due to the nature of the plants and trees the answers to questions that are asked may be given in very abstract ways, as plants cannot tell the difference in species or creatures. The answers are sometimes more a "feeling" from the plant than an actual worded answer.

Level 7: Silvan Nourishment. Vergors of Sonas are some of the most capable survivors in the Argyle because of their god's protection. If a vergor of Sonas is in any wooded area they need not want for any food or water, instead being sustained by their beliefs and god's power in the area. The vergor of Sonas need only meditate for an hour with some part of him in touch with the earth and have the sun's light upon him to gain benefits equivalent to a full night's rest, including the healing of up to 14 hit points of damage and the regaining of one lost ability point per affected ability score. As well, any diseases or poisons affecting the character are negated.

Level 8: Sunbeam. Once per day the vergor of Sonas can conjure two beams of sunlight that stretch forth from his hands. This ability has the same area of affect and damage as the spell Sunbeam. When used against undead the damage caused by the beam is 8d6. This ability can be used as a free action.

Level 10: Earth Bond. When a vergor has reached his peak and proven his dedication, Sonas grants him the ability to bond himself to the earth, receiving great bonuses and powers. This ability can only be used once a month and requires a full day of preparation during which Sonas must be contacted and the reasons for the need of the Earth Bond explained.

If Sonas grants the request, at any one time in the following twenty-four hours the vergor can concentrate for a full turn and become firmly rooted to the ground. Unable to move, the vergor becomes strengthened by the earth to amazing abilities. The hit points of the vergor are doubled, and the armour class is increased by five due to an encasement of thick bark that covers the vergor. The vergor cannot be knocked down in combat, and also gains an increase of six to Strength and Constitution. The area surrounding the vergor is bathed in brilliant sunlight to a radius of 100 feet. The vergor also has limited control of the terrain within this radius, with abilities applicable to the ground cover as per the table below:

Terrain Abilities	
Terrain	Ability
Forest	Command Plants
Marsh	Fog Cloud
Hills	Plant Growth
Mountain	Soften Earth and Stone
Desert	Gust of Wind
Plains	Soften Earth and Stone
Tundra	Ice Storm
Subterranean	Spike Stones

Earth Bond lasts for one hour at the most, as do the terrain abilities; the vergor has the power to end the effects early if so desired. If the vergor is slain whilst bonded all effects come to an end. This ability is rarely granted and always in times of great need.

Toran

Level 4: Defensive Master. Vergors of Toran are masters of defensive strategies, and are also blessed by their deity accordingly. Having achieved 4th level the vergors understand the armour they wear to the point that they can use it better than it was originally created. They gain a +2 bonus to AC as long as they are wearing some type of armour.

Level 7: Challenge. Once per day a vergor of Toran can call forth a challenge to an opponent. The challenge is impossible to resist due to the nature of the call, and the opponent then must engage in one on one combat with the vergor. The challenge lasts until the battle is over, or the opponent yields. While the challenge is going the vergor of Toran is immune to fear and receives a +2 on all his attack rolls and saving throws. The Challenge also carries with it an attempt by the vergor to demoralize his opponent as per the Intimidate skill, regardless of whether or not the vergor has this skill. For purposes of the Intimidate check, the vergor is assumed to roll a 20. No others may interfere in this duel.

Level 8: Faith's Protection. The vergors of Toran have such complete faith in their actions that they receive an additional permanent bonus to their saving throws of +2. They also gain immunity to mind-affecting spells cast by any of Evil alignment.

Level 10: Saving Grace. Once per day the vergor can intercept a blow aimed at another person as long as the person is within 30'. The damage is absorbed by the vergor instead of the intended target, thus saving the target's life. The intended target can retreat without invoking an attack of opportunity. The vergor chooses to jump in front of the attack after the hit has been made and damage has been rolled, and whatever damage is rolled is applied to the vergor. Typically, this ability is used to prevent the death of a comrade.

Veraeth

Level 4: Silver Tongue. Veraeth is known for her guile and trickery and so are her most trusted servants. All vergors of Veraeth receive a +4 bonus to Bluff, Diplomacy and Intimidate. Bluff also becomes a class skill.

Level 7: Compelling Voice. Vergors of Veraeth can issue commands that will cause lesser creatures to obey. This ability can be used an amount of times equal to one plus the Charisma bonus of the vergor, and is identical to the spell *Greater Command*.

Level 8: Informants. Due to their nature, vergors of Veraeth invariably end up being well connected to the darker side of society. Having proven their discretion, Veraeth rewards her most dedicated servants with several individuals who live to serve the vergor. Though they will rarely serve the vergor in a direct combat situation, these informants are invariably well connected, from servants of nobles through to members of the watch. They answer ultimately to the vergor and keep him or her informed of everything that happens. Upon attaining eighth level, the vergor gains the use of a number of informants equal to 1d6 plus the vergor's Charisma bonus.

Level 10: Revelation. At tenth level, a vergor of Veraeth gets the Revelation ability as per the 8th level cleric spell (page 65, Lorebook). The vergor can use this ability once per week.

Wodan

Level 4: Revealed Knowledge. Wodan is the god of knowledge and his vergors are also blessed with the ability to see the unseen and forgotten. A vergor of Wodan can use the spell Identify a number of times equal to two plus their Charisma bonus per day.

Level 7: Tongues. Once per day a vergor of Wodan may concentrate and be able to understand any written or spoken language, even ones that have passed from this earth. The ability lasts an amount of time equal to two hours plus an hour per point of Wisdom bonus.

Level 8: Wodan's Sight. The vergor of Wodan is vested with the power to see everything as it is. They are permanently treated as if they had the spell True Seeing cast upon them.

Level 10: Restore. At the height of their power, vergors of Wodan can examine an object that has long since been ruined by the passing years of time and reconstruct it through the power vested in them by their deity. The process is long and arduous, but over time, and using materials that were originally used in the creation of the object, it can be restored to its prime. The material components of the object are the same as were originally needed. The process requires one week of effort per 1000gp value of the object. This timeframe need not be continuous and can be a process that spreads over months or years. Due to the vergors' love of knowledge and artifacts of the past, many items are reconstructed and then donated to temples and libraries.

Note that the Restore ability also works with aparati, but not for the recharging of Kingstones.

Yara

Level 4: True Strike. Vergors of Yara are incredibly lucky, and can in combat situations glance into the future for a split second to perfectly anticipate their foe's next move and aim their subsequent blow with incredible accuracy. Once per day they can aim a blow at their opponent and automatically roll a 20. Note that the critical hit must still be rolled normally.

Level 7: Yara's Blessing. A vergor of Yara can call upon her goddess once per day plus her Charisma bonus to reroll any dice roll they have failed.

Level 8: Unlimited Travel. Once per day a vergor of Yara can teleport a short distance as per the Dimension Door spell. As well, the vergor is imbued with the spell-like ability Freedom of Movement once per day for a maximum of two hours.

Level 10: Minor Miracle. Once per month a vergor of Yara can request from Lady Luck a miracle. This ability functions in much the same manner as the ninth level cleric spell; however, no matter what miracle is requested the vergor loses 5000 xp. As well, the miracle asked of Yara should be in keeping with the Ascended's philosophy, i.e. it should pertain to luck, travel or trickery in some manner. Examples include transporting the vergor and/or her party to a new location, transporting individuals to the vergor's location, altering the outcome of a battle or negating massive damage from an area of effect spell, or perhaps pulling a particularly devious prank on someone.

Caerrus Dragonfriend

Born into a Shroudguard military family, Caerrus grew up with strict discipline and the constant readiness that defines the inhabitants of that ill-fated city. His father ruled with an iron hand when not out on missions, and his mother was quick to admonish with her wooden spoon. Caerrus's values were set at an early age: respect your elders, respect your superiors and protect your home.

As many young men of Shroudguard do, Caerrus enlisted in the military for the customary one year term. Once on active duty he found himself enthralled with the workings of the army and stayed on for several additional years. Like his father before him he joined patrols, even volunteering for missions into the Shroud.

It was during one of these missions that Caerrus saw the awe-inspiring nature of magic. Until then the youth had abided by his father's beliefs about the arcane; namely, that ventures into such mysterious things are better left to others, and that mages are not to be trusted. However, when Caerrus's patrol met stiff resistance from an unknown foe within the Shroud they were saved not by the strength of their arms or the accuracy of their bows, but by the dizzying array of spells the two patrol mages wove through the mists. Caerrus knew then that magic was a powerful tool, and he vowed to learn more about it.

Using his leave time, he sought out and received training in the arcane arts. After a time, Caerrus became proficient in the casting of several spells, and became one of a select few members of the Shroudguard military who had the dual role of the warrior/mage. Caerrus excelled in his new position, growing stronger and becoming a sought-after addition to many risky mission teams.

In his studies, Caerrus became fascinated with the Ascended deity Emeloth, the former Mage-King who, legend has it, abandoned his mortal yearnings and fled his empire to dwell amongst the dragons of Spire Island. Caerrus spent much time researching both Emeloth and dragons. Eventually, his curiosity drove him to attempt a rare divination he had found in an old tome. Falling into a trance, Caerrus was visited in his mind by a man who spoke to him. "Journey to the edge of the world, and there make conversation with the dragon named Piltrimus."

Shocked, Caerrus awoke from his trance. Instinct told him he had just been visited by Emeloth, and he knew that he must journey to Spire Island. Within days he had gathered all he needed and set out to Argyle's deep south.

The journey to the south coast of Greater Argyle took weeks, and was fraught with peril, but in time Caerrus arrived on the shores of the Spire Sea. At a small isolated fishing village he procured a boat and set out for the isle. Upon his arrival he found out that the rumours of Spire Island were indeed true: not only did dragons dwell here, for he could see their forms gliding through the air thousands of feet above, but there were no safe landing spots upon the island.

Circling, with hope fading quickly, Caerrus was stunned to see a man sitting upon a rocky outcropping. With silvery hair and a regal look, the man was smiling at him as Caerrus tried to maintain control of the boat in the swells. Caerrus recognized him as the man from his vision. Somehow, Caerrus managed to get the boat close in to the rocks, and found an eddy where the sea's power was put at ease. He addressed the man.

"Are you Emeloth?"

The man smiled back, and Caerrus thought he heard a low rumbling not caused by the surf pounding the rocks.

"No, Caerrus, I am Piltrimus. You have shown great courage and dedication in making this journey. The Dragon Lord would be pleased if you would serve in his honour." The man stood on the rocks and tossed an object to Caerrus.



“Take this, that all will know you as Emeloth’s chosen.” Smiling, the man leapt into the air, at once transforming into a great silver dragon. His wings beat back the sea, causing Caerrus’s boat to swing back out from the rocks. Torn between watching the magnificent creature fly upwards and keeping his boat from the rocks, the man finally had to force his gaze back to the waters.

Once clear of Spire Island, Caerrus again looked to the sky, but of Piltrimus there was no trace. Caerrus paused in his rowing and looked at the object the dragon had tossed to him. It was a helm, made of an odd material and adorned with two spiraling horns. He put it on and found that it fit him perfectly, and that his vision was suddenly sharper than before. Awe filled the young man’s breast, and he paddled harder for the coast of Greater Argyle, knowing he had truly found his destiny.

Caerrus: Male Human Fighter 4/Diviner 4/Vergor 1: CR 9; Medium-size humanoid; HD 5d10 + 4d4 + 18; hp 59; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Atk +11/+6 melee (1d8+3, 19-20/x2, masterwork longsword), +9/+4 ranged (1d8, 19-20/x2, light crossbow); AL LN; SV Fort +9, Ref +6, Will +9; Str 16, Dex 14, Con 14, Int 13, Wis 10, Cha 14. Height 6 ft. 0 in; Weight 190 lbs; Age 31; Lang Common (s, r, w), Draconic (s).

Skills & Feats: Concentration +6, Craft (Armoursmithing) +5, Handle Animal +9, Intimidate +9, Knowledge (Emeloth) +9, Ride +9, Spellcraft +4; Combat Casting, Combat Expertise, Improved Initiative, Persuasive, Power Attack, Quick Draw, Scribe Scroll, Silent Spell, Spell Penetration.

Special Qualities: Divine Grace, Divine Health, Lay On Hands.

Wizard Spells per Day: 4+1/4+1/2+1. Base DC = 11 + spell level. **Prohibited Schools:** conjuration, necromancy.

Spellbook: 0 – Resistance, Detect Poison, Detect Magic, Read Magic, Daze, Light, Arcane Mark. 1st – Comprehend Languages, Detect Undead, Identify, True Strike, Charm Person, Sleep, Feather Fall. 2nd – Detect Thoughts, Locate Object, Invisibility, Bull’s Strength.

Possessions: **Helm of Keen Sense** (see below), masterwork longsword, light crossbow, masterwork scale mail, masterwork light steel shield, *scroll of protection from chaos*, *scroll of shield*, *potion of endure elements*.

Helm of Keen Sense: This helmet has a golden-bronze sheen to it, and is adorned with two spiral horns. It was made for Caerrus by the silver dragon Piltrimus, who used portions of a bronze dragon hide in its creation. The helmet grants Caerrus the following abilities: Darkvision to 120’, vision four times better than a Human’s in shadowy light and vision twice that of a Human in normal light conditions.

Caerrus knew he had become a personal servant of Emeloth. In his mind, his job was simple: ensure that Emeloth’s beliefs were adhered to in the strictest sense across the breadth of Argyle. Caerrus took it upon himself to visit all cities in Argyle, ensuring that any temples dedicated to the Dragon Lord were operating as he felt they should be and that schools of magic were teaching Emeloth’s beliefs truthfully. He met with as many leaders as he could, both of religion and politics, in an attempt to gauge their true ambitions and agendas. He looked for ways that he could influence decisions he felt went against the dogma of his god.

Finding himself back in Shroudguard after many years of traveling, Caerrus sought audience with Orliad and the Assembly, citing his standing as a vergor of Emeloth as reason enough. The audience was granted, though at the meeting it was obvious that there was some resentment regarding Caerrus’s carriage and demeanour. Caerrus used his time in front of the Assembly to try and convince them that the Shroud could be penetrated with the aid of dragons. Caerrus himself would call forth a host of the mightiest creatures in Argyle, and with Emeloth’s direct blessing he would make haste for Mount Iomm, there to bring about the end of the Shroud.

Reaction among the Speakers ranged from silence to ridicule, and despite his impassioned arguments Caerrus was summarily dismissed. Fuming, the vergor departed Shroudguard once more, traveling back to Greater Argyle.

After some rather aimless wandering, Caerrus set forth for Spire Island once again, unsure of what he was hoping to find. Approaching the same area on the island’s shoreline where he met Piltrimus years ago, Caerrus saw some strange objects atop the rocks. After much effort and incredible risk, he managed to maneuver his small craft alongside the rocks. He scrambled to the top of the outcropping and quickly gathered the materials in his arms, tossing them down into his boat. Clambering back down, he pushed off from the shoreline and away from the island’s dangerous currents before examining the items.

The bundle contained three different items: a thick piece of material similar to Caerrus’s helmet, several more pieces of a green material, and several horns bound together. Puzzled, Caerrus thought about the items’ purposes as he made his way back to the mainland.

A bit of effort and research gave Caerrus the answers he sought. The items were from dragons. Caerrus had some skill in crafting armour, and his magical prowess had grown to the point where he could imbue certain items with arcane power, but alone he would not be able to craft the items he wanted from these horns and the two hides. He needed the help of a master.

Caerrus journeyed to Niire, where he enlisted the aid of Synthean Steelarc in the crafting of a special shield and a suit of armour. Weeks of planning and careful effort resulted in items of exquisite workmanship. Now clad entirely in dragon skins, and directly serving Emeloth the Dragon Lord, Caerrus was a mighty figure.

Caerrus: Male Human Fighter 4/Diviner 4/Vergor 6: CR 14; Medium-size humanoid; HD 10d10 + 4d4 + 28; hp 96; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atk +15/+10/+5 melee (1d8+4, 19-20/x2, *longsword of the plains*), +13/+8/+3 ranged (1d8, 19-20/x2, light crossbow); AL LN; SV Fort +11, Ref +8, Will +12; Str 16, Dex 14, Con 14, Int 13, Wis 10, Cha 15. Height 6 ft. 0 in; Weight 195 lbs; Age 37; Lang Common (s, r, w), Draconic (s).

Skills & Feats: Concentration +7, Craft (Armoursmithing) +5, Diplomacy +10, Handle Animal +9, Intimidate +10, Knowledge (Emeloth) +11, Ride +9, Spellcraft +4; Combat Casting, Combat Expertise, Craft Magic Arms and Armour, Craft Wondrous Item, Improved Initiative, Negotiator, Persuasive, Power Attack, Quick Draw, Scribe Scroll, Silent Spell, Spell Penetration.

Special Qualities: Divine Grace, Divine Health, Lay On Hands, Aura Of Courage, Detect Evil, Smite Evil 2/day, Turn Undead.

Wizard Spells per Day: 4+1/5+1/3+1/1+1. Base DC = 11 + spell level. **Prohibited Schools:** conjuration, necromancy.

Spellbook: 0 – Resistance, Detect Poison, Detect Magic, Read Magic, Daze, Light, Arcane Mark. 1st – Comprehend Languages, Detect Undead, Identify, True Strike, Charm Person, Sleep, Feather Fall. 2nd – Detect Thoughts, Locate Object, See Invisibility, Invisibility, Magic Mouth, Bull's Strength. 3rd – Arcane Sight, Clairaudience/Clairvoyance, Tongues, Fly.

Possessions: *Helm of Keen Sense*, **Dragonmail** (see below), **Dragonshield** (see below), **Longsword of the Plains** (see below), light crossbow, *scroll of scorching ray*, *scroll of spider climb*, *scroll of gaseous form*, *Essence of Sollist* (potion of greater restoration).

Dragonmail: This suit of armour was constructed from choice pieces of a green dragon hide, as provided to Caerrus upon Spire Island. With the aid of the renowned craftsman Synthean Steelarc, Caerrus created this suit of magical hide armour. In addition to granting the wearer a +2 armour bonus, the *Dragonmail* renders Caerrus immune to acid attacks.

Dragonshield: Crafted at the same time as his *Dragonmail*, but from a bronze dragon hide, this shield grants Caerrus both a +2 armour bonus and immunity from electrical attacks.

Longsword of the Plains: This finely-wrought longsword was purchased by Caerrus in a shop in Caern Tor. It has a +1 enhancement bonus, and also causes the creature struck to lose 1 point of Constitution, as would a *Sword of Wounding*. The shopkeeper told Caerrus that the weapon's name was given to it by its former owner, an adventurer who spent much time wandering Argyle's Great Plains.

The next several years were spent traveling across Argyle, much as before, but with his increase in power Caerrus was able to be much more influential in persuading others to follow his proposed courses of action. A temple to Emeloth was erected in Arberdan after Caerrus was able to show the city's government the positive actions the Dragon Lord performed while Mage-King of that city. Caern Tor openly allowed the worship of Emeloth, and arcane chits were reduced in cost. Schools of magic in Shroudguard, Caern Tor and Arberdan were all persuaded to add more depth to the study of Emeloth in their curricula.

Unbeknownst to many folk in Argyle is the fact that Caerrus was also responsible for the destruction of two would-be Mage-Kings during these years. One might assume that, since Emeloth himself was a Mage-King, the practice of Mage-King-like activities, including necromancy, might be accepted by Caerrus. That is not the case, however, and the vergor vehemently seeks to destroy those who would bring ill favour to his deity. Wizards engaged in necromantic activities are acting in direct opposition to the desires of the Dragon Lord, and Caerrus will not tolerate such behaviour. Upon hearing rumours of such activities near Soberdan, Caerrus took it upon himself to verify the rumours and bring an end to the miscreants who were engaged in these fell practices. No mercy was shown.

Caerrus continues to seek out those who are attempting to manipulate magic in undesirable ways, but his more pressing goal is a personal one. He is determined to ascend Spire Island. His ultimate goal is to hold audience in person atop Spire Island with Emeloth himself, and to converse more frequently with the dragons that dwell there. While he has had sporadic contact with the great silver dragon Piltrimus, and in fact has summoned the dragon to his aid more than once, Caerrus yearns to spend a more lengthy period of time with the creatures, and with his beloved deity.

Caerrus: Male Human Fighter 4/Diviner 4/Vergor 10: CR 18; Medium-size humanoid; HD 14d10 + 4d4 + 36; hp 124; Init +2; Spd 30 ft.; AC 20 (touch 14, flat-footed 18); Atk +19/+14/+9/+4 melee (1d8+4, 19-20/x2, *longsword of the plains*), +17/+12/+7/+2 ranged (1d8, 19-20/x2, light crossbow); AL LN; SV Fort +12, Ref +9, Will +14; Str 16, Dex 14, Con 14, Int 14, Wis 10, Cha 15. Height 6 ft. 0 in; Weight 205 lbs; Age 42; Lang Common (s, r, w), Draconic (s, r, w).

Skills & Feats: Concentration +8, Craft (Armoursmithing) +6, Diplomacy +14, Handle Animal +9, Intimidate +13, Knowledge (Emeloth) +15, Ride +9, Spellcraft +5; Combat Casting, Combat Expertise, Craft Magic Arms and Armour, Craft Wondrous Item, Improved Initiative, Negotiator, Persuasive, Power Attack, Quick Draw, Scribe Scroll, Silent Spell, Skill Focus (Diplomacy), Skill Focus (Intimidate), Spell Penetration.

Special Qualities: Divine Grace, Divine Health, Lay On Hands, Aura Of Courage, Detect Evil, Smite Evil 3/day, Turn Undead, Enhanced Arcane Qualities, Opponents to Allies, Summon Dragon.

Wizard Spells per Day: 4+1/6+1/5+1/2+1/1+1. Base DC = 12 + spell level. **Prohibited Schools:** conjuration, necromancy.

Spellbook: 0 – Resistance, Detect Poison, Detect Magic, Read Magic, Daze, Light, Arcane Mark. 1st – Comprehend Languages, Detect Undead, Identify, True Strike, Charm Person, Sleep, Magic Missile, Feather Fall. 2nd – Detect Thoughts, Locate Object, See Invisibility, Invisibility, Blur, Magic Mouth, Bull's Strength, Levitate. 3rd – Arcane Sight, Clairaudience/Clairvoyance, Tongues, Fly. 4th – Detect Scrying, Locate Creature, Scrying, Polymorph.

Possessions: *Helm of Keen Sense*, *Dragonmail*, *Dragonshield*, *Longsword of the Plains*, light crossbow, *scroll of lesser globe of invulnerability*, *Essence of Sollist* (potion of greater restoration), **Shieldring** (+2 protection).