

Herus Aminan

Human Cleric, level 2 (Domains Air and Healing)
Ranger, level 1
Expert (scholar), level 5 (+50 skill points in related fields)

hp 20 Init -1 Speed 20, run x 3

AC 13, touch 9, flat footed 13 (Studded Leather, Shield, light wooden shield; -1 Dex, +3 armor, +1 shield)

Melee Base Attack 2 Grapple 3, Single Attack(+1/+1) Dagger +5 (1d4+2/19-20) or Sling +2 (1d4)

Full Attack (+1/+1) Dagger +5 (1d4+2/19-20) or Sling +2 (1d4) range 50;

Space 5ft.; Reach 5

SAVES: Fort +6, Ref -1, Will +5,

STATS: Str 13 (17), Dex 9 (16), Con 12 (16), Int 17, Wis 15, Chr 12

Skills:

Climb -1

Concentration 9

Diplomacy 3

Handle Animal 2

Heal 7

Hide 0

Know: Arcana 6

Know: Geography 15

Know: History 14

Know: Religion 10

Know: The planes (air) 9

Bureaucracy 8

Research 8

Listen 5

Move Silently -1

Ride 4

Search 3

Sense Motive 6

Spot 5

Survival 4

Swim -3

Feats: Armour Prof Heavy, Armour Prof Light, Armour Prof Medium, Combat

Casting, Martial Weap Prof, Shield Proficiency, Simple Weapon Proficiency, Track, Weapon Focus, Weapon Focus(Ranged)

Languages: Common, Undercommon, Speech of the plane of air, Elven

Spells Known: Cleric Spells: Level 0 (4) DC 12: Cure Minor Wounds X 2, Guidance, Light, ; Level 1 (4) DC 13: Bless, Cure Light Wounds, Magic Weapon, Obscuring Mist

ITEMS: +1 Dagger, Disruption (Undead struck must succeed on a DC 14 Will save or be destroyed), Ring of Water Walking,

BACK STORY

Initially, Wolfgang will play the aged or infirm adult that accompanies the children on their journey to receive the message on the plain of air. When the monastery is reached, he can either die or become an NPC.

Wolfgang's character, Herus Aminan, is a career clerk who has worked for most of his adult life for the record-offices of the Order of the Rose in Carsomnia. Although his work for the Order is mostly mundane paper-shuffling, he had lately been organizing Information Reports from a myriad of sources throughout the realm, as well as other recorded information, for a project that is studying threats and influences to the realm that might originate from other planes.

Herus, though an administrative clerk by day, is a studier of the planes and their connections to Terra in his spare time. His access to the enormous collection of records kept by the Order has allowed him to research his topic more conveniently and capably than others who might study it. He is particularly interested in the plane of air and is fascinated by meteorology.

A few months ago, as he was sorting some stack of paperwork or other at work, he saw an Information Report regarding a conversation that was overheard in a tavern far to the south. An agent of the Order (with a high reliability rating) was in a seedy bar in a frontier town, at the edge of the wasteland. The "conversation" was an aarakocra whining about his master to a duergar, who just stared straight ahead except to drink from his cup and grunt in apparent assent occasionally:

“The message! The message! He thinks of nothing else.”

“Uh-huh.”

“I shall be glad when it is over. I miss my aerie.”

“Mmm.”

“Flllrrshhhhhhwshhh! Flllrrshhhhhhwshhh!” May this business be concluded soon.”

Herus recognized the syllables as soon as he crudely pronounced the consonant-heavy stream of letters the agent had written to describe the sound he had heard the arackocora make: the name of the lord of the plane of air. It was perhaps only the third or fourth time he had seen a written reference to the lord of the plane of air’s name. He pondered this a moment and read more of the report, which discussed the efforts of the agent to discover who the master of the aarakocra was. Although unable to pinpoint the entity with certainty, the aarakocra was with a party of persons staying as guests at a lodge in a nearby wooded vale. The party of creatures was reported (by a gossipy servant who worked at the lodge and was persuaded by drink to share the agent of the Order tales of their drudgery) to fly occasionally and to have invisible servants of the air.

As Herus pondered these tidbits, musing about the potential nature of the message, he looked up from his desk, out the window in his corner of the tower used to house this particular branch of record keepers. He had made getting a good view from his desk a priority; Herus liked to look out at the coastline and watch weather patterns forming there.

Herus knew that in times long past, Carsomonian scholars studying the plane of air would observe the skies along the coast, watching for signs; there was, they said, a time when contact between planes was more commonplace. As he gazed out, he saw a glint of rainbow light.

Distracted from his thoughts, he focused on the glint and saw the sign: a queer, lazily rotating, spiral- or whirlpool-shaped cloud that was accompanied by the rainbow flash of a sun-dog.

He had seen images of the sign, and read writings about it as well. It foretold a message or oracle from the elemental plane of air. When he told his superiors about what he saw, they were

somewhat skeptical but authorized Herus to pursue an investigation into the matter. He ended up spending weeks in the stacks of Carsomonia's several libraries, and once traveled north to Cartasela to study the maps and records there.

After employing the help of a high level cleric who could help him consult with a representative of the cleric's deity, Herus became sure of his theory: a message was coming from the plane of air to be received by one of the descendants of a servant on Terra of the plane of air. The message would arrive at a contact point between the planes. His research contained references to only one such contact point: an ancient hunting lodge in the mountains to the southwest, thousands of miles away. The rarity of such communications made the thought of intercepting one tantalizing.

Then, of course, there was finding a descendant of a servant of the plane of air here in the realm. In this matter, Herus was aided greatly by his associations with the Order and the Pioneer organization. These organizations keep fairly accurate genealogical records of their members. He and some retired knights serving the Pioneer Corps hatched a plan:

An extended journey would be planned for a small group of Pioneer children. Herus had located about a dozen children likely descended from air servants. He would travel a circuitous path starting at Carsomonia with three of the children, visiting a small town and a ranch to pick up other children on his list on the way to Tel Corela. In Tel Corela he picked up two more before heading into the mountains.

Two elven children will await him at an inn at the top of the pass. The party will then proceed to Icewall, pick up a child, then catch a boat to Moff Tet. At Moff Tet one child awaits, and then on to the monastery to pick up the final child.

Once his twelve are assembled, they will proceed to the south and west (obtaining some mounts at a Pioneer camp near the mountains to speed the way), finally traveling into the mountains to the lodge.