

# THE ARGENT DRACONVIR

## A Draconic Class



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THE  
CHRONICLES OF  
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DESIGNED FOR USE WITH  
**OLD-SCHOOL  
ESSENTIALS**

# Argent Draconvir

## Demihuman Class

**Requirements:** Minimum CON 9

**Prime Requisite:** STR and CHA

**Hit Dice:** 1d8

**Maximum level:** 12

**Armor:** Any, including shields

**Weapons:** Melee weapons

**Languages:** Alignment, Common, Dragon

Argent Draconvir are warriors who appear as mixes of humans and dragons. Hailing from some distant and mythical land, they're solitary and very rare to encounter. Perhaps they were once knights cursed into their forms, or maybe they're creatures created by some elder dragon god. The Draconvir have frightening appearances, but they're zealous in their pursuit of slaying monsters, and they're masters of melee combat, preferring two-handed blades due to their strength. They call themselves "Argent" due to the silvery luster of their scales. Their sudden appearance in any realm signifies dark times ahead.

**Alignment:** Draconvir must be lawful. If the character's alignment ever changes, they betray their silver dragon blood. They continue as Draconvir, but they suffer a 30% XP penalty. The referee may allow any Draconvir to regain their normal XP accrual if the character's alignment changes back to lawful.

**Prime Requisites:** A Draconvir with at least 13 in one prime requisite gets +5% to experience. If both STR and CHA are 16 or higher, the Draconvir gets a +10% bonus.

## Breath of Death

A Draconvir's dragon-like ability to expel deadly fire can turn the tide of battle. This breath attack takes the form of a thin cone 15ft. in length and 10ft. wide at its end. At 1st level it deals 1d6 damage to creatures caught in the area of effect (with a successful **save versus breath attacks** for half damage), and it can be used once per day. At 3rd, 6th, 9th, and 12th levels, it gains an extra 1d6 damage. At 3rd level, it can be used twice per day, and at 6th level and beyond, three times per day. The fire deals double damage to undead and creatures that use cold or are accustomed to cold.

## Combat

Draconvir can use all types of armor but are restricted to melee weapons. Armor must be tailored to their larger-than-human size. They prefer huge swords and battleaxes which suit their monumental statures.

## Draconic Girth

Argent Draconvir tower over most other two-legged folk and have hides of tough dragon-like scales. They gain a +1 AC bonus against melee attacks, with one weakness: due to their cumbersome size, small creatures (halfling size or smaller) attacking the Draconvir gain a +3 bonus to their attack rolls.

## Intimidating Aura

The presence of an Argent Draconvir makes enemies more likely to flee. The referee should add +1 to any morale check if a Draconvir is participating in the battle.



## Argent Draconvir Level Progression

Level	XP	HD	THAC0	Saving Throws				
				D	W	P	B	S
1	0	1d8	19 (0)	11	12	13	10	14
2	4800	2d8	19 (0)	11	12	13	10	14
3	9600	3d8	19 (0)	11	12	13	10	14
4	19,200	4d8	17 (+2)	9	10	11	8	12
5	38,400	5d8	17 (+2)	9	10	11	8	12
6	76,800	6d8	17 (+2)	9	10	11	8	12
7	144,000	7d8	14 (+5)	7	8	9	6	10
8	300,000	8d8	14 (+5)	7	8	9	6	10
9	480,000	9d8	14 (+5)	7	8	9	6	10
10	720,000	9d8 +3*	12 (+7)	5	6	7	4	8
11	960,000	9d8 +6*	12 (+7)	5	6	7	4	8
12	1,200,000	9d8 +9*	12 (+7)	5	6	7	4	8

\*Modifiers from CON no longer apply.

**D:** Death / poison; **W:** Wands;  
**P:** Paralysis / petrify; **B:** Breath attacks;  
**S:** Spells / rods / staves.

### Mythical Creature

Per the referee's discretion, there should be no more than one Draconvir present in any group, city, or region. Argent Draconvir will also be a shocking sight to behold for most humans or demihumans, perhaps even being mistaken for monsters at first (although some folk might react to them with more fascination than fright). The referee should adjust NPC reactions accordingly.

### Oath of Retribution (Optional)

Draconvir are resolute in their hatred of evil, and they believe themselves to be time-sworn conquerors for the good of the realm. Their dragon blood makes them stubborn and hard to sway. They're bound by a personal oath of retribution against wickedness which they uphold in all of their dealings. A Draconvir who willfully (and with no protest) fraternizes with chaotic characters or monsters suffers a 30% XP penalty for any deeds performed in their presence. Doing so for an extended time threatens to break their oath. Breaking the oath could allow the referee to impose an alignment change, leading to the penalty described earlier.

### Winged Warrior

The Draconvir have dragon-like wings. They can fly for a number of turns equal to their level with a 60ft. movement rate, as long as they're only wearing light or no armor and carrying only up to 400 coins of additional weight. From 400 to 600 coins, their movement drops to 40ft.; from 600 to 800, it goes to 20ft. After 800 coins of weight, they can't fly. Also, while flying, Draconvir can't combine moving and attacking on the same turn. At least an hour of rest is required before they can fly again.

### After 9th Level

If a Draconvir survives their crusade against evil long enough to reach 9th level, they can build a keep or stronghold in any region whose king or chieftain is friendly to their presence. Although they control the surrounding lands, they might treat their keep as a tower of solitude, instead entrusting rulership of the area to a viceroy or steward.

**Level Titles:** Advocate/Patron, Vindicator, Champion, Vanquisher, Crusader, Conqueror, Tyrant