



Phelantar's Guide
to
Angel Knights for
The 13th Age Roleplaying Game



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Background

The gods, dark and light, have a reluctant agreement. They do not directly intervene in the affairs of the world, for their conflict would destroy the prize they are fighting over. This agreement does not directly apply to their greater servants, but since involving those servants tends to escalate situations and tempt the intervention of the gods themselves they are rarely found in the material world. When they are found, however, it usually means that a situation is truly of importance.

The greatest servants of the gods, debatably, are their heralds: the angels. As sources of divine power, angels are second only to the gods themselves. All angels are capable of fighting in the name of their god, but the ones who dedicate themselves to warfare are terrifying and awesome even to their allies. Some favor a traditional approach with impossible armor and flaming weapons that can sweep away a dozen mortal soldiers in a single blow. Others unleash pure divine fury in the form of magical blasts that leave the battlefield a smoking ruin of blood and bone. Whatever their approach, they possess immense power and knowledge of combat that few beings can stand up to.

These so-called angel knights are rarely seen in the field in great numbers, for even a single one can turn the tide of a mortal battle and divine politics prevent them from warring with each other. But rarely seen is not the same thing as not seen at all and a number of angel knights have found ways to be useful even when not at open war. The flames of war between the dark gods and light have only dimmed, not been extinguished. So the angel knights fight for their cause in secret, a war of shadows as much as one of swords. They manipulate, elevate, and assassinate select mortals to advance their cause or hinder their rivals. At times, the definition of "rival" even gets rather loose, as the gods on each side squabble amongst themselves.

Then there are the fallen angels, the battle angels of old who have abandoned the fight for one reason or another. Some may have felt treated poorly by their gods, others may have been hungry for power, still others refused to use mortal pawns in against one another. These renegades are an unknown factor in the war and the gods of both sides attempt to recruit them into the fold or eliminate them before a rival or opponent does.

The gods and their servants may feel that the mortal realms are merely the new battleground for their never ending conflict, but mortals may have more of a surprise in store for them than they might realise. To say nothing of other ancient powers such as demons, devils, or elder dragons.

GMs, this system-neutral background and those of the following angels might not work for your world. That's okay! Throw it out and use something more appropriate to your setting if you want to. These are merely suggestions to get you started and give you a base from which to work.



Aphriel The Pursuer

Faction: Gods of Light

Domains: Justice, Protection, War, Sun

When the gods were warring with one another openly, Aphriel was at the forefront of many of the battles. Her zeal and dedication to the cause were second to none. She stalked the battlefields across the planes, visiting judgement on the enemies of the Gods of Light with her mammoth broadsword and sacred flame alike. At least one Lord of Hell and (it's rumored) one Dark God fell at her hand or with her assistance.

In the new "cold war" era of conflict, Aphriel was very slow to adjust. Her zeal to bring the fight to her foes was now a detriment, coming close to sparking a world-shattering conflict on a number of occasions. It took millennia of being kept on a tight leash before Aphriel began to find new purpose.

Instead of waging complete war to advance the goals of the Gods of Light, Aphriel was sent forth into the world to build mortal networks to continue to the fight against the Gods of Darkness and their minions. Aphriel has spent untold years creating knightly orders and organizations of witch-hunters, as well as sponsoring adventurers guilds. She directs these groups towards targets and goals that will hinder the Gods of Darkness, using her divine powers as well as generous sums of money or equipment from the armories of the gods themselves.

Unfortunately, Aphriel has a poor grasp on subtlety or deception and eventually the Gods of Darkness or their followers realise the scope of their opposition. More than one group that Aphriel has founded or sponsored has found themselves under direct assault

in retribution for Aphriel's ham-handed meddling. Aphriel herself has rarely been endangered in the blowback, but history is littered with shattered organizations she once was involved with.

Aphriel, being the straight forward battle angel she is, cannot resist taking the field herself in spite of the direct warnings against it. She attempts to get around this restriction by taking a mortal guise, usually a human or a high elf, and dampening her divinely granted powers to something resembling that of a powerful mortal. Thankfully for her, Aphriel's fumbling attempts to seem mortal are easily dismissed as the ramblings of a dedicated, but somewhat naive or sheltered, religious fanatic rather than those of a being of unbelievable power attempting to fit in.

In some rare cases, Aphriel is directed to take up her old mantle as angel of war and directly bring war to her enemies as in the old days. And in those moments, the divine realms and mortals alike tremble at her long-repressed power. If anything, Aphriel is even more terrifying at these times as she relishes the freedom and joy of war against her enemies.

Regardless of her current task, Aphriel presents herself as a tall and powerfully built woman with golden-blonde hair. Aphriel cares little for beauty or attractiveness, so her chosen face is frequently rather homely or plain. She is rarely seen out of her armor and is never seen without a weapon. In her full angel form, she possesses wings of golden flame and is more than 12 feet tall, but otherwise looks exactly the same as she does when posing as a mortal or lesser divine servant.



Aphriel the Pursuer

Double Strength Level 11 Trooper (Humanoid)

Init: +15

Flaming Sword Strike +17 vs AC - 100 damage, 40 ongoing fire damage (save ends). Against Dazed or Stunned Targets, this does an additional 20 ongoing fire damage.

Natural Even Miss - 30 ongoing fire damage (save ends)

Natural 16+ - A nearby ally can make an attack as a free action

R: Blazing Ray + 14 vs PD (1d3 nearby enemies or 1d2 far enemies) - 50 fire damage and the target is Dazed until the beginning of Aphriel's next turn.

Natural Even Hit - Target is Stunned instead of Dazed.

C: Wing Buffet +12 vs PD (Up to 2 nearby or engaged enemies) - 40 damage and the target is moved to any nearby location of Aphriel's choosing. This movement does not provoke attack of opportunities. If this movement would put an enemy in a dangerous area (off a cliff, into a fire) the enemy can make a normal (11+) saving throw to avoid the danger, but suffer a -2 penalty to defenses until Aphriel's next turn instead. This attack can be used once per turn as a quick action.

Touch of the Divine - Once per turn, Aphriel or one of her allies may reroll one attack roll with a +3 bonus as a free action. If this reroll is a natural 20, Touch of the Divine may be used again during the turn.

Golden Aura - Until Aphriel is Staggered, all nearby allies ignore the first 12 points of damage each round. After Aphriel is Staggered, they gain a +12 bonus to damage instead.

Chosen of the Gods - Aphriel benefits from the Escalation Die.

AC 28

PD 26 **HP 600**

MD 22

Using Aphriel as an ally in combat - If Aphriel accompanies the players on an adventure, take care not to overshadow the players and make them feel like sidekicks. If possible, keep her to passive effects (Touch of the Divine, Golden Aura). If she must attack, use the Flaming Sword Strike, but reduce the damage to 30 damage and 10 ongoing fire, with no other effects.



Using Aphriel the Pursuer

Aphriel is an in-your-face kind of NPC and should generally be used accordingly. Even in situations where Aphriel is acting behind the scenes as a sponsor or employer, it should be very clear to players (and other NPCs) that there's something behind the scenes going on. If the players are interacting with a group of knights sponsored by Aphriel, those knights might talk about their holy mandate or a divine messenger. Aphriel is also likely to meet with player characters directly, either as a "disguised" ally on some task she has set before them or as an employer. Players should get the sense in either case that there's something rather odd about her.

As an ally, Aphriel is easy to use. She or her proxies will approach characters directly with jobs or requests that players join Aphriel's current organization. There will be little beating around the bush or dancing back and forth. Aphriel and, by extension, the mortals she trusts are straightforward and honest to the point of blunt rudeness. The tasks that Aphriel needs done are usually martial or at least carry the potential for violence. She also might take the field alongside the characters, but care should be taken to have Aphriel downplay her abilities so as not to give herself away or make the players feel that they're now merely sidekicks to an NPC star.

As an antagonist, Aphriel is still rather easy to use. Aphriel is zealous almost to a fault, so her perceiving players as a threat to the Gods of Light could come up at any point for almost any reason. Whether they actually are a threat or not. Aphriel is the sort of antagonist who will send her minions to confront the characters in open combat then take the field herself when she gets frustrated at their failure. Savvy characters should be able to talk Aphriel around, though it might take some blood before she begins to really listen. If the character really are working towards helping the dark gods, whether they realise it or not, Aphriel should be a constant and unrelenting thorn in their sides. She will never give up until the characters are defeated. Not necessarily dead, but unable to continue assisting the enemies of the Gods of Light (whether the players are actually doing so or not).

Plot Hooks

- A cabal of powerful nobles have called upon the dark gods' favor to assist them with a planned coup. Aphriel has heard about it and wants them wiped out, root and branch. Unfortunately, these nobles have many innocent guards and vassals who would fight for them.
- Characters have inadvertently messed with one of Aphriel's plans by beating up a group of her agents in a bar brawl and getting them arrested. Aphriel now needs the players to take over for those agents... or else.
- A sly and well-connected enemy has falsely painted the characters as foul servants of evil to Aphriel's agents and now they're gunning hard for the party.
- A new order of knights is being founded and one of the characters has been invited to become a member. But first, they need to perform this one small quest...



The Golden Blade, Viridia

Faction: Gods of Light

Domains: Night, Stealth, Secrets, Deception

During the wars between gods, Viridia was nowhere to be seen, but only a fool believed that was because Viridia was not fighting. Instead, Viridia fought her battles from the places she could not be seen or reached. A blade from the shadows here, an “accidentally” captured message there, and a meaningful appearance here could all be used to disrupt an enemy’s plans and efforts as much or more than sending an army.

Overconfident or ignorant opponents may have felt that her predilections towards indirect warfare would make her weak in a stand up fight, but this was often a humiliating or fatal mistake. Although Viridia might not have been on the same level as some others like Aphriel, she was a master with bow and blade, to say nothing of her unmatched powers of illusions.

Combining her combat abilities with her ability to manipulate and confuse her opponents, Viridia was one of the most dangerous and capable beings fighting during the wars.

Of all the angels who fought during the wars of the gods, it can be argued that none adjusted to the new way of battle faster or easier than Viridia. Subtlety was always her stock in trade and the new “cold” war provided her the perfect arena to demonstrate her skill. To say nothing of the new methods she devised, such as her “golden blade” ploy.

Viridia developed the golden blade method as an even more subtle method to achieve

her tasks. Viridia herself takes the form of a weapon, generally a beautiful magical sword of some sort, and then poses as an intelligent weapon. She uses her divine powers while in this form to subtly lead her bearer towards Viridia’s foes so that they can be confronted and slain.

At times, Viridia has taken her sword form for decades, guiding orders of holy knights or being passed down from king to king. In this way, the gods of darkness would be attacked and undermined without even truly understanding the nature of the foe they faced.

Although the golden blade method has been a staple of her repertoire, she still isn’t afraid to get her own hands dirty or to directly work with chosen mortals. She doesn’t maintain many of her own networks of spies and agents, but instead she uses her divine powers to co-opt other groups of spies. She then uses them as needed for a while before moving on. In this way, she keeps herself invisible.

Viridia, in her angelic form, appears to be a small human woman in her late teens with black hair and pale skin. Her wings are the same black color as her hair, though she rarely displays them unless she needs to. She wears simple, but elegant and comfortable, clothing and could be easily mistaken for a young noblewoman.

When Viridia expects combat, she dresses in flexible black leathers (made of extinct ancient beasts), with a plain-looking rapier at her hip and a dragonbone bow and quiver on her back.

Angel Knight Viridia

Double Strength Level 9 spoiler (Humanoid)



Init: +16

R: Bow of Silver Night +17 vs AC - 70 damage and the target is Stuck (save ends). If this attack is made while invisible, make a second attack at a different target.

Natural Even Hit - Target has a -3 to attack rolls until the beginning of Viridia's next turn.

Natural Odd Miss - 25 damage

Bleeding Sweep +14 vs AC (up to 2 engaged enemies) - 35 damage and 15 ongoing damage (save ends). If this attack is made while invisible, double the ongoing damage to 30.

Natural Even Hit - Viridia can pop free of all engaged opponents.

Miss: 15 damage

C: Black Feather Barrage +14 vs MD (1d3 engaged or nearby enemies) - 20 damage and Viridia turns invisible until the beginning of her next turn or whenever she attacks. This may be used once per turn as a quick action.

Quick Shot - When unengaged, Viridia may make a Bow of Silver Night attack as an interrupt action when an enemy moves to engage her. When using Bow of the Silver Night this way, the target will not be Stuck if hit.

Touch of the Divine - Once per turn, Viridia or one of her allies may reroll one attack roll with a +3 bonus as a free action. If this reroll is a natural 20, Touch of the Divine may be used again during the turn.

Aura of Night - Until Viridia is Staggered, all nearby allies gain a +2 to AC and PD. After Viridia is Staggered, all allies gain a +2 to crit range.

Chosen of the Gods - Viridia benefits from the Escalation Die.

AC 24

PD 20 HP 255

MD 23



Using The Golden Blade, Viridia

Viridia is a spider at the center of the web. Characters who interact with Viridia should probably never know who she is or have any inkling of her true nature. She's likely to work through proxies who themselves know little, if anything, about Viridia. Characters should only learn some of the nature of Viridia after a long while of working with her or after some serious investigations. The only exception to this distant approach is when Viridia takes the form of a weapon and if anything, her true nature is even more difficult to ferret out while like this.

As an ally, Viridia has two major paths you can take. Viridia can act as a hidden patron, providing characters with information or resources. The source of these resources should be mysterious and strangely timely and is an excellent use of Icon rolls, as Viridia manipulates the agents of the Icons to provide the players with assistance. Viridia will rarely provide direct martial assistance in this manner, as that's too overt and traceable for her liking. The other option is for Viridia to take the form of a weapon and find a way into the hands of a character who is manipulatable (low MD) and whose goals are roughly aligned with those Viridia. Viridia isn't limited to taking the form of a sword, though it's what she prefers.

As an antagonist, Viridia is an elusive and persistent threat which constantly dogs players, blocking their paths and making their lives complicated. Viridia rarely works against a group directly, but instead chips away at them from unseen angles. They might be framed for a horrible crime, their family's business might falter, criminals might target them for a robbery, and so on. Viridia's plans and schemes can be so complicated that even if players are fighting for a good cause, they might be working against her in some way.

Playing Viridia "true" means that players might not have a satisfying confrontation with Viridia as an antagonist. Viridia would rather abandon her plans and begin again elsewhere rather than be caught and defeated by a group of characters. It's not in her nature to wait for the hammerfall or to get trapped in a corner. Allow players to defeat Viridia or stop her plans, but leave many hints that she's not completely gone. Perhaps after being "killed" Viridia leaves a message on a character's bed pillow saluting them as a worthy opponent.

Plot Hooks

- While characters are resting and recovering from their latest adventure, they are delivered a small chest full of documents about a servant of the evil gods and a healthy sack of gold. A sealed scroll promises a further reward if the situation is resolved.
- A famous paladin has had his magical golden sword stolen and has hired the character to discover who stole it and recover it for him. Turns out that a demonic cult found a way to seal Viridia in her sword form and are draining her divine energies.
- The party has been delivered a mysterious message warning them away from their current adventure. If they persist, they are framed for the murder of a local merchant and her family. If they clear their name and resume their adventure, they're delivered another warning.
- The sword the party were gifted by a noble is speaking in dreams to the party, showing scenes of an isolated fortress ruin, crawling with demons.

Viridia as a Weapon



Viridia might be in the player character's possession from fairly early on in their adventuring careers, displaying more power as players advance from tier to tier. Viridia, in this way, might be part of an entire campaign without ever revealing her true nature.

Viridia appears as a one-handed melee weapon (simple or martial) of exceptional quality, decorated with golden inlays or sapphires where appropriate. Viridia never appears garish or ostentatious so as to avoid becoming an overwhelming target for thieves, which would cause complications with her agenda. In this form, Viridia pretends to be an intelligent weapon in order to better manipulate or guide her bearers. She prefers to be in the hands of characters with a low MD, but this has no direct bearing on game mechanics.

Item Type: Weapon (1 handed melee)

Property: +1 to hit and damage per tier. Switch to dealing holy damage or back again as a free action.

Quirk: Obsessed with secrecy and trust (note that Viridia doesn't realise she has this effect)

Adventurer Tier

Knowledge of Ages - Viridia is an intelligent weapon with centuries of knowledge and experience. Once per full rest up, a character may add a +2 to any background roll (+4 at Champion, +6 at epic) dealing with history, religion, or magic. Other background rolls, even physical ones, get a +1/2/3 bonus.

Quick Strike - When attacking an unaware enemy (like in an ambush or while invisible), deal an additional 2d6 damage (4d6 at Champion, 6d6 at Epic) even on a miss. When attacking enemies acting after you in the initiative order, deal an additional 1d6 damage per tier. These two do not stack with one another.

Champion Tier

Night's Cloak (Recharge 16+) - Once per battle after hitting with this weapon, you may turn invisible and immediately pop free from all engaged targets. This invisibility lasts until the end of your next turn or until you make an attack.

Epic Tier

Control the Flow (recharge 11+) - When you hit an enemy with a natural 16+, the next attack from any enemy that hits you does half damage to you and half damage to the enemy you used this power against.



Saerthir the Grey

Faction: Gods of Light (Fallen)

Domains: Love, Light, Family, Knowledge

Not all angels went to war willingly. Some had to be conscripted, ordered into battle directly by the gods. Saerthir was one of those angels. Never a warrior angel, nor serving a particularly war-like god, Saerthir was a reluctant and not particularly effective combatant. However, what he was good at was strategy and command and it was in this role that he served as general and warleader in battle after battle.

Saerthir had an intuitive ability to understand his allies capabilities and psychology as well as those of his enemies. He understood the connections that creatures, even those of unspeakable darkness, made with one another during the long slog of war or the blazing heat of battle. Using this knowledge, he could guide inspire his allies, directing them to the enemies most likely to break or otherwise make a mistake during battle.

When the war was halted, Saerthir was relieved. Necessary or not, the horrors and responsibilities of war had weighed heavily on him. He was an angel of peace, not of death. However, just because overt bloodshed was gone didn't mean that the conflict had ended and in the new era someone of Saerthir's skills were needed even more than ever to manage the covert war.

However, Saerthir had had enough. Even when ordered to take these duties, he had completely refused. The gods attempted to bribe and cajole, but Saerthir wanted none of it and before he could be cast out of the heavens or even remade by the gods to take the duties, he fled into the mortal world to

resume what he felt was his true calling was.

Saerthir has now spent thousands of years among mortals and sometimes forgets that he isn't one himself. The gods, still hopeful that he can be brought back into the fold, have not stripped him of his divine powers. However, using them would alert the gods to his location, so Saerthir has not used them in all this time.

Saerthir acts a wandering healer, sage, or councilor for all folk from the poorest peasant to the most powerful noble. He is a legend in many areas, famed for stopping terrible plagues in their tracks, correcting errant kings with his wisdom, or contributing to the collective knowledge of a school.

Still, he wanders on and on and rarely stops anyplace for more than a year or two. Even now, he travels as much due to his fear of being caught and dragged back to the heavens as he travels to help those in need. At this point he'd rather be destroyed rather than return and has, over the years, taken extreme measures to fend off agents of the gods. Even as he is now, his reluctant skill in combat and his canny hirings of adventurers for bodyguards has kept him free.

Saerthir appears to be a dark skinned gnome man in his 50s or 60s with short cropped grey hair and a full beard. He dresses in simple travelers clothes and carries around a large pack full of assorted odds and ends like books and vials of liquid. He's armed only with a quarterstaff, which he uses only as a last resort and prefers to consider his walking stick. He's more ably defended by spells and his natural angelic abilities.



Saerthir the Grey

Level 8 Leader (Humanoid)

Init: +12

Quarterstaff +12 vs AC - 40 damage and the target pops free

Natural 16+ hit - Target is Vulnerable and one nearby unengaged ally may make an immediate move action to engage the target.

Natural Even Miss - Target pops free

C: Voice of Command - +11 vs MD - Ongoing 15 damage (save ends) and the target makes one basic or at-will attack against one of their allies.

Natural Even Hit - The targets attack against an ally gains a +3 bonus to the roll.

Miss: 15 damage

Battlefield Tactics - Saerthir may spend up to 3 quick actions to prepare one of the following effects, which may be used as a free action at any time before Saerthir's next turn. Tactics not used before then are lost and Saerthir himself cannot use any of them.

- An enemy must reroll an attack or save and take the lower of the two.
- An ally may reroll any attack or save and take the higher of the two.
- An ally takes half-damage from an attack that hits
- An ally heals 25% of their maximum hit points.

Divine Luck - Enemies who attack Saerthir in melee combat must roll 2d20 and take the lower of the two. If both rolls are a 5 or less, the attack does no damage to Saerthir and does half-damage to the attacker.

Aura of Command - All nearby allies gain a +2 to MD and saving throws until Saerthir is Staggered. After being Staggered, all allies gain a +3 to attack rolls.

Chosen of the Gods - Saerthir benefits from the Escalation Die.

AC 23

PD 20 HP 144

MD 22

Using Saerthir as an ally in combat - Saerthir might find himself in the middle of combat if the characters are protecting him or working with him. As with Aphriel, he should be kept in the background as much as possible, using his Aura of Command and Battlefield Tactics (aside from the healing option). If he must attack, use the Quarterstaff attack only, dealing half-damage.



Using Saerthir the Grey

Saerthir is an NPC which can be used without ever letting players realise that he is anything more than a normal, if talented, traveling sage or healer. Even if his angelic origins come in to play, it should come as a surprise. Either a sudden revelation or a series of slow burning clues that add up to a reveal. Saerthir might be an important and helpful NPC for most of a campaign before his true nature comes into play, if it ever does.

As an ally, Saerthir is probably best used as either a mentor or a quest giver. Saerthir might be hiring character to act as bodyguards or escorts, either because he suspects angelic agents are closing in on him or just as the normal precaution of a (seemingly) elderly traveler. Alternatively, he could hire the party to collect rare medicinal herbs, alchemical ingredients, or rare texts. As a mentor, Saerthir could act as a one-time resource to help the party with a particular problem or puzzle or he could be a recurring character that helps the party in a variety of ways (such as selling potions, providing maps, and so on).

Characters who have a casual or one-time connection to Saerthir could be drawn more closely to him by being drawn into his attempts to evade the agents of the gods. The agents might attempt to capture the party to learn what they know about him, the party might be attacked by more than the expected bandits or monsters while they're escorting Saerthir, or the party might find themselves being followed by mysterious people. Depending on how much you might want to involve the group with Saerthir, you can play up these situations until players decide to investigate or you can leave them as mysterious one-offs.

As an antagonist, Saerthir isn't likely to go after the party without provocation. Only when he feels that the players are working against him will Saerthir make a move to neutralize them. Of course, players don't necessarily have to know they're working against Saerthir before they come in conflict with him and players don't actually have to be working against Saerthir to make him feel pursued. Saerthir's paranoia regarding angelic agents is not difficult to stoke to high levels. Saerthir will work through proxies, allies, and dupes, working more to discourage the party and drive them off than to kill them. Only if completely cornered will Saerthir use his full power and resources indiscriminately.

Plot Hooks

- Saerthir's trail has been picked up by angelic spies and Saerthir has hired the unwitting party to drive them off by telling the characters that the spies have stolen some of his healing texts and medicinal cures.
- Characters have been snooping around the estates of a corrupt nobleman or churchman who has been working with Saerthir. Saerthir mistakes the as coming after him and sends thugs and summoned creatures to scare them away.
- While sheltering in the same inn as Saerthir, the building is attacked by angelic soldiers, catching the characters right in the middle of the fight.
- The party finds themselves been followed or watched by several groups of people who think they have vital information on where Saerthir is currently located. If confronted, these groups attempt to flee.



Kalanim the Mad

Faction: Gods of Darkness (Fallen)

Domains: Spies, silence, knowledge, wind

Kalanim was once one of the premiere spies, scouts, and assassins for the Gods of Darkness. During the war between the gods, Kalanim was a murderous shade, ferreting out the plans of the Gods of Light and felling some of their greatest warriors. When the agreement to cease open war was made, the gods expected Kalanim to fit perfectly into the new type of conflict beginning.

At first, this was true. Kalanim was a spymaster and assassin trainer second to none. When he personally acted, the situation became even more dire for the gods of light and their agents. Across years and centuries though, Kalanim became more distant from his divine masters. His work continued, but increasingly often his actions were as much against the dark gods as they were the gods of light.

Kalanim was recalled to the heavens to explain himself. Kalanim returned, but instead of presenting himself before his god, Kalanim slew several of his fellow angels sent to escort him. He then plundered a library full of forbidden lore and an armory of magical weapons before fleeing back to the mortal realms. A single message, carved into the flesh of one of the dead angels, was the only hint to why he had done this. The message read: "Leave them to their fate."

The meaning of the message only became clear when Kalanim began to use his agents and assassins to attack and discredit mortal organizations devoted to the gods, regardless if they were light or dark. Mortal followers were rarely targeted aside from the

most zealous or devoted and even then Kalanim rarely killed them outright. Instead, they were embarrassed, framed for horrible crimes, or sometimes they just "disappeared" in the quiet hours of the night.

Organizations opposed to the gods, or those who refute their existence in some way, sometimes find Kalanim as their secret patron, sending his own people to help them out or keep them safe.

Nobody can say for sure what made an angel of the gods of darkness turn against his masters and fight so hard for the mortals. Speculation in the divine realms is that he fell in love with a mortal, maybe even had children, and that some scheme of the gods ended up with their deaths. Others feel that he had merely spent too long away from the heavens and that his time apart had driven him completely mad.

Despite being cut off from his divine powers, Kalanim still demonstrates abilities that are on-par or even more potent than when he was a servant of the gods. This has fueled speculation that he's made a pact with some other powerful entity. Even without those powers, Kalanim is a fast and deadly physical threat.

Kalanim usually appears as a blue-scaled dragonblooded male, short in stature but broad in the shoulders. He wears non-descript dark clothing and simple leather armor, with a pair of daggers at his hips. Closer inspection reveals that the armor is enchanted and the daggers are artifacts of great power. He is otherwise, deliberately, just another unremarkable traveler.



Kalanim the Mad

Double Strength Level 9 Wrecker (Humanoid)

Init: +17

Vengeance Blades (2 attacks) +15 vs AC - 35 damage and 15 ongoing damage.

Dual Wielding - Reroll any attack rolls with a natural 2. If this reroll hits, it only does 15 damage and 15 ongoing damage.

Natural 16+ Hit - Deal an additional 15 ongoing damage

Miss: 15 ongoing damage

C: Dark Energy Whip +13 vs PD - 30 damage and the target is Hampered

Natural Even Hit - Make another Dark Energy Whip attack against a different nearby or engaged enemy. No enemy may be hit more than once with a single Dark Energy Whip attack.

Quick Kick +12 vs PD - 20 damage and the target pops free. This may be used as a quick action once per turn.

Natural Even Hit: Target is Dazed

Aura of Vengeance - All nearby allies gain a +1 crit range when attacking an enemy which damaged them at any point during the battle. When Kalanim is Staggered, this increases to +2.

Make Your Own Luck - On any turn where Kalanim hits with an attack, one of his allies may reroll an attack roll with a +2 before Kalanim's next turn and take the higher of the two rolls.

Chosen of the Gods - Kalanim benefits from the Escalation Die.

AC 25

PD 23 HP 380

MD 20



Using Kalanim the Mad

Kalanim can be a very party-dependent NPC. Kalanim is more likely to be an ally to an atheist or anti-theist sort of party, while he is more likely to be an enemy for a party with a paladin and cleric. Icon relationships can make a big difference as to whether Kalanim will be on the party's side or not, as Kalanim will probably work against those characters who have positive relationships with Icons relating to the gods. However, there's no reason that Kalanim can't work against the obvious, or at least appear to do so. It might benefit him to work for the gods in the short term in order to pull off a bigger plan further down the line. Kalanim should have predictable goals, but unpredictable methods and tactics. He isn't referred to as Kalanim The Mad just because of his repudiation of the gods.

As an ally, Kalanim is likely to be very hands on. He'll work closely with characters whose goals align with his, paying very generously in ancient texts, magical items, or other services. These groups that Kalanim deems trustworthy are more likely to get requests and tasks that directly fight against churches or the gods, while those which are less reliable in their dislike of the gods are likely to get tasks which are helping those oppressed by servants of the gods. Kalanim isn't above working with a group he doesn't like in order to accomplish his goal or to set them up for a fall.

As an enemy, Kalanim is just as likely to go after the party himself (possibly with help) as he is to send minions after them. Kalanim is a canny opponent, however, and knows the value of retreating in the face of determined opposition as well as the benefits of indirect attacks as well as hit and run tactics. He's smart enough to research their weak points, team with their enemies, and go after the group's own allies. Players should realise very quickly that Kalanim is extraordinarily dangerous and not just to them personally. Even the other NPCs that Kalanim works with are likely to be smart and dangerous.

Plot Hooks

- Kalanim thinks that the party is perfect for a job he has in mind, but he needs to know how they'll react to the idea of working against a god. He sends a proxy to hire the players for a "test" mission: robbing a corrupt local churchman. What the players (and Kalanim) don't know is that the churchman is far more corrupt than expected and has links to powerful demons.
- Kalanim has stirred up a much bigger hornet's nest than expected after he attacks a cult of the dark gods and needs immediate help from the party to fend off the ferocious dark clergy and the rest of the fanatics.
- A party with strong religious ties has been hired to burn out a cabal of dark wizards. In fact, the "dark wizards" are a group of witch hunters created by a church of the gods of light. Kalanim wins regardless of whether the party comes out on top or not.
- With no warning, characters are fending off attacks on themselves, their friends, and their patrons, with the culprits apparently an order of unholy knights known to be fighting demons in the area. Kalanim needs the knights distracted or defeated for one of his plans to proceed, but can't take a direct hand.



Angelic Minions

These are lesser angels, ones not as bound by the restrictions imposed by the gods. They may be used in conjunction with the greater angels above or as part of other adventures involving the divine.

Winged Warrior

Level 6 Mook (Humanoid)
Init: +10

Spear and Shield +10 vs AC - 13 damage and the Winged Warrior gains +2 to AC and PD until the start of their next turn.

Natural 16+ hit - The next ally to attack the target before the Winged Warriors next turn gains a +2 bonus to the roll.

Strength in Numbers - Winged Warriors gain a +1 to attack and damage for each angelic ally engaged with the target.

Angelic Traits - Choose one set of traits (Light, Dark, Fallen)

AC 22

PD 19 **HP 23 (mook)**
MD 17

Mook: Kill one Winged Warrior for every 23 damage done to the mob.

Heavenly Bowman

Level 7 Archer (Humanoid)
Init: +12

R: Silver Bow +12 vs AC - 31 damage

Natural Even Miss - Make a second attack roll with a -2 penalty.

R: Covering Fire +10 vs MD - 15 damage and the target is Dazed.

Light Traits - Gain a +1 to AC for every ally engaged with the same target. Immune to invisibility and illusion.

Dark Traits - Any enemy who hits this creature takes damage equal to 2 x the creature's level. Make 1 free attack when dropped to 0 HP.

Fallen Traits - Once per turn, when an enemy attacks this creature and misses, make a free attack in return. When moving to attack an unaware enemy or an enemy already engaged, roll twice and take the better of the two rolls.

Angelic Traits - Choose one set of traits (Light, Dark, Fallen)

AC 23

PD 21 **HP 96**
MD 19

Heavenly Swordsman

Level 7 Trooper (Humanoid)
Init: +11

Flaming Blade +13 vs AC - 14 damage and 14 fire damage

Miss: Next attack gains a +3 to the roll. If it hits, it does an additional 4 damage and 4 fire damage.

C: Flaming Sweep +12 vs PD (1d3 nearby or engaged enemies) - 20 ongoing fire damage. Usable only when the Escalation Die is odd.

Thousand Cuts - Enemies who end their turn engaged with the Heavenly Swordsman take 21 damage

Angelic Traits - Choose one set of traits (Light, Dark, Fallen)

AC 24

PD 22 **HP 112**
MD 18



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