



The Angels

The winged humanoid race called the Angels for the *DragonQuest* role-playing game.

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One of the least-known races in the *DragonQuest* world, the Angels are humanoid flyers who normally keep to the highest peaks. Whether they can be classed as “angels” as opposed to “devils” is unclear, even to the angels themselves; while they appear to be neither less nor more powerful than the other races, there is an ethereal, otherworldly atmosphere to them, and they seem to be possessed of considerable knowledge and wisdom. Scholars are unsure whether they were once divine angels, perhaps fallen from grace, or whether they are an offshoot of the elves, with whom they have much in common.

In game terms, the chance of being an angel player-character is 4%. Although they normally live in secluded aeries which no one ever seems to discover, a few have occasionally ventured down to the flatlands, stirred by interest in the outside world. An angel could join a party adventuring in a mountainous area. Perhaps the angel would investigate them out of curiosity, then join the party out of greater curiosity.

The life expectancy of an angel is similar to that of an elf — too great to be of interest to any but another angel. Like elves, assume that PC angels are somewhere in their first millenium of life.

Physically, angels resemble humans or elves, extremely slender, and averaging about five and a half feet tall. There is considerable variation in details between angels, such as shape and construction of the wings, how much, if any, of the body is feathered, whether the feet are taloned, and so forth. Coloration also varies quite widely. They normally appear with only a bare weapon (and enough harness to hold it) and a small bag holding a few possessions.

Angels frequently seem rather distant from the concerns of the real world. Humans sometimes say, bewildered at an angel's lack of concern or unawareness of some major event, that they are not “of this plane”; and this may well be true, though the statement is not meant literally. Angels do not normally initiate violence, but can fight when forced to with a determination and deadliness that astounds their foes.

An angel's Physical Strength and Endurance are both reduced by 3 because of their light bodily construction (needed to allow flight). Their Willpower, Fatigue, and Physical Beauty are all increased by 2.

An angel's special abilities are (1) an angel may choose no Elemental college of magic save Air and Celestial, and no College of Entities at all. (2) If one chooses the College of Air Magics, or the College of Naming, he pays only one-half the normal experience cost. (3) If one chooses the College of Celestial Magics, he pays only three-quarters the normal experience cost. (4) If one becomes a Ranger specializing in Mountains, he pays only three-quarters the normal experience cost. (5) An angel may fly only if he currently suffers no FT loss on the Encumbrance chart; that is, he can fly only if he is traveling light. (6) An angel walks at the speed and with the grace of an elf, and flies as does an eagle. (7) All angels are intensely claustrophobic; one can tolerate a large room, but if it becomes crowded, he becomes uneasy. Small rooms will require a WP check by an angel before he could enter. Broom closets, dungeons and other underground edifices, and similar places are unthinkable. The only way an angel would enter such a place is bound and gagged, and such an event could well damage his or her mind. (8) If an angel is flying in combat (which they prefer to do), the chance to hit him is reduced by 20% because of the difficulty in striking a flying object. This is fortunate, because (9) angels cannot wear armor, although they can make use of shields if capable of flight while carrying the weight.

They usually do not wear clothes although the reasons are unclear. One espoused reason being that clothing would interfere with their flying, while others think that aversion is an aspect of their claustrophobia. Still others suggest that the angels are averse to clothing because they are innocent of evil intent and dislike the deception implicit in body coverings. In any event, this trait causes considerable disturbance among most of the other races, especially in view of the ethereal beauty of the angels, and can cause trouble in a typical civilized area. Some angels have been known to wear clothing, especially light, fine gowns. Angels can obtain such gowns from their aeries, and if they know they will be venturing into "civilized" areas, they will generally bring such a gown along.

Angels not only speak Common at Rank 10 (not 8), they also write it at the same rank. Whether there is a separate language of Angelic is not known by other races. (Referee's note: you might settle this in your own mind and then secretly let any angel player-characters know. One interesting possibility is that there is such a language, but that mortal ears everyone except maybe elves — become hopelessly enthralled upon hearing it.) Finally, angels resist cold and walk on snow (if they bother) as elves can do.

That about covers it. Properly handled, angels can make one of the more unusual races in RPGs because of the mystery of their origins and, frequently, their actions.