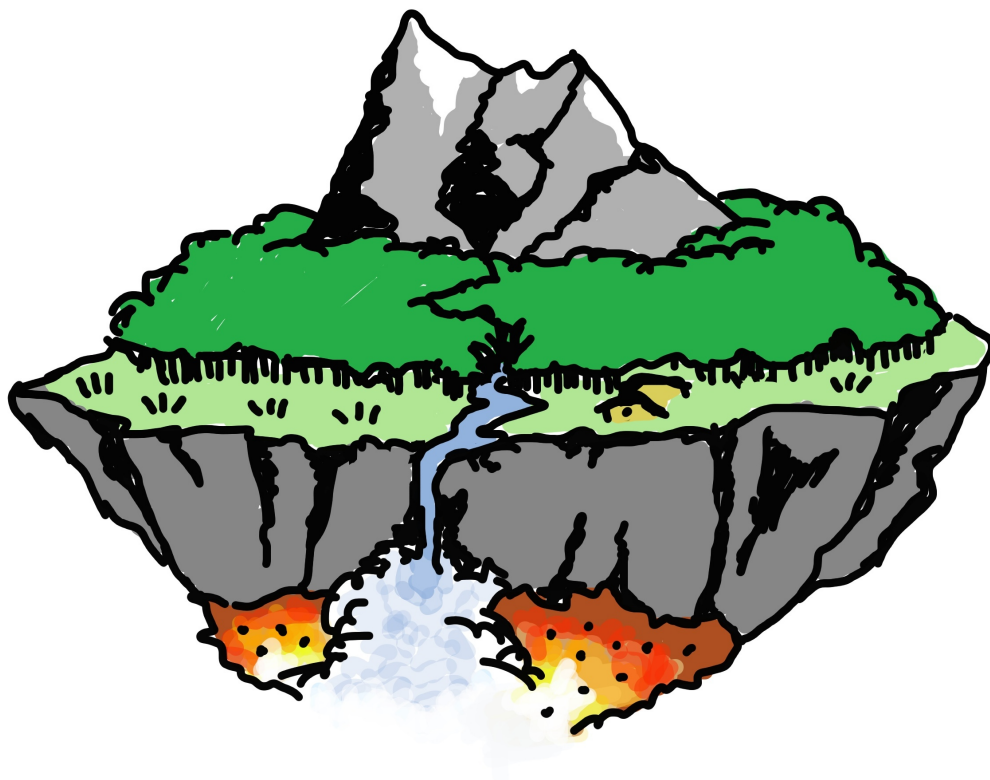


Raising a God

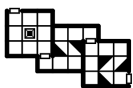
by Alex Schroeder

A CAMPAIGN SETTING FOR CHARACTER LEVELS 5–10



This is a mini-campaign for players in their mid levels, levels five to ten. Player characters start looking for a place to build their castles and tower, thieves look to expand their network of spies and thieves, clerics start meddling in the affairs of the gods. Some of long term goals players might have: end the slave trade on Hinia Oot; raise the dead god of light, Arden; topple the reign of the grey elf witch Susrael; prevent the rise of the demon lord Tsathoggua.

This module is [dedicated to the public domain](#).



This module provides stats compatible with any classic role-playing game by the *Old School Renaissance* (OSR).

Alex Schroeder can be reached by email: kensanata@gmail.com

PART 1: GODS & DEMONS

The gods and demons are important because characters will be able to visit their *halls*. These can be reached by secret *gates* when sailing the *Astral Sea* when climbing the branches of the *World Tree* connecting all the planes of existence.

There is a chance that the gods will send one of their agents to help if their name is called. In order to succeed, players need to keep track of **a score for each god** they care about. As characters do things to honor or spite the various gods, their score goes up. This could be about saving or killing their followers, building altars and temple in their name, defiling their altars or acting on visions sent by them. This score is the percent chance that the god will act when their name is called. Whether the agents appearing will in fact help the characters depends on their past actions. An evil demon lord like Set might still send a naga to help a paladin of Mitra, hoping to mess with them.

When paladins and clerics cast **spells of level four and higher**, the spell effect usually involves the appearance of such an agent, and an opportunity for some discourse.

FREYA AND ODIN

Freya is the goddess of winter, of spring, of fertility, of grain, of war, of cats and boars, of magic. She leads the valkyries and collects half the slain in battle. These dine with her in *Sessrúmnir*, her hall in Asgard.

Odin is the god of wisdom, of magic and poetry, of war, of eagles and ravens, of runes, of wanderers. He wields a magic spear, he raises the dead, he rides an eight legged horse called *Draupnir*. The other half of the slain in battle dine with him in *Valhalla*, his hall in Asgard.

In times of need, both of them will send a **valkyrie** named *War*, *Mercy Spear*, *Cruel* or *Fight*: HD 6 AC 2 1d8 *sword*+3 MV 18 ML 12 XP 820, flying, only harmed by magic or magic weapons. The swords of valkyries are bright swords of light. When swinging such a sword, the wielder is compelled to shout for blood and glory at the top of their voice. Also, when allies are fighting, the owner of such a sword is compelled to draw it and join this melee. When resisting such a compel for the third time, the sword loses its magic. The owner is considered unfit to wield it.

LOKI

Loki is the god of lies, of deceit, of misdeeds, of excuses and explanations, of looking the other way, of tricksters, thieves and shape changers, a friend of giants, the innocently accused, the misunderstood and the innocent. He can be found brooding in his hall *Ethrahell* in Utgard.

In times of need, he might send a nameless **shape changer**: HD 4 AC 5 1d12 MV 9 ML 10 XP 190, *polymorph* at will, immune to *sleep* and *charms*. Clearly, mostly useful when in need of deception.

MITRA

Mitra is the goddess of law, of fire, of bulls, of contracts, of bonds, the swearing of oaths, of honesty and truth, of loyalty and sacrifice for the community. Her hall is built

atop a lake of fire deep underground in Muspelheim and called *Eldivatn*.

In times of need, she might send a **minotaur** named *Silence*, *Calm*, *Truth Teller* or *Spirit Guide*: HD 6 AC 6 1d6/1d6 MV 12 ML 12 XP 820, *mesmerize* any listeners at will (listeners must save vs. spells or stop hostilities speak nothing but the truth), immune to *sleep* and *charms*.

SET

Set is the demon lord of snakes and crocodiles, of assassins, of revenge, of spies and diplomats, of poison makers, of death traps, of hypnotists and mind benders. His hall is the subterranean *Eiterhorg* in Svartalfheim.

In times of need he will send a **naga** named *Sweet Stab*, *Revenge*, *Crocodile Tears* or *Coral Death*: HD 9 AC 7 1d8 *poison* MV 6 ML 12 XP 2,400, *fireball* (7d6) 3/day, *charm person* at will, only harmed by magic or magic weapons.

PAZUZU

Pazuzu is the demon lord of pestilence, of miscarriage, of famine and disease, of crows and vultures, of temptation and betrayal. His tower *Sandstein* was built in Vanaheim.

In times of need he will send a **vulture demon** named *Gangrene*, *Pestilence*, *Corpse Eater* or *Baby Killer*: HD 8+1 AC 5 1d4/1d4/1d6/1d8 MV 18 ML 11 XP 2,420, flying, only harmed by magic or magic weapons.

MARDUK

Marduk is the god of war and monster slaying, of armies, of generals, of brute force. His castle *Unugal* is built in Midgard, the world of men.

In times of need he will send a **hunter general** named *Death*, *Strength*, *Smasher* or *Taker of Heads*: HD 6+1 AC 7 1d6 MV 12 ML 12 XP 380, leading a *hundertschaft*, one hundred **light infantry**: HD 1 AC 7 1d6 MV 12 ML 10 XP 15. Since there are so many of them, do not forget to roll a morale check when indicated!

PART 2: ASTRAL SEA

The Astral Sea is an air filled plane, black and silent. It can be sailed by flying ships. There are many *gates* in the Astral Sea, connecting it to many other planes.

RUMORS

- Asteroids fly through the darkness, their caverns and craters filled with vampires and ghouls
- There are islands bearing life floating in the Astral Sea
- All life clings to *portals* of one sort or another
- Perhaps light and warmth spills over from a plane of eternal fire such as Muspelheim, or from glowing plants or stones
- There are people who can summon and control *astral whales* and *sky squids*

ENCOUNTERS

With a flying ship, travel from one hex to the next takes about a day. Roll once per day.

1d6	Ship Encounter
1	monkeyman caravel, see p. 3
2	squidman nautilus, see p. 3
3	eelman centipede, see p. 4
4	void pirate pike, see p. 4
5	vampire deathrock, see p. 4
6	sharkman hammer, see p. 4
7	astral whales, see p. 4
8	sky squids, see p. 5
9	asteroid field, see p. 5
10	rainbow nebula, see p. 5

SHIP COMBAT

The *Labyrinth Lord* rules cover ship combat. The *Spelljammer* rules have even more ship combat rules. Here's a simple alternative. Ships have hit points and armor class. When a **catapult** is manned by 4 crew, it takes four rounds to reload (*rate of fire* is 5), it attacks as a fighter level 4 and it does 3d6 damage. Use one roll to attack the ship and a target person visible on deck, if any. If the roll hits, apply damage. If there is a second target person nearby, it is automatically targeted as well. Ordinary weapons cannot damage a ship.

When a ship is brought to zero hit points and every time it is hit thereafter it takes critical damage. Roll 1d8:

1. spectacular explosion, all is gone, everybody takes an extra 5d6
2. slow motion breaking up of the ship, everything is gone but the crew is unharmed
3. ship breaks into several pieces, everything is broken but lifeboats or the like can be fixed in an hour

4. a disabling hit, immobilizing the ship, all infrastructure breaks down, no more catapult use
5. fire breaks out and spreads unless five crew deal with it for half an hour
6. a gaping hole in the hull immobilizes the ship and provides a extra ingress for boarders
7. a crippling shot immobilizes the ship, taking down mast and rigging, destroying oars and the like
8. the hit reduces the ship's speed as a mast, sail or some oars are taken out; no fleeing from the scene

When a ship tries to run, roll 2d6, +1 if the fleeing ship is significantly smaller than the pursuing ship. On a 10+, you get away because of some lucky shots discouraging your enemies, or because you dove into an asteroid field, or because you managed to make it into a nebula. On a 7-9, you get away but the ship takes damage necessitating a lengthy overhaul in a shipyard. Perhaps you smashed into some asteroids or you took a few hits from parting shots. On a 6+, you did not make it. Fight to the bitter end or surrender now.

1. MONKEYMAN CARAVEL

"Monkeymen" is what other people call humans – humanoids with monkey heads. A caravel is a small trading ship made of wood with a single catapult and 10 crew. HP 20 AC 9 3d8.

The prize usually consists of ten tons of pickled lotus flesh, wooden planks, grains and wine barrels, cactus figs, fungus lanterns, or some other produce worth 1d4 × 10,000 gold and the ship itself is worth another 10,000 gold. Clearly, being a pirate is lucrative.

2. SQUIDMAN NAUTILUS

This is a slaver ship built atop a trained nautilus with two mounted catapults. The crew consists of squidmen, charmed slaves manning two catapults and intelligent giant spiders. The shell provides excellent protection. HP 35 AC 2 3d8/3d8.

The nautilus' ten **tentacles** are used to pick up victims and deliver them into the slave hold. Each tentacle acts as a separate creature. HD 1 AC 2 1d4 MV 3 ML 10 XP 13; when hit, save vs. poison or be *paralyzed* for 10 min.

The five **squidmen** have terrible psi powers but they are cowards. HD 7+1 AC 8 1d6 F7 MV 12 ML 6 XP 1,300; *mind blast* at will stuns anybody they can see within 60 ft unless they save vs. paralysis; *charm person* at will to make slaves docile unless they save vs. spells; *read thoughts* lets them read any thoughts within 60 ft. If they sing their song of summoning into the void for 10 min, they will call forth a **sky squid**, see p. 5.

The fifteen **slaves** are humans manning the catapults and repairing damage. HD 1 AC 9 1d6 F1 MV 12 ML 6 XP 10.

The ten **giant spiders** trained to paralyze victims and drag them back to their masters. HD 4+1 AC 5 1d8 F2 MV 12 ML 8 XP 215; when bitten, save vs. paralysis or drop into a death-like trance for 6 h; they can jump for 20 ft and get +1 to hit when they do. They speak of hunting and feeding.

There is a 1 in 6 chance that this slaver ship is actually on the way back to Hinia Oot and its hold is filled with fifty **slaves**. As these would be sold for 25,000 gold, freeing them would be worth as many XP. The ship itself is worth 35,000 gold.

3. EELMAN CENTIPEDE

This is also a slaver ship built into what looks like a gargantuan centipede. The crew consists of eelmen manning three catapults or riding their giant dream beetles. The centipede's exoskeleton provides good protection. HP 50 AC 3 3d8/3d8/3d8.

The twenty **eelmen** are a bit like plum colored, eight legged morays with two skinny arms and a huge teeth filled mouth, armed with a spear and long daggers: HD 4 AC 7 1d6 F4 MV 9 ML 10 XP 135.

The eel men are cowards and fear combat, but they have each tamed ten **giant dream beetles** with iridescent cobalt blue wings: HD 4 AC 3 2d6 F2 MV 6 ML 9 XP 135. Whenever the beetles move, their wings *bedazzle* anybody who sees them: save vs. paralysis or spend your next round standing and drooling. The eel men have a *poison stinger* they'll use on bedazzled foes: it causes paralysis for 1 h, no save. Closing your eyes avoids bedazzlement gives -4 to hit.

There are special polarized goggles made by sharkmen that prevent bedazzlement without giving you penalties, but they keep this secret to themselves. It's why the sharkmen are never attacked by eelmen, though.

There is a 1 in 6 chance that this slaver ship is actually on the way to Hinia Oot and its hold is filled with fifty **slaves**. As these would be sold for 25,000 gold, freeing them would be worth as many XP. The ship itself is worth 50,000 gold.

4. VOID PIRATE PIKE

A ship shaped like a fish with an open deck, no catapults and twenty eleven pirates. The deck is protected by a row of mounted shields. HP 20 AC 8.

The greedy pirate **gray elves** are eager to surprise you with their spells: hp 1d6 AC 5 1d6 E1 MV 12 ML 8 XP 6; *magic missile* 1/day. Their **invisible captain**: hp 3d6 AC 5 1d6 E3 MV 12 ML 8 XP 65; *magic missile*, *detect magic*, *invisible*.

They're not interested slaves, they just care for the loot. Their ruler is trying to find allies against Susrael. The ship is worth 20,000 gold.

5. DEATHROCK WITH VAMPIRES

Deathrocks are hurtling through the Astral Sea at slow speeds. They are densely packed with ghouls, waiting for it to make contact with the living. A deathrock is easy to avoid if you're on a ship and using a spy glass. By the time the unaided eye sees the packed ghouls eager to launch themselves from the rock with their catapults, it is already too late.

A typical deathrock has about 500 **ghouls**. HD 2 AC 6 1d4/1d4/1d4 F2 ML 9 MV 9 XP 47; when they hit, save vs. paralysis unless you're an elf or be paralyzed for 1 h; the slain will rise as ghouls.

The ghouls are ruled by a dozen **vampires**. HD 9 AC 2 1d10 MV 18 ML 11 XP 7,300; immune to immune to *sleep*, *hold*, *charms* and normal weapons; their hit drains *two* levels; shape change into a large bat at will; charming gaze at will; the slain will rise as vampire slaves. When reduced to zero hit points, they'll turn gaseous and retreat to the central crypt within the deathrock.

The vampires each wear a crown set with gems and necklaces and bracelets to match, each set being worth 10,000 gold. The central crypt can only be reached by tiny bats flying through small tunnels. The coffins stand at the

bottom of a cathedral pit 100ft deep filled with poisonous gas. The vampires, being already dead, are unaffected.

6. SHARKMAN HAMMER

A white ship shaped like a giant shark, no catapults and greedy pirate **gray elves** eager to surprise you with their spells: hp 1d6 AC 5 1d6 E1 MV 12 ML 8 XP 6; *magic missile* 1/day. Their **invisible captain**: hp 3d6 AC 5 1d6 E3 MV 12 ML 8 XP 65; *magic missile*, *detect magic*, *invisible*.

They usually kill the crew or let them run. They're not really involved in the slave trade. They're interested in bringing powerful characters to their ruler who'll try to set them up against Susrael.

The gray elves are out for loot. The ship is worth 20,000 gold.

7. ASTRAL WHALES

Astral whales are dream singers the size of cities. Their thoughts overwhelm all others. Their bodies are like cliffs a thousand feet high. To hunt them is to use harpoons forged in hell according to plans devised by titans of war. When you're too close, it's like a religious experience. If you need to expand the campaign in an unexpected direction, roll 1d6 and be prepared to spend some time developing the idea for next session:

1. your ship is swallowed by the whale; there is a **city full of snail people** bathed in mauve light in here but their queen *Patient Seer of the Seven Directions* is weak and a triumvirate of martial snail men is trying to change the course of the whale's dive in order to swallow and assimilate a large city like Genova; these three powerful snails are called *Acid of Perfection*, *Eternal Radula of the Mind* and *To Crawl Is To Fly*
2. as you gape in wonder, the eddies of the whale dream take hold of your ship and pull you over **to the other side**, a parallel *Purple Sea*, much like a *Shadow Land*, but colorful, of lonely pink skies and atomic tangerine desert worlds, where sorcerer kings have drained all life and nothing but their dreams remain, and if you want you can find them still, their pyramids and mummies, their desiccated servants and buried boats, and if you bring them peace their dreams will end and the Purple Sea will fade, the whale will die and you might return to where you came from
3. a trail of colors erupt behind the whale, miles and miles of chartreuse, of mandarine, of isabelline, of turquoise, of carmine, an **explosion of colors**, of plants gushing forth, a strip of land being drawn here from the whale's dream, the *Bridge of Dreams* and giving birth to the *Bean People*, green humanoids that grow out of your ship's wooden planks over the coming hours, *charming* you and all the crew unless they save vs. spells, spreading from your ship to others, a tireless appearance of messengers of peace and understanding for the next two months with names like *Harmless*, *Peace*, *Happiness* or *Soft Words*, friendly and caring, no matter how often you kill them
4. a **titan of war** about 200ft high is using his *sun lance* to kill the whale as you watch; the pain and fear of the dying whale transport you into the titan's nightmare of fire where rivers of lava rain down from above and glowing ghost giants with spears a mile long destroy

cities and their dread gaze vaporizes all life—and you know that one of them is the titan of war you just saw and if only you could speak to it, to the war titan *Rain of Fire*, this madness could end; the alternative is to die with the whale, unable to leave his dream maelstrom

5. this whale has been used by a **lich lord** for a ritual of divine transcendence; the entire back of the whale is a gaping wound, a flesh pit 500 ft wide, trailing black fumes boiling up from burning cauldrons of whale fat extracted from the living flesh by brass pipes and rusty iron needles, wraith fragments of whale soul screaming in madness and pain, going after any living being, begging for help, demanding help, spreading madness; and what god is being cursed by *Father Bone Forest*? who is being consumed and killed by this dread ritual?
6. waves of intense hate and love and fear and joy wash over you and suddenly you *understand* and you *know*, for this whale is a **god** and you have been chosen, all of you, this ship of yours, you are the chosen ones, the *whale people*, followers of *Deep Thought*, no save; if you decide to abandon your new faith, you'll be a heretic and you know it; and the people need you—the whale will use you to transform society and right all the wrongs, create a brotherhood of sophonts, a society of friends; boons granted include an *aura of peace*, a strong *empathy* for all living things and *words of wisdom* to calm all angry spirits

8. SKY SQUIDS

The **squidmen** know the songs to summon and anger these god-like creatures that live between the stars. HD 20 AC 7 8×3d6 4d8 F20 MV 15 ML 10 XP 3,250. When angered, they will happily smash a ship and proceed to eat the survivors. When found on their own, these sky squids will only attack if your ship looks like a giant fish.

To learn this song, you must befriend a squidman. To sing the song, you need to wear a *crown of thought* or you need to have terrible psi powers.

9. ASTEROID FIELD

Asteroid fields are perfect hideouts for **pirates**. When flying into an asteroid field, one flies very slowly or risks losing a ship. Giving chase is a dangerous proposition.

1. The one fleeing starts by announcing a number of risky maneuvers they're willing to make.
2. The one pursuing either breaks off the chase or matches the number.
3. When matching the number, both parties roll 1d6 of ship damage for every risky maneuver they agreed to make. See [ship combat](#) for the table of critical damage at zero hit points.
4. The one fleeing either slows down and allows ship combat to resume or returns to step #1.

A typical **pirate stone fortress** has two catapults and two large longships which are used to raid other settlements. HP 100 AC 2 3d8/3d8 for the fortress and HP 20 AC 8 for the longships.

There will be around 200 **pirates** in the fortress itself. HD 1 AC 7 1d6 MV 12 ML 6 XP 10.

There are ten **officers** in plate armor to run the operation. They will captain ships and lead raids or run the fortress. HD 5 AC 2 1d6 MV 6 XP 200.

A typical longship is worth 20,000 gold, a fortress with a fortified harbor is worth 100,000 gold (but harder to sell than a ship).

10. RAINBOW NEBULA

Occasionally, there will be

LAGNABADALĚ

This is the home of the sea elves ruled by Lady Gerdana. These days a **hell barge** is blockading the elven harbor, however. The elves have fled inland and are hiding in the hills, their fleet destroyed and their city burned. Defeating the demon will allow the elves to reconquer their island.

The island itself consists of three major areas: the middle lands with beautiful beaches and huge boulders. In the north, there is a small naiad lake surrounded by huge boulders and in the south, where a big pile of these boulders runs into the sea, a gap between two of them holds a permanent portal to a primary world. On the other side, a small settlement of elves lives along a rocky ocean coast. The elves on both sides of the portal are ruled by Lady Gerdana and keep the existence of the portal secret from their enemies.

The elves have been thoroughly beaten by the demon and its horde and the only ones left behind are the ones that didn't make it to the gate.

Cheirofrastus the boar-headed demon rules this place, shrouded in permanent *darkness* that only he can see through (attack at -4), appearing wherever he wills at a moment's notice, causing a dreadful *fear* wherever he goes (save vs. spells to resist), can only be hurt by magic weapons +1 and spells, being able to cloud reality in an *illusion* at will (save vs. spells to disbelieve if and only if touching it), to *read thoughts* and speak in *tongues*, able to change into a giant flying black boar-headed snake dripping caustic green vapors when angered (AC -1, tail slap 2d8, bite 4d8, suffer 1d8 damage by the gas when inside the darkness surrounding the demon).

The main agents of the demon's appetite for destruction are hundreds of demonic animal agents roaming the island.

The ruins of the elven settlement house eight **wights**.

The foul forest has been taken over by a gang of **were-wolves**.

1. THE BOOK OF THE SEA

Lady Geradana has ruled the coastal elves of LagnabadalĚ for over 250 years. This is her spell book. These are very traditional spells.

When *water breathing*, you can speak the language of whales.

As is typical for elves, her favorite shape to *polymorph* into is a blue dragon. At level 9, its stats are AC 0 1d6+1/1d6+1/3d10 MV 24; at level 10 its stats are AC -1 1d8/1d8/4d8 MV 24.

A *flash flood* will create a sudden flood from a body of water within 30 ft. Anybody caught by it must save vs. death or be swept away. If wearing metal armor, save vs. death again or drown within a minute or two.

When *conjuring an elemental*, she prefers to summon an air elemental called *Flying Debris*, HD 16 AC -2 3d8 F16 MV 36; plus 1d8 vs. flying creatures; requires a save vs. death to approach; immune to non-magical weapons; will attack summoner and remain on this plane if the conjurer's concentration fails.

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Freya and Odin 2, Loki 2, Mitra 2, Set 2, Pazuzu 2, Marduk 2.

PART 2: ASTRAL SEA 3

Rumors 3, Encounters 3, Ship Combat 3, LagnabadalĚ 6.

Lagnabadale.png

1d8	Random Encounters (1/6 per day, 1/6 per night)
1	2d4 slow moving, dead baboons, creeping through burnt out villages HD 2 AC 8 1d8 F2 MV 6 ML 6 XP 29
2	1d10 baboons hungry for meat and enjoying the destruction HD 2 AC 6 1d4 F2 ML 8 MV 12 XP 20
3	1d6 giant bats spying for their demonic overlord HD 2 AC 6 1d4 F1 ML 8 MV 18 XP 20
4	1d4 cursed boars, sniffing out survivors, trailing black smoke HD 3 AC 7 1d8 F2 ML 9 MV 15 XP 50
5	2d6 giant boars, covered in festering wounds, hungry for blood HD 5 AC 6 1d12 F5 ML 9 MV 15 XP 200
6	1d4 demonic boars with a charming voice 3×/day and 1d12 slaves HD 9 AC 3 2d6 F9 ML 10 MV 18 XP 3800
7	2d12 elves with no more spells left, trying to reach the portal HD 1+1 AC 5 1d8 E1 ML 8 MV 12 XP 15
8	2d12-1 elves on a rescue mission (<i>sleep</i>) for their friend HD 1+1 AC 5 1d8 E1 ML 8 MV 12 XP 15

Table 1: Roaming bands of demonic agents searching for stragglers. Demonic boars are only damaged by magic or silver weapons. They like to send their slaves ahead. The giant bats will call Cheirofrastus when one of their own gets killed. If they spot the party, they'll go and attract baboons or cursed boars.

Circle	Spell Name	Traditional Name
1	Secrets of the Elven Voice	<i>charm person</i>
1	Rune Magic of Our Elders	<i>read magic</i>
1	Drowzy Lull of Waves	<i>sleep</i>
2	Searching My Feelings	<i>ESP</i>
2	Eternal Starlight	<i>continual light</i>
2	The Language of Fish	<i>speak with animals</i>
3	Lightning Storm	<i>lightning bolt</i>
3	Secrets of Whales	<i>water breathing</i>
3	Eye of the Storm	<i>protection from normal missiles</i>
4	Shape Changing	<i>polymorph</i>
4	Banes and Boons	<i>remove curse</i>
4	Flash Flood	<i>new spell</i>
5	Supremacy of the Will	<i>telekinesis</i>
5	Summon Living Storm	<i>conjure elemental</i>