



# REQUIEM

## FOR A GOD

*An event book regarding an immortal death*

*BY MONTE COOK*

Uses the Third Edition rules.

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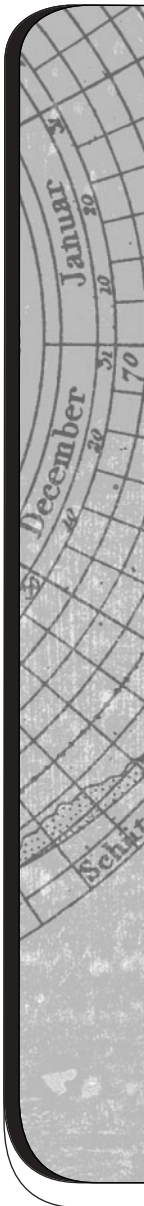
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# Death of a God

*God is dead! God remains dead! And we have killed him!*

—Friedrich Nietzsche



**R***equiem for a God* is an event book providing advice and rules support for DMs wishing to incorporate a startling and exciting happening—the death of an immortal being—into their campaigns. If you're looking for a how-to guide to implement a major event into your game, the event book line from Malhavoc Press is for you.

## WHAT'S AN EVENT BOOK?

Each event book takes a major event that could have interesting repercussions on your campaign and examines it thoroughly from every angle. It provides DM advice on staging the event, involving the player characters (PCs), and making changes necessary to the campaign as natural consequences of the event. Each event book also includes new nonplayer characters (NPCs), organizations (usually with associated prestige classes), and even rules, spells, magic items, and monsters that might be involved with the event. In short, it's everything you need to make the event a part of your own game. The focus here is that it is *your* campaign—the event book merely serves as a guide. It doesn't force you into structured plots or leave you with no idea of what happens next.

Here's a short chapter-by-chapter outline showing how this book presents these guidelines:

- 1 **Preparing for the Event:** Discusses the background planning the DM must do before introducing the event into the campaign.
- 2 **Integrating the Event:** Offers a detailed look at various options for staging the god's death, as well as the event's many repercussions upon the religion, society as a whole, and beyond.
- 3 **Prestige Classes:** Provides four new prestige classes that tie into the god-death phenomenon or organizations that might involve themselves with the event.
- 4 **Godsblood Feats:** Describes a dozen new feats to offer characters whose lives the event has touched.
- 5 **Spells:** Lists 34 new spells available to clerics (or ex-clerics), as well as other classes in the game.
- 6 **Magic Items:** Presents new magical weapons, staves, wondrous items, artifacts, and more.
- 7 **Monsters:** Introduces three new creatures plus a new creature template and examples of its use.
- 8 **Adventures:** Offers seven adventure ideas suitable for various character levels and campaign styles.

## HOW CAN A GOD DIE?

What event could be more profound than the death of a god? Thousands, perhaps millions of anguished worshippers cry out, their whole world-view altered. Clerics devoted to the deity suddenly lose all power, their spells draining away. Societies collapse. New creatures are given life. New gods arise.

Some readers might be saying to themselves right now, "I normally play low-level games, so this book hardly seems for me." This book doesn't deal with PCs killing gods or any such thing. The death of a god is mainly a story hook—a plot point around which to wrap the PCs' adventures.

The demise of an immortal is a paradox that shakes the very foundations of reality. When death comes to a deathless being, the primal forces of the universe clash. How can such things happen?

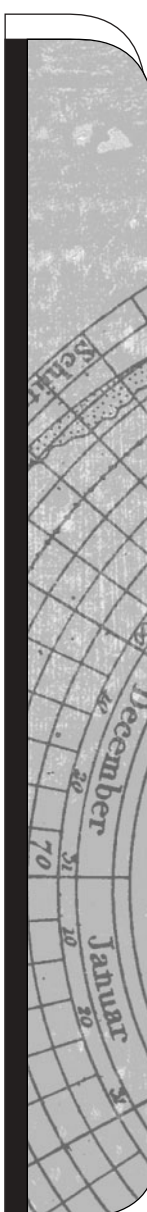
- Callori, the reptilian lord, alone and unloved in his Squamous Cathedral, fades away due to a lack of worshippers.
- Betrayed and ambushed, beset by a number of lesser deities, the great god Siemath falls in battle against his evil divine assassins.
- No longer interested in the adoration of mortals and weary of immortality, Alta Unath, goddess of the hunt, passes away of her own volition.

Gods do not die by accident. Their death is slow and agonizing—as they lose the worshippers that sustain their very existence—or it is quick, as they are slain in combat by forces wielding unimaginable power (usually other divine entities).

## WHAT THIS BOOK IS NOT

In tossing around concepts like gods dying and gods' blood, this book uses the topic of the death of a god rather casually. It is not meant to imply a relation to any real-world belief or deity. Also, the concept of the demiurge introduced in Chapter One bears only a passing resemblance to the real-world use of that word.

This book is not a ready-to-run adventure about the death of a god. While it contains adventure ideas and brief scenarios (see Chapter Eight), DMs must use these guidelines to create specific adventures to suit their campaigns.



### About the Author

**Monte Cook** started working professionally in the game industry in 1988. In the employ of Iron Crown Enterprises, he worked on the Rolemaster and Champions games as an editor, developer, and designer.

In 1994 Monte came to TSR as a game designer. As a senior game designer with Wizards of the Coast, he codDesigned the new edition of Dungeons & Dragons, authored the Dungeon Master's Guide, and designed Return to the Temple of Elemental Evil and the d20 version of Call of Cthulhu. For WizKids games, he recently designed the HeroClix system of superhero combat. The Book of Vile Darkness is his latest release from Wizards of the Coast.

A graduate of the Clarion West writer's workshop, Monte also has published short stories and two novels. In his spare time, he runs two games a week, builds vast dioramas out of LEGO building bricks, and reads a lot of comics.

### About the Illustrators

Cover artist **Kieran Yanner** has always been interested in art, roleplaying games, and the fantasy/sci-fi world. Taking example from such artists as Jim Lee, Tony DiTerlizzi, and Brom, Kieran began shaping his art style long before he ever thought he would actually become a professional illustrator.

From Decipher to Malhavoc Press, White Wolf to Dream Pod 9, Kieran has produced hundreds of illustrations for the roleplaying industry and continues to do so. Kieran still considers himself a neonate to illustration and has a modest opinion of his artwork. The way he sees it, there's always something to be improved upon and people to learn from.

**Sam Wood** first crept out of the mists and rain of southeast Alaska and infiltrated Wizards of the Coast back in 1995. Since then he has been a few places, gotten himself educated, and done a number of different jobs for Wizards. Now settled in as a staff illustrator, he seems poised to linger on for a while, like an odd smell.

Sam's earliest work in the game industry was for the BattleTech TCG. He has since gone on to work on games like Dungeons & Dragons, Magic: The Gathering, Altermity, Doomtown, Legend of the Five Rings, and Chainmail. His most recent notable contributions have been collaborating with Todd Lockwood on D&D (spikes and all) and concepting the vast majority of the Chainmail miniatures. He currently resides in north Seattle with his lovely wife, 3.7 cats, and the family hellhound.

### Malhavoc Press

**Malhavoc Press** is Monte's d20 System imprint devoted to the publication of unusual magic, monsters, and evocative game elements that go beyond traditional fantasy. Malhavoc Press products exhibit the mastery of the d20 System rules that only one of its original designers can offer.

Requiem for a God is the first event book from Malhavoc Press. Coming later in the year, look for Skreyn's Register: The Bonds of Magic from Malhavoc newcomer Sean K Reynolds. And as a followup to his award-winning Book of Eldritch Might, Monte Cook brings you Book of Eldritch Might III: The Nexus, coming soon.

Current titles are available to purchase in either print or electronic (PDF) format at <[www.montecook.com](http://www.montecook.com)>.

## USING THIS BOOK

Because this is a "how-to" book for your game, most of the chapters contain boxed "Checklist" sidebars that boil down the guidelines in that section to a few clear steps. As you go through this book, use these checklists to help you make some notes about implementing the guidelines in your own campaign. Other boxes, labeled "Key Terms," are designed to help you keep track of the new concepts this book introduces.

Throughout *Requiem for a God*, a dagger (†) is used to signify a spell, feat, or item introduced in this book. A double dagger (‡) designates spells, items, or classes that originate in *The Book of Eldritch Might*, and two of them (‡) indicate material from *The Book of Eldritch Might II: Songs and Souls of Power*. Otherwise, all references to spells, feats, and other rules are from the three Core Rulebooks: the *Player's Handbook*, *DMG*, and *MM*.

Unless otherwise noted, the character statistics in this book use the traditional sorcerer and bard class rules, not the variant classes from other Malhavoc Press titles.

Bonus source material and ideas to augment the information in *Requiem for a God* appear on Monte Cook's website. To find the links to these free web enhancements, visit the book's product page online at the following address: [www.montecook.com/mpress\\_\\_R4AG.html](http://www.montecook.com/mpress__R4AG.html).

This sourcebook is protected content except for items specifically called out as Open Gaming Content on the title page. For full details, please turn to the Legal Appendix. Open content is not otherwise marked in the text of this book.

# Preparing for the Event

... I know well I shall mourn always the vanishing of my mighty gods.  
—Ralph Waldo Emerson

**B**efore you start killing gods in your campaign, you need to give the idea some serious thought. The demise of an “immortal” being is a major event, and it deserves careful consideration—in terms of what you should do ahead of time, and the consequences of what will happen afterward.

## THE DECEASED

The first decision the DM must make is choosing the god that dies. There are three different avenues to explore:

### 1. Kill an existing, established deity in your campaign.

This is the most dramatic choice you can make, but it is also the hardest. The changes to your game are the most profound in this scenario. The repercussions could alter your entire campaign world. The benefit comes from the dynamic feel the event will create. It will make the players realize that in this setting—as in real life—they can’t afford to take anything for granted.

If you choose a deity that a PC divine spellcaster follows, you will dramatically alter the character. (See page 13 for information on clerics of dead deities.) It is difficult to imagine that the player of a cleric won’t feel persecuted or punished if you announce the sudden death of her chosen deity. Do this with real caution. Develop a safety net of some sort: a replacement deity waiting in the wings, an easy transition to another character, or some other compensating benefit that helps make the godless cleric more than just a weak fighter with somewhat better saves.

**2. Create a new deity.** This is the easiest solution. When the players learn that this god has died, they will never have heard of him before. This scenario will have only the effects on the campaign that you specifically desire, because when you make up this new god, you’ll also be making up the suddenly empty temples, establishing the powerless clerics, and deciding exactly what effects this god had on the culture. And you’ll be creating all this with the knowledge that the god is dead.

You can make this “new god” seem like one that has always been around. However, through meta-game thinking, the players might be able to see what you have done. One way to use this option and not be obvious is to position the new deity as one from another culture. Then the PCs won’t be surprised that they have not heard of him before, but they can still see the effects of the event and take part in adventures around it.

**3. Create a deity whom you allow to exist in the campaign for a time, then have the events of the death unfold.** This is the compromise position. It probably isn’t too hard for you to introduce a deity new to your players. Perhaps they

enter a new region where worship of the god is prevalent, or perhaps it is just something that you had not yet gotten around to informing them about.

The farther ahead you set up the god, the more surprising her death will be, and the greater its impact on the PCs.

## HANDLING DEITIES

There are many ways to treat deities in your campaign. Most DMs look upon gods a little differently. For the purposes of this book, when you think about a deity—either an established one in your campaign or a new one you’re creating for this event—you should consider two godly aspects. The first is the god’s portfolio, the concepts—the sky, valor, etc.—for which this god is the patron. This is generally handled by the domains the deity grants to its clerics.

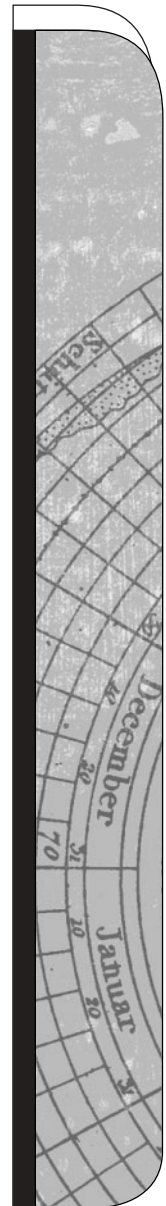
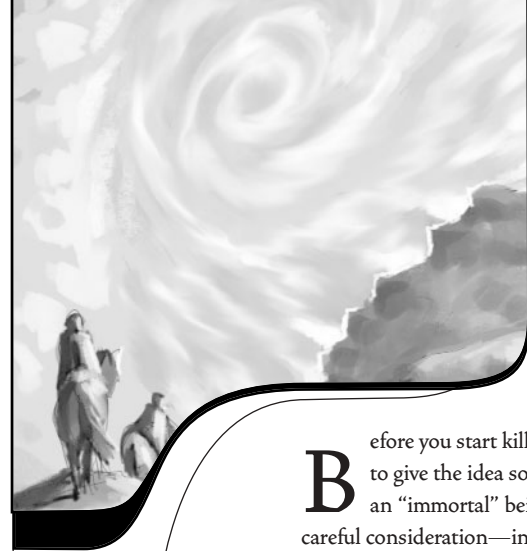
Although the domains do not always reflect the god’s nature exactly, they provide a simple overview of the sorts of powers the deity commanded. Many non-core products have added new domains to the list in the *Player’s Handbook*, but this book deals with only the domains presented in the core rules. Use those presented as examples to create rules for other domains.

The second aspect to consider is the deity’s power level. For simplicity’s sake, rate this power on a scale of 1 to 20, with 1 being the lowest demigod and 20 being the highest greater god. Thus, a neutral-good-aligned lesser fire god might grant the Fire and Good domains and be described as a rating 10 god.

One thing to keep in mind, particularly when dealing with the death of a deity, is whether gods in your campaign are simply powerful beings or primal forces of nature. If the god of the rivers dies, do the rivers stop flowing? If Melikosh, “he who supports the roof of the world,” is murdered, does the sky come crashing down upon the earth? This book deals mostly with the divine energy that a dead god possessed rather than the mythological-style implications of a god’s death. Nevertheless, see “The Loss of the God” on page 20 for more information.

## THE DEMIURGE

Every deity has a demiurge. The power and influence of a deity indelibly imprints itself upon the universe. The demiurge, then, is the permanent imprint that a god’s very existence leaves upon the universe. Even if the god dies, the demiurge remains. Semi-sentient, the demiurge has no physical form. It is an aspect of the god’s spiritual power and presence—a reflection, as if the universe were a mirror.



The demiurge is not an avatar, as it is not at all a physical being. It cannot be harmed, and it cannot directly harm anything, either. While the god lives, she can use her demiurge as a spiritual manifestation—when a cleric uses a *commune* spell or other means to contact the deity, the character actually is contacting the demiurge. This divine aspect is what allows a god to hear the prayers of the faithful all over the world (or many worlds) at once, while still carrying out other duties.

The demiurge is important to the topic of dead gods because this remnant is left behind when a god dies. Like a ghost, it can contact the living, speaking with the voice of the now-dead god

and carrying a message of some undone task important to the god. Mostly, however, the demiurge of a dead god fades into obscurity. It's there to be found, but only by those who look—and look very hard.

**Checklist**

- Choose a god to die in your campaign, whether an established deity or a new one created for this event.
- Establish the god's power level on a scale of 1 to 20.
- Determine the god's degree of influence in your campaign world.

Encountering a demiurge happens very rarely. Sometimes the demiurge finds a character to communicate with, either as directed by the living god it represents, or to carry out the last will of a dead god. The rest of the time a character seeks out a demiurge, using the spell *seek the demiurge* (see Chapter Five). A PC might even use some other, more arcane means learned from consulting sages and dust-covered, ancient tomes, or from wise old hermits who have spent their lives meditating on the demiurge.

Each encounter with a demiurge is different. A demiurge knows everything a god knows if the god is alive, but tells only what the god wishes. It knows some fraction of what the god knew if the deity is dead. All knowledge bequeathed by a demiurge, if any, is up to the discretion of the DM. This, however, is an opportunity for a character to learn at least a modicum of truly cosmic knowledge—the word that began all creation, the location of the heart of the universe, the identity of the most humble man that lives, and so on.

**Token of the Demiurge**

Those who come in contact with the demiurge are sometimes through divine power granted an object called a *token of the demiurge*. This object resembles a real-world item of some importance to the deity. A god of nature might have a rose as the token of its demiurge. A god of avians might use a feather. A god of war might use a dagger, while a goddess of fire might grant a small oil lamp. The *token of the demiurge* is never a direct representation of the god's holy symbol, for the holy symbol is ultimately a creation of a worshipper, not the worshipped itself.

The token grants its bearer powers based on the possessor's total character level:

**Total**

Character Level	Granted Powers
Level 1–4	Possessor gains a +1 resistance bonus to all saving throws.
Level 5–8	Possessor gains a +2 enhancement bonus to one ability score (chosen by the player, although it cannot be switched once chosen).
Level 9–12	Possessor can cast <i>divine favor</i> at his or her character level once per day.
Level 13–16	Possessor becomes immune to disease.
Level 17–20	Possessor gains a <i>wish</i> , but upon taking it the token disappears forever.

The powers are cumulative, so an 11th-level character gains the +1 resistance bonus, the +2 enhancement bonus, and can cast *divine favor* once per day as an 11th-level cleric. If a character gains a token at low level and progresses upward, the token's powers increase when the character crosses a new level threshold.

A character cannot ask for a *token of the demiurge*. It must be granted by the whim of the demiurge itself. Sometimes a character, showing some trait valued by the demiurge (or the god it represents) receives one. Other times it is a reward for completing a task or a tool to aid in the completion of a task. Occasionally, the demiurge's motives cannot be fathomed.

The demiurge may create more than one token at a time, but it's not recommended that a PC ever have more than one.

The token cannot be stolen or given away. If either happens, the token disappears forever. It remains only in the possession of the character it was granted to.

The *token of the demiurge* is a focus or material component for some spells. See *shield of the demiurge*, *wrath of the demiurge*, and *call on the divine remains* in Chapter Five.

**THE DEATH OF MANY GODS**

If the death of one god shakes the very foundation of the universe, the death of a number of gods probably causes a good portion of that foundation to crumble and collapse. A war of the gods, or a cataclysm of cosmic proportions, could result in the death of many gods. Or a whole pantheon could fade away gradually as they all lose their worshippers (or if all their worshippers should die in a similarly huge cataclysm).

The very laws of the universe—how magic works, the path from life to death, the rules of cause and effect, and so on—may change forever when many gods die at once.

Perhaps, through some cataclysmic event, all the gods die. Eventually, this could give rise to a whole new pantheon emerging from the ashes to replace them. Perhaps these replacements are mortals bestowed with the divinity of the dead gods, or maybe they are minor beings “promoted” by the disappearance of those that came before.