

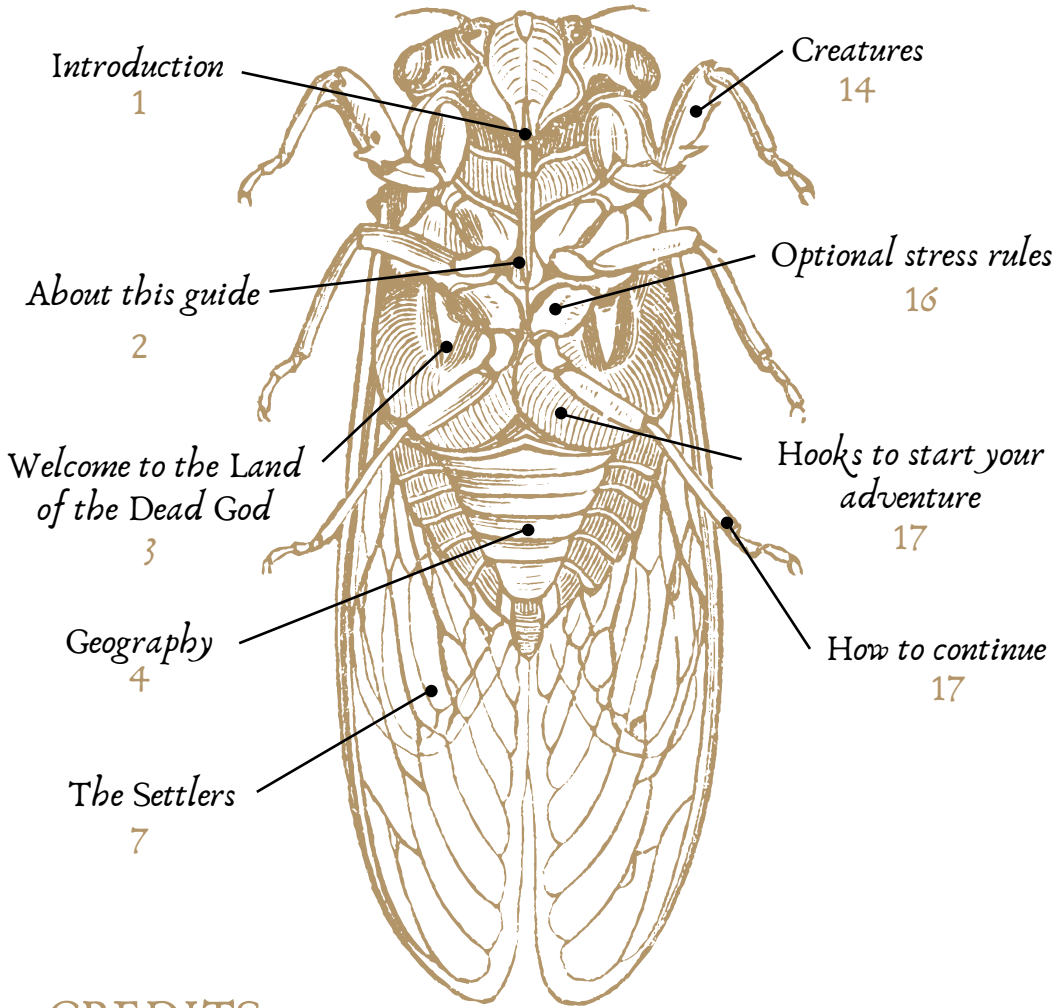
# SETTLERS OF A DEAD GOD

 *introduction*



DESIGNED FOR USE WITH  
**OLD-SCHOOL  
ESSENTIALS**

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## CREDITS

### WRITTEN BY

Eduardo Carabaño Rubianes

### ILLUSTRATIONS BY

François Licata

### LAYOUT BY

Guilherme Gontijo

### EDITING AND CORRECTION BY

Raquel Alija Fernández, Jesús García Juanes,  
Iván Carabaño Rubianes and Víctor Martín-Pozuelo

### TRANSLATION BY

Mike Schneider

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*"We live on a dead God that is slowly decomposing..."*



**W**E DON'T KNOW WHAT WAS BEFORE THE DEAD GOD, but one thing is certain: we were born on a sacred, slowly decomposing corpse floating in the universal ether. Everything that lived before the great God was forgotten with its death.

From the decomposing body of this immense being brought life; its blood formed the seas that bathe the coasts, its skin became the land, deserts and mountains. And from its tears rivers and lakes were born. The insects were the first inhabitants who walked this putrid land and through the infinite power emanating from within they evolved into insectoids, new beings with powers far superior to those of their ancestors.

The different species of insectoids organized themselves into tribes, cities and kingdoms during a period of peace, leading to an age of discovery. The explorers gradually created a map of the lands they inhabited, discovering they lived upon a divine corpse.

The civilizations joined together to honor and protect the body of the Dead God. But this time of light was short-lived. Many conflicts arose regarding the new faith with disastrous consequences and since then there have been few years of peace.

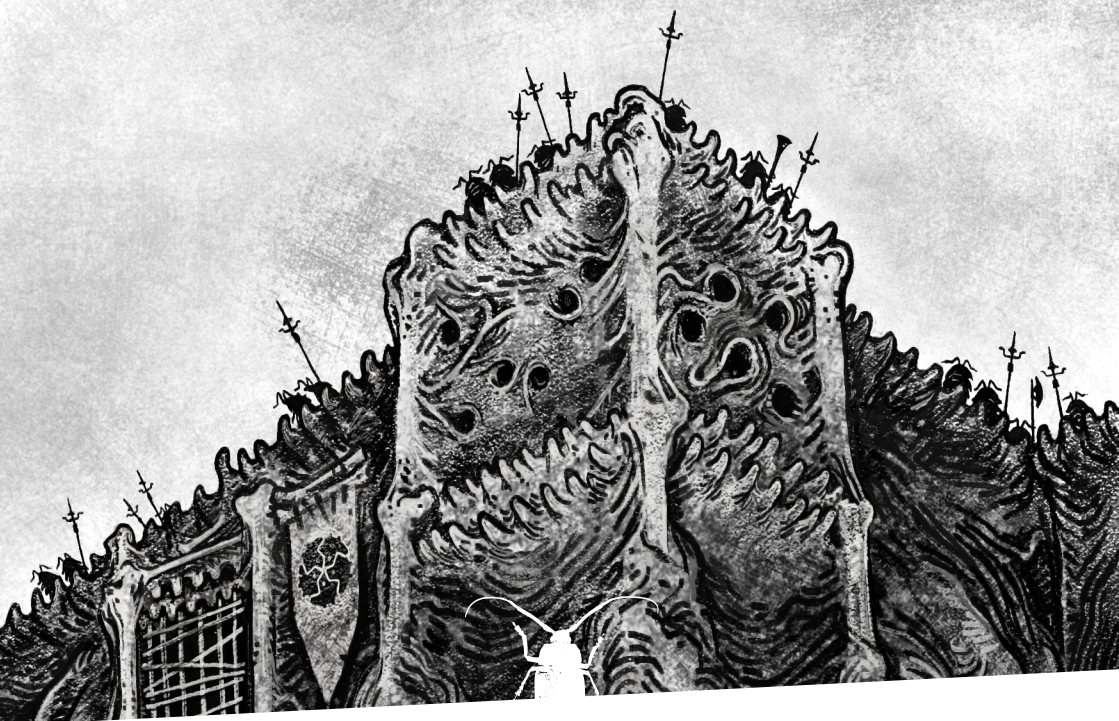
Everyone fought to conquer the sickened and dying land. Some sought glory, fortune, and perhaps even salvation within the veins, arteries, guts and organs of the immense being of which we know little.

Are we still adrift? Are we still? Do the stars revolve around us or is it the Dead God who turns? The sages, scribes, alchemists, astronomers, oracles and diviners continue in endless dispute. And they will pay handsomely for any information that exploration can bring them. They are unlikely to take the risk themselves and so the adventure falls to others. To you and your companions.

**WELCOME TO THE LAND OF THE DEAD GOD.**

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## ABOUT THIS GUIDE

**S**ETTLERS OF A DEAD GOD IS AN OLD SCHOOL ESSENTIALS ROLE-PLAYING GAME SETTING that can be easily adaptable to a multitude of systems. With this introductory guide we would like to present some of the main features of this setting.

Imagine you are walking through the country and you discover a dead animal. It is covered in insects, worms, flies, larvae, ants, wasps, etc. This may be an unpleasant image but think about what is happening: from the corpse of a creature totally unknown to the insects a world full of life has been born.

Settlers of a Dead God is a tribute to life and to death. Giving voice and feelings to these beings is something that makes me think of endless possibilities. And what better genre than fantasy to do it?

Think of insects; they exist in a world full of richness, of smells and tastes, of life and death. A world in which all kinds of species struggle for survival. A world that will inevitably come to an end and which they will be forced to abandon when the corpse is consumed.

Apart from the classic fantasy game missions, exploration of the territory is a very important part of this game. Imagine you are in a territory where both the surface and the interior remain largely unexplored. Here powerful people hire explorers to map and explore unknown places.

You can focus on exploring the unknown, taking players into the bowels of the Dead God to enjoy a classic dungeon adventure or you can lead them across the skin exploring the surface, discovering new cities, mountains, caves or temples... Or you may prefer to focus your game on intrigue and mystery, touring the city streets with your group. Whatever your preference, you are in a world of infinite possibilities.



# WELCOME TO THE LAND OF THE DEAD GOD

**A** SCARAFAJUS RESTS ON THE BANKS OF A RIVER OF TEARS as a mysterious being silently approaches. Under the moonlight, two Fungi-noids prepare a ritual to open a path into the guts of the Dead God, where they hope to find precious fluids for their curative potions. An Arachnic climbs a hill of flesh, digging into the dead skin hoping to find the entrance to an ancient temple.

Close your eyes and imagine a great continent in human form, stretching hundreds of kilometers from one end to the other and bathed by a dark sea of blood. The surface is covered in forests, lakes, deserts... all stretching across the skin of the Dead God in human form, slowly decomposing.

Only a small part of the surface has been explored, divided into different kingdoms and cities. The unexplored territories are considered wild and savage. Discovering these territories involves terrible risks that may be generously rewarded. There are a number of powerful groups that, for religious or political reasons may hire adventurers to undertake missions to explore new territories. Some of these groups are:

**THE ROYAL DOMINION:** The Royal Dominion is the largest empire in the Land of the Dead God and encompasses much of the colonized territories.

**THE CHURCH OF THE DEAD GOD:** This is the largest religion in the Land of the Dead God and the majority of the population are adherents. According to Church doctrine, the territory is a God who, although now dead, will be resurrected on Judgment Day.

**THE KINGDOM OF LARVA:** The Kingdom of Larva is the second largest kingdom and includes the majority of barbarian tribes in the Land of the Dead God.

**THE CHURCH OF THE LIVING GOD:** Defends the doctrine that the Dead God is actually alive, unconscious, or plunged into a deep sleep that lasts a long, long time...

**THE ORDER OF THE DRAGON:** This is a powerful group renowned for their military prowess. Founded as a religious Order, it arose during the Crusader era. They are considered heretics by the Church of the Dead God.

In addition to these there are some who dare to enter the body of the Dead God, drawn by tales of treasure and glory to be found somewhere within.

The interior of the landscape is the body of the Dead God, consisting of intestines, bone, muscle, pus, organs... the interior is very inhospitable and always more dangerous than remaining on the surface. Although parts of the surface are still unexplored, the interior is almost entirely unknown. This is mainly because of the extreme and dangerous conditions. It is also very easy to become lost in the interior. Only a small number of expeditions that venture into the interior ever return. To access the interior there are so-called breaches. These are open wounds, pores, nasal cavities, the mouth or any other orifice that gives access to the labyrinth of muscles, bones, organs and tissue within.

In the Land of the Dead God there are only two seasons: summer and winter. Temperatures are either very high or very low but rarely moderate.

The head is the most favorable landscape and where most of the population is concentrated. Here you will find cities and towns, roads, temples and other structures created by the inhabitants. Much of the rest of the body of the Dead God is dangerous wilderness with few population centers.



# GEOGRAPHY

**T**HE LAND OF THE DEAD GOD IS AN IMMENSE CADAVER, creating a unique and mysterious geography. It can be explored both in its interior and exterior. The landscape you will find consists of the following:

1	Mountains	7	Swamps
2	Forests	8	Rivers
3	Deserts	9	Glaciers
4	Hills	10	Tundra
5	Valleys	11	Canyons
6	Lakes	12	Plains

These places consist of the different elements of the cadaver, such as

1	Matted hair	7	Bleeding cornea
2	Sharp nails	8	Festering veins
3	Torn muscles	9	Teeth with cavities
4	Broken bones	10	Dry scabs
5	Dead skin	11	Fresh blood
6	Poisonous tears	12	Pulmonary arteries



For example, if in the first roll you get a 2 and in the second a 12, you would have an interesting forest of pulmonary arteries for your group to explore. The use of the second roll is optional, you can always create a normal forest. Remember that vegetation also grows on the corpse and there is water, and so you can also present familiar geography in your games.

## OTHER EXAMPLES OF POSSIBLE LANDSCAPES ARE:

- Forests of hair and fungi, crisscrossed by rivers of blood
- Mountains of tense muscle, necrotic at the peaks
- Swamps and miasmas of bile
- Deserts of dead skin
- Tumorous mountains
- Canyons of scare tissue



# TERRITORIES OF THE DEAD GOD

The land of the Dead God is a territory in which over half of the surface has yet to be explored. This is because the inhabitants are relatively new to the place as well as the many dangers that exist, both on the surface and within. The part which has been explored and mapped has been divided into different territories depending on the part of the body where they are:

**Head | Torso | Limbs: arms and legs**

## THE HEAD OF THE DEAD GOD

The head of the Dead God is the most civilized region, where the largest cities and towns are located. This entire area is dominated by the Royal Dominion where its capital, Varos, is located as well as other important cities.

The earliest settlers found the head of the Dead God to be the safest place to guard against the attacks of other creatures. It is also the most fertile area for cultivation and is rich in minerals. The first settlements were created here, later growing into the largest cities of the entire territory.



This region also has a number of breaches, making it relatively easy to access to interior. Trading and surveillance posts were also built near these breaches.

The head of the Dead God also offers strategic advantages over other territories to resist possible attacks or invasions. The only way to enter the head is through the neck and because of the narrowness and characteristics of the terrain it is virtually impossible to invade through this natural bottleneck.

## THE TORSO

The torso of the Dead God accounts for almost a quarter of the total territory, characterized by broad steppes where extreme temperatures and strong winds prevail.

The lands of the torso are less rich in natural resources and more inhospitable than those of the head. Nomadic tribes inhabit the region, grouped into the Larva Kingdom. Life is hard in this landscape and there is a culture of sacrifice and survival. You can read more about the Larva Kingdom and these tribes in the full book.

## THE LIMBS

Limbs are among the most mysterious and unexplored territories in the Land of the Dead God. They are far from the head and can only be reached by crossing the torso with all its dangers. The Centurions of the Abyss, creatures with many eyes, arms and teeth and the Hermits of Darkness, fearsome beings resembling huge crabs are just two examples of the horrible creatures that sometimes emerge from the interior in search of easy prey.

The uppermost parts of the arms have been explored, although at great cost in terms of sacrifices and lives lost. Both the Royal Dominion and the barbarian tribes remain constantly alert to these territories, feeling both distrust and disdain for what may lie beyond.

The farther reaches of the limbs remain a mystery. They have never been explored end to end because of the increasing number of breaches and the fearsome creatures found there as one advances along the limbs.

Limbs are a territory that stretch into the unknown, surrounded by sea on the sides. There are a few settlements, mostly border fortifications and trading posts located at the upper ends of the extremities. There is no predominant kingdom or state in these regions.





H. Katz

# THE SETTLERS

**T**HE INHABITANTS OF THE LAND OF THE DEAD God are intelligent insects with humanoid characteristics. They are known as insectoids. Imagine if intelligent life on Earth was found exclusively among insects. There are species that have evolved from spiders, ants, moths or even mushrooms that live in this land.

The settlers of the Dead God are the size of insects but have evolved their cognitive and motor skills, creating societies composed of different species. These beings have the cognitive and motor skills similar to those of a human being and are fully aware of things like language,

money, buildings, writing, cooking or certain technologies.

Although the different species in the Land of the Dead God have different languages, there is a widely known language called “Plagus” used to communicate both verbally and in writing.

Below you can find a presentation of the Dead God playable species. All information about individual skills and progression will be provided in the final version of the game.

**This section contains part of the rules about the playable species. The complete rules are provided in the final version of the book.**

## SCARAFAJUS

**A** SCARAFAJUS IS A BEETLE-LIKE INSECTOID. These are strong, hard and resistant creatures with six limbs with sturdy armor and chewing mouthparts.



The Scarafajus are originally a barbaric species but can be found in all societies in the Land of the Dead God. They have spectacular physical strength and a cold character. Given their physical strength and endurance, they are usually dedicated to hard physical labor or fighting. Many Scarafajus are considered heroes because of their success in gladiatorial fights.

Scarafajus are competitive by nature. They are used to hardship and scarcity from having to fight to get almost anything. Scarafajus are obsessed with hunting and have a huge appetite and a great ability to understand the behavior of other creatures in order to capture or kill them.

### HIT DICE

A Scarafajus starts with 1d8 hit points.

### PROGRESSION

Earn 1d8 hit points per level. Use the fighter's progression for salvation and attack rolls.

### STRONG BY NATURE

The Scarafajus are extraordinarily strong. Add +2 to your strength score.

### VORACIOUS APPETITE

Scarafajus have to eat twice as much as a normal creature. Rations last only half the time.

### BURROWING

Scarafajus can burrow through surfaces softer than metal or rock. They can move at half their normal speed through elements such as skin, organs, soil, mud or ice.



## MOTHKIN

A Mothkin is a moth-like insectoid. They can be very diverse in their appearance and colour. Generally, they are a peaceful, introverted specie that enjoy learning new knowledge. This combination makes them the perfect specie for the study of occult knowledge and magic.

The Mothkins are interested in the mystical powers and magical energies that emanate from the Land of the Dead God. They are highly respected for their aura of mysticism and association with magical powers. Although they can be found both day and night they are generally most active at night. The most famous magicians and shamans are Mothkins given their mystical nature and ability to connect with the mysteries of the interior.

### HIT DICE

A Mothkin starts with 1d4 hit points.

### PROGRESSION

Earn 1d4 hit points per level. Use wizard progression for salvation and attack rolls.

### MAGIC

The highly sensitive Mothkins are closely connected to the magic of the Dead God. Mothkins can use magical scrolls to cast spells or magical objects available to magicians.

Once a day per level a Mothkin can activate one of the following magical powers:

1. **Speak to the dead:** The Mothkin may ask a dead target creature 3 questions.
2. **Conjure pus:** This spell creates a sudden source of pus that arises from the skin of the Dead God aimed at the target creature who suffers 1d4 damage points.
3. **Reveal death:** Permits the target creature to be shown how they will die. In the case they fail a saving throw against spells, the target creature will lose 1d2 turns.

The full spell list is provided in the final version of the book.

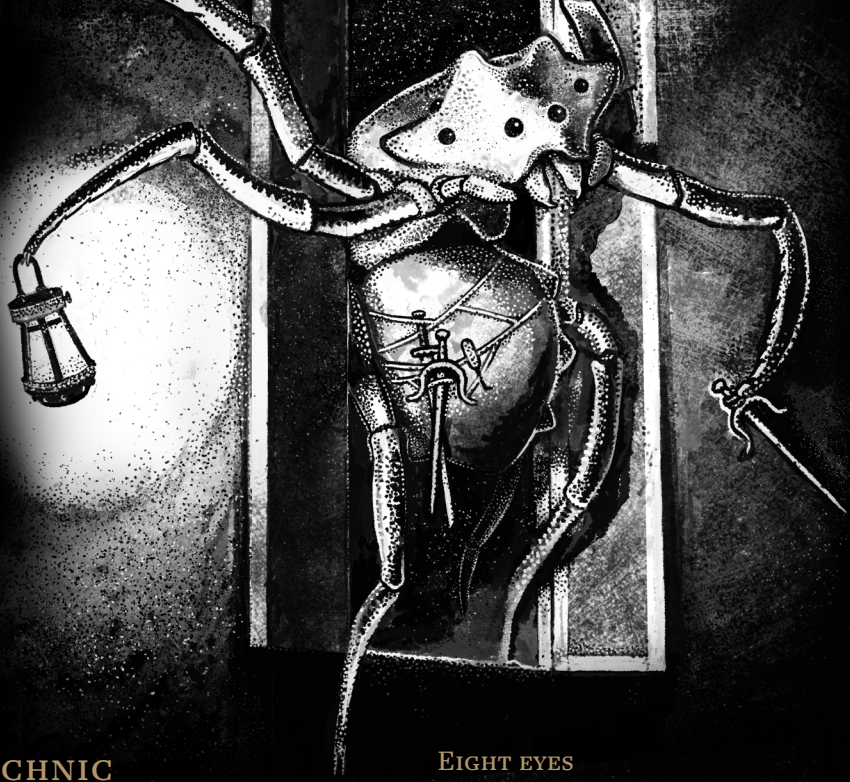
### FLIGHT

Mothkins can fly. While flying they cannot attack or cast spells and they cannot fly when wearing any armor (other than padded protection) or while carrying heavy loads or weapons.

### SMELL

Although they do not have a nose as such, Mothkins have a powerful sense of smell. They can detect odors thanks to their antennae and are able to follow trails or smell enemies who are nearby by rolling 1 to 3 in 1d6. To activate this ability, the player may say so and must have their antennae fully visible.





## ARACHNIC

Arachnics are spider-like insectoids, fast and silent despite their large abdomen. With their eight eyes and eight legs, they are among the most agile Species. They see everything and can move with astonishing stealth. They can also climb walls and weave webs or threads to go almost anywhere they want.

Arachnics are generally prominent in the skilled professions, often being craftsmen, doctors or musicians. They are also renowned for being excellent thieves, assassins and hunters. Unlike other species in the Land of the Dead God, they are solitary by nature. They find it as difficult to relate to those of their own specie as to those of other species.

### HIT DICE

Arachnics begin with 1d6 hit points.

### PROGRESSION

Earn 1d6 hit points per level. Use thief progression for salvation and attack rolls.

### EIGHT EYES

Arachnics are famous for their ability to see in multiple directions. In total they have eight eyes that allow them to see almost everything. Instead of with 1-2 in 1d6, you are only surprised with the roll of a 1. They can find secret doors and detect traps with 1-2 in 1d6 adding 1 every 3 levels.

### NATURAL WEAPONS

An Arachnic can attack with its jaws, doing 1d4 damage. An Arachnic is never considered unarmed.

### CLIMBING

Arachnics can climb any vertical surface without any difficulties.

### EXTREMITIES

Thanks to their many extremities they are able to steal with 25% of success, beginning at level 1 and rising 5% per level.



## BEEFOLK

A Beefolk is an insectoid with the appearance of a bee. It has a yellow and black body, two legs and four arms, antennae and stinger. Although they appear to have two large eyes, Beefolks in fact have a total of five eyes.

While it is rare to see a Beefolk outside its colony, there are those among this species that dare to undertake adventures in the Land of the Dead God. They may have different motives, such as the desire for wealth or fame, to fulfil a promise or for having been ostracized for some reason from their community.

### HIT DICE

A Beefolk starts with 1d6 hit points .

### PROGRESSION

Earn 1d6 hit points per level. Use elf progression for salvation and attack rolls.

### WINGS

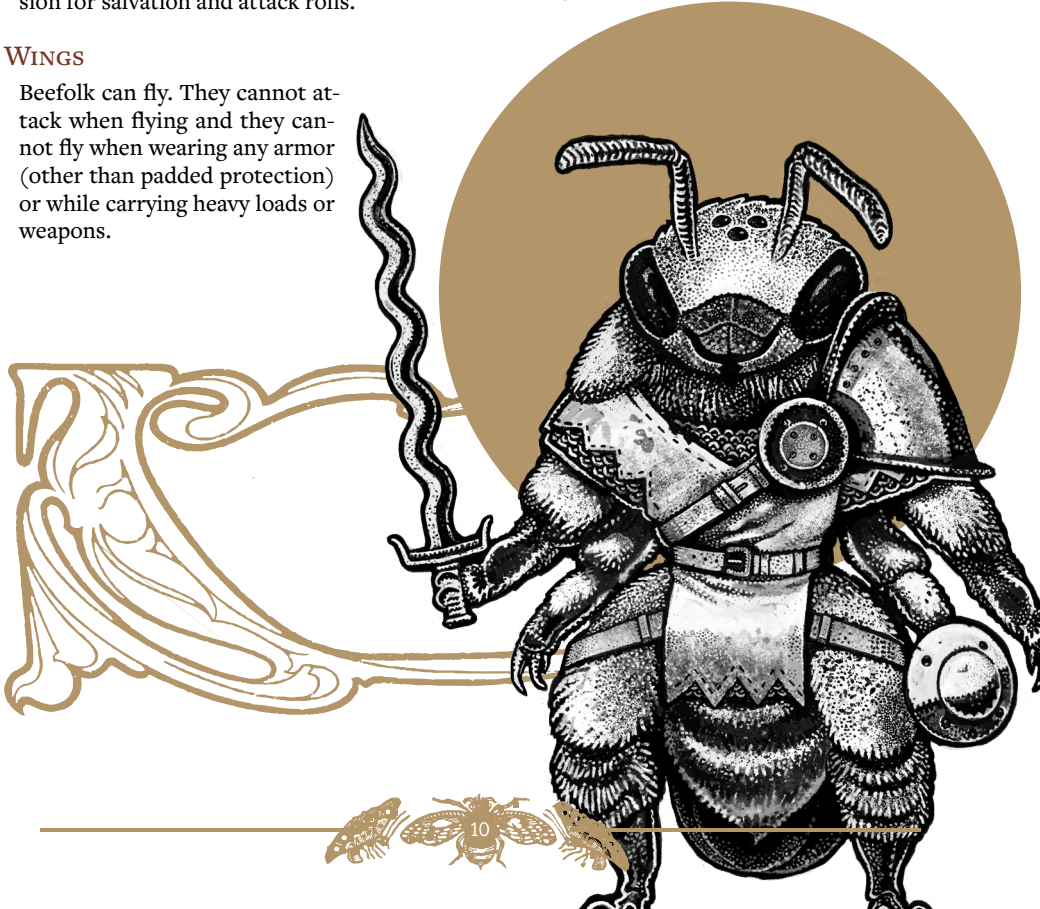
Beefolk can fly. They cannot attack when flying and they cannot fly when wearing any armor (other than padded protection) or while carrying heavy loads or weapons.

## HONEY

The Beefolk have not lost their ability to produce honey. Once a day, providing they have water and flowers, they can produce a ration of honey that can be used as a ration of food. They can also sell four rations of honey stored in a jar for 1 gold coin. It takes at least two hours to produce honey.

## STINGER

They can use their stinger to attack. They have powerful venom that causes 3d8 points of damage (salvation roll against venom). In attacking, the Beefolk buries its stinger in the victim and cannot pull it out, leaving behind not only the stinger but also part of its digestive tract, muscles and nerves. Beefolk has a 50% chance of survival. Roll 1d6 when attacking, with 1, 2 or 3, die. With 4, 5 or 6 you are left with one point of life. The stinger cannot be regenerated.





## EARTH KNIGHT

An Earth Knight is a worm-like insectoid. It is slender in appearance with long, flexible limbs. They are accepted within society but are considered as a minor species because they are so different physically from other insects and because they are usually associated with lowly, dishonorable work.

Earth Knights are much more agile and flexible than other insectoids. It is quite common to find them on exploration missions in the interior of the Land of the Dead God because of their great ability to adapt and orient themselves below the surface.

### HIT DICE

An Earth Knight begins with 1d6 hit points.

### PROGRESSION

Earn 1d6 hit points per level. Use halfling progression for salvation and attack rolls.

### FLEXIBILITY

Earth Knights are tremendously flexible. They can enter through almost any crack or crevice without any difficulty. This makes them perfect for the noble art of escape.

### REGENERATION

Given their physical characteristics, they can regrow a limb that has been cut off. This also accelerates their healing capacity.

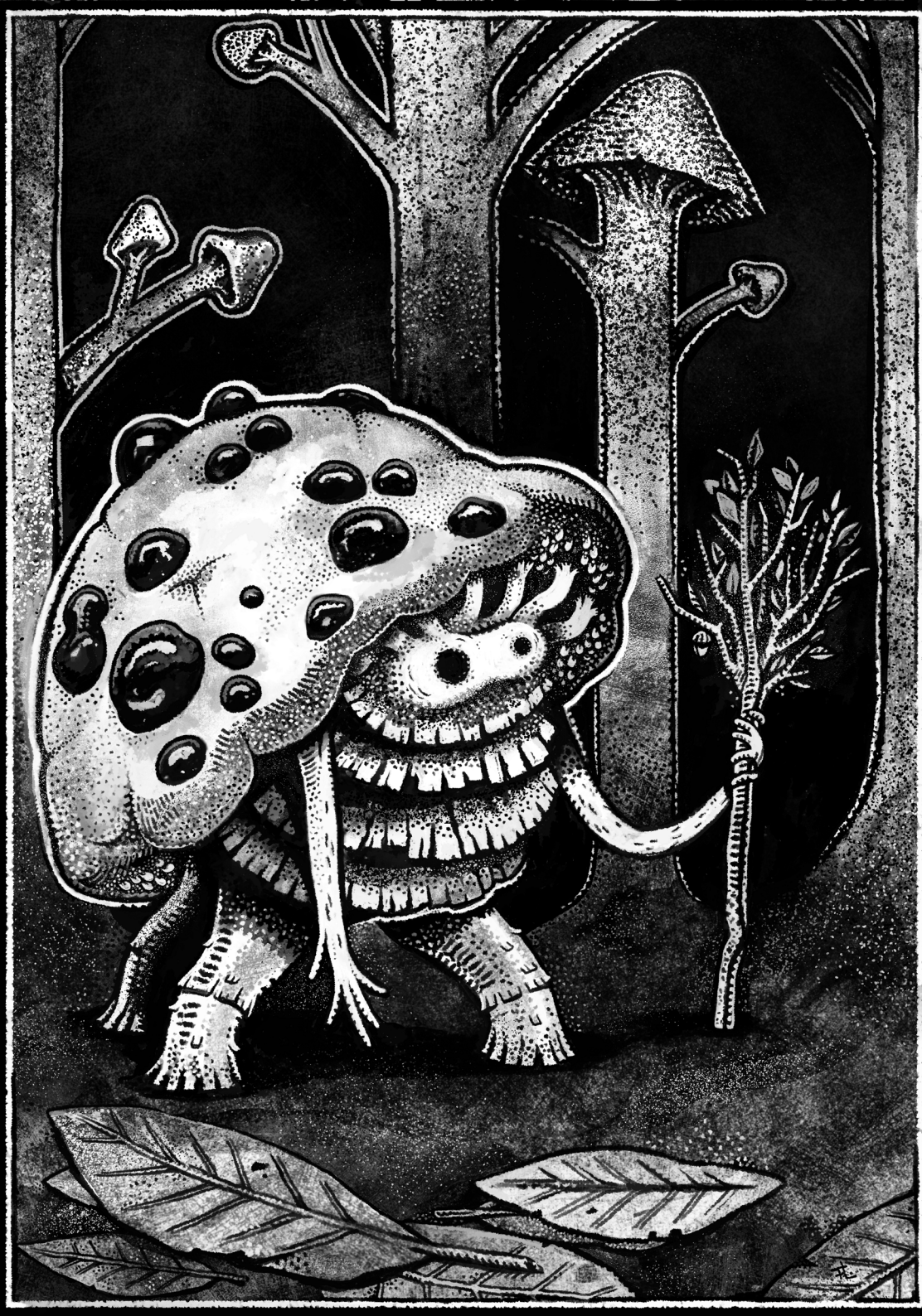
**For every full rest day, instead of 1d3, you recover 1d6 points.**

### STEALTH

Since they have no bones and are extremely light and flexible. Earth Knights are extremely stealthy, and it can be very difficult to detect them.

They can hide in the shadows with a roll of 1-3 in a 1d6 on the condition that they are silent and still.





# FUNGINOID

A Funginoid is a mushroom-like insectoid. Within this species there can be a wide variety of shapes and sizes. All Funginoids have two arms and two legs or more, plus a large head.

Funginoids are different from other species. Descended from a non-insect species they are disconnected to the world around them. This is reflected in the opinion other species have of Funginoids, who consider them “strange”, saying “you can never know what is going through their heads”.

Funginoids respect nature more than other cultures and believe it must be respected and not used as a mere tool.

They like to enjoy the special moments life has to offer and are generally very much in touch with their inner selves. Funginoids are usually very calm but in situations of danger or need they can erupt in great fury.

## HIT DICE

A Funginoid starts with 1d6 hit points.

## PROGRESSION

Earn 1d6 hit points per level. Use the druid's progression for salvation and attack rolls.

## MAGIC OF THE DEAD GOD

Funginoids are regarded as the priests of nature. In order to make use of their magic powers they must always faithfully respect nature. They can use magical scrolls to cast spells or magical objects available to magicians.

Once a day per level a Funginoid can activate one of the following magical powers:

1. **Healing:** A Funginoid has the power to heal 1d3 hit points for themselves or others thanks to the curative powers of their own body. To be healed, the target of curation should drink an infusion made with flakes of the skin of the Funginoid.
2. **Purify:** A Funginoid can purify food or drink that is radioactive, spoiled or poisoned. They can purify enough food and drink for 6 insectoids.
3. **Fog:** Create a dense wall of fog that can be crossed easily but does not allow one to see what's on the other side. At the start of each turn, roll 1d6, with 1-2 the wall dissipates, with any other result it remains.

The full spell list is provided in the final version of the book.

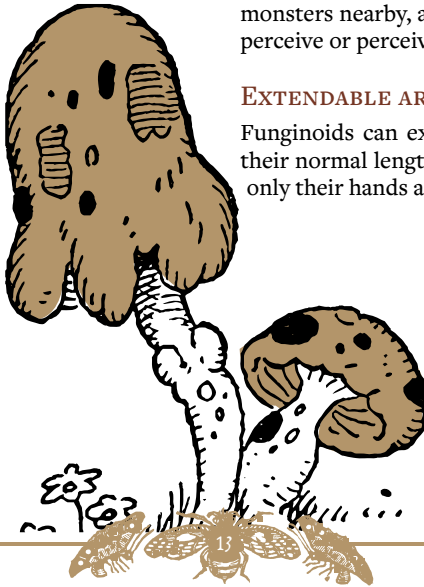
## CONNECTED TO NATURE

Funginoids can identify any animal or plant. They can also detect if water is contaminated or if food or drink has been poisoned.

They can also understand and communicate mentally with fungi, plants, and mold. Although these may have limited intelligence or awareness, they can often provide information about the immediate area of the presence of monsters nearby, as well as anything they may perceive or perceived the day before.

## EXTENDABLE ARMS

Funginoids can extend their arms to double their normal length or shrink their arms until only their hands are showing.



# CREATURES

The Land of the Dead God is full of creatures born from the depths of the Dead God. Vampire mosquitoes, larval centaurs, leviathans or acid butterflies are just a small example of the terrible creatures that stalk anyone who ventures to explore this land.

In this introduction we will give two examples of these creatures: the Centurion of the Abyss and the Vampire Mosquito. Remember that the rest of the creatures will be available in the full version of the game.

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## VAMPIRE MOSQUITO

AC 6 [13] ● HD 2 (9 hp) ● Att 1 × sting (1d8) THAC0 18 [+1] ● MV 90 cm (30 cm) / 180 cm (60 cm) flying Fighter salvation rolls level 1 ● ML 10 ● AL Neutral ● PX 25 ● NA 1d6 (2d6) ● TT U

**T**HESE SPAWNS OF THE NIGHT INFEST NOT ONLY the interior of the Dead God but can also be seen on the surface. Their insatiable thirst can only be satisfied by drinking the blood of their victims with their sharp beaks. Although they can be found alone, they are mostly seen in swarms. They have powerful hind legs that allow them to move swiftly and easily. Vampire mosquitoes are nocturnal creatures and while they can see the sunlight, they are generally active at night.

### SILENT

They make no sound until they attack.

### VENOM

They are immune to venom.

### REGENERATION

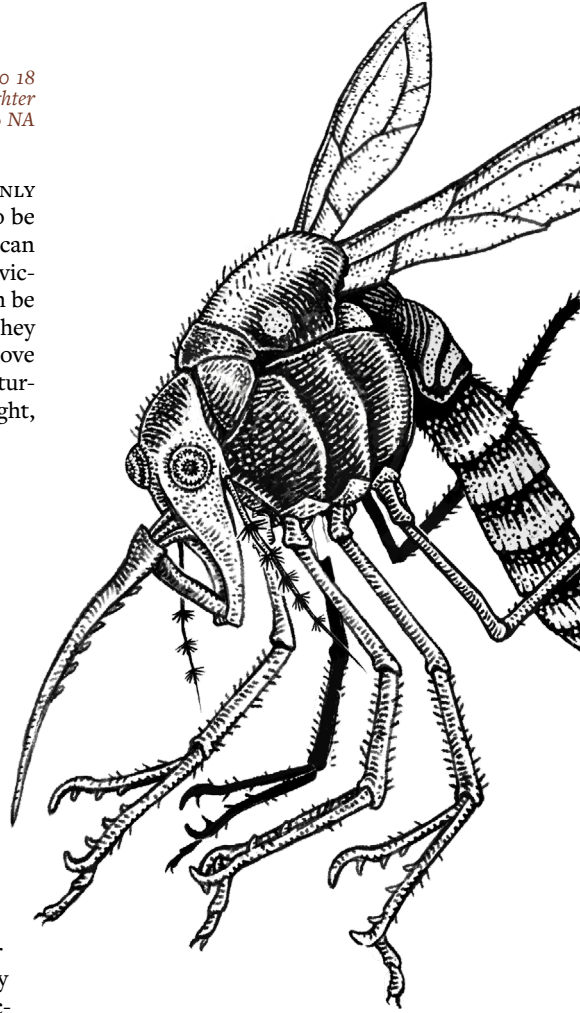
If the attack of a Vampire Mosquito is successful, they recover 3 points immediately.

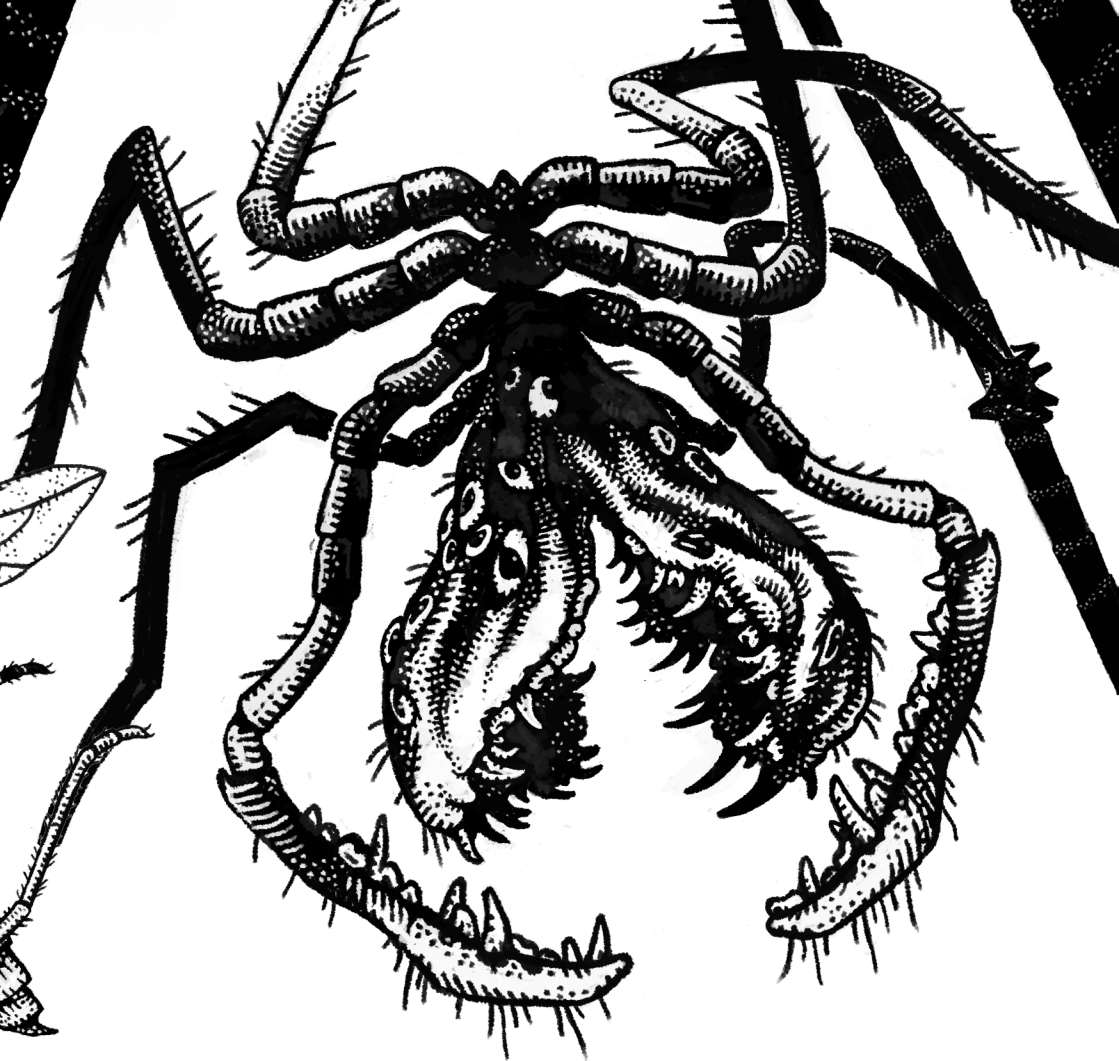
### FEAR OF FIRE

Moral 8 if attacked with fire.

### SUCK BLOOD

In a successful attack, the Vampire Mosquito attaches itself to the victim and sucks their blood: 1d4 points of damage automatically by turn. They detach only when they or their victim is dead.





## CENTURION OF THE ABYSS

AC 7 [12] • HD 3 (13hp) • Att 1 × bite (1d8+1) • THACO 17 [+2] MV 120 cm (60 cm) • Fighter salvation rolls level 1 • ML 6 • AL Neutral • PX 25 • NA 1d4 (1d4) • TT D

**T**HIS CREATURE IS A LIVING NIGHTMARE, with eight legs, thirteen eyes and the body of a huge spider. The Centurion lives in caves and dark places where it stalks its victims. It has the ability to weave traps to ensnare its victims and later devour them. This living abomination is ferociously dangerous, and its venom is lethal.

### SURPRISE

With a result of 1-5.

### VENOM

Causes fainting in 1d4 turns.

### STOLEN OBJECTS

They keep stolen objects in their lair and will protect them with their lives.

### WALLS AND CEILINGS





This creature can climb walls and ceilings with ease.



# OPTIONAL STRESS RULES

**T**RAVELING THROUGH THE LAND OF THE Dead God is risky and can destroy unlucky adventurers both physically and mentally. To represent the instinct of the insectoids, some optional rules are provided below on the effects of exploration on the settlers.

When one of the following situations occurs to a player character:

-  They lose half or more of their maximum life points in one hit.
-  Watch a member of their group die.
-  Fail with a 1 on a salvation roll.
-  Spend 72 hours in the interior of the Dead God.

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## YOU WILL NEED TO DO A WISDOM SKILL CHECK.

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### IF SUCCESSFUL

Nothing happens.

### IN CASE OF FAILURE

You will need to roll a die on the following table of stress effects. The gamemaster may apply this effect at any time.

1. **“Cannibalism”**: The player character will try to eat the partner closest to them for 1d6 turns.
2. **“I need provisions”**: The player character will need to eat three times as much food for the next 1d4 days.
3. **“They are not of your species”**: The player character will be wary of all other species of insectoids. All combat rolls, both for impact and damage, will have a -3 modifier for 1d4 days while the player is with characters of another species.
4. **“Go back to your nest”**: The player character feels unprotected and feels an urgent need to return to their nest. For 1d4 days the player will be dedicated to returning to their home colony.
5. **“I can do it”**: The player character wins a +3 bonus to their impact and damage rolls during 1d4 turns.
6. **“It’s a corpse, not a God”**: The player character feels the need to devour the corpse of the Dead God for 1d4 days.



# HOOKS TO START YOUR ADVENTURE

1. A powerful lord contracts the group to destroy a gigantic parasite that lives in the cellar of his palace.
2. A priest offers a huge reward to the group if they retrieve a sacred object hidden in one of the crevices.
3. The group must deliver a sealed message to a princess. The message asks the princess to execute them.
4. The group arrives in a small village where everyone has vanished. At night they will discover that the inhabitants are undead.
5. A powerful wizard has occupied the ancient castle in ruins and takes control of a territory.
6. The Dead God moves! Or at least that is what some explorers say who invite the group to investigate.
7. King Kiralys I claims to have seen the adventurers in his dreams and asks for an audience with them.
8. The Church asks the group for help in defending a temple under attack by vampires.
9. King Jotun hires the group to search for an ancient relic inside the Dead God.
10. A friend or family member of one of the members of the group has disappeared into a breach.
11. The kingdom of Larva are advancing faster and faster. The group is asked to investigate and try to stop this advance.
12. Looters have found one of the sacred messages inside a breach.
13. A giant worm has emerged from the skin of the Dead God and has destroyed several farms.
14. An important priest has transformed into a vampire. The group needs to end the plague.
15. A caravan of traders has disappeared near a breach.
16. The group decides to enter a breach in search of fame and fortune.
17. Hundreds of lesions are opening in the skin of the Dead God, creating new breaches and new visitors from within.
18. It is rumored that a local prince has been bewitched. One of his counselors calls on the group to investigate.
19. Creatures have been sighted emerging from a breach near a village.
20. The adventurers are accused of heresy by the Church.

# HOW TO CONTINUE

## Do you like what you see?

We hope you enjoyed this initial presentation of this territory. The final version of Settlers of a Dead God will give you more information about the interior, the cities, the equipment, the creatures and new adventures.

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