

BESTIARUM GAMES

PART I  
**BEASTMEN**



FACTION LORE

# FACTION LORE



# THE WORLD OF DOADEN

**W**ELCOME TO DOADEN, THE DARK FANTASY SETTING OF TAINTED LANDS AND TWISTED MONSTERS, WHERE AN EVER-CREEPING AFFLICTION CORRODES THE VERY ESSENCE OF EXISTENCE.

IT IS A WORLD OF DECAY AND DEPRAVITY WHERE ONCE-RIGHTEOUS MEN AND HEROES OF GLORIOUS PURPOSE NOW STRUGGLE TO SURVIVE AS CULTS AND DARK GODS VIE WITH ONE ANOTHER TO CONSUME THE LAST VESTIGES OF HUMANITY.

IT IS A WORLD OF DEATH, TRAPPED IN THE FADING DUSK OF A FALLEN EMPIRE. THE HEROES THAT WANDER THESE LANDS ARE NO GRAND ADVENTURERS TO BE HONORED IN SONGS OF MINSTRELS.

FOR THE HEAVY DEEDS AND DECISIONS THESE WANDERERS UNDERTAKE INVARIABLY LEAVE THEM DISHEARTENED, BROKEN, NOTHING MORE THAN SOULLESS HUSKS AND SHADOWS OF THEIR ONCE-GLORIOUS SELVES.

YET AS DARK AS DOADEN MAY BE, HUMANITY CLINGS TO LIFE WITH A STUBBORN TENACITY, A LAST FLICKERING FLAME WITHIN THE DARK.

A LAST HURRAH, A FINAL WAR CRY THAT SHALL ECHO IN THE BLACK ABYSS OF ETERNITY, A MOMENTARY VICTORY BEFORE THE ENDLESS NIGHT.



# FACTION LORE

## BEASTMEN

Capra are generally regarded as the physically weaker cousins to their Aurox counterpart.

Yet, what these devious creatures lack in strength, they gain in overwhelming numbers, nimbleness, and moral depravity.

Their tribal societies constantly bicker and war with each other, vying for power and control over the hordes.

The Capra's negative tendencies were once kept in check by dominant Aurox chieftains who were able to control their ranks through their strength and natural wisdom gained through their long lifespans.

However, in recent years, the Aurox numbers have waned, and many Capra shamans and warlords have usurped power once beyond their grasp.

Lately, the goat-like creatures have increased the pressure over the Stürmenburg siege, coming up with devious ploys and unexpected strategies, far outside their normal capacity for intelligence.

Additional reports detail the uncontrollable swelling of their ranks and hint at horrendous monstrosities that have joined the Capra in arms, under the banner of new, mysterious, leadership.





# CAPRA SCOUTS





## CAPRA SCOUT

**Capra Scouts** roam the northern wilderness of Doaden, scampering about through the trees, underbrush, and rocky slopes. Chances are that when one travels in the northern tundra, they are free from the constant surveillance by these devious fiends.

Trained since birth, Capra Scouts are sent to scavenge, observe, and report back to the tribe so that their hunters can pursue their prey. In times of war, they are corralled onto the front lines as they are considered disposable until they prove their worth. Unfortunately, if they do prove themselves in battle, their reward is usually a heavier weapon and even more front-line assignments.

# CAPRA HUNTERS





# CAPRA HUNTER



**Capra Hunters** are agile sharpshooters. They closely follow behind the frontline troops in battle, raining down a hailstorm of arrows on enemy lines.

Outside of war, these hunters stalk the woods near human settlements, picking off unwary folk as they forage. When the sun goes down, they quickly neutralize village watchmen from the tree line in order to clear the way for the other beastmen to raid, pillage, and capture food.

# CAPRA RAIDERS



# CAPRA RAIDER

**Capra Raiders** are the most common among the beastmen ranks. Bred for battle and hungry for violence, these relentless creatures inspire confidence among their allies as they charge fearlessly against the enemy. Most Raiders are sent to an early grave either by the edge of enemy swords or the hands of their own kin. The beastmen know no peace and only a handful of them survive more than a handful of winters.



# AUROX REAVERS



# AUROX REAVER



**Aurox Reavers** are individuals who have allied themselves with Capra leaders, hoping to gain from their opportunistic relationship.

When once the Capra respected the Aurox, they now outnumber them a hundred to one, using their newfound powers to force the Aurox to work as slaves, work beasts, and disposable warriors.

Occasionally, Aurox will serve in commanding positions amongst the Capra hordes, but when they do, they tend to show the same devious and Machiavellian traits of the goatmen they live with and once despised.

# CYROX





# CYROX

**Cyrox** are huge, hideously malformed beasts with a single eye at the center of their forehead, leaving them with little to no peripheral vision.

These dumb, almost brainless creatures are coralled into war and used as siege weapons by the beastmen armies who keep them under chains and leashes, provoking and inciting their rage. An enraged Cyrox makes little distinction in battle between friend or foe and will stomp its way over anything that crosses its path.

# BEASTMEN ENVIRONMENT





# FEARFUL PEASANTS





## 5E ADVENTURE SUMMARY: SIEGE OF STÜRMEBURG PT. I

**L**ightning rips apart the sky as thunderous booms drown out the clash of steel upon steel. The night rings loud with the roars of enraged warriors and the guttural moans dying men as their lifeblood soaks into the wet earth. The darkened sky cries, flooding the cobbled city with sheets of cold rain and sleet. Yet the night burns bright with the flames of war, as the Horn of Odr echoes into the black.

Unsheathe your sword, tighten your armor, and brace yourselves, adventurers. For the night will be drowned in death.

**Sürmenburg** is a war-torn fortress city protected by three powerful ringed walls. The great walls of Stürmenburg have stood for countless generations, its hardened human defenders clawing every day for survival against the relentless hordes of demons, men, and beasts, shielding the southern regions from invasion.

Yet something has changed. In response to a distressing letter sent by Stürmenburg's city guard, the rangers have dispatched their most capable soldiers and allies to defend the city against a growing beastman swarm.

### SCENARIO STRUCTURE

This scenario is an intense siege encounter. The story unravels as the party engages in several skirmishes against beastmen hordes. Between encounters, the adventurers will return to the Tempest Tavern, a small hub where they may resupply before heading to again.

**Parts.** This is the first of an epic two-part adventure. Part II will follow during a later release, picking up where this scenario ends.

### STORY HOOK

The party will be rangers or allies of the rangers, assigned to aid Stürmenburg defenders against escalating attacks by beastmen hordes. They will partner with Arne, captain of the city guard, to stage the defense of the city.

### CHAPTERS

**Chapter 1:** The party is ambushed by beastmen on the way to Stürmenburg. When they arrive at the city, they see its defenders suffering heavy losses as their morale wanes amidst the dark tidings and cryptic omens of their seer.

**Chapter 2:** The party must use explosives to free a river which the beastmen have dammed. Without the flowing river, the city will lose its access to fresh water. On the way out of the city, the party must defend the wall against waves of beastmen and a cyclopean giant.

**Chapter 3:** As the party returns from the wilds, the Horn of Odr is blown, echoing throughout the city. Flames and smoke rise from the farming districts. Peasants scream as a titanic monster breaches the walls, cracking the city open for the hordes to spill in.

In a desperate effort, the party must stall the beastmen and fight another giant to make their way back into the city and buy time for evacuees to retreat behind the inner walls of the city.

### BALANCE

This scenario is balanced for 3-4 players, with **Normal Mode** levels 5-7, and **Torment Mode** levels 8-10.

# BEASTMEN PART 1

AUGUST RELEASE on PATREON and TRIBES

- COLLECTION OF 30 MODELS
- PRE-SUPPORTED STLs



BESTIARUM  
GAMES



CAPRA HUNTERS x 4



FEARFUL PEASANTS x 5



CYROX



CAPRA SCOUTS x 6



BEASTMEN TOTEMS x 2



AUVOX REAVERS x 2



CAPRA RAIDERS x 8



BEASTMEN HUTS x 2



JOIN US ON PATREON OR TRIBES  
AND GET:

- A COLLECTION OF GRIM DARK MINIATURES;
- HIGH QUALITY PRE-SUPPORTED STL FILES;
- WELCOME PACK - 14 UNIQUE MODELS AS OUR WELCOME GIFT TO YOU;
- 5E MODULE (ONE SHOT / MAPS / DATASLATES);
- GAME SUPPLEMENT COMPATIBLE WITH FORBIDDEN PSALM;
- PAPER MINIATURES;
- 50% DISCOUNT ON ALL BESTIARUM SHOP ON MYMINIFACTORY;
- ACCESS TO DISCORD CHANNEL;
- OUR MASSIVE THANKS!

@BESTIARUM MINIATURES

---

DOWNLOAD YOUR FREEBIES  
FROM OUR WEBSITE:

[WWW. BESTIARUMGAMES.COM](http://WWW.BESTIARUMGAMES.COM)

# FOR STL MODELS: CHECK OUT OUR MYMINIFACTORY SHOP



Bestiarum Miniatures

Username: Bestiarum Miniatures

3D Printing since: March 2020

- ▶ Dark Fantasy 3d printable STLs and RPG supplements for Tabletop RPGs and Wargames
- ▶ 50% OFF for the whole store for Tribes and Patreon members!
- ▶ Join our TRIBE or PATREON: <https://www.patreon.com/BestiarumMiniatures>
- ▶ Visit our Website: <https://www.bestiarumgames.com/> to read Lore and get free...

[Read full description...](#)

**50% DISCOUNT**  
for PATRONS and  
TRIBE MEMBERS

[Write your story](#)

[Website](#)



## Pinned Collections



RPG supplements  
Bestiarum Studio  
Collection



Lone Heroes  
Bestiarum Studio  
Collection



FREE WELCOME PACK  
Bestiarum Studio  
Collection



BUNDLES  
Bestiarum Studio  
Collection



CARVER THE INVESTIGATOR



KRIL'GA THE FISHHOPE



RUSLAV THE GUILTY



YERANA THE POACHER



VENDEL THE SENTENCED

# FOR PHYSICAL MODELS: VISIT OUR ONLY-GAMES.CO SHOP



## Bestiarum Studio

Showing 1 - 24 of 259 products

Display: 24 per page

Sort by: Date, new to old

View  





PART I  
**BEASTMEN**



BESTIARUM  
GAMES