# BESTIARUM GAMES BEASTIE PART 1

FACTION LORE



## THE WORLD OF DOADEN

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

apra 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.





























# 5E Adventure Summary: Siege of Stürmenburg Pt. I

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**.



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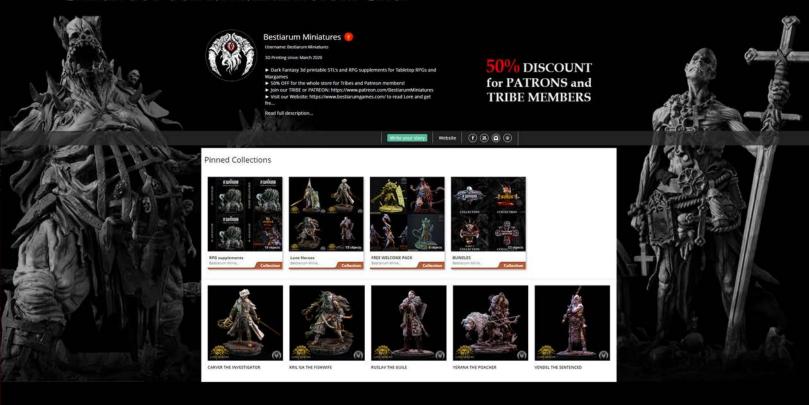
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