BESTIARUM GAMES PART 2
SIEGE OF STURMENBURG

A 5E COMPATIBLE ADVENTURE



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

he Beastmen are mutant beings, appearing part human and part wild animal. They form great marauding tribes of many hideous species, from the Capra goatmen to minotaur Aurox, to the giant and oneeyed Cyrox, and many more hideous kinds.

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.





GOREHOUNDS

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Gorehounds are large, horrifically mutated creatures, resembling boar, hound, and demon all at once. Their packs enter a rabid fury, rampaging through the encampments of men in search of food. When not enough scraps are found, they turn to men, ripping apart the armor of soldiers with their jagged teeth and tusks as easily as a knife through bread, to chew on the soft, moist flesh beneath.

Many are the stories of their terrifying black, empty glinting eyes peering from the tree line as they prey upon a lone patrolman, or merchant caravan, traveling in the woods at night, shivering for their dear life at the sound of their baleful howling in the distance.

These predatory beasts have an insatiable hunger for flesh and dreaded ferocity, which the Beastmen put to great use in their war parties. The beastmen deliberately rear these vicious attack beasts, training them for battle, or as guardians for their lairs, though their savage nature can never be truly tamed.





CAPRA MARAUDERS





DREADGORE

Dreadgore is a strange thing, a mutant abomination of the Gorehounds.

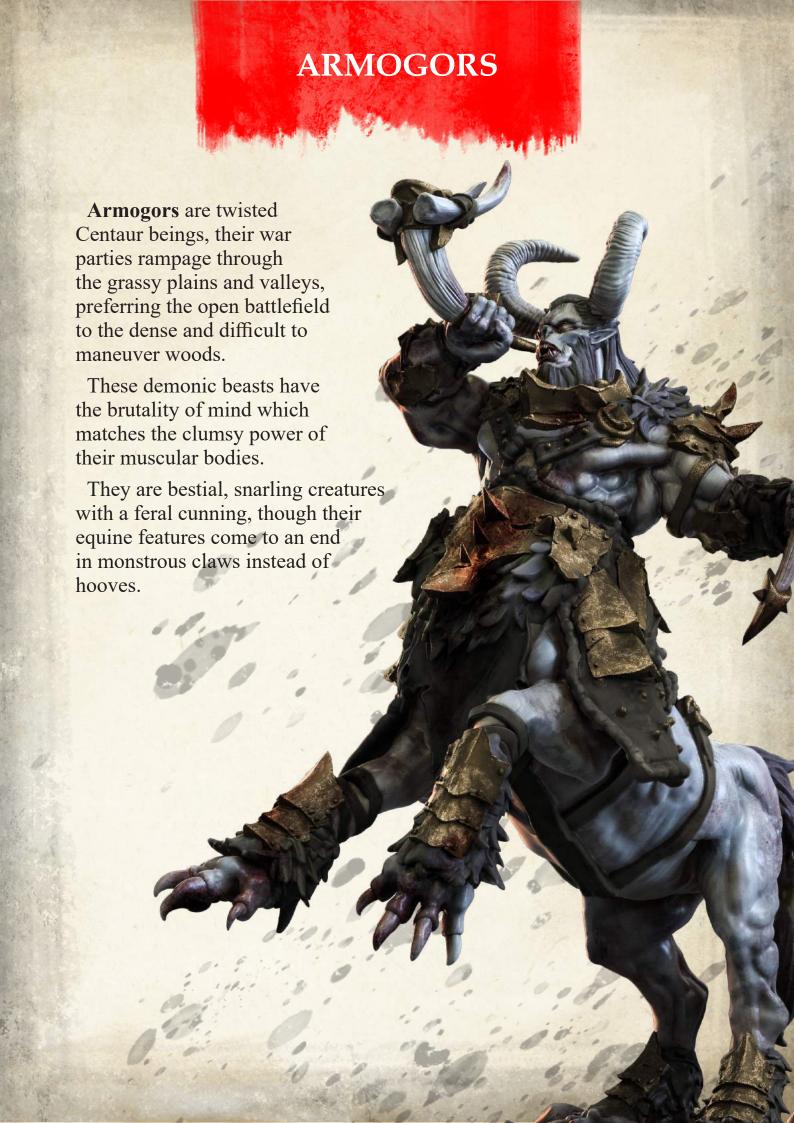
Some demonic fever has increased its size tremendously, much to the delight of its masters. Its breath stinks of a thousand festering corpses, and its hundred-eyed stare is the last thing many unfortunate Northmen see before being gutted and ripped to shreds.

Dreadgore is a festering plague, its teeth as sharp as razors and its horned tusks as deadly as iron swords. It is surprisingly agile, as fast as it is strong, charging through enemy lines by itself and inflicting devasting casualties to the tune of a full cavalry regiment.

Wherever it treads, this beast leaves a trail of mangled bodies for the rest of the Gorehound herds to feast upon.



























GOREHOUND CHARIOT

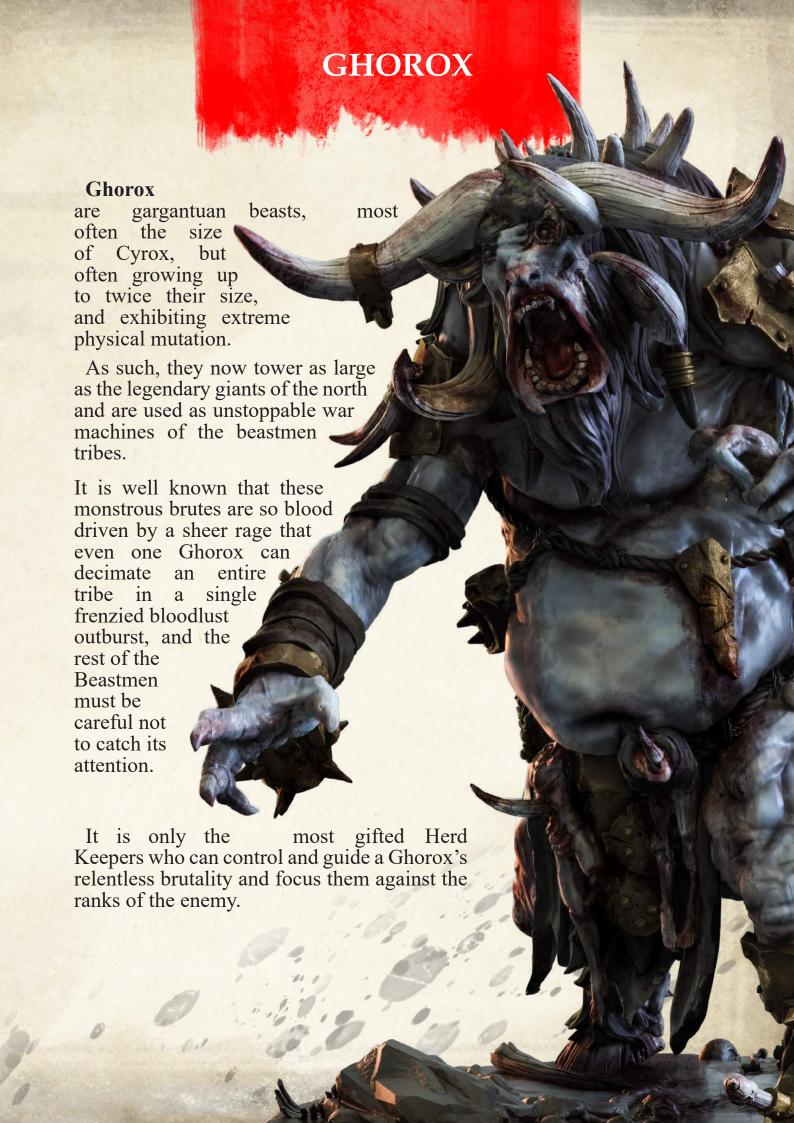
Gorehound Chariots are ramshackle constructions, built from heavy pieces of lumber and bones.

The brute strength and ferocity of the nasty tempered Gorehounds that draw these chariots far outmatch that of mere horses.

In battle, the Gorehound Chariots crush the enemy at breakneck speed, driving through their ranks with unstoppable force, though they are prone to entering feeding rampages in the midst of combat.













F

ire and Death!

The Beastmen hordes have breached the walls of Stürmenburg, pillaging and burning as they swarm the city. Will you rise against the befouled

hordes and cut the head of the beast, or will you fall beneath their hooves, trampled to death, your last gasps for air drowned out by their bleating laughs?

SCENARIO STRUCTURE

This scenario is designed to be run in one session with minimal preparation.

Additional prompts are provided to expand the experience into a multi session adventure.

STORY HOOK

This scenario picks up immediately after the previous adventure, Siege of Stürmenburg Pt. I.

Wall Träz has been breached and the Beastmen spill into the outer district.

The city's last defenders, organized by Lord Arminius himself, warden of the city and esteemed general, fall back to prepare a final defense.

However, a delicate diplomatic situation arises. Fearing for his own safety, the Imperial Administrator, Varus, has demanded to be extracted from the city.

Though the city burns and the screams of the dying echo throughout the streets, Varus must be appeared if peace between the Empire is to be maintained.

CHAPTERS

Chapter 1:

Wall Träz must be secured. The party spearheads a vicious counteroffensive to retake the ramparts, securing the wall and gates against the influx of Beastmen.

Chapter 2:

With the gates and ramparts secured, the task of escorting Varus out of the city falls to the party. Should any harm befall the man, the diplomatic relations between the Empire and Stürmenburg will deteriorate, plunging the region into all-out war. As they escort Varus through the city and to the main gate, they are pinned down in a narrow alley, and must fight to survive waves of Beastmen raiders as they find a way to escape.

Chapter 3:

The head of the snake, Grimscar the Beastlord, enters the fray, challenging the party to a duel to the death. Should the warlord fall, the beastmen hordes will route and the city shall be secured once more.

As the threat is resolved, an unfortunate moral dilemma arises. The craven Varus shows his true colors, murdering an honorable member of the Blitzvakt, the elite defenders of the city, in cold blood. The party must decide what to do with the coward. Let him go and protect the peace? Or let him die and ignite a civil war between Stürmenburg and the Empire?

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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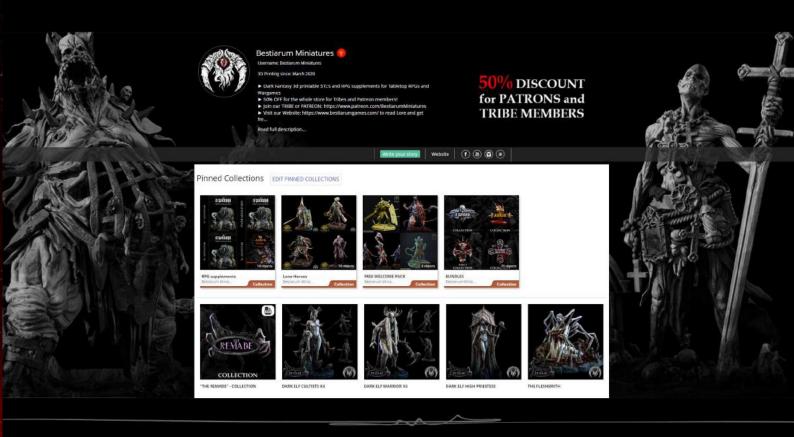
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Strangler 4

Strangler 3

Trawler 1

