

BESTIARUM GAMES

PART 2

BEASTMEN

SIEGE OF STURMENBURG



A 5E COMPATIBLE ADVENTURE

FACTION LORE



THE WORLD OF DOADEN

WELCOME 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

The 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 one-eyed 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



GOREHOUNDS

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



CAPRA MARAUDERS

Capra Marauders are the strongest of the goat-kin, blessed with a mighty constitution and raw physical strength that is rare among their kind.

They enforce their superiority upon other lesser Capra, following in the same steps of their prejudiced culture, often with random acts of excessive violence.

These specimens march at the front ranks of the Beastmen war parties, bleating loudly and reveling in the brutality and violence of bloodshed.



DREADGORE



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 devastating 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.



ARMOGORS



ARMOGORS

Armogors are twisted Centaur beings, their war parties rampage through the grassy plains and valleys, preferring the open battlefield to the dense and difficult to maneuver woods.

These demonic beasts have the brutality of mind which matches the clumsy power of their muscular bodies.

They are bestial, snarling creatures with a feral cunning, though their equine features come to an end in monstrous claws instead of hooves.



AUROX BATTLERSMITH



AUROX BATTLESMITH

Aurox Battlesmiths work in pairs, having learned the rudimentary skills of reshaping steel and other metals.

One carries a large stone slab which it uses as both a weapon and an anvil, while the other carries weapons of war which it uses also as its smithing tools.

Though they are unable to make any equipment from scratch, these smiths are able to reshape pillaged gear acquired by raiding parties, heating and pounding the pieces to fit the wide range of needs and Beastmen physiques.

The smiths might be called unrefined, often imitating only the basest of techniques. For instance, they are seen hammering away with axes as often as the hammer, only able to comprehend the visual motion of the act, and not the subtler purpose of a sharp versus flat object.

However, this failure of distinction belies an important truth. For the Aurox, both tools are equally adept at killing, which is all that truly matters.



CAPRA HERD KEEPERS



CAPRA HERD KEEPER

Capra Herd Keepers are shamans and spiritual leaders to the Beastmen.

They have no need to defend themselves from other members of the tribe, for none would dare raise a hoof or paw against them, not even their feared Beastlord.

Once the herds are gathered for battle, the shamans sound the horns of chaos and lead their fellow beastmen in a frenzied state of pure bestial vigor, their blood-curdling braying audible for miles away, striking fear and desperation in the hearts of those in their path.



GRAYBANE THE BLOODCALLER





GRAYBANE THE BLOODCALLER

Graybane the Bloodcaller is a powerful sorcerer, head of the Capra Herd Keepers.

A devoted child of darkness, he has allied himself with demons, bringing the taint of that ilk to seep into the Beastmen tribes. He is gifted with great demonic energies.

A palpable miasma of hellish sorcery surrounds him, as he walks among the twisted innards of the poor bastards that writhed at his passing before meeting their end under the hoofs of the dreaded herd.

With patience and a cunning mind at odds with the normal headstrong nature of his dreaded race, Graybane retains the highest post among the beastmen hierarchy.

Although his name is yet to be feared by those who live towards the south, he is feared by all Northmen as an omen and harbinger of death.

GRIMSCAR THE BEASTLORD



GRIMSCAR THE BEASTLORD

Grimscar the Beastlord is the warlord of the largest tribe of Beastmen the North has ever seen.

There have been many beastlords who have united tribes into feeble herds, but none has ever accomplished what Grimscar has among his kind, for he possesses one thing that all others have lacked ... ambition.

Behind his sheer bestial will to behead and collect the skulls of fallen enemies, Grimscar fights for more than scavenged food and supplies. Spurred on by the whispers of his great shaman Graybane, he seeks to create a bestial empire to rival that of man, and envisions himself upon the throne.

Through diplomacy, trickery, and demonstrative force of will, he has followed Graybane's suggestions to the word, managing to unite the Capra, Aurox, Centaurs, and even the mighty Cyrox and Ghorox, an unheard-of feat hitherto thought impossible.



GOREHOUND CHARIOT



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.



GHOROX



GHOROX

Ghorox are gargantuan beasts, most often the size of Cyrox, but often growing up to twice their size, and exhibiting extreme physical mutation.

As such, they now tower as large as the legendary giants of the north and are used as unstoppable war machines of the beastmen tribes.

It is well known that these monstrous brutes are so blood driven by a sheer rage that even one Ghorox can decimate an entire tribe in a single frenzied bloodlust outburst, and the rest of the Beastmen must be careful not to catch its attention.

It is only the most gifted Herd Keepers who can control and guide a Ghorox's relentless brutality and focus them against the ranks of the enemy.



ENVIRONMENT ITEMS



BOUND PEASANTS





5E ADVENTURE SUMMARY: SIEGE OF STÜRMEBURG PT. II

Fire 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 appeased 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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PART 2 BEASTMEN



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