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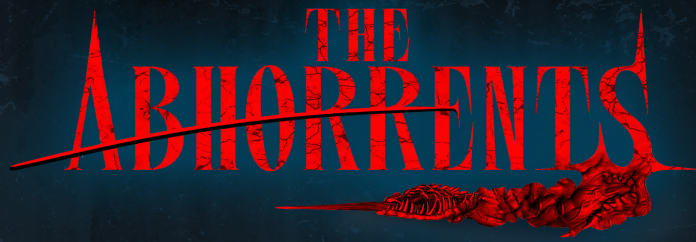


THE ABHORRENTS

FACTION LORE

THE ABHORRENTS

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 THE 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.

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**ON THE COVER:
THE ABHORRENTS**

“

The Abhorrent bloodline is a bestial strain of twisted beings created by Lord Nachzehir, created from experiments with abducted humans, injecting them with various strains of vampiric blood and genetic materials, morphing them into monsters.

”

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FACTION LORE: THE ABHORRENTS

The Abhorrent vampires are the results of Lord Nachzehrer's twisted experiments, an army of ghoulish abominations, little more than monsters, rabid fiends driven by endless hunger and bloodthirst with little capacity for thought or reason.

These monstrosities are concocted from a bestial strain of the vampiric disease, mixed with muddled physiological derivatives. Twisted now and degenerative, the lord's servants are far flung from the more aristocratic bloodlines of the region.

The lord became obsessed with power, turning towards blood infusions and genetic modifications. His incessant quest has had irreversible effects on his personality and body, and his wayward servants. His abominable legions now dwell in underground crypts and shadowed tunnels throughout Doaden, clawing to the surface at night to feast on the living, a truly gruesome sight.

For, unlike other vampire kin, the Abhorrents have a taste for fresh flesh, frenziedly tearing off chunks of meat and limbs to swallow whole as they suck down the blood and marrow of their victims.

Lord Nachzehrer has been exiled and shunned by the rest of his vampire kin, but in his isolation, his experiments continue, and he grows stronger as he researches the still-beating heart of an ancient evil.





BLOODFIENDS

Bloodfiends are Lord Nachzehrer's twisted creations. Frenzied and mindless, they are driven only by insatiable hunger and instinctual need to feed.

Their genes are impure and their physiology degenerative, created by injecting humans with a cocktail of essence based on Bloodhound blood, rather than any pure vampiric strain.

Lord Nachzehrer uses these abominations to guard his crypts and sewers, but they often shamble out into the world to feast at night. They reside in dark underground tunnels and crypts, clawing their way to the surface to ambush unwary prey.



BLOODFIENDS



BLOODSUCKERS



BLOODSUCKERS

Bloodsuckers are carrion lurkers, always in search of the crimson juices running through the veins of their victims. With their elongated, dented trunks hanging from their horrid, distorted faces, they dry their unfortunate prey in a matter of seconds.

Although a quick death, it is an agonizing way to go, as the monster cares little about easing the pain of its target.



BLOODHOUND

Bloodhounds are vampiric beasts, infected long ago by a bestial strain of the blood virus, and evolving a symbiotic relationship with the disease over many ages.

The bloodhound's senses are unmatched, able to smell trails of blood from up to 150 miles away and a fortnight old. They are used by Lord Nachzehrer and other vampires to hunt their living prey.

Bloodhound blood is considered lowly and impure, but it has its uses. Lord Nachzehrer harvests it and injects it into human slaves, creating hordes of Bloodfiends, fiendish humanoid mutants driven by only bloodthirst and hunger.



BLOODHOUNDS



BRUTE FIENDS



BRUTE FIEND

Brute Fiends are the abominable cousins to the Bloodfiends, the results of new mutagenetic tests conducted by Lord Nachzehrer.

They are bigger, stronger, and more resilient than their counterparts, though driven by the same incessant and instinctual need to feed.

These shambling horrors are a grotesque sight, their internal organs morphing into deadly weapons which the brute ejects from its stomach to assault its prey.



CRYPTSTALKER

Cryptstalkers are ancient bat-like monstrosities, primeval species that evolved over millennia to be the perfect ambush predator.

They are ancient apex predators, whom some believe were once the source of the first strain of the vampiric disease.

Though blind, their senses are unmatched, hunting their prey swiftly and soundlessly, using a combination of echolocation and an arsenal of deadly natural weapons.

Though most are wild, the Abhorrents have managed to tame a few of these great beasts, turning them to their will and using them to hunt down their enemies.



CRYPTSTALKERS



CRYPTSTALKER ELITE



CRYPTSTALKER ELITES

Cryptstalker Elites are the strongest of their bestial kin, harnessed by vampire lords for their unmatched strength, dexterity, and predatory instincts.

The Abhorrents have managed to tame a few of these great beasts, binding them to their will and using them to hunt down their enemies.

The vampires dress the beasts in thick plated armaments, sacrificing their natural predatory abilities relying on dexterity, but granting them increased combat prowess in return. To their limbs are attached sharpened metal scythes and blades, making these already deadly predator into the ultimate killing machines.



THE ABHORRENT MAGE

The **Abhorrent Mage** is a fearsome foe, a twisted being of malign intents, the dark servant of Lord Nachzehrer.

In the shadowed halls of the lord's great keep, this abhorrent mage conducts all manner of sinister experimentation, bending the laws of science to the dark master's will.

It is a keeper of dark lore and knowledge, twisting together spells lost in ancient tomes, a harbinger of shadow and death.



THE ABHORRENT MAGE



BLOODGHAST

Bloodghasts are among Lord Nachzehrer's most despicable creations. Monstrosities twisted and mutated by abominable experimentations.

Their bodies are withered and strange, their legs and lower bodies atrophied and shredded from their bodies.

Whatever they were before, no one may know. They crawl swiftly now on their clawed hands, tearing into their prey with sharp talons and mouths full of rows of shredding teeth.

BLOODGHAST



LORD NACHZEHRER



Lord Nachzehrer is the ruler of the Abhorred hordes.

Once an honored member of the Sanguine Court, his obsession with blood infusions and genetic modifications had irreversible effects on his personality and physiology.

He is driven incessantly to become himself the perfect form of an apex predator, to emulate the perfect hunter of the night, as are the Cryptstalkers and Bloodhounds.

On his insane quest, Lord Nachzehrer began to gain power by mixing his blood and that of his servants with any fiendish things that stalk the dark corners of the world. With every new infusion, his body and mind changed, becoming more erratic and unstable, until he was exiled to live among his forlorn castle, far from the courts of his former kin. There, he delves deeply into lost sciences in his laboratory, where his experiments continue unhindered.

Though a wayward lord, Nachzehrer still holds a tenuous relationship with the Sanguine and other vampire bloodlines, who value and use his creations for their own purposes but shun him for his deviancy otherwise, afraid of what he has become.

In his exile, Lord Nachzehrer has grown incredibly powerful, drawing from a strange, enormous beating heart which he keeps chained within his fortress keep, found in some devilish place only he may know.

LORD NACHZEHRER



BLOODSUCKER DRAGON



BLOODSUCKER DRAGON

The Bloodsucker Dragon is an undead monstrosity, slain by Lord Nachzehrer in a faraway realm, but not before he infected it with a specially concocted strain of his own creation.

Now the dragon is risen again and morphed by the corrupting influences of its blood gift. It lies chained below its dark master's laboratory, to be studied and tormented by the lord's everlasting experiments. Yet of all Lord Nachzehrer's creations, this is his most prized. He keeps the dragon's still-beating heart within his tower study, where he draws from it rare and evolving bioagents and virulent anomalies, to study and implement in his future designs.

The beast is cursed, and so long as its heart beats ever on, the dragon may never truly die, rising again and again from its tortures.



PRISON WRETCH



Prison Wretches are often heard before they are seen. These squalid beings wander the corridors of Lord Nachzehir's twisting dungeons and sinister laboratories, moaning in agony, tied down or stumbling about in dazed confusion.

They were human once, long ago, though they can scarcely remember their lives before this current nightmare existence. They are abductees from the nearby towns and villages, or unlucky merchants and adventurers just passing by the nearby roads.

The Lord himself and his abhorrent mage study these subjects with interest, injecting them with all manner of needles, emptying an array of mixtures into their blood.

Some bubble, some burn, some seethe, and some pulse. Crimson, ochre, chartreuse, and cerulean. The endless concoctions are dispensed liberally, almost without rhyme nor reason, though certainly following some strict process discernable only to the Lord and his assistants.

The dark overseers watch with interest, hastily scribing copious notes in large tomes and ledgers as they analyze the physiological changes to these unfortunate souls.

Whether the wretch lives or dies, or transcends into something new, it can be assumed that they have served some greater purpose for their new dark masters.

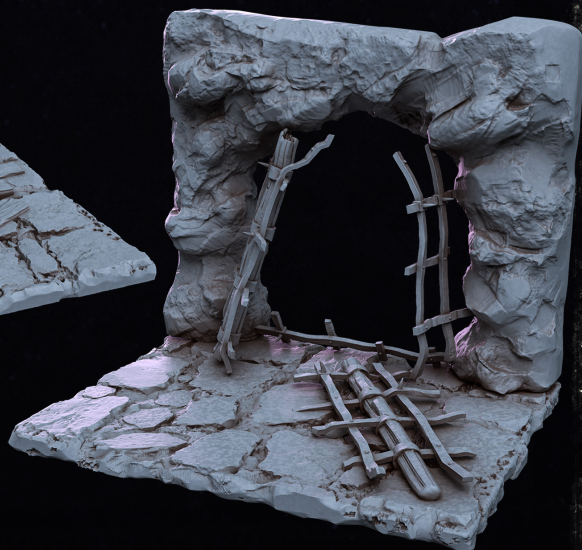
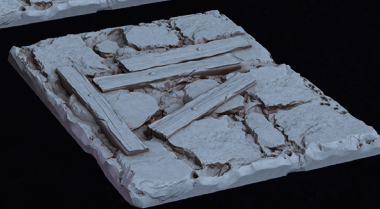
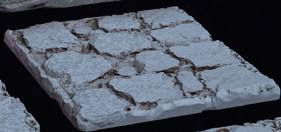
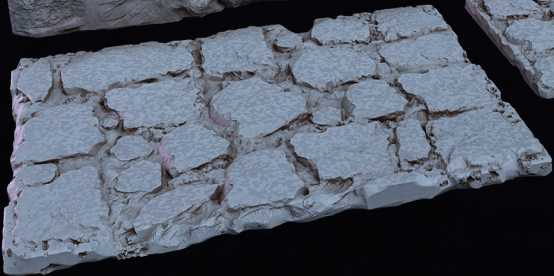
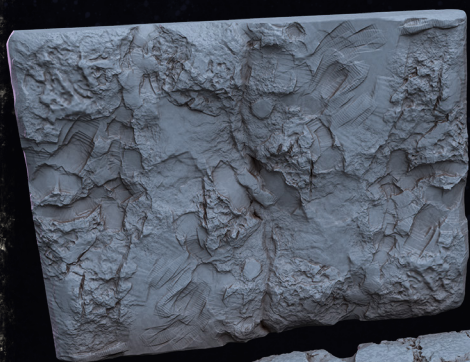
PRISON WRETCH



ENVIRONMENT



ENVIRONMENT





ADVENTURE SUMMARY: ABHORRENCE

The party is ambushed, waking up bruised and battered, trapped in an extensive sewer complex, below a strange and marvelous fortress. These are the labyrinthian passageways below Lord Nachzehrer's keep, a powerful vampire running bizarre experiments, injecting humans with degenerate strains of vampiric disease.

To escape, the party has to venture deep into the sewers in search of missing components to fix a complex piece of machinery. Yet adventurers must be wary, for danger lurks behind every corner in this place; as they pass through tight corridors, pitch-black chambers, and noxious tunnels, where creeping terrors and bloodsucking monstrosities shamble about in the lightless junctions and dank passageways.

SCENARIO STRUCTURE

This scenario draws players into a horror-themed adventure, emphasizing exploration, puzzle solving, and deadly encounters.

The adventure is designed to require minimal preparation for a GM with any level of experience and played over a single session. Additional prompts are provided to expand the experience in the **Taking It Further** section.

STORY HOOK

While traveling the road, the party is attacked and knocked unconscious by an unknown creature. They wake up to find themselves in a sewer system, filled with bloodsucking monstrosities.

CHAPTER STRUCTURE

Chapter 1: The party wakes up in a sewer, in utter darkness. As they try to find a way out, they're ambushed by monstrous beings, bloodsucking fiends and experimental creations of Lord Nachzehrer. To escape, the party must operate a machine in the cistern, to overflow the sewers and rise to the top of a large water chamber.

Chapter 2: Unfortunately, the machine is missing crucial parts, which requires the party to venture into sewer depths once again. In their explorations, they must navigate many foes and challenges, passing through nests of creatures and tunnels filled with noxious gases.

Chapter 3: The party jumps down a storm drain in search of the final component. They're ejected into the junction, an island-like chamber where all the sewage converges. There, they find the final part to fix the machine, but unbeknownst to the party, the place is the lair of a bloodsucking dragon. The party fights the creature in a grueling battle. Upon emerging victorious, they return to fix and machine and ascent back to the surface.

BALANCE

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

SOME OF OUR PAST RELEASES

THE REMADE



THE N'GORROTH



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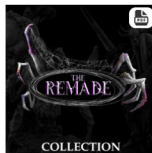
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