

BESTIARUM GAMES

THE
REMADE



A 5E COMPATIBLE ADVENTURE

THE REMADE

THE DARK DESCENT

A 5E COMPATIBLE ADVENTURE
SUITABLE FOR LEVELS 5-10



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 ONEANOTHER 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 FLESHSMITH

“

The Fleshsmith is both mother and maker of the Remade.

Sequestered away deep in her subterranean surgical theater, she is the twisted artist responsible for grafting together the horrors at her command.

”

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THE NECRO SPIDERS & REMADE

Years after the infestation of the mine, a group of dark elves moved into the mine. They formed a strange, unnatural symbiotic relationship with the cave spiders.

Fearing the extinction of their race, the elf cult, calling themselves the Remade, turned to the forbidden art of flesh shaping.

When a Remade dies, their remains are taken to the Fleshsmith, a priestess who stitches them back together, replacing any missing limbs or organs with parts from spiders and other humanoids.

The stitched bodies are then wrapped in strange, acidic cocoons which meld the flesh and souls together, birthing a creature that is neither an elf nor a spider, but something more.

Over time, individuals lose themselves as they are reshaped again and again, their bodies turning ever more monstrous and their minds becoming crazed and bestial. In their twisted form, they lose all sense of identity and turn against those they once knew, now known as Necro Spiders.



Fearing the extinction of their race, dark elf cultists, now known as the Remade, turned to the forbidden art of flesh shaping.

The Fleshsmith stitches together the bodies of the fallen, using genetic material from the cave spiders, beasts, and other humanoid to replace any missing limbs or organs.

For the Remade, the reshaping process has become a way of achieving immortality, though the side effects that corrode the mind and twist the form are more than most would sacrifice. Over time, as this process is repeated, the individual loses more and more of themselves, their bodies turning ever more monstrous and their minds becoming crazed.

In their twisted form, they are known as the Necro Spiders.



CAVE SPIDERS



CAVE SPIDERS

Cave Spiders are found throughout the deep places of Doaden, fast and deadly beasts adept at hunting any prey of any size that are unfortunate enough to enter their caves.

It was obsession with the Cave Arachne that first drove the Remade to intermix their genetics. Obsessed with what they perceived as the perfect biological form, they searched for ways to attain their agility and natural toxins.



DARK ELF CULTISTS

Dark Elf Cultists are nimble hunters, utilizing toxins extracted from the subterranean arachnids to paralyze their prey.

Though they retain their minds and much of their bodies, many of them have lost limbs which the Fleshsmith has replaced with insectoid parts.

Yet among the Remade, these changes are considered only to be improvements, enhancing their natural agility and strength.



DARK ELF CULTISTS



NECRO SERVITORS



NECRO SERVITORS

Necro Servitors are the most common of the twisted form. The vast majority of the Remade become this grotesque and reformed being after countless reshaping processes, as their original genetic blueprint deteriorates over time.

Though awkward and shambling, Necro Servitors can be turned to all manner of tasks; from brutal melee, to tunneling, or carrying corpses.

They serve their mad queen wordlessly, as if there were invisible link between them and their master.



DARK ELF WARRIORS

Dark Elf Warriors are generally male. Like the cultists, they retain much of their physical bodies and most, if not all their minds.

Yet many are grafted with twisted limbs or physical features that form natural armor or weapons.



DARK ELF WARRIORS



NECRO WARRIORS



NECRO WARRIORS

Necro Warriors, like the servitors, have become so twisted over the years that they have lost their forms and minds, falling to the bestial intellect of their spliced arachnid genetics.

They are the front-line soldiers of the Broodmother, spilling forth from the dark orifices of subterranean caverns to attack and kill all they find and carrying it back their queen so that she may feast upon the bounty of unending flesh.



DRIDERS

Driders are the first of the more twisted forms serving the Fleshsmith. Brutally efficient in their attacks, they are capable warriors and ambushers.

They go forth whenever needed, heeding their mother's direction, and protecting the Remade from the Broodmother's attacks.



DRIDERS



SWOLLEN



SWOLLEN

The Swollen play a vital role in both the Remade society and in the Broodmother's hive. They are most adept at capturing live specimens for their Fleshsmith mistress.

Driven to stuff themselves full of loose scraps of flesh and tendon, the inner workings of their bellies twist and tie this foul matter to form great messy nets and webs, which they regurgitate and layer around the deep tunnels. Their glands also produce copious amounts of digestive acids which are used in the reshaping process, and which can be spat out at enemies to eat away at flesh and armor.



FLESHSMITH'S DAUGHTERS

The Fleshsmith's Daughters are honed assassins. Agile and lithesome predators, they are a horrifying and unique addition to the Remade ranks.

Darting through their cavernous domains with terrifying ease, these predatory monstrosities fell their prey in moments, striking from shadows above with cruel talons before once again disappearing into the gloom.



FLESHSMITH'S DAUGHTERS



DARK ELF HIGH PRIESTESS



DARK ELF HIGH PRIESTESS

The Dark Elf High Priestess is the Fleshsmith's handmaiden.

She leads the Remade dark elves who still retain most of their natural form, assigning them to missions to return to the surface world and capture flesh material, and directing them in dark rituals of deliverance, where the bodies of the captured and fallen are brought to the Fleshsmith's chambers.

In intimate ceremonies, she too collects the blood of the Fleshsmith, mother to all the Remade, and brings it to her followers so that they may drink it. In sharing the blood of their mother, they gain extended agility and dexterity, useful in the fight against the Broodmother's servants.



THE FLESHSMITH

The Fleshsmith is both mother and maker of the Remade. Sequestered away deep in her subterranean surgical theater, she is the twisted artist responsible for grafting together the horrors at her command.

Centuries have passed since madness drove her from her place of learning and out into the wilds. In her eternal quest to perfect her form, she has left in her wake a trail of torment and death normally reserved for the most vicious of Warlords.

The unfortunate folks who are dragged into her deep lair are laid upon by her tools, and their harvested limbs and organs are used to shape the next generation of her children.

However, as any good mother, she loves her creation with a tender fidelity, pained and saddened whenever one should fall, but joyful for the opportunity to give them life once more.



THE FLESHSMITH



FLESHSMITH'S TRIUMVIRATE



FLESHSMITH'S TRIUMVIRATE

The Triumvirate is the finest of the Fleshsmith's creations. A master of battle, the Triumvirate slays any foe that dares intrude on his mother's sacred birthing chambers.

While much of her Remade are twisted and barely recognizable flesh-things, the Triumvirate stands out as a unique creation.

The Fleshsmith has sought to combine the greatest of warriors together, generals and lieutenants, their merged minds and additional limbs allow them to share their strength and combat experience.

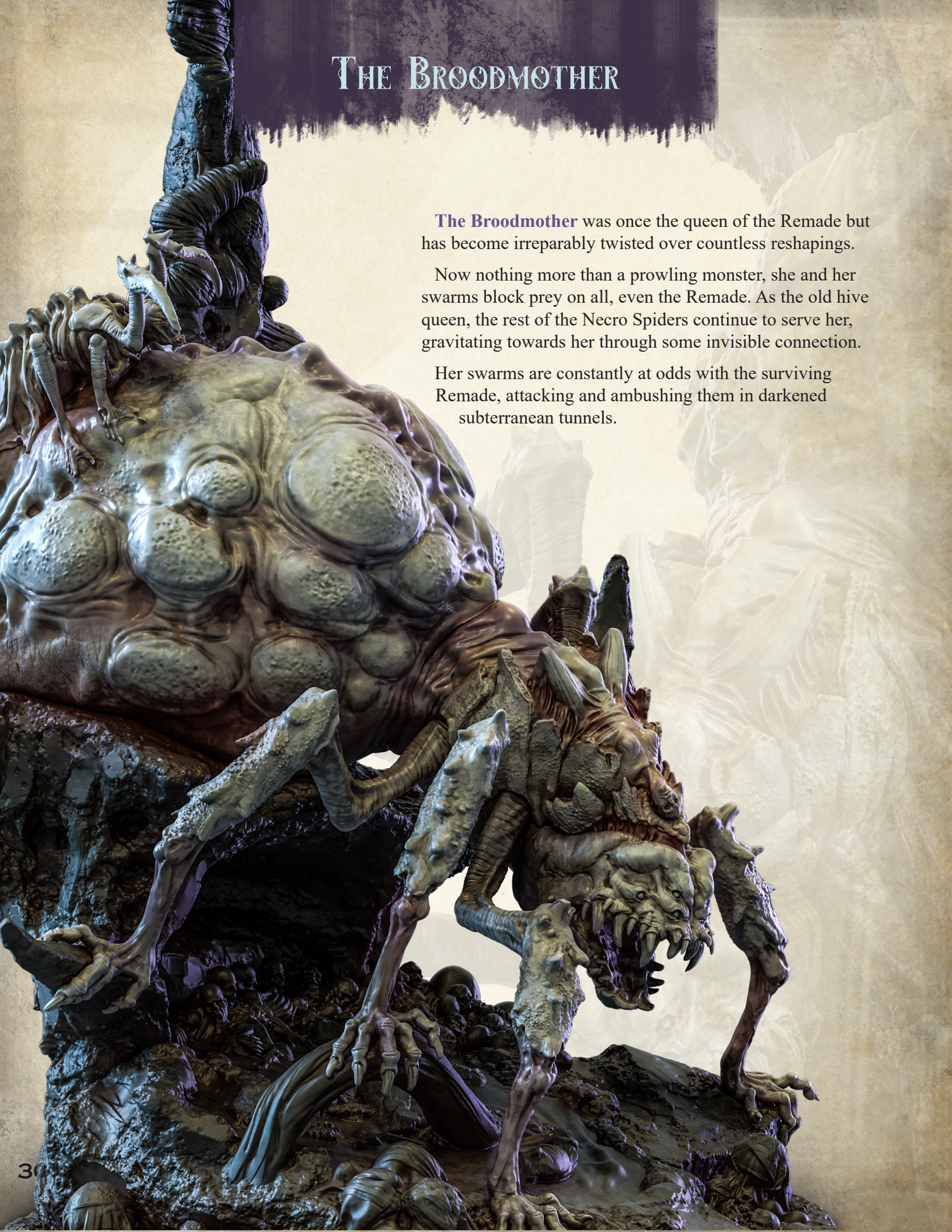


THE BROODMOTHER

The Broodmother was once the queen of the Remade but has become irreparably twisted over countless reshapings.

Now nothing more than a prowling monster, she and her swarms block prey on all, even the Remade. As the old hive queen, the rest of the Necro Spiders continue to serve her, gravitating towards her through some invisible connection.

Her swarms are constantly at odds with the surviving Remade, attacking and ambushing them in darkened subterranean tunnels.



THE BROODMOTHER









ADVENTURE SUMMARY

THE DARK DESCENT

Skittering horrors and hybrid monstrosities inhabit the lightless places below Doaden's surface.

Subterranean caverns are infested with things so horrifying that we can only pray they never see the light of day.

In these dark places, these lightless realms of the Necro Spiders, the Broodmother reigns supreme. A nightmare monstrosity, her chittering swarms spill forth from every earthen orifice, every tunnel opening or darkened pit, or from the bodies of the unfortunate travelers that delve too far below the surface.

Be wary adventurer, keep your eyes open and ears sharp, lest you become the next meal for those things that dwell in the dark.

SCENARIO STRUCTURE

This is a dungeon-crawling adventure taking place entirely within an infested three-level mine.

STORY HOOK

One night, as the party camps in a darkened woodland, they are ambushed by unknown assailants, struck by unseen weapons and lose consciousness.

When they wake, the party find themselves in an abandoned mine infested by dark elves and arachnid monsters. They must learn to operate an old platform elevator to escape and return to the open air. But first, they must descend into the lightless depths where unknown horrors lurk.

This story hook may be used before, after, or even

during another adventure, interrupting their journey until they find a way to escape.

CHAPTERS

Chapter 1. The party wakes on a pile of bodies deep in a lightless mine. They meet Grik, a strange survivor who knows how to operate an old elevator to return to the surface. But escape is not so easy. The rattling contraption draws the attention of spider swarms and the Broodmother, a giant monstrosity, attacks, overpowering the party and preventing their escape.

Chapter 2. The party escapes the Broodmother, plummeting back into the depths. To hatch a new escape plan, they must fight their way through ranks of spider-worshiping, dark elf cultists.

Chapter 3. Unfortunately, options for escape are running thin.

The only hope is to descend to the lowest levels of the mine; the chamber of the Fleshsmith, a strange being who reshapes the fallen into hideous monstrosities. Her blood grants superhuman reflexes and agility, allowing the drinker to dance around the Broodmother's acid attacks. Drinking the blood is a gruesome act, but an act that must be done.

BALANCE

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

THE REMADE

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THE SWOLLEN



DARK ELF WARRIORS



NECRO WARRIORS



DARK ELF
HIGH PRIEST



DARK ELF CULTISTS



COCOONS



FLESHSMITH'S DAUGHTERS



CAVE SPIDERS



BROODMOTHER



FLESHSMITH'S TRIUMVIRATE



NECRO SERVITORS



THE
REMADE



DRIDERS



THE FLESHSMITH





SOME OF OUR PAST RELEASES

THE REMADE



THE N'GORROTH



PENITENT CRUSADE



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
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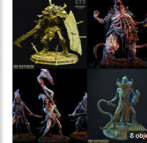



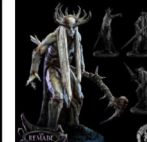
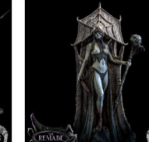

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