

BESTIARUM GAMES



court of
BALAZAR

TRIALS OF EXALTATION

FACTION LORE

COURT OF BALAZAR

FACTION LORE

court of
BALAZAR

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.

CREDITS

DEVELOPED BY:

Bestiarum Games

LEAD GAME DESIGNER:

Alexander Dovermann

FACTION LORE:

Alexander Dovermann

Marcus Harland

ART & GRAPHIC DESIGN:

Marina Jukova

Alexander Dovermann

Katarina Popovici



ON THE COVER: BALAZAR

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Balazar is a powerful and extremely intelligent demon prince.

He is wise in philosophy, history, science, religion, and many other fields.

He already knows what the party seeks as several crusaders have come before requesting the Cypher Tablet. To each he makes the same offer; if they entertain him, he will give the tablet.

However, none have passed his trials – a deadly test of the body, mind, and soul.

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Faction Lore: Court of Balazar

Balazar's palace is a gleaming sight. Its outer walls shine with stunning blue lapis lazuli and bright veins of gold. Idols and statues line the halls and magnificent tapestries drape every wall. The floors are lain in vibrant mosaic patterns. Fountains gush with crystalline water that flows into fruiting gardens. Tables are laden with exotic fruits and roasted meats, and the halls ring with dulcet tones of harps and the rapturous cries of orgies.

The demon prince Balazar signifies gluttony and depravity. But he is also a collector of knowledge and all things, from artifacts to treasures, or spells and incantations. He rules from his high court in the city Ashurr. From this gilded throne, Balazar accumulates all manner of luxury, wealth, and pleasures. Many come from far and wide to suckle on the bounties of food, wine, art, exotics, and carnal riches that can be found within his flourishing kingdom. So plentiful are all forms of pleasures and comforts in Balazar's kingdom that it is said those who wander there are more likely to die from a burst belly than to starve, more likely to find their pockets full of gold than silver, and more likely to share a bed with two lovers than none.

Balazar's gates are open to all seekers of the Enlightened Suffering, offering to those true of heart a bounty of the flesh and spirit, excessive pleasures, esoteric knowledge, and riches beyond imagination. Yet all those gifts pale in comparison to the most delicious sensations of suffering. Inside his inner court, Balazar's chosen, the exalted, are served by flayed slaves, indulging in every sadistic desire and sweet masochism that crosses their mind.

Lustful orgies, sickening displays of bloodshed and mutilation, depraved acts of rape, murder, and torture. The enlightened delight both in the viewing of such acts, and in the fulfilment of such acts upon themselves. To those who do not understand the path of suffering, the sights within are a hellish contradiction of beauty and depravity. To those who truly understand, these are all are one and the same, two facets of the same coin, a both a divine heaven and hell on earth.





Bouffon Hunchback Jester



Bouffon Hunchback Jester

Bouffon, the hunchback jester of Balazar's court, is a pathetic creature. He was born malformed, both in body and mind, and is made to dance and juggle, sing, and act, for the perverse pleasure of the demon lord and his court. Bouffon performs clumsily, tripping over himself and reciting dramas in his nearly unintelligible grunts. He smiles to himself, taking pride in the raucous laughter he draws from his crowd, unable to tell that they laugh at him and not with him. They mock him and his farcical caricatures, taking joy in his unwitting self-debasement, often beating him, or tormenting him to satisfy their own vile pleasure.



FLAYED SLAVE



Many seek to experience the deepest pleasures and pains of the flesh. They travel far and wide in search of Balazar's court in the lands of Akhamaia, seeking the unholy enlightenment that Balazar offers. In his beneficence, the lord of gluttony takes in all those who beseech him in his stately court, even though they are unworthy of his gifts.

Seekers of Enlightenment. The flayed are those who seek the enlightened torments of Balazar's court but can offer no value or skill in return. Their skin is carefully peeled from their bodies, their muscles delicately lathered with ointments to preserve their exposed muscle fibers and nerves. They walk the palace grounds in a state of constant torment, attending to the master's every need, carrying splendid platters of food, wine, and treasures. Their very existence is suffering, a sweet surrender to the enlightened torments of the body. Yet they are grateful for this gift of divine suffering, for the opportunity to experience the master's realms of enlightened existence.

PLAYED SLAVES



CABAL MAGE



CABAL MAGE

Among those who come to Balazar's court are the members of the Cabal, a secretive sect of sorcerers who seek enlightenment of the mind above all else and understanding of the threads of construction that create both the physical world and the intangible space of the mind, the constituents of the human experience itself.

Cabal Mages peddle their services to Balazar's court, casting preservative magics upon the bodies of those seeking the Enlightened Suffering, so that they can experience greater pleasures and pains than they may otherwise be able to. In exchange, these mages are gifted access to forbidden knowledge and ancient wisdom. They delve into these texts to achieve greater aptitude in their arcane arts.



EXALTED ARCHER



The Exalted are servants of Balazar, composing the bulk of his army and acting as agents at his service. They are drawn from those who make the pilgrimage to Balazar's court seeking his enlightened gifts and are strong enough to offer valuable services in return. They are all capable fighters, warriors, and assassins and are gifted in exchange for their servitude the path to the delightful raptures of torment. All are sadistic and cruel, reveling in the physical mutilation of their enemies and driven to ecstatic pleasures by their moans and tormented screams. But they enjoy equally, if not more, the experience of their own suffering. To walk the path of exaltation is to seek enlightenment, to understand every sensation the body can offer, every emotion that the mind can devise, and every ecstasy and agony of the soul. It is a perverse worship of the self, a twisted exploration of the human consciousness and condition of existence.

Exalted Archers. The archers of Balazar's armies are lithe and deadly; agile huntresses that dance about the battlefield and strike swiftly like birds of prey. They prefer to stay close to the melee to watch their foes die, relying on their natural dexterity to dance around enemy blades. Their arrows are cruel and sharp with barbed heads and shafts, poisoned by neurotoxins that increase physical stimulations to elevate the sensations of both pleasure and pain. They do not aim to kill but to lacerate and shred, exposing flesh and nerves so that their enemies might suffer excruciatingly over many hours before finally succumbing to their blood loss and divine torments.

EXALTED ARCHERS



EXALTED SPEAR

The spears of Balazar's armies are, like their archer counterparts, on the path of enlightened suffering. They are acrobatic soldiers, nimble and quick to exploit any hole in the enemy's defense. With spears poisoned by the same neurotoxins as their archer counterparts, these warrior women deliver precise strikes against their targets, subjecting them to extended pain and suffering with each cut. They aim to pierce their enemies' nerves, tendons, and non-vital organs, taking every opportunity to see them squirm in agonizing pain before finally bleeding out and embracing the relief from suffering that death brings.

EXALTED SPEARS



GLADIATOR SENTINEL



GLADIATOR SENTINEL

The gladiator known as the Sentinel is a methodical fighter. A well trained Akhamian soldier of war, he approaches every combat slowly and patiently, remaining safe behind his bronze shield while waiting to find the perfect opening in the enemy's defenses. Once a crack in the defense appears, he strikes swiftly, laying a devastating blow with his enormous cleaver.

Court Gladiators. The gladiators of Balazar's court battle to the death for the entertainment of malevolent nobles that watch on in glee as their blood spills and bodies drop dead to the floor. Combat is brutal and deadly, but each gladiator is fed well and provided with every luxury and desire. Food, women, men, or anything else their heart desires, all is given to them in plenty. Each time they enter the arena, these fighters treat it as if it will be their last, for one miscalculated move may very well lead to their end.



GLADIATOR RAVAGER



The gladiator fighting in Balazar's Court, known as the Ravager, is a talented arena fighter, like his counterpart, the Sentinel. Each has survived scores of fights, exiting the arena after slaying their foe. But while the Sentinel is calm and methodical, the Ravager is known for his rabid ferocity, giving himself to bloodlust and going for the kill regardless of any danger posed to himself.

GLADIATOR RAUAGER



Voice of Lords



The Voice of Lords is one of the many demons bound to Balazar's service through ancient pacts of power. It acts as the herald of Balazar's court, announcing each session to the courtesans that come before its master and acting as interpreter for those that travel far and wide to come before him. The Voice is gifted with knowledge of all language and sciences, able to comprehend all tongues in existence, have existed in the past, or will exist in the future.

Voice of Lords



CABAL ASSASSIN



CABAL ASSASSIN

The assassins employed by the cabal are demonic fiends brought forth from the nether realms and paid in souls to accomplish selective tasks that require subtlety. They are lithe and deadly hunters, stalking through shadows and employing arsenals of poisons and illusion magics to accomplish anything from theft to seduction to murder. They have strange bodies, resembling human but marred by deformities, yet through their magics, are able to appear human to the casual glance, nearly indistinguishable from the general population. They stalk their marks, using stealth and guile to gain entrance to any location, and once the opportunity presents itself, in dark alleys of the bazaar or private rooms of the lush pleasure houses, they strike quickly before seemingly disappearing into thin air.



GENERAL ATRAXES



GENERAL ATRAXES

Atraxes leads Balazar's armies of exalted into combat. She is a cunning commander and skilled warrior, wielding a greataxe that drips with a mixture of toxins extracted from the many poisonous and venomous insects and creatures that inhabit the sandy dunes of the Akhamian deserts. Atraxes is the source of much trouble for the Holy Empire, as she leads assault parties to strike out at Penitent Crusader outposts and constantly destabilize the Holy Empire's grasp on Akhamia. She works ruthlessly to liberate the jewel city of Ir Khalem, which the crusade currently occupies as they believe it is the birthplace of their God Emperor. However, to Akhamians, this grand city is a cultural mecca and was once an important ancestral capital. It is also one of the few places in the arid desert with access to bountiful water and resources, making it an important social and political stronghold.



Keeper of Keys



The Keeper of Keys is a demonic juggernaut, impervious to all forms of physical damage and able to decapitate a man with a single flick of its bladed arms. With its one demonic eye, this creature can see all true physical realities, discerning all hidden things of the physical sphere.

Keeper Pair. The two Keepers are a strange pair, two demonic beings hailing from the nether realms. The larger and more imposing is titled the Keeper of Keys, and from the various leather straps and bands that circle its body hang multitudes of strangely shaped keys of all shapes and sizes. Each key holds a tremendous secret, opening a gateway to a realm of knowledge, wisdom, or experience that would break the mind of any ordinary mortal. No one save the Keeper of Secrets may access these keys, for the Keeper of Keys exists solely to safeguard them.

KEEPER OF KEYS



KEEPER OF SECRETS



KEEPER OF SECRETS

The Keeper of Secrets can see through all manner of magical effects and illusions, viewing the true reality as is. It cannot be tricked nor lied to, as it sees through all truths and lies.

Gateway to Enlightenment. The tandem pair of Keepers are never far apart from one another, each playing a vital role on the path of enlightened suffering and both remaining in service to Balazar. To the worthiest of humans; those seekers ready to transcend their mortal shells, Balazar grants an audience with the Keeper of Secrets. This strange demonic being turns to the individual with sightless eyes, reading their very soul and choosing a key from the Keeper of Keys.

Each key fits into the same keyhole in a mysterious orb that floats in Balazar's court, a golden globe transcribed with ancient languages not of this world. Each key opens a gateway to a different reality, a different realm of existential suffering and pleasure, a different plane of enlightenment. For each worthy seeker, the Keeper of Secrets chooses the key to the reality most fundamental to that person's existential journey, the final step on the path to their own form of enlightenment. Those who enter their reality through the golden orb invariably come back changed, always something more and always something less than the being they once were.



LAMASHTU SCION OF SUFFERING

Lamashtu is a demon of nightmarish ferocity. It descends upon the battlefield, slaughtering all those that oppose the advances of General Atraxes and her troops. Yet the bloodshed of battle is not enough to sate the hunger of this fiendish entity. When it has not whet its blades in the blood of an enemy for a day or longer, it grows restless, turning on anyone around for sport. In these times, Lamashtu must be given a wide berth, for it begins to stalk even its own kind with a feline psychopathy. The demon enjoys the massacre of innocents, especially enjoying the murder of the young or pure of heart, but their blood tastes sweetest to it.

LAQASHTU SCION OF SUFFERING



BALAZAR Lord of Excess

Balazar, the Lord of Excess, is the demon prince of gluttony and depravity. He rules from his high court in the city Ashurr, located in the central area of the arid country Akhamia. Yet his is a realm of opulence and fertility. The city is ancient, a millennium old, full of history and ancient culture. It sits on the banks of the Tiridus river, one of the few heart rivers that flows through the otherwise sand swept landscape.

From this gilded throne, Balazar accumulates all manner of luxury, wealth, and pleasures, and many come from far and wide to suckle on the bounties of food, wine, art, exotics, and carnal riches that can be found in endless troves within his flourishing kingdom. So plentiful are all forms of pleasures and comforts in Balazar's realm that it is said those who wander there are more likely to die from a burst belly than starve, more likely to find their pockets full of gold than silver, and more likely to share a bed with two lovers than none.

Master of Guile. Balazar is a demon gifted with many traits, highly intelligent, and knowledgeable in all things of history, culture, religion, science, and the human condition. Yet most of all, he is gifted with the powers of guile, able to create illusions and obfuscations, which he employs to his own amusement and for his safety. Though Balazar appears at all times to sit on his gilded throne, feasting on fruits and human brains while laughing and participating in court, he is not truly there. This body is just a projection, a mirage that he controls, while his true body lies far below, hidden away in the deepest levels of his ziggurat outside the palace walls.

The Enlightened Suffering. Yet to those seekers of a deeper truth, an even greater blessing can be found in Balazar's court, the gift of exaltation. For a portion of the population, indulging worldly things is not enough to sate them. No matter how much they consume, they feel as if something is missing. Decadent feasts, luxurious orgies, and endless nights of bacchanal parties, nothing is enough. They begin to realize that deep inside them is a bottomless desire, a creeping blackness in the heart, a gaping void that stretches larger by the day.

These people begin to realize a truth deep within themselves, beginning to understand the lies of worldly pleasures and turning toward the truer experience of suffering. They learn to indulge in the most extreme of human emotions, those of anguish and torment of both the body and mind. They become seekers, and begin to unravel the mysteries of the human existence that others are too naive or too scared to realize. When the time is right, they make a pilgrimage to Balazar's court, beseeching him for the gift of exaltation to elevate them to a perpetual suffering. And for those who truly prove their worth, Balazar freely grants these gifts, which he calls the enlightened suffering.



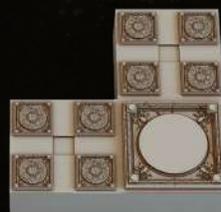
BALAZAR
Lord of Excess



ENVIRONMENT



ENVIRONMENT







COURT OF BALAZAR



EXALTED ARCHERS x3



EXALTED SPEARS x3



GENERAL ATRAXES



CIRXE THE ENCHANTRESS



GLADIATOR SENTINEL



BEHEMOTH SLAVE



VOICE OF LORDS



LAMASHTU
SCION OF SUFFEREING



KEEPER OF KEYS

KEEPER OF SECRETS



BOUFFON



GLADIATOR RAVAGER



CABAL ASSASSIN



CABAL MAGE



BALAZAR. LORD OF EXCESS

court of BALAZAR

COLLECTIBLE DIORAMA



COURT OF BALAZAR



BALAZAR'S THRONE ROOM



THRONES



SPHYNX



MYSTERIOUS ORB



COLUMNS



GOLD COINS



DECORATIVE ELEMENTS



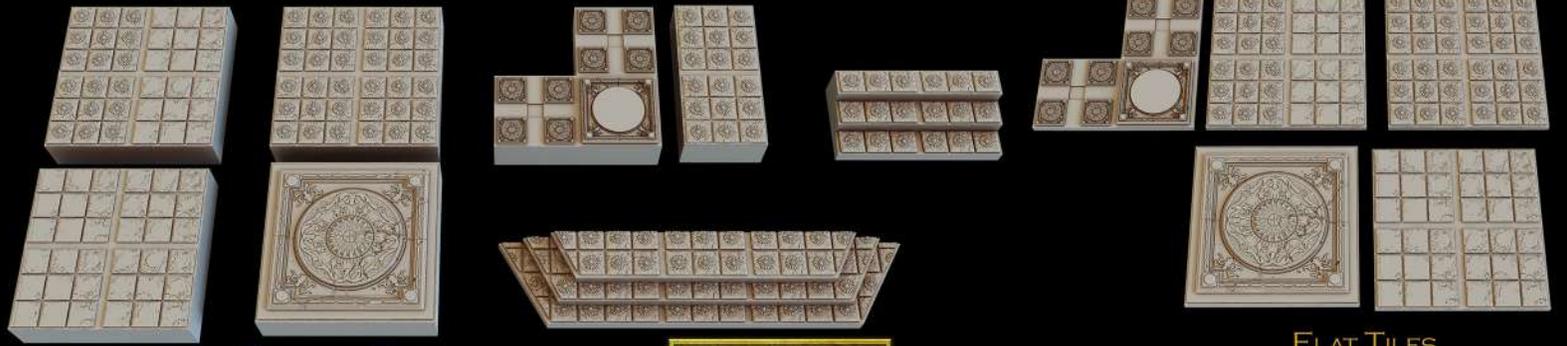
INTERIOR ELEMENTS



MYSTERIOUS ORB CHAMBER



WALLS



ELEVATED TILES

FLAT TILES

SOME OF OUR PAST RELEASES

THE REMADE



THE N'GORROTH



PENITENT CRUSADE





BESTIARUM
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