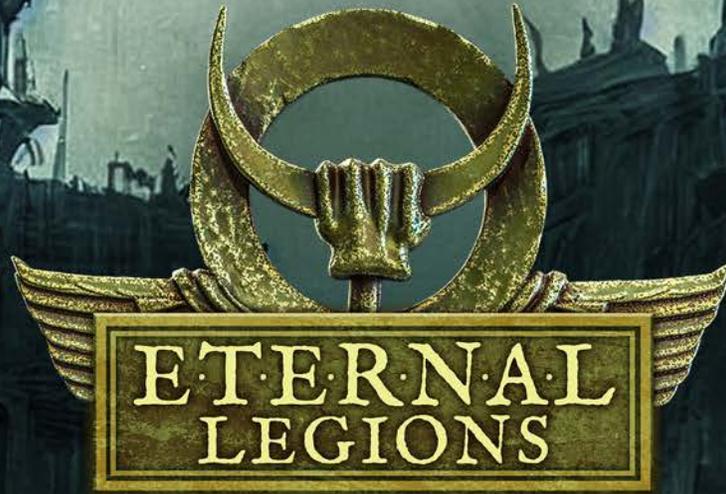
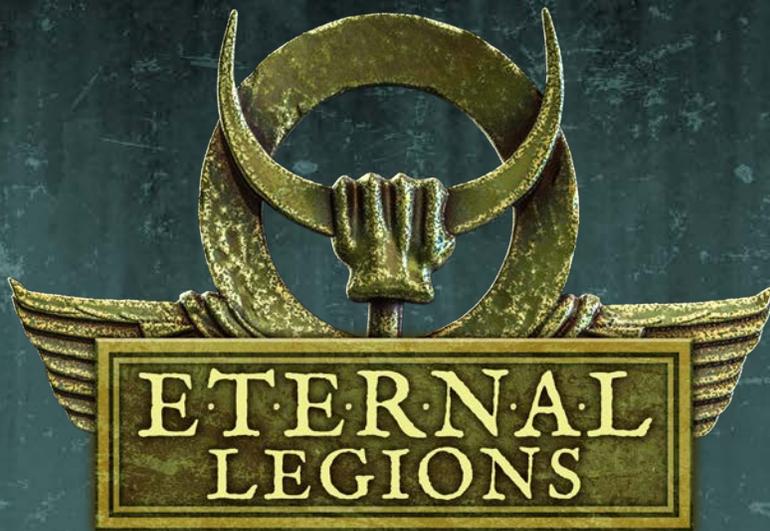


BESTIARUM GAMES



FACTION LORE

# FACTION LORE



# THE WORLD OF DOADEN

**W**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.

# ETERNAL LEGIONS

The Eternal Legions were the Emperor's chosen, their ranks drawn from those born in the Valley of the Sun, the birthplace of the Emperor himself, a harsh and unforgiving land that brewed warriors of unrivaled strength and mental will.

These warriors were born into the forges of combat. Taught never to retreat nor surrender, to kill or be killed, to fight through pain and fatal wounds that would leave any other man debilitated.

Taught that fear is the only weakness. Taught that fear is death, for fear eats the mind and dulls the senses. Now, these once unstoppable warriors have been risen by the chaotic and volatile magics of the Ashen Wastes, their bones mutated to form carapace-like armor that is stronger than steel.

These skeletal warriors slaughter all in their wake, taking their bones and sifting through the dusty wastes with great harvesters to collect the buried bones of the fallen and swelling their ranks.





# IMMORTALS



# IMMORTALS

The **Immortals** were feared warriors, formed from the regiments of the of strongest fighters this world has ever known. Born in the harsh and unrelenting Valley of the Sun, they were forged in the fires of combat since childhood. Taught never to retreat nor surrender, to kill or be killed, to fight through pain and fatal wounds that would leave any other man debilitated. Taught that fear is the only weakness. Taught that fear is death, for fear eats the mind and dulls the senses.

In their life, the Immortals conquered the world, acquiring their name due to the fact that they were nearly impossible to kill, forming brutal shield walls that were near impenetrable. It was common for battles to end without a single death in their ranks, even though their regiments charged straight into the front lines of combat. Now, their name has taken a different meaning, as they have risen from the dust, an unstoppable and unkillable army that threatens the world once again.



# IMMORTAL FLAGBEARER



# IMMORTAL FLAGBEARER

**Immortals Flagbearers** inspired the legions of Emperor in the heat of combat. Bearing the mark of the old Empire, these soldiers stood tall atop the piles of bodies left by their fellow brothers in arms, as they shouted words of encouragement that caused fear and despair in the hearts of the enemy. Now in death, these immortal legionnaires still carry the banners of war, under the sigil and name of another conquering, and feared leader. Their Eternal Mother of the Ashen Wastes.



# IMMORTAL LIEUTENANT



# IMMORTAL LIEUTENANT

**Immortal Lieutenants** were renowned for their utter discipline on the battlefield, both in their usage of incredibly coordinated large unit phalanx formations, and because of their unbreakable courage, and fearlessness, in the face of overwhelming odds, even to the point of death.

And even so, the afterlife seems to have only strengthened their sheer power of will and conquest induced abilities.



# HARVESTERS



# HARVESTERS

**Harvesters** were once battle priestesses of the Church of Azerai. Striding into combat along with the Emperor's army, they once called divine wrath and flame upon the enemy.

Now, they are twisted, changed, and mutated, imbued by the powers of the Ashen Wastes and able to control and shift the energy. They channel this new power to manipulate bone, assisting the great Ossificators in shaping new soldiers, and using their great war-scythes to harvest the souls of their foes.



# SKELETON BALL



# SKELETON BALL

**Skeleton Balls** are massive clusters of animated skeletons, held together by magic and physical momentum. This hive-mind of corpses rolls about, the skeletons on top reaching their bony hands out and altering the direction of the ball while those on the bottom are crushed into dust. Any unfortunate creature that is too slow to escape such an odd hazard is obliterated under the weight of the cackling phenomenon.



# OSSIFICATORS



# OSSIFICATORS

**Ossi icators** were once the witch-priestesses of the Azerai, blessed with unfathomable powers and commanding the widespread respect and obedience of the people of the Empire.

Like the Harvesters, they have become changed by the mutagenic energies of the Ashen Wastes. Risen as monstrous beings, they barely resemble humans anymore, their abdomens twisted and elongated with many legs and chitinous bone plates.

Yet their powers have increased to match these mutations, capable of melding and shaping bones and life essence and using their abilities to continually swell the ranks of their legions, under the undying will of the Eternal Mother.



# SIEGE BREAKER

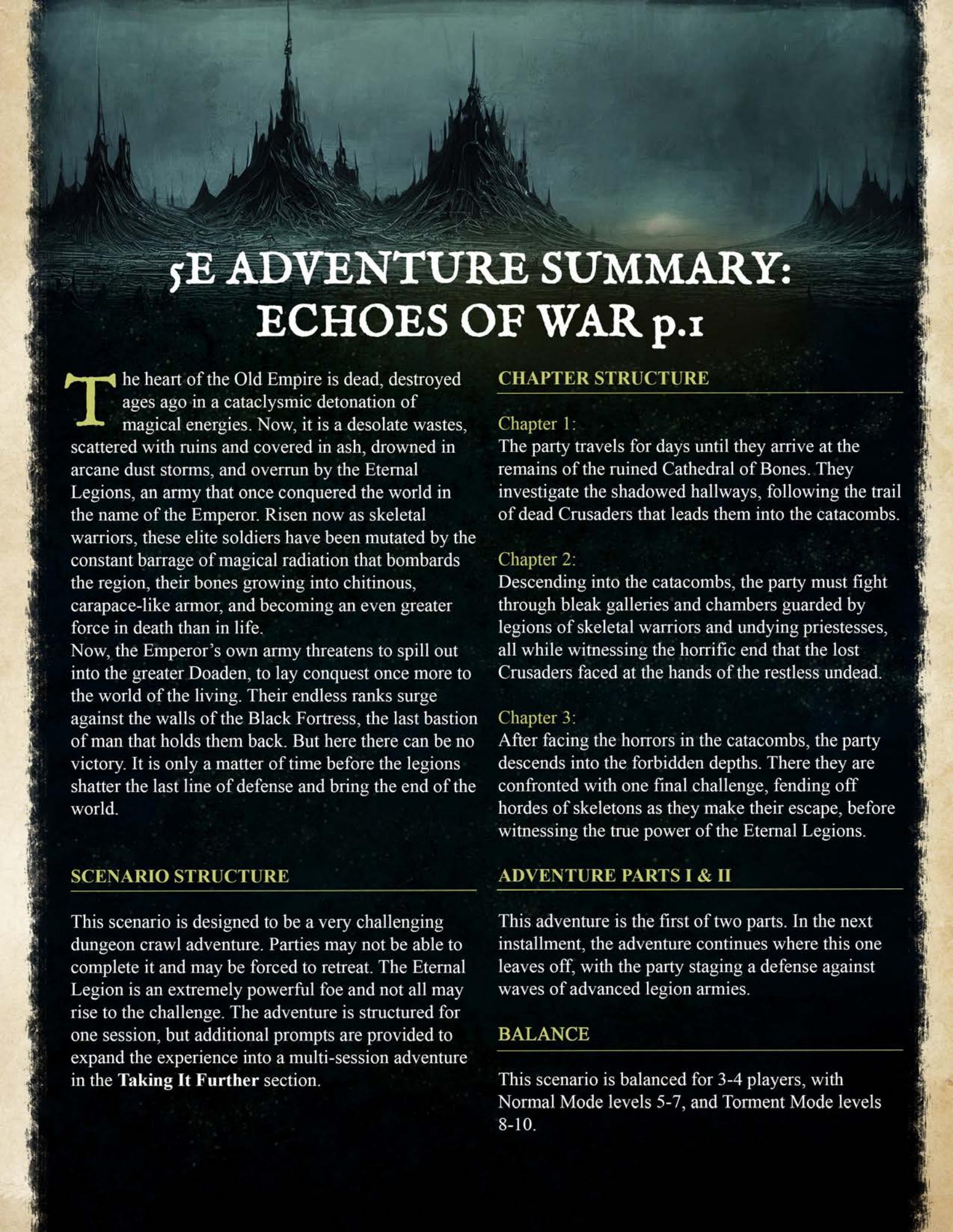


# SIEGE BREAKER

**Siege Breakers** are monstrous constructs, formed through the melding of vast troves of bones dug up by strange harvesting combines that trawl through the dust of the Ashen Wastes. These giants are shaped and reshaped, forged by a dozen Ossificators and carefully constructed to be nearly impervious to damage.

When they arrive on the battlefield, they obliterate foes with powerful blows, and smash through stone and steel structures with ease, allowing the legions to spill in and overtake any defended position.





# THE ADVENTURE SUMMARY: ECHOES OF WAR p.1

**T**he heart of the Old Empire is dead, destroyed ages ago in a cataclysmic detonation of magical energies. Now, it is a desolate wastes, scattered with ruins and covered in ash, drowned in arcane dust storms, and overrun by the Eternal Legions, an army that once conquered the world in the name of the Emperor. Risen now as skeletal warriors, these elite soldiers have been mutated by the constant barrage of magical radiation that bombards the region, their bones growing into chitinous, carapace-like armor, and becoming an even greater force in death than in life.

Now, the Emperor's own army threatens to spill out into the greater Doaden, to lay conquest once more to the world of the living. Their endless ranks surge against the walls of the Black Fortress, the last bastion of man that holds them back. But here there can be no victory. It is only a matter of time before the legions shatter the last line of defense and bring the end of the world.

## SCENARIO STRUCTURE

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This scenario is designed to be a very challenging dungeon crawl adventure. Parties may not be able to complete it and may be forced to retreat. The Eternal Legion is an extremely powerful foe and not all may rise to the challenge. The adventure is structured for one session, but additional prompts are provided to expand the experience into a multi-session adventure in the **Taking It Further** section.

## CHAPTER STRUCTURE

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### Chapter 1:

The party travels for days until they arrive at the remains of the ruined Cathedral of Bones. They investigate the shadowed hallways, following the trail of dead Crusaders that leads them into the catacombs.

### Chapter 2:

Descending into the catacombs, the party must fight through bleak galleries and chambers guarded by legions of skeletal warriors and undying priestesses, all while witnessing the horrific end that the lost Crusaders faced at the hands of the restless undead.

### Chapter 3:

After facing the horrors in the catacombs, the party descends into the forbidden depths. There they are confronted with one final challenge, fending off hordes of skeletons as they make their escape, before witnessing the true power of the Eternal Legions.

## ADVENTURE PARTS I & II

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This adventure is the first of two parts. In the next installment, the adventure continues where this one leaves off, with the party staging a defense against waves of advanced legion armies.

## BALANCE

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

# ETERNAL LEGIONS

part I

MINIATURES. 32mm scale



DISPLAY PIECES. 75mm, Busts



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