

The Beasts

FERAL, DESTRUCTIVE, HATE-DRIVEN

ASSOCIATED COLOUR: BRIGHT RED (BLOOD, GORE, VIOLENCE)

ASSOCIATED ENVIRONMENTS: HOWLING VOLCAAN

Background

Thousands of years ago, the Beasts ruled the Wastes until humans became aware of their collective power and intelligence. The War of the Beasts raged for generations. Year after year, Beast numbers dwindled while human populations rose. In 1606, the last known Beast was slain. Its tongue remains miraculously preserved in the ruins of the Great Temple, a lasting testament to human might.

The Imperare later sought to reanimate the Beasts of old, intending to create an army capable of world domination. But when the resurrection succeeded, the Beasts emerged violent, reckless, and savage, turning their fury upon all human life. Their reawakened synapses reignited memories of pain, torture, and war at human hands – memories that consumed them with hatred and vengeance.

Attempts to undo this catastrophe led to countless nuclear strikes across The Wastes, devastating the ecosystem and all life within it. Still, the Beasts endure; ravaging human settlements, gorging on the Ooze, and growing into ever more formidable creatures of annihilation.

Characters

LEADER: The Beastmaster

In the deepest, darkest Imperare laboratory, an abominable experiment took place. Scientists theorized that combining Beast and human DNA could produce a superhuman capable of mass destruction. An unfortunate soul – whether willing or not, none can say – was subjected to blood transfusions, stem-cell grafts, and genome editing.

The experiment succeeded. The fusion of Beast and human DNA altered the subject's body and mind. Scientists saw immense muscle growth, fur, talons, fangs, and an insatiable hunger for flesh – yet the sentience of the subject remained intact. They could communicate with other Beasts and effortlessly command their respect.

The subject was locked away in fear of what the consequences would be if they were let loose too early. They spent their time lonely, ravenous, hollow; desperate for freedom, desperate for someone they could call their kin.

During the chaos of the Ultimate War, the subject escaped with the aid of their fellow Beasts. Fleeing Stoagland, they devoured everything in their path until settling beneath the shadow of the Howling Volcaan, an active volcano surrounded by smouldering, uninhabitable Ooze marshes.

From this stronghold, the Beastmaster commands their army of Beasts, orchestrating their strikes and nurturing a vision of a new age – one in which Beasts will once again rule without fear of torture or enslavement.

Kaolluunor (Cowl-lun-nor)

The Beastmaster's lieutenant, Kaolluunor, conducts continuous reconnaissance across the Wastes, hunting for new settlements to devour. With an adept sense of smell, they can detect life from miles away. Deadly, calculating, and deeply vengeful. Kaolluunor's most striking feature is their elongated snout.

Zindulniir (Zin-dul-near)

A parental figure within Beast society, Zindulniir seeks out and nurtures any newly awakened Beasts. They help to cultivate the hatred and pain within reborn Beasts and guide them in channelling that hatred towards humans. Zindulniir also helps to revive any fallen Beasts by encasing them in Ooze to accelerate the reanimation of their bodies. Their fur is thick and matted, and their enormous yellow eyes gleam through the darkness.

Vaasruth (Vaz-ruth)

One of the most formidable Beasts, Vaasruth is adorned with razor-sharp, glistening spines – their calling card is a shimmer on the horizon. Capable of reaching speeds of up to 70mph, when you see Vaasruth's deathly shimmer, any hope you had of survival is gone. Their fangs and talons pierce metal and shred flesh with ease. Vaasruth lives for the hunt.