

## PRESSKIT

### THE GAME

*Bring your stronghold along for the ride!*

***The Delver's Guide to Beast World*** is a supplement for 5th edition which contains a new rule system for modular house wagons as well as playable beast species.

Offering new and engaging ways to spend time outside of combat in 5th edition, *The Delver's Guide* will fascinate players that love to explore their downtime. And for those that prefer to draw their swords, it features new team maneuvers that will make combat more exciting than ever!

### KICKSTARTER CAMPAIGN



Support the Kickstarter campaign here:

<https://www.kickstarter.com/projects/heartleafgames/the-delvers-guide-to-beast-world>

### BOOK TRAILER

<https://www.youtube.com/watch?v=UBJpBgchpHY>

## KEY FEATURES

- **24 new player species** - Ranging from felines and canines to moles, sloths and bison, *The Delver's Guide* brings a fresh new range of options to the world's greatest roleplaying game.
- **Homeland system** - A reinterpretation of 5e's race stat allows for even more modular character creation, giving every race 5 different branching features depending on the culture of their home region.
- **Shops, NPCs, story hooks and GM advice** - Over a hundred pages of content fleshing out the part of the game most groups spend most of their time in: the travel between dungeons.
- **12 new subclasses** - One new subclass for every 5th edition class!

## BACKGROUND

The small team of creators behind *The Delver's Guide to Beast World* is questioning established wisdom about what a tabletop RPG setting manual should be.

Instead of presenting the locations and people in their world like game content without the numbers, Heartleaf Games is combining the best ideas throughout tabletop writing into a new way of drawing in players and game masters alike. The result of this experiment is tabletop content with a focus on *readability*. What sets *The Delver's Guide* apart is that it's fun to read, page after page.

The many different voices that make up Heartleaf Games' team have brought vibrant color and life to its pages. With influences ranging from pre-colonial Filipino culture, to middle-age Russian traditions, to Trinidadian and more, *The Delver's Guide* aims to cast a spotlight on cultures that have rarely been represented in tabletop.

## THE TEAM

Heartleaf Games is a small team of young, diverse, queer developers from four continents. What they share is a love of art and storytelling that has hitched them all to the same wagon. Under the leadership of author Dean Dixon and editor Lexi Fox, they are devoting all that they have to present *The Delver's Guide to Beast World* to the public.

### **Author and Creative Lead: Dean Dixon**

Dean is the creator of the Beast World and the stressed-but-excited hands at the wheel of The Delver's Guide. He has been running tabletop games and teaching others the joys of the hobby for 15 years. His work as a marketing professional has made him an effective communicator and tuned into the way people think, while his background in computer science has given him a sense for mechanical balance and the rigors of playtesting. He has taken these talents and turned them towards the creation of a setting that values empathy and appealing stories of moral fiber with the everyday fight for justice.

The immediate success of *The Delver's Guide to Beast World's* kickstarter campaign proved his intuition right: tabletop gamers are looking forward to settings centered on his bright, empathic vision of DnD.

### **Editor and Layout Artist: Lexi**

Without Lexi's persistent and patient motivation, The Delver's Guide may have never been more than a half-finished outline document. She has worked tirelessly with Dean since the first day to make this project a reality, and her layout work makes every page of the book substantial and legitimate. An experienced editor and designer, Lexi has been playing D&D and dreaming of fantasy worlds much of her life. Now, she is screaming her eagerness to show off the Beast World.

### **Lead Character Artist: Stasya Danilova**

Stasya is a character illustrator from Moscow who has been with Heartleaf Games since the first idle discussions about publishing. She also lends her background and enthusiasm for Russian history as one of the cultural advisors in *The Delver's Guide to Beast World*. Stasya has been a commission artist for years, and now she is using her talents at Heartleaf Games.

### **Character Artist: Lana Muravyona**

Lana Muravyona (FortunataFox) is an animal artist from Russia. Since childhood she dreamed of becoming an illustrator, but she was afraid to choose this path. Several years ago she left her career in medicine to become a freelance artist.

She works with both traditional and digital art, improving her skills every year. The Delver's Guide to Beast World is her first major project and she is happy to bring a little bit of herself into it as a character artist.

### **Cultural Advisor: Morgan Lewis**

Morgan Lewis is a Caribbean-educated citizen of Trinidad and Tobago with a passionate interest in the region's history, geography, and cultures. Their academic background is in the social sciences, with a focus on social work and psychology. They are an avid tabletop RPG player who pursues art and drawing in their free time. They act as a cultural consultant, lending the vibrant history and nuance of their home to the Beast World.

### **Character Artist: Alexander Nikuschenkov**

Alexander Nikuschenkov (Zeusdex) is a freelance artist from Russia with experience in architecture design and game visual development. He is always looking for ways to improve and for something new to experiment with. He designed the Delver's Guide to Beast World cover art, and currently works on character illustrations for the project.

### **Character and Environment Artist: Travis**

Travis has been making art since his first conscious thought, leading to several exhibitions of analogue artwork, a respectable reputation as local graffiti artist in Germany, and a professional career as printing plant operator.

Travis is married to the best wife and has the best children.

"Ars gratia artis. It's about getting that picture out of your head, through your hands, and on the medium. It's always been there - you just had to capture its essence. Humans are creators, and I try to live that truth."

### **Concept Design and Cultural Advisor: Andy Bongao**

Andy Bongao (Notxtwiledrive) is an multimedia artist from the Philippines with a professional background in architecture & mechanics. He brings his own flair of frenetic and uncertain energy to the book through cultural consultation, mechanical design concepts, and illustrating the items, wagons, and characters of the Beast World.

### **Character Artist: Yulia Ryzhova**

Yulia Ryzhova (Shamerli) is a freelance artist from Russia whose genre specialty is fantasy! She has years of experience in concept art and illustrations. She is also working on a comic, and is always seeking new projects to improve her skills.

### **Wagon Artist: Mattia**

Mattia is a freelance Italian artist that specializes in sci-fi and fantasy illustration, as well as concept art. In his childhood he was very fond of cinematic visual effects, which prompted him to start learning video compositing at a very young age. He discovered his passion for drawing later in life, and now, he uses these two skills to create his work. The

Delver's Guide to Beast World is his first big project - he's responsible for designing the wagons.

**PR and Marketing: Maxi Molina (SandraMJ)**

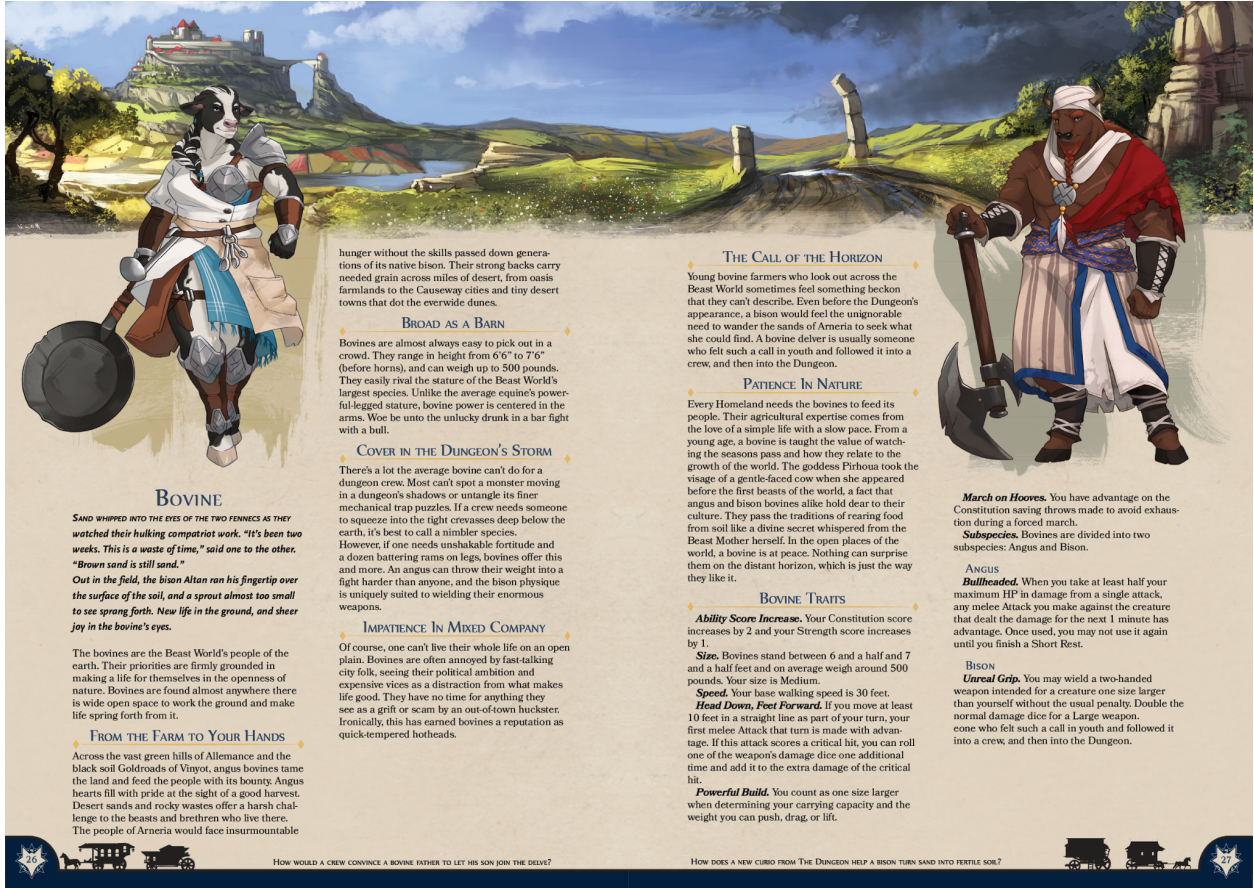
Maxi or Sandra Molina Juan (SandraMJ) is a trans masc/non-binary Spanish art director, voice director, 2D artist and currently retired comic book colorist with over 9 years of experience working across different artistic industries. In their free time between hats, they're a vocal trans activist and mental health advocate online.

They're best known as the creator and sole developer of The Hayseed Knight, but previous clients include major companies such as Blizzard, DC Comics and Dark Horse, as well as a wealth of indie games - now bringing their industry experience to Heartleaf Games to manage PR and marketing efforts for The Delver's Guide to Beast World!

**PREVIEWS**







## BOVINE

*SAND WHIPPED INTO THE EYES OF THE TWO FENECES AS THEY watched their hulking compatriot work. "It's been two weeks. This is a waste of time," said one to the other. "Brown sand is still sand."*

*Out in the field, the bison Altan ran his fingertip over the surface of the soil, and a sprout almost too small to see sprang forth. New life in the ground, and sheer joy in the bovine's eyes.*

The bovines are the Beast World's people of the earth. Their priorities are firmly grounded in making a life for themselves in the openness of nature. Bovines are found almost anywhere there is wide open space to work the ground and make life spring forth from it.

### FROM THE FARM TO YOUR HANDS

Across the vast green hills of Allemanace and the black soil Goldroads of Vinyot, angus bovines tame the land and feed the people with its bounty. Angus hearts fill with pride at the sight of a good harvest. Desert sands and rocky wastes offer a harsh challenge to the beasts and brethren who live there. The people of Ameria would face insurmountable

hunger without the skills passed down generations of its native bison. Their strong backs carry needed grain across miles of desert, from oasis farmlands to the Causeway cities and tiny desert towns that dot the everwide dunes.

### BROAD AS A BARN

Bovines are almost always easy to pick out in a crowd. They range in height from 6'6" to 7'6" (before horns), and can weigh up to 500 pounds. They easily rival the stature of the Beast World's largest species. Unlike the average equine's powerful-legged stature, bovine power is centered in the arms. Woe be unto the unlucky drunk in a bar fight with a bull.

### COVER IN THE DUNGEON'S STORM

There's a lot the average bovine can't do for a dungeon crew. Most can't spot a monster moving in a dungeon's shadows or untangle its finer mechanical trap puzzles. If a crew needs someone to squeeze into the tight crevasses deep below the earth, it's best to call a nimbler species.

However, if one needs unshakable fortitude and a dozen battering rams on legs, bovines offer this and more. An angus can throw their weight into a fight harder than anyone, and the bison physique is uniquely suited to wielding their enormous weapons.

### IMPATIENCE IN MIXED COMPANY

Of course, one can't live their whole life on an open plain. Bovines are often annoyed by fast-talking city folk, seeing their political ambition and expensive vices as a distraction from what makes life good. They have no time for anything they see as a grift or scam by an out-of-town huckster. Ironically, this has earned bovines a reputation as quick-tempered hotheads.

### THE CALL OF THE HORIZON

Young bovine farmers who look out across the Beast World sometimes feel something beckon that they can't describe. Even before the Dungeon's appearance, a bison would feel the unignorable need to wander the sands of Ameria to seek what she could find. A bovine deliver is usually someone who felt such a call in youth and followed it into a crew, and then into the Dungeon.

### PATIENCE IN NATURE

Every Homeland needs the bovines to feed its people. Their agricultural expertise comes from the love of a simple life with a slow pace. From a young age, a bovine is taught the value of watching the seasons pass and how they relate to the growth of the world. The goddess Pirhoua took the visage of a gentle-faced cow when she appeared before the first beasts of the world, a fact that angus and bison bovines alike hold dear to their culture. They pass the traditions of rearing food from soil like a divine secret whispered from the Beast Mother herself. In the open places of the world, a bovine is at peace. Nothing can surprise them on the distant horizon, which is just the way they like it.

### BOVINE TRAITS

**Ability Score Increase.** Your Constitution score increases by 2 and your Strength score increases by 1.

**Size.** Bovines stand between 6 and a half and 7 and a half feet and on average weigh around 500 pounds. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Head Down, Feet Forward.** If you move at least 10 feet in a straight line as part of your turn, your first melee Attack that turn is made with advantage. If this attack scores a critical hit, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

**Powerful Build.** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.



**March on Hooves.** You have advantage on the Constitution saving throws made to avoid exhaustion during a forced march.

**Subspecies.** Bovines are divided into two subspecies: Angus and Bison.

### ANGUS

**Bullheaded.** When you take at least half your maximum HP in damage from a single attack, any melee Attack you make against the creature that dealt the damage for the next 1 minute has advantage. Once used, you may not use it again until you finish a Short Rest.

### BISON

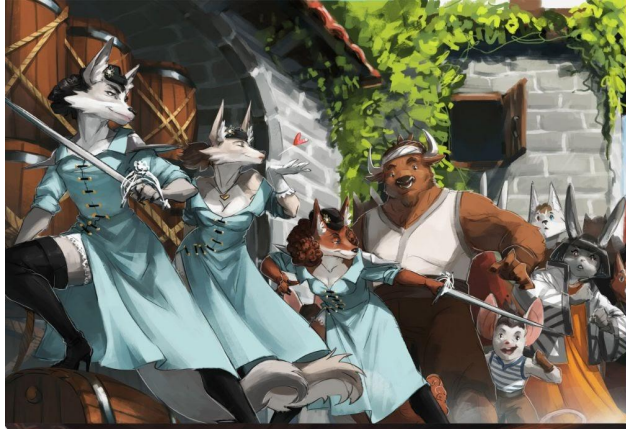
**Unreal Grip.** You may wield a two-handed weapon intended for a creature one size larger than yourself without the usual penalty. Double the normal damage dice for a Large weapon, one who felt such a call in youth and followed it into a crew, and then into the Dungeon.

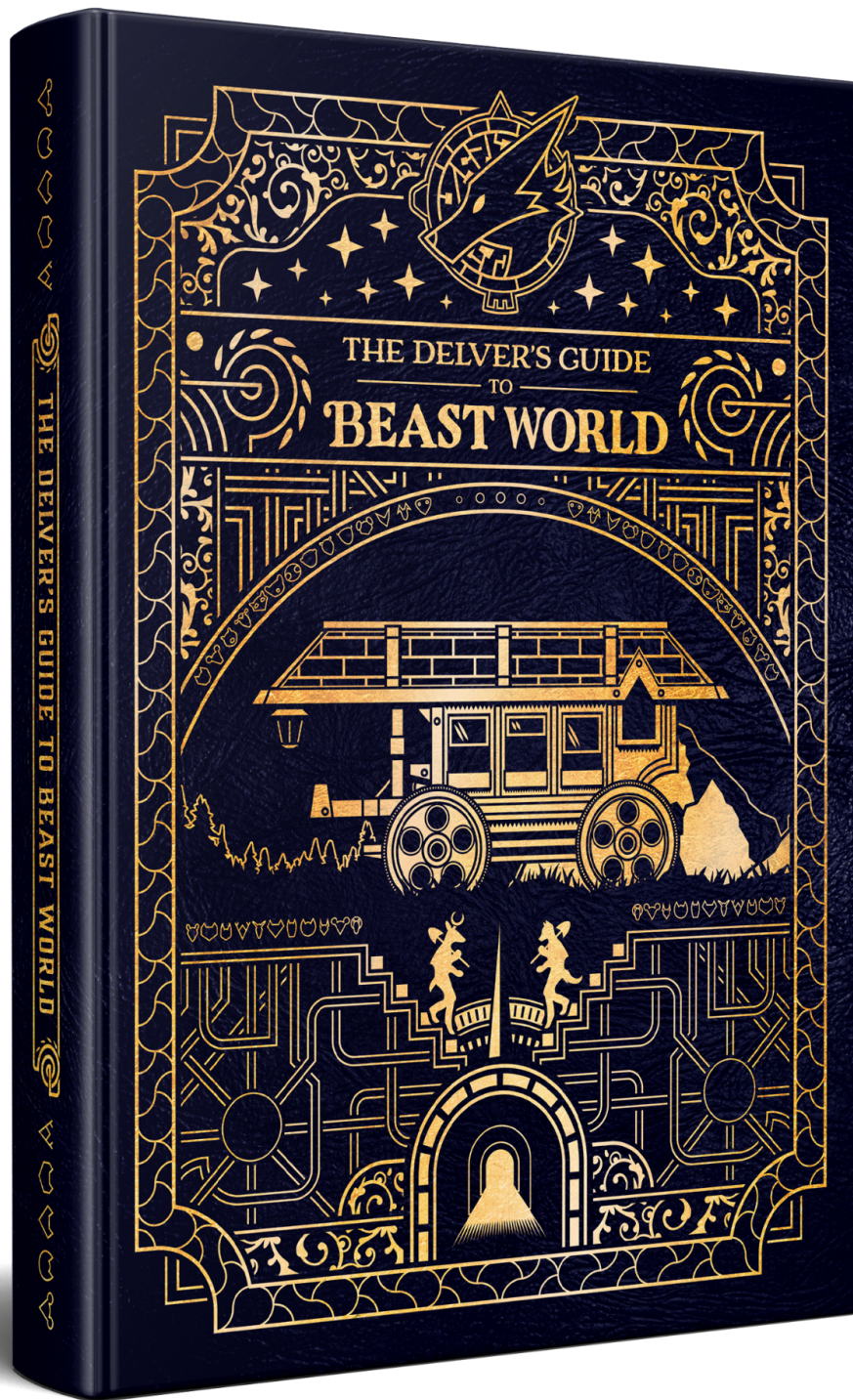
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## QUOTES AND PRESS COVERAGE

"Beasts, wagons, merchant companies and more await you in a new campaign setting that looks to give 5th Edition a shot in the arm with new rules. Do you dream of traveling the world in a mobile headquarters, ready to roll out and adventure wherever you may be? Beasts & Brethren, another new campaign setting has exactly what you're dreaming of."

J.R. Zambrano, [Bell of Lost Souls](#)

"Make anthropomorphic heroes with tails, ears and hooves in The Delver's Guide to Beast World, a new supplementary sourcebook for Dungeons & Dragons 5E."

Alex Meehan, [Dicebreaker](#)

"The best written introductory campaign story I've ever read, hands down." - Matthew McCarthy, DM for 2 decades

"Thank you for making a document that was dyslexic accessible and dyscalculia accessible. This document is amazing for it!" - Kallen Hale

## CONTACT

**Twitter:** <https://twitter.com/TheDelversGuide>

**Email:** [heartleafgames@gmail.com](mailto:heartleafgames@gmail.com)

## PRESS RELEASE (Full Copy):

Available on Kickstarter until September 30th, *The Delver's Guide to Beast World* is a supplement for 5th edition which contains a new rule system for modular house wagons as well as playable beast species. The launch of this full-color, 300 page hardcover has been a smash success, raising over **\$200,000 in its opening days**, and there's still more to come as Heartleaf Games has prepared many bonus features and surprises for the duration of the campaign!

### Kickstarter page:

<https://www.kickstarter.com/projects/heartleafgames/the-delvers-guide-to-beast-world>



The immediate success of this kickstarter campaign proved something that its creators suspected all along: tabletop gamers are looking forward to fresh ideas that will challenge the ways they've played and thought of TTRPGs for years. Heartleaf Games truly feels that they're bringing something completely new to the table in this book.

Their goal in creating *The Delver's Guide to Beast World* is to offer tabletop games a world with a brighter tone than they've found in other settings, more focused on the good that lives in all people, and the struggle to make the world a better place.

They brought this philosophy of cooperation to the production of the book itself, showcasing 40 artists from over 19 countries.

### Features:

- **24 new player species** - Ranging from felines and canines to moles, sloths and bison, *The Delver's Guide* brings a fresh new range of options to the world's greatest roleplaying game.
- **Homeland system** - A reinterpretation of 5e's race stat allows for even more modular character creation, giving every race 5 different branching features depending on the culture of their home region.
- **Shops, NPCs, story hooks and GM advice** - Over a hundred pages of content fleshing out the part of the game most groups spend most of their time in: the travel between dungeons.
- **12 new subclasses** - One new subclass for every 5th edition class!

### Pledge Rewards:

The campaign offers a wide variety of pledges and rewards at different prices: for example, a **50\$** pledge will get you the 300+ page hardcover guide on its own, but **for just 40\$ more** you'll get the book plus custom resin dice and GM screen, with an illustrated 55-card deck of NPCs, and an enamel pin!

At **120\$** you'll get all of that plus a 20 cm tall, high quality plush toy, a book of 7 Dungeon leads - mini adventures with prop handouts - and a big box to put it all in!

And if you double the pledge to **250\$**, you'll get your rewards doubled as well! Everything plus *two* 20 cm plushes, an additional, huge 30 cm plush monster, a cloth map of the world, a set of custom metal dice and cards representing in-lore tavern games, and our Homeland recipes & spice kit, real recipes from the cultures inspiring the book, along with some of the spices to make them.

Higher tiers will let you add your character to one of the adventures, or even a weekend having your campaign mastered by the creator of the game in person!

### Our Team:

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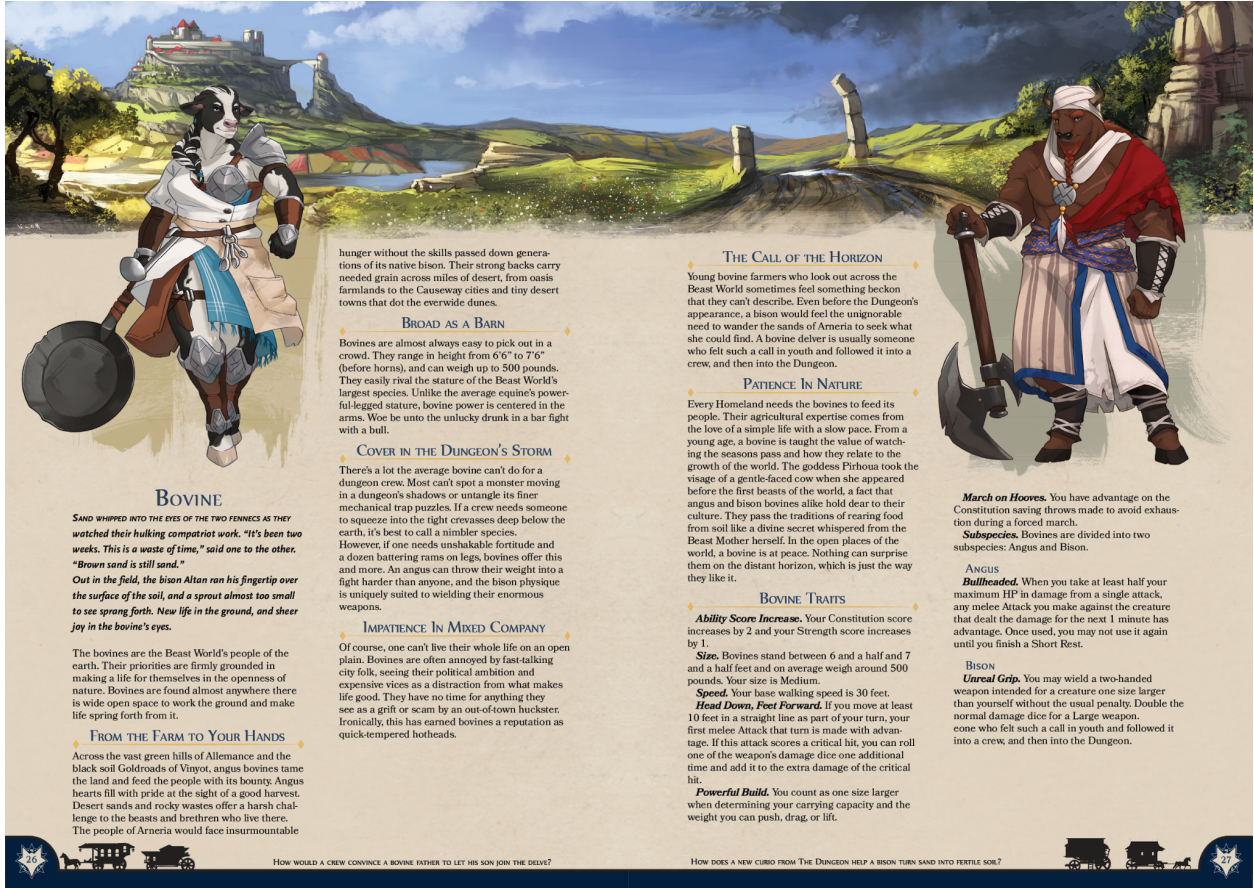
They may be up-and-coming developers in the tabletop scene, but their uniquely eclectic voices are shaped by the experience they accrued in different industries. Their staff ranges from artists who have worked for major companies such as Blizzard and DC Comics to freelancers, marketing professionals, and even a graduated anthropologist!

**Book trailer:**

<https://youtu.be/UBJpBgCHpHY>

**Previews:**





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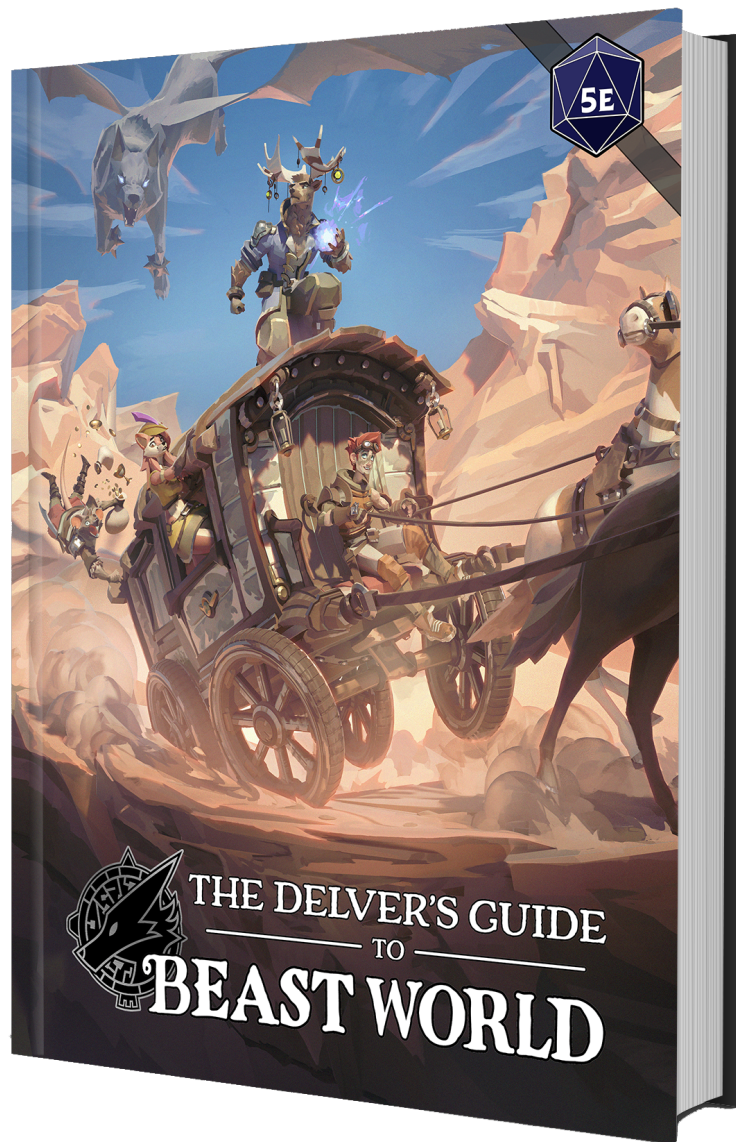
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**Email:** [heartleafgames@gmail.com](mailto:heartleafgames@gmail.com)

**Kickstarter:**

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