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INTRODUCTION

IN A LAND WHERE ROT RULES, ONLY DEGENERATES SURVIVE!

The Würstreich - an Empire in decline, where survival is an adventure unto itself. Once the pinnacle of human civilization, it now teeters on the brink of Total Doom; collapsing into corruption, decadence, decay & madness. Evil Wizards pervert the very fabric of nature, bringing gibbering madness from beyond screaming into absolution & an endless menagerie of monsters fight for domination! In chaos - there is opportunity! The fecund stench of the Rotten Realm of the Würstreich beckons as the shadowy Necromancer's Hand of Doom points its yellowed fingernail & projects its diabolical decree on the cursed land! Having escaped from the moldy dungeons of Brüttelburg, a handful of Degenerate Adventurers must use wits & weapons to find their fortune in the monster & madness infested Borderlands - fate decided by the luck of the draw & the roll of the dice!

In a game of **Dungeon Degenerates - Hand of Doom**, you & up to three companions play the role of escaped criminals from the rotting realm of the Würstreich, on the run from the law & desperate to survive in a hostile & hazardous landscape. You must cooperate to complete your mission before the last remnants of humanity are doomed to certain death by the machinations of an evil wizard of unimaginable power known as the Necromancer!

This game can be played by up to four players at once. No *'gamemaster'* player is needed - each player controls an adventurer.

The adventurers together form a party that may travel together or split up as you attempt to complete your mission. The game's difficulty scales dynamically along with the number of adventurers, but be warned - travelling alone is dangerous!

The Mission Book included in this game allows you to connect multiple game sessions together to create an extended story, build your adventurer's abilities & equipment & ultimately decide the fate of the Würstreich ... if you live!

This book will walk you through setting up the game & choosing an adventurer. Gameplay is broken up into a series of game turns, each consisting of three phases: Map Action Phase, Danger Phase & Encounter Phase. During the Map Action Phase, you & your fellow adventurers will either choose a mode of travel, or choose to stay put & resolve a series of '*Rest Actions*' (*recovery, trading, etc.*).

During the Danger Phase, you will draw a Danger card to determine where the monstrous denizens of the world are active. Every turn, some part of the world will become more dangerous & there is a chance you will be attacked.

During the Encounter Phase, depending on your Danger card draw, you may resolve Encounters (*people & situations of interest that you come across in your travels*) as well as combat, if you've been attacked.

When a fight breaks out, it is resolved as a series of Combat Rounds in which each adventurer has an opportunity to choose an action while attempting to defend themselves from monsters targeting them.

If you are new to board games, we recommend finding someone with gaming experience to play with you, at least on your first playthrough. With persistence & practice you will learn the secrets of survival in the Würstreich!



MAP OVERVIEW

LOCATIONS & SPACES

The game board consists of various Locations, typically surrounded & connected to each other by Paths & Roads.

The term '*space*' refers to any Location, Path, or Road. Each separate Path & Road is a 'space', likewise each separate Location is also a 'space'. Your adventurer's standee will move from space to space during the course of play, representing your current position on the board.

For example, Pigskin Port is a Location that is connected to the the Bandit Camp & Watchtower Locations by a Path & a Road (respectively), which are part of the Foothills Territory.



The Catacombs Location is adjacent to both the Graveyard & Ghostgate Locations, with no Road or Path between them.



Likewise, there is no Road or Path between the Tunnel of Terror & the Temple of Madness - these Locations are directly adjacent to each other.



The map overlays (Crystal Chamber, Flooded Caves, Hidden Halls, Undercity Dungeon) represent special Locations that are only used in specific missions.

PATHS & ROADS

Paths & Roads on the map represent travel routes across the landscape. Roads allow for faster travel & are colored in the standard color of their Region with a violet border.



Paths are unknown routes through the wilderness that take longer to traverse. Paths are colored in brown, with a border color indicating the Territory they are a part of *(see below)*. All Paths are considered to be '*Secret Paths*' until they have been Explored . An Explored Path can be crossed quickly like a Road *(see Map Actions, pg.12)*.



In the example above, two Paths leading to the Goblin Fortress have been Explored - one from Gutfish Ford & one from the Crystal Crater. The Paths leading to Last Chance & Skull Bridge are still Secret Paths.

TERRITORIES

A Territory is a colletion of Locations, Paths & Roads. All Paths & Roads are considered to be part of a Territory & use the '*Danger Level*' of that Territory (*see Danger Level & Town Level*, *pg.4*). Locations that do not have their own Danger Level are always part of a Territory & use the Danger Level of their Territory.

You can determine what Territory a Road or Path falls within by examining the color surrounding the Road or Path itself - a guide is provided below (note that the Fields & Tomb Lake have no Paths within them).

Badlands Territories: The Blasted Heath (dark red), Burning Lakes (purple), The Wasteland (red)

Highlands Territories: The Foothills (orange), Slaver's Pass (pink)

Lowlands Territories: The Fields, The Witchwood (dark blue)

Wetlands Territories: The Rotting Swamp (green), Tomb Lake

For example, the Path between the Crystal Crater & the Goblin Fortress is part of the Burning Lakes (note the purple border).



MAP OVERVIEW

REGIONS

The area featured on the game board is known as 'the Borderlands', as it encompasses the crumbling Eastern border of the Würstreich. The Borderlands are divided up into 4 distinct Regions; the Badlands (red), Highlands (yellow), Lowlands (blue) & Wetlands (green). Each Territory & Location falls within one of these Regions. Each Region offers its own set of unique challenges & dangers.

'The Maze' space is the exception. It exists within a fifth Region, known as The Void *(black)* & it cannot be reached by standard means of travel.

The Badlands, in red, were once covered in vast tracts of farmland that fed the teeming masses of the Würstreich. Long ago, the area was destroyed by a magical cataclysm of massive proportions. Earthquakes tore the land asunder, cutting a treacherous chasm through the heart of the region. All around, the landscape is withered & dead. What few people remain are mutated by their poisoned surroundings & live a bleak existence in a hostile environment, under constant threat from the warlike Goblin hordes & their Daemonic masters who inhabit ruins long abandoned throughout the wastes.

The Highlands, in yellow, are dominated by rolling foothills in the shadow of the towering Mountains of the Mouth, from which flows the great Stinkendblut River. Desperate to consolidate a sprawling domain they could no longer control, Imperial forces withdrew from this region ages ago & left the land to lawlessness. Bandit gangs & merchant guilds rule here, often distinguished from each other only by the ownership of a license to trade with the Lowlands. In this chaotic realm where gangs of lowlifes & psychos competing for cash spill each other's blood, waves of insanity emanate from the mysterious & mythical Temple of Madness, hidden somewhere in the mountains. Obscene monstrous hallucinations spill forth from this impossible edifice to prey on the unprotected & make a mockery of the laws of reality.

The Lowlands, in blue, are the last foothold of the Empire on the Borderlands. The rotting & dangerous fortress city of Brüttelburg dominates the surrounding fields & enforces its tyranical law over the downtrodden masses of the Würstreich. To the South, the priests of the Holy Order oversee a sprawling necropolis, waging a brutal & bloody war for control over the minds of the living & the bodies of the dead against legions of cultists, heretics & their monstrous allies. To the East, the gloom-shrouded Witchwood's haunted depths offer only danger & terror to travellers desperate enough to brave its paths.

The Wetlands, in green, are a harsh wilderness where savages & slimy subhuman beasts creep amongst the ruins of ancient forgotten civilizations. Massive tectonic disturbances in the North caused rampant flooding, forming Tomb Lake over much of what was once part of the great necropolis. Its banks littered with the bones of the dead, who knows what horrors lurk within its dark depths?

DANGER LEVEL & TOWN LEVEL

Many Locations have their own Danger Level or Town Level, indicated on the map by an orange number from 1-6 (*Danger Level*), or by a green number from 1-6 (*Town Level*).

If no Danger or Town Level is provided for a space, it shares the Danger Level of the surrounding Territory.



If instructed to adjust the Danger Level in your space while you are in a Location without its own Danger Level, adjust the Danger Level of the entire Territory. Likewise, if instructed to adjust the Danger Level of your space while you are on a Path or Road, adjust the Danger Level of the entire Territory.

The following is a list of Locations that use the Danger Level of their Territory.

LOCATION	TERRITORY
Crystal Crater	Burning Lakes
Dusk Falls	Tomb Lake
Ghostgate	Tomb Lake
Hag's Fork	The Witchwood
East Bridge	The Witchwood
Last Chance	The Wasteland
North Bridge	The Foothills
The Windmill	The Foothills

Danger Levels & Town Levels will fluctuate throughout the course of the game. Numbered counters have been provided to track these changes.



When you adjust the Danger Level or Town Level in a space, place the appropriate counter covering the number printed on the board.

A space with a Town Level does not have a Danger Level & vice versa - these levels are opposite. Only a Settlement 🛱 can have a Town Level.



If you are instructed to increase the Danger Level in a Town **A** (*a space with a Town Level*), reduce its Town Level instead. Similarly, if you are instructed to increase the Town Level in a Settlement **P** with a Danger Level, reduce the Danger Level instead.

When a Town with a Town Level of 1 has its Town Level reduced, remove its Town Level counter & replace it with a Danger Level of 1. That space is no longer considered a Town \clubsuit , but is still a Settlement \blacksquare .

When a Settlement **>** with a Danger Level of 1 has its Danger Level reduced, remove its Danger Level counter & replace it with a Town Level of 1.

Danger Level & Town Level cannot be increased above 6. If the Danger Level would be increased when it is already at 6, it remains 6, but if this happens during the Danger Phase as a result of a Danger card draw, you must '*advance the Doom track*' *(see Doom, pg.28)*.

MAP OVERVIEW

BOUNTY LEVEL

Many spaces in the Lowlands are patrolled by the Law & are just as dangerous for escaped fugitives as the monster-infested wilderness. These are called Law spaces - they are marked with the Law \mathcal{B} icon (see Map Space Traits). Bounty Level represents the degree to which the Law is actively searching for the party & other miscreants in these spaces. There is only one Bounty Level, measuring the efforts of the Würstreich's law enforcement as a whole.

Your mission will determine the starting Bounty Level *(if you are playing a standalone mission or starting a campaign)*. Place the corresponding blue numbered counter on the Bounty Level track found next to Brüttelburg.

The Bounty Level can never be reduced to less than 1 or increased above 6.

THE STINKENDBLUT RIVER

The Stinkendblut River snakes through the borderlands, providing a fast means of transportation & defining the Eastern & Northern borders of the Würstreich.

Springing from the Mountains of the Mouth in the North, it flows South to Pigskin Port, where it splits West toward the heart of the Würstreich & East towards the Burning Lakes & the unknown lands beyond.

For a small price (2 GPL), you can travel downriver, away from the Tunnel of Terror (see River Port Travel). You can also Port Travel from East Bridge to either Dusk Falls or the Fishmonger Camp (both are Lake Ports 2).

The following Locations are River Ports **ů**: Crystal Crater, East Bridge, Gutfish Ford, North Bridge, Pigskin Port, the Tunnel of Terror & the Watchtower

TOMB LAKE

In the South, the Stinkendblut River disgorges into Tomb Lake; named for its lakebed covered in the flooded tombs of the old necropolis.

Adventurers can use Port Travel between Lake Port St Locations at no cost *(see Lake Port Travel)*.

The following Locations are Lake Ports Se: Dusk Falls, Fishmonger Camp, Ghostgate & Tower Island.

MAP SPACE TRAITS

Each Location has its own unique *'traits*', represented by icons on the board. Territories also have traits & all Paths & Roads share the traits of their Territory.

For example, Last Chance (a Location in the Wasteland) is an Inside space. However, the Paths & Road adjacent to it are all Outside spaces, because they share the traits of the Wasteland.

Traits can be added to a space during the course of the game as a result of various card & mission effects. Counters have been provided to track these changes. When a space on the board gains a new trait, place the corresponding trait counter on that space. A space cannot have more than one of the same trait (a space cannot be 'double-Perilous', for example).

Some traits have special rules associated with them, while others only effect how certain skills & abilities are used.

For example, the Fieldcraft Skill helps you to recover quickly while you are Outside 🗘, but wouldn't help you in an Inside 🖬 space like Last Chance.

P Base

The adventurers have established themselves as allies or benefactors. Locals here are often friendly & appreciative towards the party.

Investing at a Base P costs only 16 GP (see Rest Actions, pg.14).

Destroyed

Some great force of nature or wizardry has rendered this space utterly impassible.

You cannot Rest in, move into, or move through a Destroyed 😹 space, unless you are Detained there.

Sector Explored

You have spent time to gain some familiarity with the layout of this area.

You may draw an extra Loot card when you Trade in an Explored 🐡 Town 🕈 & you may Force March on an Explored 🐡 Path *(see The Map Action Phase, pg.12).*

Se Fungus

This area is ravaged by the blight. Overgrown mold patches coat the area & spores choke the air.

Inside

This space is inside a building or series of buildings, or it represents a cave & tunnel network underground.

S Lake Port

Tomb Lake, in the South, provides a quick mode of travel between the Lowlands & Wetlands.

This space is accessible by Lake Port Travel. You can Lake Port Travel here for free from any other Lake Port 20 space *(see Lake Port Travel, pg.13)*.

ふ Law

This space is patrolled by agents of the Würstreich.

You can be attacked by Law monsters here *(see Compare Danger Value, pg.16-17)*.

Attaphysical

This space exists beyond the bounds of familiar reality & you must enter a trance-like state (voluntarily or otherwise) to find it.

You must have either a Disease or any Status Condition *(see Status Conditions, pg.10)* to move into a Metaphysical **\$\$** space, unless you are Void Travelling from the Maze.

When you Recover in a Metaphysical **\$** space, do not remove status conditions other than Detained.

When you Explore in a Metaphysical 🕏 space, do not place an Explored 🐡 counter; a Metaphysical 🌣 space can never have an Explored 🐡 counter. If an Explored 🏟 space becomes Metaphysical 🏟, remove its Explored 🏶 counter.

Outside

This space represents a primarily outdoors & aboveground area.

Perilous

The environment here is particularly hazardous & toxic.

When you Rest in a Perilous 🐨 space, you cannot recover Wounds 🌢 with the Recovery action. You must still make a Recovery Test if there is a consequence for failed Recovery in your space imposed by a card or effect.

If you are Defeated in a Perilous 🐨 space, unless you remove at least 1 Wound 🌢 somehow by the end of the Map Action Phase, you die!



& River Port

An accessible Port on the Stinkendblut River.

While Bold *****, you can River Port Travel to & from here for 2 GP**š** per adventurer (*see River Port Travel, pg.13*).

Settlement

Humans or human-like beings have settled here in number & created a city, village, or encampment.

This space can have a Town Level *(see Danger Level & Town Level)*. If it does, you may use Town **A** actions when you Rest here.

Town

A Settlement that boasts at least some meagre level of safety & stability, where the party is not necessarily attacked on sight.

A Settlement **P** with a Town Level of 1 or more is considered a Town **A**. This icon does not appear on a counter or on the map, but appears on Items & Skills, *etc.* that can be used in a space with a Town Level.

🕸 Void

This space exists on the cosmic threshold between worlds.

& Woodland

This space is densely wooded & blanketed in gloom.

SETTING UP THE GAME

PLAYING AREA

- First unfold the game board & place it in the middle of your table or playing area.
- Next, take each of the following decks & place them near the game board: all Monster decks (including Law & Epic Monsters), all Encounter decks, Loot, Epic Loot & the Danger deck.



If you are short on table space, you may leave the other decks in the box until they are needed. When you are instructed to draw a card from one of these decks for the first time, shuffle that deck & place it on the table near the board. Skills & Triumphs do not need to be shuffled. Likewise, the map overlay counters can be kept in the box until they are needed.

• Search each Monster deck & remove the monsters with XP# VAL 3. Create a discard pile for each of these decks consisting of the XP# VAL 3 monsters from that deck. XP# VAL (*Experience Value*) is indicated on the upper left of each monster card.



Note that the 'VAL' block is printed in yellow on these monsters to make them easier to find. The Epic Monster deck does not contain any XP4 VAL 3 monsters.

• If you are playing a beginning a Campaign game (a series of connected missions), remove the following cards from their respective decks. These are only used when a mission calls for them to be added to the Mission **₽** deck.

Crown of Cruelty (Epic Loot) Doombringer Horn (Epic Loot) The Dread Saint (Epic Monster)

- Leaving the discard piles in place, shuffle the following: Danger deck, Epic Loot deck, each Encounter deck & each Monster deck (including Epic Monsters).
- Organize the counters into piles & place them near the board so they are within reach of the players. The dice & reference sheets should also be placed on the playing surface within reach of the players.

SETTING UP YOUR ADVENTURER

- Each player should choose an adventurer & claim that adventurer's character sheet & standee.
- Take the small square Luck ♥, Wound ●, GP ●, HP ♥ & XP ≠ counters (one of each) & place them on your character sheet in the matching highlighted squares on the number track.
- Take one Map Stance (♣/♠) counter & one Combat Stance
 (◄/♥) counter & place them on your character sheet.
- Take the Skill & Loot cards indicated on your character sheet & place them near your character sheet. *Starting Loot cards use yellow text areas to make them easier to find in the deck.*



The Mercenary Alchemist's starting character sheet setup

Once all players have claimed their starting cards, shuffle the remaining Loot deck & place it near the game board (include the starting Items of adventurers that aren't being used).

• You may choose to draw a Weakness card. If you do, you may either discard it or accept it & add it to your adventurer's set of cards, as long as you meet the requirements of the Weakness.



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SETTING UP THE GAME



If you do not meet the requirements, discard it & you may draw again until you draw a card that you qualify for. Many Weaknesses provide bonus XP **4** *(Experience Points)*, representing the wisdom earned from dealing with hardship & the memories of past adventures & trials.

If you accept a Weakness, you immediately gain the bonus XP \bigstar indicated & you may draw a second Weakness, repeating the process described above *(once only)*.

CHOOSING A MISSION

If this is your first time playing, play the introductory mission *On The Run*, found in the Mission Book. Otherwise, if you are playing a standalone game (*not part of a continuous campaign*), choose one of the missions from the Mission Book.

If you are playing a mission as part of a continuous campaign, begin with *On the Run*. The outcome of this mission will determine your mission path *(see Playing a Campaign, pg.33)*.

Having chosen a mission, read over the unique rules associated with that mission in the Mission Book. Each mission includes a Setup section that describes any additional steps required. Typically this will involve placing Clue & counters on the board & setting aside certain cards to create a Mission **a** deck *(see Using the Missions, the Missions Book pg.3)*.

If you are playing a standalone mission, your mission will indicate the starting Bounty Level & starting Location for the party of adventurers. Place the corresponding numbered blue counter for Bounty Level on the board in the area provided near Brüttelburg & place the adventurers' standees on the starting space indicated.

If you are playing a mission as part of a campaign, the Bounty Level & location of adventurers is determined by the outcome of the previous mission. You start in the same space where you ended the previous mission & the Bounty Level remains the same, unless the Mission Book specifies otherwise (for example, in the Escape From Brüttelburg mission, your starting Location is determined by a dice roll).

This example shows the board set up for four players to begin the first mission in the Missions book (On the Run).



DICE TERMS & HALVING

Dungeon Degenerates uses standard 6-sided dice. Three colors are provided - these are used during combat for specific purposes; orange Attack dice, green Defence dice & pink Power dice *(see Resolving a Fight, pg.24)*. When you are instructed to roll dice outside of a fight, it is typically not important which color dice you use.

This game uses standard abbreviations for dice rolls:

D6: roll one dice.

D3: roll one dice & halve the value *(round up)*, resulting in a number from 1 to 3.

D6+1: roll one dice & add one to the value, resulting in a number from 2 to 7.

2D6: roll two dice & add the values together, resulting in a number from 2 to 12.

When instructed to halve a number (usually an adventurer or monster's attribute), always round up. Apply other modifiers after halving or doubling a number, unless instructed to the contrary. The main exception is that when an adventurer's attribute is halved or doubled, status conditions & other effects that modify that attribute are applied before halving (for example, when you determine your HP \blacklozenge , you double your CON after applying any modifiers to your CON, such as the -1 CON penalty if you are Poisoned - see Status Conditions).

For example, a Megarat's ATT value is 5. If it becomes Dazed, its ATT is halved, to 3. If the Megarat is joined by the Queen of the Rats, who has the Command ability, the Megarat gets +1 ATT, so its ATT becomes 4.

As another example, when you are Defeated, your XP¶ is halved. So, if you have 7 XP¶ when you are Defeated, you would end up with 4 XP¶.

ATTRIBUTES

Attributes represent your mental & physical condition, as well as your personal aptitudes & shortcomings. Each adventurer has attributes & each of these is given a value from 2 to 11. 7 is average, while 9 or 10 is excellent.

Attributes can often be temporarily or indefinitely changed by Skills, Weaknesses, Items, conditions, *etc.* An attribute cannot be increased above 11 or reduced to below 2 by any effect.

Agility (AGI)

Agility represents how quick you are on your feet, your reflexes & your ability to defend yourself in & out of battle.

Constitution (CON)

Constitution measures your physical endurance & stamina - your ability to survive pain, disease & poison.

CON also determines your Hit Points ($HP \oplus$) - the maximum number of Wounds \blacklozenge you can withstand before you are Defeated (*see Hit Points (HP) & Wounds, pg.9*).

Magic (MAG)

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Magic indicates your aptitude in the occult arts of wizardry & science - your ability to ward yourself against curses & to understand the hidden mystical signifigance of the unseen world around you.



Morale (MRL)

Morale measures your bravery & perseverance in the face of hardship or mental anguish. Those with low MRL tend towards superstition & fear, while those with high MRL are fortified by an unswerving belief in an unseen higher power protecting them from harm. The latter tend to speak with confidence & garner some level of respect not afforded to the pragmatic & desperate underclasses of the Würstreich.

MRL also determines how quickly you recover from Wounds 🌢.

Perception (PER)

Perception governs your abilty to notice threats & anything else of interest through sight, scent & sound. PER determines the order in which you act in a fight & your accuracy with many ranged weapons.

Strength (STR)

Strength measures your muscle power & body mass. A high STR value allows you to strike effectively in combat with large weapons & perform other feats of physical prowess.

TESTS

When instructed to make an attribute Test (a 'PER Test', for example), roll 2D6 & compare the dice total to the indicated attribute (don't forget to take into account any changes to your attribute value due to status conditions or card effects).

If your roll is equal to or less than your attribute, you pass the Test! If your roll is higher than your attribute, you fail.

For example, when you attempt to Explore 🐡 a space, you must pass a PER Test. If you are playing as the Hinterlander, your PER is 9, so you would need to roll 9 or less on 2D6 to Explore 🏶 your space. While Blinded (-1 PER), you need an 8 or less, but while you are Focused (+1 PER), you need a 10 or less (see Status Conditions, pg.10).

Because an attribute cannot be reduced below 2 or increased to above 11, a roll of **C** always passes a Test, while a roll of **E** always fails, unless specifically contradicted by an ability or effect (*the Evade ability, for example, causes melee attacks to always miss on doubles - so a* **C** *would miss*).





Some cards may change the way you make attribute Tests. For example, the Fieldcraft Skill allows you to use CON in place of MRL when you Recover Outside O. When using this Skill during Recovery, you can make a CON Test S if you pass you recover Wounds equal to your CON (or half your CON if you fail, see Recovery, pg.14).

As another example, the Track Skill allows you to roll 3 dice & use any 2 when you make a PER Test to Hunt or Explore Outside . This means if a Hinterlander using Track rolled Hitterlander u



Often you will need to make an attribute Test to establish a number value or quantity. This is indicated in {brackets} - as in {PER Test} or {MAG Test}.



For example, the Scroll of Ancient Gibberish, pictured above, allows you to gain {MAG Test} XP**4**.

When instructed to make a Test in {*brackets*}, make a standard attribute Test. If you fail this Test, your resulting value is 0. If you pass, use your highest single dice as your value, giving you a result from 1 to 6.

For example, a Void Witch reading her Scroll of Ancient Gibberish must roll equal to or less than her MAG of 9. If she rolls a ♣ ♣ , she will gain 5 XP≠ (the highest dice is 5), but if she rolls a ♣ ● , she will instead gain 6 XP≠ (the highest dice is 6). If she rolls ♣ ♣ , she gains nothing as she has failed the Test & must resolve the consequences described on the card.

LUCK

Each adventurer begins the game with an quantity of Luck **#** & a unique method for accumulating more *(indicated on the character sheet)*.

When you gain Luck *****, move your Luck ***** counter up along the number track on your character sheet. When you lose Luck *****, move it back towards 0. You can never have Luck ***** higher than your current MAG. If your MAG drops & becomes lower than your Luck *****, reduce your Luck ***** so that it equals your MAG.

Luck **\$** can be spent during the game in two ways:

Heroic Effort

When you roll an attribute Test, you may spend 1 Luck ***** to reroll any one dice *(including Power dice while you are in a fight, see Combat Dice, pg. 25).* You may do this as many times as you wish - but each time you re-roll a dice, you must spend 1 Luck *****. After re-rolling, you may choose to spend Luck ***** to re-roll the same dice again, or to re-roll a different dice.

For example, if you need an 8 to pass a crucial Test, but you roll **EE**, you could first use 1 Luck ***** to re-roll the **E**, hoping for a 3 or less. If your re-roll resulted in **E**, this would still fail (**EE**), but you could spend a further 1 Luck ***** to re-roll the **E** this time, hoping for a 4 or less.

Prolong the Inevitable

If you are playing a campaign, you can use Luck ***** in cooperation with other adventurers to stave off the Hand of Doom. You cannot do this while playing a standalone mission.

If the Doom Track would be advanced, adventurers in the Borderlands (any space other than the Maze) may collectively spend Luck ***** equal to the total number of living adventurers to prevent this. Adventurers do not have to pay the cost in equal portions (an adventurer may contribute any amount of Luck *****).

GOLD PIECES (GP) & EXPERIENCE (XP)

GP♣ (*Gold Pieces*) represent currency, trade goods & any commodity that is easy to carry & sell. You can use GP♣ to purchase Items when you Trade in a Town ♠ or with travelling merchants. You can also use it to Invest in a Settlement ₱, increasing its Town Level (*see Rest Actions, pg.14*).

You begin the game with a certain quantity of GP **a**, as indicated on your character sheet. You may exchange GP **a** with your party at any time during the Map Action Phase or Encounter Phase, as long as you are not in a fight.

XP**4** (*Experience Points*) represent wisdom & proficiency earned through conflict & triumph over danger. XP**4** is used to acquire new Skills & improve Skills into Masteries (see Rest Actions, pg.14).

When you gain GP or XP $\frac{1}{7}$, move the corresponding counter up along the number track on your character sheet. You can never have more than 21 GP or XP $\frac{1}{7}$.

HIT POINTS (HP) & WOUNDS

Wounds 🌢 represent injury inflicted by combat & hazards.

You start the game with 0 **b** Wounds, as indicated on your character sheet. When you receive Wounds **b**, move your Wounds **b** counter up along the number track on your character sheet. When you recover Wounds **b**, move the counter back towards 0.

HP ♥ (*Hit Points*) determine how many Wounds ♦ you can accumulate before you are Defeated. A Defeated adventurer is incapacitated & close to death (*see Defeat*)!

Your HP \clubsuit is equal to double your CON. If your CON is changed (*due to Disease or Poison, for example*), your HP \clubsuit changes as well (*take into account any modifiers to your CON before doubling it*). Move your HP \clubsuit counter to reflect your new HP \clubsuit value when your CON changes.

You cannot accumulate more Wounds \blacklozenge while you are Defeated, & your Wounds \blacklozenge can never be higher than your HP \clubsuit . When your HP \clubsuit is reduced to below your current Wounds \blacklozenge , you are immediately Defeated & your current Wounds \blacklozenge is reduced to equal your current HP \clubsuit .

Monsters & some Encounters also have HP \clubsuit & Wounds \blacklozenge . When a Monster or Encounter accumulates Wounds \blacklozenge , place an equivalent number of Wound \blacklozenge counters on it. If it accumulates Wounds \blacklozenge equal to its HP \clubsuit , it is destroyed *(see Inflicting Wounds, pg.26)*.

ARMOR (ARM)

ARM (Armor) measures the effectiveness of your gear at protecting you from physical harm. Normally, adventurers have 0 ARM, but this can be improved by acquiring certain Items. When you take damage, it is reduced by your ARM, unless that damage is 'Piercing damage' (Piercing damage ignores ARM).



STATUS CONDITIONS

During the course of the game, you will frequently experience various temporary physical & mental states as you face dangers & explore the landscape. These are called '*Status Conditions*' - they are represented by counters placed along the lower edge of your character sheet.

When you gain a status condition, take the appropriate counter & place it on your character sheet in the slot corresponding to that condition's *duration*.

If the duration of your condition is not specified, the duration is *until you Rest (Recovery)*.

For example, 'you become Poisoned' means you have the Poisoned status condition until the next time you use a Recovery action while Resting.

If you gain a status condition for *one fight round* or *until the end* of your next turn, place the appropriate counter in the first status area on your character sheet, labelled *Fight Round*. This will be removed either before or after your turn during a fight (see The Fight Sequence, pg.24).



If you gain a status condition until the *end of a fight*, place the appropriate counter on the middle status area on your character sheet, labelled *End of Fight*. This will last through the remainder of the current fight, after which it is discarded *(see The Fight Sequence, pg.24)*.



FIGHT ROUND SEE END of FIGHT, RECOVERY

If you gain a status condition *until you Rest*, place the counter on the rightmost status section of your character sheet, labelled *Recovery*. This will be removed when you Rest & Recover (see Rest Actions, pg.14).



If you accumulate 3 or more counters in a single duration section, simply stack the counters. You can have any number of status conditions at a time, but you cannot gain a condition you already have (you cannot be 'double-Slimed', for example).

If you would gain a condition you already have for a longer duration, move the counter to indicate the longer duration.

For example, if you are Stunned for a round & then become Stunned until the end of the fight, move the counter to the End of Fight section.

Status conditions that increase a specific attribute are opposite of those that reduce that attribute; these use the flip side of the same counter. If you gain a condition that is opposite of one you already have *(regardless of the duration)*, simply remove the counter - the two conditions cancel each other out.

For example, you cannot be Blessed (+1 MRL) & Demoralized (-1 MRL) at the same time. If you would become Demoralized while you are already Blessed, instead remove the Blessed counter from your character sheet. If a condition lowers one of your attributes, you may lose the use of an Item or Skill based on that card's requirements. Similarly, some conditions may allow you to temporarily use certain Items & Skills (*see Card & Action Requirements, pg.11*).

The following is a list of all status conditions & their effects. Status conditions that affect monsters are described later *(see Monsters, pg.20)*.

ADVENTURER STATUS CONDITIONS

Slimed (AGI)

While Slimed, you have -1 AGI

Poisoned (CON)

While Poisoned, you have -1 CON & therefore also have -2 HP \P (*HP* \P *is equal to double your CON*). When you become Poisoned, if your Wounds \blacklozenge equals or exceeds your lowered HP \P value, you are also Defeated (*see HP & Wounds, pg.9*).

Exalted / Suppressed (MAG)

While Exalted, you have +1 MAG While Suppressed, you have -1 MAG

Blessed / Demoralized (MRL)

While Blessed, you have +1 MRL While Demoralized, you have -1 MRL

Focused / Blinded (PER)

While Focused, you have +1 PER While Blinded, you have -1 PER

Invigorated / Weakened (STR)

While Invigorated, you have +1 STR While Weakened, you have -1 STR

Fatigued / Detained

While you are Fatigued, you cannot Force March (*see Map Actions*). While you are Detained, you must Rest during the next Map Action Phase - you cannot travel in any way (*see Map Actions, pg.12*).

If you become Detained while you are Fatigued, flip the counter to the '*Detained*' side. If you become Fatigued while you are Detained, you may ignore that effect (*Detained is a more severe form of Fatigued*).

Infected

When you Recover while Infected, do not remove any Wounds **•**.

If you are Defeated while Infected, unless you remove at least 1 Wound by the end of the Map Action Phase (by using an Item or Skill such as the Elixir of Life or Mend Wounds), you die!

Stunned

While you are Stunned, do not roll any Power dice.

THE PARTY

All adventurers in the same space are collectively called a '*party*'. Adventurers in a party fight alongside each other if attacked & can share the benefits of certain Skills (*Sixth Sense, for example, helps your entire party avoid an ambush*). Adventurers in a party also share a single Map Stance (*see The Map Action Phase, pg.13*).

You can leave a party during the Map Action Phase by choosing your own Map Action & travelling to a different space (or staying behind while the others leave).



CARD CLASSES

Adventurers, Encounters, Loot, Monsters & Weaknesses all have various Classes listed on them. These describe the type of the card & its relation to other cards & effects.



For example, the Vermus Guard has the Filth & Vermin Classes. His Horde (Vermin) ability gives him +1 ATT if another Vermin is alive in his space (see Monster Abilities, pg.21).

The Exterminator Skill allows an adventurer to inflict bonus damage against him (because he is a Vermin) & the Gourmet Skill allows an adventurer to eat him when he is slain.



An adventurer's Classes often determine what Items & Skills they can use & may grant new ways to interact with Encounters.

When instructed to draw a card of a specific Class ('draw an Item from the Loot deck', for example) draw cards until you find a card with the indicated Class, then discard the rest.

While most Classes have no special rules beyond how they relate to other cards & effects, Items in particular have Classes that limit how many can be equipped at one time, or where they can be found (see Loot & Items, pg.31).

RESHUFFLING & SEARCHING DECKS

When you exhaust a deck completely (all cards from that deck are *in play or discarded*), reshuffle the discards together to replace the deck. Note that when you exhaust a Monster deck, the XP4 VAL 3 monsters you separated during setup will be shuffled into the deck along with the rest.

If you are instructed to search a deck for a specific card, shuffle that deck (without including discards) after you have found the indicated card.

Some missions may instruct you to remove a particular card from the game, or 'return it to the game box'. Such cards are not shuffled back into their decks, they are not used again during the remainder of the game (or campaign, if you are playing a mission as part of a campaign).

CARD & ACTION REQUIREMENTS

Many Items, Skills & Weaknesses have 'requirements' listed at the bottom of the card.

You cannot learn a Skill or Mastery if you do not meet the requirements listed. You can learn a Skill or Mastery that you temporarily meet the requirements for, due to status conditions or other changes to your attributes. You can use that card as long as you meet its requirements. If you cease to meet the requirements for a card, you do not lose the card, but you cannot use it; ignore its effects until you meet the listed requirements.

If you cease to meet the requirements for an Item, you cannot use that Item & you must unequip it. You immediately lose any benefits & effects of such an Item unless you are wearing it. If the Item has the Body or Head traits, you must continue to use it while you are still in a fight. As soon as you are not in a fight, it is unequipped immediately (if you still don't meet the requirements).

For example, if you are wearing a Studded Vest when your STR is reduced below 6, you still gain the ARM benefit of the Studded Vest until the end of the fight, at which point you will have to remove it ...

You can still carry an Item you don't meet the requirements for, but you cannot use it; ignore its effects.

If you no longer meet the requirements for a Weakness you already have, ignore the effects of that Weakness until you meet the requirements again (do not discard the Weakness).

For example, if a Corpse Burner has the Clumsy Weakness (requires AGI less than 8) & Combat Reflexes Skill (which increases AGI while in Assault **>** stance), he will no longer meet the requirements for Clumsy while on Assault 🍞 🗟 will therefore only be Clumsy while on Guard 🖗

Some Skills & Items have properties or actions that can only be used under particular circumstances. These are indicated on the card in a shaded box; with an icon indicating the required action or trait needed to use that effect.



A blue box indicates an effect or action that can be used when you Rest.

If multiple icons are shown in

separate shaded boxes, the action can be used as long as any one of these applies.

The action above can be used when you Rest in a Town 😭 (a space with a Town Level) or Camp 🚔 (a space with a Danger Level).



If multiple icons are *combined* within a shaded box, all conditions shown must be met to use the action.

You must be Resting in a Town 🕈 😂 in Bold 🏶 Stance to use the above action.

You may Explore 🌞 in any Map Stance & you may use MAG (in place of PER) when you do, but if you roll 12, discard this card.

A pink box indicates an effect or action that can only be used in a space with the Trait indicated.

In the example above, you must be in an Outside \bigcirc space to use the benefits listed.





An orange box indicates an effect or action that can only be used used while you are in Assault 🕻 stance.

A Green box indicates an effect or action that can only be used while you are in Guard 🛛 stance.



THE GAME TURN

Dungeon Degenerates is played as a series of Game Turns, each divided into a sequence of 3 Phases:

MAP ACTION PHASE

Choose a Map Stance & Map Action: Travel to another space or conduct any number of Rest Actions without moving.

DANGER PHASE

Draw a Danger card for each party, in MRL order. The Danger Level is increased in a Location or Territory specified by the first party's Danger card.

ENCOUNTER PHASE

Each party must resolve Encounters & combat against Monsters if indicated by their Danger card.

THE MAP ACTION PHASE

During the Map Action Phase, each party of adventurers take turns choosing & resolving a Map Stance & a Map Action.

The player in a party with the highest MRL is considered to be the 'party leader'. Each party acts in MRL order during the Map Action Phase, comparing the MRL of each party leader. The party whose leader has the highest MRL may act first.

If players or parties are tied for high MRL, the players may come to mutual agreement about who is the leader of each party & in what order parties will act. If an agreement cannot be reached, roll a die to decide.

First, each party chooses a Map Stance; Bold **&** or Cautious **R**. Each adventurer in the party must flip their Map Stance counter to indicate the chosen stance.

Bold ***** stance represents the party risking danger or looking for trouble - hunting down enemies or searching for something of interest in the area. Many actions require Bold ***** stance, including any quick mode of travel (*Force March, Port Travel, Void Travel*).

Cautious **R** stance represents the party keeping a low profile, hiding from enemies while moving slowly & keeping under cover.

Adventurers in the same party share the same Map Stance. However, if you declare you are leaving the party, you may choose a different Map Stance.

When an adventurer joins a party, or vice versa (by ending a Map Action Phase in the same space), the entire party's stance becomes Bold **#** if any adventurer in the party was in Bold **#** stance.

For example, the Hinter.lander & Void Witch are Resting in Cautious Stance at the Crossroads when they are joined by the Bloodsport Brawler using Force March in Bold & Stance to travel from the Graveyard. The Bloodsport Brawler becomes the new party leader (due to her superior MRL) & the party's Map Stance is changed to Bold .

If the Hinterlander & Void Witch in the above example decided to leave the Crossroads, the Bloodsport Brawler would not be able to follow them in the same turn she travelled from the Graveyard. The Hinterlander & Void Witch could travel in Cautious & Stance, as they would be

leaving the Brawler's party.

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Next, each party must choose from the list of possible Map Actions.

Any adventurer may declare they will choose a different Map Action, thereby leaving the party. Each adventurer may use only one Map Action per turn.

The party should collectively agree on a course of action. Although the party leader makes the ultimate decision, each adventurer is free to leave the party S choose a different action.

MAP ACTIONS		
Foot Travel	Travel to an adjacent space	
Force March	Travel quickly across a Road or Explored 🌞 Path & pass a CON Test or become Fatigued	
Lake Port 🖄 Travel	Travel from a Lake Port 🕸 to another Lake Port 🕸	
River Port 🕹 Travel	Travel from a River Port to an adjacent Port downriver for 2 GP 5 per adventurer	
Void Travel	Travel from a Voidgate 💐 to the Maze (or vice Versa)	
Rest	Make Camp 🏖 or stay in Town 🎓 🕾 perform any number of Rest Actions	



FOOT TRAVEL

THE MAP ACTION PHASE RIVER PORT TRAVEL

Move the party to an adjacent space. You may move from a Path or Road to an adjacent Location, or from a Location to an adjacent space (*Location, Path, or Road*).



For example, the Mercenary Alchemist can Foot Travel from the Windmill to an adjacent Path or Road. If he moves as indicated, he can Foot Travel to Pigskin Port on the following turn.

FORCE MARCH

The party must be in Bold ***** stance to Force March. If you are in a Location, you may move through a Road or Explored ***** Path to another Location on the other side of that Path or Road.

For example, you can Force March from the Stone Circle to the Black Tree, but only if the intervening Path has an Explored 🌞 counter.

After moving, you must make a CON Test. If you fail, you become Fatigued (you cannot Force March while you are Fatigued).



For example, if the Mercenary Alchemist is in Bold ***** stance, he can Force March across the Road directly to Pigskin Port in one turn. He must then make a CON Test to avoid becoming Fatigued, which would prevent him from Force Marching again until after he Rests.

LAKE PORT TRAVEL

The party must be in Bold ***** stance to use Lake Port Travel. If you are in a Lake Port ***** Location, you may travel to any other Lake Port ***** Location *(free of charge).*



For example, if the Mercenary Alchemist is in Bold 🏶 stance, he can Lake Port Travel from the Fishmonger Camp to any other Lake Port 这 space. The party must be in Bold ***** stance to use River Port Travel. If you are in a River Port ***** Location, you may pay 2 GP ***** per adventurer to move to the next Port *****/***** Location downriver from your space (downriver meaning away from the Tunnel of Terror). See the list below to determine what River Port Travel destinations are valid from your space.



For example, if the Mercenary Alchemist is in Bold & stance, he can pay 2 GPS to River Port Travel from Gutfish Ford to Crystal Crater. He cannot River Port Travel back upriver to the Watchtower.

LOCATION RIVER PORT & DESTINATIONS

Ĵ	Tunnel of Terror	→	Pigskin Port
ψţ	Pigskin Port	→	East Bridge, North Bridge, or The Watchtower
Ů	North Bridge	→	the West branch of the river leads to the corrupt heart of the Würstreich
ψ̈́	East Bridge	→	Dusk Falls or Fishmonger Camp
ψţ	The Watchtower	→	Gutfish Ford
ů	Gutfish Ford	→	Crystal Crater
ΰ	Crystal Crater	→	the East branch of the river leads to the uncharted lands beyond; a mysterious realm of sorcerer-giants & reptilian beings

VOID TRAVEL

The party must be in Bold ***** stance to use Void Travel. If you are in a space with a Voidgate, you may move to the Maze. Alternately, if you are in the Maze, you may attempt to move back to the Borderlands, to a random Voidgate.

When you Void Travel from the Maze, draw a Danger card to determine your destination. Do not resolve the card; refer to the Location indicated on the card & its corresponding Region.

If there is already a Voidgate in the indicated Location, simply move the party there.

If there is already a Voidgate in the same Region, one adventurer in the party may attempt a MAG Test. If you pass, you may move the party to the existing Voidgate.

If you fail, or if there is no Voidgate in the indicated Region, place a Voidgate & raise the Danger Level at the Location indicated on the card, then move the party there.

If the Danger card has no space or Region (*'reshuffle danger deck'*, *'your current space'*, *etc.*), you cannot Void Travel from the Maze & you must Rest there instead (*see Void Shock*, *pg.30*).

You cannot Void Travel to a Destroyed 😹 space (if you draw a Destroyed 🔜 Location, you must stay in the Maze & Rest).



THE MAP ACTION PHASE



For example, if you draw the Goblin Fortress card, place a Voidgate there & move to that space after raising its Danger Level. Alternately, if there is already a Voidgate in the Badlands, you may attempt to move to that Voidgate by passing a MAG Test.

If you draw the Fields card, place a Voidgate at the Crossroads & move there after raising the Danger Level in the Fields. Alternately, if there is already a Voidgate in the Lowlands, you may attempt ot move there by passing a MAG Test.

REST

If you are in a space with a Danger Level, each adventurer in the party, in MRL order, may take turns using Camp 🖨 actions. If you are in a Town **†** (a Location with a Town Level), each adventurer in the party, in MRL order, may take turns using Town **a** actions.

Camp & & Town 🕈 actions are collectively known as Rest actions. You can perform any number of Rest actions in a turn, but you cannot perform any action more than once during a turn.

When you Rest, your first Rest action must be Recover. You do not have to roll the dice if you have no Wounds 6, unless a consequence for failure has been imposed (typically by a Doom card or Weakness).

Afterwards, you may perform other actions from the list below, or any additional actions granted by Items, Skills, etc. You can perform any number of Rest actions on your turn (both from the list below & from cards you have acquired), but you can only perform any specific action once per turn (you cannot Improve twice in one turn, for example).

REST ACTIONS

Recover	(Required)	Make a MRL Test to remove Wounds & then remove Status Conditions
Explore	S	Pass a PER Test to place an Explored 🌞 counter in your space
Improve		Spend XP 4 to learn a Skill or Mastery
Invest	€ & ™	Pay 20 GP 🅉 to increase the Town Level (also reduce the Bounty Level if you Invest in a Lowlands Settlement 🍽)
Trade	* * ^	Buy & sell Items (draw cards from the Loot deck equal to the Town Level in your space)



Make a MRL Test. If you pass, remove Wounds lequal to your current MRL. If you fail, recover Wounds lequal to half your current MRL (after any modifiers). You cannot recover Wounds this way while Infected or in a Perilous 🛱 space.

Whether you pass or fail your Recovery Test, remove all status conditions from your character sheet after resolving your roll. If you are in a Metaphysical **\$** space, you do not remove status conditions other than Detained.



Choose one (& only one) of the following:

• Take a Skill from the Skill deck (as long as you meet its requirements) & pay its listed XP4 cost.

· Improve any Skill you already have into a Mastery & pay its listed XP4 cost. Flip that card to its Mastery side.





Explore

If you are in a space with a Clue st counter or without an Explored 🌞 counter, one adventurer (per space per turn) may attempt to Explore by making a PER Test. If you pass, place an Explored 🐡 counter in your space (consult the Mission Book when you Explore a Clue & counter; the function of these counters will change from mission to mission).

Invest

The party may collectively spend 20 GPs to increase the P Town Level in your space. If you are in a Law **b** space, also reduce the Bounty Level (to a minimum of 1). Investing at your Base 🕨 costs only 16 GP.



Trade

Reveal cards from the Loot deck equal to the Town Level in your space; discard & re-draw each Loot Only card revealed. You may reveal an additional card if there is an an Explored 🏟 counter in your space.

You must fight each Monster, then resolve each Event revealed. If you defeated the monsters (if any) in your space, you may then purchase Ally, Item, or Service cards revealed at their listed price. You may also sell (discard) any of your Allies or Items for half their listed price.

Other adventurers after the first Trading in the same Town 🕈 do not re-draw Loot cards; they must pick from the remaining available cards revealed. At the end of the Map Action phase, discard all remaining revealed cards that were not purchased.







THE DANGER PHASE

During the Danger Phase, you will determine the actions of the various insidious forces that inhabit the Borderlands by drawing & resolving a Danger card for each party, in MRL order (highest to lowest).

The first party to draw a Danger card during each Danger Phase must resolve the entire card. Each party after the first uses only the Danger card value & the icon key below it.

Increase Danger Level in this Location or Territory (first party only)

> If the Hand of Doom is moved, move it here

Compare Danger Value of your card to the Danger Level of your space

Read the Icon Key draw Encounter & Monster cards based on the icon key & party size

INCREASE DANGER LEVEL



If you are not the first party, skip this step (this step is performed only once per Danger Phase).

Robbers, mutants & worse harass

travellers on the windblown

Highland roads of

THE FOOTHILLS

🔍 THE WINDMILL 🔍

@%2 **%**6

Increase the Danger Level in the Location or Territory indicated on your Danger card.

For example, the Foothills card causes the Danger Level in the Foothills Territory to increase.

If the Danger Level in the indicated space is already 6, you must 'advance the Doom track' (see Doom, pg.28).



If the indicated space is a Territory, a Location is provided below it; this is where the Hand of Doom is placed if the Doom track has been advanced.

For example if the Danger Level in the Foothills was already at 6, you would advance the Doom track. placing the Hand of Doom at the Windmill & drawing a Highlands/

Windmill card from the Doom Deck.

Some Danger cards do not have a specific Location or Territory, these are described below.

Each space with a Voidgate: Increase the Danger Level in each space on the board with a Voidgate @ counter. Do not advance the Doom track even if one or more of these spaces already has a Danger Level of 6.



Reshuffle Danger deck: This card does not increase the Danger Level. After resolving & discarding it at the

end of the Encounter Phase, shuffle the Danger deck & discards together.

Your current space: Increase the Danger Level in the first party's current Location or Territory. If you are in the Maze, there is no effect (the Maze has no Danger Level).

COMPARE DANGER VALUE



Next, compare the 'Danger value' of your card to the Danger Level in your current space.

Some Danger Cards have

multiple values - the value of these depends on the traits of your current space. For example, the Foothills Danger card has a value of 6 if you are Outside \mathfrak{Q} , or a value of 5 if you are Inside \mathbb{N} .

In addition, you may attempt to change the value of your Danger card based on your Map Stance. While you are Bold &, you may attempt to Hunt for monsters that would otherwise avoid you. While you are Cautious **2**, you may use **Stealth** to evade monsters.



Each adventurer in the party may attempt a PER Test. Each adventurer in the party must declare whether they will attempt this Test before anyone rolls. If more adventurers pass than fail, you may reduce the effective value of your Danger Card by 1 (to a minimum of 1) during this step.



Each adventurer in the party may attempt a PER Test. If every member of the party passes, increase the effective value of your Danger Card by 1 during this step.

If the value of your Danger card is equal to or less than the Danger Level in your current space, you must draw & resolve cards as indicated by the icon key on your Danger card during the Encounter Phase (see The Encounter Phase, pg.18).



For example, the Mercenary Alchemist & Vermin Hunter draw the Holy Order card while they are at the Windmill. After reducing the Town Level at the Holy Order, they compare the value of their Danger card to the Danger Level in the Foothills, which is 2 (the Windmill shares a Danger Level with the Foothills). Since the Windmill is an Inside 🖬 space, their card's value is 2, and thus matches the Danger Level. The party must draw an Encounter 🖉 😂 3 Monsters 🗶 unless they can use Stealth to avoid them.

If the Danger card's value is higher than the Danger Level in your space, you are 'safe'; you have evaded trouble or found nothing of interest & you ignore the icon key on your card (no random Encounters 🖉 or Monsters 🗶 are drawn). Skip your turn in the Encounter Phase unless there is a large counter in your space (see sidebar). If you are in a Town **n**, you are automatically safe, because



THE DANGER PHASE

a Town \clubsuit does not have a Danger Level. However, you can still be attacked by the Law in a Law % Town \clubsuit (see below), or by monsters lurking in the Loot deck (*if you draw them while Trading*).



For example, the Bloodsport Brawler & Void Witch draw this 'Reshuffle Danger deck' card while they are in the Blasted Heath, which has a Danger Level of 4. Since the Blasted Heath is also Perilous W, the card's value is 5. If the party is in Bold & stance, they can attempt to Hunt down an Epic Monster D & 2 of its minions!



If you are in a Law **b** space & draw a Danger card with the Law **b** icon *(as pictured)*, first compare the card value to the **Bounty Level**.

If the card's value is equal to or less than the Bounty Level, draw monsters from the Law deck (even if you are in a Town \Uparrow).

If not, treat the Danger card as normal (you can still be attacked by monsters).

If a random Epic Monster **P** icon is indicated, draw an Epic monster with the Law Lair.



For example, the Hinterlander draws the Tower Island Danger card while he is in Brüttelburg. Because he drew a Law **b** card in a Law **b** space, he compares the Danger card value to the Bounty Level, which is 3. He must fight a monster from the Law deck this turn.



LARGE COUNTERS

The following large-sized counters have special effects during the Danger & Encounter Phases. If one of these counters is in your space, refer to these instructions.

If you are in a space with a Clue & counter, consult the instructions described in your mission (see The Missions Book).

If you resolve a specific Encounter from the Mission **a** deck or an Encounter deck as a result of a Clue A^{*} or special mission rule, *do not* draw a random Encounter **a** this turn regardless of your Danger card draw (*each party can find a maximum of one Encounter per space per turn*).

😹 Destroyed counter

Do not draw a random Encounter 🖉 this turn.

Counter Counter

You must fight each Epic Monster in your space, regardless of your Danger card draw.

If your Danger card indicates that you are attacked by random Monsters **X**, treat your Party **W** size as one less when determing the number of Monster **X** cards to draw *(if you are alone, do not draw random monsters)*.

Ignore 🧟 & 🔏 icons on your danger card.

heter Counter Counter Counter

Treat your Danger card as having the Law Λ icon. Do not draw random monsters \aleph this turn unless they are Law (*if* you Danger card's value is greater than the Bounty Level, you do not draw any random monsters \aleph this turn). Treat your Party \clubsuit size as one less when determing the number of Law Monster \aleph cards to draw (*if* you are alone, do not draw random monsters).

You must fight the Epic Monster in your space, regardless of your Danger card value.

Ignore 🍠 & 🗭 icons on your danger card.

Real And of Doom counter

If you are in the Hand of Doom's space, draw & resolve a Sign of Power card at the end of your party's turn in the Danger Phase (after increasing the Danger Level in the space indicated by your Danger card, even if the Hand of Doom was placed in your space this turn as a result of your Danger card draw). If the Hand of Doom left your space as a result of your Danger card draw, you do not have to draw a Sign of Power card.

Do not draw a random Encounter **(27**), instead you may attempt to Dispel the Hand *(see The Hand of Doom, pg.29)*.

े The Maze

If you are in the Maze during the Danger Phase, ignore the icon key (do not draw Encounters or Monsters A,). Instead, you suffer from Void Shock (see Void Shock, pg.30).

Toidgate counter

Do not draw a random Encounter **(27)**. Instead you may attempt to Dispel the Voidgate *(see The Hand of Doom, pg.29)*.

THE ENCOUNTER PHASE

THE DANGER ICON KEY



During the Encounter Phase, each party will draw & resolve Encounters & fight Monsters as determined by the icon key on their Danger card. If you are 'safe'

(the Danger card value is higher than your space's Danger Level), you skip this step (you find nothing & nothing attacks you).

In MRL order (highest to lowest, based on the MRL of the party leader), each party must draw & resolve Encounters & Monsters before proceeding to the next party.



If you see the this icon on your Danger card's icon key, draw an Encounter card from the deck corresponding to your current Region (unless there is a large counter in your space; see Large Counters, pg.17).

If your Encounter card reads Resolve Immediately, resolve that card at the start of the Encounter Phase, before drawing Monster cards for your party. Otherwise, resolve the Encounter at the end of the Encounter Phase & only if you have first defeated the monsters in your space.

Make sure to draw & check your Encounter card before drawing Monster cards (as described below). Some Encounters may change how you draw Monster cards this turn.

For example, if you draw the Foothills card while you are at an Inside 🖬 space with Danger Level 5 or more, you would draw a random Encounter *Card from your Region's Encounter deck.*

If you are in a Law & space & your Danger card value is equal to or less than the Bounty Level, draw random Monsters 🗶 from the Law deck this turn & if you draw a random Epic Monster **Q**, it must have the Law **E** Lair.

DANGER CARD ICONS



Draw & resolve a card from your **Region's Encounter deck**



If you are in a Law **b** space & your Danger card value is equal to or less than the Bounty Level, fight monsters from the Law deck this turn. If not, compare your card to the Danger Level in your space & draw Monsters normally



Draw n cards from your Region's Monster deck



Draw an Epic Monster with a Lair matching your current space (see Epic Monsters & Lairs, pg.23)

READING ENCOUNTERS

Some Encounter cards are split in half & describe two different scenarios. If you draw one of these, only resolve the half of the card corresponding to your current space, based on the trait icons next to the card's titles.



For example, if you draw the card pictured above while you are in an Outside O space, resolve only the top half of the card; 'Lost in the Fog'. If you are Inside M, resolve only the bottom half of the card; 'Hideous Idol'.

If your card reads 'Resolve Immediately' (as in the example above), resolve its effects before drawing Monster X cards.

If your card does not read 'Resolve Immediately', set it next to your Danger card. Resolve this Encounter only once you have defeated the monsters in your space, otherwise you must discard it.

INTERACTING WITH ENCOUNTERS

Some Encounters offer you a choice of how to interact with them. These choices are indicated in **Bold type** in the Encounter card's text & each card specifies whether the choice is made by the party as a whole, or by each adventurer separately.

Each option has a different outcome. Consult the appropriate shaded box to resolve your chosen form of interaction.

If you choose to Ignore an Encounter, there may be consequences. If none are listed, simply discard the card without effect.



THE ENCOUNTER PHASE

BRIBERY & SURRENDER



For example, when you meet the Organ Grinder, the party (as a group) may choose to either Approach him, Ignore him, or Fight him.

If you choose to Fight, the Encounter card is treated as a monster & added to the monster cards you must fight this turn. If you have already fought, you must resolve an additional fight sequence against the Encounter.

There may be additional special rules that apply during a fight in the card text. Regardless, the card's attributes & abilities are provided at the bottom in a black box. You cannot fight an Encounter if attributes are not provided.

Once you have resolved an Encounter, place it in its discard pile. Therefore, the effects of Encounters such as 'Hideous Idol' only last for the duration of the Encounter Phase in which they are drawn (unless specifically stated otherwise).

DRAWING MONSTER CARDS

Next, you will draw Monster 🛠 cards as indicated on your Danger card & you must face them in combat (see Resolving a Fight).



First, determine how many monsters have attacked by consulting the icon key on your Danger card, using the column matching your Party size . Draw the indicated number of Monster 🗙 cards from the Monster deck corresponding to your current Region (or the Law deck, see pg.17).

If an Epic Monster **G** icon is indicated, also draw an Epic Monster with a Lair matching your current Region from the Epic Monster deck (see Epic Monsters & Lairs, pg.23).



For example, if a party 👹 of 3 adventurers draws the Foothills card while at an Outside \diamondsuit space with Danger Level 6, they must draw 6 monsters (%6) from the Monster deck corresponding to their Region.

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A party 🖷 of 4 adventurers, however, would face 1 Epic Monster (🗭) 😂 2 Monsters $(\cancel{K}2)$ from the deck corresponding to their Region.

When you are attacked by monsters from the Law deck, you may Bribe them to avoid fighting them.

To do so, one adventurer must make a MRL Test (typically the party leader). If you fail, increase the Bounty Level & you must fight!

If you pass, the party (as a group) must pay GP 🅉 equal to the Bounty Level + the total VAL# of all monsters in this space. If you do, you may discard each Law card in your space (do not gain an XP 4 or GP 🏅 reward).



For example, if you run into the well-armed Imperial Hunstman & his trusty Smelling Dwarf while the Bounty Level is 4, you can bribe them for an exorbitant fee of 7 GP 5 (24+14+4), provided you can pass the MRL Test.

When you are attacked by the Law during a campaign mission, you may choose to surrender. If you do, your mission ends (see 'Capture' in The Missions Book, pg.3).

AFTER-BATTLE ENCOUNTERS

If you defeated the monsters in your space, you must resolve any remaining Encounter (an Encounter that was not resolved at the start of the phase). This can potentially lead to an additional fight.

If the entire party Escaped or was Defeated, discard the Encounter without resolving it (if the Encounter was from the Mission & deck, place it back in the Mission & deck).

COMPLETING YOUR MISSION

At the end of the Encounter Phase, if any adventurer or party accomplished the Objective listed in your mission during this turn, you have completed the mission & may claim your Reward as indicated in the Mission Book.

If you are playing a standalone game, you are victorious! If you are playing as part of a campaign, see the Mission Path section of your mission in the Mission Book to determine your next steps.

ENDING THE GAME TURN

Once each party has completed its Encounter Phase, discard your Danger & Encounter cards (unless you have been instructed to keep an Encounter). The game turn now ends & a new one begins, starting with the next Map Action Phase.

MONSTERS

Monster cards represent the various adversaries you will face in your journeys through the Borderlands. These can be found in the Monster decks, Epic Monster deck, & Law deck, as well as the Loot deck.



When you draw one or more monster cards, you must fight them. Monsters from the Law deck can be bribed to avoid a fight (see Bribery & Surrender, pg.19).

The Vermus Guard diagram on this page demonstrates how to read a monster card. The various monster attributes are explained below.

Armor (ARM)

When a monster takes damage, that damage is reduced by the monster's ARM.

For example, when you hit a Vermus Guard with an Attack, the damage inflicted is reduced by 1.

Attack (ATT)

ATT indicates how much damage the monster inflicts on its target during its target's turn (see Suffering Wounds, pg.26).

For example, a Vermus Guard inflicts 4 damage on its target every turn, although this is increased to 5 if another Vermin is nearby due to Horde.

If a Range \Leftrightarrow icon is indicated, the monster is considered to have a '*Range*' attack. Otherwise, the monster's attack is a '*Melee*' attack. This may effect the way Items & Skills can be used against this monster.

Hit Points (HP 🎔)

Similar to adventurers, monsters also accumulate Wounds \blacklozenge during combat. When a monster has accumulated Wounds \blacklozenge equal to its HP \clubsuit , it is destroyed *(see Inflicting Wounds)*.

For example, a Vermus Guard is destroyed once it has 4 Wounds 🌢.

When you destroy a monster, with an Attack or by some other means, you may take it as a trophy (see Looting, pg.28).



A monster's *'remaining HP*♥' is the number of Wounds it can take before being destroyed.

Target

A monster's Target determines which adventurer it will attack during a fight (*see Establish Targets, pg.24*).

For example, the Vermus Guard attacks the adventurer with the highest CON.

Value (VAL)

VAL indicates the rewards reaped for destroying this monster in combat.

For example, the Vermus Guard provides $1 \text{ XP} \neq \mathfrak{S} 1 \text{ GP}$ to its destroyer if the party is victorious.

MONSTER STATUS CONDITIONS

Similar to adventurers, monsters can also accumulate status conditions, represented by counters placed on their card.

Monster status conditions last until the end of the current fight unless indicated otherwise.

RMOR A monster cannot recieve a status condition it already

Corroded

While Corroded, a monster's ARM (Armor) is reduced to 0.

Dazed

While Dazed, a monster's ATT is reduced to half *(rounding up)*, before applying any modifiers for abilites, *etc*.

Hexed

While Hexed, a monster loses all of its abilities, including those provided by Doom cards & Encounters.



MONSTERS

MONSTER ABILITIES

Most monsters have one or more abilities listed at the lower edge of their card. '*Arrival*' abilities are listed in the black-shaded area above any '*Standard*' abilities.

If a monster's ability is followed by a map trait icon, that ability can only be used in a space with the matching trait. Similarly, if a monster's ability is followed by a stance, that ability can only be used against an adventurer in that stance.

For example, Ambush ۞ can only be used in an Outside ۞ space. Pursue 》 can only be used against an adventurer in Bold 》 stance.

Monsters can gain additional abilities (& lose them) during the course of play based on Doom, Encounters, Items, Skills & other effects. A monster can never gain an ability it already has (a monster cannot have 'double-Berzerk', for example).

ARRIVAL ABILITIES

Arrival abilities take effect once, at the start of the monster's first round in a fight. This means arrival abilities take effect at the start of the fight unless the monster has been summoned by another monster after the fight has begun.

Arrival abilities can be resolved in any order, as chosen by the players.

Following are the complete rules for each arrival ability; they are summarized on the back cover of this book.

Ambush

Each adventurer in the monster's space must make a PER Test. If you fail, you become Stunned until the end of your first turn.

You only need to make this Test once per fight, regardless of the number of monsters with Ambush present & regardless of the result of the Test.

Ambush has no effect after the first round of a fight - a monster with Ambush that is summoned to the fight late does not force a Test.

Curse

This monster's target must make a MAG Test. If you fail this Test, lose 1 Luck **#** & you become Demoralized

You must make this Test once for each monster with Curse that is targeting you.

Fear

Each adventurer in the monster's space must make a MRL Test. If you fail this Test, you become Stunned until the end of your turn.

You only have to make this Test once per fight, regardless of the number of monsters with Fear present & regardless of the result of the Test.

Gas

Each adventurer in the monster's space must make a CON Test. If you fail this Test, you become Poisoned.

You only have to make this Test once per fight, regardless of the number of monsters with Gas present & regardless of the result of the Test.

Petrify

Each adventurer in the monster's space must make an AGI Test. If you fail this Test, you become Stunned until the end of the fight. You must make this Test once for each monster with Petrify in your space (*if you fail you do not have to Test again during this fight*). If you have a Shield, invert its AGI penalty for this Test (-1AGI becomes +1AGI).

Rally x

If no icons are listed, draw a card from the monster's deck & add it to the fight. Establish this new monster's target & resolve each of its arrival abilities other than Rally.

If icons are listed, draw a card or cards from the indicated deck(s). Pink (
) indicates the Law deck (for example, Rally adds one Wetlands & one Badlands monster to the fight).

Encounters with Rally add monsters from the deck corresponding to the Encounter's Region (for example, the Swamp Hag adds a card from the Wetlands Monster deck).

A monster that entered the fight due to the Rally or Summon abilities cannot use the Rally ability.

STANDARD ABILITIES

Following is a list of standard monster abilities; they are summarized on the back cover of this book.

Acidic

When you receive 1 or more Wounds **b** from this monster, you must discard either a Shield or a random Item; shuffle all of your Items together, excluding those from the Mission deck **b** & draw one at random to discard.

Annoy

If you are being targeted by this monster, you must use Guard 🖗 Stance (you cannot use Assault 🏷 Stance).

Berzerk

This monster gains +2 ATT on its first round in a fight, unless it is Dazed. Its ATT returns to normal after its first round.

Command x

All other monsters in the same space with lower XP**4** VAL & at least one Class matching with this monster have +1 ATT.

For example, the Chicken Witch (who is both a Goblin & a Witch) has Command & XP4 VAL 2. Therefore, other Goblins & Witches in her space with XP4 VAL 1 or less have +1 ATT.

If a specific Class is indicated, the bonus is only applied to monsters of the indicated Class.

For example, Command (Militant) provides +1 ATT to Militants in the same space with a lesser VAL **4**.

This bonus does not 'stack' if multiple monsters with Command are in the same space; a monster cannot gain more than +1 ATT from Command.

Dimwit

On the first round after this monster enters a fight, its ATT value is D6. If you are targeted by this monster, roll to determine its ATT at the start of your turn in the Combat Round. After its first round, the monster's ATT returns to normal *(use the monster's ATT as printed on the card)*.

Drain n

At the end of each combat round, this monster recovers 1 Wound \blacklozenge if it inflicted at least 1 Wound \blacklozenge on its target during that round. If a number (*n*) is indicated, the monster recovers *n* Wounds \blacklozenge instead (*Drain 2 means it recovers 2* Wounds \blacklozenge at the end of the round if it inflicted Wounds \blacklozenge).



Endless

This monster cannot be reduced below 1 remaining HP ♥ while there is a Witch (monster or encounter) in the same space. The monster can still be 'removed from the fight' by other means (Puzzle Prison, Intimidate, etc.). Witches can never gain Endless.

Evade

When you attack this monster with a Melee Attack, if the attack roll results in doubles, you miss regardless of the dice total.

Explode n

When this monster is destroyed, it inflicts 1 Piercing damage *(Piercing damage ignores ARM)* on each adventurer & monster in its space. If a number *(n)* is indicated, it inflicts *n* Wounds \blacklozenge instead. Monsters destroyed by this ability are taken as trophies by the adventurer who destroyed the exploding monster.

Fury n

While this monster has any Wound \blacklozenge counters on it, it gains +1 ATT. If a number (*n*) is indicated, the monster gains +*n* ATT instead.

Ghostly

Your STR, AGI, & PER are halved when rolling to hit this monster with an Attack.

For example, a Corpse Burner using a Grave Shovel to attack a monster with Ghostly would need to roll a 4 or less to hit (STR 8, halved to 4).

Horde x

This monster has +1 ATT while there are 1 or more monsters with the indicated Class in its space.

For example, Horde (Fishoid) gives the monster +1 ATT while if there is at least one other Fishoid in the same space.

Infect

When you receive 1 or more Wounds **b** from this monster, you become Infected.

Necro n

Each time you recieve 1 or more Wounds \blacklozenge from this monster, you lose 1 XP \checkmark . If a number (*n*) is indicated, lose *n* XP \checkmark instead.

Nullify

When you recieve 1 or more Wounds **b** from this monster, you become Suppressed.

Onslaught n

This monster gains +1 ATT while targeting an adventurer who is in Guard \heartsuit stance. If a number (*n*) is indicated, the monster gains +*n* ATT against Guard \heartsuit stance instead.

Pain

When you recieve 1 or more Wounds **b** from this monster, you must make a CON Test. If you fail, you become Stunned until the end of your next turn. If you become Poisoned due to Wounds **b** taken from a monster with Venom during the same turn, this is applied before rolling against Pain.

Pierce n

This monster's attacks deal Piercing damage. If a number is indicated (*n*), the monster's attacks ignore *n* ARM instead.

Pursue



You cannot Escape from a fight while targeted by this monster, unless the monster is Dazed.

Regenerate n

MONSTERS

This monster recovers 1 Wound \blacklozenge at the end of each combat round. If a number (*n*) is indicated, the monster recovers *n* Wounds \blacklozenge instead.

Retaliate n

If this monster recieves 1 or more Wounds \blacklozenge from a Melee attack & is not destroyed, it inflicts 1 Piercing damage on its attacker. If a number (*n*) is indicated, it inflicts *n* Piercing damage instead.

Skirmish

If this monster is still alive at the end of a combat round & the Danger Level in its space is less than 6, increase the Danger Level (Increase the Bounty Level instead if the monster is from the Law deck), then remove all counters from this monster & shuffle it back into its deck. Do not increase the Bounty Level or Danger Level more than once per fight, regardless of the number of monsters with Skirmish that escape.

If the monster is an Encounter, discard it instead of shuffling it back into its deck. If the monster is from the Loot deck, shuffle it in with the top 12 cards of the Loot deck if it escapes.

Slime

When you receive 1 or more Wounds **b** from this monster, you become Slimed until the end of the fight.

Summon x

If this monster is still alive at the end of its first combat round, draw a monster from its deck & add that monster to to the fight.

If icons are listed, draw a card or cards from the indicated deck(s). Pink (
) indicates the Law deck (Summon data and some Wetlands & one Badlands monster to the fight, for example).

Encounters with Summon add monsters from the deck corresponding to the Encounter's Region, unless specified otherwise (for example, the Swamp Hag summons a card from the Wetlands Monster deck).

A monster that entered the fight this way cannot use Ambush or Rally, but resolve its other arrival abilities at the start of the forthcoming combat round.

Taunt

If you are targeted by this monster, you cannot target a different monster, unless that monster is also using Taunt against you.

You can still use Attacks & Actions that target each monster in your space while Taunted. If you can target multiple monsters, this monster must be one of them *(if possible)*.

Thief

Each time you would receive Wounds **b** from this monster, instead lose GP**b** equal to the amount of damage dealt (*ignoring ARM*) & place an equivalent number of GP**b** counters on its card. If you have 0 GP**b** when you are attacked by this monster, it inflicts Wounds **b** like a standard monster.

When this monster is destroyed, its GP VAL is increased by the number of GP counters on it.

If this monster is still alive at the end of a combat round & has GP^{*} counters on it, remove all counters from this monster & shuffle it back into its deck *(if it is an Encounter, discard it instead)*.

Venom

When you receive 1 or more Wounds **b** from this monster, you become Poisoned.



MONSTERS

EPIC MONSTERS & LAIRS

Epic monsters represent legendary adversaries of terrible power. Some are lieutenants of the Necromancer, while others have their own nefarious schemes & legions of monstrous followers at their command.

There is only one deck of Epic Monsters. When you draw an Epic Monster, check the card to determine if its Lair corresponds to your current Region. If it does not, discard that monster & draw again until you find a match.

An Epic Monster's Lair can be found below its VAL; a box showing 1 or more color icons, each corresponding to a map Region.



- Law 🔏
- 😫 Highlands (only Metaphysical 🕸)
- 🍕 Highlands (except Metaphysical 🕸)

If a map space trait icon is shown, the Epic Monster will only appear in that Region in a space with the matching trait.

If the trait is crossed out, the Epic Monster will only appear in that Region in a space *without* the matching trait.



For Example, the Queen of the Rats' Lair indicates that she can be found in the Highlands, Lowlands, or Wetlands. She can only be found in the Highlands in a space that is not Metaphysical 🕏.

Lord Scrott's Lair indicates that he can be found only in the Highlands.

When you destroy an Epic Monster, your entire party gains XP# based on its XP# VAL & you may draw Loot from the Epic Loot deck *(see Looting, pg.28)*.

EPIC MONSTER COUNTERS

If you lose a fight against an Epic Monster (*by Defeat or Escape*), it will remain on the board - place the corresponding Epic Monster **Ф** counter in your space. Set that Epic Monster's card aside (*retrieve it when you fight the monster*).

At the end of a fight, Epic Monsters that weren't destroyed recover any Wounds **b** inflicted on them during that fight & remove all Status Conditions they received.

You can travel into or out of a space with an Epic Monster **P** counter, but you cannot 'pass through' a Path or Road containing an Epic Monster **P** counter while using a Force March action.

If there are one or more Epic Monster **P** counters in your space during the Danger Phase, you must fight each of them, in addition to any monsters added by your Danger card draw (see Large Counters, pg.17).

If you destroy or discard an Epic Monster \clubsuit counter, remove it from the board. If instructed to place an Epic Monster \clubsuit counter that is already on the board, move it to the indicated space.

MOVING EPIC MONSTER COUNTERS

Normally, Epic Monster **P** counters do not move. However, in some missions you will be instructed to place an Epic Monster **P** counter & move it towards a specific destination; a Location, a specific adventurer, or the closest party.

At the start of each Danger Phase, before drawing cards, move each Epic Monster \clubsuit counter one space towards its destination (unless it is already at its destination, in which case it will remain in place). Do not move an Epic Monster if there are any adventurers in its space. Players may choose the order in which Epic Monsters move.

If the counter is following the *'closest party'* & there are mutiple equidistant parties, use that Epic Monster's target to determine which party it will follow. If there is a further tie, the players may decide which party the counter will follow.



For example, if Lord Scrott is following the closest party & two parties are equally close to him, he will follow the party containing the adventurer with the lowest MAG. In this example, the Bloodsport Brawler's MAG is lower than both the Bog Conjurer & Mercenary Alchemist, so Lord Scrott will move towards her.

- Unlike adventurers, an Epic Monster can move into a Destroyed Space.
- Epic Monsters cannot Void Travel to or from the Maze.
- Epic Monsters can move from Lake Port 这 to Lake Port 🕉, but cannot move along the River unless Human or Fishoid.
- When an Epic Monster moves into a Town ♠, reduce the Town Level there, unless that Epic Monster is Law 𝔅.
- When a Law Epic Monster moves into a space with an Epic Monster (*that is not Law*), remove all Epic Monster
 Counters from that space (*they destroy each other*) & reduce the Danger Level there.



Fights normally break out during the Encounter Phase, but it is also possible to find trouble while Trading in a Town **A** during the Map Action Phase. A party can have any number of fights per game turn, but cannot participate in the fights of other parties in other spaces.

When you draw one or more monster cards, or when you fight an Encounter, you must resolve the ensuing combat using the Fight Sequence described below before continuing the Game Turn.

THE FIGHT SEQUENCE

The Fight Sequence consists of a number of Combat Rounds, concluding when all monsters are destroyed, all players are Defeated, or all surviving adventurers or monsters in the space have Escaped.

If the party is victorious, the Fight Sequence ends with an opportunity to Loot their adversaries.

THE COMBAT ROUND

ESTABLISH TARGETS

- Assign each monster to an adventurer
 - **ARRIVAL ABILITIES**
- **2** Resolve the arrival abilties of monsters that entered the fight this round
- **3** Adventurers take turns in PER order (highest to lowest)
- 3a COMBAT STANCE Choose a Combat Stance (Assault > or Guard)
- 3b DECLARE ACTION Choose a Combat Action or Attack & target
- *RESOLVE ACTION*
 - Roll the dice & calculate the result

you may declare & resolve one Quick Action during your turn before or after declaring & resolving your Combat Action or Attack

END STEP

4 Resolve abilities & effects that occur at the end of the Round

ESTABLISH TARGETS

At the start of each Combat Round, you must determine each monster's target. Each monster attacks a specific adventurer based on its Target attribute, as indicated on its monster card.



For example, **\MAG** indicates that the monster attacks the adventurer who currently has the lowest MAG in the party.

If multiple adventurers are tied for highest or lowest in the indicated attribute, the monster targets one of them chosen by mutual agreement of the players.

Some Weaknesses & other effects dictate that an adventurer will always be attacked by monsters of a particular Class, or always prioritized if they are tied for highest/lowest. These effects can change the monster's standard target.

It is possible for monsters to change their target from round to round, based on status conditions the party accumulates. If your attributes change during the course of a Combat Round, monsters will not change their targets until the following Establish Targets step.

For example, if Lord Scrott's target becomes Exalted (+1 MAG) during a Combat Round, Lord Scrott may switch targets during the next Establish Targets step if that adventurer no longer has the lowest MAG.

Some monsters have special methods of targeting, as described below.



Some monsters do not have a Target or ATT value. They do not attack any adventurer.

For exmple, the Goblin Egg simply sits there harmlessly until you decide to crack it open...

If all remaining monsters in your space have no target or ATT, you may choose to Escape without making an AGI Test *(see Escape, pg.25).*

Some monsters, target '**Q** ALL' adventurers. This means the monster will attack during each adventurer's turn.

For example, the Fighting Fortress has enough cannons to attack every adventurer in its space.



RESOLVE ARRIVAL ABILITIES

If is the first round of the fight, resolve the arrival abilties of each monster in any order.

On subsequent rounds, resolve the arrival abilities of any monsters that entered the fight due to the Summon ability at the end of the previous turn (see Monster Abilities, pg.21).

ADVENTURERS TAKE TURNS

After resolving the arrival abilties of monsters that entered the fight since the start of the previous round, adventurers take turns choosing & resolving actions.

Each adventurer gets a turn, even if they are Defeated or have Escaped. Defeated & Escaped adventurers cannot be targeted & cannot use any attacks or actions on their turn, but conditions & effects may still end on their turn.

If you are not being targeted by monsters on your turn, you still get an action. In fact, this is an excellent opportunity to attack monsters that are targeting other members of your party.

COMBAT STANCE

At the start of your turn, your first choice is to pick a Combat Stance; either Assault 🍞 or Guard 🖗. Flip your Combat Stance counter so that your chosen stance is face up.

Fighting in Assault > Stance means that you are exposing yourself to danger by fighting agressively & taking the fight to the enemy; prioritizing maximum carnage over personal safety.

Fighting in Guard Stance means keeping yourself protected & striking carefully without leaving yourself open to attack.



Your Combat Stance determines how you use Items & Skills, as well as your Power dice (see Combat Dice, below).

For example, the Combat Reflexes Skill increases your AGI, but only while you are in Assault 🕻 stance & therefore it only has an effect during a fight & only once you have declared Assault 🕻 stance.

ACTIONS IN COMBAT

After selecting a Combat Stance, you may choose to use either an Attack or a Combat Action.

Attacks & Combat Actions are mostly provided by Items & Skills. You can use an Attack or Combat Action from an Item or a Skill, as long as you meet the requirements for that card (see Card & Action Requirements, pg.11). You only get 1 Attack or Combat Action per turn, regardless of the number of actions available to you (you do not get an extra attack for having 2 weapons equipped).

Additionally, You may declare & resolve one Quick Action during your turn. You may do this before or after using your Attack or Combat Action. Any adventurer may use the Equip or Exchange Quick Actions (see Loot & Items, pg.31). A complete list of actions available to all adventurers has also been provided on the reference sheets included with this game.

If you chose to use an Attack, you must also choose a target. Likewise, some Combat Actions & Quick Actions require that you choose a 'target monster'. If you are being attacked by any monsters, your target must be one of these. If you are not being attacked, you may target any monster in your space.

Any adventurer may use the following Attack (Unarmed Strike) or Combat Action (Escape) during their turn in a fight, regardless of the Items & Skills they have.

UNARMED STRIKE

ATTACK: AGI (MELEE) or STR (MELEE)

If you hit with this attack, inflict damage on your target equal to your lowest single Attack die.

While using this attack, your Power dice are halved (D3). If you are in Assault > Stance, you may use a (halved) Power die for damage, if it is higher than your lowest Attack die.

	ESC
I all	CO

APE

COMBAT ACTION: Make an AGI Test. If you pass, you succeed in fleeing the fight. If you fail, you remain in the fight but may attempt to Escape again on your following turn.

If you are not being targeted, or if all monsters targeting you are Dazed or have an ATT of 0 or less, you may Escape without making an AGI Test.

If you are being targeted by a monster with Pursue, you cannot attempt to Escape (unless that monster is Dazed or Hexed).

If you successfully Escape, you are removed from the fight at the end of your turn (after rolling Defence dice & calculating damage from monsters targeting you; it is possible to become Defeated as you Escape) & can no longer take actions or be targeted for the remainder of the Fight (unless you return, see below).

You may choose to return to the fight at the start of any subsequent turn after Escaping. If you do, you may use Skills that have an effect when you 'enter a fight' (Sneak Attack, for example).

COMBAT DICE

Once you have chosen a Combat Stance & an Attack or Combat Action (along with a target, if required), you are ready to roll the dice to discover the results of your attempt. At the same time, you will determine if you were able to evade or deflect the attacks of any monsters targeting you this turn.

You will roll one or more Tests during this step, depending on the situation. Dice of multiple colors have been provided to allow you to make two Tests at once, as you will often roll for both Attack & Defence at the same time.



If you are being attacked by one or more monsters, roll an AGI Test to defend yourself with 2 green Defence dice.

If you are using an Attack, you will also roll 2 orange Attack dice. The attribute you must Test against is determined by the specific Attack you are using. If an Attack allows you to choose an attribute, you must declare this before rolling.

For example, when using the Unarmed Strike Attack, you may roll either an AGI Test or a STR Test, but you must declare which before rolling the dice.





INFLICTING WOUNDS

Alternately, if you are not attacking, but using a Combat Action that requires you to make a Test, you may use the orange dice for this & roll them together with your Defence dice, if needed.

In addition to your Attack & Defence dice, you will also roll a purple Power dice; a special die that can be used to inflict or prevent damage, depending on which Combat Stance you chose.

Some Items & Skills allow you to roll additional Power dice in certain circumstances, but if you are Stunned, you roll none *(see Status Conditions, pg.10)*.

Having gathered the dice needed, roll them all together! Remember that you can use Luck ***** to re-roll any of these dice *(see Luck, pg.9).* The following sections describe how to calculate the effects of your dice roll.

SUFFERING WOUNDS

Each monster targeting you inflicts damage on you equal to its ATT value (which may be modified by abilities, status conditions, etc.). This is reduced by your ARM value.

Having rolled your Combat dice, first compare your Defence dice score to your AGI to determine how well you were able to avoid the attacks of your adversaries.

If the total of your green Defence dice is equal to or less than your AGI, reduce the damage from each monster targeting you by your highest single Defence dice value.

If you are in Guard Stance, you may instead reduce the damage from each monster by your highest single Power dice.

For example, if you pass your Defence Test by rolling **Reference** the damage from each monster attacking you by 4. In Guard **G** stance, you would instead reduce the damage from each monster by 5 (using your Power dice).

If your Defence dice total is *greater* than your AGI, you take full damage from monsters this round *(each monster's ATT is reduced only by your ARM)*. However, if you are in Guard Stance, you may use each of your Power dice to reduce damage from one monster. If you have multiple Power dice, after rolling them, you may assign each to an enemy targeting you. These reduce damage from that monster only. You cannot assign multiple power dice to the same monster.

For example, if you are in Guard stance fail a Defence Test with the damage from one monster by 5. If you fail the Test with with , avoid 2 damage from one monster 5 from another.

Total the damage inflicted on you & add that many Wounds \blacklozenge on the track on your character sheet. If your Wounds equals your HP \blacklozenge (*double your CON*), then you have been Defeated & are removed from the fight (see Defeat & Death, pg.27).

Whether you have been Defeated or not, you may now calculate the results of your Attack or Combat Action - the effects are simultaneous with the attacks made against you. The effects of any Status Conditions applied as the result of an attack *(either by you or against you)* do not come into play until after your Attack or Combat Action has been resolved.

For example, if you become Slimed by a monster's attack, your AGI Test to use a Hunting Bow against it is not penalized this turn as your attack is simultaneous.



To calculate the results of your dice roll, first compare your Attack dice score to the attribute specified by your Attack. If the total of your Attack dice is equal to or less than your attribute score, you have hit. If your Attack dice total is greater than your attribute score, you miss.



For example, when attacking with a Light Pistol, your Attack roll must be equal to or less than your PER to hit your target.

When you hit with an Attack, you deal damage to your target equal to your highest single Attack die. If you are in Assault stance, you may instead inflict damage equal to your highest single Power die (*Note that many Attacks have specific rules that may modify how that Attack inflicts damage, such as Unarmed Strike*).

For example, if you hit your target by rolling 2, 1, you inflict 5 damage on your target. If you are in Assault 3 stance, you inflict 6 damage instead.

When you deal damage to a target, reduce the damage by the target's ARM value *(if any)* & place Wound **(if any)** counters on the target equivalent to the remaining damage.

If an Attack inflicts Piercing Damage, it ignores ARM entirely; simply place Wound **b** counters on the target equal to the amount of Piercing Damage dealt.

If the number of Wounds \blacklozenge on the target is equal to its HP \clubsuit , it is destroyed & you may take it as a trophy. Set the card aside until the end of the fight.

Once you have resolved your attack & completed your Quick Action *(if any)*, your turn is over. Pass the dice to the adventurer with the next highest PER.

MELEE, REACH & RANGE

Each Attack has an attack type shown in parenthesis; **Melee**, **Range**, or **Reach**. Attack Types have no specific rules associated with them, but other abilities & effects may use them as a reference point.

For example, the Evade ability makes a monster harder to hit with Melee attacks, but doesn't help against Reach or Range attacks.

END STEP

When each adventurer in the fight has taken their turn, the Combat Round ends.

END OF ROUND EFFECTS

Some monster abilities, Skills & Items have an effect at the end of the Combat Round. If multiple effects are happening at the end of the same round, resolve them in the following order:

- **1.** Resolve the effects of Items, Skills, etc. used by the adventurers (*Gas Bomb, for example*)
- 2. Summon (Summoners call in reinforcements)
- **3.** Skirmish & Thief (Skirmishers run away, then Thieves run away)
- 4. Drain & Regenerate (monsters recover)

If there is at least one adventurer & monster still in the fight, start a new Combat Round. If one side has been destroyed or has escaped the fight, see below.

ENDING THE FIGHT

The fight ends when all adventurers or monsters are removed from the fight. Adventurers are removed from a fight by Defeat or Escape, while monsters are removed from a fight when destroyed, when they escape (using the Skirmish or Thief abilities), or when discarded or removed through some other means (Intimidate, Puzzle Prison, etc.).

If all monsters have been removed, the party is victorious. If all adventurers have been removed, the monsters are victorious. If both sides are removed simultaneously, there is no victor.

Party Victorious

Reduce the Danger Level in your space. Do this only once per Game Turn per space - even if you win multiple victories in a turn.

If you destroyed an Epic Monster, lower the Danger Level to 1 instead. if the Danger Level was already 1 & you are in a Settlement P, remove the Danger Level counter & replace it with a Town Level 1 counter.

Do not change the Danger Level at all if you fought monsters from the Law deck or the Loot deck.

Adventurers that weren't Defeated & didn't Escape may collect rewards & potentially loot from monsters they destroyed *(see Looting, pg.28)*.

Monsters Victorious

Each adventurer that was Defeated is killed & removed from the game. If you are killed, discard your Skills & Items. If there are no surviving adventurers on the board, the game is lost! Otherwise, increase the Danger Level in the Defeated party's space.

If any adventurers Escaped the fight, they must discard their trophies without reward. Shuffle any surviving monsters back into their decks.

If an Epic Monster remains, set its card aside & place the corresponding Epic Monster counter where the fight was.

If there is an unresolved '*after-battle*' Encounter, discard it without resolving it.

Law Victorious

When you are defeated by the Law, follow the steps above; *'monsters victorious'*, but do not increase the Danger Level.

When you are defeated by the Law during a campaign mission, you are *captured (see Capture, The Missions Book pg.3)*.

No Victor

Reduce the Danger Level in your space. If you destroyed an Epic Monster, lower the Danger Level to 1. if the Danger Level was already 1 & you are in a Settlement P, remove its Danger Level counter & replace it with a Town Level 1 counter. Do not change the Danger Level if you fought the Law.

Each adventurer must discard their trophies without reward.

DEFEAT & DEATH

When you accumulate Wounds \blacklozenge equal to your HP \blacklozenge , you are Defeated. When you are Defeated, knock your standee over to indicate that you have been incapacitated & critically wounded. You lose half of your XP \checkmark & you must discard your trophies. You cannot participate in a fight, use actions, or be targeted by monsters.

If you are Defeated, you must Rest during the Map Action Phase; you cannot choose any other Action. If you do not recover any Wounds **b** by the end of the Map Action Phase (after using Recovery & other Rest Actions), you will die. This can happen if you are Infected or in a Perilous **w** space - these prevent you from recovering Wounds **b** with the Recovery action, but you can still be saved by other means (Elixir of Life, Mend Wounds, etc.).

If you die by losing a fight while Defeated, you must discard all of your cards. If you die outside of combat (from being Infected or in Perilous **W** space), members of your party may take any Items you had, but discard your other cards. Discard your Items if there is nothing left of your party. In any case, remove your standee from the board.

When you die, if there are 2 or less counters on the Doom Track, you may create a new adventurer (see Setting Up the Game, pg.6) & place your standee at the Settlement F that is closest to an adventurer (if there is a tie, you may choose).

If you choose a new adventurer whose starting Items or Skills have already been claimed, you must do without them, but you gain GPs or XP f equal to the cost of that Item or Skill, respectively. If a starting Item is in the dicard pile, you may take that card from the discard pile.

For example, if you choose the Vermin Hunter when someone already has the Ratspike, you must start the game without a weapon, but with an extra 4 GP



RESOLVING A FIGHT LOOTING

If you win a fight, you may collect rewards in the form of $XP \clubsuit$, GPs & possibly Loot. If you Escaped the fight or were Defeated, you do not get any rewards & must discard the trophies you collected.

If you Escaped & later returned, you may participate in looting as long as you were in the fight & not Defeated or Escaped when the fight ended. You may still collect rewards from trophies you acquired before Escaping.

You gain XP **#** & GP from each monster in your pile of trophies, based on that monster's VAL.

For example, if you destroyed the Bandit Berzerk S the Ogre Moron, you would gain 3 XP¶ S 2 GP.



In addition, you gain XP **f** for any Epic Monster destroyed by your party, regadless of who inflicted the killing blow.



For example, if you destroy a Megaverm, your entire party gains 5 XP **F** each & you gain 2 GP as well.

After collecting XP4, make a 'Loot roll'. Roll a D6; if you roll equal to or less than the total XP4 you earned from your trophies this fight (do not include Epic Monsters destroyed by other adventurers), you may draw a Loot card. If you collected trophies worth 6 or more XP4, you don't need to roll - you automatically pass your Loot roll.

If you draw a Town Only card, discard it & draw again until you draw a valid card.

Note that drawing Loot cards may lead to another fight *(if you draw a monster)*. Resolve each adventurer's Loot roll before resolving an additional fight against each Monster card drawn.

If you have an Epic Monster trophy & you pass your Loot roll, you may draw from the Epic Loot deck instead of the standard Loot deck.

For example, if you destroy a Megaverm, you may take an Epic Loot card unless your Loot roll is 6. If you also destroyed a Bandit Berzerker or Ogre Moron, you would get an Epic Loot automatically.

Once you have finished drawing Loot cards, discard your trophies & remove any 'Fight Round' & 'End of Fight' duration status conditions you acquired. The fight sequence ends & you may continue the Game Turn.



A mysterious dread wizard of vast power known as the Necromancer haunts the Borderlands with a spectral messenger - the Hand of Doom.

Tales about the Necromancer are numerous & often contradict one another. Some say the Necromancer's Hand was taken by the Inquisition on Witch Hill & the Necromancer was banished to wander the wilds as a warning to other warlocks & heretics. Insane with fury, the Necromancer plunged into the wilderness, surviving through mastery of the dark arts & a maniacal hunger for revenge.

Within a hidden lair somewhere deep in the wilderness, the Necromancer focused an evil hateful will & terrifying mystic power to manifest a new Hand formed of sorcerous malice & sent it forth to sew the seeds of ruin across the Würstreich!

Others say the Necromancer was executed & only a ghostly hand remains; a final dying curse upon the Borderlands. Still others claim the Necromancer was in fact an immense daemonic entity of unknowable power that reached into the Borderlands through a portal from the Void & left its Hand behind.

Whatever the truth may be, the Hand of Doom stalks the land, mustering forces & asserting domination over the monsters infesting the wilderness as well as the fanatical cults of human devotees who gather in secret sacred sites scattered throughout the countryside.

Whether acting of its own accord, or as a slave to the will of some unseen dark force, its insidious goals spell certain Doom for the rotting realm of the Würstreich!

THE DOOM TRACK

Printed at the top of the board is the Doom Track. This track represents the growing strength & influence of the Hand of Doom. As the Hand of Doom appears & plunges the Borderlands into chaos, the Doom Track advances & the world becomes more dangerous.

- When the first party draws a Danger card during the Danger Phase, if the Danger Level would be increased in a Location or Territory that is already at Danger Level 6, advance the Doom Track.
- The Doom Track can be advanced by an effect that specifically states 'advance the Doom Track' (the Doombringer Horn, for example).

Note that the Doom Track is not advanced when the Danger Level is increased for another reason. Various Encounters, Items, etc. can increase the Danger Level in a particular space, but only Danger cards or the Doombringer Horn will summon the Hand of Doom. For example, the Doom Track isn't advanced when you lose a fight or a Voidgate opens in a Location with Danger Level 6.

If you are playing a campaign mission, you may prevent the Doom Track from advancing by collectively spending Luck ***** equal to the number of living adventurers *(see Luck, pg.9).*

ADVANCING THE DOOM TRACK

- **1.** Place a Doom **x** counter on the Doom track
- **2.** Move the Hand of Doom
- **3.** Draw & resolve a card from the Doom deck

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DOOM

GOBLINK

When you advance the Doom Track, place a Doom **R** counter matching the color of the triggering space on the Doom Track.

For example, if the Danger Level is 6 at the Hell Pit when you draw the Hell Pit Danger card, the Doom Track is advanced, the Hell Pit being the 'triggering space'. Therefore, you would place a red Doom *Counter on the track, because the Hell Pit is in the Badlands (red).*

The first time you place a Doom **R** counter of a given color, shuffle the corresponding Region's Monster deck in with its discard pile.

For example, the first time you place a red (Badlands) Doom **a** counter, you reshuffle the Badlands Monster deck with its discards.

The first time a blue (Lowlands) Doom **R** counter is placed, also shuffle the Law deck in with its discards (in addition to shuffling the Lowlands Monster deck with its own discards).

FILLING THE DOOM TRACK

When the Doom Track is advanced, if there are already 5 Doom **R** counters on the track, the game ends! The Hand of Doom has achieved its diabolical goals & the total collapse of the Würstreich is assured as the Borderlands crumble under the terrible power of the Necromancer's relentless onslaught!

You may draw a final Doom card to discover the nature of the final threat that tipped the balance.

THE HAND OF DOOM

Place the Hand of Doom counter in the *triggering* space. This is the space indicated on the Danger card. If the Danger card corresponds to a Territory, a specific Location is listed below that Territory.



For example, when the Foothills card causes the advance of the Doom Track, place the Hand of Doom at the Windmill.

While the Hand of Doom is in a space, that space is Perilous **W** (you cannot recover Wounds using the Recovery Action there).

After resolving your Danger card, if the Hand of Doom is in your space, draw a Sign of Power card & resolve its effects. Ignore any random Encounter **a** result on your Danger Card (*do not draw a random Encounter* **a**). Instead, you may attempt to drive off the Hand. During the Encounter Phase, after defeating any monsters in your space, each adventurer may use the Dispel action described on this page. You cannot Dispel if you are Defeated, or if you lost a fight this turn.

🗳 DISPEL

Place {MAG Test} Wounds **b** on the Hand of Doom counter or a Voidgate in your space. If the Hand or a Voidgate has 6 or more Wounds **b** on it, remove it & its Wounds **b** from the board.

Whether or not you passed your MAG Test, you take Piercing damage equal to your lowest single dice score.

Remove all Wounds **b** from the Hand if it is moved to a different space (or removed from the board). If you drove off the Hand, also remove a Doom **x** counter from the track matching your current Region's color (for example, if you Dispel the Hand of Doom **x** drive it away from the Crossroads, remove a blue Doom **x** counter from the track).

If you removed a Voidgate, reduce the Danger Level in your space.



DOOM CARDS

After moving the Hand of Doom, draw & resolve a Doom card. When you draw a Doom card, first check that the Hand's current space matches with one of the spaces listed on the card. If it does not, set the card aside & draw again repeat this until you draw a valid card, unless there are no valid cards remaining.

For example, if you draw the Bubbling Death card, discard it & draw again unless the Hand is at Crystal Crater or the Goblin Fortress.

Next, resolve the effects of the card. If the card has a pink '*Remains in play*' section, place it on or next to the board in the effected

Region. This is called a *'persistent'* Doom card. The effects within the pink text box apply for the remainder of the game & campaign.

For example, the Bubbling Death card makes River Port Travel to Crystal Crater or Gutfish Ford impossible for the rest of the campaign!

After you resolve a Doom card, shuffle the Doom deck together with any Doom cards you set aside while looking for a card matching your space.

VOIDGATES & THE MAZE

Though it is considered a heresy to even know of them, esoteric lore teaches of mystical pathways leading to other worlds & dimensions beyond. These portals between layers of the universe appear suddenly & vanish again according to some unfathomably complicated system studied only by wizards insane enough to defy the mandates of the Holy Order & the very laws of physical reality!

The nature of the dangerous & mystical spirit realm through which these pathways lead remains undiscovered & endlessly debated amongst the arcane & illicit secret societies of the Würstreich, but only a very few dare to claim they have travelled through the Void & lived...

VOIDGATES

Voidgates can be placed on the board by Doom cards, Encounter cards, & other effects.

If a card calls for a Voidgate to be placed on a Territory *(without indicating a specific space)*, the active party's leader places the counter on a Road, Path, or Location of their choice within that Territory.

If a Voidgate would be placed in a Region that already has 2 Voidgates in it, do not place a third. Instead, increase the Danger Level in each space with a Voidgate in that Region.



For example, if there are Voidgates at the Goblin Fortress & Last Chance, when another Voidgate would open elsewhere in the Badlands, instead increase the Danger Level at the Goblin Fortress & the Wasteland. In the example above, the Danger Level goes up to 5 in the Wasteland - the Goblin Fortress is unaffected because its Danger Level is already at 6.

If a Voidgate would be placed in a space that already has a Voidgate in it, do not place a second Voidgate there *(there can only be one Voidgate per space).* You must increase the Danger Level in that space if instructed by the card or effect, even if you didn't place a Voidgate.

If you are in a space with a Voidgate at the start of the Map Action Phase, you may use your Map Action to Void Travel to the Maze, unless you are Detained *(see Void Travel, pg.13).*

While you are in a space with a Voidgate, ignore any Random Encounter **a** icon on your Danger Card (*do not draw a random Encounter*). Instead, adventurers may attempt to close the Voidgate, using the **Dispel** action (*see The Hand of Doom, pg.29*).



THE MAZE

The few mad wizards who claim to have visited the Maze describe a seemingly endless labyrinth of ruined stone walls, covered in mysterious carvings by beings who once dwelled there unknown aeons ago. Wrought in shapes unlike anything imagined by the minds of men, these stuctures are utterly alien & yet somehow strangely familiar, as if remembered from a dream.

It is it said that within its eerily abandoned corridors & haunted halls are numerous portals leading through the Void to hidden mystical sites scattered throughout the Borderlands.

Void wizards & witches across the Borderlands strive to unravel the mysteries of the Maze & map the hidden pathways through the Void, but none can truly fathom its ancient origin & purpose.



If you are in the Maze & in Bold **&** stance during the Map Action Phase, you may attempt to Void Travel back to the Borderlands (see Void Travel, pg.13).

When you Explore in the Maze, do not place an Explored ***** counter - the Maze can never have an Explored ***** counter.

If you are in the Maze during the Danger Phase, ignore the icon key (*do not draw Encounters a or Monsters*). Instead, you suffer from '*Void Shock*' - the consequences of visiting places your body & mind were never made to survive in!

VOID SHOCK

When you suffer from '*Void Shock*', you take Piercing damage equal to the value of your Danger card.

If you suffer from Void Shock outside of the Danger Phase (from the Sign of Voor, for example), draw a Danger card to determine how much Piercing damage you take (then discard that Danger card without resolving it).



If your Danger card has multiple values, use the highest value shown if your MAG is 7 or less. Use the lower value shown if your MAG is 8 or more.

For example, if you draw the Fields card while you are in the Maze, each member of the party with MAG 7 or less takes 2 Wounds , while those with MAG 8 or higher take only 1 Wound .

LOOT & ITEMS

LOOT CARD TYPES

There are various types of Loot cards & these are resolved in different ways.

If you are instructed to draw a Loot card of a specific type, draw until you have found a card of that type, discarding any invalid cards.

While you are looting *(after a fight or when you find an Item because of an Encounter)*, if you draw a Town Only card, discard it & draw again until you draw a valid card.

While you are Trading *(in a Town* **†** *or with an Encounter card)*, if you draw a Loot Only card, discard it & draw again until you draw a valid card.

When you draw multiple Loot cards at once, resolve them in the following order: **Monsters**, **Diseases**, then **Events**. After these cards have been resolved, adventurers may purchase or acquire **Allies**, **Items & Services**.

Allies

Allies are minor companions who have pledged to assist you in your journeys for one reason or another.

If you find an Ally while looting, you may take it & place it near your character sheet. If you find one while Trading, you may purchase it *(or 'hire' it)* for the listed price.

Allies can be exchanged & discarded just like Items.

Diseases

Various ailments can be contracted easily from coming into contact with the filthy monstrous beasts of the Borderlands or the unwashed masses of the Würstreich.

If you draw a Disease card, it is applies to you immediately, place it near your character sheet. Normally, Diseases can only be contracted while looting.

Monsters

Some fiendish terrors lurk well-hidden amongst merchant's wares & the ordinary citizens of the towns of the Würstreich, waiting for an opportunity to prey upon the unsuspecting!

When you draw one or more monsters from the Loot deck, you must fight them before resolving other Loot cards.

If you find a monster card while looting after a fight, resolve each adventurer's Loot roll before resolving an additional fight against each Monster card drawn by an adventurer in your space - the party fights all Loot monsters at once.

When you win a fight against monsters from the Loot deck (including any monsters from other decks that the Loot monsters may have summoned), do not reduce the Danger Level in your space.

Services

A service is a one-time purchase that can provide you with a temporary or permanent benefit.

Services are typically 'Town Only' cards & therefore can only be purchased while Trading. If the Service provides a permanent benefit, keep it near your character sheet as a reminder, otherwise discard the Service after resolving its effects.

ITEMS

Over the course of the game, you will likely accumulate numerous Items of various types.

If you don't meet an Item's requirements, you can still carry that Item, but you cannot Equip or use that Item.

When you *Loot* an Item, you may take it & place it near your character sheet. If you draw an Item while *Trading*, you may purchase it for its listed cost.

When you acquire an Item, you may *Equip* it immediately & you may unequip, *Exchange*, or discard other Items to make room for it. If you do not equip the Item, you may instead give it to another adventurer in your space.

Items provide additional actions that can be performed & constant effects that apply while the Item is Equipped.

EQUIPPED ITEMS

Items with one of the following Classes must first be *Equipped* to make use of them. These are indicated in orange text on the Item card. If they are not Equipped (\mathfrak{S} therefore 'unequipped'), turn the card sideways to indicate that it is only being carried & cannot be used - ignore the effects of these cards (although they still count against your carrying limit if they are Heavy **T**, see Heavy Items, pg.32).

Outside of combat, you can discard, Equip or Unequip Items freely throughout the Map Action Phase.

During combat, you must use the following Quick Action to Equip or Unequip an Item.

Equip

QUICK ACTION: You may choose one of the following:

- Unequip a Gauntlet, Head, or Jewelry Item &/or Equip a different Gauntlet, Head, or Jewelry Item.
- Unequip a 1H, LH, or 2H Item &/or Equip a different 1H, LH, or 2H Item.



Body

LOOT & ITEMS

AMMUNITION

This Item is armor or clothing that covers your upper body. You can only have one Body Item equipped at a time & you cannot equip or unequip them during a fight.

Gauntlet

This Item covers your hands but leaves your fingers free to grip weapons & other tools. You can only have 1 Gauntlet equipped at a time (the card represents a pair of gauntlets).

Head

A hat, mask, or helmet worn on the head that may or may not cover your face. You can only have one Head Item equipped at a time.

Jewelry

An ornament of some sort - a ring, necklace, amulet, pendant, or similar worn anywhere on the body. You can equip any number of Jewelry Items.

Hands (1H, 2H, or LH)

'1H' indicates that the Item is a weapon or tool wielded in either hand. 'LH' indicates it is used in the left hand & '2H' indicates that it requires both hands.

You can equip two 1H Items, or one 2H Item, or a 1H & a LH Item.

You can equip & unequip Items that use hands at the start of your turn each Combat Round without using a Quick Action.

HEAVY ITEMS

You may carry any number of Items, but you may only carry up to two Heavy **T** Items at a time.

When you acquire a new Heavy **T** Item while you are already carrying your limit, you must discard a Heavy **T** Item or you may give one to another adventurer in your party.





Some Items can use a specific type of ammunition ('Ammo'). This is indicated in the weapon's Class as 'Uses Shot' or 'Uses Arrows' (for example).

Items that use Ammo do not require a separate Ammo card to be used. However, you may load an Ammo Item of the appropriate type into them, in which case that weapon gains the special properties of the Ammo card. This can be done any time during the Map Action Phase or by using the Equip action in combat *(see Equipped Items, pg.31)*.

Only one Ammo card can be loaded into an Item at a time. An Ammo card that is not loaded into an Item is treated as an Unequipped Item - turn it sideways to indicate it is packed away & not in use.

For example, if you have the Light Pistol (Uses Shot) & Iron Shot (Ammo / Shot) items, you may load the Iron Shot into the pistol to give your pistol attacks the special properties of Iron Shot. Your pistol now inflicts +1 damage against Daemons & ignores the Ghostly ability, until you run out of Iron Shot.

An Ammo Item cannot be used without an appropriate Item that uses that type of Ammo.

EXCHANGING ITEMS

Adventurers in the same party may exchange Items & GP with each other freely during the Map Action Phase.

A Rest Action provided by an Item can only be used once per turn, therefore two adventurers cannot use the same Item Action in the same turn.

During combat, you must use the following Quick Action to exchange Items.

Exchange

QUICK ACTION: You may give an unequipped Item to another adventurer, as long as you haven't used that Item this turn.


PLAYING A CAMPAIGN

To experience the full challenge & glory of DUNGEON DEGENERATES, you'll need to play a series of connected games, called a '*campaign*'; your path through the story determined by the choices you make as you play.

USING THE MISSION BOOK

To begin a campaign, start by reading the Introduction of the Mission Book, then continue to the first mission; '*On the Run*'.

When you have completed your first mission by fulfilling its objective(*s*), you will collect a '*reward*' as indicated in your mission. After collecting your reward, consult the '*Mission Paths*' section of your mission to determine which mission to attempt next. Often this will involve a choice of '*factions*' or employers to work for.

SETTING UP

When you play a campaign, it is ideal to be able to leave the game board setup between missions, or to play multiple missions in one session. If you are able to leave the board setup in place, use the following steps to setup the next game.

- Shuffle cards from the Mission **B** deck back into their various decks & create the Mission **B** deck for your next mission, as described in the Mission Book.
- Remove any remaining Clue s^{*} counters from the board & place them based on your next mission's instructions.
- Shuffle the Danger deck & discard pile together (this does not trigger effects that happen when you reshuffle the Danger deck during the game).
- You may choose to reshuffle any Encounter decks & the Loot deck in with their respective discard piles.

Otherwise, you may leave the various game components in place when you begin your next mission.

DUNGEONIDEGEN

PACKING UP THE GAME

If you cannot leave the game setup in place between sessions, record sheets have been provided on the following pages to help you track the details of your game from session to session. These allow you take notes on the status of the game board as well as the various adventurers in play. You may photocopy these or print them *(downloads available at DUNGEONDEGENERATES.COM).*

To '*save*' the status of your game, use the Campaign Record Sheet to note the following:

- The number of Doom **R** counters of each color on the track.
- The name of your next mission, along with who you have chosen to work for *(faction)*.
- The name of each persistent Doom card in play.
- The name & location of each Epic Monster counter & each Voidgate in play. If one of these is on a Path or Road, indicate which Locations they are between.
- The Town Level & Danger Level or each Location & Territory.
- The current Bounty Level.
- If any Locations or Territories have map trait counters placed on them, put an 'x' in the circle next to the appropriate trait icon. Do not record trait counters placed on Paths & Roads these are lost.
- If the Hand of Doom is on the board, circle its Location or Territory.

To '*save*' the status of your adventurer, use the Adventurer Record Sheet to record the following:

- Your adventurer's name & character type, along with their current space.
- Your current HP♥, GP♣, XP**∳** & Luck**\$**.
- The name of each of your Skills, Masteries, Weaknesses & Triumphs.
- Loot & Epic Loot cards you've acquired.

When you set up for your next session, refer to these sheets & reconfigure the game board & adventurers based on your notes.

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APPENDIX

JOINING A GAME IN PROGRESS

When a player shows up late, or if an adventurer dies early in the game, you may decide to create a new adventurer & introduce them into the game at the start of any turn. Set up their standee in any space with an Adventurer, or in any Town \clubsuit .

If you choose a new adventurer whose starting Items or Skills have already been claimed, you must do without them, but you gain GPs or XP¶ equal to the cost of that Item or Skill, respectively. If a starting Item is in the dicard pile, you may take that card from the discard pile.

For example, if you choose the Vermin Hunter when someone already has the Ratspike, you must start the game without a weapon, but with an extra 4 GP.

SUGGESTED SKILLS & WEAKNESSES

Some adventurers begin the game with enough XP \checkmark to learn a new Skill or Mastery on the first game turn. To help new players who are unfamiliar with the assortment of Skills available, suggested Skills are listed on the back of each character sheet. A suggested Weakness to fit the character's theme is also provided you may take this Weakness rather than drawing one randomly.

EXPANDING THE GAME

Additional content for this game is available from **GOBLINKO**; check DUNGEONDEGENERATES.COM for the latest catalog. If you have additional cards for this game, you can simply shuffle those cards in with their respective deck(*s*) from the base set. This includes the starting Items for additional adventurers; their Items are shuffled into the Loot deck if those adventurers are not being used. You may include multiple copies of Monsters, Loot, Skills, *etc.*, but do not include more than one copy of any card marked with the Unique **v** icon. If you combine multiple copies of this box together, do not include multiple copies of any Danger, Doom, or Encounter cards.



DUNGEON DEGENERATES MINIATURES ARE ALSO AVAILABLE & CAN BE USED AS SUBSTITUTES FOR COUNTERS & STANDEES.

ADJUSTING DIFFICULTY

If you'd like more or less of a challenge, consider the following options to adjust the difficulty of the game.

To make the game easier, start the game by drawing 3 Danger cards. Reduce the Danger Level at the space indicated on each of these cards. Then, each adventurer may choose *one* of the following:

- Take the first Item card from the Loot deck
- Gain D6+2 GP
- Gain D3+1 XP4
- Gain 1 Luck 🛠

To make the game more dangerous, start by drawing 3 Danger cards before the game begins. Increase the Danger Level at each space indicated on each of these cards. Shuffle the XP \neq VAL 3 monsters in with their decks & each adventurer starts with 0 GP \clubsuit .

TACTICAL TIPS

The hidden wilderness paths of the Borderlands are strewn with the corpses of brave adventurers who left their homelands in search of fortune but found only death.Compiled below are a series of tactical tips that will help you survive the grim & deadly challenges ahead.

- Don't forget; you can usually run away.
- Find somewhere safe to Rest. Don't rush into a dangerous & remote area with a lot of Wounds on your sheet.
- Concentrate your attacks & kill skirmishers & summoners first.
- Use Guard Stance frequently & save your Luck ***** for those life-or-death situations.
- Investing in Skills like Martial Discipline & Provoke will give you tactical control over combat.
- Recovery Skills will help you travel faster with fewer Rests Mend Wounds, Fieldcraft, *etc.*
- When you're in Town **n**, try to buy some gear you never know when you'll need it. Carry a backup weapon if you can.
- The order in which you perform Rest Actions can be quite important.
- Trade Items with your party.
- Pay attention to your unique Luck **\$** generating ability & generate as much Luck as possible **\$**... you will need it.
- Stick together & protect your companions!



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THE RULES

MONSTER ABILITIES

See Monster Abilities, Pg. 21 for more details

ARRIVAL ABILITIES

Ambush: Each adventurer in the monster's space must make a PER Test. Each adventurer who fails becomes Stunned for 1 round; until the end of their first turn.

Curse: This monster's target must make a MAG Test. If you fail this Test, lose 1 Luck ***** & you become Demoralized.

Fear: Each adventurer in the monster's space must make a MRL Test. If you fail this Test, you are Stunned until the end of your following turn.

Gas: Each adventurer in the monster's space must make a CON Test. If you fail this Test, you become Poisoned.

Petrify: Each adventurer in the monster's space must make an AGI Test. If you fail this Test, you are Stunned until the end of the fight. If you have a Shield, invert its AGI penalty for this Test (-1AGI becomes +1AGI).

Rally *x*: If no icons are listed, draw a card from the monster's deck & add it to the fight. Establish this new monster's target & resolve each of its arrival abilities other than Rally. If icons are listed, draw a card or cards from the indicated deck(*s*). Pink () indicates the Law deck. A monster that entered the fight due to the Rally or Summon abilities cannot use the Rally ability.

STANDARD ABILITIES

Acidic: When you receive 1 or more Wounds monster, you must discard either a Shield or a random Item; shuffle all of your Items together, excluding those from the Mission deck & select one at random to discard.

Annoy: If you are being targeted by this monster, you must use Guard Stance (you cannot use Assault Stance).

Berzerk: This monster gains +2 ATT on its first round in a fight, unless it is Dazed. Its ATT returns to normal after its first round.

Command *x*: All other monsters in the same space with lower VAL $\oint \&$ at least one Class matching with this monster have +1 ATT. If a specific Class is indicated, the bonus is only applied to monsters of the indicated Class.

Dimwit: On the first round after this monster enters a fight, its ATT value is D6. If you are being targeted by this monster, roll to determine its ATT at the start of your turn in the Combat Round. After its first round, the monster's ATT returns to normal.

Drain *n*: At the end of each combat round, this monster recovers 1 Wound \blacklozenge if it inflicted at least 1 Wound \blacklozenge on its target during that round. If a number (*n*) is indicated, the monster recovers *n* Wounds \blacklozenge instead.

Endless: The monster cannot be reduced to below 1 remaining $HP \bigoplus$ while a Witch *(Monster or Encounter)* is in the same space.

Evade: When you attack this monster with a Melee Attack, if the attack roll results in doubles, your attack misses regardless of the total.

Explode *n*: When this monster is destroyed, it inflicts 1 Piercing damage (*Piercing damage ignores ARM*) on each adventurer & each monster in its space. If a number (*n*) is indicated, the monster inflicts *n* Wounds \blacklozenge instead.

Fury *n*: While monster has 1 or more Wound **♦** counters on it, it has +1 ATT. If a number (*n*) is indicated, the monster has +*n* ATT instead.

Ghostly: When attacking this monster, your STR, AGI & PER are halved for purposes of rolling to hit.

Horde *x*: This monster has +1 ATT while there are 1 or more monsters with the indicated Class in its space.

Infect: When you receive 1 or more Wounds I from this monster, you become Infected.

Necro *n*: Each time you recieve 1 or more Wounds \blacklozenge from this monster, you lose 1 XP \bigstar . If a number *(n)* is indicated, you lose *n* XP \bigstar instead.

Nullify: When you recieve 1 or more Wounds I from this monster, you become Supressed.

Onslaught *n*: This monster gains +1 ATT while targeting an adventurer who is in Guard s stance. If a number (*n*) is indicated, the monster has +*n* ATT instead.

Pain: When you recieve 1 or more Wounds **b** from this monster, you must make a CON Test. If you fail, you become Stunned until the end of your next turn. If you become Poisoned due to Wounds **b** taken from a monster with Venom during the same turn, this is applied before rolling against Pain.

Pierce *n*: This monster's attacks deal piercing damage (*they ignore ARM*). If a number is indicated (*n*), the monster's attacks ignore *n* ARM instead.

Pursue: You cannot Escape from a fight while targeted by this monster, unless the monster is Dazed or Hexed.

Regenerate n: At the end of each combat round, this monster recovers 1 Wound \blacklozenge . If a number (n) is indicated, the monster recovers n Wounds \blacklozenge instead.

Retaliate n: If this monster recieves 1 or more Wounds \blacklozenge from a Melee attack & is not destroyed, it inflicts 1 Piercing damage on its attacker. If a number (n) is indicated, the monster inflicts n Piercing damage instead.

Skirmish: If this monster is still alive at the end of a combat round & the Danger Level in its space is less than 6, increase the Danger Level (*Increase the Bounty Level instead if the monster is from the Law deck*), then remove all counters from this monster & shuffle it back into its deck.

Slime: When you receive 1 or more Wounds I from this monster, you become Slimed until the end of the fight.

Summon *x*: If this monster is still alive at the end of its first combat round, draw a monster from its deck & add that monster to to the fight. If icons are listed, draw a card or cards from the indicated deck(s). Pink () indicates the Law deck. A monster that entered the fight this way cannot use Ambush or Rally, but resolve its other arrival abilities at the start of the forthcoming combat round.

Taunt: If you are targeted by this monster, you cannot target another monster, unless that monster is also using Taunt against you.

Thief: Each time you would receive Wounds \blacklozenge from this monster, instead lose GP \clubsuit equal to the amount of damage dealt *(ignoring ARM)* & place an equivalent number of GP \clubsuit counters on its card. If you have 0 GP \clubsuit when you are attacked by this monster, it inflicts Wounds \blacklozenge like a standard monster. If this monster is destroyed, its GP \clubsuit VAL is increased by the number of GP \clubsuit counters on it. If this monster is still alive at the end of a combat round & has GP \clubsuit counters on it, remove all counters from this monster & shuffle it back into its deck.

Venom: When you receive 1 or more Wounds **b** from this monster, you become Poisoned.





INTRODUCTION

ALLES HAT EIN ENDE, NUR DIE WURST HAT ZWEI.

The Fortress City Brüttelburg stands as an armored bulwark against the tittering terrors, driveling daemons, gibbering goblins & wailing witches lurking within the haunted & hazardous wilderness beyond the crumbling Easternmost edges of the Würstreich. In the face of total chaos the city's Imperial rulers once united under the mighty battle-standard of imperiousness, a resounding blast of the war horns of the Würstreich against the relentless threats of witchery, disease, deformity & perversion.

Safe in their fortress towers, the well-guarded aristocracy of Brüttelburg grow more corrupt & decadent with each passing year while those zealous followers of the Holy Order that remain true to their puritan code only become more violent & sadistic. Crushed under the bootheels of these tyrannical overlords, the peasants of the Lowlands meet in secret, forming witch cults & rebel enclaves.

In this era of brutality & corruption, everyone is suspect. Heads become tails, every cop is a criminal & all the sinners are saints. The black mark of poisonous wizardry withers the land & the Borderlands teeter on the brink of total war.

It is in this world gone mad that your adventure begins!

Imprisoned for various crimes, guilty or innocent, you've been sent to the labyrinth of cramped S crowded prison cells deep in the damp bowels of the Fortress City Brüttelburg. It is a cold, dark hive of punishment built of stone S iron S stinking of fearsweat, forgotten failures, unwashed rags S layer upon layer of malnourished excrement. Below, the prison gives way to an endless & uncharted series of natural caves where terrible things lurk in the shadows & feed on the unwary. Above, the streets of the fortress city are patrolled by watchmen, inquisitors, thugs & bounty hunters. If you can get past them through subtle cunning or brute force, your freedom awaits beyond the Lowlands.

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USING THE MISSIONS

objectives. If you have completed your mission's objective at the end of the Encounter Phase, you are victorious!

STARTING A CAMPAIGN

Begin a campaign with the **On the Run** mission. When the first mission is completed, its Mission Path section will indicate which mission to attempt next.

When you start a new campaign, remove the following cards from their decks. These are only used when a mission calls for them to be added to the Mission \mathbf{G} deck.

Crown of Cruelty (Epic Loot) Doombringer Horn (Epic Loot) The Dread Saint (Epic Monster)

SETTING UP A MISSION

Read the introduction associated with your mission outloud to all players. The Setup section will indicate what cards are placed in the Mission $\mathbf{\hat{e}}$ deck & if counters are placed on the board.

Various icons are used in the Setup section to indicate counter & card placement. The following icon guide shows the meaning of icons used in the setup section.

8	Place a random Clue & counter facedown on the indicated space
𝑘n	Place the Clue & counter with value <i>n</i> faceup on the indicated space (for example, '& 6 Holy Order' means place Clue & 6 face up at the Holy Order)
8	Place the indicated card in the Mission 🔒 deck
₩ 13 ₩ 80	Place the corresponding map trait counter on the indicated space (for example, '& Ghostgate' means place a Fungus & counter at Ghostgate)
œ	Place the corresponding Epic Monster P counter on the indicated space & add that Epic Monster's card to the Mission D deck (for example, P Knife Wraith at Witch Hill' means the place the Knife Wraith counter at Witch Hill & add its card to the Mission D deck)

The function of Clue sector varies from mission to mission & specific details on how they are used are provided in each mission.

THE MISSION DECK

If your mission instructs you to place any cards in the Mission deck, remove these cards from their normal deck & form a separate deck composed of the listed cards. These are set aside & used as instructed in the mission.

When a card from the Mission **a** deck would be discarded or returned to its deck for any reason, place it back in the Mission **a** deck instead, unless specifically indicated to the contrary in your mission's instructions.

If you already have an Item listed as part of the Mission **b** deck, do not place it in the Mission **b** deck - you may keep the Item (*this will likely give you a headstart towards completing your mission*).

OBJECTIVES

Each mission includes an *Objectives* section describing what you must do to complete the mission. Some missions include multiple ways to complete the mission or a number of optional

SPECIAL RULES

Many missions have one or more sections indicating new rules & exceptions that apply to that mission only. Once you have completed the mission, these special rules no longer apply (*later in a campaign*). However, cards that have been 'returned to the game box' (*removed from the game*) are removed for the remainder of the campaign.

REWARDS

If you complete the mission, you may claim the rewards listed. Some missions provide different rewards based on your actions & choices during the mission.

When you read through your mission, you may choose not to read the *Rewards* or *Mission Paths* sections until you have completed the mission *(if you'd like to be surprised)* - it is up to you!

MISSION PATH

Once you have collected your rewards, read the Mission Path section of your mission. Many missions have a variety of mission paths based on choices you make during or after the mission. Read the *italic flavor text* corresponding to your choices; the title of the next mission is indicated in **bold text** (along with your Faction, if any). Some missions will provide a choice of mission paths, in which case the party must agree on which mission to pursue next.

FACTIONS

During the course of some missions, you may end up working for a *Faction*. The name of the faction will be indicated in **Bold Text**. Keep track of what faction you're working for, as this may change the specific rules of your mission. If you are playing this type of mission as a standalone game, choose a faction.

For example, three different factions (the secret brotherhood of Imperial Conspirators, the infamous Necro Coven, or the River Rats bandit gang of the Highlands) may recruit you as Death for Hire, but each provides a different reward for destroying your target.

CAPTURE

If you are defeated by or surrender to the Law at any point during a campaign mission, you are captured by your assailants. Any adventurer who has already been captured is executed on the spot & killed, while the others are merely clasped in chains.

Any adventurers who were not captured may choose to join their captured comrades & turn themselves in or join them once they have escaped capture (as described in the next mission's setup). Alternately, adventurers who were not captured may choose to continue their mission & abandon those captured (you may introduce replacements if you wish).

At the end of a mission in which any adventurers were captured, the captors soon reveal themselves as members of the Secret Brotherhood of **Imperial Conspirators**, who plot against the Emperor & fight a clandestine war to return the Würstreich to its former glory. They offer you a chance to save your neck by working as their agent.

You may accept your captors' offer & hope to win a pardon by bringing **Death for Hire** as a servant of the **Imperial Conspirators**, or refuse & try to make an **Escape from Brüttelburg** before you are tortured & executed without mercy!



ON THE RUN

As you rot in your filthy prison cell beneath the fortress city of Brüttelburg, a shady jailor comes to you smelling of cheap gin & rancid oil offering an illicit deal. He has found something valuable that he needs to keep hidden from his cruel & fanatical commander, the High Magistrate. Unable to leave his post, the jailor offers you your freedom if you will retrieve & deliver a package to his crooked cousin in Pigskin Port. Will you accept this generous offer or refuse him & plot an escape on your own terms?

You may choose to refuse the jailor's offer. If you do, skip this mission & continue on to Loot & Pillage, pg.3.

If you accept the offer, the jailor springs you out of the undercity dungeon & sends you on your way with perhaps enough gear to survive the journey (your starting Items \mathfrak{GP}).

SETUP

Set the Bounty Level at 3 & place the party at Brüttelburg.

Soothsayer's Head (Loot): This head of a mummified mystic is the jailor's prized object, which you must deliver to Pigskin Port if you wish to honor your part of the deal. Imbued with some trace of his magic beyond death, the soothsayer's cold lips whisper sage warnings mixed with utter nonsense in ancient languages.

Fungal Parasite (Loot): The dangers of handling a moldy old severed head...

Crossroads: where the jailor buried the Soothsayer's Head to hide it from the witch smellers of the Inquisition.

***1 Pigskin Port:** If you can bring the Soothsayer's Head to the jailor's cousin, you might get a reward. Then again, it could be a trap. In any case, Pigskin Port is a good place to look for work.

3 Stone Circle: Surely the warlocks of the Circle would offer a decent price for the Soothsayer's Head? If not, at least you'll be safe from the law out there in the middle of the swamp.

North Bridge: Before long the High Magistrate learns of your escape S sends riders to lock down North Bridge. You have no chance of getting through here without being re-captured!

b each Path & Road adjacent to **Witch Hill**: Imperial huntsman *S* agents of the Inquisition patrol the Witchwood for escaped convicts fleeing to the East.

OBJECTIVE

You may complete this mission when all adventurers Rest together as a party at Clue & 1, 2, or 3 (*Pigskin Port, Gutfish Ford, or Stone Circle*), with or without the Soothsayer's Head.

FINDING THE SOOTHSAYER'S HEAD

When you successfully Explore 🐡 at Clue 🕉 6 (the Crossroads), remove Clue 🕉 6 & draw a random card from the Mission 🔒 deck. If you draw the Soothsayer's Head, you may discard the remaining card in the Mission 🔒 deck (the Fungal Parasite) to the Loot discard pile. If you draw the Fungal Parasite first, you must take that card (you become sick from handling the mummified head) & draw again (taking the Soothsayer's Head).

When you dig up the Soothsayer's Head, its haunting raspy voice whispers to you in an ancient tongue...

If any adventurer in the party meets the requirements of the Soothsayer's Head card (*MAG* 7+ or *Puritan*), they can make sense of his desperate pleas to be returned to his home at Stone Circle.

If you lose the Soothsayer's Head, place it in the Loot discard pile (do not place it back into the Mission **a** deck).

REWARD

Each adventurer gains 1 Luck *****. Remove all counters that were placed during setup & reduce the Bounty Level.

- You may deliver the Soothsayer's Head to the jailor's cousin by discarding it if you are at Pigskin Port. If you do, discard the Soothsayer's Head & distribute 2D6 GP as evenly as possible amongst the party as payment.
- If you can use the Soothsayer's Head (if you meet its Requirements), you may deliver him to his home town at the Stone Circle. If you do, discard the Soothsayer's Head & each adventurer in the party gains D3 XP4 as the Soothsayer blesses you with knowledge in thanks for your good deed.
- If you deliver the Soothsayer's Head to the Village Elders at Gutfish Ford, keep the Soothsayer's Head (see Mission Path).

MISSION PATH

Your next mission is determined by where you ended up & whether or not you delivered the Soothsayer's Head to anyone.

Fungal Parasite

If you contracted the Fungal Parasite & are still its host at the end of the mission, you become strangely compelled to travel the Highland paths & climb the highest summit of the Mountains of the Mouth to the North. You can't be sure where this notion comes from, but it soon grows into an obsession that torments your mind ceaselessly!

The party may choose to listen to your insane ramblings & continue on to **Visions at the Peak** (*pg.4*). Otherwise, the adventurer with the Fungal Parasite becomes Demoralized & Suppressed at the start of the next mission (*determined below*).

Deliver the Head

Pigskin Port: If you delivered the Soothsayer's Head to the jailor's cousin, he is appeciative enough to set you up with a job working for the **River Rats** gang. You may continue on to **Death for Hire** (pg.6), or refuse this work & attempt to **Establish a Base** (pg.5).

Gutfish Ford: The Village Elders beg you to destroy the hideous cursed head! If you have any hope of being welcome in town, you must take the head & Throw it in the Pit (pg.11)!

Stone Circle: The soothsayer thanks you for your efforts & whispers secrets about a wondrous palace-temple hidden deep in the Mountains of the Mouth. Do you dare follow the dubious directions of this delirious dead man? Continue on to Visions at the Peak (pg.4), or choose to ignore the rotting fool & Establish a Base (pg.5) here in the swamp.

Run & Hide

If you left the head where it was, or if you kept it for yourself, then you find yourself in a new town with no contacts to speak of... you must Establish a Base (pg.5)!





LOOT & PILLAGE

You've refused your jailor's deal & soon enough he finds his opportunity to make an attempt on your life. Taking advantage of the diversion created by a fight in your cell block, the jailor comes to silence you so you'll never share his secrets!

You must fight the jailor before you begin your mission. Take the Jailor card from the Law deck & the party must fight him without any of their starting Items.

If you destroy or escape the Jailor, you can flee the dungeon as more fighting breaks out around you & your fellow prisoners turn on their captors. During the chaos you may claim your starting Items, but your GP& is lost.

SETUP

Place the Undercity Dungeon map overlay on the board connected to Brüttelburg. This represents an additional Location in the Lowlands. The Undercity Dungeon is adjacent to Brüttelburg.



Set the Bounty Level at 2 & place the party in the Undercity Dungeon.

Fresh out of the dungeon without two coins to rub together, you know you'll need to come up with some funds as soon as possible. Luckily you have two leads on potential fortunes ripe for the taking. A new cellmate recently boasted to you about a treasure he stole & sold to the River Rats gang, now housed at the old Watchtower & barely guarded... unless it's already been shifted to the Bandit Camp.

You've also heard rumors of the tomb of the Dread Saint Pastete - where tributes are left by pilgrims from across the Würstreich - unprotected wealth just waiting to be taken! Unfortunately, some of the rumors disagree on specifics . you've heard that the tomb is beneath the ruin at Tower Island; once part of the necropolis during the Dread Saint's time or perhaps his body has been moved to the Catacombs.

- & Bandit Camp
- ***** The Catacombs
- ***** Tower Island
- * The Watchtower
- Howling Winds/Treasure Trove (Highlands Encounter)
- Travelling Carnival/Unspoiled Tomb (Lowlands Encounter)

OBJECTIVE

At least one adventurer must complete any one of the following, then Rest at any Town f.

- · Destroy a Caravan in the Highlands.
- · Plunder a Treasure Trove in the Highlands.
- Plunder the Unspoiled Tomb in the Lowlands or Wetlands.

THE MANHUNT

The authorities send troops to patrol the streets of Brüttelburg & the towns of the Lowlands in search of escaped convicts.

At the start of each Danger Phase, increase the Bounty Level if any adventurer Rested in Bold & stance at a Town 🕯 in the Lowlands during that turn.

If the Bounty Level is increased to 3 or more, place a Law B counter on the Fishmonger Camp & on North Bridge.

RUMORED RICHES

If you successfully Explore 🗱 a space with a Clue 🖨 counter, you may flip that counter & compare the highest single die result of your Explore Test to the Clue's & value.

If your highest die is equal to or greater than the counter's value, you may take a specific card from the Mission & deck based on your location & resolve it during the Encounter phase (do not resolve a random Encounter A this turn). Then, remove the Clue & counter from your space & place the Encounter in its discard pile.

Bandit Camp: resolve & Treasure Trove

The Watchtower: resolve & Treasure Trove

The Catacombs: resolve 🔒 Unspoiled Tomb

* Tower Island: resolve & Unspoiled Tomb

REWARD

Each adventurer gains 1 Luck # & remove any Law & counters that were placed due to 'the Manhunt'. If you destroyed a Caravan, increase the Danger Level in the Foothills & at Pigskin Port

MISSION PATH

Your mission path is based on which objective you completed. If you wish, you may ignore these opportunities & instead attempt to Establish a Base somewhere beyond the Lowlands.

Caravan or **Treasure** Trove

Thanks to you, commerce has been destablized in the region & the Merchant Guilds are eager to hire new mercenaries brave enough to travel far into the Wasteland to establish trade with the Goblins & the people of Gutfish Ford.

If you decide to enlist with the Guildsmen, they hire you as a guard or scout for their Caravan Through the Badlands (pg.10).

If you decline the Guild's offer, you begin looking for work on the seedy side of town. Local bandit gangs have taken note of your exploits & they send goons carrying an ultimatum; work for them or get out of town! If you take work from the River Rats, it's time to try your hand at

Death For Hire (pg.6). If you refuse to work for the gang, increase the Danger Level at the Bandit Camp.

Unspoiled Tomb

If there are one or more Puritans in the party, read the following.

Too late you realize your disastrous mistake! You've defiled the resting place of the Dread Saint Pastete & disturbed sacred remains of occult importance to the Inquisition. You must rush to undo the damage you've caused & break the Curse of the Dread Saint (pg.8)!

If there are no Puritans in the party, or if you choose to ignore the curse of Saint Pastete, increase the Danger Level at the Catacombs & Tomb Lake, then read the following.

Your heist earns you a reputation in the local underworld & soon enough you're approached by a thin, jumpy apothecary who hopes to find some rare ingredients for his work ... will you collect the components he needs to Make a Scratch (pg.12)?



VISIONS AT THE PEAK

Whether compelled by the mutterings of the Soothsayer's Head, or by the fungal parasite ravaging your mind, the mountains beckon!

Fungal Parasite: The image of a resplendent gleaming palace-temple shrouded in colorful mist & hidden high in the mountains haunts your dreams as an unseen force enraptures your thoughts & beckons you Northward. As if guided by fate, you begin a dangerous pilgrimage to this wondrous dream-castle.

Soothsayer's Head: The soothsayer's raspy whisper entices you with tales of a mystical lost temple in the mountains & the 'wonders of the bird king' within. With the soothsayer's guidance, perhaps you can reach this isolated temple-palace & plunder its magnificent treasures!

SETUP

If you are playing Visions on the Peak as a standalone mission, the Bounty Level is 2 &

the party starts at Stone Circle.

The bird king waits in his throne room for devoted subjects bringing offerings from the world below in exchange for his gift of transformation!

OBJECTIVE

At least one adventurer must travel to the Temple of Madness & Rest there (remember that you must have a status condition or Disease to enter a Metaphysical \$\$ space). When you do, you must face Lord Scrott (see Facing Lord Scrott, below) & either pledge yourself to him or destroy him!

If an adventurer has the Fungal Parasite, the mission cannot be completed until that adventurer ('the fungal host') Rests at the Temple of Madness. Lord Scrott will not appear until the fungal host is present. If the fungal host is cured (if the Fungal Parasite has been discarded) during the course of the mission, Lord Scrott becomes quite displeased & will not accept any offering!

SCORING DRUGS

It is said that only true sorcerers can travel to the Temple without the aid of certain mindbending substances & obscure rituals to alter the pilgrim's perception of reality. Many such substances are available for sale throughout the Borderlands to those who know where to look.

When you find any of the Encounters in the list below & interact with them in the indicated manner, you may search the Loot deck & discards for the corresponding Item & you may purchase that Item for normal cost.

ENCOUNTER	ITEM	
Alchemist (Approach)	Mystery Pills	
Scrag Milker (Drink)	Scrag's Milk	
Scrog Spiker (Approach)	Eye of Scrog	
Swamp Hag (Approach & roll 5 or more)	Magic Mushroom	
Truffle Hunter (Approach)	Scratch	
Weed Wizard (Approach)	Marsh Moss	

For example, if you find the Alchemist & Approach him, you may purchase Mystery Pills from him.

FACING LORD SCROTT

As you explore the spiralling labyrinthine corridors of the Temple, the clinking footsteps of the bird-king's ceramic feet echo across the strangely glistening walls. The sweet scent of the wafting Nacht Mist envelops the chamber & Lord Scrott appears, towering above you & gibbering like a mad parrot or a living God! If you have the Fungal Parasite, you hear Lord Scrott's glorious litany & it resonates with the voices in your mind. You know you stand now before your true sovereign & that you must go forth & share his gifts with the world!

When you Rest at the Temple of Madness, place the Lord Scrott counter there. At the start of the Encounter Phase, you may attempt to pay tribute to him by presenting a symbolic offering; the fungal host (or any adventurer, if there is no fungal host) must discard an Ally or Food, Herb, Relic, or Alchemical Item, then make a MAG Test. If you offered a Relic, you may roll 3 dice & use any 2. If you pass this Test, your offering is successful & your mission completed! If you fail, Lord Scrott rejects your pathetic tribute & you must fight & destroy him as your mind clears & you witness the true horror that surrounds you!

REWARD

Each adventurer gains 1 Luck **#** & remove 2 yellow Doom **@** counters from the Doom track (*Doom cards remain in play*).

If you destroyed **Lord Scrott**, increase the Town Level at Pigskin Port & the Bandit Camp & you may take the **Psychic Warrior** Triumph card.

If you made a **Successful Offering** (by passing a MAG Test), you may take the **Servant of Lord Scrott** Triumph card.

If you are packing up the game, make a note of any Status Conditions you have on your Adventurer Record Sheet. Begin the next Mission with these Status Conditions.

MISSION PATH

If you destroyed Lord Scrott

As the bird king's body sinks to the quivering floor, his wounds form growing pools of stinking blight-mold. As these pools seep into the ground, new & bizarre forms rise & twist in the air before your eyes. You realize this place must somehow be the source of the terrible blight devastating the Highlands! Armed with this knowledge you resolve to do what you can to **Cleanse the Blight** (pg.13).

If you made a Successful Offering

You rejoice in Lord Scrott's favour & he bids you go forth to share his gifts throughout the Borderlands. You must visit the realms of mankind & do your part to Spread the Blight (pg.19).

Failed Offering

Having vanquished the avian horror, your thoughts begin to clear & you realize your mind has been clouded & confused by some unseen & omnipresent sentient force. Determined to prevent the Highlands from falling under its spell, you swear to Cleanse the Blight (pg.13) from the countryside once & for all!





ESTABLISH A BASE

Finding safety S a home to live in free from persecution is no easy task here on the Borderlands. You must find a Town outside the reach of the law S either ingratiate yourself with the locals or bully them into submission.

SETUP

If you are playing Establish a Base as a standalone mission, the Bounty Level is 2 & the party starts at **Pigskin Port**, **Gutfish Ford**, or **Stone Circle**.

First, choose a Region outside of the Lowlands where you will establish your Base P. Set up counters based on your chosen Region, as indicated in the table below (for example, if you choose the Badlands, you will place a Clue & at Crystal Crater, Last Chance & Skull Bridge).

During this mission, when a space with a Clue & counter is reduced to Danger Level 2 or less, remove that Clue & counter & increase the Town Level at the corresponding Settlement indicated in the table below.

For example, if you chose the Badlands, you can increase the Town Level at the Goblin Fortress by reducing the Danger Level to 2 or less at Crystal Crater, Last Chance, or Skull Bridge.

BADLANDS CLUES	SETTLEMENT
Crystal Crater	Goblin Fortress
♂ Last Chance	Goblin Fortress
Skull Bridge	Goblin Fortress
HIGHLANDS CLUES	SETTLEMENT
Slaver's Pass	Bandit Camp
	Bandit Camp & The Watchtower
♂ [*] Witch Hill	The Watchtower
WETLANDS CLUES	SETTLEMENT
Crystal Crater	Gutfish Ford
Goblin Fortress	Gutfish Ford
Sunken Village	Stone Circle
♂ The Black Tree	Stone Circle
Ghostgate Ghostga	Fishmonger Camp
Tower Island	Fishmonger Camp

OBJECTIVE

Rest in any Settlement **P** with Town Level 4 or more outside the Lowlands. If you are in Pigskin Port, the Town Level there must be at least 5.

REWARD

Each adventurer gains 1 Luck *****. Then, Place a Base **>** counter in your space & remove 1 Doom counter from the Doom track corresponding to your Region's color (for example, if you complete this mission at Gutfish Ford, remove a green Doom **<** counter).



MISSION PATH

You mission path is determined by the Location of your Base 🏲.

Twice Fugitive

If you have established a base after an Escape from Brüttelburg, you may pursue righteous retribution on your captors - out for blood S Screaming for Vengeance (pg.10)!

Bandit Camp

The prospect of war between the Highland guilds & the Würstreich grows to an inevitability. Will you aid the River Rats gang's attempt to strengthen the North by establishing a Caravan Through the Badlands (pg.10), or find other ways to Unify the Highlands (pg.16)?

Fishmonger Camp

This damp lakeside shanty town is infested with cultists working dark deeds in secret. These are only agents of a larger organization with tendrils gripping every corner of the South. The few uncorrupted locals remaining here beg you to take up the crusade against these lurking loonies & Hunt the Witch Cult (pg.18)!

Goblin Fortress

As the weak-willed goblins fall under your influence, will you make use of their military might & hatch a plot to Start a War on the Würstreich, or will you bring prosperity to the North by forging a Caravan Through the Badlands (pg.10)?

Gutfish Ford

The people of the Ford live under constant threat of danger from the goblins of the wastes. The Elders, being evenly split between warmongers & peacemakers, cannot reach a decision & so you must decide how to deal with this menace. Will you lead a Caravan Through the Badlands (pg.10) to build alliances, or wage War on Goblins (pg.15)?

Pigskin Port

The guildsmen of Pigskin Port face economic collapse as the blight ravages their livestock & grain while a war with the Würstreich seems inevitable. Will you help the Guildsmen consolidate forces & Unify the Highlands (pg.16), or will you move quickly to rally allies & Start a War (pg.14)?

Stone Circle

The Crown of Cruelty is an arifact of terrifying power. Once buried & thought lost forever, it has now found its way into the hands of an insidious scroglin witch-sorcerer. Crowning itself King of the Deep, it means to call forth a great leviathan from the depths of Tomb Lake to rid the Wetlands of its human enemies! The Warlocks of the Circle call upon you to kill the King & steal The Scroglin Crown (pg.19)!

The Watchtower

Standing at the center of the Borderlands, many enemies & opportunities surround your chosen home. Looking to the East, you could establish a Caravan Through the Badlands (pg.10), or make War on Goblins (pg.15). To the North, you can form allegiances in an attempt to Unify the Highlands (pg.16). To the South, the Würstreich is a persistent threat. Do you have enough allies to Start a War (pg.14)?



DEATH FOR HIRE

Contract killings are a common way of doing business here in the Borderlands. Your mission is simple - track down your target & murder them dead!

SETUP

If you are playing Death for Hire as a standalone mission, the Bounty Level is 3 & the party starts at **Pigskin Port**.

Imperial Conspirators

If you are working for the Imperial Conspirators, reduce the Bounty Level & the adventurer with the highest MRL may take Official Papers from the Loot deck or discards. Set up all adventurers (including those that were not captured) at Brüttelburg.

OBJECTIVE

Your target is based on who sent you on this mission. Roll a die on the table corresponding to your Faction to determine your target, then locate that card in the indicated Encounter deck & set it aside to create the Mission **1** 'deck' (although in this case it is only one card). If you are playing a standalone game or have no employer, roll on the Underworld Contract table. To find your target, you must destroy or interact with one of the indicated 'Informants'. When you do, place a random Clue & counter face down on each space indicated in the 'Clues' column.

For example, if you roll a 1 on the 'Underworld Contract' table, your target is the Organ Grinder. You must free or destroy a Prisoner, Gamble in a Game of Cards, or Trade with or destroy a Caravan to learn where he can be found. Once you accomplish this, you can place Clue & counters at the Bandit Camp & the Watchtower.

TRACKING THE TARGET

When you successfully Explore in a space with a Clue \checkmark counter, flip that counter & compare your highest single die to the value of the counter. If your highest die is equal to or greater than the counter's value, you have tracked down your target! Remove the counter, take your target's card from the Mission deck & fight it during the Encounter Phase (do not draw a random Encounter this turn).

If your highest die is less than the counter's value, simply remove the counter. When you have removed the last Clue I counter from the board, shuffle your target into its deck if you haven't yet been able to destroy it, or give up & Rest at your objective space to roll up a new target (you may then shuffle any discarded Informants for your new target back into their decks).



IMPERIAL CONSPIRATORS

Destroy your target, then Rest at the Hunt Lodge.

ROLL	TARGET	INFORMANTS	CLUES
1-3	Würstreich Aristocrat (Lowlands)	Lone Pilgrim (Approach) Suspicious Local (Approach) Travelling Carnival (Trade)	♂ Crossroads ♂ Witch Hill
4-6	Caravan (Highlands)	Burning Carriage (Defend) Game of Cards (Gamble) Organ Grinder (Approach)	♂ The Windmill ♂ Slaver's Pass

NECRO COVEN

Destroy your target, then Rest at the Graveyard.

ROLL	TARGET	INFORMANTS	CLUES
1	Lone Pilgrim (Lowlands)	Festival of Kürbisnacht <i>(Join)</i> Truffle Hunter <i>(Approach)</i> Wailing Ghost Child	⊀ The Holy Order ⊀ Witch Hill
2	Würstreich Aristocrat (Lowlands)	Festival of Kürbisnacht (<i>Join)</i> Travelling Carnival (<i>Consult</i>) Truffle Hunter (<i>Approach</i>)	♂ East Bridge ♂ North Bridge
3	Suspicious Local (Lowlands)	Travelling Carnival (Consult) Trapped Stage Coach (Plunder) Truffle Hunter (Approach)	ം Crossroads ം Fishmonger Camp
4	Organ Grinder (Highlands)	Alchemist <i>(Approach)</i> Hungry Pillar <i>(Blood/Food)</i> Inhuman Voices <i>(pass PER Test)</i>	⊲ [*] Bandit Camp ⊲ [*] The Windmill
5	Alchemist (Highlands)	Burning Carriage (Defend) Caravan (Trade) Shady Dealings (Bribe)	د Tunnel of Terror د The Watchtower
6	Albino Scrog (Wetlands)	Curse Eater (Approach) Scrog Spiker (Approach) Swamp Hag (Approach & roll 5+)	لا الالح الح الح الح الح الح الح الح الح

REWARD

Each adventurer gains I Luck **#** & further rewards based on which Faction hired you for the job.

Imperial Conspirators

The conspirators pay D3+1 GPL to each adventurer in the party. Reduce the Bounty Level & increase the Town Level at the Hunt Lodge.

Necro Coven

Remove 1 blue Doom counter from the Doom track. If you destroyed the target, take the Killer for the Necro Coven Triumph card.

River Rats

The gang pays 2D6+2 GP distributed amongst the party, then increase the Town Level at the Bandit Camp. The adventurer who destroyed the target may take the **Gang Member** Triumph card.

Underworld Contract

The contract pays 2D6+6 GPL distributed amongst the party.

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RIVER RATS

Destroy your target, then Rest at the Bandit Camp or Pigskin Port.

ROLL	TARGET	INFORMANTS	CLUES
1	Würstreich Aristocrat (Lowlands)	Lone Pilgrim <i>(Approach)</i> Suspicious Local <i>(Approach)</i> Travelling Carnival <i>(Gamble/Trade)</i>	♂ Crossroads ♂ Hunt Lodge
2	Herisoner (Highlands)	Burning Carriage (Defend) Fugitive (Hide) Game of Cards (Gamble)	⊀ Bandit Camp ⊀ The Watchtower
3	Captive (Badlands)	Goblin Emissary (Approach & pass Test) Madman (Hire) Scrag Milker (Drink)	♂ [*] Crystal Crater ♂ [*] Skull Bridge
4	Goblin Emissary (Badlands)	Captive <i>(Free)</i> Goblin Cockfight <i>(Gamble)</i> Goblin Merchant <i>(Trade)</i>	له Bandit Camp له The Watchtower
5	Goblin Merchant (Badlands)	Dice Goblin <i>(Gamble)</i> Goblin Cockfight <i>(Gamble)</i> Scrag Milker <i>(Drink)</i>	♂ Bandit Camp ♂ Goblin Fortress ♂ Gutfish Ford
6	& Weed Wizard (Wetlands)	Bog Walker (Approach/Trade) Swamp Hag (Approach & roll 5+) Talking Bird (Approach & pass Test)	ి Dusk Falls ి Fishmonger Camp ి Sone Circle

UNDERWORLD CONTRACT (Standalone Game) Destroy your target, then Rest at Pigskin Port.

ROLL	TARGET	INFORMANTS	CLUES
1	Grinder (Highlands)	Caravan (Trade) Game of Cards (Gamble) Prisoner (Free)	₅* Bandit Camp ₅* The Watchtower
2	Truffle Hunter (Lowlands)	Suspicious Local (Approach) Trapped Stage Coach (Help/ Plunder) Travelling Carnival (Gamble/Trade)	๙ [♠] The Graveyard ๙ [♠] East Bridge
3	🔒 Madman (Badlands)	Geomancer (Approach) Human Sacrifice (victim must survive) Dark Wanderer (Approach)	d [♠] The Hell Pit d [♠] The Maze d [♠] Temple of Madness
4	Curse Eater (Wetlands)	Albino Scrog (Approach & give Food) Bog Walker (Approach/Trade) Talking Bird (Approach & pass Test)	ి Dusk Falls ి Hag's Fork
5	& Scrag Milker (Badlands)	Dice Goblin <i>(Gamble)</i> Goblin Cockfight <i>(Gamble)</i> Goblin Merchant <i>(Trade)</i>	d [€] Last Chance d [€] Gutfish Ford
6	Hypnotist (Highlands)	Inhuman Voices (pass PER Test) Hungry Pillar (Blood/Food) Shady Dealings (Bribe)	ھ [*] Temple of Madness ھ [*] The Watchtower

MISSION PATH

Imperial Conspirators

Your masters in the Secret Brotherhood have further use for you: now you must disguise yourself as an Imperial agent in order to Start a War (pg.14) through trickery. Sow fear amongst the villages of the Borderlands & drive them to take arms against the Empire!

Necro Coven

With the fresh blood of your victim on your hands, you are marked with the secret sign of the Necro Coven & initiated into their ranks. The seven secret sorcerers of the Coven have a special task for their newest recruit; make a mockery of the Holy Order, break the **Curse of the Dread Saint** (pg.8) & bind the Saint's ghost with ancient necromantic rites described in the wicked & accursed tome known as the Morbadicon!

River Rats

Now that you're a full-fledged member of the gang, there's plenty of work to be done. Will you secure alliances in the North to Unify the Highlands (pg.16) in preparation for conflict with the Empire, or head East to help with the War on Goblins (pg.15)? Perhaps instead you are ready to sneak into the Würstreich under disguise & Start a War (pg.14) to break its control over the Lowlands...



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CURSE OF THE DREAD SAINT

The Dread Saint Pastete - a legendary inquisitor of the Holy Order who once drove the heretical pumpkin-cults from the Lowlands in a bloody religious war that raged for a decade. One of the most revered heroes of the Würstreich, his body has been preserved & entombed in the Necropolis by the necromantic enchantments of the grave monks of the Holy Order. His sacred anointed corpse lay undisturbed for nearly a century, until you disrupted the magical protective sigils that enshrined this cruel & undying being!

If you are working for the Necro Coven, then you have been sent to conduct an elaborate ritual that will bind the Dread Saint's ghost & force it to obey the will of the seven secret sorcerers of the Necro Coven.

Otherwise, you must do the work of the Inquisition & appease the undying ghost of the Dread Saint by reuniting him with his missing finger, stolen by grave robbers long ago & sold along with the Eye of Dread; a valuable enchanted ring once used by the Dread Saint to 'see through the lies of the heretic'.

If you are playing this mission as a standalone game, choose whether you are working for the Inquisition or the Necro Coven. If you choose the Necro Coven, the adventurer with the highest MAG may take the Killer for the Necro Coven Triumph card.

SETUP

If you are playing Curse of the Dread Saint as a standalone mission, the Bounty Level is 2 & the party starts at the Holy Order.

The Locations with Clue & counters in this mission represent places where various useful ritual components can be found. Remove Clue & 1 from the set, then shuffle the rest together & place one randomly on each of the Locations indicated below.

- * The Catacombs & The Crossroads
- & Dusk Falls & Last Chance
- & Witch Hill
- The Dread Saint (Epic Monster)
- The Eye of Dread (Epic Loot)
- The Ghost Flute (Epic Loot)
- The Morbadicon (Epic Loot)
- Saint's Finger (Loot)
- & Festival of Kürbisnacht (Lowlands Encounter)
- Witch Lights/Desecrated Shrine (Lowlands Encounter)
- Travelling Carnival/Unspoiled Tomb (Lowlands Encounter)

OBJECTIVE

Inquisition

If you are in the Dread Saint's space at the start of the Encounter Phase, you may attempt to appease it by discarding the Saint's Finger. One adventurer must make a MRL Test. If you pass, you have completed your mission! If you fail, you have offended the spirit & you must fight & destroy the Dread Saint to complete your mission!

Necro Coven

If you are in the Dread Saint's space at the start of the Encounter Phase, you may attempt to bind it if you have the necessary components. An adventurer with the Morbadicon (who meets its Requirements) must discard the Saint's Finger & make a MAG Test to complete the binding ritual. If you pass, the spell is successful & you have enslaved this powerful spirit to the Necro Coven's control. If you fail, you must fight & destroy the infuriated Dread Saint to complete your mission.

RITUAL COMPONENTS

If you successfully Explore 🏟 in a space with a Clue 🖈 counter, you may flip that counter to reveal its value, then remove the counter & consult the table below to determine what you have found. If an Encounter is indicated, take that Encounter from the Mission & deck & resolve it this turn (do not draw a random Encounter A).

CLUE ENCOUNTER

* 2	you've followed false rumors & you find nothing of any use		
₹ 3	Witch Lights	If you Follow the Witch Lights & roll 3 or more, the adventurer in the party with highest MAG may take the Eye of Dread from the Mission 1 Deck.	
⊀ 4	Festival of Kürbisnacht	The adventurer with the highest MAG of those able to successfully Join the festival may take the Ghost Flute from the Mission û deck.	
₹ 5	Travelling Carnival	If you Consult the soothsayer & have the Killer for the Necro Coven Triumph card, you may take the Morbadicon from the Mission 1 Deck.	
ℰ [¢] 6	Desecrated Shrine	If you defeat the monsters here, or if there are none, the adventurer in the party with highest PER may take the Saint's Finger from the Mission G deck.	

THE SAINT'S GHOST

The ghost of the Dread Saint stirs in its tomb, freed by the folly of mere brigand scum! It projects its cruel will into ectoplasmic form, then steadily & relentlessly hunts for the fools who have disrupted its eternal vigil over the necropolis!

> At the end of the first Danger Phase, place the Dread Saint counter at the Catacombs. It will follow the nearest party.

Until either the appeasement or binding ritual is attempted, the Dread Saint cannot be truly destroyed. If the Dread Saint is destroyed (or trapped in the Puzzle Prison, etc.), return it to the Mission & deck & place the Dread Saint counter back at the Catacombs at the end of the next Danger Phase, as the ghost creates a new ectoplasmic form & continues its hunt.

The party gains no reward for destroying these ectoplasmic projections - no GPL, XPF, or Epic Loot can be earned from the Dread Saint until you conduct a ritual.

Reuiniting the Dread Saint with its finger & thus completing its form gives you a chance to destroy it utterly if your ritual was otherwise unsuccessful.

THE EYE OF DREAD

If you have the Eye of Dread, you may offer it to the Dread Saint along with the Saint's Finger when you conduct your ritual. If you do, place the Eye of Dread next to the Dread Saint's card. You may then roll 3 dice for your MAG or MRL Test & use any 2 (see Objective).

If you fail your Test & must fight the Dread Saint after having given it the Eye of Dread, it can wield the ring's awesome might against you & it gains Petrify *(arrival ability)*.

THE GHOST FLUTE

If you have the Ghost Flute & meet its Requirements (MAG 7 or MRL 8), you may attempt to control the Dread Saint's movements. When the Dread Saint would move (at the start of the Danger Phase; see Moving Epic Monster Counters in the Rules, p.23), if you are in Bold stance anywhere in the Borderlands (any space except the Maze), you may attempt a MAG Test to lure the Dread Saint. If you pass, you may decide where the Dread Saint moves this turn (or you may choose to have it remain in place). If you fail with doubles (by rolling **H**, for example), increase the Danger Level in your space.

REWARD

Each adventurer gains 1 Luck **\$**.

Inquisition: Remove each blue Doom Counter from the Doom track. If you successfully appeased the Dread Saint by passing your MRL Test, increase the Town Level at the Holy Order & reduce the Bounty Level. If an adventurer returned the Eye of Dread to the Dread Saint, that adventurer may take the **Blessing of the Dread Saint** Triumph card

Necro Coven: Increase the Danger Level at the Holy Order & in your current space. If you conducted the ritual & passed your MAG Test, take the Necromantic Acolyte Triumph card.

MISSION PATH

Inquisition: Agents of the inquisition are impressed by your deeds. They offer you an opportunity to prove yourself to the Order & clear your name if you will Hunt the Witch Cult (pg.18).

Necro Coven: Thanks to you, the Necro Coven has enslaved the spirit of one of the Holy Order's legendary heroes. Panic ignites through the ranks of the inquisition & the Coven prepares for war! Step forward & become their champion - the Bringer of Doom (pg.20)!

ESCAPE FROM BRÜTTELBURG

You spit in the faces of the Imperial Conspirators holding you prisoner & wait for the right opportunity to make your escape!

SETUP

If you are playing this mission as a standalone game, the Bounty Level is 3. Otherwise, each Defeated adventurer *(that was captured by the Law)* may immediately recover Wounds **b** equal to their MRL.

Roll D6 to determine how your captors decide to dispose of you. Add 1 for each **Lycanthrope**, **Warlock**, or **Wizard** in the party. Such heretics are fixed in irons marked with holy sigils that prevent them from using their witchcraft to escape en route. If your MAG is 8 or more, you become Suppressed by the warding sigils placed on you.

1-3: Your captors throw you in a locked carriage & take you Eastward towards the dark & foreboding Witchwood, where heretics are burned atop the hill.

If the Danger Level in the Witchwood is 5 or more, the carriage is attacked at East Bridge! A mob of frenzied scratchers tears your captors limb from limb as you slip your bonds & sneak off into the Witchwood. Discard all of your Items, lose your GPL, take D6-1 Piercing Damage & place your standee on the Path between East Bridge & Witch Hill. Adventures who were not captured join you there (with their Items & GPL).

Otherwise, your captors bring you to the Hunt Lodge & set you loose into the Witchwood to hunt you down like a wild beast! Discard your Items, lose your GPS & place your standee at the Hunt Lodge. Then, increase the Bounty Level & place a Law & counter on the following: Witch Hill, each path in the Witchwood & the path between the Hunt Lodge & the Black Tree. Adventurers who were not captured are set up at East Bridge (with their Items & GPS).

4-5: Your captors take you to the Fishmonger Camp, secretly & under the cover of darkness.

Place adventurers who were not captured at the Crossroads (these adventurers do not lose their Items or GPS).

If the Danger Level at the Fishmonger Camp is 3 or more, your captors are set upon by rebels at the camp - place your standee at the Fighmonger Camp. You may slip away unharmed during the attack, but if you do you must discard your Items & lose your GP. If you stay behind to scrounge your equipment from your captors' carriage, you may keep your Items & recover D6 GP. each, but you must take the Fishoid Thug & Fishmonger from the Wetlands monster deck or discard pile & fight them at the start of the mission.

If there are one or more Performers in the party, you overhear your captors discussing the price you will fetch when they sell you to the fishoids for entertainment in their grotesque breeding harems in the swamps. They take you to a hidden spot on the lake for the exchange, but as the buyers approach you make a break for it! Place your standee at Dusk Falls, discard your Items & lose your GP. Then, take the Scroglin Sentry from the Wetlands monster deck & the Jailor from the Law deck & fight them at the start of the mission.

Otherwise, your captors bring you on a boat to Tower Island where they throw you in a moldy dungeon beneath the ancient ruined tower to rot! Place your standee at Tower Island, then discard your Items, lose all of your GPL & place a Law & counter at the Fishmonger Camp.

6+: You are taken to Witch Hill to be burned as a heretic!

Place your standee at Witch Hill, discard your Items & lose your GP. As the inquisitors read a list of your crimes, you realize you must fight your way out or be burned alive! Draw 1 Law card per captured adventurer & you must fight them at the start of the mission. Adventurers who were not captured arrive at Witch Hill (with all their Items \mathfrak{GP}) in the nick of time & may join the fight.

OBJECTIVE, REWARD & MISSION PATH

Rest at any Town \Uparrow outside of the Lowlands. When you do, each adventurer gains 1 Luck \clubsuit , then remove any Law \Im counters placed during setup & reduce the Bounty Level as the conspirators give up their search. Now you must Establish a Base (pg.5) well away from the clutches of the law!

CARAVAN THROUGH THE BADLANDS

Desperate for new food sources to replace the herds of livestock rendered inedible by the blight ravaging the Highlands, the guilds & gangs are paying scouts to travel the Badlands & establish trade treaties with goblins & the remnants of human tribes scattered across the North.

SETUP

If you are playing Caravan Through the Badlands as a standalone mission, the Bounty Level is 2 & the party starts at **Pigskin Port**.

These Settlements 📕 represent potential trade hubs on the caravan route.

🕈 Bandit Camp 🛛 🖨 Goblin Fortress

& Gutfish Ford & The Watchtower

OBJECTIVE

You must create a continuous chain of adjacent Explored counters connecting Pigskin Port with at least 2 Settlements marked with Clue & counters & at least one of these must be outside the Highlands. Rest at Pigskin Port or at your Base with the unbroken Explored chain in place to complete the mission.



In the example above, Pigskin Port is 'connected' to the Goblin Fortress with a continuous chain of Explored 🐡 counters. Gutfish Ford is not connected to this chain because there is no Explored 🌞 counter between the Goblin Fortress & Gutfish Ford.

The river does not provide adjacency (the Watchtower is not 'adjacent' to Gutfish Ford, for example). If the Hand of Doom is placed in an Explored **\$\$** space during this mission, you must remove the Explored **\$\$** counter from that space.

REWARD

Each adventurer gains 1 Luck ***** & your employers pay D6 GP**5** for each Settlement **P** connected by the route (*including Pigskin Port*) - this must be divided amongst the party as evenly as possible. If there are any Merchants in the party, the Merchant with the highest MRL may take the **Importer** Triumph card.

Remove 1 Doom **R** counter from the Doom track for each Settlement connected on the route *(including Pigskin Port, but not including any Settlements* **P** *not marked with Clue Counters)*. The Doom counter's color must match the Settlement's Region.

For example, if you connected Pigskin Port to the Bandit Camp & Goblin Fortress, you may remove 1 red & 2 yellow Doom ♥ counters.

MISSION PATH

Take advantage of the information you've gathered to wage War on Goblins (pg.15), or do what you can to Unify the Highlands (pg.16) in preparation for the greater war to come.

SCREAMING FOR VENGEANCE

Holding the faces of each one of your captors clearly in your mind, you return to the Lowlands to deliver righteous retribution upon their heads!

SETUP

If you are playing Screaming for Vengeance as a standalone mission, the Bounty Level is 4 & the party starts at **Gutfish Ford**.

The following spaces are the secret meeting places of enclaves of Imperial conspirators in the South.

& Brüttelburg

A Holy Order

& Dusk Falls

& Hunt Lodge

OBJECTIVE

Remove each Clue d counter from the board by destroying the enclave of conspirators there.

SEARCH & DESTROY

When you successfully Explore ***** a space with a Clue s⁴ counter, flip that counter & compare its value to your highest single die. If your highest die is equal to or great than the Clue s⁴ counter's value, you have found a group of conspirators. Ignore the Danger value & icons on your Danger card this turn. Instead, consult the chart below & draw the indicated number of monsters from the Law deck, based on the party size & which Clue s⁴ you found (or draw an Epic Law Monster if you found Clue s⁴ 6, as indicated). You must fight them & if you are victorious, remove the Clue s⁴ counter from your space.

	(۵) ا	₩2	3	4
\$1	X 2*	% 4*	₩ 5*	% 6*
\$2	X 2	₩3	% 4	% 5
\$3	% 1	X 2	X 3	% 4
\$4	% 1	X 2	X 2	₩3
\$5	% 1	% 1	X 2	X 2
* 6	æ	•	\$% 1	\$ % 2

* If the quantity is marked with an asterisk, draw half of these monsters from the Highlands monster deck.

If an Epic Monster moves into a space with a Clue & counter, remove that Clue & counter, unless that Epic Monster is Law &.

REWARD

Each adventurer gains 1 Luck \$\$, then reduce the Bounty Level.

MISSION PATH

Now that you've had your sweet vengeance, will you preserve the Empire that imprisoned you \mathfrak{S} fight back Against the Hand of Doom (pg.20), or will you strike the final blow to topple this rotting Empire, becoming the Bringer of Doom (pg.20)?

THROW IT IN THE PIT

Having brought the murmuring mummified head of a mad mystic to the Village Elders of Gutfish Ford, you've been turned away & banished from the Town. The elders insist that you take the Soothsayer's Head as far from the ford as possible & destroy it utterly! Meanwhile, the soothsayer begs to be brought home to the Stone Circle while a pair of powerful & monstrous hunters draw closer & closer to their prey.

SETUP

If you are playing this mission as a standalone game, any one adventurer must take the **Soothsayer's Head** from the Loot deck. The Bounty Level is 2 & the party starts at **Gutfish Ford**.

The following Clues I represent spaces where the Soothsayer's Head can be disposed of *(safely or otherwise)*. The Clue I counters function as reminders of where the Soothsayer's Head can be destroyed or discarded. *The Soothsayer's magic protects him from being destroyed by things like fire, acid, explosives, Daemon's Blood, etc.*

The counter on Tomb Lake represents the option to throw the head into Tomb Lake from any Lake Port 🖄 space.

& The Hell Pit

A The Maze

Skull Bridge

Stone Circle

A Tomb Lake



The elders' concern is not unfounded. The Soothsayer has many enemies, even in his current state of living death. The Scroglin King covets the Soothsayer's mystical knowledge while a daemonic force climbs from the chasm to collect on a dark deal made in ages past. The elders foresee only disaster & doom if either of these malignant forces takes possession of the Soothsayer's Head & learn his secrets. For the sake of all mankind you must not allow this to happen!

Place the following Epic Monster $\mathbf{\Phi}$ counters *face down* at the indicated Location.

Scroglin King at Tower Island

Daemonic Voivod at Skull Bridge

OBJECTIVE

There are seven ways to dispose of the Soothsayer's Head & thereby complete your mission. Each grants the adventurers a different '*Reward*', as described below. You cannot sell the Soothsayer's Head during this mission - you've missed your opportunity for a quick sale!

Throw him into the Hell Pit

If you are at the **Hell Pit** at the end of a game turn, you may return the Soothsayer's Head to the game box *(remove the card from the game)*, then Rest at **Gutfish Ford** to complete the mission. If you do, each adventurer gains 1 Luck **\$** & you may remove one green counter & one red counter from the Doom track.

Leave him in the Maze

If you are in **the Maze** at the end of the Encounter Phase, you may discard the Soothsayer's Head, then Rest at **Gutfish Ford** to complete the mission. When you do, each adventurer gains 1 Luck **\$**, then you must increase the Danger Level at each space with a Voidgate.

Throw him off Skull Bridge

If you are at **Skull Bridge** at the end of the Encounter Phase, you may return the Soothsayer's Head to the game box (*remove the card from the game*). Rest at **Gutfish Ford** to complete the mission.

If you do, each adventurer gains 1 Luck *****, then you must increase the Danger Level at the Blasted Heath, Skull Bridge & the Wasteland.

Throw him in the Lake

If you are at any Lake Port 22 space at the end of the Encounter Phase, you may discard the Soothsayer's Head. Rest at **Gutfish Ford** to complete the mission. If you do, you must increase the Danger Level at the Fishmonger Camp, Tomb Lake & Tower Island. Then, search the Doom deck for the **Crushing Menace** card & put it into play *(if it is not already in play)*.

Bring him home to Stone Circle

If you Rest at **Stone Circle**, you may discard the Soothsayer's Head & complete the mission. If you do, each adventurer gains 1 Luck **\$**, then search the Doom deck for the **Bubbling Death** card & put it into play *(if it is not already in play)*.

Give him to the Scroglin King

If you are in the Scroglin King's space at the start of the Encounter Phase, you can offer the Soothsayer's Head to him to avoid a fight. Discard the Soothsayer's Head & remove the Scroglin King counter; do not fight monsters this turn. You must Rest at a Town A to complete your mission. If you do, search the Doom deck for the Fishoid Wars card & put it into play *(if it is not already in play)*.

Give him to the Daemonic Voivod

If you are in the **Daemonic Voivod**'s space at the start of the Encounter Phase, you can offer the Soothsayer's Head to the Daemonic Voivod to avoid a fight. Discard the Soothsayer's Head & remove the Daemonic Voivod counter from the board - do not fight monsters this turn. You must Rest at a Town A to complete your mission. If you do, search the Doom deck & discard pile for the **Techtonic Devastation** card & resolve it.

THE HEAD HUNTERS

If you enter a space with a face down Epic Monster Φ counter, flip that counter face up.

During the Danger Phase, if you draw a Danger card corresponding to a space with a Clue of or Epic Monster **P** counter, flip an Epic Monster **P** counter in that Region face up.

For example, if you draw the Stone Circle, Tomb Lake, or Tower Island Danger cards, flip the Scroglin King counter face up (at Tower Island). If you draw the Hell Pit or Skull Bridge Danger cards, flip the Daemonic Voivod counter face up (at Skull Bridge).

Once face up, the Scroglin King & Daemonic Voivod will follow the adventurer carrying the Soothsayer's Head starting on the turn after they were flipped. If the Soothsayer's Head has already been discarded, they will follow the last adventurer to carry it & continue to do so until destroyed or otherwise removed.

At the end of the mission, remove facedown Epic Monster **P** counters remaining on the board. Faceup Epic Monsters will continue to hunt the party during the following mission(s).

MISSION PATH

If you returned the Soothsayer's Head to the Stone Circle, he thanks you for your efforts & whispers secrets about a wondrous palace-temple hidden deep in the Mountains of the Mouth. Do you dare follow the dubious directions of this delirious dead man? Continue on to Visions at the Peak (pg.4), or choose to ignore the rotting fool & Establish a Base (pg.5) here in the swamp.

Otherwise you may claim to have destroyed the head & attempt to Establish a Base (pg.5) in Gutfish Ford or another Settlement P outside of the Lowlands.



MAKE A SCRATCH

The twitchy, gaunt man in a dark & heavily stained overcoat dabs his forehead with a handkerchief as he nervously asks you to undertake a dangerous mission on his behalf. He needs some brave souls to gather together rare ingredients required to finish a formula he is working on. The concoction requires the dried remains of a horrifying Skinwalker & a small amount of a fine crystalline powder found only where the threshold between worlds is thinnest.

SETUP

If you are playing Make a Scratch as a standalone mission, the Bounty Level is 3 & the party starts at the **Hunt Lodge**.

Place the **Crystal Chamber** map overlay as shown below. This represents an additional Location in the Burning Lakes. The Crystal Chamber is adjacent to Crystal Crater & shares the Danger Level of the Burning Lakes. You can only move to the Crystal Chamber if the Crystal Crater is Explored **\$\$.**



*5 Crystal Chamber (Void Powder can be found here)

*6 The Maze (Void Powder can be found here)

Further Clue & counters are placed facedown to represent accursed sites where the grotesque Skinwalkers congregate.

& The Black Tree & The Blasted Heath

A The Graveyard A Last Chance

Skinwalker (Lowlands Monster)

• Void Powder (Epic Loot)

OBJECTIVE

When you destroy a **Skinwalker**, keep its card as an Item to represent its disgusting remains carried in a sack. If you bring this along with **Void Powder** to **the Crossroads** & Rest there, you may meet the apothecary & give him the ingredients to complete your mission by discarding the **Skinwalker** & **Void Powder**.

COLLECTING INGREDIENTS

It is theorized by wizards & scholars that Skinwalkers congregate around enchanted & haunted places. These blood-drinking husks drift across barren landscapes guided by the impercetible flow of void energies coursing between ancient ruined & mystical sites scattered across the Borderlands.

Some say the Skinwalkers are the shed skin of a 'scratcher' - a user in the later stages of addiction, returned with a will of its own to prey on human blood. Most consider this to be merely an old wives' tale invented to scare the children of the Würstreich away from 'scratch' - an inexpensive S highly addictive stimulant sold on the streets S down the back alleys of Brüttelburg.

Void Powder is altogether more rare - an otherwordly substance sought after by all manner of wizards, alchemists, mystics & merchants. Your mysterious employer suggests it is a residue that can be collected from certain crystal formations that grow in caverns below the toxic bubbling Burning Lakes.

When you successfully Explore 🐡 in a space with a facedown Clue s⁴ counter, flip that counter & compare its value to your highest single die. If your highest die is equal to or greater than the counter's value, remove that counter & take the Skinwalker from the Mission **1** deck & you must fight it this turn in addition to monsters indicated by your Danger card (*if any*).

If your highest die is lower than the counter's value, remove that Clue & counter from the board, but you do not find a Skinwalker.

If you successfully Explore 🐡 in a space with a faceup Clue 🖈 counter (Crystal Chamber or the Maze), you may take Void Powder from the Mission 🔒 deck.

REWARD

Each adventurer gains 1 Luck ***** & the apothecary pays the party 2D6+4 GP**5**. If there are any Merchants in the party, the Merchant with the lowest MRL may take the **Scratch Dealer** Triumph card.

MISSION PATH

The sweaty apothecary flashes a sinister smile & rewards you by revealing his true agenda. You've been an unwitting pawn in a plot to destablize the Würstreich from within. Having collected enough Void Powder to create a massive supply of Scratch, the drug will soon flood Brüttelburg & drown it in an unstoppable scratcher epidemic!

You've made it clear you're willing to get your hands dirty & risk your neck for coin, but will you join the ranks of the infamous Necro Coven & become a sworn enemy of the rotten Empire? If you accept the challenge of initiation, you must bring Death for Hire (pg.6). If you refuse, the apothecary warns you that the Necro Coven will surely come for your head. Your only hope is to round them up & burn them on Witch Hill before they have you killed! You have no choice but to Hunt the Witch Cult (pg.18).



CLEANSE THE BLIGHT

Certain that the blight is spreading from its epicenter in the Mountains of the Mouth, you take a sample of the overgrown fungus-forms coating the interior of the Temple of Madness & growing rapidly out of Lord Scrott's blood before you set out to find someone capable enough to analyze it & confirm your suspicions.

SETUP

If you are playing Cleanse the Blight as a standalone mission, the Bounty Level is 2 & the party starts at the **Temple of Madness**.

Place Clue & counters on the following Locations to represent areas that have been touched by the blight, its corruption already spreading unseen through the air, water & grain.

- & Brüttelburg & Pigskin Port
- Crossroads The Watchtower
- & East Bridge & The Windmill

You'll need to locate a scholar of considerable talent if you hope to find a solution to this growing threat.

- Alchemist (Highlands Encounter)
- Blasting Charge (Loot)
- Mold Melter (Loot)
- The Tunnel of Terror
- The Temple of Madness



OBJECTIVE

Your mission is complete when you have removed all Fungus & counters from the Highlands & Lowlands & the **Tunnel of Terror** is Destroyed **M**.

THE ALCHEMIST'S SOLUTION

When you deliver the sample, the alchemist examines it \mathfrak{S} eagerly begins to conduct a series of tests. After a nervous wait in town, you're summoned back to his laboratory where he reveals his findings. He has created a solution that will burn away the blight - a highly concentrated serum powerful enough to destroy half a mile of corruption with but a single drop!

If you Rest in Bold \clubsuit stance at Brüttelburg, you may take the Alchemist from the mission \bigoplus deck & resolve that card (do not draw a random Encounter A this turn).

If you Approach the Alchemist, he can analyze the sample & manufacture a large quantity of a powerfully corrosive liquid that will dissolve the blight & eradicate its presence from the water supply. He will also provide enough explosives to seal off the entrance of the Tunnel of Terror. You may take the Mold Melter & Blasting Charge Items from the Mission **f** deck (in addition to interacting with the Alchemist normally).

If you buy the Mold Melter, each adventurer in the party becomes Detained, as it takes the alchemist some time to prepare the hissing & foul-smelling elixir. In this case, the **Mold Melter** card represents a large quantity & therefore you do not have to discard it when you use it during this mission.

If you use the **Mold Melter** while Resting in an Explored $rac{le}{rac}$ space with a Clue $rac{le}{rac}$ counter, you may remove the Clue $rac{le}{rac}$ counter from your space.

If you use the **Blasting Charge** to destroy **the Tunnel of Terror**, remove the Fungus ***** counter from that space & from the Temple of Madness & reduce the Danger Level in both of these spaces to 1.

THE BLIGHT

During the Danger Phase, if the first party's Danger card corresponds to a space with a Clue & counter (including a 'your current space' card if you are in a space with a Clue &), follow these steps to resolve the various stages of contamination:

- Place a Fungus & counter in the space indicated on the Danger card.
- If there is already a Fungus & counter there, place a Fungus & counter on each Path & Road adjacent to that space.
- If the indicated space already has a Perilous W counter, place a Metaphysical & counter in that space (note that this will prevent you from removing a Clue & counter from this space, because a Metaphysical \$\$ space cannot be Explored \$\$).

For example, when you draw the Witchwood Danger card, place a Fungus & counter at East Bridge. If you draw that card again, place a Fungus & counter on the 3 Roads & the Path adjacent to East Bridge. If the card comes up a third time, place a Perilous & counter at East Bridge. The fourth time, place a Metaphysical & counter.

REWARD

Each adventurer gains 1 Luck *****. Increase the Town Level at the Holy Order & discard persistent Doom cards with the Fungus ***** icon from play. Then, remove each yellow Doom ***** counter from the Doom track.

Having purged the blight from the North & destroyed the hell's mouth spewing its horror into the Foothills, you rejoice in your success. Meanwhile, the Alchemist's solution you added to the water supply has made its way downriver & mingles with the grave-slime of Tomb Lake, causing unforseen consequences. Place a Perilous & counter at the Fishmonger Camp & Ghostgate.

If there are any Scholars in the party, the Scholar with the highest MRL may take the Veteran Plaguefinder Triumph card.

MISSION PATH

You've helped to free the Highlands from the creeping blight, but not from the ever-tightening grip of the Hand of Doom! Do you dare defend the Borderlands & strike back Against the Hand of Doom (pg.20)?



START A WAR

The time has come to put an end to the decrepit & dying Empire. You must become the catalyst to drive the disparate factions of the Borderlands to war!

SETUP

If you are playing Start a War as a standalone mission, the Bounty Level is 3 & the party starts at **Witch Hill**.

The towns & settlements surrounding the Lowlands exist perpetually on the brink of war. All it will take is a simple injection of fear to incite the populace to take up arms against the Würstreich.

Place each Clue & counter facedown on the corresponding Location indicated in the table below & place each of the Encounters listed into the Mission **û** deck (these can be found in the corresponding Region's Encounter deck).

For example, place Clue \$1 facedown on the Bandit Camp.

A facedown Clue & counter represents a target you must destroy while disguised in Imperial uniform. A faceup Clue & counter respresents a confirmed alliance.

	LOCATION	ENCOUNTER	SETTLEMENT
81	Bandit Camp	Game of Cards	Bandit Camp
√ 2	Dusk Falls	Albino Scrog	Fishmonger Camp
\$3	East Bridge	Harman Imperial Checkpoint	Hunt Lodge
₹4	Last Chance	🔒 Goblin Emissary	Goblin Fortress
\$5	Watchtower	Shady Dealings	Watchtower
₫6	Windmill	🔒 Caravan	Pigskin Port

Clever Disguise (Loot)

If you have been sent by the **Imperial Conspirators**, remove Clue A3 from East Bridge & place it faceup on the Hunt Lodge. The adventurer with the highest MRL may take the **Agent of the Secret Brotherhood** Triumph card.

If you have been sent by the **River Rats**, flip Clue I faceup at the Bandit Camp.

If any of the spaces indicated in the 'Settlement' column of the table above has a Base \blacktriangleright counter, place the corresponding Clue \mathcal{A} counter faceup on that Settlement \blacksquare .

For example, if there is a Base ▶ counter on Pigskin Port, remove Clue ♂6 from the Windmill & place it face up on Pigskin Port.

OBJECTIVE

When you Rest in Bold ***** stance at **Witch Hill**, you may light the signal fires to begin the uprising. At the end of the Encounter Phase, the war begins & you must determine its outcome; see '*The Uprising*'. Each Settlement ***** you've allied with strengthens your chances of victory!

THE FALSE FLAG

The plan is simple; you must disguise yourself as an agent of the Würstreich & assassinate key targets to provoke open aggression against the Empire. Your first task is to acquire a convincing diguise.



The party leader may take the **Clever Disguise** card from the Mission **H** deck while Looting after the party destroyed at least one Law monster

(you do not have to pass your Loot roll).

If you have the **Clever Disguise** when you move into a space with a facedown Clue & counter, take the corresponding Encounter card from the Mission **û** deck as indicated in the table above. Resolve that Encounter during the Encounter phase, regardless of your Danger card draw (*do not draw a random Encounter* **2**) *this turn*). If you destroy that Encounter, flip the Clue & counter faceup & place it on the corresponding Settlement **i** indicated in the table above. This indicates that the populace is outraged & prepared to join the war effort!

For example, if you move into Last Chance while you have the Clever Disguise, you will encounter the Goblin Emissary. If you destroy him, take Clue I I golace it faceup on the Goblin Fortress to represent the goblins pledging their swords to war on the Würstreich.

THE UPRISING

Outraged by brazen attacks against them, the people of the Borderlands stand ready to take up arms. When you give the signal, the warleaders of the allied settlements call their troops to battle & march on Brüttelburg. Seizing the opportunity to raid the Lowlands, fishoids swarm from the banks of Tomb Lake, while the Necro Coven works in the shadows to sabotage the military efforts of the Holy Order.

- When the uprising begins, first total the Town Level & Danger Level of each allied Settlement P (each Settlement P with a faceup Clue & counter). This number is the combined strength of the forces assaulting Brüttelburg.
- Roll D6. If your roll is equal to or less than the Danger Level at the Graveyard, add your roll to your grand total - this represents the efforts of the Necro Coven to destablize the Empire.
- Roll D6. If you roll is equal to or less than the Danger Level at Tomb Lake, add your roll to your grand total - this represents fishoid raids against the South of the Empire.
- Next, determine the strength of the opposing Imperial forces by adding together the Town Level of Brüttelburg, The Holy Order & the Hunt Lodge (do not include the Hunt Lodge if it has a faceup Clue d counter on it).
- Add 2D6+6 to the Empire's total representing Imperial military support from the West.

Subtract the Imperial force strength from the combined strength of the allied forces & see below to determine the outcome.

0 or less: *The uprising is a disaster*! Increase the Bounty Level to 5 & place a Law **b** counter on each space with a faceup Clue **c** counter. Replace the Danger Level or Town Level in each of these spaces with Town Level 1.

1-3: The uprising fails, but Brüttelburg lays half in ruins. Reduce the Town Level in each Town **A** with a faceup Clue s^A counter & at Brüttelburg, then increase the Bounty Level.

4-6: *A victory, but the dead are piled high*. Reduce the Town Level at each Town **a** with a faceup Clue s^{*} counter & at Brüttelburg, then reduce the Bounty Level to 1. Each adventurer gains 1 Luck **\$**.

7+: A decisive victory! The armies of the Würstreich have been smashed & scattered to the winds. Increase the Town Level in each Town with a faceup Clue & counter, then reduce the Bounty Level to 1. Each adventurer gains 1 Luck *****.

MISSION PATH

Whether or not the uprising was victorious, an even greater threat yet remains; the monstrous machinations of the horrific Hand of Doom threaten the wartorn Borderlands! Now you must fight back Against the Hand of Doom (pg.20)!

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WAR ON GOBLINS

The goblins of the Wasteland are a constant danger to the struggling survivors living on the outskirts of the Würstreich. The people of Gutfish Ford & the outlaws scattered throughout the Eastern Foothills live under constant threat of goblin raids, vandalism & thievery. The goblins are far too numerous to challenge in open warfare & so you must infiltrate their lands to sow chaos & confusion in their ranks to stem the relentless tides of goblin aggression.

SETUP

If you are playing War on Goblins as a standalone mission, the Bounty Level is 2 & the party starts at **Pigskin Port**.

Place Clue d counters 1 & 2 faceup at Gutfish Ford & the Watchtower. These represent Settlements 🏴 that you can Invest in to help the war effort.

Al Gutfish Ford

*2 The Watchtower

Place facedown Clue & counters on the following Locations. These represent potential targets for sabotage.

& Goblin Fortress

A Last Chance

Skull Bridge

The following Items can be used to sabotage goblin targets.

Blasting Charge (Loot)

Daemon's Blood (Loot)

Vial of Poison (Loot)



OBJECTIVE

Rest in any Town 🕈 while the Goblin Fortress has a Town Level of 1 or more to complete this mission.

TOTAL WAR

During this mission, it costs 30 GPL to Invest at the Goblin Fortress.

When you Trade at any Town **A** or with a Highlands Encounter, or when you **Approach** the Alchemist (*Highlands Encounter*) you may purchase any of the Items from the Mission **B** deck.

BEHIND ENEMY LINES

With poison, sabotage & trickery, you can gradually bring the goblin war machine to a grinding halt.

During this mission, there are various ways you can reduce the Danger Level at the Goblin Fortress, as described below.

Poison the Well

When you Rest at Last Chance or the Goblin Fortress while the Goblin Fortress has a Danger Level, you may discard a Vial of **Poison** to reduce the Danger Level at the Goblin Fortress.

Blow the Bridge

When you Rest in Bold ***** stance at Skull Bridge, if you have Decay Mastery or Shockwave Mastery, you may attempt to use your magic to damage the bridge as a Rest Action. Place {MAG Test} Wound ***** counters on Skull Bridge. If you fail, you become Fatigued & Weakened.

When you Rest in Bold & stance at Skull Bridge, if you have Daemon's Blood, you may discard it to place D3-1 Wound & counters on Skull Bridge.

If there are 6 or more Wounds **b** on Skull Bridge, remove them & place a Destroyed **M** counter there.

If Skull Bridge is Destroyed **M** while the Goblin Fortress has a Danger Level, reduce the Danger Level at the Goblin Fortress.

Contaminate Provisions

When you **Trade** with the **Goblin Merchant**, or **Drink** with the **Scrag Milker**, you may slip contaminated provisions in with their goods. You may sell them any number of Food Items. When you do, you may reduce the Danger Level at the Goblin Fortress if you have a Disease or if you discard a **Vial of Poison**.

Reinforce the Border

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When you **Invest** at Gutfish Ford or the Watchtower while there is a faceup Clue *s*^{*} counter in your space, you may reduce the Danger Level at the Goblin Fortress, then remove that Clue *s*^{*} counter.

Once both Clue Al & 2 have been removed from the board, the Fighter, Hunter, or Militant in the party with the highest MRL may take the Warleader Triumph card.

REWARD

Each adventurer gains l Luck *****. Then, remove 2 red Doom ***** counters from the Doom Track. Increase the Town Level at Gutfish Ford & Pigskin Port & if the Goblin Blitzkreig (*Doom card*) is in play, discard it.

MISSION PATH

You have smashed the goblins' military might in the Badlands & established yourself as a war hero to the people of the North. With newfound hope for prosperity, they beg you to turn your attention to the greater threat menacing the Borderlands. Will you stand in their defense & do battle Against the Hand of Doom (pg.20) before its woeful plans come to fruition & the people of the Borderlands are drowned in a tidal wave of blood & chaos? There's nowhere left to run & hide - now you must become a true hero of the people or die along with them!

UNIFY THE HIGHLANDS

You've decided to do your part to deliver the violent & poverty-stricken Highlands from chaos by establishing ties with powerful figures in the settlements of the North.

If you are playing Unify the Highlands as a standalone mission, the Bounty Level is 2 & the party starts at **Pigskin Port**.

See 'Doing Your Part', below to determine if any Mission **b** deck cards or Clue & counters are used during this mission.

OBJECTIVE

The party must Rest at a Town **†** in the Highlands while the Town Level is 2 or more at every Settlement **µ** in the Highlands (Bandit Camp, Pigskin Port & the Watchtower).

DOING YOUR PART

In this rough country of cutthroats & hot-tempered highlanders, you'll need to be willing to work hard to win allies.

Roll one orange die & one purple die to to establish what jobs are available that may help you to reduce Danger Levels throughout the Highlands.

ORANGE DIE TABLE

L: Within the nightmare labyrinth of twisting & shimmering passages at the heart of the Temple of Madness can be found a pool & within this pool, a gateway to worlds beyond your own. Local guildsmen beg you to find the dark pool & destroy it forever or seal it with magic if you can!

& Caravan/Endless Labyrinth (Highlands Encounter)

Place Clue d^el at the Temple of Madness. If you move into that space, draw the **Endless Labyrinth** & resolve it during the Encounter Phase (do not draw a random Encounter) this turn).

After resolving the Endless Labyrinth, remove Clue s⁴1 & place a Voidgate in its place. You cannot attempt to Dispel this Voidgate while you are Detained. When you Dispel the Voidgate, increase the Town Level at the Bandit Camp & Pigskin Port.

2: The Vermin Queen's children infest the Highlands & feasting on tainted grain they become enraged & vicious. They gather in swarms & set upon remote hamlets in the night, devouring commoners & leaving only clean-picked bones behind.

Place the Queen of the Rats counter at the Windmill & place Clues 📌 1 & 2 at the Bandit Camp & Pigskin Port.

The Queen of the Rats will move towards the nearest Clue & counter. When she moves into a space with a Clue & counter, remove that counter.

While the Queen of the Rats is in play, Vermin in the Highlands have Fury.

3: Mountain Prospectors have found gnarled chutes jutting from the mountainside that disgorge a steady stream of slimy goo into the Stinkendblut River. The guildsmen ask you to brave the twisting Tunnel of Terror & bring a flask of this strange goo to the Alchemist so it can be tested to determine if it is a danger to the people of Pigskin Port.

Alchemist (Highlands Encounter)

B Fugitive/Flood of Goo (Highlands Encounter)

Place Clue A1 at the Tunnel of Terror & Clue A2 at the Watchtower. If you move into the Tunnel of Terror, take the Flood of Goo card from the Mission & deck & resolve it during

the Encounter Phase (do not draw a random Encounter a) this turn). When you do, any one adventurer may fill a flask of the goo for the Alchemist - keep the Flood of

Goo card (treat it as an Item).

Having collected a flask of the mysterious goo, if you bring it to the Watchtower & Rest there, take the Alchemist from the Mission & deck & resolve it during the Encounter Phase (do not draw a random D Encounter this turn). If you Approach the Alchemist, he will pay you 3D6 GPL (split amongst the party), then remove Clues \$1 & 2 from the board & discard the Goo.

4: A group of brigands lurks around the Watchtower, harrassing travellers & raiding caravans. The guildsmen of Pigskin Port ask you to deal with them without resorting to bloodshed!

B Toll/Glowing Mist (Highlands Encounter deck)

Place Clue I at the Watchtower. When you move to that space, take the Toll card from the Mission I deck & resolve it during the Encounter Phase (do not resolve a random Encounter I this turn). If you pay the Toll, reduce the Danger Level at the Watchtower, then remove Clue I from the board.

5: Uncontaminated provisions are a valuable commodity in the Borderlands & the Guildsmen are even paying good money for the foul mess that goblins call food.

Caravan/Endless Labyrinth (Highlands Encounter)

& Chicken Feed, & Grublin, & Scrag's Milk (Loot)

Place Clue I at Last Chance. If you Rest in Bold I stance there, take the Caravan from the Mission d deck & resolve it during the Encounter Phase (do not draw a random Encounter this turn).

When you Trade with the Caravan, you may buy any Items from the Mission **1** deck for 4 GP**2** each. When you do, place 3 Wound **2** counters on each of these Items. When you use one of those Items, you may remove a Wound **2** from that Item instead of discarding it.

If you already have an Item from the Mission & deck, you may pay the Caravan 4 GPS per Item to place up to 3 Wound counters on that Item card, but you cannot carry more than 3 Wound counters on an Item at a time.

If you sell these Items in the Highlands, gain an additional 3 GPL for each Wound & counter on the sold Item. Then, roll D6 & if you roll 1 or 2, remove Clue sell from the board.

O: The guildsmen need a party of sellswords such as yourselves to pose as common brigands & smash the Imperial Checkpoint at North Bridge where the lowlanders are harrassing & extorting merchants.

Imperial Checkpoint (Lowlands Encounter)

Place Clue 1 at North Bridge. When you move into this space, take the Imperial Checkpoint from the Mission 6 deck & resolve it during the Encounter Phase (do not draw a random Encounter 2 this turn). If you destroy the Imperial Checkpoint, remove Clue 1 from the board, increase the Bounty Level & you may plunder the checkpoint's tax chest; the party may take 4D6 GP5 to split amongst themselves.

PURPLE DIE TABLE

1: Desperate for a respite from the constant conflict ravaging the Highlands, the bandit gangs ask you to bring a peace offering to the goblins in hopes of establishing a truce.

& Goblin Emissary (Badlands Encounter)

Place Clue s⁴6 at the Goblin Fortress. If you move into that space, take the Goblin Emissary from the Mission **1** deck & resolve it during the Encounter Phase (do not draw a random Encounter **2** this turn). If you **Approach** the Goblin Emissary & pass your Test, you may bribe him by giving him 12 GP**5**. You may bribe him for 6 GP**5** less if you give him a **Grublin** or **Scrag's Milk** (if you give him both, pay nothing). When you bribe the Goblin Emissary, increase the Town Level at the Bandit Camp & Watchtower.



2: A cursed object known to bring disaster has been found amongst a caravan's wares. The gangs need a group of brave travellers to take this dangerous artifact far away from the Highlands & cast it into the wilderness, hopefully never to be seen again.

Garavan/Endless Labyrinth (Highlands Encounter)

Goblin Jar (Loot)

Place Clue \$5 at North Bridge. If you Rest there, you may take the Caravan from the Mission **1** deck & resolve it during the Encounter Phase (do not draw a Random Encounter **2** this turn). If you **Trade** with the Caravan, you may take the **Goblin Jar** from the Mission **1** deck (at no cost), then remove Clue \$5 from the board.

The first time you discard the Goblin Jar while you are in the Badlands or Wetlands, place Clue \checkmark 6 at the Bandit Camp. If you are not at **Skull Bridge** or the **Hell Pit** when you discard the Jar, shuffle it in with the top 6 cards of the Loot deck. Regardless, the next time you Rest at the Bandit Camp, increase the Town Level there & remove Clue \checkmark 6.

3: The River Rats know a guy at the Fishmonger Camp who will stuff scrogling carcasses with scratch to smuggle back to the Highlands. If you can bring him the scroglings, there's money to be made as an importer.

Scratch (Loot)

Scrog Spiker (Wetlands Encounter)

Scrogling Swarm (Wetlands Monster)

A Dusk Falls, A5 Fishmonger Camp, A6 Bandit Camp

If you pass an Explore 🐡 Test at Clue & 4 (*Dusk Falls*), take the Scrogling Swarm from the Mission 🔒 deck & fight them in addition to any other monsters that appear this turn. If you destroy the Scrogling Swarm, you may keep its card to represent a sack of Scrogling corpses (*treat it as an Item*).

If you Rest at Clue \$5 (Fishmonger Camp) while you have the Scrogling corpses, take the Scrog Spiker from the Mission deck & resolve that card during the Encounter Phase (do not draw a random Encounter 1) this turn). If you Approach the Scrog Spiker, you may pay him 6 GPS to take Scratch from the Mission 2 deck. When you do, place 3 Wound & counters on the Scratch card. If you use the Scratch card, remove a Wound & counter from it instead of discarding it.

If you already have Scratch, you may pay the Scrog Spiker 6 GPL to place up to 3 Wound & counters on the Scratch, but you cannot have more than 3 Wound & counters on the card at a time.

When you Rest at Clue & 6 (Bandit Camp), you may sell the Scratch for 6 GPL per Wound & counter on that card.

If the Bounty Level is increased for any reason during this mission, remove Clues 5 & 6 from the board.

4: A caravan has gone missing & the guildsmen fear the worst. Rather than write it off as a loss, they intend to send a party of expendable sellswords into the wastes to find it & recover the valuable relic it carried.

Slaughtered Caravan (Badlands Encounter)

a The Black Sword (Epic Loot) - if an adventurer already has the Black Sword, substitute the Moon Mask or Gloves of Metal.

Daemonic Voivod (Epic Monster)

Place Clue \$\earsigma 6\$ on the path between the Goblin Fortress & Gutfish Ford. If you pass an Explore \$\vec Test in that space, take the Slaughtered Caravan from the Mission deck & resolve it during the Encounter Phase (do not draw a random Encounter \$\vec this turn). If you Search the Slaughtered Caravan, the adventurer that passes their PER Test with the highest dice total may take the Black Sword from the Mission \$\vec deck (in addition to the random Loot card).

When an adventurer takes the Black Sword, move Clue \$6 to

Pigskin Port, then place the **Daemonic Voivod** counter on Skull Bridge. The Daemonic Voivod will follow the adventurer with the Black Sword.

If you discard the Black Sword (*if you throw it away, if you sell it,* or *if it is destroyed*), place Clue *s*^{*}5 in your space & the Daemonic Voivod will move to that space. Once there, it will vanish along with Clue *s*^{*}5 on its next move.

If you destroy the Daemonic Voivod during this mission, it does not provide an Epic Loot card (you may still collect GPL & XPF).

When you Trade at Clue & 6 (*Pigskin Port*), if you sell the Black Sword increase the Town Level at Pigskin Port & remove the Clue & counter from your space.

5: An ancient mountain wizard at the Bandit Camp offers a handsome reward for the first one to bring him a bog whisp from Tomb Lake.

Bog Whisps/Breeding Pit (Wetlands Encounter)

Shuffle Clues & 4-6 & place them facedown randomly at the Black Tree, Dusk Falls & Tower Island.

If you successfully Explore 🗱 a space with a facedown Clue structure counter, flip that counter & compare it to your highest single die. If your highest die is equal to or greater than the Clue structure, take **Bog Whisps** from the Mission **1** deck & resolve it during the Encounter Phase (do not draw a random Encounter **2** this turn). Otherwise, remove that Clue structure from the board.

If any adventurer is able to *Catch* a bog whisp *(by passing the AGI Test)*, you may keep the Bog Whisps card & sell *(discard)* it for 3D6+4 GP**S** when you Rest in Bold **?** stance at the Bandit Camp. When you sell the bog whisp, remove all remaining facedown Clue ***** counters from the board - the wizard will only pay for one bog whisp.

6: A wealthy guildsman has been invited to an exclusive masquerade ball at the Hunt Lodge, but having taken ill from contaminated meat, his health won't allow him to make it to the event. Not wishing to seem rude he intends to send you as his representative.

Clever Disguise (Loot): you may buy this when you Trade

Place Clue & 6 at the Hunt Lodge. If you Rest there in Bold stance, you may attend the masquerade at the end of the Map Action Phase. Any adventurer without an equipped Head Item is not allowed to attend. Each adventurer wearing a Head Item may attempt a MRL Test to blend in *(roll 3 dice & use any 2 if you are a Merchant or Performer)*. If more adventurers pass than fail, move Clue & 6 to Pigskin Port, otherwise raise the Bounty Level.

If the Bounty Level goes up for any reason during this mission, remove Clue \$6 from the board.

If you Rest at Clue & 6 after it has been moved to Pigskin Port, remove the counter & each adventurer in the party is paid 2D6+4 GPL for their efforts. If you are alone, you are paid 2D6+8 GPL instead.

REWARD

Each adventurer gains 1 Luck **\$**, then remove 2 yellow Doom counters from the Doom track.

The adventurer with the highest MRL may take the Local Hero Triumph card.

MISSION PATH

With your help, a newfound stability blossoms in the North & soon the Highland warleaders turn their attention from fighting each other to fighting threats from without. Will you accept a top secret mission to Start a War (pg.14) on the Würstreich, or will you hatch a desperate plot Against the Hand of Doom (pg.20) to rid the Borderlands of its terrifying presence once & for all?

HUNT THE WITCH CULT

In every corner of the Würstreich worshippers gather to practice forbidden rites. They infiltrate the towns of the Lowlands, spreading fear & corruption in the feeble minds of the ignorant masses. The solution is clear: hunt them down & bring them to Witch Hill where they will be judged for their crimes!

SETUP

If you are playing Hunt the Witch Cult as a standalone mission, the Bounty Level is 2 & the party starts at **Brüttelburg**.

Place Clue & counters on the following Locations. these represent secret gathering places of the witch cult.

The Catacombs The Crossroads

A Hag's Fork A The Fishmonger Camp

* The Back Tree (if there are 3 or more adventurers)

OBJECTIVE

When you destroy a Heretic or Witch, keep their card near your character sheet to represent that they have been taken as a captive *(unless you ate them using Gourmet)*. You may have up to 2 captives at one time. You may discard *(execute)* a captive to allow yourself to take a more valuable captive & you may exchange captives with your party.

To complete the mission, the adventurers must bring a number of captives equal to the total number of adventurers to Witch Hill & Rest there in Bold ***** stance to conduct a witch trial (*see The Trial, below*). All adventurers must be at Witch Hill to begin the trial.

THEY GATHER IN SECRET

Hidden enclaves of cultists infest the South; hatching insidious plots, striking suddenly & plunging the countryside into chaos, then vanishing without a trace.

When the first party draws a Danger card corresponding to a space with a Clue & counter, flip that Clue & counter faceup before resolving the Danger card. If the counter's value is greater than the current Danger Level in that space, increase the Danger Level to equal the counter's value before resolving your Danger card.

For example, if you draw the Witchwood Danger card, flip the Clue & counter at Hag's Fork (which is within the Witchwood). If you revealed Clue \$5, you would increase the Danger Level at the Witchwood to 5, then resolve the Danger card, which would raise the Danger Level to 6.

When you successfully Explore a space with a facedown Clue & counter, you may choose to fight monsters (& draw a random Encounter , if applicable) this turn regardless of the value of your Danger card. When you destroy a Heretic or Witch in a space with a Clue & counter, remove that Clue & from the board.

THE TRIAL

Inquisitors from the Holy Order stand ready at Witch Hill to judge the heretical scum you've captured while the cult sends forces to free their brothers & sisters from your clutches.

When you begin the trial, flip each Clue & counter remaining on the board. Increase the Danger Level of each space with a Clue & counter to equal the value of that counter. If the Danger Level

is already greater than the counter's value, there is no effect.

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Next, roll D6 on the table below to determine the cult's reaction. Roll an additional D6 for each Clue & counter remaining on the board & use the lowest single die value. Compare your roll to the total XP VAL of all captives.

If random monster icons are indicated (\mathbf{X} or $\mathbf{\Phi}$), the cult attacks in a desperate attempt to free their allies. Draw the indicated number of monster cards & you must defeat them to complete the trial - if there are any Heretics or Witches in this group of monsters, you can include them in the trial. If no icons are indicated, the trial goes uninterrupted - your mission is complete.

Regardless of your roll on the reaction table, ignore Monster X/@ & Encounter Ø icons on your Danger card this turn - only fight monsters drawn as a result of your roll on this table.

LOW	TOTAL XP 7 VAL OF CAPTIVES						
DIE	1	2	3	4	5	6	7+
1	X 2	X 2	X 3	X 4	\$% 1	\$ %2	\$ %3
2	% 1	% 1	X 2	X 3	X 4	Φ% 1	ФX 2
3	-	% 1	% 1	X 2	X 3	X 4	\$% 1
4	-	-	% 1	% 1	X 2	X 3	X 4
5	-	-	-	-	-	-	X 4
6	-	-	-	-	-	-	-

REWARD

Total the XP **#** VAL of each captive that was judged during the trial at Witch Hill *(including any Heretics or Witches who were destroyed attempting to stop the trial)*. You get the corresponding reward from the list below & all those preceding it.

VAL REWARD

- 1 Each adventurer gains 1 Luck **\$**
- 2 Increase the Town Level at the Holy Order
- 3 Reduce the Bounty Level
- 4 Reduce the Danger Level at the Catacombs & Fields
- 5 Reduce the Danger Level at the Fishmonger Camp & Witchwood

If there is at least one Hunter, Militant or Puritan in the party, the Hunter, Militant, or Puritan with the highest

- 6 MRL may take the Sanctioned Witchsmeller Triumph card
- 7 Remove all blue Doom counters from the Doom track
- 8 Discard all persistent Doom cards from the Lowlands
- 9 Increase the Town Level at Brüttelburg
- 10+ Increase the Town Level at the Hunt Lodge

For example, if the party judged 2 Heretics with XP\$ VAL 1, each adventurer gets 1 Luck *****, then increase the Town Level at the Holy Order.

MISSION PATH

Now, at last, you must confront the hidden Hand guiding the wicked cults of the Würstreich from the shadows & drive its corruption from the land. You must act fast if you are to have any chance of victory Against the Hand of Doom (pg.20)!



Bearing Lord Scrott's blessing, you must descend from the mountains & bring his gifts to the lands of men. Soon their rotting Empire will crumble & a new world will spring forth from the ruins. All will be one & the subjects of the lord weird bird king will rejoice under shifting irridescent skies!

SETUP

If you are playing Spread the Blight as a standalone mission, the Bounty Level is 2 & the party starts at the Temple of Madness.

The adventurer with the lowest CON must take the Fungal Parasite card; that adventurer becomes the 'fungal host'. If an adventurer already has the Fungal Parasite, they are the fungal host & may take the Blightspreader Triumph.

The following spaces are population centers that the fungal host must visit to share their 'gift'.

- & Bandit Camp & Brüttelburg
- & The Holy Order & Pigskin Port
- * The Windmill (if there are 2 or more adventurers)
- * Fishmonger Camp (if there are 3 or more adventurers)
- Plaguefinder General (Epic Monster)

OBJECTIVE

You complete this mission when there is a Fungus 🏟 counter in each space with a Clue & counter.

As a Rest Action, the fungal host can place a Fungus counter in their space. When the fungal host places a Fungus & counter, if the Plaguefinder General is not already on the board, you must roll D6 & subract 2 from your roll if you are in Bold & stance. If your roll is equal to or less than the total number of Fungus & counters on the board, you must place the Plaguefinder General counter at the Holy Order (even if he was previously destroyed during this mission, as plaguefinders are promoted to fill the vacant post), then increase the Bounty Level.

THE PLAGUEFINDER GENERAL



When word of the spreading blight reaches the ears of the inquisition, they send their finest plaguefinders to hunt down & exterminate the carrier of this insidious epidemic.

The Plaguefinder General will follow the fungal host. When the Plaguefinder General moves into a Fungus & space, remove the Fungus & counter from that

space. If the Plaguefinder General is destroyed, increase the Bounty Level & if you pass your Loot roll, draw a card from the Loot deck instead of the Epic Loot deck.

MISSION PATH

The doom of the Wurstreich is assured! The West is drowned in an ocean of blight; corrupting the minds of the populace S plunging the Empire into violence, chaos & death. Hordes of weirds & mobs of civilians twisted into violent hallucinating lunatics swarm the streets of Brüttelburg, leaving it in ruins! The promised new world awaits as your body swells & erupts in a brilliant cascade of sporemist. As the years pass, great fungus pillars sprout from your rotting body ... you are victorious !?

SPREAD THE BLIGHT THE SCROGLIN CROWN

A malevolent fishoid sorcerer has found the legendary Crown of Cruelty S established itself as King of the Deep. You must kill it & take the crown!

SETUP

If you are playing this mission as a standalone game, the Bounty Level is 2 & the party starts at Stone Circle.

- *1 The Catacombs (the king's escape route if he senses a threat)
- Scroglin King at Tower Island
- Megaverm (Epic Monster)
- Crown of Cruelty (Epic Loot)



OBJECTIVE

Sell the Crown of Cruelty to the Circle of Warlocks while Trading at Stone Circle. Alternately, you may keep it for yourself by Resting at any Town **†** (other than Stone Circle) while you have the Crown of Cruelty.

THE FISH-WITCH OF TOWER ISLAND

The Scroglin King will remain at Tower Island until alerted to danger. When you move into or Rest at a Lake Port S space, you must roll for Stealth; each adventurer must make a PER Test & if you are in Bold ? stance you automatically fail. If any adventurer fails, the Scroglin King moves towards Clue sel starting that turn (unless an adventurer is in its space).

While the Scroglin King is at Clue sel (the Catacombs), it gains Regenerate 2 due to powerful spells inscribed within the walls of its secret lair.

When you destroy the Scroglin King, take the Crown of Cruelty from the Mission **a** deck, but do not draw a random Epic Loot card. Then, remove Clue Al & remove any Perilous 🐨 counters that were placed on the King.

SUMMONING OF THE VERM

When the first party draws a Danger card with value 6 (if the card has multiple values, look at the highest value shown), place a Perilous 🛱 counter on top of the Scroglin King's counter (unless there are already 2 Perilous counters there). If the Scroglin King moves, these counters move with it & its space is considered Perilous

When a second Perilous 🐨 counter is placed on the Scroglin King, place the Megaverm counter at a random Location (roll D6. 1-2: Ghostgate, 3-4: Fishmonger Camp, 5-6: Dusk Falls), even if it was previously destroyed.

The Megaverm will follow the closest party (starting on the turn after it was placed on the board). If it is destroyed, remove any Perilous 🐨 counters from the Scroglin King's counter but do not claim any Epic Loot from the Megaverm.

REWARD

Each adventurer gains 1 Luck \$. If you sold the Crown of Cruelty to the Circle of Warlocks remove 2 green Doom & counters from the track, then search the Danger deck & discard pile for the Stone Circle card & return it to the game box. If you did not deliver the Crown of Cruelty to the Warlocks, remove your Base 🕨 counter from Stone Circle.

MISSION PATH

If you kept the crown for yourself, you are no longer welcome at Stone Circle & you must find a new place to Establish a Base (pg.5).

If you brought the Crown of Cruelty to the Circle of Warlocks, they use its power to ward the Stone Circle from harm, but to protect all of the Borderlands, you must strike out Against the Hand of Doom (pg.20)!

AGAINST THE HAND OF DOOM

The malevolent sorcerous power of the Hand of Doom threatens to render all your accomplishments obsolete! Against an entity of such terrifying power your only chance is to trap it forever in the Puzzle Prison; a gateway to some unknown netherworld beyond the Void that exists impossibly within a small puzzle box of intricate & ancient design.

SETUP

If you are playing Against the Hand of Doom as a standalone mission, the Bounty Level is 2 & the party starts at **Brüttelburg**.

The Mission **a** deck is made up of four powerful atifacts that will aid you against the Hand & the Necromancer's warlords.

Doombringer Horn (Epic Loot)

Mirror Shield (Epic Loot)

Puzzle Prison (Epic Loot)

• Void Powder (Epic Loot)

These four fearsome entities serve the Necromancer as warlords & one of them carries the Puzzle Prison.

Brute Lord at the Hell Pit

Serpent Lord at the Maze

Slime Lord at Crystal Crater

Q Vampyr Lord at the Catacombs

Place a random Epic Loot card from the Mission **b** deck facedown under each Epic Monster card.

OBJECTIVE

If you Dispel the Hand of Doom while you have the Puzzle Prison, you may trap it inside the Puzzle Prison, acheiving victory against the Hand of Doom!

WARLORDS OF THE NECROMANCER

To claim the Puzzle Prison, you must find & destroy the warlord who guards it. Each deadly warlord commands a legion of the Necromancer's devoted followers.

When you destroy one of the four Epic Monsters listed in *Setup*, do not make a Loot roll - instead, take the Epic Loot card from beneath that Epic Monster's card.

When you destroy the **Serpent Lord**, also place a Voidgate at the Hell Pit, unless there is already a Voidgate in that space or there are already 2 Voidgates in the Badlands.

MISSION PATH

As the intricate twisting pieces of the Puzzle Prison turn & bend, so does the fabric of space & time. The Hand of Doom vanishes, trapped within the infinite reflections of the mirrored surface of the

puzzle. At last, you have rid the Borderlands of the Hand's evil presence! You bask in glory as the Necromancer plots revenge. You are victorious, for now...

BRINGER OF DOOM

Your hatred for the corrupt & tyrannical rule of the Würstreich has led you to this glorious moment of retribution! Soon you will clutch the Doombringer Horn in your trembling fist & sound the clarion call of joyous & resounding destruction!

SETUP

If you are playing Bringer of Doom as a standalone mission, the Bounty Level is 3 & the party starts at **Witch Hill**.

Place the **Hidden Halls** map overlay near the Bandit Camp. This represents a new Location that is adjacent to the Bandit Camp & shares its Danger Level. You can only move to the Hidden Halls if the Bandit Camp is Explored **⁽¹⁾**.



Place the Flooded Caves map overlay near the Sunken Village. This represents a new Location that is adjacent to the Sunken Village & shares its Danger Level. You can only move to the Flooded Caves if the Sunken Village is Explored .



High Inquisitor at the Holy Order

Place Clues of 1 through 3 on the following Locations. these define the route of the High Inquisitor's patrol.

Al North Bridge

*2 East Bridge

*3 Fishmonger Camp

Shuffle the remaining Clue I counters together & place one facedown randomly on each of the following Locations. These indicate ancient ruins where the Doombringer Horn & its guardian may be found.

Flooded Caves

A Hidden Halls

* Tower Island

B Daemonic Voivod (Epic Monster)

Doombringer Horn (Epic Loot)

Create a separate Mission **a** deck using the following Encounters. One of these will be drawn randomly when you Explore in the ruins listed above.

B Eerie Silence/Death Pit (Lowlands Encounter)

Hypnocrystals/Charnel House (Badlands Encounter)

Lost in the Fog/Hideous Idol (Wetlands Encounter)







OBJECTIVE

Advance the Doom track to 6 with the Hand of Doom at Brüttelburg while there are no Towns **n** in the Lowlands (each Settlement **n** in the Lowlands must have a Danger level).

THE HARBINGERS OF DOOM

Mighty champions of fanatical cults who worship the Hand of Doom known as the Harbingers hold secret knowledge about the legendary Doombringer Horn. Only if you best them in battle will they deem you worthy of its power!

Before you acquire the Doombringer Horn, each time you destroy a Harbinger (Death Knight, Knife Wraith, Murder Knight, or Pain Knight) you may choose a facedown Clue & counter on the board & look at its value.

THE DOOMBRINGER HORN

An enchanted horn created by daemonic Morbad blacksmiths in the depths of the Chasm & bestowed upon the Necromancer's devoted servants as a means to summon the Hand of Doom in times of great need. If you can steal it from the clutches of the Necromancer's servants, you can use it to smash Brüttelburg into dust!

When you pass an Explore 🐡 Test in a space with a facedown Clue 🖈 counter (Flooded Caves, Hidden Halls, or Tower Island), flip that counter.

If you reveal Clue &4 or 5, draw an Encounter from the Mission deck & resolve it (*the lower half*) during the Encounter Phase (*do not draw a random Encounter* W *this turn*). Then, remove the Clue & counter.

If you reveal Clue & 6, draw an Encounter from the Mission Deck & resolve it (*the lower half*) during the Encounter Phase (*do not draw a random Encounter this turn*). In addition, take the Daemonic Voivod counter & place it in your space.

If you destroy the Daemonic Voivod, do not make a Loot roll; instead take the Doombringer Horn from the Mission **a** deck.

When you find the Doombringer Horn, remove Clue <6 & all remaining facedown <Clue counters from the board. Then, place these facedown on each Settlement in the Lowlands (Brüttelburg, the Holy Order & the Hunt Lodge). These serve as a reminder of which Settlements in must have a Danger Level at the end of the mission.

THE HIGH INQUISITOR

Your infamous exploits have reached the ears of the High Inquisitor of the East, the top agent of the inquisition in the Borderlands. Your allies report that she patrols the Lowlands, rounding up subversives & outlaws to put to gruesome torture.

The High Inquisitor will patrol the Lowlands until she becomes aware of the party & their devilish plans. While on patrol, the High Inquisitor will first move towards Clue A¹. Once she reaches Clue A¹, she will move to Clue A², then to Clue A³. From Clue A³ she will start the cycle again, moving back to Clue A¹ & continuing through the faceup counters in order.

This patrol cycle will continue until an adventurer uses the Doombringer Horn for the first time, or when an adventurer moves into the High Inquisitor's space. If either of these happen, the High Inquisitor will move towards the adventurer with the Doombringer Horn (although if there are any adventurers in her space, she will not move). At this point you may remove Clues I through I form the board. Once the Doombringer Horn has been used, you can no longer Bribe or use Official Papers against the High Inquisitor.

MISSION PATH

With the last note of the Doombringer Horn, the Hand of Doom materialzes before you in a cloud of sulphurous smoke! Its fingers twist into unnatural shapes as it forms the esoteric Signs of Power in sequence, ripping the ground apart & shattering the walls of Brüttelburg. Civilians & soldiers run for their lives as their fortress-city crumbles around them. Fanatical killers of the Necro Coven dance in the streets, slaughtering the panic-stricken city guard amidst the chaos.

A chasm tears through the ground, breaking the city in half & spilling forth endless squirming legions of the Vermin Queen. These devouring swarms sweep over the city like a living wave of stinking flesh & gnashing teeth.

In the aftermath, the smoking ruin of Brüttelburg is evacuated as refugees flee West to the heart of the Empire, preyed upon by cultists & bandits along their journey. The Würstreich's border has been shattered & their stranglehold over the Lowlands utterly destroyed. You are victorious!



DUNGEON DEGENERATES

SEQUENCE OF PLAY

MAP ACTION PHASE

Each party chooses a Map Action & either travels to another space or conducts a series of Rest Actions without moving.

DANGER PHASE Each party draws & resolves a Danger card. This will determine if they find an Encounter & if they are attacked by monsters or the Law.

ENCOUNTER PHASE Each party resolves Encounters & fights, based on its Danger card draw.

MAP ACTIONS

Foot Trave	1	Travel to an adjacent space		
Force Mare	ch 🏈	Travel quickly across a Road or Explored 🏶 Path & pass a CON Test or become Fatigued		
Lake Port 3 Travel	x 🐐	Travel from a Lake Port 🕸 to another Lake Port 🖄		
River Port Travel	ů 🏈	Travel from a River Port & to an adjacent Port downriver for 2 GP & per adventurer		
Rest		Make Camp 😞 or stay in Town 角 S perform any number of Rest Actions		
Void Trave	el 🍃	Travel from a Voidgate 🕅 to the Maze, or vice Versa		
R	EST A	CTIONS		
Recover		Make a MRL Test to remove Wounds & then remove Status Conditions		
Explore 🏼 🏈		Pass a PER Test to place an Explored 🏟 counter in your space		
Improve		Spend XP 4 to learn a Skill or Mastery		
Invest 🏼 🌮 🖄 🏴		Pay 20 GP 5 to increase the Town Level (also reduce the Bounty Level if you Invest in a Law b space)		
Trade	* & A	Buy & sell Items (draw cards from the Loot deck equal to the Town Level in your space)		

1		
	LOCATION	TERRITORY
	Crystal Crater	Burning Lakes
	Dusk Falls	Tomb Lake
	Ghostgate	Tomb Lake
	Hag's Fork	The Witchwood
	East Bridge	The Witchwood
	Last Chance	The Wasteland
	North Bridge	The Foothills
	The Windmill	The Foothills
-	LOCATION	RIVER PORT & DESTINATIONS
	LOCATION	And the second se
ΰ	Tunnel of Terror	→ Pigskin Port
ů	Pigskin Port	→ East Bridge, North Bridge, or the Watchtower
ů	North Bridge	→ the West branch of the river leads to the corrupt heart of the Würstreich
ů	East Bridge	→ Dusk Falls or Fishmonger Camp
ů	The Watchtower	→ Gutfish Ford
ů	Gutfish Ford	→ Crystal Crater
ţ	Crystal Crater	the East branch of the river leads to the uncharted lands beyond; a mysterious realm of sorcerer-giants & reptilian beings







VERMIN HUNTER

CRIME: Arson & Manslaughter **HOMELAND:** The Foothills

The Vermin Hunter is one of many unsavory characters hired to combat the endless swarms of nasty pests & hungry rodents that infest the labyrinthine passages of Brüttelburg, the crumbling towers of old ruins & the grain-stores of lonely villages across the Borderlands.

Devoted to her work & hungry for coin, eventually the Vermin Hunter crossed the line & was imprisoned for the burning of Château Bäredräck along with several important members of that influential household. Countless hours spent hunting through cramped passages & crawlspaces for squirming, chittering things has made the Vermin Hunter an efficient exterminator but a difficult travel companion; death is her life!

SUGGESTED SKILLS: Backstab, Exterminator SUGGESTED WEAKNESS: Money Hungry

BOG CONJURER

CRIME: Uncleanliness & Vagrancy **HOMELAND:** Stone Circle

Raised by a toothless bearded hag, the Bog Conjurer grew up in the sweaty, fecund swamps with the scrogs, scrawdads, gulpers & bloodflies. He was schooled with a strap right across his back until he escaped the swamp gas & made his way to the city to find his fortune.

In Brüttelburg he soon learned that the big city is no place for a warlock as it offered him only shackles, persecution & the lash of the Inquisition.

The Bog Conjurer draws energy from the patterns he walks over the land & with a trusty totem stick & squawking companion by his side, the world is his swamp & the road his only home.

SUGGESTED SKILLS: Mend Wounds, Rebuke SUGGESTED WEAKNESS: Wanderlust



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BLOODSPORT BRAWLER

CRIME: Causing a Public Disturbance & Unlicensed Pit-Fighting **HOMELAND:** Brüttelburg

The Brawler is a brutal warrior trained in the bloody fighting pits of Brüttelburg & Pigskin Port, where cheering throngs bet on the lives & deaths of the unfortunates forced into battle for the entertainment of the masses. She is a rough & tough killing machine & she knows how to put on a bloody show.

Having escaped the pits, the Bloodsport Brawler did any job she could find, doing what she does best, but a raid on an illicit fight soon put her in chains once again. Nevertheless, with her unrivaled muscle & burning lust for freedom, it's a safe bet that the Undercity Dungeon won't hold her for long!

SUGGESTED SKILLS: Ferocious Charge, Rage SUGGESTED WEAKNESS: Old Battle Wound



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VOID WITCH

CRIME: Sorcery & Witchcraft **HOMELAND:** The Witchwood

Born under a strange moon, the Void Witch was tormented throughout her childhood by visions of another place - a vast & enchanting alien maze somewhere beyond her sphere of reality & outside the reach of her conscious mind.

Vowing to learn the black arts that would lead her to this unknown & unholy place, she shadowed the gnarled crones of her homeland, feeding their familiars & charting the hidden patterns of the Witchwood.

The Witch Smellers of the Inquisition caught wind of her arcane ambitions & soon had her bound & shackled in the dungeons below Brüttelburg.

The Void Witch walks the line between reality & unreality, the seen & the unseen. She manipulates the forces of life & death & travels the Maze endlessly in her mind, always hunting for the secrets of the outer realms.

SUGGESTED SKILLS: Decay, Mystic Shield SUGGESTED WEAKNESS: Void Stalker

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WITCH SMELLER

CRIME: Impersonating an Officer of the Inquisition & Unlicensed Witch Smelling **HOMELAND:** Brüttelburg

Armed with a heavy pistol & extensive training to sniff out the distinctive sulphurous scents of witchcraft, the Witch Smeller once practiced her trade in the villages & hamlets of the Lowlands. There, she rounded up witches & mutants at rates competitive with those of the Smellers of the Inquisition.

A good business while it lasted - after all, only witches refuse to pay! Unfortunately, the Inquisition took issue with her unsanctioned methods & then there were the accusations of extortion & questions to be answered... questions about how she came to wear the uniform of a sanctioned Witch Smeller Pursuivant, recently gone missing.

SUGGESTED SKILLS: Inquisitor, Warding SUGGESTED WEAKNESS: Mistrust

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CORPSE BURNER

CRIME: Grave Robbery

HOMELAND: The Necropolis

The Corpse Burner began life as one of the many orphans raised on the ghoulish grounds of the Necropolis - the Würstreich's City of the Dead - a land of ruined graves & old bones watched over by the macabre monks of the Holy Order.

As the shadowy hand of the Necromancer passed over the land S the dead became fuel for unholy experiments, the orphans of the Order were charged with digging up the dead S burning the flesh from their bones. These charred bones were then collected S sent to the Holy Order to be etched with holy symbols S enshrined into the Gothic arches of the Necropolis.

Dreaming of the wonders of the outside world, the Corpse Burner started his own collection from the jewelry & gold teeth sent with the dead, saving a secret stash to one day escape his miserable lot in life & leave the Necropolis far behind... if only the stash had been as secret as he'd thought!

SUGGESTED SKILLS: Black Market, Shrug Off Pain SUGGESTED WEAKNESS: Haunted






MERCENARY ALCHEMIST

CRIME: Possession & Sale of Illicit Substances **HOMELAND:** Pigskin Port

Born to a camp follower on the march through the Highlands, the Alchemist was brought up amongst the mercenary companies serving as an apprentice engineer & gunmaker through countless contracts & campaigns. Taking every opportunity to study the ancient texts treasured by the wise masters he served, the Alchemist gradually learned to manipulate the base elements of matter & turned this dangerous knowledge to use waging war for the highest bidder.

Caught trading dangerous crystalline powders with the Goblins of the Wasteland, the old soldier was brought in by an Imperial patrol, but even the vast barred chambers of the Undercity Dungeon can't confine this cunning S crafty dog of war!

SUGGESTED SKILLS: Find Weakness, Transmute SUGGESTED WEAKNESS: Half Blind



HINTERLANDER

CRIME: Poaching **HOMELAND:** The Witchwood

This vagabond once chose to live outside of civilization, deep in the wilds where no one could tell him what to do, or so he thought until he was thrown into Brüttelburg's Undercity Dungeon for shooting some wealthy bastard's stag.

Accustomed to sleeping outdoors & fending for himself, the Hinterlander is tough as nails but uncomfortable when interacting with his fellow man. An ever-vigilant survivor, he has a strong tendency towards paranoia & superstition along with an utter disdain for the tedious laws & customs of civilized society.

SUGGESTED SKILLS: Gourmet, Immunity SUGGESTED WEAKNESS: Paranoia

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THE COMBAT ROUND

- 1 ESTABLISH TARGETS Assign each monster to an adventurer
- 2 ARRIVAL ABILITIES
- 2 Resolve arrival abilities of monsters that entered the fight this round
- **3** Adventurers take turns in PER order (highest to lowest)
- 3a COMBAT STANCE Choose a Combat Stance (Assault > or Guard)
- 3b DECLARE ACTION
- Choose a Combat Action or Attack & target
- *3c* **RESOLVE ACTION** *Roll the dice & calculate the result*

you may declare & resolve one Quick Action during your turn before or

- after declaring & resolving your Combat Action or Attack
- 4 END STEP
- **4** Resolve abilties & effects that occur at the end of the Round

ACTIONS IN COMBAT

The following Actions are available to all adventurers in combat, in addition to those provided by Items, Skills, etc.

UNARMED STRIKE

ATTACK: AGI (MELEE) or STR (MELEE)

If you hit with this attack, inflict damage on your target equal to your *lowest* single Attack die.

While using this attack, your Power Dice are halved (D3). If you are in Assault \Rightarrow Stance, you may use a *(halved)* Power die for damage, if it is higher than your lowest Attack die.

ESCAPE

COMBAT ACTION: Make an AGI Test. If you pass, you succeed in fleeing the fight (after attacks against you are resolved). If you fail, you remain in the fight but may attempt to Escape again on your following turn. If you are not being targeted or if all monsters targeting you are Dazed or have an ATT of 0 or less, you may Escape without making an AGI Test (see Escape, Rules pg.25).

EQUIP

QUICK ACTION:

You may choose one of the following:

- Unequip a Gauntlet, Head, or Jewelry Item &/or Equip a different Gauntlet, Head, or Jewelry Item.
- Unequip a 1H, LH, or 2H Item &/or Equip a different 1H, LH, or 2H Item.
- Load or Unload an Ammo Item into another Item that uses that type of Ammo (*see Ammunition*)

EXCHANGE

QUICK ACTION: You may give an unequipped Item to another adventurer, as long as you haven't used that Item this turn.



DUNGEON DEGENERATES

ICON REFERENCE

ATTRIBUTES see Rules, pg.8

AGI Agility

CON Constitution

MAG Magic

MRL Morale

PER Perception

STR Strength

ARM Armor

XP / Experience

GP Gold Pieces

HP Hit Points

& Luck

A Party

Wound

Assault combat stance

Guard combat stance

Bold map stance

R Cautious map stance

ATT Attack

VAL Value

Badlands Lair or Monster deck

Highlands Lair or Monster deck

Law Lair or Monster deck

Lowlands Lair or Monster deck

Wetlands Lair or Monster deck

DANGER see Rules, pg.16

Coom

Solution Epic Monster draw a random Epic Monster

Law you may be attacked by Law Monsters this turn (see Rules pg.17)

Xn Monsters draw n random Monsters

MAP SPACE TRAITS see Rules, pg.5

Base Investing here costs only 16 GPS

Destroyed you cannot move into, move through, or Rest in this space

Explored you can Force March across an Explored 🐡 Path & draw an additional card when you Trade in an Explored 🐡 Town 🖍.

Se Fungus

1 Inside

Lake Port you can Lake Port Travel to or from this space

Law you can be attacked by the Law here

Metaphysical you cannot move into this space unless you have a Status Condition or Disease & when you Recover here, do not remove Status Conditions other than Detained

Outside

you use the Recovery action here

Ü River Port you can River Port Travel from here to the next River Port **Ŭ** space downriver

Settlement this space can have a Town Level & therefore can become a Town 🔒

Q Void

Woodland

MISC

Camp indicates a Rest Action you can use when you Rest in a space with a Danger Level

Clue a mission objective or place of interest determined by your specific mission

Heavy you can carry up to 2 Heavy T Items at a time (see the Rules, pg.32)

Mission deck this icon is used in the mission book to indicate a card that is set aside in a special 'Mission deck' (see Rules, pg.3)

Town indicates a space with a Town Level, or a Rest Action you can use when you Rest in a space with a Town Level

Unique do not use more than one copy of this card in any deck

ADVENTURER STATUS CONDITIONS

Slimed (AGI)

While Slimed, you have -1 AGI

Poisoned (CON)

While Poisoned, you have -1 CON & therefore also have -2 HP \bigoplus (*HP* \bigoplus *is equal to double your CON*). When you become Poisoned, if your Wounds \bigoplus equals or exceeds your lowered HP \bigoplus value, you are also Defeated (*see HP* \bigotimes *Wounds*).

Exalted / Supressed (MAG)

While Exalted, you have +1 MAG While Supressed, you have -1 MAG

Blessed / Demoralized (MRL)

While Blessed, you have +1 MRL While Demoralized, you have -1 MRL

Focused / Blinded (PER) While Focused, you have +1 PER While Blinded, you have -1 PER

Invigorated / Weakened (STR)

While Invigorated, you have +1 STR While Weakened, you have -1 STR

Fatigued / Detained

While you are Fatigued, you cannot Force March (*see Map Actions*). While you are Detained, you must use the Rest action during the next Map Action Phase - you cannot travel in any way (*see Map Actions*).

If you become Detained while you are Fatigued, flip the counter to the '*Detained*' side. If you become Fatigued while you are Detained, you may ignore that effect (*Detained is a more severe form of Fatigued*).

Infected

When you Recover while Infected, do not remove any Wounds **b**.

If you are Defeated while Infected, unless you remove at least 1 Wound by the end of the Map Action Phase (by using an Item or Skill such as the Elixir of Life or Mend Wounds), you die!

Stunned

While you are Stunned, do not roll any Power dice.



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DUNGEON DEGENERATES

Robbers, mutants & worse haras

THE FOOTHILLS

THE WINDMILL

 2^{2}

X2 X4 X6 9×2

Increase Danger Level in this Location or Territory (first party only)

> If the Hand of Doom is moved, move it here

Compare Danger Value of your card to the Danger Level of your space

Read the Icon Key draw Encounter & Monster cards based on the icon key & party size

ADVANCING THE DOOM TRACK

Place a Doom 🔍 counter on the Doom track

The first time you place a counter of a given color on the track, shuffle the discard monsters from the corresponding Region back into their Monster deck. The first time you place a blue Doom counter, also shuffle the Law discards in with the Law deck. If the track is already full, you lose the game!

2. Move the Hand of Doom

Place the Hand of Doom on the triggering space.

3. Draw & resolve a card from the Doom deck

Draw cards from the Doom deck until you find a card matching the Hand of Doom's current space & resolve it. Shuffle any cards you didn't use back into the Doom deck.

DANGER CARD ICONS



Draw & resolve a card from your Region's Encounter deck

If you are in a Law **b** space & your Danger card value is equal to or less than the Bounty Level, fight monsters from the Law deck this turn. If not, compare your card to the Danger Level in your space & draw Monsters normally



Draw n cards from your Region's Monster deck

Draw an Epic Monster with a Lair matching your current space (see Epic Monsters & Lairs, pg.23)

LARGE COUNTERS

Clue counter

If you are in a space with a Clue & counter, consult the instructions described in your mission (*see the Mission Book*).

If you resolve a specific Encounter from the Mission **a** deck or an Encounter deck as a result of a Clue \checkmark or special mission rule, *do not* draw a random Encounter **a** this turn regardless of your Danger card draw (*each party can find a maximum of one Encounter per space per turn*).

M Destroyed counter

Do not draw a random Encounter 🎒 this turn.

Counter Counter

You must fight each Epic Monster in your space, regardless of your Danger card draw.

If your Danger card indicates that you are attacked by random Monsters **X**, treat your Party **a** size as one less when determing the number of Monster **X** cards to draw (*if you are alone, do not draw random monsters*).

Ignore 🗬 & 🔏 icons on your danger card.

A Caw Epic Monster counter

Treat your Danger card as having the Law & icon. Do not draw random monsters \bigotimes this turn unless they are Law (if your Danger card's value is greater than the Bounty Level, you do not draw any random monsters \bigotimes this turn).

If your Danger card indicates that you are attacked by random Monsters **X**, treat your Party **W** size as one less when determing the number of Law Monster **X** cards to draw (*if you are alone, do not draw random monsters*).

You must fight the Epic Monster in your space, regardless of your Danger card value.

Ignore 🖉 & 🗭 icons on your danger card.

Hand of Doom counter

If you are in the Hand of Doom's space, draw & resolve a Sign of Power card at the end of your party's turn in the Danger Phase (after increasing the Danger Level in the space indicated by your Danger card, even if the Hand of Doom was placed in your space this turn as a result of your Danger card draw). If the Hand of Doom left your space as a result of your Danger card draw, you do not have to draw a Sign of Power card.

Do not draw a random Encounter **(27**), instead you may attempt to Dispel the Hand (*see Doom*, *pg*.29).

The Maze

If you are in the Maze during the Danger Phase, ignore the icon key (do not draw Encounters or Monsters $\sqrt[\infty]{0}$). Instead, you suffer from Void Shock (see Void Shock, pg.30).

Voidgate counter

Do not draw a random Encounter **27**. Instead you may attempt to Dispel the Voidgate (*see Doom, pg.29*).



MIN	REAND	ALANA	DATER
	GEON D	90919	LALES
CEOLIENICI	COT DE AV	LOCATION	TERRITORY
SEQUENCE	E OF PLAY	Crystal Crater	Burning Lakes
MAP ACTI		Dusk Falls	Tomb Lake
Each party chooses a May to another space or co	b Action & either travels	Ghostgate	Tomb Lake
Actions with	out moving.	Hag's Fork	The Witchwood
DANGER	PHASE	East Bridge	The Witchwood
Each party draws & reso	lves a Danger card. This	Last Chance	The Wasteland
will determine if they find are attacked by mo	d an Encounter & if they	North Bridge	The Foothills
		The Windmill	The Foothills
ENCOUNT Each party resolves Enco	unters & fights, based on	LOCATION I	LIVER PORT & DESTINATIONS
its Danger	card draw.	🖞 Tunnel of Terror 🔿	Pigskin Port
MAP AC	TIONS	🖞 Pigskin Port 🔿	East Bridge, North Bridge, or The Watchtower
		ပ္မံ North Bridge →	the West branch of the river leads to the corrupt heart of the Würstreich
Foot Travel	Travel to an adjacent space	🖞 East Bridge 🔿	Dusk Falls or Fishmonger Camp
Force March	Travel quickly across a Road or Explored 🐡 Path S pass a CON Test or become Fatigued		 Gutfish Ford
Lake Port 🏡	Travel from a Lake Port 🕸		Crystal Crater the East branch of the river leads to the uncharted lands beyond; a mysterious
River Port ů	Travel from a River Port & to an adjacent Port downriver for 2 GP & per adventurer	t Crystal Crater →	realm of sorcerer-giants & reptilian beings
Rest	Make Camp 육 or stay in Town 🕈 & perform any number of Rest Actions		
Void Travel	Travel from a Voidgate 💐 to the Maze, or vice Versa		
REST A	CTIONS		
Recover	Make a MRL Test to remove Wounds & then remove Status Conditions		
Explore 🏼 🏈	Pass a PER Test to place an Explored 🌞 counter in your space		
Improve	Spend XP 4 to learn a Skill or Mastery		
Invest 🏼 🍣 🖉	Pay 20 GP 🌢 to increase the Town Level (also reduce the Bounty Level if you Invest in a Law 🕏 Space)	S CON S	
Trade 🏼 🍣 🇞 🏫	Buy & sell Items (draw cards from the Loot deck equal to the Town Level in your space)		
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HORDE (DAEMON)





















































































COURT OF THE VERMIN QUEEN DOOM • LOWLANDS ANY LOWLANDS SPACE Her dominion vast & her minions many, she gathers her children to multiply & trighter she relidren to multiply & trighter she relidren to multiply & trighter she relidren to uretched dying Empire. • Remove each Vertands faces then on top of the Lowlands Monster fightlands & Wetlands facets. • Place the Queen of the Rats © counter in the Hand of Doom's space (vertree her and from the Epic Monster dek for viscards).	CRUSHING MENACE DOOM • WETLANDS ANY WETLANDS SPACE ANY WETLANDS SPACE oppressive sense of hostility oppressive sense of hostility oppressive sense of hostility oppressive that permeates the When you fail a Recovery Test in the Wedmds, you become Demoralized & Suppressed Demoralized & you become Demoralized & you become
< · · .	
HLOODING NECROPOLIS DOOM • LOWLANDS THE CATACOMBS THE CATACOMBS THE GRAVEYARD THE HOLY ORDER A deep rumble echoes across the south as the Stinkendblut rushes into Tomb Lake & the murky lake waters rise to standblut rushes into Tomb Lake & the murky lake waters rise to standblur with Chostgate & Periolous & counter at the Catacombs. Increase the Danger Level at the Fishmonger Camp & Tomb Lake.	HIGH COMERCAND DOOM • WETLANDS FISHMONGER CAMP DUSK FALLS GHOST GATE DUSK FALLS GHOST GATE GHOST GATE GHOST GATE GHOST GATE GHOST GATE TOWER ISLAND CHOVER ISLAND TOWER ISLAND TOWER ISLAND TOWER ISLAND COMPACT IN THE Sphone For the CHORE TOWER IN THE COMPACT TO THE COMPACT TO THE COMPACT TO THE COMPACT SCHORE THE COMPACT FISHONGER CAMP FISHONGER CAMP FISHONGER CAMP FISHONGER CAMP FISHONGER CAMP
	~
TOXIC CONTAMINATION DOOM • WETLANDS BLACK TREE CUTFISH FORD SUTTER FORD CUTFISH FORD CUTFISH FORD CUTFISH FORD CUTFISH FORD SUNKEN VILLAGE SUNKEN VILLAGE SUNKEN VILLAGE Bubbles, the suamp hisses of bubbles, the suamp hisses of bubbles, the suamp hisses of bubbles, the suamp hisses of bubbles of bucken the surrounding vegetation. Place a Perilous to counter in the Hand of Doom's space & on each Path adjacent to its space.	SEPTIC MARSH DOOM • WETLANDS ANY WETLANDS SPACE ANY WETLANDS SPACE Horrid bubbling rat chokes the waterways & the area floads with faith spreads across the Wetlands faith spreads across the Wetlands faith spreads across the Wetlands faith spreads across the Wetlands Place a Perilous & counter in the Wetlands, you become prosened & you wet discard each Food Item you are currying.
VORTEX OF THE DEEP DOOM • WETLANDS ANY WETLANDS SPACE The Hand of Doom conjures a ruging whirhpool which ushers fraging whirhpool which ushers fraging whirhpool which ushers fraging whirhpool which ushers fraging whirhpool which ushers fragments are the meriphe guarding verm from the Doom's space. Doom's space (retrieve its deck or discards). ©GOBLINKO	BUBBLING DEATH DOOM • BADLANDS CRYSTAL CRATER GOBLIN FORTRESS Corresive pools of acid bubble up from the muld & seep into the river form the muld of seep into the river form the muld of seep into the river of distorting the hulls of bodits. Factor a Perilou we counter at Cutifish Ford & increase the Danger Level there. You cannot River Port Travel to Crystal Crater or Gutfish Ford.
LORD OF SLIME DOOM • WETLANDS ANY WETLANDS SPACE ANY WETLANDS SPACE Any transition of the palm of the Hand & vomis, forth a weat recease of the Hand of pooms space Place the Slimelord ϕ counter in the Hand of Dooms space Place the Slimelord ϕ counter in the Hand of the palm place the Slimelord ϕ counter in the Hand of the palm place the Slimelord ϕ counter in the Hand of the palm place the Slimelord ϕ counter in the Hand of the palm place the Slimelord ϕ counter in the Hand of the palm place the Slimelord ϕ counter in the Hand of the palm place the Slimelord ϕ counter in the Hand of the palm place the Slimelord ϕ counter in the Hand of the palm place the Slimelord ϕ counter Regenerate Q .	THECTONIC DEVASTRYTON DOOM - BADLANDS BLASTED HEATH HELL PIT SKULL BRIDGE SKULL BRIDGE SKULL BRIDGE SKULL BRIDGE SKULL BRIDGE SKULL BRIDGE Badlands & destroying the only bridge across th. only bridge across th. only bridge across the place a Destroyed H counter at Skull Bridge. - place a Voidgate at the Hell Pit & increase the Hell Pit & increase the Danger Level there.







NOXIOUS MIASMA OF DEATH DOOM • BADLANDS ANY BADLANDS SPACE	A hellish vortez forms in the sky & a doud of poison spills from it. Place a Voidgate on the Hand of Doom's space, then place a Perilous & counter there & on each adjacent Path.	If you fail a Recovery or Force March Test in the Badlands, you become Fatigued & Poisoned.	REMAINS IN PLAY
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GOBLIN BLITZKREIG DOOM • BADLANDS GOBLIN FORTRESS LAST CHANCE SKULL BRIDGE	Goblins march across the unstest eledening vac-clarans & curses against humankind, whitpped into Zéperade to stare off this tarmy of Désperade to stare off this tarmy of Désperade to stare off this tarmy of Désperade to stare off the Matchuwer. - Increase the Danger Level at - Increase the Danger Level at - Increase the Danger Level at - Place a Destroyced & counter on the Road between Last Chance & the Watchtower. Destroyced & counter Destroyced & counter on the Road between Last Chance & the Watchtower. Berzeck & lose Dinmytt REMAINS IN PLAN
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SHADOW OF DOOM

ou gaze to the North as the sky darkens... in your min RESOLVE IMMEDIATEL

its shadow over the Würstreich you can feel its sinister the Temple of Madness looms above you & as it casts Increase the Danger Level at the Temple of influence gradually crushing your will.

MRL Test. If you fail, you become Demoralized & · Each adventurer in the Highlands must make a uppressed. less.

WAVES OF MADNESS

becomes Demoralized & Suppressed then must make a MAG Test or MRI s you make your way through this twiste fade away while your mind spirals into insane realm, you feel your grip on reali Test. If you fail, you lose D6 XP4. Each adventurer in this space **RESOLVE IMMEDIATEL** terrifying realms beyond reason.

6: The voices impart valuable knowledge.

lose Ambush this turn.

Each adventurer that passed the Test

gains D3+1 XP 4.

(ATT 6 ↑GPÅ) (♥6) (VAL 2⁄ D3Å)

PETRIFY • THIEF

(ATT 3 ↑AGI) (♥5) (VAL 1∱) DIMWIT \$ • SUMMON ■ ||

The hypnotist leads you to some hidden insight, ked deep in the labyrinth of your mind! You gain D6

P4 & become Blessed

lurking nearby. Monsters in this space

4-5: The voices warn you of the dangers

Suppressed.

fronted with your own delusions, you find new

larity & cast aside thoughts that have long tormente

our psyche. You become Blessed & you may

card a Madness Weakness.

ne party gains 1 XP4

Your memories fade from your mind along with you

uppressed.

rries. You lose D6 XP+ & become Blessed

one Rogue in the party, place an Explored 🏟

er in your space & in one adjacent space.

prisoner pledges to tell his comrades of your

Town Level at the Bandi

crease the

nturer in the party gains 1 XP 4 & if there is a

-5: He is thankful, especially to fello

w rogues. Each

In exchange for his freedom, he offers you good twice, but his speach is thick with bandit slang. Each terchant or Rogue in the party gains 1 XP **F**.

Plunging into the depths of your mind leads only madness & pain. You become Demoralized &

plug their ears or make a PER Test. If

arty wakes to find the hypnotist has vanished - along

vith most of their gold! Each adventurer in this

paces loses half their GPA.

After what could have been minutes or hours, the

av 4 GPL & roll D6:

pledges to serve you eternally, or at least

is next chance to slip away! He steals

Fight him & he gains Ambush & Berzerk

inturer with the most GPL, then

nes while no one is looking (roll off tres).

face! You

case. he claws at vour

ree.

One adventurer in this space ma

proach: The hypnotist offers his services to one

he party may Approach, Fight, or Ignore

abe. unda

ross the tr

TSITON*TSITON<i>TSITON<i>TSITON<i>TSI*

ENOO

PRISONER ITANAN BANDIT

IOUN:

any adventurer passes, roll D6:

memories you'd thought of as well-kept secrets. Each adventurer that passed

the Test beomes Demoralized &

1-3: The voices whisper mockingly of

Each adventurer in this space may

you just hear something call your name in

an inhuman voice?

place. Where is that coming from? Did

Chattering whispers echo around this

RESOLVE IMMEDIATEL

INHUMAN VOICES

ORGAN GRINDER

rgan offers you a show gnore, or Fight him plicably jovial fat man wearing an elaborate RESOLVE IMMEDIATELY nnroach. ume & carrying a barre

He keeps you busy while his cohorts sneak up on you! u must Fight & monsters in your space have mance, his fliching familiar picks your pockets! adventurer in the party loses D6 GP **Å**. organ grinder distracts you with his

monsters' total XP 4 VAL. If you do, shuffle

When you make a Range Attack, you miss if you

roll doubles on your Attack dice.

TREASURE TROVE ENCOUNTER - ENVIRONMENT

Gas and Gas Bombs have no effect in this space.

Discard an Item, then roll D6. If your roll is equal to or less than the cost of that Item, take ar

Alchemical Item from the Loot discard pile

/ou are a Scholar, you gain D3 XP∳.

rain in the alchemical arts

his latest concoction (Roll D6)

urer in this space may

of the following options:

smute an Item

arty may Approach, Fight, or Ignore him

overed with lang

mist in a long coat

n the area

ENCO

ALCHEMIST

You gaze into infinity! Draw a Curse from the eakness deck (you gain its XP4 bonus). The elixir reeks of fermentation. You become

assaulting your sanity!

louds of pollen swirl across the Highlands & sting you your ears. The sound is like a chorus of tortured voices eyes while relentless winds batter your cloak & deafen

RESOLVE IMMEDIATEL

HOWLING WINDS

deck without reward.

in this space GPS equal to double those them back into the Highlands Monster

The party may pay Highlands monsters

something they call 'road safety insurance'.

Your assailants are collecting payment for

RESOLVE IMMEDIATELY

TOLL ENCOUNTER · BANDIT

the ground around you. You strain to peer through the roiling mist, trying not to breathe in too much of it. Each adventurer in this space must make a CON est. If you fail, you become Slimed & Exalted

Shimmering fog of shifting colors spews from chutes

RESOLVE IMMEDIATELY

take what you can before someone comes lookin

for it. You may Plunder or Ignore the trov You found a cache of valuables & you'd better

Plunder: The adventurer with the highest card (roll off ties). Then, each adventurer in

PER in the party may draw an Epic Loot

he party gains D6+2 GPA & increase the

Danger Level in your space.

(ATT 5⇔ †ARM) (ARM I) (♥6) (VAL 3≁ D6♣) CAS • ACIDIC • VENOM

Your mind clears. You may discard a Madness sakness & you become Blessed.

You feel attuned to the world around you. You come Exalted & Focused.

Your heart races & you compulsively check danger from every direction. You become

soned & Invigorated.

moralized & Focused.

with a numbing warmth. You

GLOWING MIST

0

Sach adventurer in this space must make a MAG

ntil the end of the fight.

f you fail, you become Blinded. If you pass

1.4. When you realize his show is seemingly endless, ou by to slip away & hope he won't follow. Each dventurer in the party must make an AGI Test. If fail, vou become Detained

You thank him for an excellent show. Each former in the party gains (PER Test) XP4 & th adventurer in the party gains I Luck . **Jo not draw random Monste** area are enraptured by g in the nemies lurkin

attacking, the sterious musue: Do II rds X / C this turn,

(ATT 4 ♦GP♣) (♥5) (VAL 1⁄4 1Å) RALLY ■ • THIEF

increase the



eve you warib prior of travelling are emall but well-

In MRL order (highest to lowest), each cards. or sell their own (for % the listed of nurchase one of ade: Draw D3+2 Allies or Items from the

ENDLESS LABYRINTH ENCOUNTER - ENVIRONMENT (ATT 4 4MRL) (ARM 1) (\$\$4) (VAL 2\$ D6+8\$) RALLY • • \$KIRMISH • \$UMMON = If you destroy the Caravan, you pass your Loot roll) (If vou 0

abyrinth. If you fail, each adventurer in the One adventurer in the party must attempt a PER Test to guide the party through this landscape seem endless & you struggle to keep your bearings in this bizarre nightmare world If you fail by rolling doubles, place the party in the Maze & resolve Void Shock The twisting passages through the shifting party becomes Detained. immediately

NEXUS OF POWER

a focal point of magical force; a nexus If at least one adventurer passes, through the Highlands, you come to of ley lines where the cunning might find passage through space & time. fuided by unseen energies flowing Each adventurer in this space with MAG 7 or more may attempt a MAG Test.

Draw a Law card 📕 in addition to the

Highlands marauders.

You find an agent of the Würstreich

SOLVE

SHADY DEALINGS

involved in secret dealings with

normal Monster card draw this turn. in this space this turn as if they were

The party may Bribe each monster

rom the Law deck

METAMOR PHOSIS ENCOUNTER WATER

place a Voidgate in your space & each adventurer who passed becomes Exalted.

attempted this Test failed, those adventurers become Suppressed. If every adventurer who

SAME OF CARDS

each adventurer in the party may Gamble with o

than your Luck *****. orng ut).

shown if you draw

WEIRD HUNGRY PILLAR ENCOUNTER . ENVIRONMENT

t or less, incre-



refugees under attack & hopelessly of Will you Defend or Ignore

more assailants! Bandits & Heretie ugees turn on you. Bandits &

e have Summon. he fight, increase the Town Level at

CHATTERING JAWS

õ

Dozens of mouths sprout from the squishy wall. MF.DIATEL **RESOLVE IM**

& floor of the narrow path. Their gnashing teeth Place a Perilous 😴 counter in your space. bite eagerly at your limbs!

lach adventurer in this space must make ar AGI Test. If you fail, take D3+1 damage. If you fail with doubles, you must also discard a random Ally or Item.



bubbles all around you while the sky shimmers with place a Metaphysical & counter in your space coral trees sprout from the undulating ground that back into the Highlands Encounter dec each adventurer in that space must make Test. If you fail, you become Demoral Blinded. Whether you pass or fail, shuffle auras of violet & green!

FUNGAL INFESTATIO õ

card h

TE DIATELY FSOLVE

overpowering musty smell & mold grows The spongy pillars here have an on every available surface.

space. Each adventurer in this space Place a Fungus 🏟 counter in your must make a CON Test. If you fail this Test, you become Slimed & Weakened

disgusting goopy fluid! You must find a dry place Each adventurer in this space must make If fail while in a Fungus 😤 space, you also become Slimed until the end of the Fight (ATT 8 †MRL) (\$5) (VAL 14) SKIRMISH if you defeat him, you may turn him in for 8 GP \$. TRAP a PER Test to find cover. If you fail, you The corridor suddenly floods with some SOLVE IMMEDIATELY party ma om a squa HUMAN . BANDIT FLOOD OF GOO to hide as quick as you can. nim hid IVE Ionore. hot on Jugitive begs you to Jugitive that are w lawmen that are w 1904 0

untouched by predators or carrion feeders. space must make a MRL Test. If you The landscape is strewn with dead birds, Few would deny that this is a bad omen... Puritans, Warlocks & Wilds in this fail, you become Demoralized. LOST IN A DREAM **RESOLVE IMMEDIATELY**

NMENT . FUNGUS

BIRD BLIGH

RESOLVE IMMEDIATEL

When did you fall asleef? The endless corridors of that insame place... was it only a nightmare? You can't quite remember how you got out here on the cold windsweft mountain pass.

Place each adventurer in the party at Slaver's Pass (even if it is Destroyed **M**) & do not draw Monsters make a MAG Test. If you fail, lose D3 XP rer moved this way this turn. Each

become Poisoned

D6. If your roll is higher than your

Luck 🕷, discard a random Item.

Each adventurer in this space must

away in disgust.

prouts mouths & eveballs & begins bitin, S screaming at you frantically. You hurl

Something you're carrying suddenly

IMMEDIATEL

RESOLVE





HUMAN SACRIFICE

RESOLVE IMMEDIATELY

HP .

cilled & the Witch-

g in Bold 🔶 D6 GPL.

6) (VAL 24 2🂑 COMMAND SUMMON

CID RAIN

RESOLVE IMMEDIATELY

an equipped Body of

STORE ROOM

4 GPL

HANGED MAN

terious Map, Off

*

MANCER

RESOLVE IMMEDIATELY

DARK WANDERER

SCRAG MILKER

When you fail a Recovery Test, you lose 1 Luck *.

SHING HEAL Z

RESOLVE IMMEDIATELY

RESOLVE IMMEDIATELY

PNOCRYSIA

RESOLVE IMMEDIATELY

CLOUD OF BUGS

h adventurer in this space mus make a CON Test. If you fail, you

come Fatigued & Weakened. If

more Heavy 🍸 Items must ma

-

NHOLY SHRINE

z Weakened.You may discard Heavy 🕊

BOBLIN COCKFIGHT

as well

RESOLVE IMMEDIATELY

mons in this space have Necro during the figh ock in this space that

When you draw monsters this turn, draw half (rounding up) fror & died long ago.

the Lowlands Monster deck

HARNEL HOUSE

RESOLVE IMMEDIATELY he dusty bones of Imperials who l <u>Here you find a lost ruin filled w</u>

DICE GOBLIN

me of dice! The party may Gamble Ignore the Dice Goblin, or Fight it. shifty-eved goblin challenges you to

ny adventurer passes with doubles Dice Goblin & gain {MAG Test} must wager before anyone rolls. If lay wager 3 GPL to play dice with es into a rage & you must Fight! Partial in winnings. All adventurers

gnore: The Goblin slinks off to warn his 6. If you roll 2 or less, increase the your presence in their land. Roll

• THHIEF

BLOOD RITUAL

RESOLVE IMMEDIATELY

from your wounds turns to steam & fuels pressing through the threshold between the raging maelstrom! With each drop you feel the limitless power of the Void air above you, bolts of purple lightning coursing through it. As you fight, blood cloud of swirling red smoke grows in th Through some force of evil magic, a worlds.

on this card, place a Voidgate in your dace a Wound lo on this card for eac ace & Daemons there have Drain • At the end of each combat round, If there are 4 or more Wounds **b** dventurer that suffered 1 or more ounds b during that round.

APTIVE

(ATT 2 † MRL)

SLAUGHTERED CARAVAN

Each adventurer may Search or massacred staff. Could the pillagers have left something useful behind? You find the blood-spattered remain of a ransacked caravan & its

he gory, stinking mess. Make a PER Search: You carefully pick through Disease or Item card from the oot deck. If you fail you lose est. If you pass, take the first

Ignore the site of carnage

gnore: A bad omen - you turn your ack on the sickening morbid scene

uck *****.

GOBLIN MERCHANI

Trade with, Ignore, ers you a look a Fight the Goblin Merchant. res. Who kn

You may also sell Allies & Item e Loot deck. In reverse MRL order west to highest), each adventurer in rade: Draw 2 Allies or Items from you must Ignore or Fight the

in your space & on ea

利

ves you suspiciously. Roll D6. If you gnore: The Goblin spits on the ground 2 or less, increase the Danger evel at the Goblin Fortress.

CURSE • DIMWIT • FURY

.

RESOLVE IMMEDIATELY GOBLIN EMISSAR

slightly nervous goblin diplomat he party may Fight him or all willing to negotiate a truce. him to Approach.

you are at the Goblin Fortress, reduci Reduce the Danger Level in this space & at the Goblin Fortress (if ail, the Goblin Emissary attacks Approach: One adventurer may lest. If you pass, you avoid a figl Danger Level there twice). If you do not draw monsters this turn). attempt either a MAG or STR

🛉 MRT) (ARM 1) (🍑 5) 1 **LLLY**

you must Fight!

DERELICT FLYING JAR

1

MADMAN





MYSTERIOUS FOUNTAIN

haunted by old spirits. time.

party may Drink from the Tribute, or Ignore it. makea Each adventurer in the

A &

SP S

z

CRUFFLE HUNTER

The party may Approach, Fight, or Ignore the Truffle Hunter & his pig. 4 gaunt man leads a pig on a chain through area, peering around like he is up to no go

an Explored do counte is no Rogue, Warlock, or Wizard GPL, then increase the Bour ock in the party wi

increase the Dani

(ATT 4 ↓MRL) (♥5) (VAL 1/ D34) SKIRMISH • SUMMON

HOLY SHRINE

the Holy Order. There are still offerings The party may Ignore the shrine, candlelit shrine dedicated to Saints o Plunder it, or Pray to the Saints. here, left by travelling pilgrims.

rnore: It is bad luck to disturb offering or the spirits of the dead.

arty that is not a Puritan gains D6+3 comes Demoralized & Suppresse & each Puritan in the party Plunder: Each adventurer in the PL. Then, increase the Bounty

Pray: Each Human in the party that ou become Blessed & if you are a s not a Warlock may spend 1 GP & make a MRL Test. If you pass. uritan, gain 1 Luck **\$**.

VOID CEREMONY

there are 5 or more Wounds \blacklozenge on this card, place a Voidgate counter in your contact something from the other side, conjuring forth a doorway to the spirit world & the shimmering realms beyond. lace a number of Wounds & on this monsters in this space (not including monsters that are Dazed or Hexed). Your enemies enact a dark ritual to • At the start of a combat round, if • At the end of each combat round, card equal to the total XP4 VAL of space.

there are 13 or more Wounds **b** on this card, search the Epic Monster deck & discard pile for the Serpent then remove all counters from this • At the start of a combat round, if Lord & it joins the fight this round. card & discard it.

WURSTREICH ARISTOCRAT

Appro mav. ht. or Ignore The area under

-

(ATT 4 ↔ 4MRL) (ARM 1) (♥5) (VAL 14 D6+34) RALLY = • SKIRMISH • SUMMON = if the Aristocrat escapes, increase the Bounty Level

WAILING GHOST CHILD ENCOUNTER . CURSE . UNDEAD

steps, its mournful weeping & moaning An ethereal floating child haunts your

• The adventurer in this space with echoes across the countryside.

Hunting & Stealth Tests fail if you roll the lowest Luck ***** must take this card While you have this card, your & it becomes a Curse Weakness.

or the Puzzle Prison may attempt with a Ghost Ward, Ghost Flute, An adventurer in your space doubles.

the above cards to perform the action they following Rest Action (To use one of to exorcize the ghost by using the nust meet that card's requirements).

Test. If you pass, discard this card. If you fail, lose 1 Luck **#**. Make a MAG or MRL

(ATT 5 **Q**ALL) (♥10) (VAL 3**4** D6**š**) PAIN

MPERIAL CHECKPOINT

RESOLVE IMMEDIATELY
An Imperial force has set up a checkpoint in this area to protect the honest citizens of the Würstreich from Amorrows mandering miscreants like yourself.
Discard this card without resolving it if there is a non-Law Epic Monster A counter in your space. Otherwise, reduce the Danger Level in your space
& draw monsters from the Law deck (<i>instead of the Lowlands Monster deck</i>) this turn; these are troops reprinted at the checkpoint. You may Approach
them masquerading as a common citizen. Bribe them, Fight them, or Search for an alternate route to avoid the checkpoint entirely.
Ammoach: Roll D6. Subtract I for each Rogue,
Warlock &/or Wild & add 1 for each Merchant, Militant &/or Puritan in the party. If the total
is equal to or less than the Bounty Lever, you must Fight. Otherwise, you talk your way past

OF KURBISNACH' ion by the Holy Or The party may attempt to **Join** the celebra **Hide** from the heretical revellers. Regard this turn (the ight mons do not draw or Kürbisnacht despite proh -FESTIVAL ENCOUNTER the Low

-	LINE	THI
	ENCOTATED - ENTROUM	MINIM
	TANT.	· EIN VI
4		NIEN
H		INNO
I	12	EIN

If you are in Cautious Stance R, you you falls silent. The rustling of tree limbs You freeze in your tracks as the air aroun in the wind & the constant buzzing of are immune to Ambush this turn. insects have suddenly ceased.

DEATH PIT ENCOUNTER . ENVIRONMENT

The stench of rotting bodies betrays Summon may use Summon at the presence of an uncovered mass the end of each combat round. Monsters in this space with grave in the area.

WITCH LIGHTS

de you or a witch's trick party may Follow or sent to lead

DESECRATED SHRINE

in blood cover every surface & sacred offerings to the saints have been replaced by the ritual Once a shrine of the Holy Order, this place purpose. Heretical symbols of magic painted has been reduced to a mockery of its forme Heretics in this space have Curse. implements of witchcraft.

LONE PILGRIM

The party may Approach, Fight, or Ignore him. You come across a devout pilgrim travelling al

The party may Approach, Fight, or Ignore the Suspicious Local.

from a distance. Can you trust him not to

report you to the authorities?

nervous traveller watches you intently

SUSPICIOUS LOCAL

(ATT 4 ↑MRL) (♥6) (VAL 1⁄+ D3ǎ) CURSE

A

& the party may then bribe him

vith GPL equal to the Bounty I

inturer to reduce the

esses than failures, discard this

ie local. If the party scores more

to reason with or intimidate

ty must attempt a MRL or STR Approach: Each adventurer in the

rnore: Roll D6. If you roll equal to

s than the Bounty Level, increase

if the Suspicious Local escapes, increase the Bounty Level (ATT 3 ↓MRL) (♥5) (VAL 14 14) SKIRMIŚH

HALLOWED GROUND

PREVAILING GLOOM ENCOUNTER - ENVIRONMENT

light to this area, while low fog clings to the lichen-coated tree limbs blocks mu

ground, further obscuring your vision. If the party is in Bold t stance, monsters in this space have Ambush this turn. venturer must make a PER Test. If you If the party is in Cautious R stance, one

CHILDREN OF THE VERMIN QUEEN ENCOUNTER • SWARM • VERMIN

fail, each adventurer in this space becomes

inhuman eyes watch you, gleaming like udows... The party may Feed or Figh ocens of tiny inhum bies in the shadows... these

(ATT 4 QALL) (♥5) (VAL 14) SKIRMISH

The party may **Help** the travellers shift the whee out of the mud, **Ignore** them, or slaughter them. **Plunder** the coach.

Your enemies were stalking a small whose stage coach is trapped

TRAPPED STAGE COACH ENCOUNTER HUMAN

PERVERSE RITUAL

The devout among you are sickened by the disgusting rites you have intruded upon. • Heretics in this space have Dimwit. • Each Puritan in this space must make a MRL Test. If you fail, you become Demoralized.

TRAVELLING CARNIVAL ENCOUNTER - MERCHANT -JNSPOILED TOMB

whet treasures it holds? luxuriously sculpted tom You've uncovered a unspoiled by robbe

ler or Ignore Each adv

under: The adventurer with the low 2 GPL, then increase

You may Plunder or Ignore the trove Each adventurer in this space must make a You found a cache of valuables! The dead MAG Test or MRL Test (if you have Warding Luck *****. If any adventurer fails, increase here & only a fool would dare to disturb it! roll 3 dice & use any 2). If you fail, lose 1 The ground before you is warded with mag sigils. Some eldritch spirit of death is impri TREASURE TROVE ENCOUNTER - ENVIRONMENT rer Level in this space have no need of such riches. the Dans





Seator Seator
BOG WHISPS

ou pass, gair dance over the Wetland

d. If no adventure you fail. rk & & vou

you roll 2 or less, increase the

BREEDING PIT

RESOLVE IMMEDIATELY

stance, monsters in this space lose Filth in your space have Dimwit. You've stumbled on a hidden lair where vile slimy horrors mate! If the party is in Cautious **?** Ambush.

JNGAL INFESTATION

MEDIATEL **RFSOLVEIN**

Place a Fungus 🏟 counter in your space & each n strange growth. Spongy mold covers the groun he surface of every plant & tree branch here is thick haze of spores drifts in the air

After you resolve this Encounter, shuffle it back turer in this space must make a CON Test into the Wetlands Encounter deck. you fail, you become Slimed.

OADSTOOL FIELL

you can sell fail, vou kicl

FOUL WEATHER

RESOLVEIM

This card affects each adventurer The gloomy clouds above release an gusts of wind make travel by boat endless downpour & pummeling in the Wetlands. impossible.

. When you Attack with a weapon hat uses Ammo this turn, you

Searched, or every adventurer has

chosen to Ignore it.

miss if you roll doubles on your • During the next Map Action Attack dice.

Phase, adventurers cannot Lake or River Port Travel to or from any space in the Wetlands.

9

LUCKY FIND

Ignore it, until an adventurer has In Luck * order (highest to lowest) you find a sigil carved into the chest's lid - a symbol from the language of the bog people meaning 'Forbidden! each member of the party may submerged in the mud. Inspecting it choose to Search the chest or fou trip on an old wooden chest, hal

Then, If you have 0 Luck *****, take a Curse from the Weakness deck have at least 1 Luck *****, lose D6 Search: Take an Epic Loot care (do not gain bonus XP 4). If you Luck *.

SCROG SPIKER ENCOUNTER · HUMAN · HUNTER · WILD

The party may Fight, Approach, or Wetlands, searching for scrogs with a wicked harpoon clutched in his fist. 1 silent hunter stalks through the Ignore him.

olace an Explored 🏟 counter in your Approach: The Scrog Spiker will pay nave (Fishoids you destroyed this turn) GPå for each Fishoid trophy you Then, You may pay him 3 GPS to space. gnore: You leave the spiker to his messy work. Roll D6. If you roll a 6, reduce the Danger Level in your space.

(ATT 5⊕ ↑PER) (♥5) (VAL 1∱ D3‰) **SKIRMISH**

ALBINO SCROG

The party may **Fight** it, **Approach** it to give an offering, or Ignore it white scrog slithers through the muck nearby. A beast of sacred importance or hunting a rare prize! A fat, slimy mutants alike, it is sure to fetch a Your enemies were either guarding to the bog people & the fishoid handsome price at the market. Approach: Each Warlock or & leave it in peace.

Wild in this space that discards scrog gains 1 Luck *****, then the a Food Item in offering to the scrog swims safely away.

(ATT 4 **†***) (♥4) (VAL 1**/** D3+2) **CURSE • SKIRMISH**

SWAMP ROT

have Alchemy or Fieldcraft, only Item if they roll 4 or less. If you have become a rotten stinking mess. Item they have & discard that The provisions you were carrying discard the Item on a roll of l. Each adventurer in this space must roll a D6 for each Food

Roll D6 for each Explored to counter in

If your space is not Explored 🏟, each

impossible to find your way.

adventurer there becomes Detained.

The thick fog & shifting waters here make it

RESOLVE IMMEDIATEI

LOST IN THE FOG

or adjacent to your space. If you roll 3 or ess, remove that counter.

IDEOUS IDOL

Fishoids & Heretics in this space carving is ancient & coated in slime. You find a half-submerged stone idol of some horrific fishoid deity. The but the offerings here are fresh... **RESOLVE IMMEDIATEL**

have Regenerate.

HARPY'S NEST

the vines growing along a nearby mudbank. One adventurer may Climb the mudbank to investigate, or the party may Ignore it You spot a massive nest of mud & sticks am

Climb: One adventurer may attempt an AGI Test if you have a Filching Familiar, you automatically pass). If you pass, roll D6.

1-3: An enraged harpy returns to her nest! You must Fight the furious harpy!

4-5: You find a cluster of immense eggs. You may take eggs. This card counts as a Food Item that can be this card as a reminder that you are carrying the sold while Trading for D6+1 GPL.

6: You find something interesting stashed inside the nest! Draw an Item from the Loot deck.

Roll D6. If you roll 2 or less, increase the gnore: Best to steer clear of such filth. Danger Level in your space.

ANNOY • BERZERK • EVADE (ATT 5 ↑AGI) (♥6) (VAL 14 1♣)

SPIRAL TO THE VOID ENCOUNTER - ENVIRONMENT

RESOLVE II

some collosal daemon-whale! Within, a shimmering gateway to another world Purple mist escapes from the whirlpool that gapes before you like the mouth of Your enemies gather & writhe around a vortex forming in the murky waters. beckons...

space & increase the Danger Level Place a Voidgate counter in your here.

inue, you may become Detained & Test} XP**F**. If you fail, you also become

ing something of value! Draw an Item

ce), until it is solo

GP& (

amblings. If you allow

of her

o make sense

& Weake

this space must make a MAC

intation & vanishes sudde in this space have Ambush

> Regenerate 2 for the duration of the you arrive to witness your enemies space become Dazed until the end eeding on the power of the Void! Fishoids, Oozes & Witches in this • If you are in Cautious R stance, of the first combat round & have Ight.

VITCH CURSE EATER

The party may Approach, Fight, or crone known by the people of the swamp You've found the hidden lair of an old for her legendary curative powers. Ignore the Curse Eater.

Weakness). If you have no Curse Weakness, Ally, Food, Herb, or Relic cards & roll D6. Approach: Each adventurer in this space you become Blessed instead. Discard the may give the Curse Eater any number of

ater decides she cannot allow you to live knowing the location of her secret lair & gnore: Roll D6. If you roll 1, the Curse you must Fight!

CURSE • NULLIFY • SUMMON 📕 (ATT 3 ↓MAG) (♥8) (VAL 24 24)

If you roll equal to or less than the total Cost of the cards you gave her, she will cure a Curse (you may discard one Curse cards you gave her after rolling.

RESOLVE IMMEDIATELY DERELICT BOAT INCOUNTER

the shore. The party may Search it or A single unattended rowboat sits just off gnore it.

with an assortment of odd items dangling The party may Fight, Approach, or

on ropes below her. Ignore her.

making her way through the Wetlands

You come across a stilt-walking savage

RESOLVE IMMEDIATELY

BOG WALKER

NLICONS

. TRAP

Search: (Roll D6)

an AGI Test. If you fail, you become adventurer in the party must make into the mouth of a fishoid monstrosity boat give way beneath your feet. Each a common rowboat. You must Fight! **2-3**: The rotting wooden planks of the its head formed in disgusting mimicry 1: It's not a boat at all! You've stepped Stunned for 1 round. from the Loot dec

or more Luck ***** may draw an Item Each adventurer in the party with] 4-6: You found something in the boat.

(ATT 6 ↑PER) (♥6) (VAL 1⁄) AMBUSH • SLIME

deck. In PER order (highest to lowest), one of their own Items (regardless of **Frade:** Draw 2 Items from the Loot exchange one of these Items with each adventurer may choose to Walker will agree to Trade. GPL value).

venturers in the party, the Bog

Approach: If there are any Wild

(ATT 3 PPER) (♥5) (VAL 14) EVADE • SKIRMISH (If you destroy the Bog Walker, you automatically pass your Loot roll)

WEED WIZARD ENCOUNTER - HUMAN - WIZARD

WITCH

SWAMP HAG

ENCOUNT

pungent smoke. The part may Approach, Fight, or Ignore him rate pipe in exhales a swi

proach: (Roll D6)

1.2: The hours slip away as you listen intently to ins endless rambling stories. You're not sure if any of it is true, but you're transfixed regardless. Each enturer in the party becomes Detained &

ou must Fight

vou long enough for her

Fight or

1 Deore

3-4: He asks if you have anything to smoke. You may gains 1 XP 4

rive him (discard) any number of Herbs & gain I Luck **#** for each. Increase the Town Level at the 5-6: He offers you a selection of his finest herbs. Each est to lowest), search the Loo deck & discard pile for an Herb & take that ca party with MAG 6 or more Stone Circle if any cards were given. in MAG order

hes you pass. If the Stone cathes out an as he

(ATT 0 ↑PER) (♥5) (VÅL 1∱ D3♣) GAS • GHOSTLY • SKIRMISH you destroy the Weed Wizard, do not make a Loot rolt; instead, take any 2 Herbs from the Loot discard pile

off the evil eye, you

*

(ATT 4 †MAG) (♥6) (VAL 24 2♣) RALLY•CURSE REGENERATE 2 ♣ • SUMMON

enturer in this space ou fail, you become

something to you! The party may Approach amongst the reeds & you could swear it just sai strange long-necked bird stands on stalk-TALKING BIRD

pproach: One adventurer in this space or Ignore the Talking Bird

may attempt a MAG Test. If you pass, the bird offers to tell you the secrets of the swamp (Roll D6). If you fail, you must Ignore it.

talking bird! Each adventurer in the party : Of course it was lying ... never trust a becomes Detained.

the Wetlands. Place an Explored 🏟 counter 3-5: It tells you about the secret paths through on your space & on each adjacent space. hollow log nearby. The adventurer in this 6: It tells you about something hidden in a

space with the highest MAG may draw an watches you pass, then takes tht. Roll D6. On a 2 or less, increase

he Danger Level in your space unless adventurer in the





































































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9 8**4**5



this card to recover D3 Wounds **6**.

If roll 6 you become Poisoned (afte

recovering 3 Wounds 6).

If you are Reptilian, Wild,

Œ

OUICKA(

















you fail, you become Poisoned

Slimed. Whether you pass

Discard this card & make a CON Test. If

(B

📩 | ITEM | FOOD | FUNGUS

or fail, gain {MAG Test} XP4. If you pass this MAG Test, you become Exalted. If you fail,

vou become Demoralized













ou fail, you become Poisone

SILVER SHOT











REQ | STR 7 (to use 2

4 👗 | ITEM | ALCHEMICAL | AMMO/SH

To use this























































































Doom's space must make a MAG Test. If you fail, you must discard Each adventurer in the Hand of a Skill or flip over a Mastery Suppressed.

card this roun







Each adventurer in the Hand If you were already Detained or Suppressed, you take D3 of Doom's space becomes Detained & Suppressed. Piercing damage.





damage equal to that card's valu see Void Shock)

Each adventurer in the Hand or Demoralized, you take D3 If you were already Fatigued of Doom's space becomes Fatigued & Demoralized. Piercing damage.

discard a random Item.

Each adventurer in the Hand



SIGN OF KISHE

of Doom's space must make a STR Test. If you fail, you must







108.20





MASTER COMBAT REFLEXES MASTER	Power die. For each 6 you roll on a Power die, inflict 1 Piercing damage on a	monster targeting you perform the same Queck Action twice in the same without Range Φ . REO HUNTER or ROGUE REO AGI 8	
PAUNTLESS MASTERY © COBLINKO You may use MRL For Force March	Tests (m place of CON).	You are immune to Fear.	EQ MRL 8

carry an Heavy **T** C GOBLINKO

you may eakened March

ou are

ed.

re not

You are REQ







member of your party be used by another this round.

Vour Melee Attacks

count as Reach

Attacks MAG 9

XP 4 REO

IFRCHAN

AR or WI










REBUKE	COMBAT ACTION: Choose a target	Daemon or Undead with XP + VAL 2 or less & make a MAG or MRL Test. If	you pass, the target becomes Hexed.	REQ PURITAN or WARLOCK
				~
SHRUG OFF PAIN	© © © © © © © © © © © © © © © © © © ©			8 XP4 REQ CON 8 or MRL 9
		G .		1
SIXTH SENSE	You are immune to Ambush.	Adventurers in your party add +1 to their PER while they Test against Ambush.	D	8 XP 4 REQ MAG 8 or PER 8



REQ MA XP 9





108.20













roll D6. If you roll 5 or more, you may discard

each monster in your space without reward.

Before resolving Arrival Abilities at the start of a fight against one or more Heretics,

Your bloody initiation is complete & you have learned the secret signs of the mysterious Necro

Coven.





108.30

















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