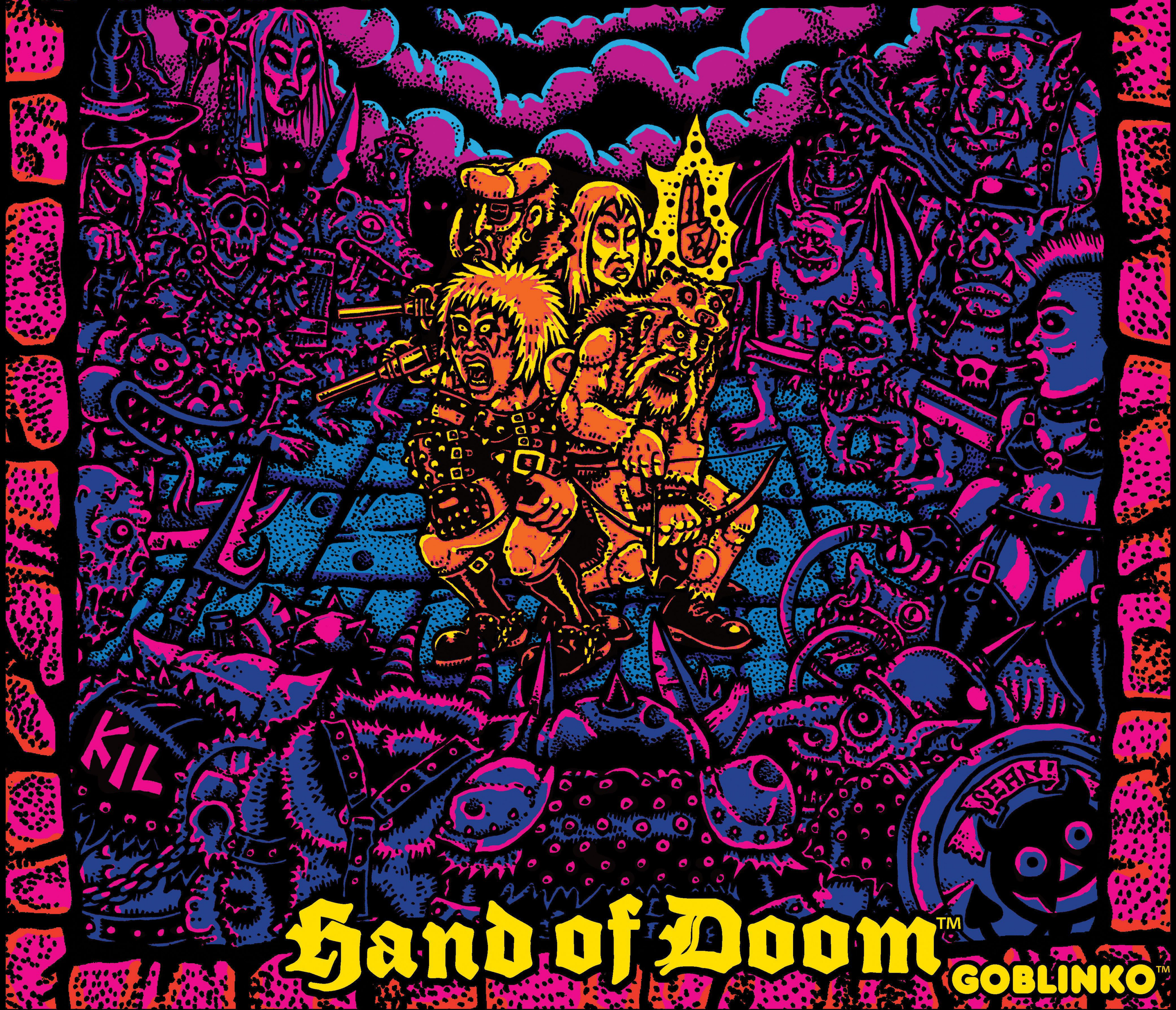
DUNGEON DEGENERATES™



Hand of Doom™

GOBLINKO™

DUNGEON DEGENERATES

HAND OF DOOM

THE BLASTED HEATH 1 2 3 4 5 6

THE HELL PIT 1 2 3 4 5 6

SLAVER'S PASS 1 2 3 4 5 6

THE TUNNEL OF TERROR 1 2 3 4 5 6

THE TEMPLE OF MADNESS 1 2 3 4 5 6

GOBLIN FORTRESS 1 2 3 4 5 6

SKULL BRIDGE 1 2 3 4 5 6

BANDIT CAMP 1 2 3 4 5 6

LAST CHANCE

BURNING LAKES 1 2 3 4 5 6

THE WINDMILL

THE FOOTHILLS 1 2 3 4 5 6

THE WASTELAND 1 2 3 4 5 6

GUTFISH FORD 1 2 3 4 5 6

PIGSKIN PORT 1 2 3 4 5 6

THE WATCHTOWER 1 2 3 4 5 6

NORTH BRIDGE

BRÜTTELBERG 1 2 3 4 5 6

THE WITCH WOOD 1 2 3 4 5 6

CRYSTAL CRATER

SUNKEN VILLAGE

WITCH HILL 1 2 3 4 5 6

EAST BRIDGE

HAG'S FORK

THE FIELDS 1 2 3 4 5 6

CROSS ROADS

STONE CIRCLE 1 2 3 4 5 6

THE ROTTING SWAMP 1 2 3 4 5 6

THE HOLY ORDER 1 2 3 4 5 6

HUNT LODGE 1 2 3 4 5 6

THE GRAVEYARD 1 2 3 4 5 6

DUSK FALLS

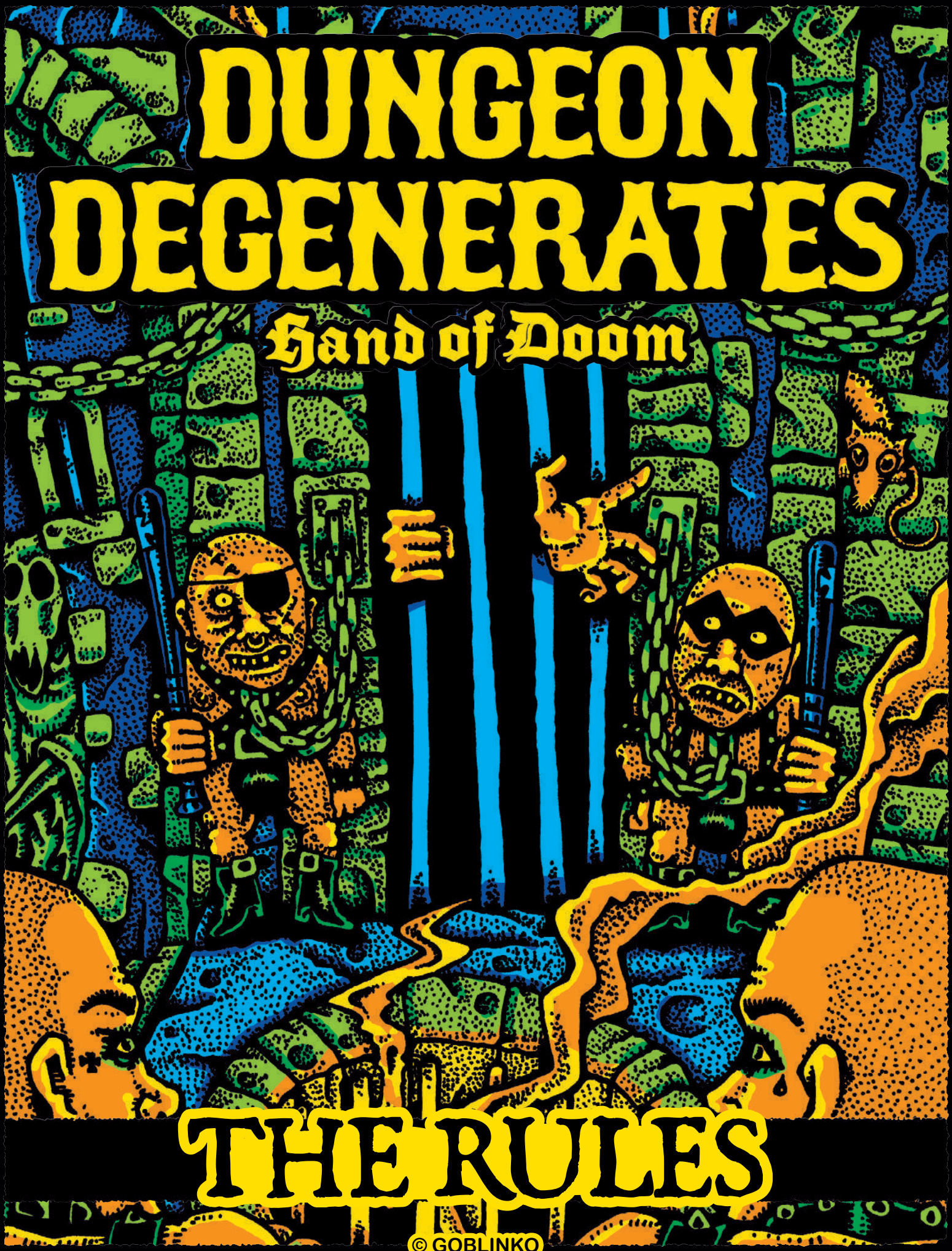
THE BLACK TREE 1 2 3 4 5 6

THE CATACOMBS 1 2 3 4 5 6

FISHMONGER CAMP 1 2 3 4 5 6

TOWER ISLAND

TOMB LAKE 1 2 3 4 5 6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DEGENERATES
Hand of Doom
THE RULES
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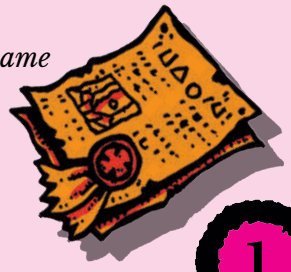

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INTRODUCTION

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.

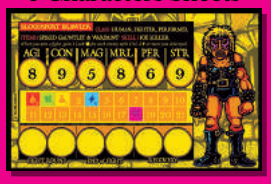
If you are new to board games, we recommend finding someone with gaming experience to play with you, at least on your first playthrough. With persistence & practice you will learn the secrets of survival in the Würstreich!

COMPONENTS

Game Board, the Missions book & the Rules book

6 Dice & 2 Reference Sheets

8 Characters Sheets



8 Adventurer Standees & 4 clips



64 Encounter Cards



120 Monster Cards



14 Law Monster & 16 Epic Monster Cards



72 Loot & 12 Epic Loot Cards



8 Sign of Power Cards
36 Danger & 24 Doom Cards



36 Skill, 14 Triumph & 24 Weakness Cards



16 Epic Monster Counters



8 Stance Counters



35 Status Condition Counters



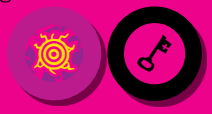
15 Monster Condition Counters



11 GP, 4 HP, 4 Luck, 39 Wound & 4 XP Counters



8 Voidgate & 6 Clue Counters



3 Bounty, 79 Danger & 29 Town Level Counters



20 Doom Track Counters



Map Trait Counters



1 *Base*
8 *Destroyed /Law*
22 *Explored /Perilous*
16 *Fungus /Metaphysical*

3 Map Overlays & the **HAND OF DOOM**



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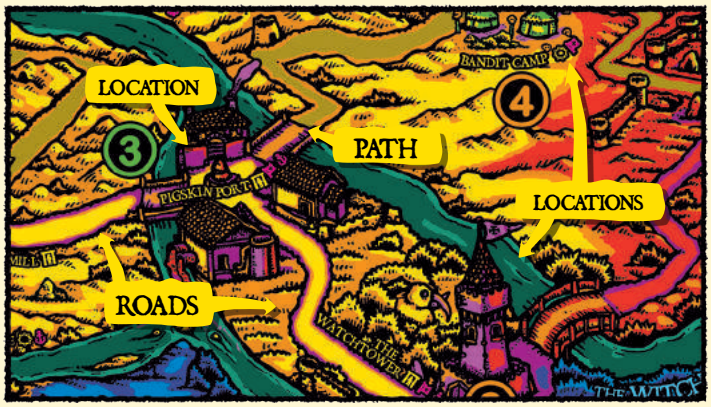
MAP OVERVIEW

LOCATIONS & SPACES

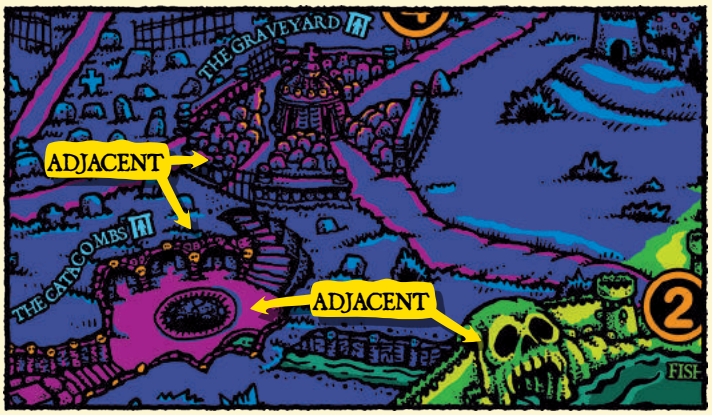
The game board consists of various Locations, typically surrounded & connected to each other by Paths & Roads.

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.



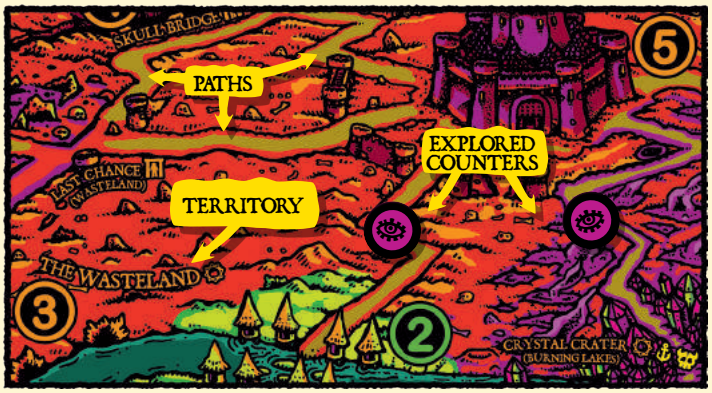
The map overlays *(Crystal Chamber, Flooded Caves, Hidden Halls, Undercity Dungeon)* represent special Locations that are only used in specific missions.

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).

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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 space with a Town Level)*, reduce its Town Level instead. Similarly, if you are instructed to increase the Town Level in a Settlement 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, but is still a Settlement.

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)*.

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 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 GP)*, 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)*.

The following Locations are River Ports: *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 Locations at no cost *(see Lake Port Travel)*.

The following Locations are Lake Ports: *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.

Base

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

Investing at a Base 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.

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)*.

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.

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 space *(see Lake Port Travel, pg.13)*.

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)*.

Metaphysical

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 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 actions when you Rest here.

Town

A Settlement with a Town Level of 1 or more is considered a Town. 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 XP VAL 3 monsters.

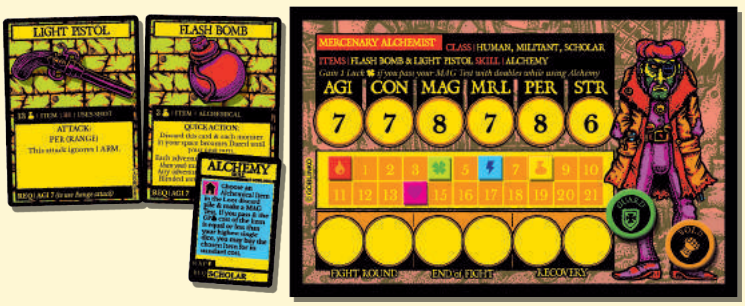
- If you are playing a beginning a Campaign game *(a series of connected missions)*, remove the following cards from their respective decks. These are only used when a mission calls for them to be added to the Mission deck.

  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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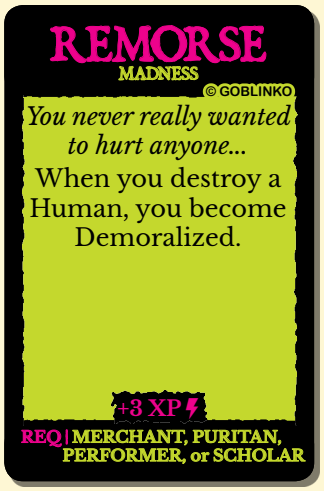

If you do not meet the requirements, discard it & you may draw again until you draw a card that you qualify for. Many Weaknesses provide bonus XP ⚡ *(Experience Points)*, representing the wisdom earned from dealing with hardship & the memories of past adventures & trials.

If you accept a Weakness, you immediately gain the bonus XP ⚡ 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 🔒 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)*.



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CORE MECHANICS

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 ♥, 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 ϟ is halved. So, if you have 7 XP ϟ when you are Defeated, you would end up with 4 XP ϟ.

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 ♥*) - the maximum number of Wounds ♦ you can withstand before you are Defeated *(see Hit Points (HP) & Wounds, pg.9)*.

Magic (MAG)

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.

MAG also determines the maximum Luck ♣ you can accumulate *(see Luck, pg.9)*.

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 ⚀⚀ always passes a Test, while a roll of ⚅⚅ 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 ⚀⚀ 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 ☼. When using this Skill during Recovery, you can make a CON Test & 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 ⚅⚅⚅ on his Explore ۞ Test, he would still pass by removing a ⚅ & therefore scoring a 9 (⚅ + ⚃), which equals his PER of 9.

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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.

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 re-roll 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 ⚅⚄, you could first use 1 Luck ✤ to re-roll the ⚅, hoping for a 3 or less. If your re-roll resulted in ⚄, this would still fail (⚄⚄), but you could spend a further 1 Luck ✤ to re-roll the ⚄ 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, as indicated on your character sheet. You may exchange GP with your party at any time during the Map Action Phase or Encounter Phase, as long as you are not in a fight.

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

When you gain GP or XP, move the corresponding counter up along the number track on your character sheet. You can never have more than 21 GP or XP.

HIT POINTS (HP) & WOUNDS

Wounds represent injury inflicted by combat & hazards.

You start the game with 0 Wounds, as indicated on your character sheet. When you receive Wounds, move your Wounds counter up along the number track on your character sheet. When you recover Wounds, 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 ♥ is equal to double your CON. If your CON is changed *(due to Disease or Poison, for example)*, your HP ♥ changes as well *(take into account any modifiers to your CON before doubling it)*. Move your HP ♥ counter to reflect your new HP ♥ value when your CON changes.

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

Monsters & some Encounters also have HP ♥ & Wounds. When a Monster or Encounter accumulates Wounds, place an equivalent number of Wound counters on it. If it accumulates Wounds equal to its HP ♥, 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.

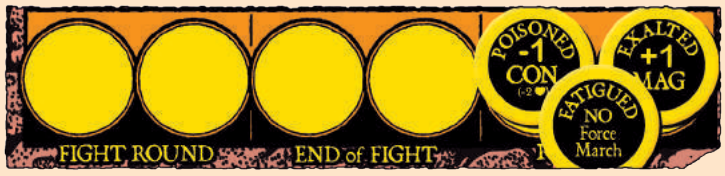
If you gain a status condition for *one fight round* or *until the end of your next turn*, place the appropriate counter in the first status area on your character sheet, labelled *Fight Round*. This will be removed either before or after your turn during a fight *(see The Fight Sequence, pg.24)*.



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)*.



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 ♥ (*HP ♥ is equal to double your CON*). When you become Poisoned, if your Wounds 🩸 equals or exceeds your lowered HP ♥ 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)*.

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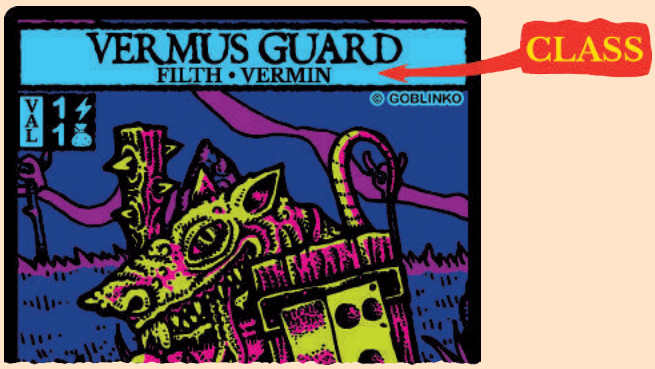
CARD CLASSES

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 XP 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.

Make a CON Test. If you pass, recover Wounds equal to your lowest single die. If you fail, you become Poisoned.

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 you are in Brüttelburg or the Holy Order, you may pay 10 GP to discard this card, then take D6 Piercing damage & you become Poisoned.

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 space to use the benefits listed.

Attacks with this Item inflict +1 damage against Swarms.

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

You may roll an additional Power die.

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

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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. 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 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.

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 & 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 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*

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FOOT 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 space.

RIVER PORT TRAVEL

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 GP to River Port Travel from Gutfish Ford to Crystal Crater. He cannot River Port Travel back upriver to the Watchtower.

LOCATION	RIVER PORT DESTINATIONS
Tunnel of Terror	→ Pigskin Port
Pigskin Port	→ East Bridge, North Bridge, or The Watchtower
North Bridge	→ *the West branch of the river leads to the corrupt heart of the Würstreich*
East Bridge	→ Dusk Falls or Fishmonger Camp
The Watchtower	→ Gutfish Ford
Gutfish Ford	→ Crystal Crater
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.

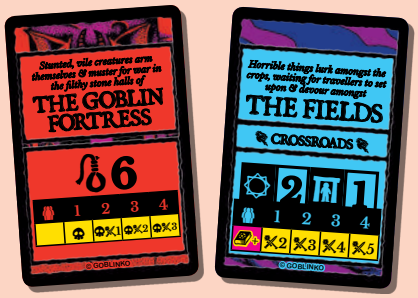
If there is already a Voidgate in the indicated Location, simply move the party there.

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)*.



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 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, 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		*Pass a PER Test to place an Explored counter in your space*
Improve		*Spend XP 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)*

Recover *(required)*

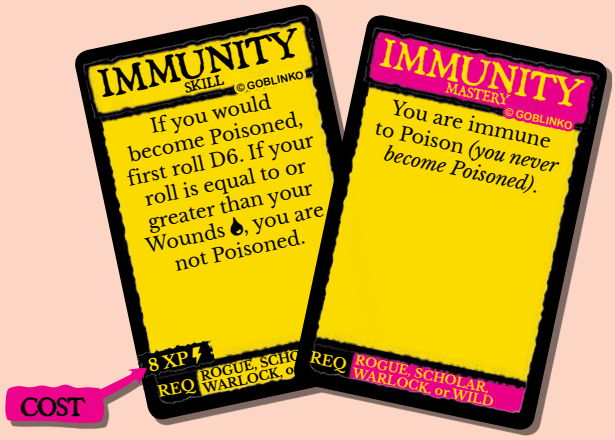
Make a MRL Test. If you pass, remove Wounds equal to your current MRL. If you fail, recover Wounds equal to half your current MRL *(after any modifiers)*. You cannot recover Wounds this way while Infected or in a Perilous space.

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.

Improve

Choose one *(& only one)* of the following:

- Take a Skill from the Skill deck *(as long as you meet its requirements)* & pay its listed XP cost.
- Improve any Skill you already have into a Mastery & pay its listed XP cost. Flip that card to its Mastery side.



Explore

If you are in a space with a Clue 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 GP to increase the Town Level in your space. If you are in a Law 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.

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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*)

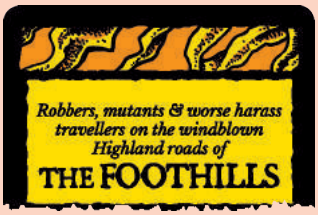
If the Hand of Doom is moved, move it here

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)*.

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, or a value of 5 if you are Inside.*

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, you may use **Stealth** to evade monsters.

HUNT

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.

STEALTH

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, you are automatically *safe*, because

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a Town does not have a Danger Level. However, you can still be attacked by the Law in a Law Town *(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, the card's value is 5. If the party is in Bold stance, they can attempt to Hunt down an Epic Monster & 2 of its minions!



If you are in a Law space & draw a Danger card with the Law 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)*.

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

If a random Epic Monster 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 card in a Law 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.

Clue counter

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 deck or an Encounter deck as a result of a Clue or special mission rule, *do not* draw a random Encounter 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.

Epic Monster 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, treat your Party size as one less when determing the number of Monster cards to draw *(if you are alone, do not draw random monsters)*.

Ignore & icons on your danger card.

Law Epic Monster counter

Treat your Danger card as having the Law icon. Do not draw random monsters 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 this turn)*. Treat your Party size as one less when determing the number of Law Monster 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, 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/)*. Instead, you suffer from Void Shock *(see Void Shock, pg.30)*.

Voidgate counter

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

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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, it must have the Law Lair.

DANGER CARD ICONS

Draw & resolve a 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, 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 space, resolve only the top half of the card; 'Lost in the Fog'. If you are Inside, 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 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.



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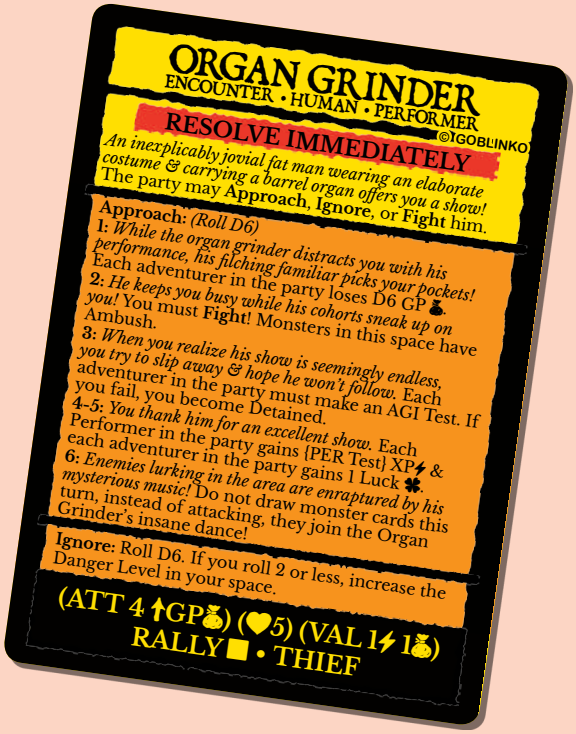


For example, when you meet the Organ Grinder, the party (as a group) may choose to either Approach him, Ignore him, or Fight him.

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 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 space with Danger Level 6, they must draw 6 monsters (X6) from the Monster deck corresponding to their Region.

A party of 4 adventurers, however, would face 1 Epic Monster () & 2 Monsters (X2) from the deck corresponding to their Region.

BRIBERY & SURRENDER

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 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 (2+1+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.

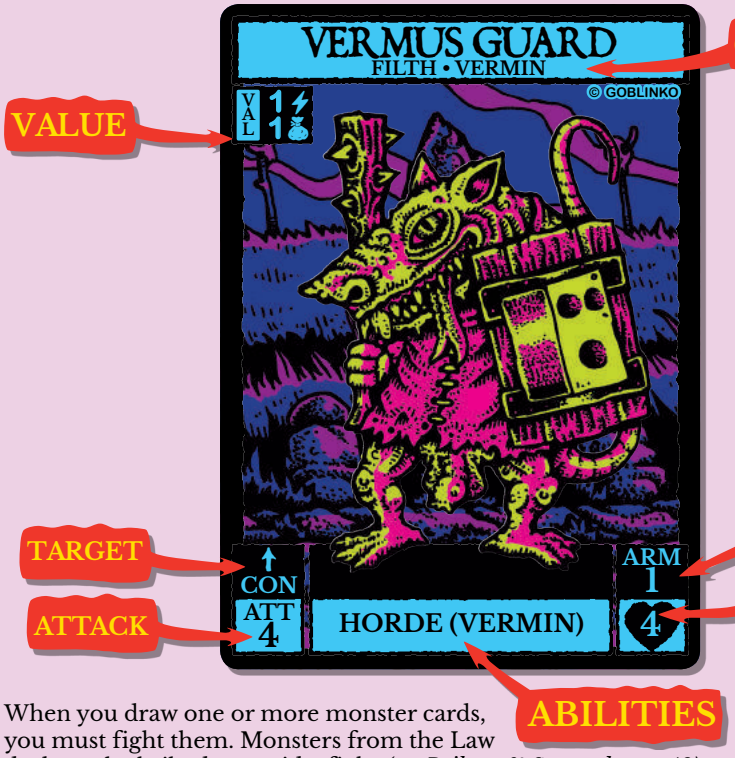
If you are playing a standalone game, you are victorious! If you are playing as part of a campaign, see the *Mission Path* section of your mission in the Mission Book to determine your next steps.

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 ⌖ 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 🩸 during combat. When a monster has accumulated Wounds 🩸 equal to its HP ♥, 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 XP⚡ & 1 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.

A monster cannot recieve a status condition it already has.

Corroded

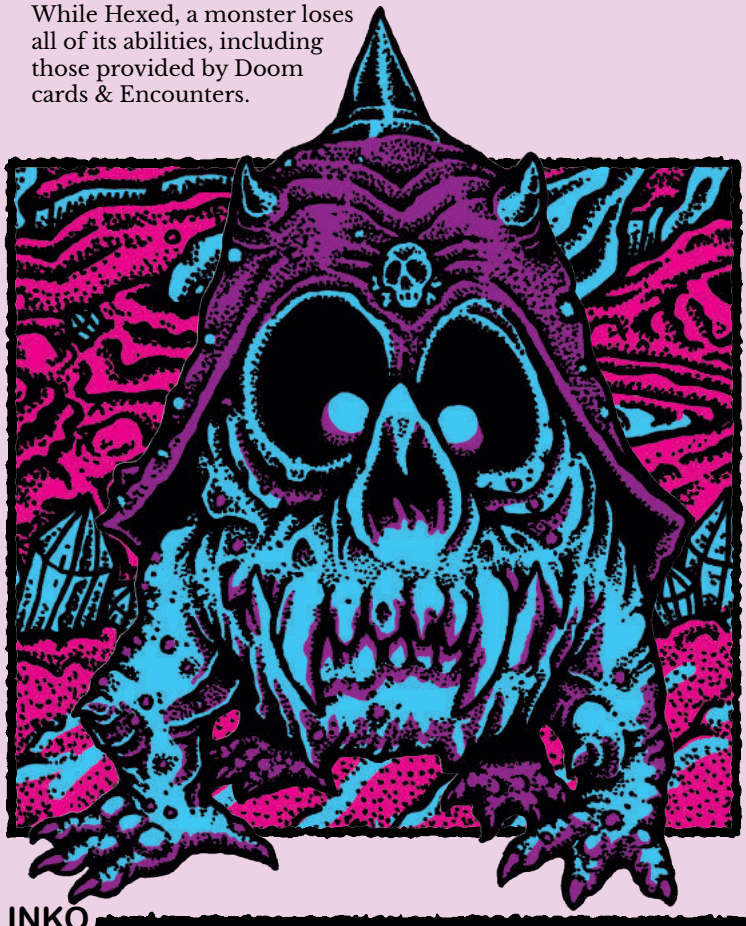
While Corroded, a monster's ARM *(Armor)* is reduced to 0.

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.



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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 *(-1 AGI becomes +1 AGI)*.

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 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 & 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 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 & XP VAL 2. Therefore, other Goblins & Witches in her space with XP 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.

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

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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 🩸 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 🩸 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 🩸 from this monster, you become Infected.

Necro *n*

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

Nullify

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

Onslaught n

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

Pain

When you recieve 1 or more Wounds 🩸 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 🩸 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*

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

Retaliate *n*

If this monster recieves 1 or more Wounds 🩸 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 🩸 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 🟩🟥 adds one 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 🩸 from this monster, instead lose GP💰 equal to the amount of damage dealt (*ignoring ARM*) & place an equivalent number of GP💰 counters on its card. If you have 0 GP 💰 when you are attacked by this monster, it inflicts Wounds 🩸 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 🩸 from this monster, you become Poisoned.

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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.

- Highlands
- Badlands
- Lowlands
- Wetlands
- 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 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 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 counter, but you cannot 'pass through' a Path or Road containing an Epic Monster counter while using a Force March action.

If there are one or more Epic Monster 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 counter, remove it from the board. If instructed to place an Epic Monster counter that is already on the board, move it to the indicated space.

MOVING EPIC MONSTER COUNTERS

Normally, Epic Monster counters do not move. However, in some missions you will be instructed to place an Epic Monster 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 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 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.
- 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.

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RESOLVING A FIGHT

Fights normally break out during the Encounter Phase, but it is also possible to find trouble while Trading in a Town 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

1 **ESTABLISH TARGETS**
Assign each monster to an adventurer

2 **ARRIVAL ABILITIES**
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

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**
Resolve abilties & 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 '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.

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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.

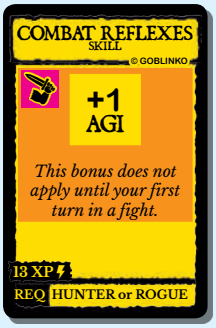
If you are not being targeted by monsters on your turn, you still get an action. In fact, this is an excellent opportunity to attack monsters that are targeting other members of your party.

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.

ESCAPE

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)*.

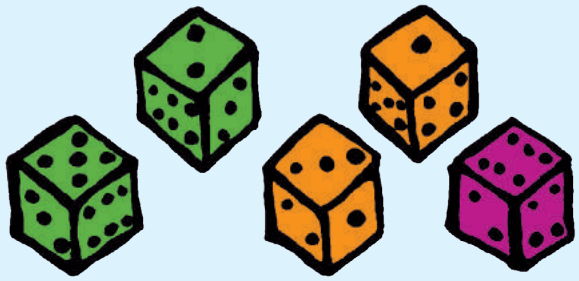
If you successfully Escape, you are removed from the fight at the end of your turn *(after rolling Defence dice & calculating damage from monsters targeting you; it is possible to become Defeated as you Escape)* & can no longer take actions or be targeted for the remainder of the Fight *(unless you return,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

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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 abilties, 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 , reduce the damage from each monster attacking you by 4. In Guard ⛊ stance, you would instead reduce the damage from each monster by 5 (using your Power dice).

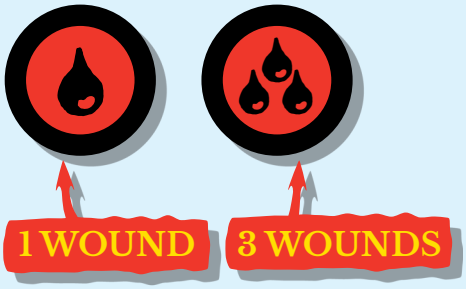
If your Defence dice total is *greater* than your AGI, you take full damage from monsters this round *(each monster's ATT is reduced only by your ARM)*. However, if you are in Guard ⛊ stance, you may use each of your Power dice to reduce damage from one monster. If you have multiple Power dice, after 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 , reduce the damage from one monster by 5. If you fail the Test with , avoid 2 damage from one monster & 5 from another.

Total the damage inflicted on you & add that many Wounds ● on the track on your character sheet. If your Wounds equals your HP ♥ *(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.



INFLICTING WOUNDS

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 , you inflict 5 damage on your target. If you are in Assault ➴ 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 ● counters on the target equivalent to the remaining damage.

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

If the number of Wounds ● on the target is equal to its HP ♥, 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.

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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, 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, 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 equal to your HP, 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 & 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 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 space - these prevent you from recovering Wounds 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 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 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 GP 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.



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LOOTING

If you win a fight, you may collect rewards in the form of XP⚡, GP💰 & 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 & the Ogre Moron, you would gain 3 XP⚡ & 2 GP💰.



In addition, you gain XP⚡ 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⚡ each & you gain 2 GP💰 as well.

After collecting XP⚡, make a '*Loot roll*'. Roll a D6; if you roll equal to or less than the total XP⚡ 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 XP⚡, 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 💀 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

When you advance the Doom Track, place a Doom 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 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 counter, you reshuffle the Badlands Monster deck with its discards.

The first time a blue *(Lowlands)* Doom 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 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 *(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 result on your Danger Card *(do not draw a random Encounter).* 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

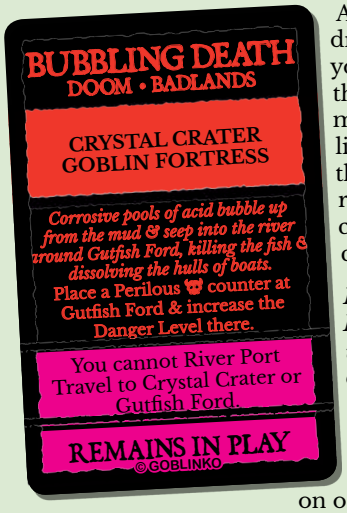
Place {MAG Test} Wounds on the Hand of Doom counter or a Voidgate in your space. If the Hand or a Voidgate has 6 or more Wounds on it, remove it & its Wounds from the board.

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

Remove all Wounds 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 counter from the track matching your current Region's color *(for example, if you Dispel the Hand of Doom & drive it away from the Crossroads, remove a blue Doom 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.



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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 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 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.

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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 *(& 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, see Heavy Items, pg.32)*.

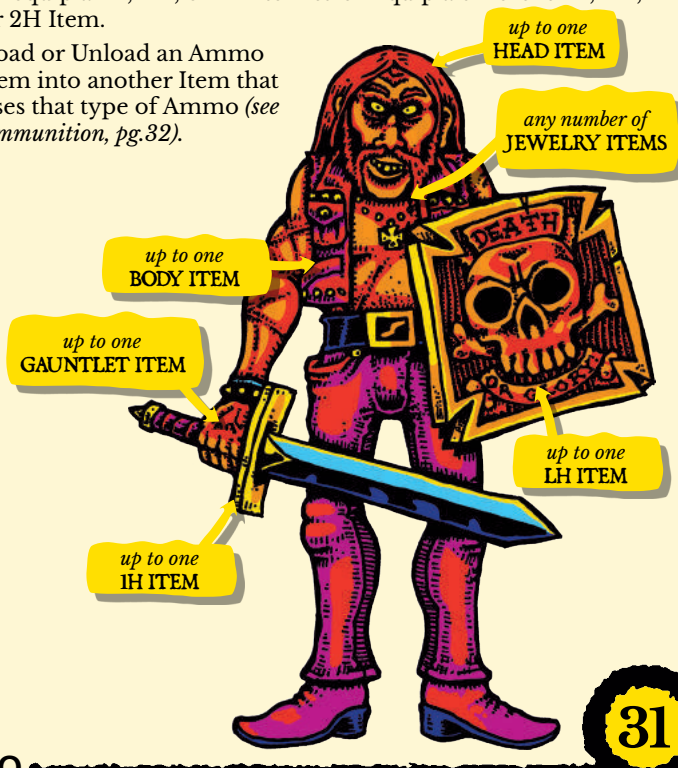
Outside of combat, you can discard, Equip or Unequip Items freely throughout the Map Action Phase.

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.
- Load or Unload an Ammo Item into another Item that uses that type of Ammo *(see Ammunition, pg.32)*.



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Body

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 Items at a time.

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

AMMUNITION

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

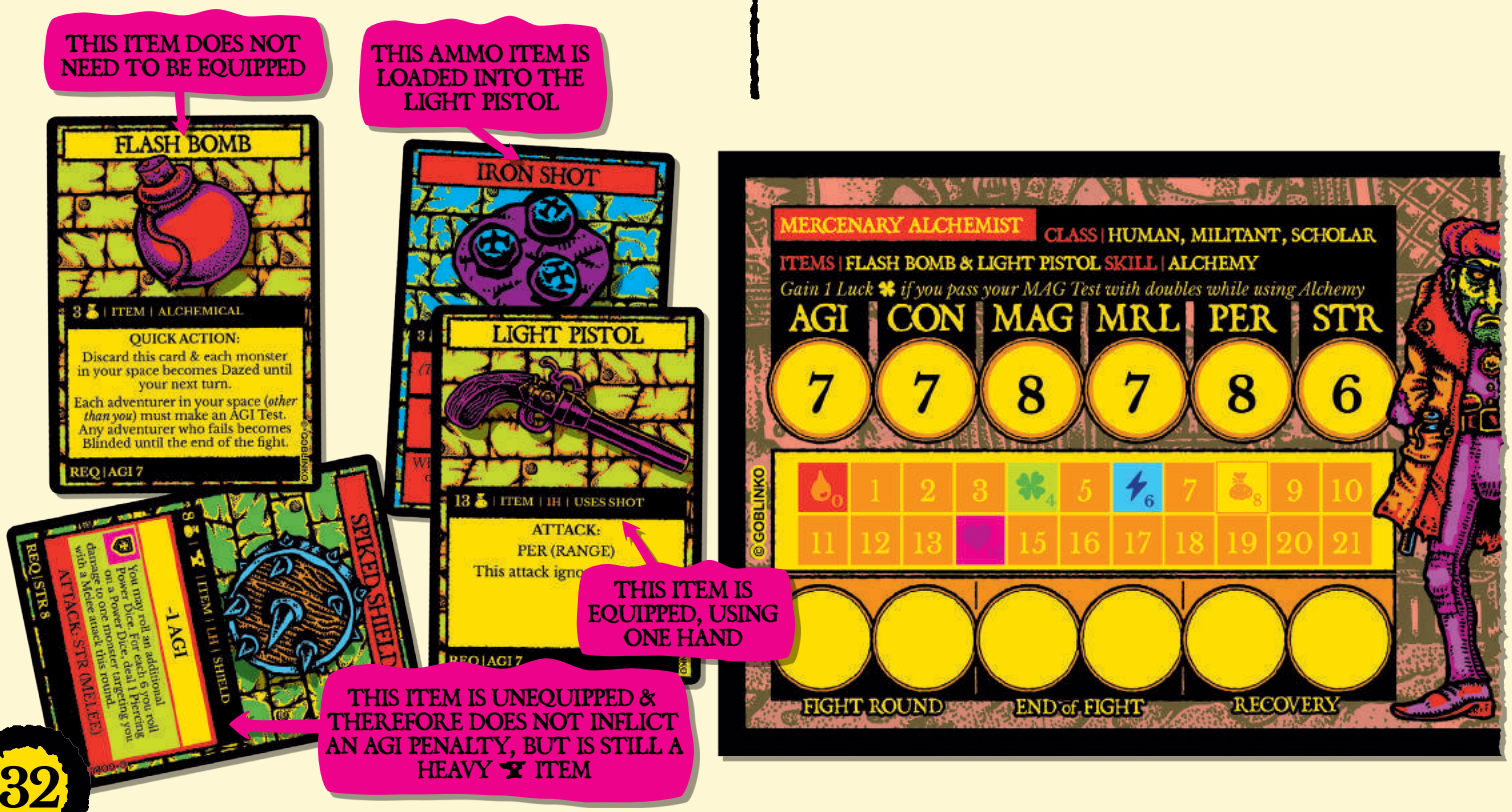
Adventurers in the same party may exchange Items & GP with each other freely during the Map Action Phase.

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.



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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 🔒 deck back into their various decks & create the Mission 🔒 deck for your next mission, as described in the Mission Book.
- Remove any remaining Clue 🔑 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.

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*)*.

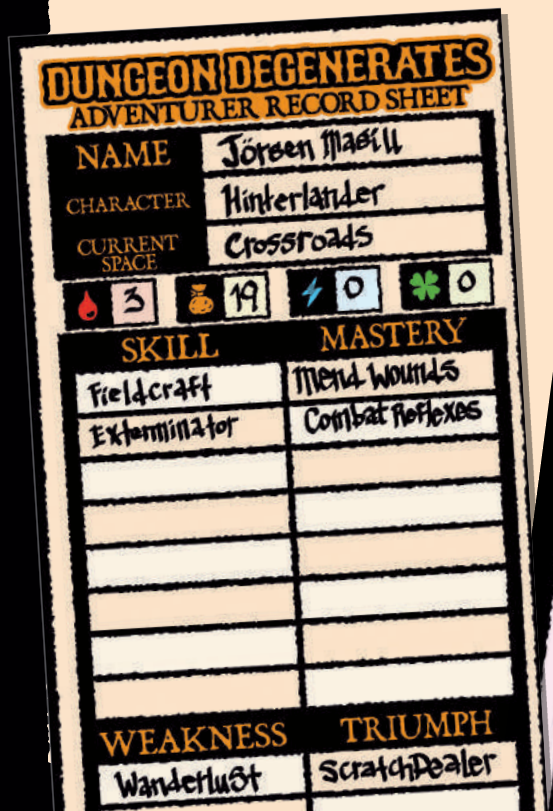
To '*save*' the status of your game, use the Campaign Record Sheet to note the following:

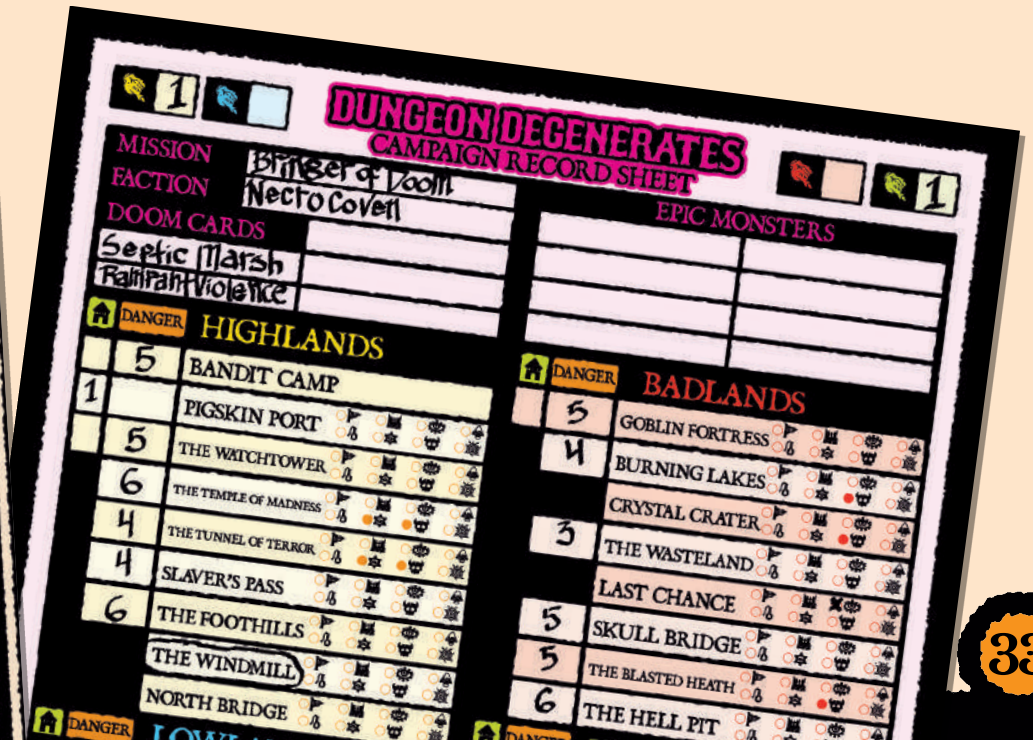
- The number of Doom 💀 counters of each color on the track.
- The name of your next mission, along with who you have chosen to work for *(faction)*.
- The name of each persistent Doom card in play.
- The name & location of each Epic Monster counter & each Voidgate in play. If one of these is on a Path 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.





DUNGEON DEGENERATES
CAMPAIGN RECORD SHEET

MISSION

FACTION

DOOM CARDS

EPIC MONSTERS

HIGHLANDS

DANGER	
	BANDIT CAMP
	PIGSKIN PORT
	THE WATCHTOWER
	THE TEMPLE OF MADNESS
	THE TUNNEL OF TERROR
	SLAVER'S PASS
	THE FOOTHILLS
	THE WINDMILL
	NORTH BRIDGE

LOWLANDS

DANGER	
	BRÜTTELBURG
	THE HOLY ORDER
	HUNT LODGE
	THE GRAVEYARD
	THE CATACOMBS
	THE FIELDS
	CROSSROADS
	WITCH HILL
	THE WITCHWOOD
	EAST BRIDGE
	HAG'S FORK

BADLANDS

DANGER	
	GOBLIN FORTRESS
	BURNING LAKES
	CRYSTAL CRATER
	THE WASTELAND
	LAST CHANCE
	SKULL BRIDGE
	THE BLASTED HEATH
	THE HELL PIT

WETLANDS

DANGER	
	GUTFISH FORD
	STONE CIRCLE
	FISHMONGER CAMP
	THE ROTTING SWAMP
	THE BLACK TREE
	SUNKEN VILLAGE
	TOWER ISLAND
	TOMB LAKE
	DUSK FALLS
	GHOSTGATE

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DUNGEON DEGENERATES
ADVENTURER RECORD SHEET

NAME	
CHARACTER	
CURRENT SPACE	

SKILL	MASTERY

WEAKNESS	TRIUMPH

LOOT	

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DUNGEON DEGENERATES
ADVENTURER RECORD SHEET

NAME	
CHARACTER	
CURRENT SPACE	

SKILL	MASTERY

WEAKNESS	TRIUMPH

LOOT	

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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.

If you choose a new adventurer whose starting Items or Skills have already been claimed, you must do without them, but you gain GP 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 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 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 XP
- 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 VAL 3 monsters in with their decks & each adventurer starts with 0 GP.

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, 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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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 *(-1 AGI becomes +1 AGI)*.

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 🩸 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 🔒 & 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 ⚡ & 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 🩸 if it inflicted at least 1 Wound 🩸 on its target during that round. If a number *(n)* is indicated, the monster recovers *n* Wounds 🩸 instead.

Endless: The monster cannot be reduced to below 1 remaining HP ♥ 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 🩸 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 🩸 from this monster, you become Infected.

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

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

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

Pain: When you recieve 1 or more Wounds 🩸 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 🩸 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 🩸. If a number *(n)* is indicated, the monster recovers *n* Wounds 🩸 instead.

Retaliate *n*: If this monster recieves 1 or more Wounds 🩸 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 🩸 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 🩸 from this monster, instead lose GP💰 equal to the amount of damage dealt *(ignoring ARM)* & place an equivalent number of GP💰 counters on its card. If you have 0 GP💰 when you are attacked by this monster, it inflicts Wounds 🩸 like a standard monster. If 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.

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

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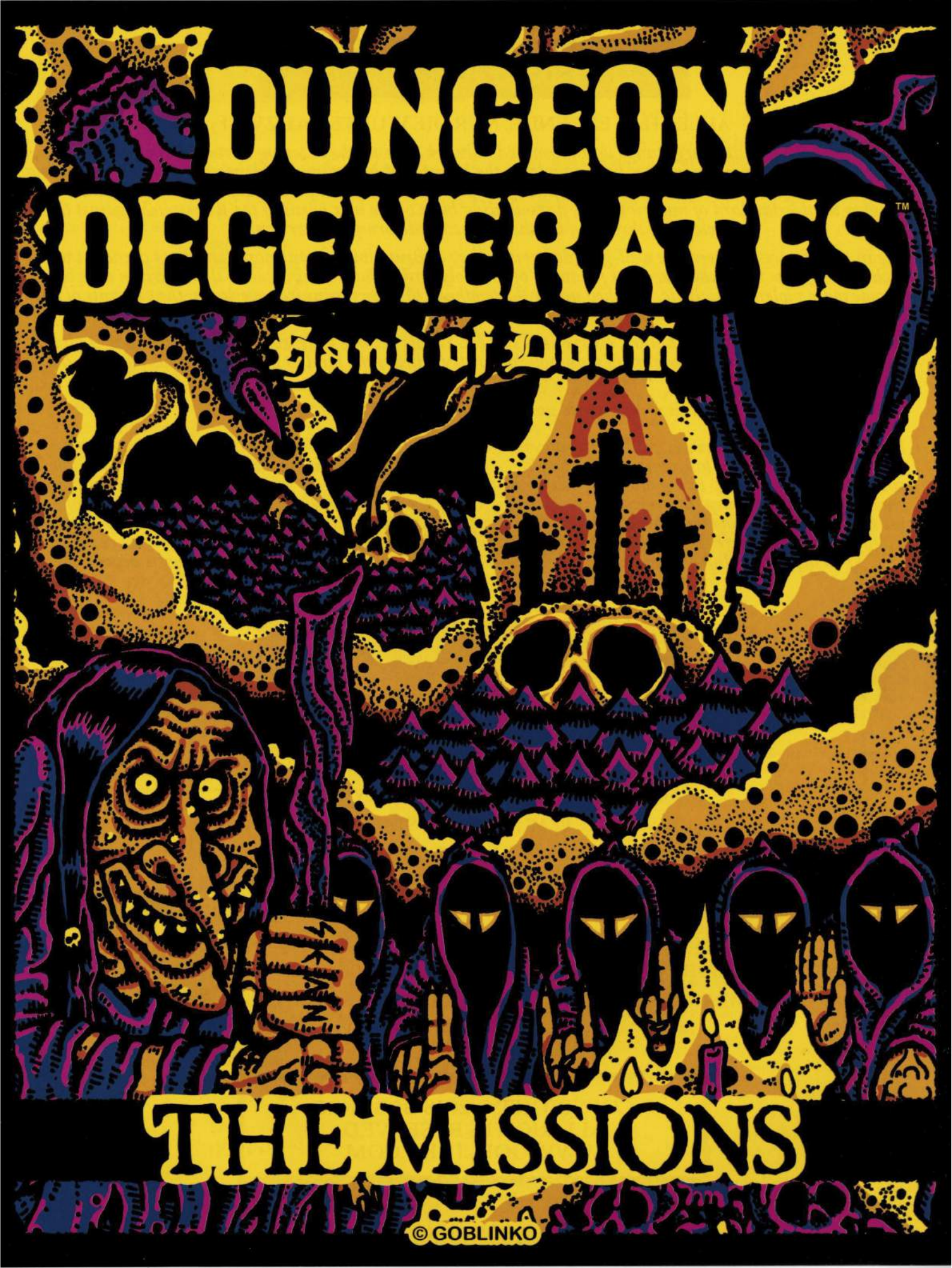
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THE MISSIONS
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INTRODUCTION

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 & crowded prison cells deep in the damp bowels of the Fortress City Brüttelburg. It is a cold, dark hive of punishment built of stone & iron & stinking of fear-sweat, forgotten failures, unwashed rags & 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

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 🔒 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 🔒 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.

	Place a random Clue counter facedown on the indicated space
n	Place the Clue counter with value *n* faceup on the indicated space *(for example, '6 Holy Order' means place Clue 6 face up at the Holy Order)*
	Place the indicated card in the Mission 🔒 deck
&c	Place the corresponding map trait counter on the indicated space *(for example, 'Ghostgate' means place a Fungus counter at Ghostgate)*
	Place the corresponding Epic Monster counter on the indicated space & add that Epic Monster's card to the Mission 🔒 deck *(for example, 'Knife Wraith at Witch Hill' means the place the Knife Wraith counter at Witch Hill & add its card to the Mission 🔒 deck)*

The function of Clue counters 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 🔒 deck would be discarded or returned to its deck for any reason, place it back in the Mission 🔒 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 🔒 deck, do not place it in the Mission 🔒 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 objectives. If you have completed your mission's objective at the end of the Encounter Phase, you are victorious!

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!

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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 & 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...*

6 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.*

2 Gutfish Ford: *You could leave the Soothsayer's Head in the ground & get as far away from Brüttelburg as possible, outside the reach of Imperial law. This rundown backwater stilt-village could be the perfect place to hide out & perhaps the Soothsayer's Head will be of some use to the village elders there.*

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 & sends riders to lock down North Bridge. You have no chance of getting through here without being re-captured!*

each Path & Road adjacent to **Witch Hill**: *Imperial huntsman & 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 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 XP 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

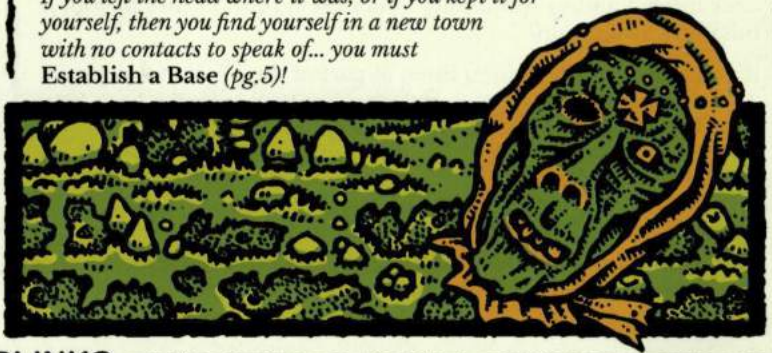
Pigskin Port: *If you delivered the Soothsayer's Head to the jailor's cousin, he is appeciative enough to set you up with a job working for the* **River Rats** *gang. You may continue on to* **Death for Hire** *(pg.6), or refuse this work & attempt to* **Establish a Base** *(pg.5).*

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)!*



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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.

- 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 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 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)?*

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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**.

Lord Scrott *(Epic Monster)*

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!*



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ESTABLISH A BASE

Finding safety & 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 & 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. 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
Last Chance	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	Fishmonger Camp
Tower Island	Fishmonger Camp

OBJECTIVE

Rest in any Settlement 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 &* **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)?*

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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 🔒 '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 🗝 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 🗝 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 *(Join)* Truffle Hunter *(Approach)* Wailing Ghost Child	🗝 The Holy Order 🗝 Witch Hill
2	🔒 **Würstreich Aristocrat** *(Lowlands)*	Festival of Kürbisnacht *(Join)* Travelling Carnival *(Consult)* Truffle Hunter *(Approach)*	🗝 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 *(Approach)* Hungry Pillar *(Blood/Food)* Inhuman Voices *(pass PER Test)*	🗝 Bandit Camp 🗝 The Windmill
5	🔒 **Alchemist** *(Highlands)*	Burning Carriage *(Defend)* Caravan *(Trade)* Shady Dealings *(Bribe)*	🗝 Tunnel of Terror 🗝 The Watchtower
6	🔒 **Albino Scrog** *(Wetlands)*	Curse Eater *(Approach)* Scrog Spiker *(Approach)* Swamp Hag *(Approach & roll 5+)*	🗝 Ghostgate 🗝 Sunken Village

REWARD

Each adventurer gains 1 Luck 🍀 & further rewards based on which Faction hired you for the job.

Imperial Conspirators

The conspirators pay D3+1 GP💰 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 GP💰 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 *(Approach)* Suspicious Local *(Approach)* Travelling Carnival *(Gamble/Trade)*	Crossroads Hunt Lodge
2	**Prisoner** *(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 *(Free)* Goblin Cockfight *(Gamble)* Goblin Merchant *(Trade)*	Bandit Camp The Watchtower
5	**Goblin Merchant** *(Badlands)*	Dice Goblin *(Gamble)* Goblin Cockfight *(Gamble)* Scrag Milker *(Drink)*	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	**Organ Grinder** *(Highlands)*	Caravan *(Trade)* Game of Cards *(Gamble)* Prisoner *(Free)*	Bandit Camp The Watchtower
2	**Truffle Hunter** *(Lowlands)*	Suspicious Local *(Approach)* Trapped Stage Coach *(Help/Plunder)* Travelling Carnival *(Gamble/Trade)*	The Graveyard East Bridge
3	**Madman** *(Badlands)*	Geomancer *(Approach)* Human Sacrifice *(victim must survive)* Dark Wanderer *(Approach)*	The Hell Pit The Maze 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 *(Gamble)* Goblin Cockfight *(Gamble)* Goblin Merchant *(Trade)*	Last Chance Gutfish Ford
6	**Hypnotist** *(Highlands)*	Inhuman Voices *(pass PER Test)* Hungry Pillar *(Blood/Food)* Shady Dealings *(Bribe)*	Temple of Madness 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)*.

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 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 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 Deck.
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 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 GP, XP, 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.

If the Dread Saint is destroyed after you give it the Saint's Finger, remove both the Dread Saint & the Saint's Finger from the game *(return these cards to the game box)*. Having vanquished the Dread Saint forever, you may claim the normal rewards *(GP, XP & Epic Loot)*. If you pass your Loot roll, you may take the Eye of Dread if it was offered to the Dread Saint during the ritual.

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 , 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 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 GP, 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 & GP)*.

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 GP & 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 & GP)*.

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 GP)*.

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 GP & 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 & GP)* in the nick of time & may join the fight.

OBJECTIVE, REWARD & MISSION PATH

Rest at any Town outside of the Lowlands. When you do, each adventurer gains 1 Luck, then remove any Law 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!*

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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 for each Settlement ⚑ 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 ✎ counter from the Doom track for each Settlement connected on the route *(including Pigskin Port, but not including any Settlements ⚑ 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**
- **Holy Order**
- **Dusk Falls**
- **Hunt Lodge**

OBJECTIVE

Remove each Clue ⚷ counter from the board by destroying the enclave of conspirators there.

SEARCH & DESTROY

When you successfully Explore ✿ a space with a Clue ⚷ counter, flip that counter & compare its value to your highest single die. If your highest die is equal to or great than the Clue ⚷ 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 ⚷ you found *(or draw an Epic Law Monster if you found Clue ⚷6, as indicated)*. You must fight them & if you are victorious, remove the Clue ⚷ counter from your space.

	1	2	3	4
⚷1	✕2*	✕4*	✕5*	✕6*
⚷2	✕2	✕3	✕4	✕5
⚷3	✕1	✕2	✕3	✕4
⚷4	✕1	✕2	✕2	✕3
⚷5	✕1	✕1	✕2	✕2
⚷6	☠	☠	☠✕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 & 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 represent spaces where the Soothsayer's Head can be disposed of *(safely or otherwise)*. The Clue 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**
- **The Maze**
- **Skull Bridge**
- **Stone Circle**
- **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 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 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 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 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 counter, flip that counter face up.

During the Danger Phase, if you draw a Danger card corresponding to a space with a Clue or Epic Monster counter, flip an Epic Monster 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 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 outside of the Lowlands.*

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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**

The Graveyard **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 & highly addictive stimulant sold on the streets & 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 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 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. 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**
- **Crossroads**
- **East Bridge**
- **Pigskin Port**
- **The Watchtower**
- **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.

THE ALCHEMIST'S SOLUTION

When you deliver the sample, the alchemist examines it & 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 stance at Brüttelburg, you may take the **Alchemist** from the mission deck & resolve that card *(do not draw a random Encounter 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 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 space with a Clue counter, you may remove the Clue 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 each adjacent Path & Road already has a Fungus counter, place a Perilous counter in the indicated space.
- If the indicated space already has a Perilous 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 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
1	Bandit Camp	Game of Cards	Bandit Camp
2	Dusk Falls	Albino Scrog	Fishmonger Camp
3	East Bridge	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 3 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 1 faceup at the Bandit Camp.

If any of the spaces indicated in the '*Settlement*' column of the table above has a Base counter, place the corresponding Clue counter faceup on that Settlement.

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 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 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 this turn).* If you destroy that Encounter, flip the Clue counter faceup & place it on the corresponding Settlement 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 4 & place 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 *(each Settlement 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 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 counter on each space with a faceup Clue 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 with a faceup Clue 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 with a faceup Clue 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 counters 1 & 2 faceup at Gutfish Ford & the Watchtower. These represent Settlements that you can Invest in to help the war effort.

1 Gutfish Ford

2 The Watchtower

Place facedown Clue counters on the following Locations. These represent potential targets for sabotage.

Goblin Fortress

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 GP to **Invest** at the Goblin Fortress.

When you Trade at any Town or with a Highlands Encounter, or when you **Approach** the Alchemist *(Highlands Encounter)* you may purchase any of the Items from the Mission 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 on Skull Bridge, remove them & place a Destroyed counter there.

If Skull Bridge is Destroyed 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

When you **Invest** at Gutfish Ford or the Watchtower while there is a faceup Clue counter in your space, you may reduce the Danger Level at the Goblin Fortress, then remove that Clue counter.

Once both Clue 1 & 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 1 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!*

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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 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 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

1: *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 1 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 1 & 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)*

Fugitive/Flood of Goo *(Highlands Encounter)*

Place Clue 1 at the Tunnel of Terror & Clue 2 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 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 Encounter this turn).* If you **Approach** the Alchemist, he will pay you 3D6 GP *(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!*

Toll/Glowing Mist *(Highlands Encounter deck)*

Place Clue 1 at the Watchtower. When you move to that space, take the **Toll** card from the Mission deck & resolve it during the Encounter Phase *(do not resolve a random Encounter this turn).* If you pay the Toll, reduce the Danger Level at the Watchtower, then remove Clue 1 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 1 at Last Chance. If you Rest in Bold stance there, take the **Caravan** from the Mission 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 deck for 4 GP each. When you do, place 3 Wound counters on each of these Items. When you use one of those Items, you may remove a Wound from that Item instead of discarding it.

If you already have an Item from the Mission deck, you may pay the Caravan 4 GP 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 GP for each Wound counter on the sold Item. Then, roll D6 & if you roll 1 or 2, remove Clue 1 from the board.

6: *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 deck & resolve it during the Encounter Phase *(do not draw a random Encounter 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 GP 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 6 at the Goblin Fortress. If you move into that space, take the **Goblin Emissary** from the Mission deck & resolve it during the Encounter Phase *(do not draw a random Encounter this turn).* If you **Approach** the Goblin Emissary & pass your Test, you may bribe him by giving him 12 GP. You may bribe him for 6 GP 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.*

🔒 **Caravan/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 🔒 deck & resolve it during the Encounter Phase *(do not draw a Random Encounter this turn)*. If you **Trade** with the Caravan, you may take the **Goblin Jar** from the Mission 🔒 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 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 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)*

4 Dusk Falls, 5 Fishmonger Camp, 6 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 this turn)*. If you Approach the Scrog Spiker, you may pay him 6 GP to take Scratch from the Mission 🔒 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 GP 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 GP 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)*

🔒 **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 6 on the path between the Goblin Fortress & Gutfish Ford. If you pass an Explore Test in that space, take the **Slaughtered Caravan** from the Mission deck & resolve it during the Encounter Phase (*do not draw a random Encounter 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 🔒 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 5 in your space & the Daemonic Voivod will move to that space. Once there, it will vanish along with Clue 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 GP & XP)*.

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 counter, flip that counter & compare it to your highest single die. If your highest die is equal to or greater than the Clue value, take **Bog Whisps** from the Mission 🔒 deck & resolve it during the Encounter Phase *(do not draw a random Encounter this turn)*. Otherwise, remove that Clue 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 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 GP for their efforts. If you are alone, you are paid 2D6+8 GP 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**
- **Hag's Fork**
- **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.

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 (*or*), 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 / & Encounter icons on your Danger card this turn - only fight monsters drawn as a result of your roll on this table.

LOW DIE	TOTAL XP VAL OF CAPTIVES 1	2	3	4	5	6	7+
1	x2	x2	x3	x4	x1	x2	x3
2	x1	x1	x2	x3	x4	x1	x2
3	-	x1	x1	x2	x3	x4	x1
4	-	-	x1	x1	x2	x3	x4
5	-	-	-	-	-	-	x4
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.

TOTAL 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
6	If there is at least one Hunter, Militant or Puritan in the party, the Hunter, Militant, or Puritan with the highest 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)!*

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SPREAD THE BLIGHT

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 & 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!?**

THE SCROGLIN CROWN

A malevolent fishoid sorcerer has found the legendary Crown of Cruelty & 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 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 1 starting that turn *(unless an adventurer is in its space)*.

While the Scroglin King is at Clue 1 *(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 deck, but do not draw a random Epic Loot card. Then, remove Clue 1 & 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 🔒 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**

💀 **Vampyr Lord** *at* **the Catacombs**





Place a random Epic Loot card from the Mission 🔒 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

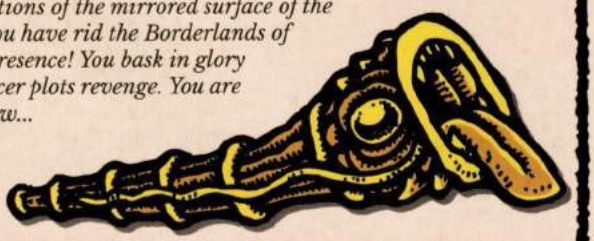
To claim the Puzzle Prison, you must find & destroy the warlord who guards it. Each deadly warlord commands a legion of the Necromancer's devoted followers.

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 🏵.



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 🔑1 through 3 on the following Locations. these define the route of the High Inquisitor's patrol.

🔑**1 North Bridge**

🔑**2 East Bridge**

🔑**3 Fishmonger Camp**

Shuffle the remaining Clue 🔑 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**

🔑 **Hidden Halls**

🔑 **Tower Island**





🔒 **Daemonic Voivod** *(Epic Monster)*

🔒 **Doombringer Horn** *(Epic Loot)*

Create a separate Mission 🔒 deck using the following Encounters. One of these will be drawn randomly when you Explore in the ruins listed above.

🔒 **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 in the Lowlands *(each Settlement 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 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 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 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 1. Once she reaches Clue 1, she will move to Clue 2, then to Clue 3. From Clue 3 she will start the cycle again, moving back to Clue 1 & 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 1 through 3 from 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!



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THE MISSIONS

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 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 per adventurer*
Rest		*Make Camp or stay in Town & perform any number of Rest Actions*
Void Travel	✊	*Travel from a Voidgate to the Maze, or vice Versa*

REST ACTIONS

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 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)*
Trade	✊ &	*Buy & sell Items (draw cards from the Loot deck equal to the Town Level in your space)*

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



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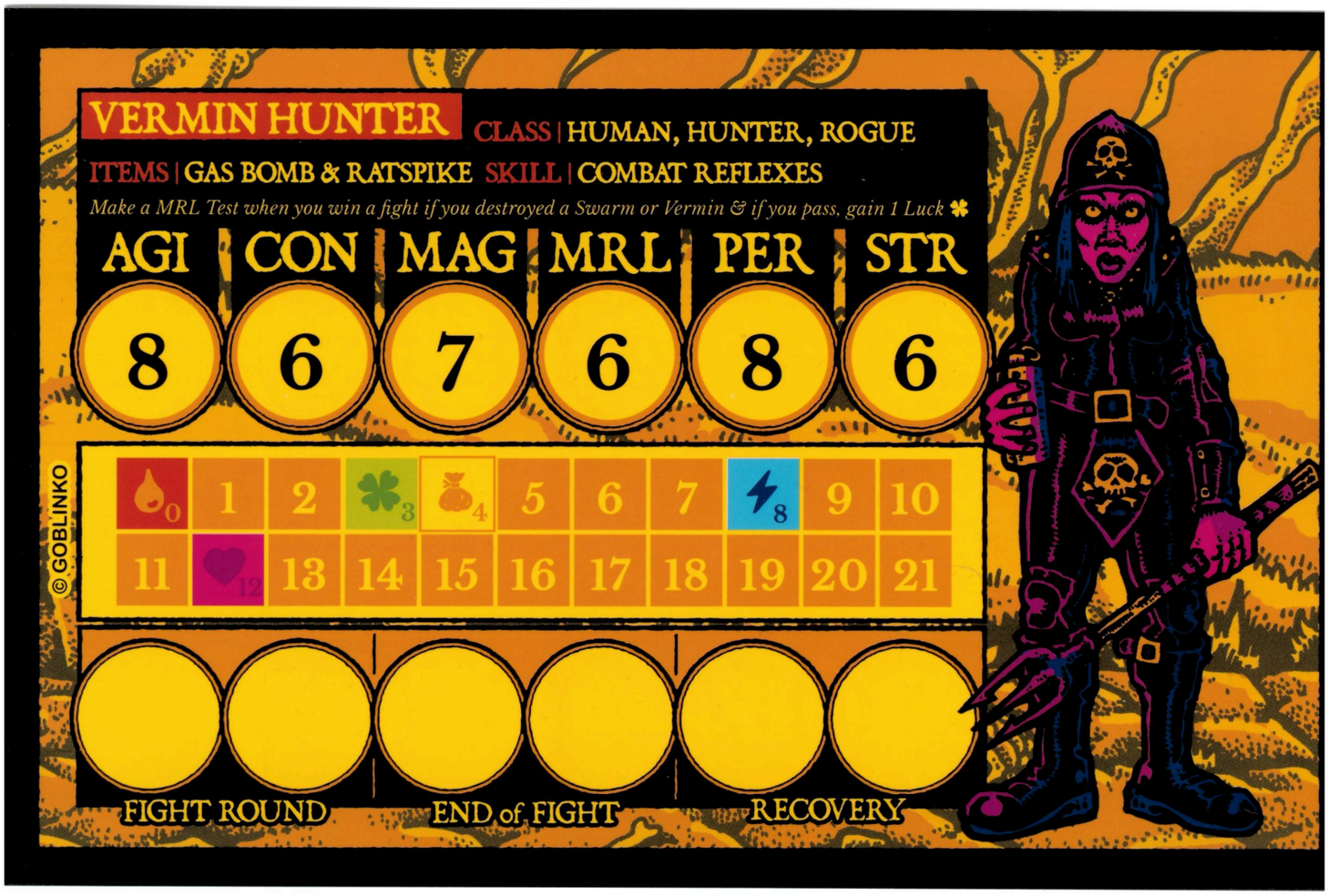
VERMIN HUNTER
CLASS | HUMAN, HUNTER, ROGUE
ITEMS | GAS BOMB & RATSPIKE SKILL | COMBAT REFLEXES
Make a MRL Test when you win a fight if you destroyed a Swarm or Vermin & if you pass, gain 1 Luck
AGI 8
CON 6
MAG 7
MRL 6
PER 8
STR 6
0 1 2 3 4 5 6 7 8 9 10
11 12 13 14 15 16 17 18 19 20 21
FIGHT ROUND
END of FIGHT
RECOVERY
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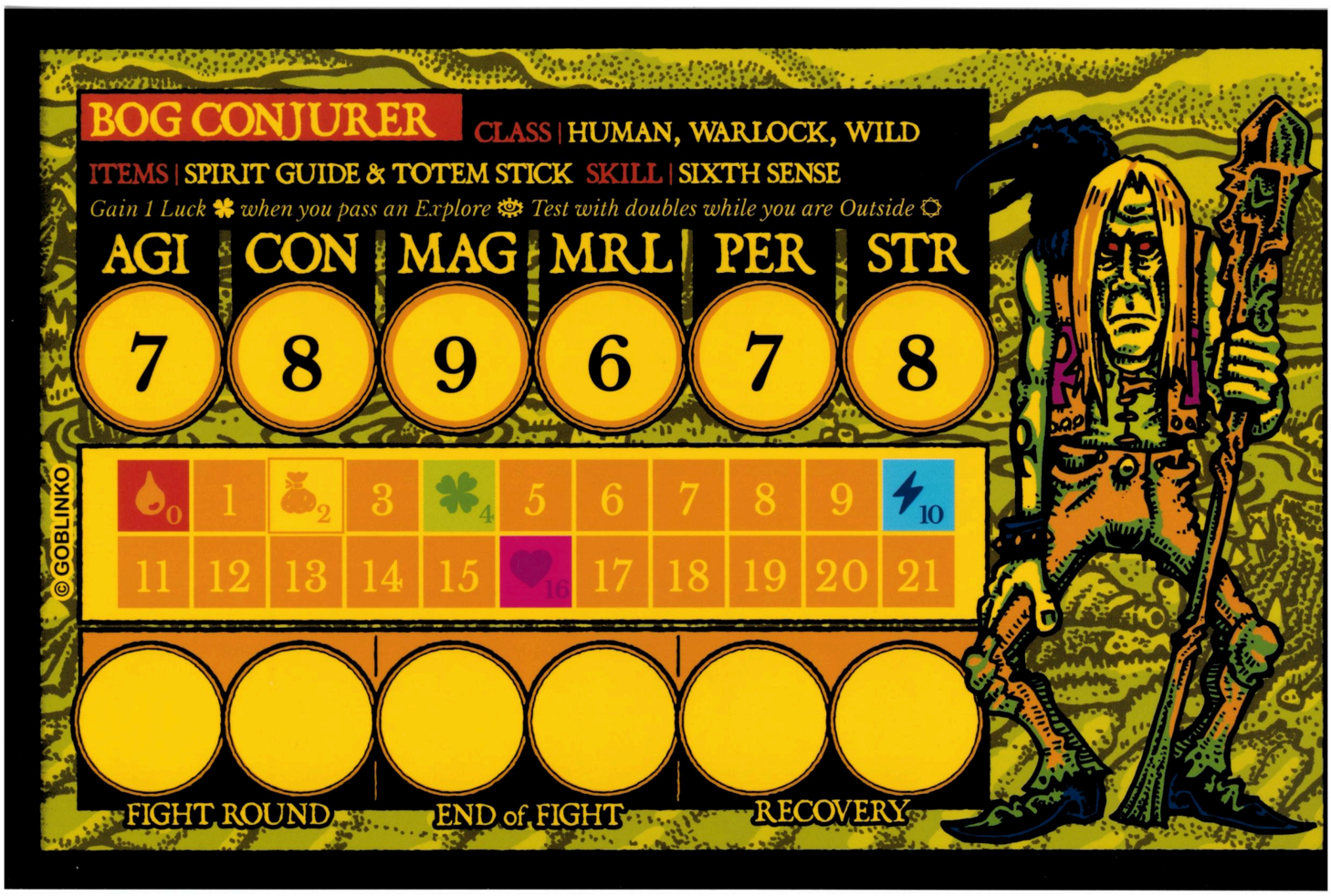
BOG CONJURER
CLASS | HUMAN, WARLOCK, WILD
ITEMS | SPIRIT GUIDE & TOTEM STICK SKILL | SIXTH SENSE
Gain 1 Luck when you pass an Explore Test with doubles while you are Outside
AGI 7
CON 8
MAG 9
MRL 6
PER 7
STR 8
0 1 2 3 4 5 6 7 8 9 10
11 12 13 14 15 16 17 18 19 20 21
FIGHT ROUND
END of FIGHT
RECOVERY
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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



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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

CLASS | HUMAN, FIGHTER, PERFORMER

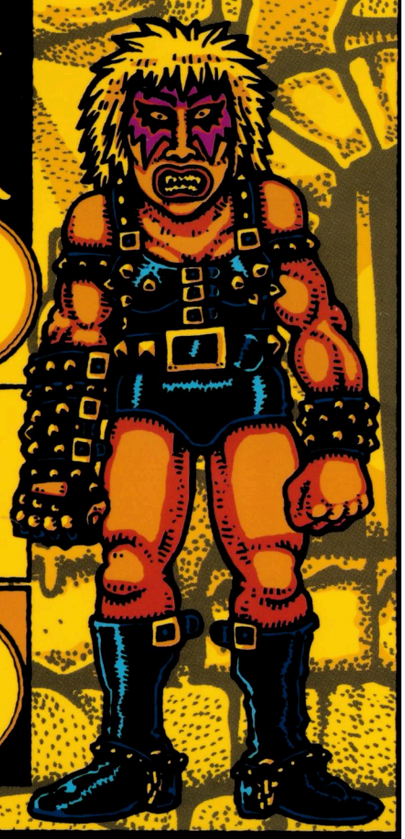
ITEMS | SPIKED GAUNTLET & WARPAINT SKILL | FOE KILLER

When you win a fight, gain 1 Luck ☘ for each trophy you have with XP⚡ VAL 3 or more

AGI	CON	MAG	MRL	PER	STR
8	9	5	8	6	9

0	1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20	21

FIGHT ROUND | END of FIGHT | RECOVERY



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VOID WITCH

CLASS | HUMAN, WARLOCK, WIZARD

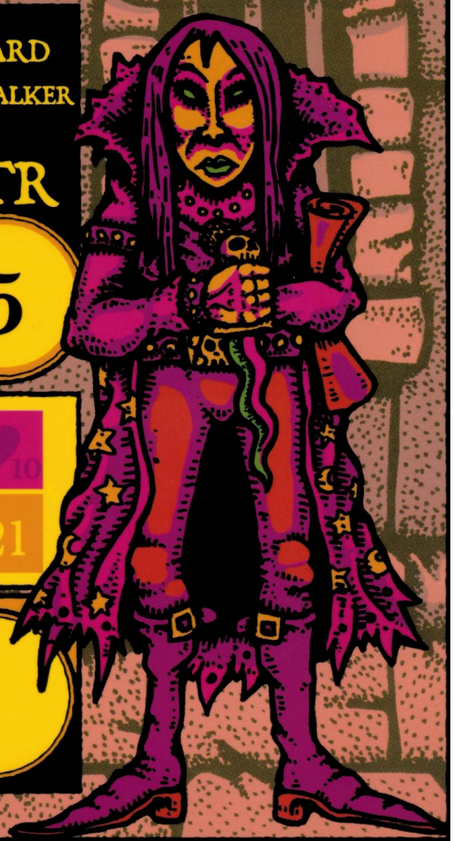
ITEMS | SACRIFICIAL DAGGER & SCROLL OF ANCIENT GIBBERISH SKILL | VOIDWALKER

You gain 1 Luck ☘ each time a Voidgate is placed on the board

AGI	CON	MAG	MRL	PER	STR
8	5	9	6	8	5

0	1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20	21

FIGHT ROUND | END of FIGHT | RECOVERY



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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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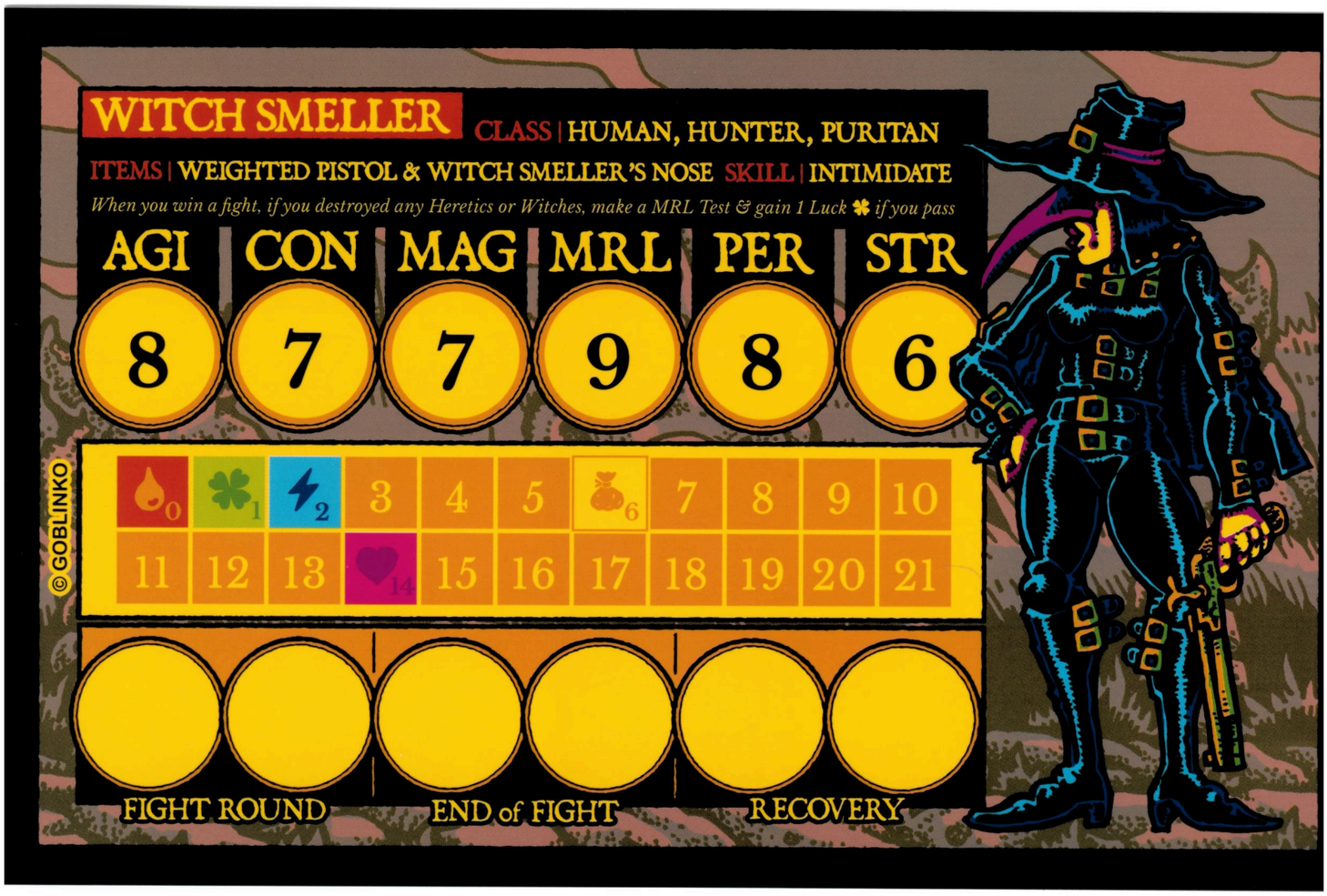
WITCH SMELLER
CLASS | HUMAN, HUNTER, PURITAN
ITEMS | WEIGHTED PISTOL & WITCH SMELLER'S NOSE SKILL | INTIMIDATE
When you win a fight, if you destroyed any Heretics or Witches, make a MRL Test & gain 1 Luck ✤ if you pass
AGI CON MAG MRL PER STR
8 7 7 9 8 6
0 1 2 3 4 5 6 7 8 9 10
11 12 13 14 15 16 17 18 19 20 21
FIGHT ROUND
END of FIGHT
RECOVERY
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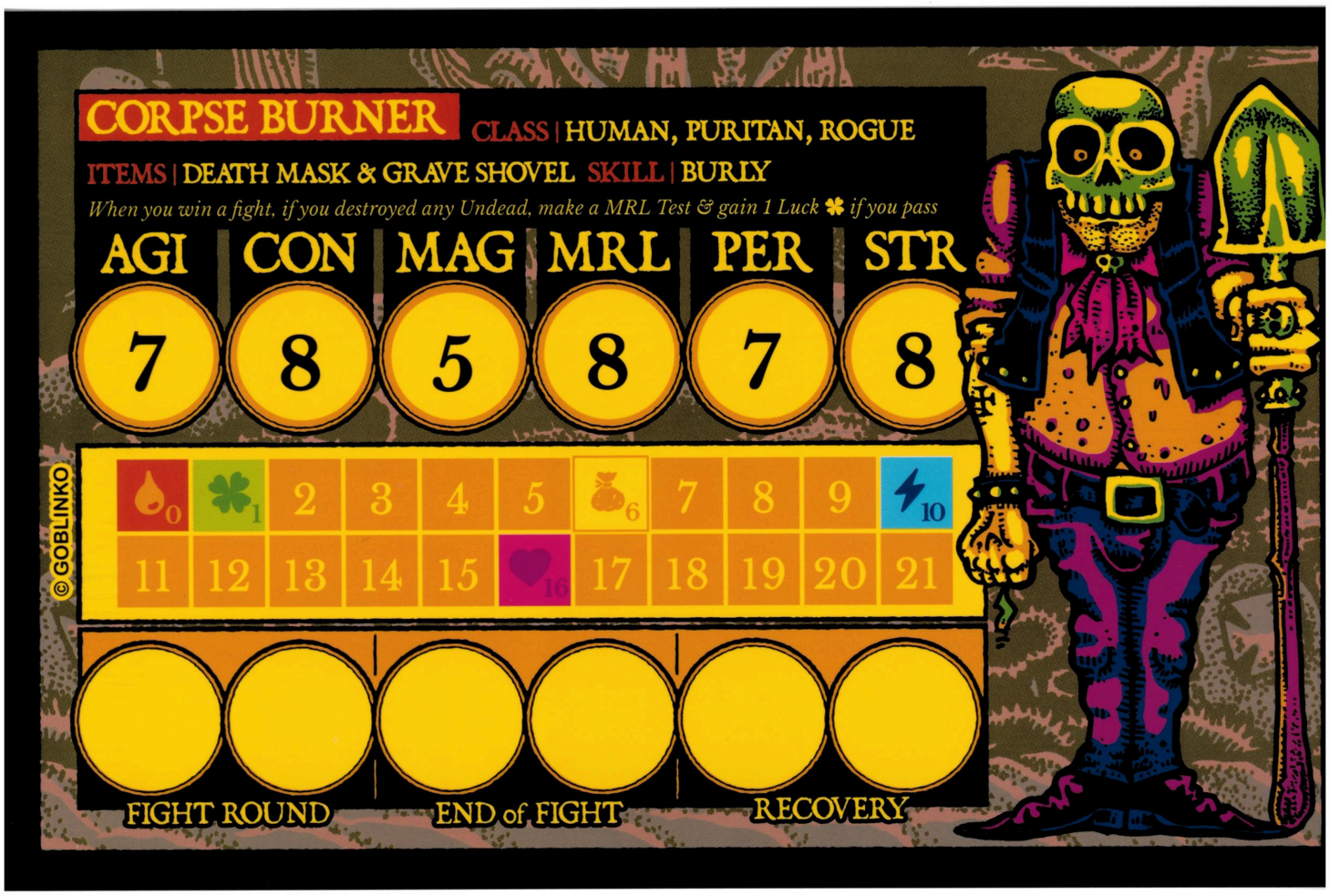
CORPSE BURNER
CLASS | HUMAN, PURITAN, ROGUE
ITEMS | DEATH MASK & GRAVE SHOVEL SKILL | BURLY
When you win a fight, if you destroyed any Undead, make a MRL Test & gain 1 Luck ✤ if you pass
AGI CON MAG MRL PER STR
7 8 5 8 7 8
0 1 2 3 4 5 6 7 8 9 10
11 12 13 14 15 16 17 18 19 20 21
FIGHT ROUND
END of FIGHT
RECOVERY
© GOBLINKO

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 & the dead became fuel for unholy experiments, the orphans of the Order were charged with digging up the dead & burning the flesh from their bones. These charred bones were then collected & sent to the Holy Order to be etched with holy symbols & 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



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MERCENARY ALCHEMIST

CLASS | HUMAN, MILITANT, SCHOLAR

ITEMS | FLASH BOMB & LIGHT PISTOL SKILL | ALCHEMY

Gain 1 Luck ✤ if you pass your MAG Test with doubles while using Alchemy

AGI	CON	MAG	MRL	PER	STR
7	7	8	7	8	6

0 1 2 3 ✤4 5 ϟ6 7 8 9 10
11 12 13 ♥14 15 16 17 18 19 20 21

FIGHT ROUND | END of FIGHT | RECOVERY



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HINTERLANDER

CLASS | HUMAN, HUNTER, WILD

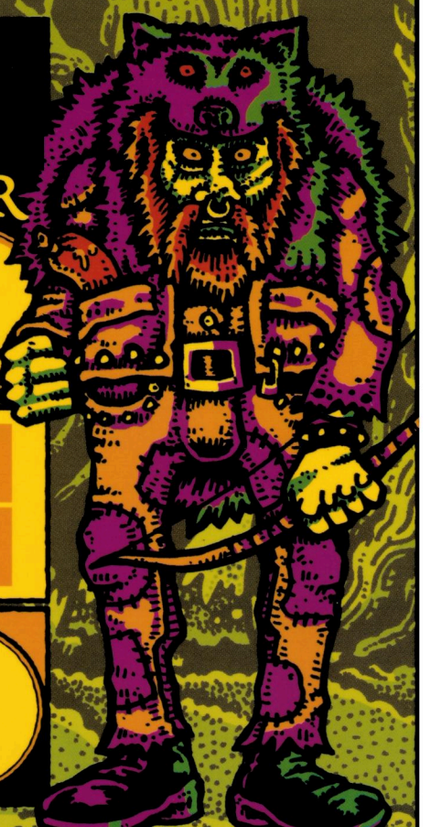
ITEMS | HUNTING BOW & TRAIL RATION SKILL | FIELDCRAFT

Gain 1 Luck ✤ when you use Stealth to avoid a fight while you are Outside ☼

AGI	CON	MAG	MRL	PER	STR
8	8	7	6	9	7

0 1 2 ✤3 ϟ4 5 6 7 8 9 10
11 12 13 14 15 ♥16 17 18 19 20 21

FIGHT ROUND | END of FIGHT | RECOVERY



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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 & crafty dog of war!

SUGGESTED SKILLS: Find Weakness, Transmute
SUGGESTED WEAKNESS: Half Blind

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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**
Resolve 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

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**
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 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.



COMBAT DICE

DEFENSE DICE & ATTACK DICE & POWER DIE
Some Items & Skills may allow you to roll additional Power dice.
While you are Stunned, you cannot roll any Power dice.

DEFENSE ROLL

AGI TEST
(Roll 2 dice. If the total is equal to or less than your AGI, you pass the Test, otherwise you fail)

PASS Reduce the damage from each monster targeting you by your highest single **Defense die**	ASSAULT	**FAIL** Take full damage from each monster targeting you
PASS Reduce the damage from each monster targeting you by your highest single **Defense die** or **Power die**	GUARD	**FAIL** Use each **Power die** you rolled to reduce damage from a monster targeting you *(assign each die to a different monster)*

ATTACK ROLL

ATTRIBUTE TEST
(Make an attribute Test as indicated by the Item or Skill you are using)

PASS Inflict damage on the target equal to your highest single **Attack die** or **Power die**	ASSAULT	**FAIL** You miss! No effect
PASS Inflict damage on the target equal to your highest single **Attack die**	GUARD	**FAIL** You miss! No effect

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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

Party

Wound

Assault *combat stance*

Guard *combat stance*

Bold *map stance*

Cautious *map stance*

ATT Attack

VAL Value

Range

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

Doom

Encounter *draw a random Encounter*

Epic Monster *draw a random Epic Monster*

Law *you may be attacked by Law Monsters this turn (see Rules pg.17)*

n Monsters *draw n random Monsters*

MAP SPACE TRAITS
see Rules, pg.5

Base *Investing here costs only 16 GP*

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.*

Fungus

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

Perilous *do not recover Wounds when you use the Recovery action here*

River Port *you can River Port Travel from here to the next River Port space downriver*

Settlement *this space can have a Town Level & therefore can become a Town*

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 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 (*HP is equal to double your CON*). When you become Poisoned, if your Wounds equals or exceeds your lowered HP value, you are also Defeated (*see HP & 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.

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™

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

1. 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 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 deck or an Encounter deck as a result of a Clue or special mission rule, *do not* draw a random Encounter 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.

Epic Monster 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, treat your Party size as one less when determing the number of Monster cards to draw (*if you are alone, do not draw random monsters*).

Ignore & icons on your danger card.

Law Epic Monster counter

Treat your Danger card as having the Law icon. Do not draw random monsters 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 this turn).*

If your Danger card indicates that you are attacked by random Monsters, treat your Party size as one less when determing the number of Law Monster 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, 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*). Instead, you suffer from Void Shock (*see Void Shock, pg.30*).

Voidgate counter

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

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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 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 per adventurer*
Rest	*Make Camp or stay in Town & perform any number of Rest Actions*
Void Travel	*Travel from a Voidgate to the Maze, or vice Versa*

REST ACTIONS

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 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)*
Trade	*Buy & sell Items (draw cards from the Loot deck equal to the Town Level in your space)*

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



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THE FOOL

CLASS | HUMAN, PERFORMER, ROGUE

ITEMS | BINDLESTICK & FOOL'S DOG SKILL | SCAVENGER

When you use an Improve Action, instead of taking or flipping a Skill, you may spend 6 XP to gain 1 Luck

AGI	CON	MAG	MRL	PER	STR
7	8	6	7	4	7

0 / 0	1	2	3	4	5	6	7	8	9	10
11	12	13	14	15		17	18	19	20	21

FIGHT ROUND | END of FIGHT | RECOVERY

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DUNGEON DEGENERATES

Hand of Doom

1 2 3 4 5

SLAVER'S PASS 4

THE TEMPLE OF MADNESS 5

THE TUNNEL OF TERROR 4

BANDIT CAMP 4

THE FOOTHILLS 2

THE WINDMILL (FOOTHILLS) 3

PIGSKIN PORT 3

NORTH BRIDGE (FOOTHILLS)

THE WATCHTOWER 3

BRÜTTELBURG 5

EAST BRIDGE (WITCHWOOD)

CROSSROADS (FIELDS)

THE FIELDS 2

THE HOLY ORDER 3

THE GRAVEYARD 4

THE CATACOMBS 5

GHOSTGATE (TOMB LAKE)

FISHMONGER CAMP 2

THE BLASTED HEATH 4

THE HELL PIT 5

SKULL BRIDGE 4

GOBLIN FORTRESS 5

LAST CHANCE (WASTELAND)

THE WASTELAND 3

GUTFISH FORD 2

CRYSTAL CRATER (BURNING LAKES) 4

THE WITCHWOOD 4

BURNING LAKES

WITCH HILL 5

HAG'S FORK (WITCHWOOD)

SUNKEN VILLAGE 4

STONE CIRCLE 2

THE ROTTING SWAMP 4

HUNT LODGE 2

DUSK FALLS (TOMB LAKE) 4

THE BLACK TREE 5

TOWER ISLAND 4

TOMB LAKE 3

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1
3
5
THE MAZE


6
4
2


HEXED
NO Abillities
DAZED
1/2
ATT
CLUE
1
2
3
4
5
6


CORRODED 0 ARM
DAZED ½ ATT


5
1
3
BLESSED +1 MRL
INFECTED NO Wound Recovery
FATIGUED NO Force March
EXALTED +1 MAG
FOCUSED +1 PER
INVIGORATED +1 STR
HEXED NO Abillities
HOODED CAVES


6 6 6 6 6 6 6 6 6 6
6 6 6 6 6 6 6 6 6
2 2 2 2 2 6 6 6 6 6
4 4 4 4 2 2 2 2 2
6 6 6 6 4 4 4 4 4 4
6 6 6
6 6 6 6
INFECTED NO Wound Recovery
DEMORALIZED -1 MRL
DEMORALIZED -1 MRL
DEMORALIZED -1 MRL
DEMORALIZED -1 MRL
DETAINED NO Move
DETAINED NO Move
DETAINED NO Move
DETAINED NO Move
BLINDED -1 PER
SUPPRESSED -1 MAG
SUPPRESSED -1 MAG
SUPPRESSED -1 MAG
SUPPRESSED -1 MAG
WEAKENED -1 STR
BLINDED -1 PER
BLINDED -1 PER
BLINDED -1 PER
CORRODED 0 ARM
WEAKENED -1 STR
WEAKENED -1 STR
WEAKENED -1 STR
CRYSTAL CHAMBER


1
3
5
ASSAULT
INFECTED
NO
Wound
Recovery
BOLD
STUNNED
NO
Power
Dice
SLIMED
-1
AGI
POISONED
-1
CON
(-2♥)
HIDDEN HALLS II

POISONED -1 CON (-2 ♥)

SLIMED -1 AGI

STUNNED NO Power Dice

INFECTED NO Wound Recovery

GUARD

CAUTIOUS

UNDERCITY DUNGEON




BILEPUS
FILTH • VERMIN
©GOBLINKO
VAL 1 1
AGI
ATT 4
SLIME
ARM 2
4


ORC BUTCHER
GOBLIN • ORC
©GOBLINKO
VAL 1 1
CON
ATT 5
DIMWIT
ARM 1
6


GOBFLY
FILTH • GOBLIN • VERMIN
©GOBLINKO
VAL 1 0
AGI
ATT 2
EVADE • INFECT
ARM 1
3


SLAGVERM
FILTH • VERMIN
©GOBLINKO
VAL 1 1
CON
ATT 3
DRAIN
ARM 0
4


GOBLIN EGG
GOBLIN
©GOBLINKO
VAL 1 1
—
ATT —
EXPLODE
SUMMON • VENOM
ARM 1
2


GOBLIN GUARD
GOBLIN
©GOBLINKO
VAL 1 1
STR
ATT 4
SUMMON
ARM 2
4


GRUBLIN GRABBER
GOBLIN
©GOBLINKO
VAL 2 2
CON
ATT 1
COMMAND
SKIRMISH
ARM 0
3


ORC GUARD
GOBLIN • ORC
©GOBLINKO
VAL 1 1
STR
ATT 4
SUMMON
ARM 2
6


ETTIN
GOBLIN
VAL 2 1
©GOBLINKO
AGI
ATT 6
DIMWIT
ARM 0
12


NUGBEAR
GOBLIN
VAL 1 1
©GOBLINKO
STR
ATT 5
FURY
ARM 0
8


GOBLIN GOON
GOBLIN
VAL 1 1
©GOBLINKO
STR
ATT 2
BERZERK
ARM 1
4


GOBLIN DOG
FILTH • GOBLIN
VAL 1 0
©GOBLINKO
AGI
ATT 4
PURSUE
ARM 0
6


SKINK SNEAK
FILTH • REPTILIAN
VAL 1 1
©GOBLINKO
CON
ATT 4
SKIRMISH
ARM 1
3


MORBAD MOUTH
CULT • DAEMON
VAL 3 2
©GOBLINKO
AGI
ATT 6
ONSLAUGHT
ARM 1
10


COCK GOBLIN
FILTH • GOBLIN
VAL 1 1
©GOBLINKO
AGI
ATT 4
DIMWIT • PURSUE
ARM 2
4


MORBAD FIGHTER
CULT • DAEMON
VAL 1 2
©GOBLINKO
MRL
ATT 4
TAUNT
ARM 2
5


MOBLIN
GOBLIN
VAL 1 1
©GOBLINKO
STR
ATT 4
HORDE (GOBLIN)
ARM 1
4


GOBLIN MASHER
GOBLIN
VAL 1 1
©GOBLINKO
ARM
ATT 4
ONSLAUGHT
ARM 1
4


SKROCUST SWARM
FILTH • SWARM • VERMIN
VAL 1 0
©GOBLINKO
ALL
ATT 3
ANNOY
ARM 0
6


MORBAD KRULTURE
CULT • DAEMON • VERMIN
VAL 1 1
©GOBLINKO
AGI
ATT 4
EVADE • PURSUE
ARM 0
5


ARMOR EATER
FILTH
VAL 3 2
©GOBLINKO
ARM
ATT 4
ACIDIC
ARM 2
8


ORC MASHER
GOBLIN • ORC
VAL 1 1
©GOBLINKO
STR
ATT 4
PAIN
ARM 1
6


MORBAD FLYER
CULT • DAEMON • VERMIN
VAL 1 1
©GOBLINKO
AGI
ATT 2
ANNOY • EVADE
ARM 1
3

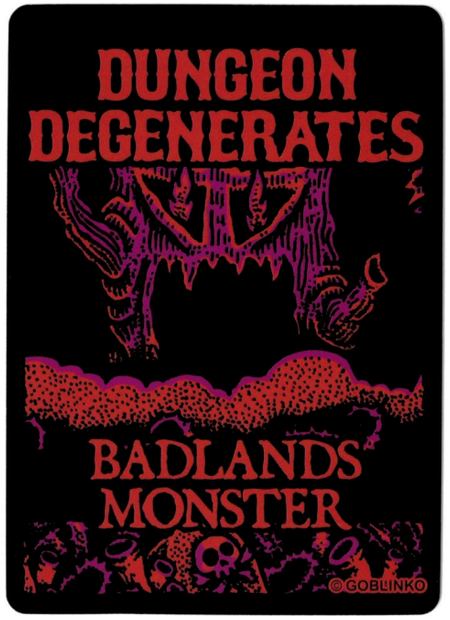

MORBAD GOMPER
CULT • DAEMON • VERMIN
VAL 1 0
©GOBLINKO
CON
ATT 3
INFECT • SLIME
ARM 0
3


CHICKEN WITCH
GOBLIN • WITCH
VAL 2 1
©GOBLINKO
MAG
ATT 3
RALLY
SKIRMISH
SUMMON
ARM 1
4


MORBAD WIZARD
CULT • DAEMON • WITCH
VAL 3 2
©GOBLINKO
MAG
ATT 4
CURSE
NECRO • SUMMON
ARM 1
7


MORBAD VERMINER
CULT • DAEMON
VAL 1 1
©GOBLINKO
CON
ATT 4
ANNOY
ARM 1
5


SALAMANDER
FILTH • REPTILIAN
VAL 1 2
©GOBLINKO
PER
ATT 4
REGENERATE
ARM 2
5


DUNGEON
DEGENERATES
BADLANDS
MONSTER
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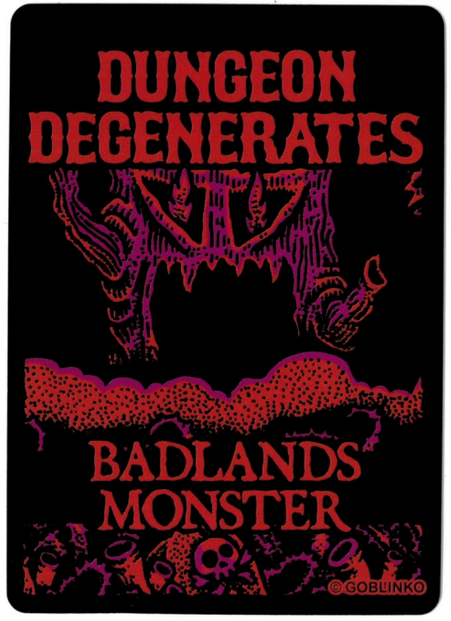
DUNGEON
DEGENERATES
BADLANDS
MONSTER
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VOID HOUND
CULT • DAEMON • VOID
VAL 2 2
©GOBLINKO
MAG
ATT 5
AMBUSH
ONSLAUGHT
PURSUE
ARM 1
6


MORBAD CRAWLER
CULT • DAEMON • VERMIN
VAL 1 1
©GOBLINKO
PER
ATT 3
HORDE (DAEMON)
ARM 1
3

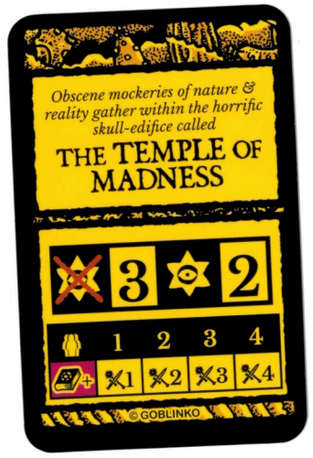

You feel a chill run down your spine
1
1 2 3 4
×1 ×2 ×3 ×4
RESHUFFLE DANGER DECK
©GOBLINKO

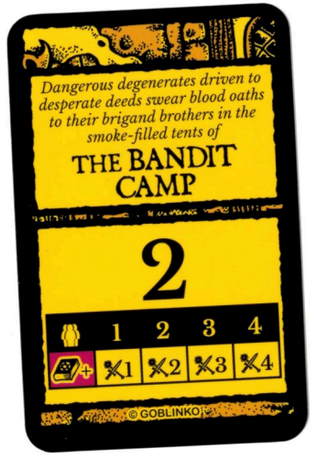

Goblin warbands hunt for slaves & plunder, their warhorns resounding across
THE WASTELAND
LAST CHANCE
1
1 2 3 4
×1 ×2 ×3 ×4
©GOBLINKO


Lawlessness, banditry & nightmarish visions plague the populace of once-prosperous
PIGSKIN PORT
1
1 2 3 4
×1 ×1 ×2 ×3
©GOBLINKO


The strange & foul-smelling fishmongers whisper heretical schemes in soggy hidden cellars below the
FISHMONGER CAMP
1
1 2 3 4
×1 ×1 ×2 ×3
©GOBLINKO

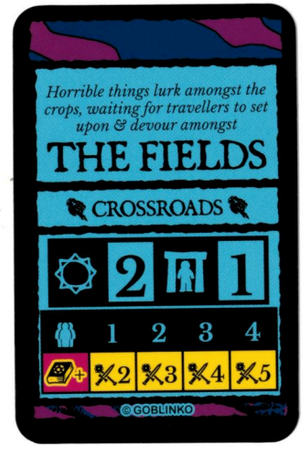

Horrid swamp creatures raid & vandalize the sacred megaliths at
STONE CIRCLE
1
1 2 3 4
×1 ×1 ×2 ×3
©GOBLINKO

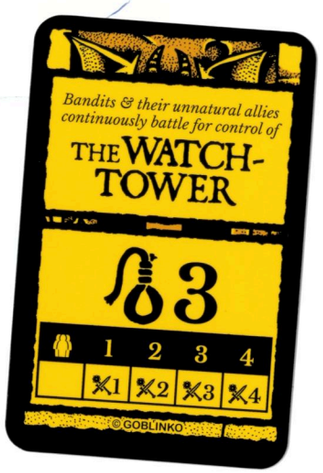

Obscene mockeries of nature & reality gather within the horrific skull-edifice called
THE TEMPLE OF MADNESS
3 2
1 2 3 4
×1 ×2 ×3 ×4
©GOBLINKO


Dangerous degenerates driven to desperate deeds swear blood oaths to their brigand brothers in the smoke-filled tents of
THE BANDIT CAMP
2
1 2 3 4
×1 ×2 ×3 ×4
©GOBLINKO

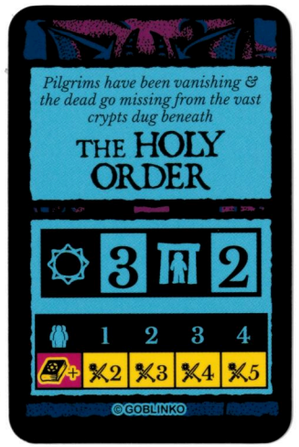

Hulking inhuman shapes are spotted shambling across the shore of
TOWER ISLAND
2
1 2 3 4
×1 ×1 ×2 ×3
©GOBLINKO


Clouds of ash are seen on the horizon, kicked up by hordes of daemons marching across
THE BLASTED HEATH
BLASTED HEATH
2 1
1 2 3 4
×2 ×3 ×4 ×5
©GOBLINKO


Horrible things lurk amongst the crops, waiting for travellers to set upon & devour amongst
THE FIELDS
CROSSROADS
2 1
1 2 3 4
×2 ×3 ×4 ×5
©GOBLINKO


Bandits & their unnatural allies continuously battle for control of
THE WATCH-TOWER
3
1 2 3 4
×1 ×2 ×3 ×4
©GOBLINKO

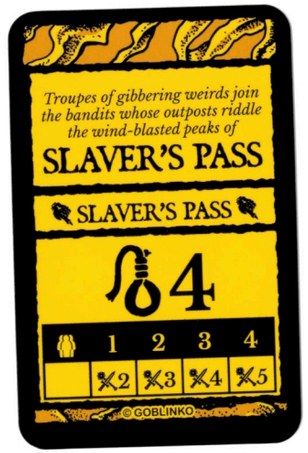

Goblin witches chant & call forth noxious horrors bubbling up from
THE BURNING LAKES
CRYSTAL CRATER
3
1 2 3 4
×1 ×2 ×3 ×4
©GOBLINKO


Pilgrims have been vanishing & the dead go missing from the vast crypts dug beneath
THE HOLY ORDER
3 2
1 2 3 4
×2 ×3 ×4 ×5
©GOBLINKO

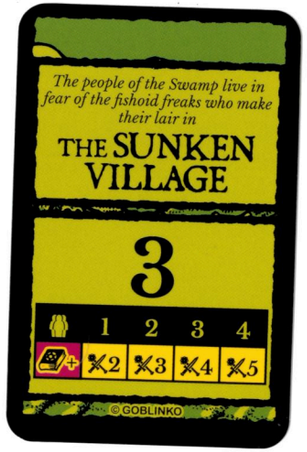

You can't shake the feeling that you're being watched by something in
YOUR CURRENT SPACE
3 2
1 2 3 4
×2 ×3 ×4 ×5
©GOBLINKO


Filthy vermin & worse infest the back streets & sewers of the cult-ridden decaying fortress city of
BRÜTTEL-BURG
1
1 2 3 4
×1 ×2 ×3 ×4
©GOBLINKO

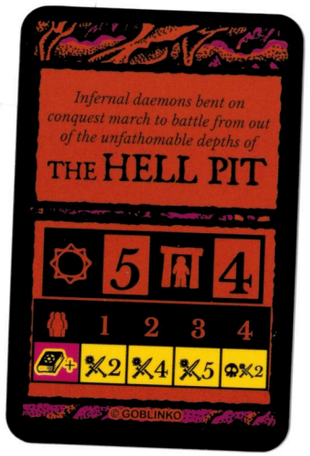

Vile half-human things worship & give sacrifice below the ancient twisted branches of
THE BLACK TREE
4 3
1 2 3 4
×2 ×3 ×5 ×6
©GOBLINKO


Troupes of gibbering weirds join the bandits whose outposts riddle the wind-blasted peaks of
SLAVER'S PASS
SLAVER'S PASS
4
1 2 3 4
×2 ×3 ×4 ×5
©GOBLINKO


You glance over your shoulder, certain that you're being followed through
YOUR CURRENT SPACE
3 4
1 2 3 4
×2 ×3 ×5 ×6
©GOBLINKO


The people of the Swamp live in fear of the fishoid freaks who make their lair in
THE SUNKEN VILLAGE
3
1 2 3 4
×2 ×3 ×4 ×5
©GOBLINKO


Broken fishing nets, missing children & strange webbed prints in the mud panic the remote community at
GUTFISH FORD
3
1 2 3 4
×2 ×3 ×4 ×5
©GOBLINKO


Infernal daemons bent on conquest march to battle from out of the unfathomable depths of
THE HELL PIT
5 4
1 2 3 4
×2 ×4 ×5 ×2
©GOBLINKO


Surreal horrors beyond comprehension whisper obscene curses within the eery echoing chambers of the
TUNNEL OF TERROR
4 5
1 2 3 4
×2 ×4 ×5 ×6
©GOBLINKO

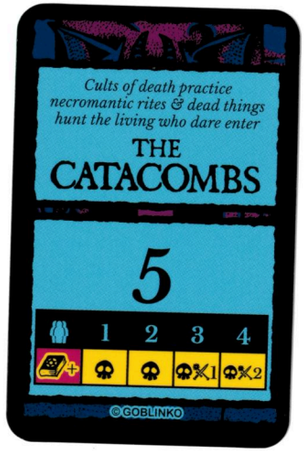

Creeping things lurk in the dark woodland surrounding
THE HUNT LODGE
4
1 2 3 4
×2 ×4 ×5 ×6
©GOBLINKO


Heretical cults meet in secret to conduct blasphemous rites amongst the moss-covered branches of
THE WITCH-WOOD
EAST BRIDGE
4
1 2 3 4
×2 ×3 ×4 ×5
©GOBLINKO


Fiends crawl forth from the unknown depths of the vast hellish chasm spanned only by the ghoulish
SKULL BRIDGE
4
1 2 3 4
×2 ×3 ×4 ×5
©GOBLINKO


Eerie howls of stalking beasts echo through the endless gloom of
THE ROTTING SWAMP
DUSK FALLS
6 5
1 2 3 4
×3 ×4 ×5 ×6
©GOBLINKO

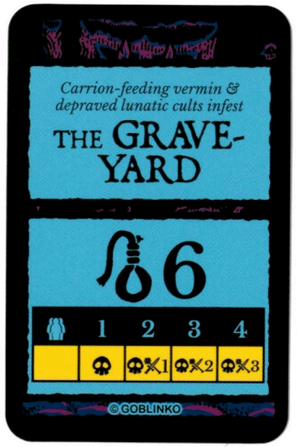

The air feels thick & your hair stands on end... some devilry is afoot!
5
1 2 3 4
×1 ×1 ×2
RESHUFFLE DANGER DECK
©GOBLINKO


Cults of death practice necromantic rites & dead things hunt the living who dare enter
THE CATACOMBS
5
1 2 3 4
×1 ×2
©GOBLINKO


They say by moonlight you can see spectral witches dancing & cackling in the ghostly flames high atop haunted
WITCH HILL
5
1 2 3 4
×2 ×4 ×5 ×6
©GOBLINKO

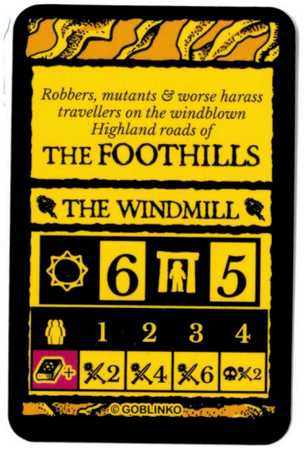

Slimy things claw their way from black depths onto the shores of
TOMB LAKE
GHOSTGATE
5
1 2 3 4
×2 ×4 ×5 ×6
©GOBLINKO

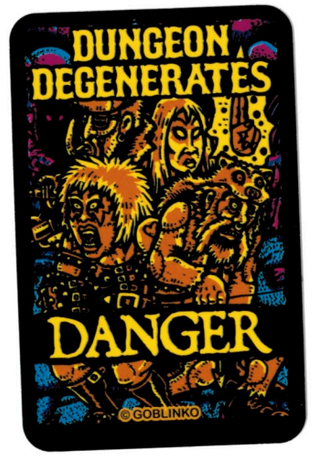

Stunted, vile creatures arm themselves & muster for war in the filthy stone halls of
THE GOBLIN FORTRESS
6
1 2 3 4
X1 X2 X3
©GOBLINKO

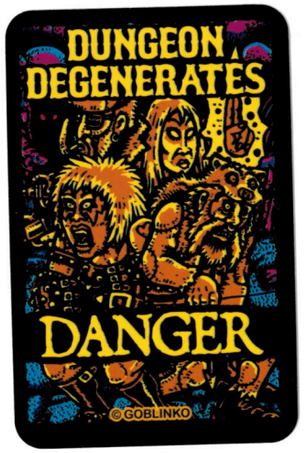

Carrion-feeding vermin & depraved lunatic cults infest
THE GRAVE-YARD
6
1 2 3 4
X1 X2 X3
©GOBLINKO

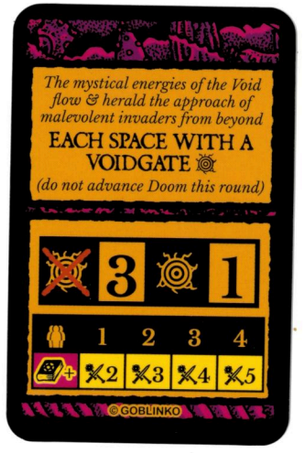

You've attracted the attention of an unmistakable malignant force in
YOUR CURRENT SPACE
6 4
1 2 3 4
X1 X2 X3
©GOBLINKO


You have an uneasy feeling, like something horrible is about to happen
6 5
1 2 3 4
X1 X2 X3 X4
RESHUFFLE DANGER DECK
©GOBLINKO


Robbers, mutants & worse harass travellers on the windblown Highland roads of
THE FOOTHILLS
THE WINDMILL
6 5
1 2 3 4
X2 X4 X6 X2
©GOBLINKO


DUNGEON DEGENERATES
DANGER
©GOBLINKO


DUNGEON DEGENERATES
DANGER
©GOBLINKO


The mystical energies of the Void flow & herald the approach of malevolent invaders from beyond
EACH SPACE WITH A VOIDGATE
(do not advance Doom this round)
3 1
1 2 3 4
X2 X3 X4 X5
©GOBLINKO

CANNON COLOSSUS
DOOM • HIGHLANDS

PIGSKIN PORT
THE TEMPLE OF MADNESS
THE WATCHTOWER
THE WINDMILL

The looming tower uproots itself & trundles across the land on monstrous bird legs, spewing death as it marches to conquest!

• Place the Fighting Fortress counter in the Hand of Doom's space (*retrieve its card from the Epic Monster deck or discards*).
• The Fighting Fortress will move towards Brüttelburg (*see Moving Epic Monster Counters*). If it is in Brüttelburg at the start of a Danger Phase, increase the Danger Level there.

©GOBLINKO

REFUGEES
DOOM • HIGHLANDS

THE BANDIT CAMP
PIGSKIN PORT
THE WATCHTOWER
THE WINDMILL

Refugees crowd the roads into the Lowlands hoping to escape the marauding gangs of bandits & weirds. As Imperial troops struggle to lock down North Bridge, a sprawling makeshift camp forms along the North bank of the river.

Increase the Danger Level in the Foothills & place a Law counter at North Bridge.

You cannot Force March in the Foothills or between North Bridge & Brüttelburg.

REMAINS IN PLAY

©GOBLINKO

CRUMBLING REALITY
DOOM • HIGHLANDS •

SLAVER'S PASS
THE TEMPLE OF MADNESS
THE TUNNEL OF TERROR
THE WINDMILL

Impossible nightmare hallucinations spill from the Mountains of the Mouth & lay waste to the countryside, twisting it into a mockery of its former shape.

• Place a Metaphysical counter at Slaver's Pass & on the Path between the Tunnel of Terror & the Windmill.
• Increase the Danger Level at the Bandit Camp, Foothills & Pigskin Port. Then, if the Danger Level is 6 at the Bandit Camp or Pigskin Port, place a Metaphysical counter there.

©GOBLINKO

RAMPANT VIOLENCE
DOOM • HIGHLANDS •

ANY HIGHLANDS SPACE

Mass hysteria grips the region & ordinary citizens form into roaming mobs of maniacs, robbing & murdering their neighbors.

• Increase the Danger Level at the Foothills & Pigskin Port.
• Search the Highlands Encounter deck for the **Caravan** & discard it.

In the Highlands:
• Bandits have Berzerk.
• Cards cost an additional 2 GP when you **Trade**.

REMAINS IN PLAY

©GOBLINKO

AVALANCHE
DOOM • HIGHLANDS

BANDIT CAMP
SLAVER'S PASS
THE TEMPLE OF MADNESS
THE TUNNEL OF TERROR

The mountains shudder & with a resounding thunderous crash, Slaver's Pass is smothered in gravel & jagged boulders as a swirling vortex of madness rages in the sky!

• Place a Destroyed counter at Slaver's Pass. Each adventurer in that space must make an AGI Test. If you fail, take D6 Piercing damage & become Detained.
• Increase the Danger Level at the Tunnel of Terror & place a Voidgate there.

©GOBLINKO

THE HARBINGERS OF DOOM
DOOM • LOWLANDS

ANY LOWLANDS SPACE

The Hand of Doom conjures forth the Harbingers, instilling them with fearsome & unnatural power.

Place the Knife Wraith counter in the Hand of Doom's space (*retrieve its card from the Epic Monster deck or discards*). It moves towards the Holy Order, then Brüttelburg.

Harbingers in the Lowlands have Endless.

REMAINS IN PLAY

©GOBLINKO

NECRO POISON
DOOM • LOWLANDS

ANY LOWLANDS SPACE

The filthy claws & teeth of the morbid monstrisities unleashed upon the countryside by witches of the Necro Coven drip with oozing noxious venom.

Undead in the Lowlands have Necro & Venom.

REMAINS IN PLAY

©GOBLINKO

INCANTATIONS OF THE DEVOUT
DOOM • LOWLANDS

ANY LOWLANDS SPACE

The ministry of the Holy Order gathers to enact ancient & powerful warding rituals in a desperate attempt to combat the growing strength of the Hand's black magic.

• Increase the Bounty Level if there are any adventurers with a Relic or any Warlocks in the Lowlands.

When you fail a Recovery Test in the Lowlands, you become Suppressed.

REMAINS IN PLAY

©GOBLINKO

DARK SPELL OF THE NECRO COVEN
DOOM • LOWLANDS

ANY LOWLANDS SPACE

Under the Hand's evil influence, witches & cultists gather in hidden unholy places to conduct the rites of blood that channel dark energies to fuel their shambling army of death.

• Undead in the Lowlands have Regenerate.
• Witches in the Lowlands have Command (Undead).

REMAINS IN PLAY

©GOBLINKO

WITCH-SPORE
DOOM • HIGHLANDS •

ANY HIGHLANDS SPACE

The people whisper of grain stores infected by a dangerous witch-spore that burns the mind & ravages the spirit. Livestock have been stricken as well as their feed & some say that even the water is tainted!

When you fail a Recovery Test in the Highlands, you become Demoralized & Poisoned.

REMAINS IN PLAY

©GOBLINKO

LORD OF SLIME
DOOM • WETLANDS

ANY WETLANDS SPACE

A twisted mouth forms in the palm of the Hand & vomits forth a vast stream of living, crawling slime!

Place the Slimelord counter in the Hand of Doom's space (*retrieve its card from the Epic Monster deck or discards*).

Oozes in the Wetlands have Regenerate 2.

REMAINS IN PLAY

©GOBLINKO

VORTEX OF THE DEEP
DOOM • WETLANDS

ANY WETLANDS SPACE

The Hand of Doom conjures a raging whirlpool which ushers forth an immense & terrible gnashing verm from its depths.

- Place a Voidgate in the Hand of Doom's space.
- Place the Megaverm counter in the Hand of Doom's space (*retrieve its card from the Epic Monster deck or discards*).

©GOBLINKO

TOXIC CONTAMINATION
DOOM • WETLANDS

BLACK TREE
GUTFISH FORD
STONE CIRCLE
SUNKEN VILLAGE

Contaminated by the Hand's evil presence, the swamp hisses & bubbles, giving off toxic fumes that wither & blacken the surrounding vegetation.

Place a Perilous counter in the Hand of Doom's space & on each Path adjacent to its space.

©GOBLINKO

FLOODING NECROPOLIS
DOOM • LOWLANDS

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 smash through Ghostgate & flood the Catacombs.

- Place a Destroyed counter at Ghostgate & a Perilous counter at the Catacombs.
- Increase the Danger Level at the Fishmonger Camp & Tomb Lake.

©GOBLINKO

COURT OF THE VERMIN QUEEN
DOOM • LOWLANDS

ANY LOWLANDS SPACE

Her dominion vast & her minions many, she gathers her children to multiply & infest every corner of the wretched dying Empire.

- Remove each Vermin from the Lowlands Monster discard pile, shuffle them & place them on top of the Lowlands Monster deck. Repeat this process for the Highlands & Wetlands decks.
- Place the Queen of the Rats counter in the Hand of Doom's space (*retrieve her card from the Epic Monster deck or discards*).

©GOBLINKO

TECTONIC DEVASTATION
DOOM • BADLANDS

BLASTED HEATH
HELL PIT
SKULL BRIDGE

The land shakes violently & rips apart, widening the chasm through the Badlands & destroying the only bridge across it.

- Place a Destroyed counter at Skull Bridge.
- Place a Voidgate at the Hell Pit & increase the Danger Level there.

©GOBLINKO

BUBBLING DEATH
DOOM • BADLANDS

CRYSTAL CRATER
GOBLIN FORTRESS

Corrosive pools of acid bubble up from the mud & seep into the river around Gutfish Ford, killing the fish & dissolving the hulls of boats.

Place a Perilous counter at Gutfish Ford & increase the Danger Level there.

You cannot River Port Travel to Crystal Crater or Gutfish Ford.

REMAINS IN PLAY

©GOBLINKO

SEPTIC MARSH
DOOM • WETLANDS

ANY WETLANDS SPACE

Horrid bubbling rot chokes the waterways & the area floods with noxious stinking muck. A miasma of filth spreads across the Wetlands.

Place a Perilous counter in the Hand of Doom's space.

When you fail a Recovery Test in the Wetlands, you become Poisoned & you must discard each Food Item you are carrying.

REMAINS IN PLAY

©GOBLINKO

FISHOID WARS
DOOM • WETLANDS

FISHMONGER CAMP
DUSK FALLS
GHOSTGATE
TOWER ISLAND

Depraved secret nocturnal rituals produce relentless waves of horrid & fanatical mutant scrog-monsters! Imperial forces respond quickly by sending troops into the Fishmonger Camp & soon the South is plunged into war.

Place a Law counter at the Fishmonger Camp.

Fishoids in the Wetlands have Berzerk & Explode.

REMAINS IN PLAY

©GOBLINKO

CRUSHING MENACE
DOOM • WETLANDS

ANY WETLANDS SPACE

The Hand of Doom projects an aura of hate - a palpable, oppressive sense of hostility & malice that permeates the Wetlands.

When you fail a Recovery Test in the Wetlands, you become Demoralized & Suppressed unless you are Reptilian or Wild.

REMAINS IN PLAY

©GOBLINKO

GOBLIN BLITZKREIG
DOOM • BADLANDS

GOBLIN FORTRESS
LAST CHANCE
SKULL BRIDGE

Goblins march across the wastes bellowing war-chants & curses against humankind, whipped into a frenzy by their dark overlords. Desperate to stave off this army of marauders, terrified Highlanders burn the bridge at the Watchtower.

- Increase the Danger Level at the Goblin Fortress & Wasteland.
- Place a Destroyed counter on the Road between Last Chance & the Watchtower.

Goblins in the Badlands have Berzerk & lose Dimwit.

REMAINS IN PLAY

©GOBLINKO

NOXIOUS MIASMA OF DEATH
DOOM • BADLANDS

ANY BADLANDS SPACE

A hellish vortex forms in the sky & a cloud 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

©GOBLINKO

CRYSTALLINE DAEMONS
DOOM • BADLANDS

BLASTED HEATH
BURNING LAKES
GOBLIN FORTRESS
HELL PIT

Towering crystal structures in the center of the Burning Lakes emit a baleful light & a barely audible high-pitched drone as daemons covered in crystalline growths emerge to roam the wastes.

- Daemons in the Badlands have +1 ARM & are Crystal.
- If you fail a Recovery Test in the Burning Lakes, you become Blinded & Suppressed.

REMAINS IN PLAY

©GOBLINKO

MAGGOT MOTHER
DOOM • BADLANDS

ANY BADLANDS SPACE

Conjured by the Hand's evil magic, the daemon queen Bilezogbug scuttles across the Badlands to nest & lay her eggs in the filthy dungeons below the Goblin Fortress.

Place the Bilezogbug counter in the Hand of Doom's space *(retrieve her card from the Epic Monster deck or discards).*

Bilezogbug will move towards the Goblin Fortress. If she is in the Goblin Fortress at the start of a Danger Phase, increase the Danger Level there.

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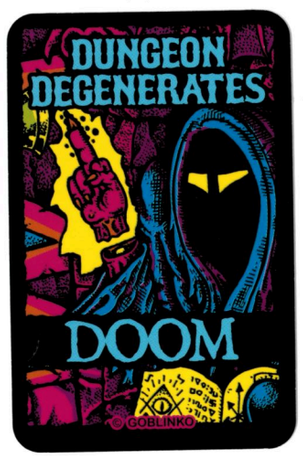
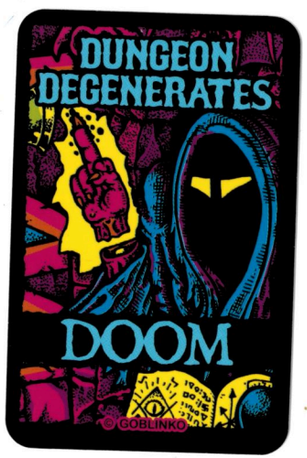




SHADOW OF DOOM
ENCOUNTER • ENVIRONMENT

RESOLVE IMMEDIATELY

You gaze to the North as the sky darkens... in your mind, the Temple of Madness looms above you & as it casts its shadow over the Würstreich you can feel its sinister influence gradually crushing your will.

- Increase the Danger Level at the Temple of Madness.
- Each adventurer in the Highlands must make a MRL Test. If you fail, you become Demoralized & Suppressed.

WAVES OF MADNESS
ENCOUNTER • ENVIRONMENT

RESOLVE IMMEDIATELY

As you make your way through this twisted insane realm, you feel your grip on reality fade away while your mind spirals into terrifying realms beyond reason.
Each adventurer in this space becomes Demoralized & Suppressed, then must make a MAG Test or MRL Test. If you fail, you lose D6 XP⚡.

PRISONER
ENCOUNTER • HUMAN • BANDIT

You come across a haggard prisoner locked in a rusty cage. The party must **Free**, **Ignore**, or **Fight** him.

Free: (Roll D6)
1: *When you open his cage, he claws at your face!* You must **Fight** him & he gains Ambush & Berzerk.
2: *The prisoner pledges to serve you eternally, or at least until his next chance to slip away!* He steals D6 GP💰 from the adventurer with the most GP💰, then vanishes while no one is looking *(roll off ties)*.
3: *In exchange for his freedom, he offers you good advice, but his speach is thick with bandit slang.* Each Merchant or Rogue in the party gains 1 XP⚡.
4-5: *He is thankful, especially to fellow rogues.* Each adventurer in the party gains 1 XP⚡ & if there is at least one Rogue in the party, place an Explored 🏚 counter in your space & in one adjacent space.
6: *The prisoner pledges to tell his comrades of your mercy.* Increase the Town Level at the Bandit Camp & each adventurer in the party gains 1 XP⚡.

Ignore: Roll D6. If you roll 2 or less, he snitches on you at the first opportunity & you must increase the Danger Level in your space.

(ATT 3 ↑AGI) (♥5) (VAL 1⚡)
DIMWIT ✡ • SUMMON ■ 🧍

HYPNOTIST
ENCOUNTER • HUMAN • WIZARD

A travelling mystic strides boldly across the treacherous landscape, undaunted by the danger that surrounds him. The party may **Approach**, **Fight**, or **Ignore** him.

Approach: *The hypnotist offers his services to one brave volunteer.* One adventurer in this space may pay 4 GP💰 & roll D6:
1: *After what could have been minutes or hours, the party wakes to find the hypnotist has vanished - along with most of their gold!* Each adventurer in this spaces loses half their GP💰.
2: *Plunging into the depths of your mind leads only to madness & pain.* You become Demoralized & Suppressed.
3: *Your memories fade from your mind along with your worries.* You lose D6 XP⚡ & become Blessed.
4-5: *Confronted with your own delusions, you find new clarity & cast aside thoughts that have long tormented your psyche.* You become Blessed & you may discard a Madness Weakness.
6: *The hypnotist leads you to some hidden insight, locked deep in the labyrinth of your mind!* You gain D6 XP⚡ & become Blessed.

(ATT 6 ↑GP💰) (♥6) (VAL 2⚡ D3💰)
PETRIFY • THIEF

INHUMAN VOICES
ENCOUNTER • WEIRD

RESOLVE IMMEDIATELY

Chattering whispers echo around this place. Where is that coming from? Did you just hear something call your name in an inhuman voice?
Each adventurer in this space may plug their ears or make a PER Test. If any adventurer passes, roll D6:
1-3: *The voices whisper mockingly of memories you'd thought of as well-kept secrets.* Each adventurer that passed the Test beomes Demoralized & Suppressed.
4-5: *The voices warn you of the dangers lurking nearby.* Monsters in this space lose Ambush this turn.
6: *The voices impart valuable knowledge.* Each adventurer that passed the Test gains D3+1 XP⚡.

ORGAN GRINDER
ENCOUNTER • HUMAN • PERFORMER

RESOLVE IMMEDIATELY

An inexplicably jovial fat man wearing an elaborate costume & carrying a barrel organ offers you a show! The party may **Approach**, **Ignore**, or **Fight** him.

Approach: *(Roll D6)*
1: *While the organ grinder distracts you with his performance, his filching familiar picks your pockets!* Each adventurer in the party loses D6 GP💰.
2: *He keeps you busy while his cohorts sneak up on you!* You must **Fight** & monsters in your space have Ambush.
3-4: *When you realize his show is seemingly endless, you try to slip away & hope he won't follow.* Each adventurer in the party must make an AGI Test. If you fail, you become Detained.
5: *You thank him for an excellent show.* Each Performer in the party gains {PER Test} XP⚡ & each adventurer in the party gains 1 Luck 🍀.
6: *Enemies lurking in the area are enraptured by his mysterious music!* Do not draw random Monster cards ⚔ / 💀 this turn, instead of attacking, they join the Organ Grinder's insane dance!

Ignore: Roll D6. If you roll 2 or less, increase the Danger Level in your space.

(ATT 4 ↑GP💰) (♥5) (VAL 1⚡ 1💰)
RALLY ■ • THIEF

ALCHEMIST
ENCOUNTER • HUMAN • SCHOLAR

An alchemist in a long coat covered with jangling flasks is in the area on an eternal hunt for ingredients. The party may **Approach**, **Fight**, or **Ignore** him.

Approach: Each adventurer in this space may choose one of the following options:
Transmute an Item
Discard an Item, then roll D6. If your roll is equal to or less than the cost of that Item, take an Alchemical Item from the Loot discard pile.
Train in the alchemical arts
If you are a Scholar, you gain D3 XP⚡.
Test his latest concoction (Roll D6)
1: *You gaze into infinity!* Draw a Curse from the Weakness deck *(you gain its XP⚡ bonus)*.
2: *The elixir reeks of fermentation.* You become Poisoned & Invigorated.
3: *Your heart races & you compulsively check for danger from every direction.* You become Demoralized & Focused.
4: *You feel attuned to the world around you.* You become Exalted & Focused.
5: *Your mind clears.* You may discard a Madness Weakness & you become Blessed.
6: *Your body is filled with a numbing warmth.* You recover all Wounds 🩸 & become Suppressed.

(ATT 5✡ ↑ARM) (ARM 1) (♥6) (VAL 3⚡ D6💰)
GAS • ACIDIC • VENOM

HOWLING WINDS
ENCOUNTER • ENVIRONMENT

RESOLVE IMMEDIATELY

Clouds of pollen swirl across the Highlands & sting your eyes while relentless winds batter your cloak & deafen your ears. The sound is like a chorus of tortured voices assaulting your sanity!

- Gas and Gas Bombs have no effect in this space.
- When you make a Range Attack, you miss if you roll doubles on your Attack dice.

TREASURE TROVE
ENCOUNTER • ENVIRONMENT

You found a cache of valuables & you'd better take what you can before someone comes looking for it. You may **Plunder** or **Ignore** the trove.

Plunder: The adventurer with the highest PER in the party may draw an Epic Loot card *(roll off ties)*. Then, each adventurer in the party gains D6+2 GP💰 & increase the Danger Level in your space.

TOLL
ENCOUNTER • BANDIT

RESOLVE IMMEDIATELY

Your assailants are collecting payment for something they call 'road safety insurance'.
The party may pay Highlands monsters in this space GP💰 equal to double those monsters' total XP⚡ VAL. If you do, shuffle them back into the Highlands Monster deck without reward.

GLOWING MIST
ENCOUNTER • ENVIRONMENT

RESOLVE IMMEDIATELY

Shimmering fog of shifting colors spews from chutes in 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 Test. If you fail, you become Slimed & Exalted until the end of the fight.
- Each adventurer in this space must make a MAG Test. If you fail, you become Blinded. If you pass, you become Focused.

CARAVAN
ENCOUNTER • HUMAN • MERCHANT

A small but well-guarded troupe of travelling merchants crosses your path. The guards eye you warily & look ready for a **Fight**, *but the merchants are eager to* **Trade**.

Trade: Draw D3+2 Allies or Items from the Loot deck. In MRL order *(highest to lowest)*, each adventurer in the party may purchase one or more of these cards, or sell their own *(for ½ the listed cost)*.

(ATT 4 MRL) (ARM 1) (♥4) (VAL 2 D6+3)
RALLY ■ • SKIRMISH • SUMMON ■
(If you destroy the Caravan, you pass your Loot roll)

ENDLESS LABYRINTH
ENCOUNTER • ENVIRONMENT

The twisting passages through the shifting landscape seem endless & you struggle to keep your bearings in this bizarre nightmare world.

One adventurer in the party must attempt a PER Test to guide the party through this labyrinth. If you fail, each adventurer in the party becomes Detained.

If you fail by rolling doubles, place the party in the Maze & resolve Void Shock immediately.

GAME OF CARDS
ENCOUNTER

Some drifters invite you to join their card game. They seem friendly enough... perhaps too friendly?

Each adventurer in the party may **Gamble** with or **Ignore** the drifters.

Gamble: Each adventurer Gambling must wager up to 4 GP. Once all gamblers have wagered, draw a Danger card *(without resolving it)*. If that card's value is equal to or less than your Luck, you win double your wager, otherwise your wager is lost. Use the highest value shown if you draw a Danger card with multiple values.

HUNGRY PILLAR
ENCOUNTER • ENVIRONMENT • WEIRD

A hideous shark-toothed face juts from a twisting column & begs you to feed it in a squealing half-human voice.

The party may **Ignore** or **Destroy** the face, or grant its requests by feeding it **Blood** or **Food**.

Destroy or **Ignore:** *The thing's awful screams echo in your mind.* Roll D6 & if you roll 4 or less, increase the Danger Level in your space.

Food: Discard a Food to shut this thing up.

Blood: One adventurer may take D3+1 Wounds to silence it. Then, each Warlock & Wizard in the party gains 1 XP as it shares its secrets.

BURNING CARRIAGE
ENCOUNTER • BANDIT

RESOLVE IMMEDIATELY

Screams in the distance call your attention to a group of refugees under attack & hopelessly outmatched!
Will you **Defend** or **Ignore** them?

Defend: *(Roll D6)*
1: *It was a trap! The refugees turn on you.* Bandits & Heretics in this space have Rally.
2-6: *The fires signal more assailants!* Bandits & Heretics in this space have Summon.
If you win the fight, increase the Town Level at Pigskin Port.

Ignore: Do not draw or fight monsters this turn. Instead, increase the Danger Level in your space.

CHATTERING JAWS
ENCOUNTER • TRAP

RESOLVE IMMEDIATELY

Dozens of mouths sprout from the squishy walls & floor of the narrow path. Their gnashing teeth bite eagerly at your limbs!

Place a Perilous counter in your space. Each adventurer in this space must make an AGI Test. If you fail, take D3+1 damage.

If you fail with doubles, you must also discard a random Ally or Item.

CONTAMINATION
ENCOUNTER • ENVIRONMENT • FUNGUS

RESOLVE IMMEDIATELY

Your surroundings shift & distort before your eyes! Unnatural twisted forms like fungus-encrusted gnarled coral trees sprout from the undulating ground that bubbles all around you while the sky shimmers with auras of violet & green!

Place a Metaphysical counter in your space & each adventurer in that space must make a MAG Test. If you fail, you become Demoralized & Blinded. Whether you pass or fail, shuffle this card back into the Highlands Encounter deck.

FUNGAL INFESTATION
ENCOUNTER • ENVIRONMENT • FUNGUS

RESOLVE IMMEDIATELY

The spongy pillars here have an overpowering musty smell & mold grows on every available surface.

Place a Fungus counter in your space. Each adventurer in this space must make a CON Test. If you fail this Test, you become Slimed & Weakened.

NEXUS OF POWER
ENCOUNTER • ENVIRONMENT

Guided by unseen energies flowing through the Highlands, you come to a focal point of magical force; a nexus of ley lines where the cunning might find passage through space & time.

Each adventurer in this space with MAG 7 or more may attempt a MAG Test.

If at least one adventurer passes, place a Voidgate in your space & each adventurer who passed becomes Exalted.

If every adventurer who attempted this Test failed, those adventurers become Suppressed.

SHADY DEALINGS
ENCOUNTER • BANDIT • LAW

RESOLVE IMMEDIATELY

You find an agent of the Würstreich involved in secret dealings with Highlands marauders.

Draw a Law card ■ in addition to the normal Monster card draw this turn. The party may Bribe each monster in this space this turn as if they were from the Law deck.

METAMORPHOSIS
ENCOUNTER • WEIRD

RESOLVE IMMEDIATELY

Something you're carrying suddenly sprouts mouths & eyeballs & begins biting & screaming at you frantically. You hurl it away in disgust!

Each adventurer in this space must roll D6. If your roll is higher than your Luck, discard a random Item.

FUGITIVE
ENCOUNTER • HUMAN • BANDIT

RESOLVE IMMEDIATELY

A fugitive begs you to help him hide from a squad of lawmen that are hot on his heels! The party may **Hide**, **Ignore**, or **Fight** him.

Hide: Each adventurer in the party must make a PER Test. If anyone fails, draw monsters from the Law deck this turn *(instead of Highlands monsters)*. If all adventurers pass or if you defeat the lawmen, each adventurer may discard a Bandit Grudge.

(ATT 3 MRL) (♥5) (VAL 1) SKIRMISH
if you defeat him, you may turn him in for 3 GP

FLOOD OF GOO
ENCOUNTER • ENVIRONMENT • TRAP

RESOLVE IMMEDIATELY

The corridor suddenly floods with some disgusting goopy fluid! You must find a dry place to hide as quick as you can.

Each adventurer in this space must make a PER Test to find cover. If you fail, you become Slimed until the end of the Fight. If fail while in a Fungus space, you also become Poisoned.

BIRD BLIGHT
ENCOUNTER • ENVIRONMENT • FUNGUS

RESOLVE IMMEDIATELY

The landscape is strewn with dead birds, untouched by predators or carrion feeders. Few would deny that this is a bad omen...

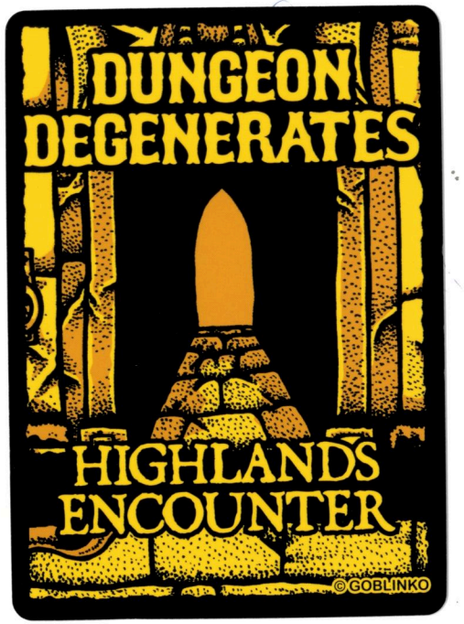
Puritans, Warlocks & Wilds in this space must make a MRL Test. If you fail, you become Demoralized.

LOST IN A DREAM
ENCOUNTER • ILLUSION

RESOLVE IMMEDIATELY

When did you fall asleep? The endless corridors of that insane place... was it only a nightmare? You can't quite remember how you got out here on the cold windswept mountain pass.

Place each adventurer in the party at Slaver's Pass *(even if it is Destroyed)* & do not draw Monsters this turn. Each adventurer moved this way must make a MAG Test. If you fail, lose D3 XP.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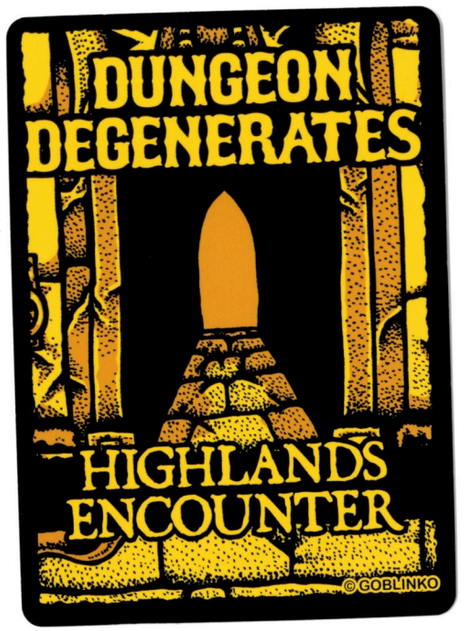
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HUMAN SACRIFICE
ENCOUNTER • GOBLIN • WITCH

RESOLVE IMMEDIATELY

A Goblin Witch-Priest stands amongst your enemies, preparing to sacrifice a helpless victim. You've arrived just in time & you have just one shot before the wicked knife draws blood, completing the unholy ritual!

• You must **Fight**! The abilities on this card represent the Goblin Witch-Priest. It does not attack on the first round of the fight, as it is completing its blasphemous ritual; killing the Helpless Victim in the process.

• Adventurers in this space who aren't being *Taunted* may target the Goblin Witch-Priest *(abilities below)* or the Helpless Victim. The Victim is a Human with 3 HP ♥.

• If both Victim & Witch-Priest are still alive at the end of the first round of the fight, the ritual is complete - the Victim is killed & the Witch-Priest gains **Drain 2** & **Necro**.

• If you win the fight & the Helpless Victim survives, the adventurer with the Witch-Priest trophy *(this card)* may keep it as an Ally *(the Victim)* & exchange *(discard)* it while Resting in Bold ⚑ stance at Gutfish Ford for 2D6 GP⛃.

(ATT 4 ↑MRL) (♥6) (VAL 2↯ 2⛃)
COMMAND • SUMMON ■

HANGED MAN
ENCOUNTER

His bones have been picked clean, but you can tell by the tattered remains of his uniform that the hanged man swinging by the side of your trail was once an Imperial courier from the Würstreich.

The party may **Search** his pockets, **Bury** him, or both. Alternately, you may **Ignore** him.

Search: Choose an adventurer to Search & roll D6:
1: *The corpse awakes long enough to utter a curse.* Each adventurer in this space must make a MAC Test. If you fail, lose 1 Luck ✤. Do not Test if you are immune to Curse.
2: *A goblin trap! His pockets are full of poison eel-verms!* This card is a Trap & the chosen adventurer must make a PER Test. If you fail, you become Poisoned.
3: *He is covered in plague-ridden filth!* The chosen adventurer must make a CON Test. If you fail, you become Infected.
4-6: *You find something useful...* The chosen adventurer gains D6 GP⛃ & may search the Loot discard pile for a **Mysterious Map**, **Official Papers**, or **Stage Coach Ticket** & take one of these.

Bury: Whether you **Search** his pockets or not, the party may become Detained to bury the Hanged Man. If you do, each Puritan in the party gains 1 Luck ✤. If an adventurer in this space has a **Grave Shovel**, the party does not become Detained.

GEOMANCER
ENCOUNTER • WIZARD

A wizard watches you intently from atop a nearby rock formation, the gemstones set into his elaborate rings gleaming brilliantly in the light.

The party must **Approach**, **Fight**, or **Ignore** him.

Approach: Draw 2 Items from the Loot deck & the party may purchase these in MRL order.
He will invite anyone he deems worthy to study a nearby ruined megalith he discovered. Each Scholar, Warlock, or Wizard in this space may become Detained & make a MAG Test. If you pass, gain D3 XP↯.

(ATT 5✪ ↑MAG) (ARM 2) (♥6) (VAL 3↯ D3+3⛃)
PETRIFY • RETALIATE • SKIRMISH

SCRAG MILKER
ENCOUNTER • GOBLIN • MERCHANT

A goblin laden down with cages full of large leathery-winged scrags offers you a frothing mug of scrag nog.

The party may **Drink** with, **Fight**, or **Ignore** him.

Drink: Each adventurer in this space may pay 1 GP⛃ & make a CON Test. If you pass, you recover D3 Wounds ♦. If you fail, you are Poisoned & you may **Fight**. If no one drinks, you must **Ignore** him.

Ignore: Roll D6. If you roll a 1, increase the Danger Level in your space.

(ATT 3 ↑AGI) (♥4) (VAL 1↯ 1⛃) SKIRMISH

DARK WANDERER
ENCOUNTER • REPTILIAN • MERCHANT

RESOLVE IMMEDIATELY

A mysterious cloaked wanderer travels alone across the badlands, observing you from afar with serpentine eyes. The party may **Approach**, **Ignore**, or **Fight** the Wanderer.

Approach: *(Roll D6)*
1: *A Reptilian assassin!* You must **Fight**.
2-4: *He is a merchant from somewhere far away.* Draw 2 Items or Allies from the Loot Deck. In MAG order *(highest to lowest)*, each adventurer in this space may buy one or more of them. The Dark Wanderer will also buy Items, but offers D6 GP⛃ for Items & 3D6 GP⛃ for Relics, regardless of their actual value. After rolling his offer, you may choose not to sell.
5-6: *A sinister magical pact, if you dare!* The party leader *(highest MRL)* or another volunteer may enter into a pact with the Dark Wanderer. If you do, gain D6 Luck ✤ & take this card as a Curse:

When you fail a Recovery Test, you lose 1 Luck ✤.

(ATT 5 ↑PER) (ARM 1) (♥6) (VAL 2↯ D6⛃)
SKIRMISH • INFECT • VENOM

ACID RAIN
ENCOUNTER • ENVIRONMENT

RESOLVE IMMEDIATELY

The rain steams as it falls on your cloak & stings against your skin, leaving painful welts wherever it lands.

Each adventurer in this space must choose one of the following:
• Make a PER Test. If you pass, you become Detained *(if you fail, select another option)*.
• Discard a Shield or an equipped Body or Head Item.
• Take D3+1 Piercing damage.

STORE ROOM
ENCOUNTER • TRAP

You've found a stockpile of provisions, left by goblins or Wastelanders. You quickly **Search** *the room for something useful.*

Search: The adventurer with the highest PER may reveal (PER Test) Loot cards. Then, in PER order *(highest to lowest)*, each adventurer in this space may take a Food or Herb card from among them, until all revealed Food & Herbs have been taken. Shuffle the remaining revealed cards back into the Loot deck.

CLOUD OF BUGS
ENCOUNTER • ENVIRONMENT

RESOLVE IMMEDIATELY

A seemingly endless cloud of stinging flies chokes the air & plagues your every step.

Each adventurer in this space must make a CON Test. If you fail, you become Fatigued & Weakened. If you were already Fatigued, you become Poisoned as well.

GOBLIN COCKFIGHT
ENCOUNTER • GOBLIN

You've earned the right to bet in the goblins' gruesome game! There's too many of them to fight your way out, so you'd better play along & try to make sense of the rules.

Gamble: Each adventurer in the party may wager up to 4 GP⛃ on either *orange*, *green*, *or purple*. Then, roll a die of each color. If your chosen color's roll is highest or tied for highest, you win double your wager in GP⛃.

PUNISHING HEAT
ENCOUNTER • ENVIRONMENT

RESOLVE IMMEDIATELY

The air is unnaturally hot in this desolate landscape & your journey grows increasingly arduous & brutal.

Each adventurer in this space carrying one or more Heavy ⧗ Items must make a CON Test. If you fail, you become Fatigued & Weakened. You may discard Heavy ⧗ Items to avoid these conditions.

UNHOLY SHRINE
ENCOUNTER • CULT • ENVIRONMENT

RESOLVE IMMEDIATELY

This was once a place of pious devotion, now a daemonic altar of unholy worship!
• Daemons in this space have Necro.
• After fighting monsters this turn, each Warlock in this space that destroyed a monster during the fight may make a MAG Test. If you pass, you become Exalted.

HYPNOCRYSTALS
ENCOUNTER • CRYSTAL • ENVIRONMENT

RESOLVE IMMEDIATELY

Crystal formations in the area create a barely audible harmonic disturbance that lulls the unsuspecting into a dreamlike state.

• Each adventurer in this space must make a PER Test. If you pass, you can hear the crystals' maddening hum & you become Demoralized. If you fail, you become Blinded & Weakened by its subconscious effects.
• Crystal monsters in this space have Regenerate.

CHARNEL HOUSE
ENCOUNTER • ENVIRONMENT

RESOLVE IMMEDIATELY

Here you find a lost ruin filled with the dusty bones of Imperials who lived & died long ago.

When you draw monsters this turn, draw half *(rounding up)* from the Lowlands Monster deck.

DICE GOBLIN
ENCOUNTER • GOBLIN

A shifty-eyed goblin challenges you to a game of dice! The party may **Gamble**, **Ignore** the Dice Goblin, or **Fight** it.

Gamble: Each adventurer in the party may wager 3 GP to play dice with the Dice Goblin & gain {MAG Test} GP in winnings. All adventurers must wager before anyone rolls. If any adventurer passes with doubles, the Goblin pays nothing, but instead flies into a rage & you must **Fight**!

Ignore: *The Goblin slinks off to warn his kin of your presence in their land.* Roll D6. If you roll 2 or less, increase the Danger Level in your space.

(ATT 4 GP) (5) (VAL 1 D6)
SUMMON ■ • THIEF

CAPTIVE
ENCOUNTER • HUMAN • BANDIT

Your adversaries led a manacled Wastelander captive, now at your mercy. The party must **Free**, **Ignore**, or **Fight** her.

Free: *(Roll D6)*
1: *As you free her from her bonds, she lunges at you!* You must **Fight** her & she gains Ambush & Berzerk.
2: *The captive tags along for awhile before vanishing to tell her secret masters what she has learned of you.* Increase the Danger Level in your space.
3: *In exchange for her freedom, she offers you directions in a strange Wastelander dialect.* If there is at least one Scholar, Wild, or Wizard in the party, place an Explored counter in your space & on one adjacent space.
4-5: *She promises to tell her kin of your good deed.* Increase the Town Level at Gutfish Ford.
6: *The prisoner gratefully shows you the place where she buried what she stole from her captors.* The adventurer with the highest CON in the party may draw an Item from the Loot deck *(roll off ties)*.

Fight: The Prisoner is Dazed unless she attacked you after **Freeing** her.

(ATT 2 MRL) (6) (VAL 1)
SKIRMISH

GOBLIN MERCHANT
ENCOUNTER • GOBLIN • MERCHANT

A Goblin Merchant offers you a look at his wares. Who knows where they come from? The party may **Trade** with, **Ignore**, or **Fight** the Goblin Merchant.

Trade: Draw 2 Allies or Items from the Loot deck. In reverse MRL order (*lowest to highest*), each adventurer in the party may buy one or more of them. You may also sell Allies & Items to the Goblin Merchant for half their listed cost. If no cards are bought or sold, you must **Ignore** or **Fight** the Goblin Merchant.

Ignore: *The Goblin spits on the ground & eyes you suspiciously.* Roll D6. If you roll 2 or less, increase the Danger Level at the Goblin Fortress.

(ATT 3 GP) (ARM 1) (4) (VAL 1 D3+3)
SKIRMISH • SUMMON ■ ■
if you destroy the Goblin Merchant, you automatically pass your Loot roll

MADMAN
ENCOUNTER • HUMAN • WIZARD

A wandering madman approaches you, shouting at thin air. He claims to speak with the spirits of the wasteland, & offers to guide you, for a fee.
The party may **Hire**, **Ignore**, or **Fight** him.

Hire: Each adventurer must pay the Madman 1 GP or discard a Food or Herb. If you do, roll D6.
1: *The madman suddenly turns & attacks you viciously!* You must **Fight** & he gains Ambush.
2: *The bumbling idiot gets you lost!* Each adventurer in the party becomes Detained.
3: *He does little to help & escapes with your payment at the earliest opportunity.*
4-5: *Speaking through the mindless blather of this wandering madman, the spirits guide you well!* Place an Explored counter in your space & on each adjacent space.
6: *The wanderer leads you on pathways beyond the bounds of space & time!* Place the party in the Maze & resolve Void Shock immediately.

Ignore: *Muttering under his breath, he traces a sigil in the dirt and stumbles off.* Each adventurer in this space must make a MAG Test. If you fail, you lose 1 Luck. Do not Test if you are immune to Curse.

(ATT 4 MRL) (5) (VAL 1 1)
CURSE • DIMWIT • FURY

BLOOD RITUAL
ENCOUNTER • CULT • ENVIRONMENT

RESOLVE IMMEDIATELY

Through some force of evil magic, a cloud of swirling red smoke grows in the air above you, bolts of purple lightning coursing through it. As you fight, blood from your wounds turns to steam & fuels the raging maelstrom! With each drop you feel the limitless power of the Void pressing through the threshold between worlds.

- At the end of each combat round, place a Wound on this card for each adventurer that suffered 1 or more Wounds during that round.
- If there are 4 or more Wounds on this card, place a Voidgate in your space & Daemons there have Drain.

SLAUGHTERED CARAVAN
ENCOUNTER • ENVIRONMENT

You find the blood-spattered remains of a ransacked caravan & its massacred staff. Could the pillagers have left something useful behind?
Each adventurer may **Search** or **Ignore** the site of carnage.

Search: *You carefully pick through the gory, stinking mess.* Make a PER Test. If you pass, take the first Disease or Item card from the Loot deck. If you fail you lose 1 Luck.

Ignore: *A bad omen - you turn your back on the sickening morbid scene.*

GOBLIN EMISSARY
ENCOUNTER • GOBLIN

RESOLVE IMMEDIATELY

A slightly nervous goblin diplomat is willing to negotiate a truce.
The party may **Fight** him or allow him to **Approach**.

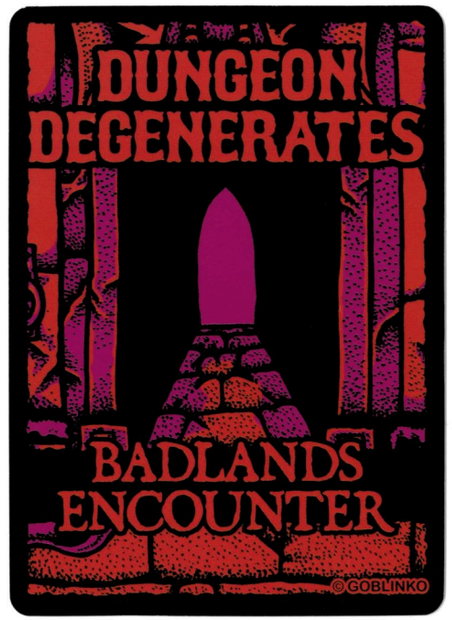
Approach: One adventurer may attempt either a MAG or STR Test. If you pass, you avoid a fight (*do not draw monsters this turn*). Reduce the Danger Level in this space & at the Goblin Fortress *(if you are at the Goblin Fortress, reduce Danger Level there twice)*. If you fail, the Goblin Emissary attacks & you must **Fight**!

(ATT 4 MRL) (ARM 1) (5) (VAL 2 1)
RALLY ■ • COMMAND • SUMMON ■

DERELICT FLYING JAR
ENCOUNTER

A strange & enormous vessel, like a jar crafted by titans, lays half-buried in rubble. Its surface is elaborately decorated with intricate glyphs. The party may **Search** this mysterious object or **Ignore** it.

Search: (Roll D6)
1: *As you inspect the strange object, glowing green gas seeps from chutes across its surface.* Each adventurer in this space must make a CON Test. If you fail, you become Poisoned before fleeing from the billowing cloud of poisonous gas.
2: *You trigger a rockslide while trying to climb inside the crumbling decrepit structure.* Each adventurer in the party must make an AGI Test or STR Test. If you fail, you become Detained.
3-5: *The ancient flying jar hums & springs to life as you climb inside, bursting out of the rubble & hovering in the air over the Badlands!* One adventurer may attempt to comprehend the controls before the flying jar crashes. The party may immediately move up to {MAG Test} spaces & you may pass through Destroyed spaces. If you fail, the flying jar crashes & each adventurer in this space takes D6 Piercing damage. Reptilians may roll 3 dice & use any 2 for this Test.
6: *You find something of value amongst the skeletal remains of the flying jar's inhuman pilots.* The adventurer in this space with the highest PER may draw an Epic Loot card *(roll off ties)*.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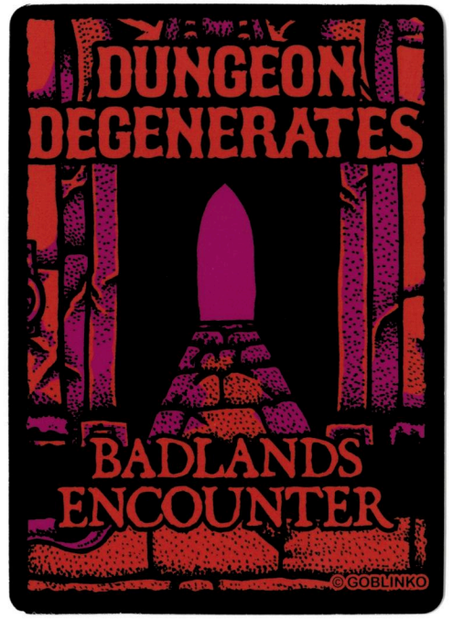
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MYSTERIOUS FOUNTAIN
ENCOUNTER • ENVIRONMENT

An ancient fountain stands here; a sacred place lost in time, haunted by old spirits.
Each adventurer in the party may **Drink** from the fountain, make a **Tribute**, or **Ignore** it.

Drink: *(Roll D6 after all adventurers have chosen an interaction & use the same result for each adventurer who drinks. If an adventurer in the party has Sixth Sense, you may roll first & then choose an interaction)*
1-2: *The water is tainted!* You become Poisoned.
3-4: *Your thirst is quenched!* You lose Fatigued.
5: *You are rejuvenated by the sacred waters.* You become Blessed & lose Fatigued.
6: *Warmth flows through your body as the magic liquid heals your injuries and brings you new energy.* Recover all Wounds & you become Blessed & lose Fatigued.

Ignore: *You avoid the fountain... who can tell what cursed ghosts lurk within its waters?*

Tribute: *(Pay 1 GP, then roll D6)*
1: *The spirits scorn your pathetic offering!* You become Demoralized.
2-4: *If the spirits hear your tribute, they offer no sign. This place is cold & dead.*
5-6: *Certain that the spirits have accepted your offering, you leave the fountain with renewed confidence!* You become Blessed & gain 1 Luck.

HOLY SHRINE
ENCOUNTER • ENVIRONMENT

A candlelit shrine dedicated to Saints of the Holy Order. There are still offerings here, left by travelling pilgrims.
The party may **Ignore** the shrine, **Plunder** it, or **Pray** to the Saints.

Ignore: *It is bad luck to disturb offerings left for the spirits of the dead.*

Plunder: Each adventurer in the party that is not a Puritan gains D6+3 GP. Then, increase the Bounty Level & each Puritan in the party becomes Demoralized & Suppressed.

Pray: Each Human in the party that is not a Warlock may spend 1 GP & make a MRL Test. If you pass, you become Blessed & if you are a Puritan, gain 1 Luck.

WÜRSTREICH ARISTOCRAT
ENCOUNTER • HUMAN • NOBLE

An ostentatiously dressed man of wealth passes through the area under light guard. The party may **Approach**, **Fight**, or **Ignore** him.

Approach: One adventurer must attempt a MRL Test. If the Bounty Level is 5 or more, you automatically fail this Test & if you have a **Clever Disguise**, you may roll 3 dice & use any 2.
If you pass, the aristocrat offers to pay the party to escort him. Roll D6 to determine his destination *(roll again if you are already there)*.
1: *Brüttelburg*, **2:** *The Holy Order*, **3:** *Hunt Lodge*, **4:** *East Bridge*, **5:** *Witch Hill*, **6:** *Pigskin Port*
If you accept, take this card as an Ally. If you bring him unharmed to his destination, he will pay each adventurer in the party D6+1 GP, then reduce the Bounty Level & discard this card.
If you fail your MRL Test, the aristocrat's guards take you for a band of brigands & you must **Fight**!

Ignore: Roll D6. If you roll 2 or less, increase the Bounty Level as the aristocrat reports your whereabouts to the authorities.

(ATT 4 MRL) (ARM 1) (5) (VAL 1 D6+3)
RALLY ■ ■ • SKIRMISH • SUMMON ■
if the Aristocrat escapes, increase the Bounty Level

IMPERIAL CHECKPOINT
ENCOUNTER • LAW

RESOLVE IMMEDIATELY

An Imperial force has set up a checkpoint in this area to protect the honest citizens of the Würstreich from dangerous wandering miscreants like yourself!
Discard this card without resolving it if there is a non-Law Epic Monster counter in your space. Otherwise, reduce the Danger Level in your space & draw monsters from the Law deck *(instead of the Lowlands Monster deck)* this turn; these are troops stationed 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.

Approach: Roll D6. Subtract 1 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 Level, you must **Fight**. Otherwise, you talk your way past the checkpoint. If you have a **Clever Disguise** or **Official Papers**, roll an additional dice *(for each)* & use the highest.

Search: The adventurer with the highest PER in the party must make a PER Test. If you pass, you find a side route & avoid the fight *(do not draw or fight monsters in your space this turn)*, but each adventurer in the party becomes Detained. If you fail, you must **Fight**!

Fight: If you are in a Law space, monsters there with XP VAL 2 or more have Summon.

TRUFFLE HUNTER
ENCOUNTER • HUMAN • CULT • HERETIC

A gaunt man leads a pig on a chain through the area, peering around like he is up to no good.
The party may **Approach**, **Fight**, or **Ignore** the Truffle Hunter & his pig.

Approach: *He's looking for the right sort of creep to do a job 'prospecting' in the Graveyard.*
• The Rogue or Warlock in the party with the lowest MRL may take this card as an Agenda *(representing the Truffle Hunter's errand)*. If you Rest at the Crossroads while the Graveyard has an Explored counter, gain 2D6+3 GP, then increase the Bounty Level & discard this card.
• If there is no Rogue, Warlock, or Wizard in the party, you frighten him off; roll D6 & if you roll 3 or less, increase the Danger Level in your space.

Ignore: Roll D6. If you roll 4 or less, increase the Danger Level at the Graveyard.

(ATT 4 MRL) (5) (VAL 1 D3)
SKIRMISH • SUMMON ■

VOID CEREMONY
ENCOUNTER • CULT

RESOLVE IMMEDIATELY

Your enemies enact a dark ritual to contact something from the other side, conjuring forth a doorway to the spirit world & the shimmering realms beyond!
• At the end of each combat round, place a number of Wounds on this card equal to the total XP VAL of monsters in this space *(not including monsters that are Dazed or Hexed)*.
• At the start of a combat round, if there are 5 or more Wounds on this card, place a Voidgate counter in your space.
• At the start of a combat round, if there are 13 or more Wounds on this card, search the Epic Monster deck & discard pile for the Serpent Lord & it joins the fight this round, then remove all counters from this card & discard it.

WAILING GHOST CHILD
ENCOUNTER • CURSE • UNDEAD

An ethereal floating child haunts your steps, its mournful weeping & moaning echoes across the countryside.
• The adventurer in this space with the lowest Luck must take this card & it becomes a Curse Weakness.
• While you have this card, your Hunting & Stealth Tests fail if you roll doubles.
• An adventurer in your space with a **Ghost Ward**, **Ghost Flute**, or the **Puzzle Prison** may attempt to exorcize the ghost by using the following Rest Action (*To use one of the above cards to perform the action they must meet that card's requirements*).


Make a MAG or MRL Test. If you pass, discard this card. If you fail, lose 1 Luck.

FESTIVAL OF KÜRBISNACHT
ENCOUNTER • HUMAN • HERETIC • SWARM

RESOLVE IMMEDIATELY

You've crossed paths with a procession of pumpkin-masked celebrants; farmers, herders & woodsmen of the Würstreich who still practice the ancient harvest rites of Kürbisnacht despite prohibition by the Holy Order.
The party may attempt to **Join** the celebration or **Hide** from the heretical revellers. Regardless of your choice, do not draw or fight monsters from the Lowlands monster deck this turn (*the festival wards off evil spirits, but not the Law*).

Join: Each adventurer in the party must make a MAG Test. You automatically pass this Test if you equip a Head Item or if you are non-Human. If all adventurers pass, each Warlock or Wild in this space gains 1 Luck. If any adventurer fails, the heretics turn on you & you must **Fight**!

Hide: Each adventurer in this space must make a PER Test. If you are in Cautious stance, you may roll 3 dice & use the lowest 2. If you have **Fieldcraft**, **Mist Form**, or a **Night Cloak**, you automatically pass the Test. If any adventurer fails, you must **Fight**!

(ATT 5 ALL) (10) (VAL 3 D6)
PAIN

EERIE SILENCE
ENCOUNTER • ENVIRONMENT

RESOLVE IMMEDIATELY

You freeze in your tracks as the air around you falls silent. The rustling of tree limbs in the wind & the constant buzzing of insects have suddenly ceased.

If you are in Cautious Stance, you are immune to Ambush this turn.

DEATH PIT
ENCOUNTER • ENVIRONMENT

RESOLVE IMMEDIATELY

The stench of rotting bodies betrays the presence of an uncovered mass grave in the area.

Monsters in this space with Summon may use Summon at the end of *each* combat round.

WITCH LIGHTS
ENCOUNTER • ILLUSION

RESOLVE IMMEDIATELY

Glowing green orbs dance in the distance. Are these benevolent spirits come to guide you or a witch's trick sent to lead you astray? The party may **Follow** or **Ignore** the lights.

Follow: (Roll D6)
1-2: Monsters in your space have Ambush.
3-4: The party becomes Detained.
5-6: Place an Explored counter on your space.

Ignore: Roll D6. If you roll 4 or less, increase the Danger Level in your space.

DESECRATED SHRINE
ENCOUNTER • CULT • ENVIRONMENT

RESOLVE IMMEDIATELY

Once a shrine of the Holy Order, this place has been reduced to a mockery of its former purpose. Heretical symbols of magic painted in blood cover every surface & sacred offerings to the saints have been replaced by the ritual implements of witchcraft.

Heretics in this space have Curse.

LONE PILGRIM
ENCOUNTER • HUMAN • PURITAN

You come across a devout pilgrim travelling alone.
The party may **Approach**, **Fight**, or **Ignore** him.

Approach: *(Roll D6)*
1: *He wishes you good luck on your journey & shares his rations with you before departing. Later, you realize you've been poisoned!* Each adventurer in the party must make a CON Test. If you fail, you become Infected & Poisoned.
2-3: *The pilgrim begs you for coin.* Each adventurer in the party may pay him 2 GP to become Blessed. If no adventurer pays the pilgrim, you must **Ignore** him.
4-5: *The pilgrim is collecting coin for the Holy Order.* If the party gives him at least 3 GP per adventurer, increase the Town Level at the Holy Order. Otherwise, you must **Ignore** him.
6: *The pilgrim bestows you with a mighty gift!* The adventurer with the highest MRL in the party may draw an Epic Loot card *(roll off ties)*.

Ignore: Roll D6. If you roll equal to or less than the Bounty Level, increase the Bounty Level.

(ATT 4 ↑MRL) (♥6) (VAL 1↯ D3)
CURSE

SUSPICIOUS LOCAL
ENCOUNTER • HUMAN

A nervous traveller watches you intently from a distance. Can you trust him not to report you to the authorities?
The party may **Approach**, **Fight**, or **Ignore** the Suspicious Local.

Approach: Each adventurer in the party must attempt a MRL or STR Test to reason with or intimidate the local. If the party scores more successes than failures, discard this card & the party may then bribe him with GP equal to the Bounty Level per adventurer to reduce the Bounty Level. If you fail, you must **Fight**!

Ignore: Roll D6. If you roll equal to or less than the Bounty Level, increase the Bounty Level.

(ATT 3 ↓MRL) (♥5) (VAL 1↯ 1)
SKIRMISH
if the Suspicious Local escapes, increase the Bounty Level

PREVAILING GLOOM
ENCOUNTER • ENVIRONMENT

RESOLVE IMMEDIATELY

A canopy of lichen-coated tree limbs blocks most light to this area, while low fog clings to the ground, further obscuring your vision.
If the party is in Bold stance, monsters in this space have Ambush this turn.
If the party is in Cautious stance, one adventurer must make a PER Test. If you fail, each adventurer in this space becomes Detained.

CHILDREN OF THE VERMIN QUEEN
ENCOUNTER • SWARM • VERMIN

RESOLVE IMMEDIATELY

Dozens of tiny inhuman eyes watch you, gleaming like rubies in the shadows... The party may **Feed** or **Fight** these Vermin spies.

Feed: One adventurer in this space may discard a Food to feed the lurking vermin. Increase the Danger Level in your space unless an adventurer in this space also discards a Vial of Poison.

(ATT 4 ALL) (♥5) (VAL 1↯) SKIRMISH

TRAPPED STAGE COACH
ENCOUNTER • HUMAN

Your enemies were stalking a small group of travellers whose stage coach is trapped in the mud.
The party may **Help** the travellers shift the wheels out of the mud, **Ignore** them, or slaughter them & **Plunder** the coach.

Help: Each adventurer in the party becomes Detained & may attempt a STR Test. If at least one adventurer succeeds, reduce the Bounty Level.

Plunder: Each adventurer in the party gains D6+1 GP, then increase the Bounty Level.

PERVERSE RITUAL
ENCOUNTER • CULT

RESOLVE IMMEDIATELY

The devout among you are sickened by the disgusting rites you have intruded upon.

- Each Puritan in this space must make a MRL Test. If you fail, you become Demoralized.
- Heretics in this space have Dimwit.

TRAVELLING CARNIVAL
ENCOUNTER • MERCHANT

You discover a carnival in the middle of festivities.
Each adventurer may **Consult** with the soothsayer, **Gamble**, **Trade**, or **Ignore** the carnival entirely.

Consult: Pay 1 GP & make a MAG Test. *Pass:* become Exalted. *Fail:* become Demoralized.

Gamble: You may wager up to 6 GP. Then, if your [AGI Test] *(knife-throwing)* or [STR Test] *(arm-wrestling)* is equal to or greater than the GP you wagered, you win back double your wager.

Trade: Draw 2 Item cards. Each adventurer who is Trading may purchase these in reverse MRL order *(lowest to highest)* for normal price.

UNSPOILED TOMB
ENCOUNTER • ENVIRONMENT

RESOLVE IMMEDIATELY

You've uncovered a luxuriously sculpted tomb that is unspoiled by robbers or beasts! Do you dare discover what treasures it holds?
Each adventurer may **Plunder** or **Ignore** it.

Plunder: Roll D6. If you roll a 6, draw an Epic Loot card. Otherwise, draw an Item from the Loot deck. For each adventurer that rolled 1 or 2, the party must fight an additional Lowlands monster this turn. Then, increase the Bounty Level if at least one adventurer **Plundered**.

HALLOWED GROUND
ENCOUNTER • ENVIRONMENT

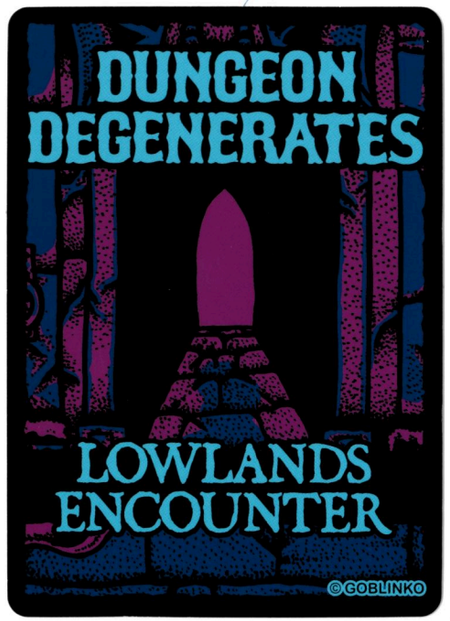
RESOLVE IMMEDIATELY

The ground before you is warded with magical sigils. Some eldritch spirit of death is imprisoned here & only a fool would dare to disturb it!
Each adventurer in this space must make a MAG Test or MRL Test *(if you have Warding, roll 3 dice & use any 2)*. If you fail, lose 1 Luck. If any adventurer fails, increase the Danger Level in this space.

TREASURE TROVE
ENCOUNTER • ENVIRONMENT

You found a cache of valuables! The dead have no need of such riches.
You may **Plunder** or **Ignore** the trove.

Plunder: The adventurer with the lowest MRL in the party may draw an Epic Loot card *(roll off ties)*. Each adventurer in the party gains D6+2 GP, then increase the Bounty Level.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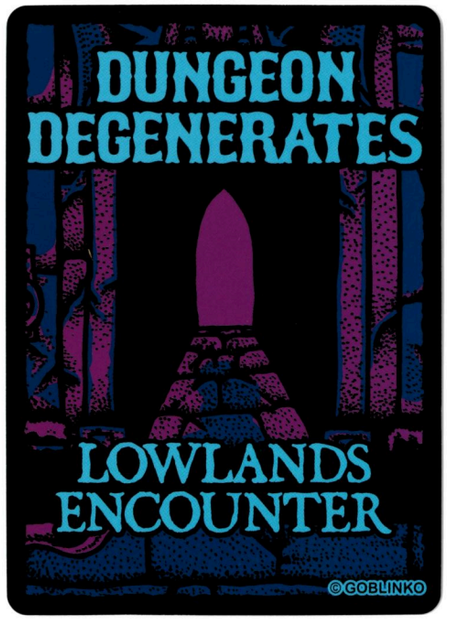
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BOG WHISPS
ENCOUNTER

RESOLVE IMMEDIATELY

Glowing ethereal lights dance over the Wetlands...
The party may **Ignore** them or try to **Catch** one.

Catch: Each adventurer in the party may make an AGI Test to catch a bog whisp. If you pass, gain 1 Luck ✤ & you become Exalted. If you fail, you slip in the muck & become Slimed. If no adventurer passes, increase the Danger Level in your space.

Ignore: Roll D6. If you roll 2 or less, increase the Danger Level in your space.

BREEDING PIT
ENCOUNTER • ENVIRONMENT

RESOLVE IMMEDIATELY

You've stumbled on a hidden lair where vile slimy horrors mate!

- Filth in your space have Dimwit.
- If the party is in Cautious stance, monsters in this space lose Ambush.

FUNGAL INFESTATION
ENCOUNTER • ENVIRONMENT • FUNGUS

RESOLVE IMMEDIATELY

The surface of every plant & tree branch here is coated in strange growth. Spongy mold covers the ground & a thick haze of spores drifts in the air.

Place a Fungus counter in your space & each adventurer in this space must make a CON Test. If you fail, you become Slimed.

After you resolve this Encounter, shuffle it back into the Wetlands Encounter deck.

TOADSTOOL FIELD
ENCOUNTER • ENVIRONMENT • FUNGUS

RESOLVE IMMEDIATELY

A vast field of toadstools; some useful, some dangerous...
The party may **Search** for specimens of value or **Ignore** the fungus patch.

Search: One adventurer must make a MAG Test. If you pass, you may take a Fungus Item from the Loot discard pile. In addition, keep this card; it becomes a Fungus/Food Item & you can sell it for D6 GP when you **Trade**. If you fail, you kick up a cloud of spores & each adventurer in your space must make a CON Test. Each adventurer that fails this Test becomes Poisoned.

FOUL WEATHER
ENCOUNTER • ENVIRONMENT

RESOLVE IMMEDIATELY

The gloomy clouds above release an endless downpour & pummeling gusts of wind make travel by boat impossible.

This card affects each adventurer in the Wetlands.

- When you Attack with a weapon that uses Ammo this turn, you miss if you roll doubles on your Attack dice.
- During the next Map Action Phase, adventurers cannot Lake or River Port Travel to or from any space in the Wetlands.

LUCKY FIND
ENCOUNTER

You trip on an old wooden chest, half-submerged in the mud. Inspecting it, you find a sigil carved into the chest's lid - a symbol from the language of the bog people meaning 'Forbidden!'

In Luck ✤ order *(highest to lowest)*, each member of the party may choose to **Search** the chest or **Ignore** it, until an adventurer has Searched, or every adventurer has chosen to Ignore it.

Search: Take an Epic Loot card. Then, If you have 0 Luck ✤, take a Curse from the Weakness deck *(do not gain bonus XP)*. If you have at least 1 Luck ✤, lose D6 Luck ✤.

SCROG SPIKER
ENCOUNTER • HUMAN • HUNTER • WILD

A silent hunter stalks through the Wetlands, searching for scrogs with a wicked harpoon clutched in his fist.

The party may **Fight**, **Approach**, or **Ignore** him.

Approach: The Scrog Spiker will pay 1 GP for each Fishoid trophy you have *(Fishoids you destroyed this turn)*. Then, You may pay him 3 GP to place an Explored counter in your space.

Ignore: *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
ENCOUNTER • FISHOID

Your enemies were either guarding or hunting a rare prize! A fat, slimy white scrog slithers through the muck nearby. A beast of sacred importance to the bog people & the fishoid mutants alike, it is sure to fetch a handsome price at the market.

The party may **Fight** it, **Approach** it to give an offering, or **Ignore** it & leave it in peace.

Approach: Each Warlock or Wild in this space that discards a Food Item in offering to the scrog gains 1 Luck ✤, then the scrog swims safely away.

(ATT 4 ✤) (♥4) (VAL 1 D3+2)
CURSE • SKIRMISH

SWAMP ROT
ENCOUNTER • ENVIRONMENT

RESOLVE IMMEDIATELY

The provisions you were carrying have become a rotten stinking mess.

Each adventurer in this space must roll a D6 for each Food Item they have & discard that Item if they roll 4 or less. If you have Alchemy or Fieldcraft, only discard the Item on a roll of 1.

LOST IN THE FOG
ENCOUNTER • ENVIRONMENT

RESOLVE IMMEDIATELY

The thick fog & shifting waters here make it impossible to find your way.

- If your space is not Explored , each adventurer there becomes Detained.
- Roll D6 for each Explored counter in or adjacent to your space. If you roll 3 or less, remove that counter.

HIDEOUS IDOL
ENCOUNTER • ENVIRONMENT

RESOLVE IMMEDIATELY

You find a half-submerged stone idol of some horrific fishoid deity. The carving is ancient & coated in slime, but the offerings here are fresh...

Fishoids & Heretics in this space have Regenerate.

HARPY'S NEST
ENCOUNTER • FILTH

You spot a massive nest of mud & sticks amongst the vines growing along a nearby mudbank. One adventurer may **Climb** the mudbank to investigate, or the party may **Ignore** it.

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 this card as a reminder that you are carrying the eggs. This card counts as a Food Item that can be sold while **Trading** for D6+1 GP.

6: *You find something interesting stashed inside the nest!* Draw an Item from the Loot deck.

Ignore: *Best to steer clear of such filth.* Roll D6. If you roll 2 or less, increase the Danger Level in your space.

(ATT 5 ↑AGI) (♥6) (VAL 1↯ 1)
ANNOY • BERZERK • EVADE

CURSE EATER
ENCOUNTER • HUMAN • HERETIC • WITCH

You've found the hidden lair of an old crone known by the people of the swamp for her legendary curative powers. The party may **Approach**, **Fight**, or **Ignore** the Curse Eater.

Approach: Each adventurer in this space may give the Curse Eater any number of Ally, Food, Herb, or Relic cards & roll D6. 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 Weakness)*. If you have no Curse Weakness, you become Blessed instead. Discard the cards you gave her after rolling.

Ignore: Roll D6. If you roll 1, the Curse Eater decides she cannot allow you to live knowing the location of her secret lair & you must **Fight**!

(ATT 3 ↓MAG) (♥8) (VAL 2↯ 2)
CURSE • NULLIFY • SUMMON

DERELICT BOAT
ENCOUNTER • ENVIRONMENT • FISHOID • TRAP

RESOLVE IMMEDIATELY

A single unattended rowboat sits just off the shore. The party may **Search** it or **Ignore** it.

Search: *(Roll D6)*

1: *It's not a boat at all! You've stepped into the mouth of a fishoid monstrosity, its head formed in disgusting mimicry of a common rowboat.* You must **Fight**!

2-3: *The rotting wooden planks of the boat give way beneath your feet.* Each adventurer in the party must make an AGI Test. If you fail, you become Stunned for 1 round.

4-6: *You found something in the boat.* Each adventurer in the party with 1 or more Luck ✤ may draw an Item from the Loot deck.

(ATT 6 ↑PER) (♥6) (VAL 1↯)
AMBUSH • SLIME

BOG WALKER
ENCOUNTER • HUMAN • MERCHANT • WILD

RESOLVE IMMEDIATELY

You come across a stilt-walking savage making her way through the Wetlands with an assortment of odd items dangling on ropes below her. The party may **Fight**, **Approach**, or **Ignore** her.

Approach: If there are any Wild adventurers in the party, the Bog Walker will agree to **Trade**.

Trade: Draw 2 Items from the Loot deck. In PER order *(highest to lowest)*, each adventurer may choose to exchange one of these Items with one of their own Items *(regardless of GP value)*.

(ATT 3 ↑PER) (♥5) (VAL 1↯) EVADE • SKIRMISH
(If you destroy the Bog Walker, you automatically pass your Loot roll)

SPIRAL TO THE VOID
ENCOUNTER • ENVIRONMENT

RESOLVE IMMEDIATELY

Your enemies gather & writhe around a vortex forming in the murky waters. Purple mist escapes from the whirlpool that gapes before you like the mouth of some collosal daemon-whale! Within, a shimmering gateway to another world beckons...

• Place a Voidgate counter in your space & increase the Danger Level there.

• If you are in Cautious stance, you arrive to witness your enemies feeding on the power of the Void! Fishoids, Oozes & Witches in this space become Dazed until the end of the first combat round & have Regenerate 2 for the duration of the fight.

SWAMP HAG
ENCOUNTER • HUMAN • HERETIC • WITCH

RESOLVE IMMEDIATELY

An old crone covered in tattered blankets squints at you & hums to herself, perched on the gnarled branch of a twisted tree growing amongst crumbling stone ruins. The party may **Approach**, **Fight** or **Ignore** her.

Approach: *(Roll D6)*
1-2: *Having distracted you long enough for her familiars to encircle you, she attacks!* You must **Fight** & other monsters in this space have Ambush.
3-4: *She mutters an incantation & vanishes suddenly!* Each adventurer in this space must make a MAG Test. If you fail, become Suppressed & Weakened.
5: *You try to make sense of her ramblings.* If you allow her to continue, you may become Detained & gain {MAG Test} XP↯. If you fail, you also become Demoralized.
6: *She is clutching something of value!* Draw an Item from the Epic Loot deck. In MAG order *(highest to lowest)*, each adventurer may choose to buy that item for 2D6+3 GP *(roll once)*, until it is sold or all adventurers have declined.

Ignore: *(Roll D6)*
1-2: *A parting curse!* Each adventurer in this space must make a MAG Test. If you fail, you become Demoralized & lose 1 Luck ✤.
3-6: *Making hand gestures to ward off the evil eye, you leave the crazed crone rocking on her perch.*

(ATT 4 ↑MAG) (♥6) (VAL 2↯ 2)
RALLY • CURSE
REGENERATE 2 • SUMMON

WEED WIZARD
ENCOUNTER • HUMAN • WIZARD

An odd hunched old wizard with a vacant stare clutches an elaborate pipe in his teeth & mumbles a greeting as he exhales a swirling cloud of pungent smoke. The party may **Approach**, **Fight**, or **Ignore** him.

Approach: *(Roll D6)*

1-2: *The hours slip away as you listen intently to his endless rambling stories. You're not sure if any of it is true, but you're transfixed regardless.* Each adventurer in the party becomes Detained & gains 1 XP↯.

3-4: *He asks if you have anything to smoke.* You may give him *(discard)* any number of Herbs & gain 1 Luck ✤ for each. Increase the Town Level at the Stone Circle if any cards were given.

5-6: *He offers you a selection of his finest herbs.* Each adventurerin the party with MAG 6 or more may, in MAG order *(highest to lowest)*, search the Loot deck & discard pile for an Herb & take that card.

Ignore: *You have no time to waste on smoke-addled fools! He stares at you & breathes out an impressive plume of smoke as he watches you pass.* If the Stone Circle has a Town Level, reduce it.

(ATT 0 ↑PER) (♥5) (VAL 1↯ D3)
GAS • GHOSTLY • SKIRMISH
if you destroy the Weed Wizard, do not make a Loot roll; instead, take any 2 Herbs from the Loot discard pile

TALKING BIRD
ENCOUNTER • FILTH

A strange long-necked bird stands on stalk-legs amongst the reeds & you could swear it just said something to you! The party may **Approach** or **Ignore** the Talking Bird.

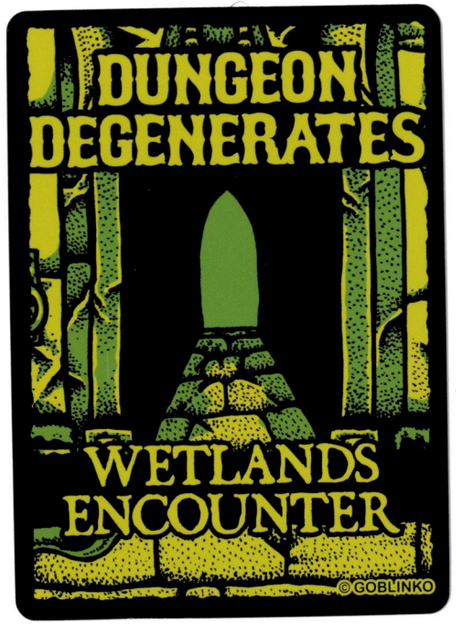
Approach: One adventurer in this space may attempt a MAG Test. If you pass, the bird offers to tell you the secrets of the swamp *(Roll D6)*. If you fail, you must **Ignore** it.

1: *Of course it was lying... never trust a talking bird!* Each adventurer in the party becomes Detained.

3-5: *It tells you about the secret paths through the Wetlands.* Place an Explored counter on your space & on each adjacent space.

6: *It tells you about something hidden in a hollow log nearby.* The adventurer in this space with the highest MAG may draw an Epic Loot card *(roll off ties)*.

Ignore: *The bird watches you pass, then takes flight.* Roll D6. On a 2 or less, increase the Danger Level in your space unless an adventurer in the party has a Spirit Guide.


DUNGEON
DEGENERATES
WETLANDS
ENCOUNTER
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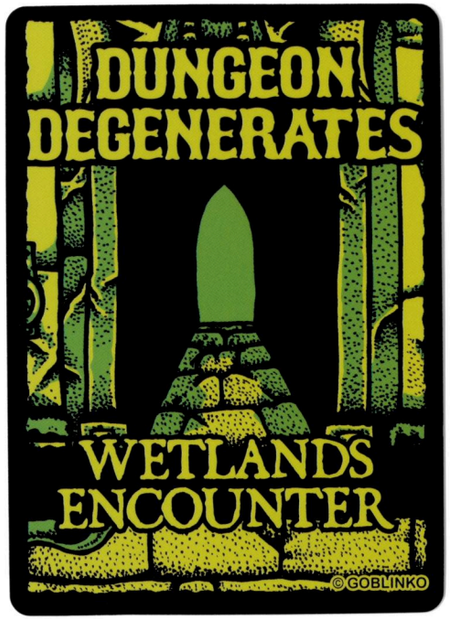
DUNGEON
DEGENERATES
WETLANDS
ENCOUNTER
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CROWN OF CRUELTY



20 | ITEM | RELIC | HEAD

ATTACK:
MRL (RANGE)
This Attack inflicts Piercing damage, but cannot be used against Constructs.

COMBAT ACTION:
Target Human with XP⚡ VAL equal to or less than {MRL Test} becomes Hexed.

REQ | MAG 8 or MRL 8

©GOBLINKO

GHOST FLUTE



13 | ITEM | RELIC | 2H

COMBAT ACTION:
Each Undead in your space with remaining HP ♥ equal to or less than {MAG Test} or {MRL Test} becomes Dazed.

REQ | MAG 7 or MRL 8

©GOBLINKO

MOON MASK



13 | ITEM | RELIC | HEAD

You are immune to Nullify.

You may enter a Metaphysical space without a Disease or Status Condition.

+1 MAG

REQ | PERFORMER, WARLOCK, or WILD

©GOBLINKO

VOID POWDER



6 | ITEM | ALCHEMICAL

Discard this card to move each willing adventurer in your party to the Maze. Adventurers who move this way cannot use any further Rest Actions this turn.

REQ | MAG 6

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PUZZLE PRISON



20 | ITEM | RELIC | 2H

COMBAT ACTION:
This Action may only be used once per fight.
Place target monster (*or epic monster*) with XP⚡ VAL equal to or less than {MAG Test} under this card; that monster is removed from the fight without reward. If you fail, a random monster (*or epic monster*) from under this card joins the fight at the start of the following round.

REQ | MAG 6

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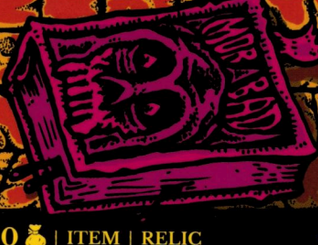
THE MORBADICON



20 | ITEM | RELIC

Make a MAG Test & gain 1 XP⚡ if you pass. If you fail, lose 1 Luck ♣ & you become Demoralized.

REQ | MAG 6 or MRL 8

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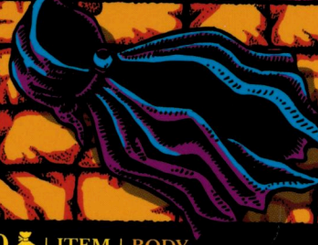
NIGHT CLOAK



10 | ITEM | BODY

You are immune to Pursue.
(you may attempt to Escape even if a monster with Pursue is targeting you)

You may use MAG or PER when Testing to Escape a fight.

You do not have to roll for Stealth *(you automatically pass your PER Test when attempting Stealth).*

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THE EYE OF DREAD



18 | ITEM | JEWELRY | RELIC

The lost ring of the Dread Saint Pastete.

-1 MRL

+1 PER

REQ | MAG 7

©GOBLINKO

DOOMBRINGER HORN



20 | ITEM | RELIC

Make a MAG Test. If you pass, increase the Danger Level in your space by an amount equal to your lowest single die. If the Danger Level is already 6 or would be increased beyond 6, advance the Doom track (*move the Hand of Doom to your space*). Whether you pass or fail, increase the Bounty Level if you are in a Law space.

REQ | MAG 6

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MIRROR SHIELD



12 | ITEM | LH | SHIELD

-1 AGI

You may roll an additional Power die.

When you make an AGI Test against Petrify, roll 3 dice & use the lowest 2. If you pass, Monsters in your space with Petrify become Dazed.

REQ | STR 7

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THE BLACK SWORD



20 | ITEM | 1H | BLADE | RELIC

-1 MRL

ATTACK:
STR (MELEE)
This Attack ignores Endless.
If you destroy a monster with this Attack, recover Wounds equal to that monster's XP VAL & you become Invigorated.

REQ | STR 6

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GLOVES OF METAL



14 | ITEM | GAUNTLET

+1 STR

You may carry an additional Heavy Item.

REQ | STR 7

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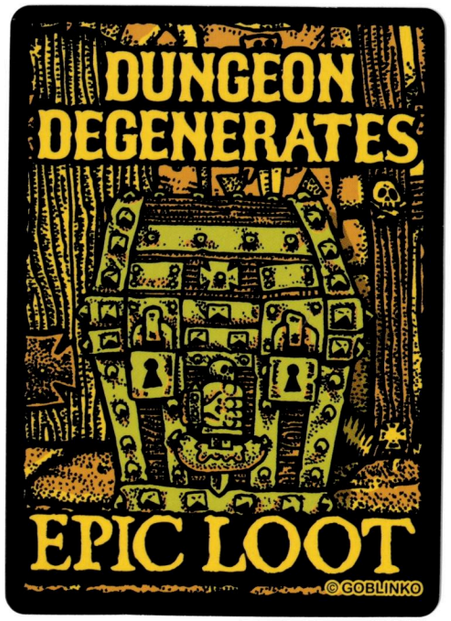

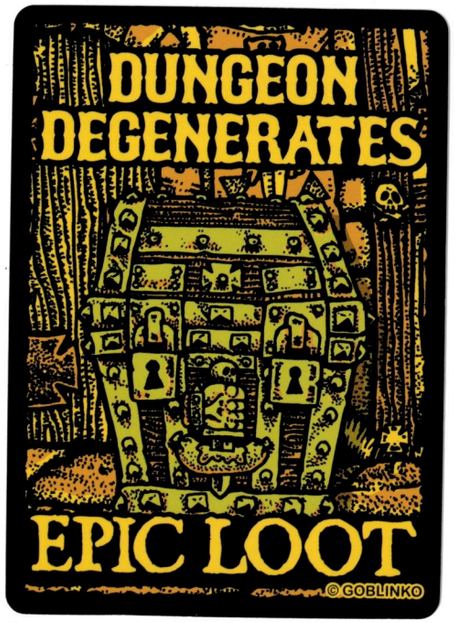


THE DREAD SAINT
NOBLE • PURITAN • UNDEAD
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VAL 5 4
CURSE
MAG
ATT 6
COMMAND
ENDLESS • NECRO
ARM 1
12


KNIFE WRAITH
UNDEAD • HARBINGER
©GOBLINKO
VAL 4 3
FEAR
ATT 6
DRAIN • GHOSTLY
ARM 0
4


QUEEN OF THE RATS
HUMAN • HERETIC • VERMIN • WITCH
©GOBLINKO
VAL 4 1
RALLY
AGI
ATT 4
COMMAND
SUMMON
ARM 0
9


DAEMONIC VOIVOD
CULT • DAEMON
©GOBLINKO
VAL 5 3
FEAR
STR
ATT 7
COMMAND • PIERCE
RETALIATE
ARM 3
10


LORD SCROTT
WEIRD
©GOBLINKO
VAL 5 4
GAS • RALLY
MAG
ATT 6
SUMMON
ARM 1
12


SCROGLIN KING
FILTH • FISHOID • WITCH
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VAL 4 3
RALLY
MRL
ATT 6
COMMAND (FISHOID)
NULLIFY
ARM 0
12


SERPENT LORD
FILTH • REPTILIAN
©GOBLINKO
VAL 4 3
PETRIFY
PER
ATT 6
VENOM
ARM 2
12


VAMPYR LORD
CULT • NOBLE • UNDEAD • WITCH
©GOBLINKO
VAL 5 3
PETRIFY
CON
ATT 6
DRAIN 2 • EVADE
SUMMON
ARM 0
12

SLIMELORD

FILTH • OOZE



VAL 5 0

AGI
ATT 6

ACIDIC • ENDLESS
REGENERATE • SLIME

ARM 0

18

BRUTE LORD

CULT • BRUTE



VAL 4 3

STR
ATT 6

FEAR • RALLY

BERZERK

ARM 2

12

HIGH INQUISITOR

HUMAN • LAW • NOBLE • PURITAN



VAL 4 4

MRL
ATT 6

RALLY

COMMAND • PAIN

ARM 1

9

FIGHTING FORTRESS

CONSTRUCT • WEIRD



VAL 5 4

Ω ALL
ATT 7

AMBUSH

PIERCE

ARM 3

12

BILEZOGBUG

DAEMON • FILTH • GOBLIN



VAL 5 3

CON
ATT 7

RALLY

COMMAND
SUIMMON

ARM 2

14

PLAGUEFINDER GENERAL

HUMAN • LAW



VAL 4 4

CON
ATT 5

GAS • RALLY

PAIN • PURSUE

ARM 2

10

BANDIT KING

HUMAN • BANDIT



VAL 4 4

MRL
ATT 6

RALLY

COMMAND (BANDIT)
SUMMON

ARM 2

9

MEGAVERM

FILTH • VERMIN



VAL 5 2

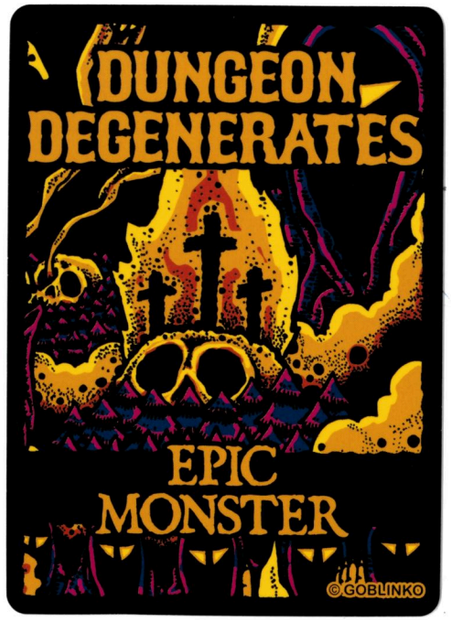
AGI
ATT 8

FEAR

PIERCE 1

ARM 2

14


DUNGEON
DEGENERATES
EPIC
MONSTER
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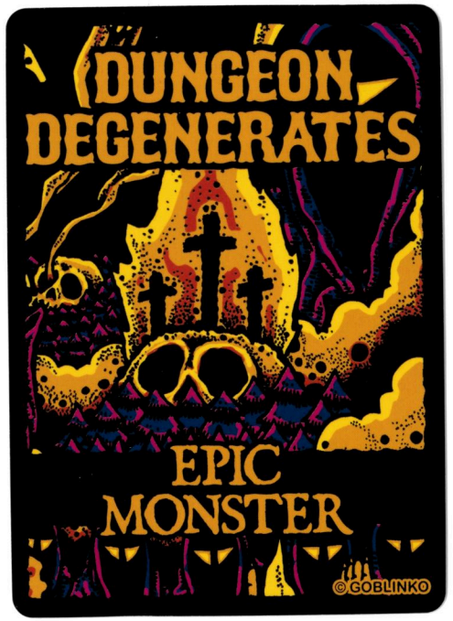
DUNGEON
DEGENERATES
EPIC
MONSTER
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LOG LURKER
WEIRD
VAL 1 1
© GOBLINKO
PER ATT 4
AMBUSH
ARM 1
4


BACK ALLEY BRUISER
HUMAN • BANDIT
VAL 1 1
© GOBLINKO
STR ATT 4
ONSLAUGHT
ARM 0
4


MUTANT SCUM
HUMAN • BANDIT • WEIRD
VAL 1 1
© GOBLINKO
MRL ATT 4
ANNOY
ARM 0
4


NACHT DREK RAIDER
FILTH • REPTILIAN • WEIRD
VAL 1 1
© GOBLINKO
AGI ATT 4
PURSUE
ARM 1
5


FIGHTING OUTHOUSE
CONSTRUCT • WEIRD
VAL 2 1
© GOBLINKO
MRL ATT 4
AMBUSH
INFECT
ARM 2
6


NACHT DREK KNIGHT
WEIRD
VAL 2 2
© GOBLINKO
ARM ATT 5
COMMAND
ARM 2
4


BELLIGERENT HOOLIGAN
BANDIT
VAL 1 1
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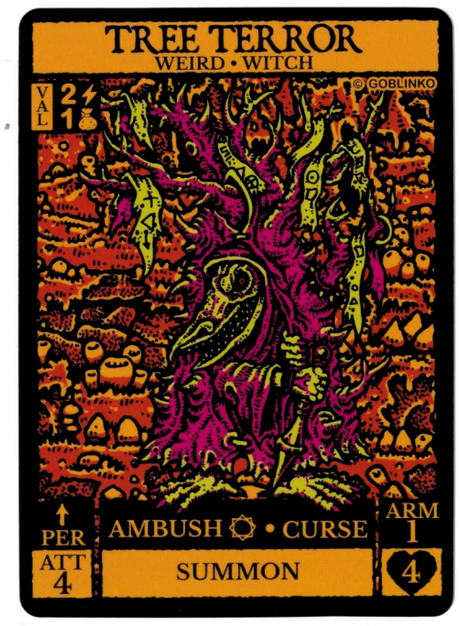
MRL ATT 4
DIMWIT
ARM 1
5


TREE TERROR
WEIRD • WITCH
VAL 2 1
© GOBLINKO
PER ATT 4
AMBUSH • CURSE
SUMMON
ARM 1
4


OUTLAW WIZARD
HUMAN • BANDIT • HERETIC • WITCH
©GOBLINKO
VAL 2 2
MAG
ATT 5
EVADE • SUMMON
ARM 0
5


RAT THING
VERMIN • WEIRD
©GOBLINKO
VAL 1 1
AGI
ATT 4
THIEF
ARM 0
3


BIRD RIDERS
FILTH • SWARM • WEIRD
©GOBLINKO
VAL 1 1
AGI
ATT 4
PURSUE
ARM 0
6


TERROR TOWER
WEIRD • CONSTRUCT
©GOBLINKO
VAL 3 3
AGI
ATT 6
PIERCE
ARM 3
6


MUTANT MANIAC
HUMAN • GOBLIN • BANDIT
©GOBLINKO
VAL 1 1
AGI
ATT 4
HORDE (BANDIT)
ARM 1
4


FISH THING
FISHOID • WEIRD
©GOBLINKO
VAL 1 1
MRL
ATT 3
ANNOY
SKIRMISH
ARM 1
4


OGRE THUG
HUMAN • BANDIT
©GOBLINKO
VAL 2 2
CON
ATT 5
FURY
ARM 0
8


OGRE MORON
HUMAN • BANDIT
©GOBLINKO
VAL 2 1
STR
ATT 5
DIMWIT
ARM 0
8


WATCHER
CULT • DAEMON • VOID
VAL 3 3
©GOBLINKO
MAG ATT 5
PETRIFY
EVADE
ARM 2
6


HIRED GUARD
HUMAN
BANDIT • MILITANT
VAL 1 1
© GOBLINKO
STR ATT 4
SUMMON
ARM 2
4


STILT DREK
WEIRD
VAL 1 1
© GOBLINKO
PER ATT 3
EVADE • TAUNT
ARM 0
4


NACHT DREK SLICER
WEIRD
VAL 1 1
© GOBLINKO
STR ATT 4
HORDE (WEIRD)
ARM 1
4


MOUNTAIN WARLOCK
HUMAN • BANDIT • HERETIC • WITCH
VAL 3 2
© GOBLINKO
PER ATT 5
FEAR • RALLY
REGENERATE 2
SUMMON
ARM 1
8


TOOTH TAKER
HUMAN • BANDIT
VAL 1 1
© GOBLINKO
CON ATT 4
PAIN
ARM 0
5


BEE KEEPER
HUMAN • HERETIC
VAL 1 1
© GOBLINKO
ARM ATT 3
GAS
PAIN
ARM 2
4

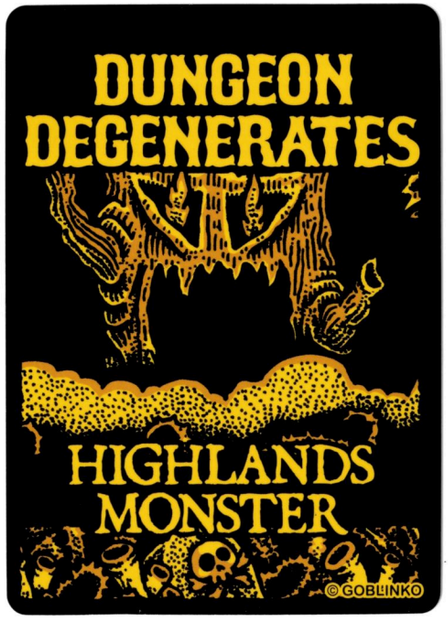

BANDIT BERZERKER
HUMAN • BANDIT
VAL 1 1
© GOBLINKO
BREAK BONES
STR ATT 4
BERZERK
ARM 2
4


BLOODSPORT BRUISER
HUMAN • BANDIT
©GOBLINKO
VAL
1
1
STR
ATT
4
ANNOY
ARM
0
5


DRUNKEN YOKEL
HUMAN • BANDIT
©GOBLINKO
VAL
1
1
MAG
ATT
3
DIMWIT • FURY
ARM
0
5


TONGUE RUNNER
WEIRD
©GOBLINKO
VAL
1
1
AGI
ATT
3
PURSUE
ARM
1
3


VAGABOND SWORDSMAN
HUMAN • BANDIT
©GOBLINKO
VAL
2
0
AGI
ATT
5
ONSLAUGHT
ARM
0
6


DUNGEON
DEGENERATES
HIGHLANDS
MONSTER
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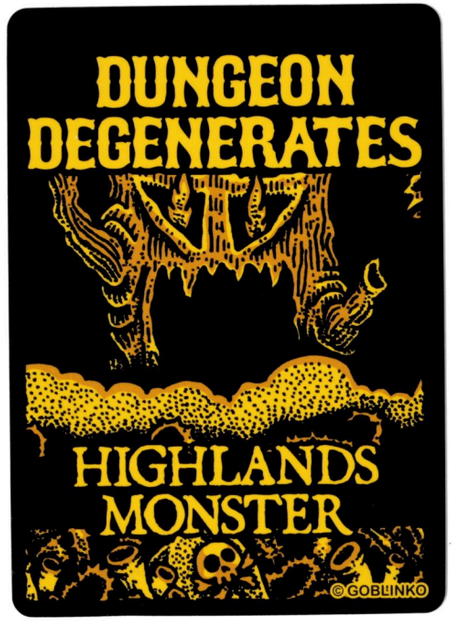

DUNGEON
DEGENERATES
HIGHLANDS
MONSTER
©GOBLINKO


MANCATCHER
HUMAN • BANDIT
©GOBLINKO
VAL
1
1
AGI
ATT
4
PURSUE
ARM
1
5


TOE TAKER
HUMAN • BANDIT • HERETIC
©GOBLINKO
VAL
1
1
MAG
ATT
4
PAIN
ARM
0
4

JAILOR
HUMAN • LAW



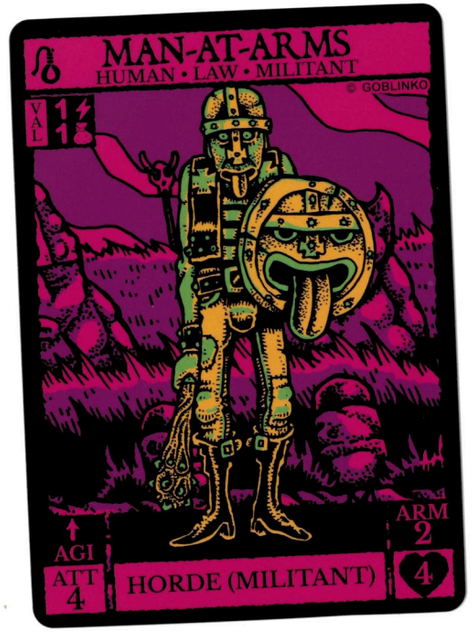
MRL
ATT 4
PAIN
ARM 1
5

IMPERIAL PALADIN
HUMAN • LAW • MILITANT • PURITAN



STR
ATT 5
RALLY
TAUNT
ARM 3
6

MAN-AT-ARMS
HUMAN • LAW • MILITANT



AGI
ATT 4
HORDE (MILITANT)
ARM 2
4

LEATHER TEMPLAR
HUMAN • LAW • MILITANT • PURITAN



MAG
ATT 4
NULLIFY
ARM 2
5

SMELLING DWARF
HUMAN • LAW



MAG
ATT 3
PURSUE
SUMMON
ARM 0
4

SAVED SCRATCHER
HUMAN • LAW • SCRATCHER



AGI
ATT 1
SKIRMISH
SUMMON
ARM 1
3

BOUNTY HUNTER
HUMAN • BANDIT • LAW



PER
ATT 4
PURSUE
ARM 1
5

PLAGUEFINDER
HUMAN • LAW



CON
ATT 4
GAS
PAIN
ARM 2
5


WATCHMAN
HUMAN • LAW
VAL 1 1
GP
ATT 4
SUMMON
ARM 0
5
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FROTHING ZEALOT
HUMAN • LAW • PURITAN
VAL 1 0
STR
ATT 4
BERZERK ONSLAUGHT
ARM 0
8
©GOBLINKO


GRAVE MONK
HUMAN • LAW • PURITAN
VAL 2 0
MAG
ATT 4
CURSE
NULLIFY
ARM 0
6
©GOBLINKO


IMPERIAL HUNTSMAN
HUMAN • LAW • NOBLE
VAL 2 2
PER
ATT 5
PIERCE 1
PURSUE
ARM 1
6
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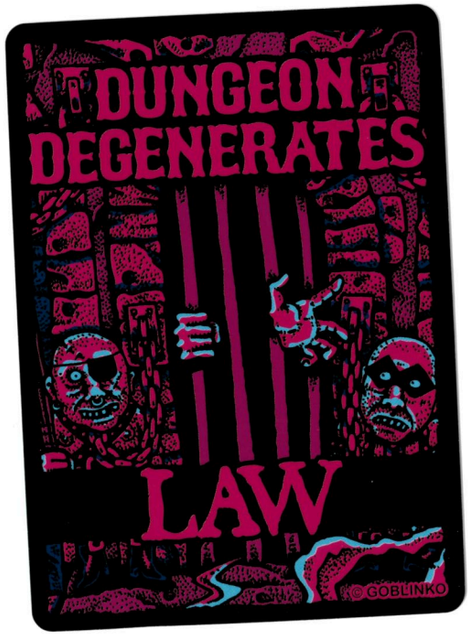
DUNGEON DEGENERATES
LAW
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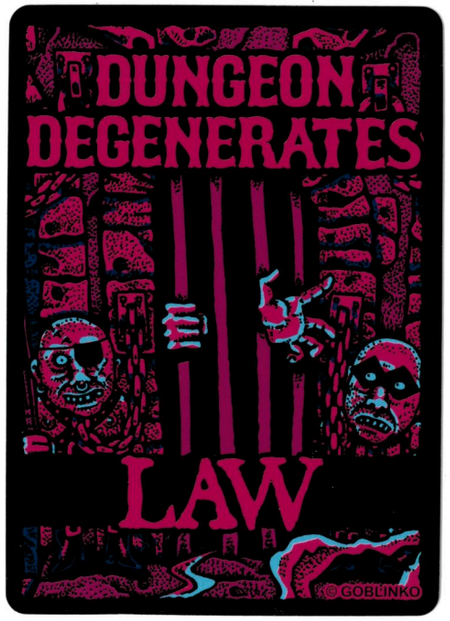
DUNGEON DEGENERATES
LAW
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SIN-FINDER
HUMAN • LAW • PURITAN
VAL 2 2
MRL
ATT 5
PIERCE 1 • NULLIFY
ARM 1
7
©GOBLINKO


PLAGUE CONSCRIPT
HUMAN • LAW
VAL 1 0
CON
ATT 4
ANNOY
ARM 1
3
©GOBLINKO

STUDDED VEST



13 | ITEM | BODY

+1 ARM

This Item is not Heavy if your STR is 8 or more.

REQ | STR 6

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SWEET LEAF



3 | ITEM | HERB

Discard this card & make a MAG Test. If you pass, gain XP equal to your lowest single die & you become Exalted. If you fail, you become Fatigued.

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CALTROPS



3 | ITEM | BLADE

QUICK ACTION:

Discard this card on the first round of a fight to inflict 1 Piercing damage on each monster in your space without Evade, Ghostly, or Range.

REQ | AGI 7

©GOBLINKO

SAINT'S FINGER



8 | ITEM | RELIC

The preserved, blessed & anointed severed finger of a dead saint, used by the devout as a charm against the evil eye.

You are Immune to the Curse & Necro monster abilities.

REQ | PURITAN or WARLOCK

©GOBLINKO

EXECUTIONER'S AXE



8 | ITEM | 2H | BLADE

ATTACK:

STR (MELEE)

Roll an additional Power die when you attack with this Item.

REQ | STR 8

©GOBLINKO

MYSTIC GEODE



8 | ITEM | ALCHEMICAL | CRYSTAL

Make a MAG Test. If you pass, you may place a Metaphysical counter on this card *(unless there are already 3 counters on it).*

When you would spend a Luck, you may remove a Metaphysical counter from this card instead.

REQ | MAG 8

©GOBLINKO

HUNTING BOW



6 | ITEM | 2H | USES ARROWS

ATTACK:

AGI (RANGE)

REQ | AGI 7

©GOBLINKO

LIGHT PISTOL



13 | ITEM | 1H | USES SHOT

ATTACK:

PER (RANGE)

This attack ignores 1 ARM.

REQ | AGI 7

©GOBLINKO

FUNGAL PARASITE



DISEASE | LOOT ONLY | FUNGUS

-1 CON (-2 ♥)

+1 MAG

If you are at Brüttelburg or the Holy Order, you may pay 10 GP to discard this card, then take D6 Piercing damage & you become Poisoned.

©GOBLINKO

FLAGON OF ALE



1 | ITEM | ALCHEMICAL | FOOD

QUICK ACTION:
Discard this card to become Invigorated until the end of the fight & make a CON Test. If you pass, recover 1 Wound. If you fail, you become Fatigued & Suppressed.

Discard this card & make a CON Test. If you pass, recover 1 Wound. If you fail, you become Fatigued & Suppressed.

REQ | CON 6

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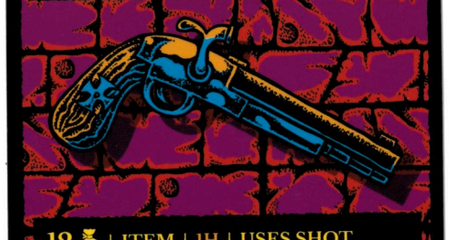
WEIGHTED PISTOL



12 | ITEM | 1H | USES SHOT

ATTACK:
PER (RANGE)
This Attack ignores 1 ARM, but if you roll 12 on your Attack dice, you cannot use it again during this fight.

ATTACK: STR (MELEE)

REQ | AGI 7 *(to use Range attack)*

©GOBLINKO

SACRIFICIAL DAGGER



6 | ITEM | 1H | BLADE

ATTACK:
AGI (MELEE)

If you are a Warlock, you may recover 1 Wound when you destroy a monster with this Item, unless that monster was a Construct or Undead.

REQ | AGI 6

©GOBLINKO

WITCH SMELLER'S NOSE



6 | ITEM | HEAD

While there is a Heretic or Witch monster in your space, you are immune to Ambush.

REQ | PURITAN

©GOBLINKO

SILVER DAGGER



8 | ITEM | 1H | BLADE

ATTACK:
AGI (MELEE)
If your target is a Lycanthrope or Undead, this Attack inflicts +1 damage & ignores Ghostly & Endless.

©GOBLINKO

SCROLL OF ANCIENT GIBBERISH



6 | ITEM | RELIC

The scribblings of long-dead madmen offer forbidden knowledge & untold danger to those brave souls patient enough to decipher their hidden meanings.

Discard this card to gain {MAG Test} XP. If you fail, increase the Danger Level in your space & you become Demoralized.

REQ | MAG 8 or MRL 9

©GOBLINKO

FLASH BOMB



3 | ITEM | ALCHEMICAL

QUICK ACTION:
Discard this card & each monster in your space becomes Dazed until your next turn.
Each adventurer in your space (*other than you*) must make an AGI Test. Any adventurer who fails becomes Blinded until the end of the fight.

REQ | AGI 7

©GOBLINKO

GOBLIN BEATING STICK



8 | ITEM | 1H

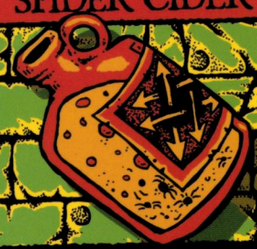
ATTACK:
STR (MELEE)

If you are targeted by a monster with Dimwit, you may roll 2 dice & use the lowest when you determine that monster's ATT value on its first round.

REQ | STR 6

©GOBLINKO

SPIDER CIDER



2 | ITEM | ALCHEMICAL | FOOD

QUICK ACTION:
Discard this card & make a CON Test. If you pass, you become Exalted. If you fail, you become Poisoned. Whether you pass or fail, you also beome Invigorated & Blinded until the end of the fight.

Discard this card & make a CON Test. If you pass, you become Exalted. If you fail, you become Poisoned.

REQ | CON 6 or WARLOCK

©GOBLINKO

WITCH BRAND



4 | ITEM | 1H

QUICK ACTION:
Make an AGI Test. If you pass, target Heretic or Witch you inflicted Wounds on this round becomes Hexed.

REQ | PURITAN

©GOBLINKO

EYE OF SCROG



4 | ITEM | FOOD

Imported from the Wetlands, scrogs' eyes are an expensive delicacy in the Würstreich.

Discard this card to become Focused.

©GOBLINKO

FOOTPAD

TOWN ONLY • HUMAN • BANDIT



BLASTING CHARGE



5 | ITEM | ALCHEMICAL

If you are on a bridge (*East Bridge, North Bridge, Skull Bridge, Tunnel of Terror, Watchtower*), you may discard this Item & roll a D6. If you roll a 3 or more, place a Destroyed counter in your space. Add +1 to this dice roll if you have the Alchemy Skill or +2 if you have Alchemy Mastery.

©GOBLINKO

CLEVER DISGUISE



13 | ITEM | HEAD

At the start of a fight against Law monsters, you may attempt a MRL Test. If you pass & your highest single die is equal to or greater than the Bounty Level, discard each enemy in your space. If you fail, increase the Bounty Level. You cannot attempt this while there is an Epic Monster in your space.

©GOBLINKO

SMOKE BOMB



3 | ITEM | ALCHEMICAL

COMBAT ACTION:
Adventurers & monsters in your space cannot Attack this round & adventurers in your space may immediately Escape the fight *(ignore Pursue)*. Then, discard this card.

REQ | AGI 7

©GOBLINKO

SACK SLASHER
HUMAN • BANDIT



VAL 1 1

GP

AMBUSH

ARM 0

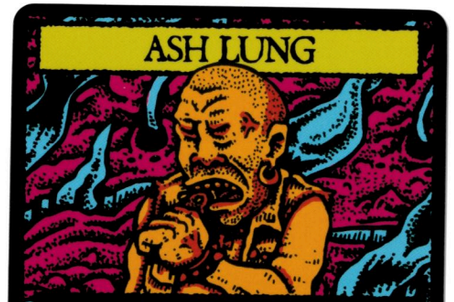
ATT 4

THIEF

4

© GOBLINKO

ASH LUNG



DISEASE | LOOT ONLY (BADLANDS)

When you Force March, you become Fatigued, Poisoned & Weakened.

If you are at Brüttelburg, the Holy Order, or Stone Circle you may pay 10 GP to discard this card, then take D3 Piercing damage & you become Poisoned.

©GOBLINKO

THE BLUELIP SHIVERS



DISEASE | LOOT ONLY

-1 CON (-2 ♥)

-1 MRL

If you are at Brüttelburg, the Holy Order, or Stone Circle you may pay 10 GP to discard this card, then take D3 Piercing damage & you become Poisoned.

©GOBLINKO

EVIL PUPPET SHOW
TOWN ONLY • WEIRD



VAL 1 2

© GOBLINKO

MRL

AMBUSH

ARM 1

ATT 1

SUMMON ■ • TAUNT

8

SCRATCH PIPE



3 | ITEM

When you use **Scratch** or **Void Powder**, you may place it under this card instead of discarding it. When you use that card a second time, you must discard it.

REQ | MRL <7

© GOBLINKO

SCRATCH



2 | ITEM | ALCHEMICAL

Scratchers always target you

You may use a Rest Action provided by one of your Items, Skills, or Masteries, even if you already used it this turn. Then, you become Fatigued & Poisoned & you must discard this card.

REQ | MRL <8

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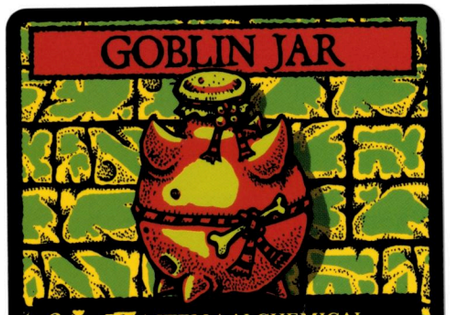
GOBLIN JAR



6 | | ITEM | ALCHEMICAL

If you place this card into the discard pile for *any reason*, increase the Danger Level in your space unless you are in a Perilous space.

While you carry this Item, your maximum Luck is halved.

©GOBLINKO

GRUBLIN



2 | ITEM | FOOD

QUICK ACTION: Discard this card to prevent Goblins, Oozes & Vermin with XP VAL 1 or less in your space from attacking until your next turn.

If you are Reptilian, Wild, or have Gourmet, discard this card to recover D3 Wounds.
If roll 6 you become Poisoned *(after recovering 3 Wounds)*.

©GOBLINKO

SCRAG'S MILK



1 | ITEM | FOOD

At any time during the Map Action Phase, you may discard this card & make a CON Test.

If you pass, you become Invigorated & lose the Fatigued condition. If you fail, you become Poisoned (*if you were already Poisoned, you also become Infected*).

©GOBLINKO

MOLD MELTER



4 | ITEM | ALCHEMICAL

QUICK ACTION:
Discard this card to inflict D6 Piercing damage on target Fungus or Weird.

Discard this card to remove a Fungal Parasite from an adventurer in your space; that adventurer becomes Poisoned. Alternately, you may discard this card to remove a Fungus counter from your space.

©GOBLINKO

SHRAPNEL BOMB



3 | ITEM | ALCHEMICAL

COMBAT ACTION:

Discard this card to inflict D6+1 damage on each Swarm & D3+1 damage on each other monster in your space *(roll separately for each)*. If you roll a 6, you inflict Piercing damage on that monster.

REQ | AGI 7

©GOBLINKO

TRAIL RATION



1 | ITEM | FOOD

Discard this card at any time during the Map Action Phase to remove the Fatigued & Weakened conditions.

©GOBLINKO

GHOST WARD



8 | ITEM | JEWELRY

Evil spirits shrink away in fear from the sight of this magical talisman.

QUICK ACTION:

Choose a Ghostly monster in your space & make a MAG or MRL Test. If you pass, the chosen monster becomes Hexed.

REQ | MAG 7 or PURITAN

©GOBLINKO

MYSTERIOUS MAP



3 | ITEM

Draw a Danger card, but do not resolve it. If the card shows a Location, place an Explored counter on that Location & on up to 1 path adjacent to it. If the card shows a Territory, place an Explored counter on any 2 paths in that Territory. If the card doesn't show a Location or Territory, discard it & draw another. Once you have placed counters, discard this card.

©GOBLINKO

GAS BOMB



3 | ITEM | ALCHEMICAL

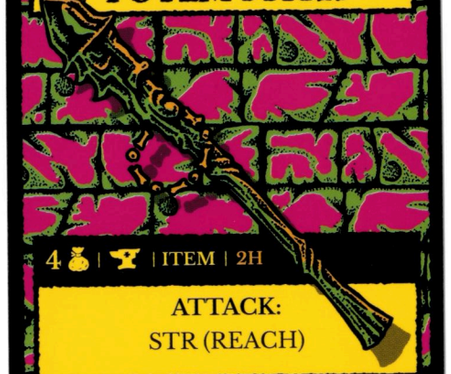
QUICK ACTION:

- At the end of this round, inflict 1 Piercing damage on each monster in your space. Then, each adventurer in the fight *(including you)* must make a CON Test. Each adventurer that fails this Test becomes Poisoned.
- Swarms take D6 Piercing damage instead, but Constructs, Daemons, Oozes & Undead take no damage *(even if they are also Swarms)*.
- Repeat these steps at the end of the following round, then discard this card.

REQ | AGI 7

©GOBLINKO

TOTEM STICK



4 | 2H | ITEM | 2H

ATTACK:

STR (REACH)

When you make a Force March Test, roll 3 dice & use any 2.

REQ | STR 6

©GOBLINKO

ELIXIR OF LIFE



6 | ITEM | ALCHEMICAL

Discard this card to recover all of your Wounds.

©GOBLINKO

MAGIC MUSHROOM



3 | ITEM | FOOD | FUNGUS

Discard this card & make a CON Test. If you fail, you become Poisoned & Slimed. Whether you pass or fail, gain {MAG Test} XP. If you pass this MAG Test, you become Exalted. If you fail, you become Demoralized.

©GOBLINKO

DEATH MASK



8 | ITEM | HEAD

A uniform for those who work within the sprawling Necropolis, worn by the grave monks & corpse burners of the Holy Order.

You are immune to Fear & Necro from the Undead *(other Monsters with Fear or Necro affect you normally).*

©GOBLINKO

MEDICINE



3 | ITEM | ALCHEMICAL

A curative remedy formulated by an apothecary of the Würstreich - potent & possibly dangerous...

Discard this card before rolling Recovery to remove Infected & discard a Disease. After Recovery, make a CON Test. If you fail, you become Poisoned.

©GOBLINKO

MYSTERY MEAT



1 | ITEM | FOOD

QUICK ACTION:
Oozes & Vermin in your space with XP⚡VAL 1 or less cannot attack until your next turn *(then discard this card)*.

Make a CON Test. If you pass, recover Wounds 🩸 equal to your lowest single die. If you fail, you become Poisoned. Either way, discard this.

©GOBLINKO

CHICKEN FEED



1 | ITEM | FOOD

QUICK ACTION:
Goblins & Vermin with XP⚡VAL 1 or less in your space cannot attack until your next turn, then discard this card.

©GOBLINKO

SILVER SHOT



4 | ITEM | ALCHEMICAL | AMMO/SHOT

To use this Item, it must be loaded into another Item that Uses Shot

Range Attacks with the attached Item inflict +1 damage on Undead & Lycanthropes & ignore Endless & Ghostly.

When you roll 12 on your Attack dice while making a Range attack with the attached weapon, discard this card.

©GOBLINKO

LUNCHEON TRUNCHEON



4 | 🤚 | ITEM | 2H | FOOD

Discard this card at any time during the Map Action Phase to remove the Fatigued & Weakened conditions from each adventurer in your party.

ATTACK: STR (MELEE)

QUICK ACTION: Oozes & Vermin in your space with XP⚡VAL 1 or less cannot attack until your next turn *(then discard this card)*.

REQ | STR 7 *(to use Attack)*

©GOBLINKO

SPIKED SHIELD



10 | 🤚 | ITEM | LH | SHIELD

-1 AGI

You may roll an additional Power die. For each 6 you roll on a Power die, inflict 1 Piercing damage on a monster targeting you without Range ⌖.

ATTACK: STR (MELEE)

REQ | STR 8

©GOBLINKO

SHODDY SHIELD



6 | 🤚 | ITEM | LH | SHIELD

-1 AGI

You may roll an additional Power die.

If you roll 12 on your Defense dice while using this Item, discard it.

REQ | STR 7

©GOBLINKO

MARSH MOSS



2 | ITEM | FOOD | FUNGUS | HERB

The primitive swamp-dwellers of the Wetlands chew or smoke this spongy fungus to induce sacred visions.

Discard this card & make a MAG Test. If you fail, you become Blinded & Fatigued. If you pass, you become Blinded & Exalted.

©GOBLINKO

GOON GRASS



2 | ITEM | HERB

This foul-smelling wild herb grows sparsely in the desolate & barren Badlands.

Discard this card & make a CON Test. If you fail, you become Demoralized. If you pass, you become Blessed & Focused.

©GOBLINKO

IRON SHOT



3 | ITEM | ALCHEMICAL | AMMO/SHOT

To use this Item, it must be loaded into another Item that Uses Shot

Range Attacks with the attached weapon inflict +1 damage on Daemons.

When you roll 12 on your Attack dice while making a Range attack with the attached weapon, discard this card.

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SPIKED GAUNTLET



6 | | ITEM | GAUNTLET

ATTACK: STR (MELEE)

ATTACK: AGI (MELEE)

REQ | STR 6

©GOBLINKO

HUNTING NET



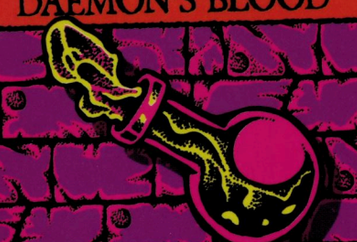
6 | | ITEM | 1H

COMBAT ACTION:
Make an AGI Test. If you pass, target monster with XP ϟ VAL 1 becomes Dazed & loses the following abilities:
Annoy, Evade, Pursue & Skirmish
This Action may be attempted only once per fight & cannot be used against Oozes or Ghostly monsters.

REQ | AGI 7

©GOBLINKO

DAEMON'S BLOOD



3 | ITEM | ALCHEMICAL

COMBAT ACTION:
Discard this card to Corrode target monster & inflict D3 Wounds 🩸 on it (*if that monster is a Fungus or Weird, inflict D6 Wounds 🩸 instead*).

Discard this card to remove a Fungal Parasite from an adventurer in your space. That adventurer takes D6 Piercing damage & becomes Poisoned.

REQ | AGI 7

©GOBLINKO

WIZARD PIPE



4 | ITEM

When you use an Herb, you may place it under this card instead of discarding it. When you use that card a second time, you must discard it.

REQ | MAG 6

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WITCH WEED



3 | ITEM | HERB

Discard this card & make a MAG Test. If you pass this Test, recover Wounds 🩸 equal to your lowest single dice. Then, whether you pass or fail, you become Fatigued.

©GOBLINKO

RARE FIND



EVENT | TOWN ONLY

You found an item of rare value for sale in the town market!

Draw an Item from the Epic Loot deck & add it to the cards available for purchase while **Trading** in this space this turn.

©GOBLINKO

TOWN RAID



EVENT | TOWN ONLY

The town is under attack!

	1	2	3	4
	X2	X3	X5	X6

Draw the indicated number of monsters from your Region's Monster deck & you must **Fight**! If you win the fight, increase the Town Level in your space.

©GOBLINKO

WARPAINT



2 | ITEM | ALCHEMICAL

Discard this card to become Blessed & Exalted.

©GOBLINKO

REQ | PERFORMER or WILD

OFFICIAL PAPERS



10 | ITEM

At the start of a fight against Law, you may attempt a MRL Test. If you pass & your highest single die is equal to or greater than the Bounty Level, discard each Law monster in your space without reward. If you fail, discard this card & increase the Bounty Level.

©GOBLINKO

VIAL OF POISON



4 | ITEM | ALCHEMICAL

Attach this Item to a Blade, or to a weapon that Uses Arrows or Bolts. Discard the Vial of Poison next time you Rest.

When you inflict 1 or more Wounds on a monster with the attached weapon, that monster becomes Dazed.

Constructs, Daemons, Oozes, Undead & Epic Monsters are immune to this Item.

©GOBLINKO

REQ | ARROWS, BLADE or BOLTS

GRAVE SHOVEL



4 | | ITEM | 2H

ATTACK:
STR (MELEE)

If you would make a PER Test while Searching, you may make a STR Test instead.

©GOBLINKO

REQ | STR 7

STAGE COACH TICKET

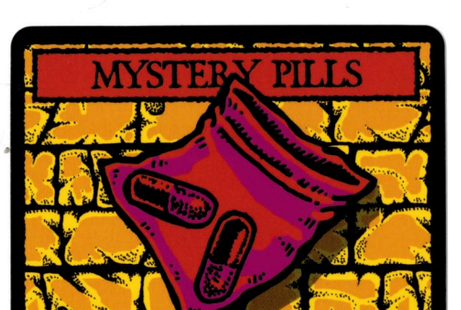


6 | ITEM

If you are at a Town in the Lowlands, you may discard this card to hire a stage coach. Place each willing member of your party on any Road or on any Location connected to a Road *(in the Borderlands)*, then end the Map Action Phase.

©GOBLINKO

MYSTERY PILLS



2 | ITEM | ALCHEMICAL

Roll D6, then discard this card.

1: You become Poisoned
2: You become Weakened
3: You become Blessed & Slimed
4: You become Invigorated & Suppressed
5: You become Demoralized & Focused
6: You become Exalted

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BARREL SURPRISE

GOBLIN



VAL 11

PER ATT 5

AMBUSH

SKIRMISH

ARM 1

4

© GOBLINKO

PICKLE GOBLIN

GOBLIN



VAL 11

PER ATT 4

AMBUSH

BERZERK

ARM 1

4

© GOBLINKO

SOOTHSAYER'S HEAD



13 | ITEM | RELIC

You may pay the Soothsayer's Head 1 Luck ☘ (*lose 1 Luck* ☘) to look at the value of any facedown Clue 🗝 counter on the board.

REQ | MAG 7 or PURITAN

©GOBLINKO

BUTTERMILK



1 | ITEM | FOOD

At any time during the Map Action Phase, you may discard this card to remove the Poisoned condition from yourself or another adventurer in your party.

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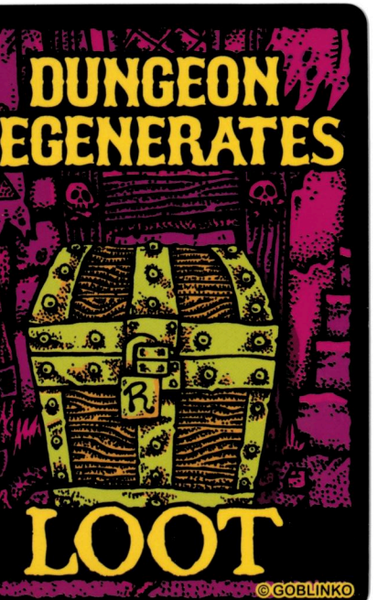
DUNGEON DEGENERATES



LOOT

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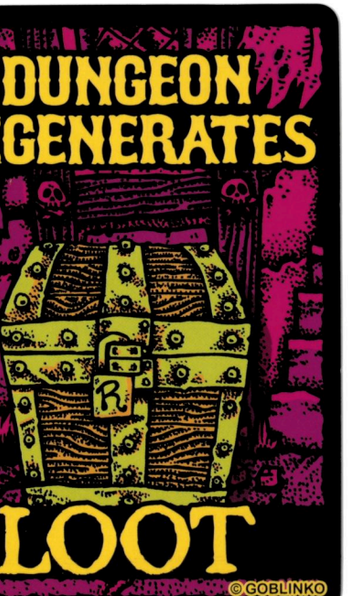
DUNGEON DEGENERATES



LOOT

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SPIRIT GUIDE



10 | ALLY

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.

If you are a Bog Conjurer, you become Demoralized & Suppressed if you lose this card for any reason.

REQ | MAG 8

©GOBLINKO

RATSPIKE



4 | 🗡 | ITEM | 2H | BLADE

ATTACK:
AGI (REACH)

Attacks with this Item inflict +1 damage against Swarms.

REQ | AGI 6

©GOBLINKO

GHOST SWARM
UNDEAD • SWARM



VAL 1 0

FEAR

ATT 3 | GHOSTLY • PIERCE | ARM 0 | 3

PUMPKINHEAD
HUMAN • CULT • HERETIC



VAL 1 1

MRL

ATT 4 | HORDE (HERETIC) | ARM 0 | 5

GHOUL TROLL
UNDEAD • TROLL



VAL 2 1

CON

FEAR

ATT 6 | DRAIN | ARM 0 | 10

VERMUS GUARD
FILTH • VERMIN



VAL 1 1

CON

ATT 4 | HORDE (VERMIN) | ARM 1 | 4

VERM CORPSE
UNDEAD • VERMIN



VAL 1 1

CON

ATT 4 | ANNOY • DRAIN | ARM 1 | 5

GHOUL
UNDEAD • VERMIN



VAL 1 1

STR

ATT 4 | DRAIN | ARM 0 | 5

CORPSE FEEDER
FILTH • VERMIN



VAL 2 0

AMBUSH

ATT 4 | SLIME | ARM 2 | 6

GRAVE KREEPER
UNDEAD • GOBLIN



VAL 1 1

PER

ATT 4 | BERZERK | ARM 1 | 4

MEGARAT
FILTH • VERMIN



AGI ATT 5 | INFECT | ARM 0 | 5

NIGHT WITCH
HUMAN • CULT • HERETIC • WITCH



MRL ATT 4 | CURSE / SUMMON | ARM 0 | 6

FERAL SCRATCHER
HUMAN • SCRATCHER • WILD



MAG ATT 3 | DIMWIT ONSLAUGHT | ARM 0 | 3

GIFTED CULTIST
HUMAN • CULT • HERETIC • WITCH



STR ATT 4 | NECRO | ARM 0 | 5

GOAT BRUTE
CULT • BRUTE



MRL ATT 4 | BERZERK | ARM 1 | 6

DAEMONIC SERVANT
CULT • DAEMON



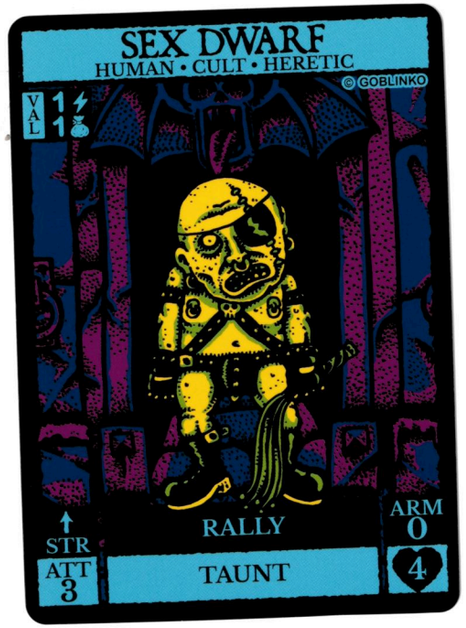
MAG ATT 3 | RALLY / EVADE • TAUNT | ARM 0 | 3

CULTIST
HUMAN • CULT • HERETIC • WITCH



MRL ATT 3 | SUMMON | ARM 0 | 4

SEX DWARF
HUMAN • CULT • HERETIC



STR ATT 3 | RALLY / TAUNT | ARM 0 | 4


GRAVE ROBBER
HUMAN • BANDIT
VAL 1 2
MRL
ATT 3
SKIRMISH
ARM 0
4


VAMPYR DUCHESS
CULT • UNDEAD • WITCH
VAL 2 1
CON
ATT 4
CURSE
DRAIN 2
ARM 0
8


RAT SKINK
FILTH • VERMIN
VAL 1 1
AGI
ATT 3
HORDE (VERMIN)
ARM 1
4


BLACK WIZARD
HUMAN • CULT • HERETIC • WITCH
VAL 2 2
MAG
ATT 4
RALLY
COMMAND SUMMON
ARM 0
5


DEATH KNIGHT
HUMAN • CULT • HARBINGER • HERETIC
VAL 3 3
CON
ATT 6
NECRO
ARM 3
6


MURDER KNIGHT
HUMAN • CULT • HARBINGER • HERETIC
VAL 3 3
MRL
ATT 6
COMMAND (HERETIC)
ARM 3
6


MOON WITCH
HUMAN • CULT • HERETIC • WITCH
VAL 2 2
MAG
ATT 4
CURSE
SUMMON • VENOM
ARM 0
6

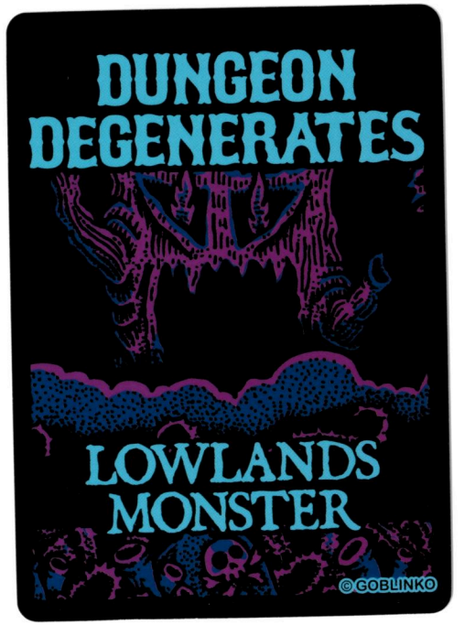

CORPSE GOLEM
CONSTRUCT • UNDEAD
VAL 2 1
MAG
ATT 5
DIMWIT • ENDLESS
ARM 0
10

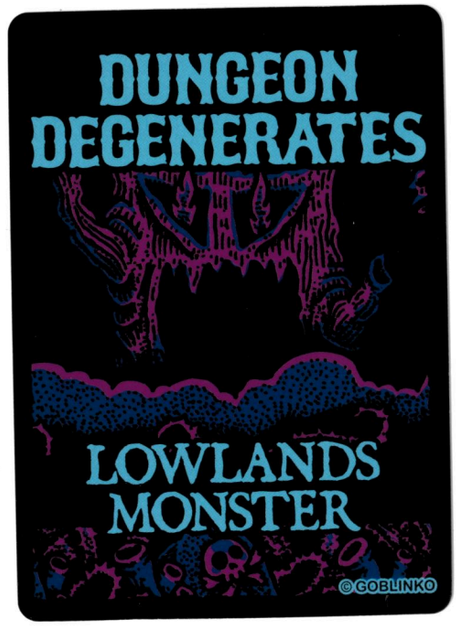

INVISIBLE STALKER
HUMAN • CULT • HERETIC
©GOBLINKO
VAL 3 0
AMBUSH
GHOSTLY
PER
ATT 5
ARM 0
4


WOLFMAN
LYCANTHROPE
©GOBLINKO
VAL 2 0
PURSUE
ONSLAUGHT
PER
ATT 5
ARM 0
8


VAMPYR THRALL
HUMAN • CULT • HERETIC
©GOBLINKO
VAL 1 1
SKIRMISH
CON
ATT 3
ARM 0
5


PAIN KNIGHT
HUMAN • CULT • HARBINGER • HERETIC
©GOBLINKO
VAL 3 3
PAIN
PAIN
MRL
ATT 6
ARM 3
6


DUNGEON DEGENERATES
LOWLANDS MONSTER
©GOBLINKO


DUNGEON DEGENERATES
LOWLANDS MONSTER
©GOBLINKO


傘おばけ
WEIRD
©GOBLINKO
VAL 1 0
CURSE
EVADE • PURSUE
MAG
ATT 3
ARM 0
4


SKINWALKER
SCRATCHER • UNDEAD • VOID
©GOBLINKO
VAL 1 1
FEAR
DRAIN • SLIME
ATT 3
ARM 0
4

SIGN OF DÜM



If you have no Skills or Masteries, you become Blinded & Suppressed.

Each adventurer in the Hand of Doom's space must make a MAG Test. If you fail, you must discard a Skill or flip over a Mastery.

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THE ELDER SIGN



Place a Voidgate in the Hand of Doom's space, then roll a D6 & subtract the number of adventurers in that space.

0 or less: add ⚔2 to your Danger card this round.

1 or more: add ⚔1 to your Danger card this round.

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SIGN OF KOTH



Each adventurer in the Hand of Doom's space becomes Detained & Suppressed.

If you were already Detained or Suppressed, you take D3 Piercing damage.

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SIGN OF MORDUS



Each adventurer in the Hand of Doom's space loses 6 minus {MAG Test} XP ϟ.

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THE FINGER OF SCORN



Each adventurer in this space is affected based on each of their Classes, in the order indicated below.

Puritan: Take Piercing damage equal to half your MAG

Warlock: Take Piercing damage equal to half your MRL

Merchant *or* **Performer:** Lose half your GP

Wizard *or* **Scholar:** Lose D3 Luck ✤

Militant, Fighter *or* **Wild:** You become Weakened

Hunter *or* **Rogue:** You become Blinded

Lycanthrope: Place D3 Wounds on your Lycanthropy card.

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SIGN OF MALUS



Each adventurer in the Hand of Doom's space must make a STR Test. If you fail, you must discard a random Item.

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SIGN OF KISHE



Each adventurer in the Hand of Doom's space becomes Fatigued & Demoralized.

If you were already Fatigued or Demoralized, you take D3 Piercing damage.

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SIGN OF VOOR



Each adventurer in the Hand of Doom's space suffers from Void Shock (*draw a Danger card & each adventurer takes Piercing damage equal to that card's value, see Void Shock*).

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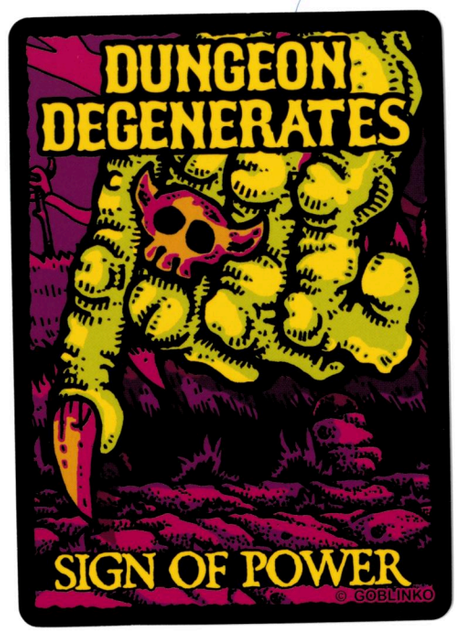
DUNGEON
DEGENERATES
SIGN OF POWER
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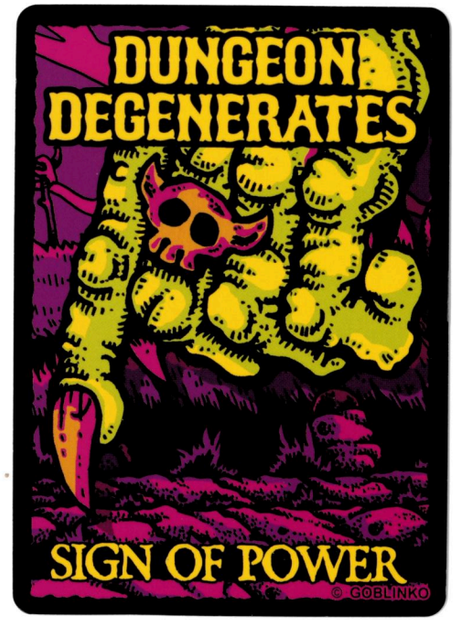
DUNGEON
DEGENERATES
SIGN OF POWER
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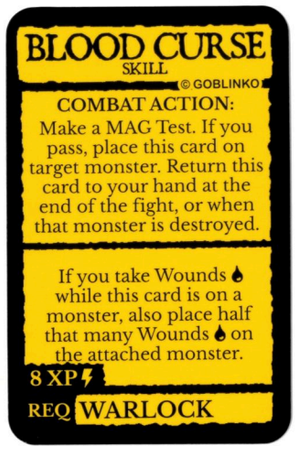
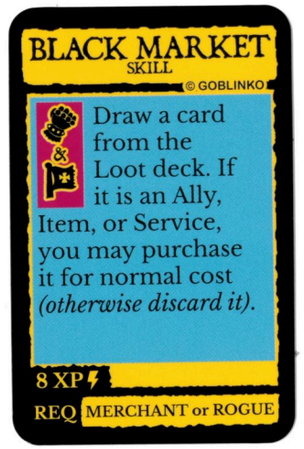
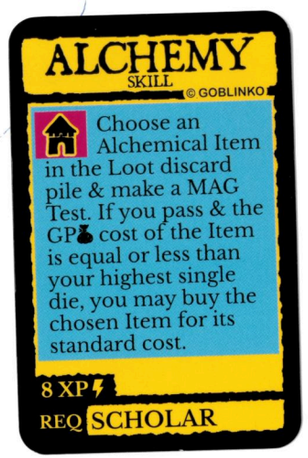
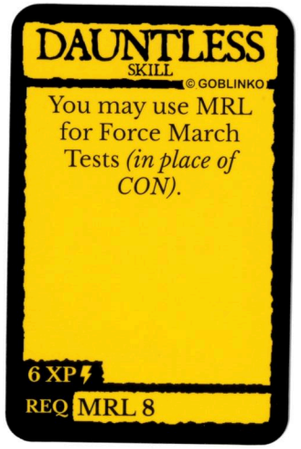

BLOOD CURSE
SKILL
© GOBLINKO
COMBAT ACTION:
Make a MAG Test. If you pass, place this card on target monster. Return this card to your hand at the end of the fight, or when that monster is destroyed.
If you take Wounds while this card is on a monster, also place half that many Wounds on the attached monster.
8 XP
REQ WARLOCK


BLACK MARKET
SKILL
© GOBLINKO
Draw a card from the Loot deck. If it is an Ally, Item, or Service, you may purchase it for normal cost *(otherwise discard it)*.
8 XP
REQ MERCHANT or ROGUE


BACKSTAB
SKILL
© GOBLINKO
If you are using a Blade, your Attacks against monsters that are not targeting you ignore 1 point of ARM.
10 XP
REQ HUNTER or ROGUE

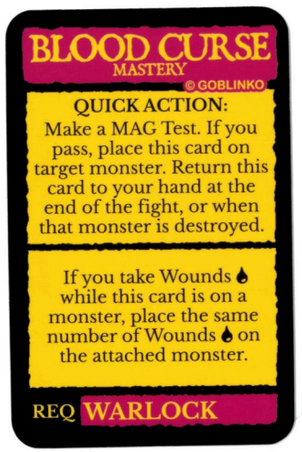

ALCHEMY
SKILL
© GOBLINKO
Choose an Alchemical Item in the Loot discard pile & make a MAG Test. If you pass & the GP cost of the Item is equal or less than your highest single die, you may buy the chosen Item for its standard cost.
8 XP
REQ SCHOLAR

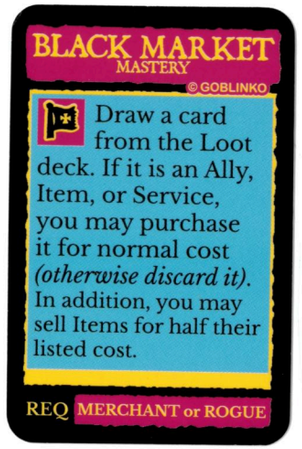

DAUNTLESS
SKILL
© GOBLINKO
You may use MRL for Force March Tests *(in place of CON)*.
6 XP
REQ MRL 8


COUNTER
SKILL
© GOBLINKO
For each 6 you roll on a Power die, inflict 1 Piercing damage on a monster targeting you without Range.
10 XP
REQ AGI 8

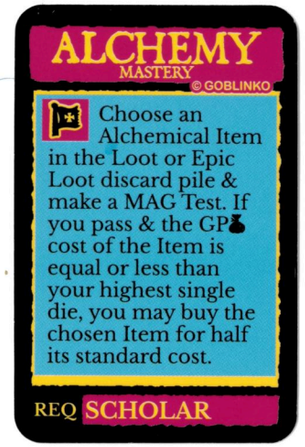

COMBAT REFLEXES
SKILL
© GOBLINKO
+1 AGI
This bonus does not apply until your first turn in a fight.
13 XP
REQ HUNTER or ROGUE


BURLY
SKILL
© GOBLINKO
You may carry an additional Heavy Item.
6 XP
REQ STR 8


BLOOD CURSE
MASTERY
©GOBLINKO
QUICK ACTION:
Make a MAG Test. If you pass, place this card on target monster. Return this card to your hand at the end of the fight, or when that monster is destroyed.
If you take Wounds while this card is on a monster, place the same number of Wounds on the attached monster.
REQ WARLOCK

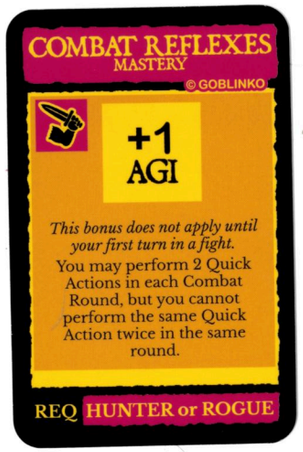

BLACK MARKET
MASTERY
©GOBLINKO
Draw a card from the Loot deck. If it is an Ally, Item, or Service, you may purchase it for normal cost (otherwise discard it). In addition, you may sell Items for half their listed cost.
REQ MERCHANT or ROGUE


BACKSTAB
MASTERY
©GOBLINKO
If you are using a Blade, your Attacks against monsters that are not targeting you ignore 2 points of ARM, or inflict +1 damage if the target has 0 ARM.
REQ HUNTER or ROGUE


ALCHEMY
MASTERY
©GOBLINKO
Choose an Alchemical Item in the Loot or Epic Loot discard pile & make a MAG Test. If you pass & the GP cost of the Item is equal or less than your highest single die, you may buy the chosen Item for half its standard cost.
REQ SCHOLAR


DAUNTLESS
MASTERY
©GOBLINKO
You may use MRL for Force March Tests (in place of CON).
You are immune to Fear.
REQ MRL 8

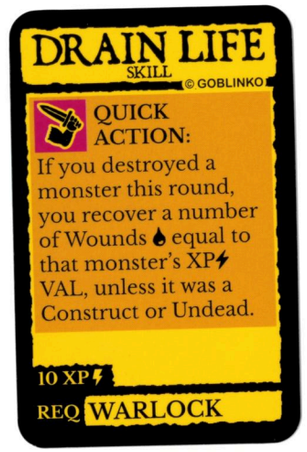

COUNTER
MASTERY
©GOBLINKO
If you are being targeted by more than one monster, you may roll an additional Power die.
For each 6 you roll on a Power die, inflict 1 Piercing damage on a monster targeting you without Range.
REQ AGI 8

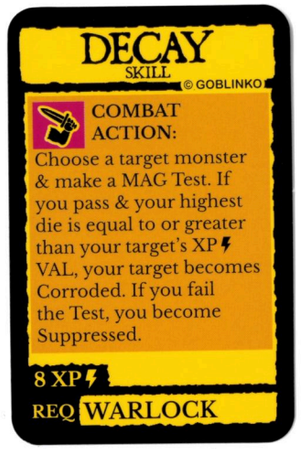

COMBAT REFLEXES
MASTERY
©GOBLINKO
+1
AGI
This bonus does not apply until your first turn in a fight.
You may perform 2 Quick Actions in each Combat Round, but you cannot perform the same Quick Action twice in the same round.
REQ HUNTER or ROGUE


BURLY
MASTERY
©GOBLINKO
You may carry an additional Heavy Item.
If you are not Weakened, you may become Weakened to Force March while you are Fatigued.
REQ STR 8


FEROCIOUS CHARGE
SKILL
© GOBLINKO
QUICK ACTION:
If it is your first turn after entering a fight, you may roll an additional Power die when using a STR Attack this turn.
8 XP
REQ STR 8


EXTERMINATOR
SKILL
© GOBLINKO
Your Attacks inflict +1 damage against Swarms & Vermin.
8 XP
REQ FIGHTER, HUNTER, or WILD


DRAIN LIFE
SKILL
© GOBLINKO
QUICK ACTION:
If you destroyed a monster this round, you recover a number of Wounds equal to that monster's XP VAL, unless it was a Construct or Undead.
10 XP
REQ WARLOCK

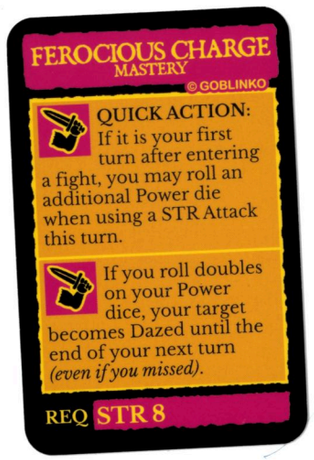

DECAY
SKILL
© GOBLINKO
COMBAT ACTION:
Choose a target monster & make a MAG Test. If you pass & your highest die is equal to or greater than your target's XP VAL, your target becomes Corroded. If you fail the Test, you become Suppressed.
8 XP
REQ WARLOCK

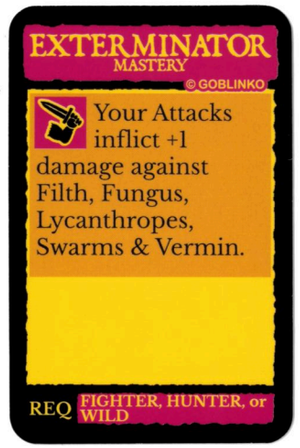

GOBLIN SLAYER
SKILL
© GOBLINKO
Your Attacks inflict +1 damage against Goblins.
8 XP
REQ FIGHTER, HUNTER, or WILD

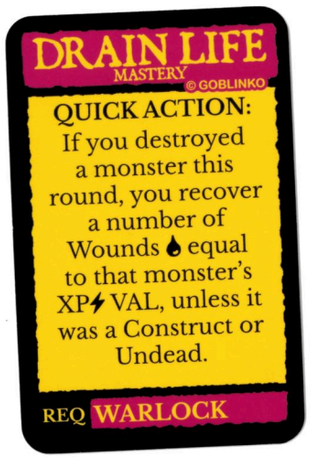

FOE KILLER
SKILL
© GOBLINKO
Your Melee Attacks inflict +1 damage against targets with XP VAL 3 or more.
8 XP
REQ FIGHTER, HUNTER, or MILITANT

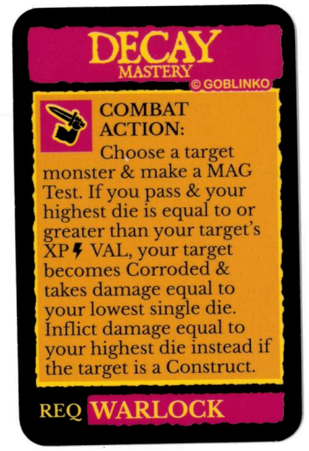

FIND WEAKNESS
SKILL
© GOBLINKO
COMBAT ACTION:
Make a PER Test. If you pass, attach this card to target monster (place this card on that monster's card).
Attacks inflict +1 damage against the attached monster.
Return this card to your hand at the end of the fight, or at the end of the combat round if the attached monster is removed from the fight.
8 XP
REQ FIGHTER, HUNTER, SCHOLAR, or WILD


FIELDCRAFT
SKILL
© GOBLINKO
You may use CON for Recovery (in place of MRL).
6 XP
REQ WILD


FEROCIOUS CHARGE
MASTERY
© GOBLINKO
QUICK ACTION:
If it is your first turn after entering a fight, you may roll an additional Power die when using a STR Attack this turn.
If you roll doubles on your Power dice, your target becomes Dazed until the end of your next turn (even if you missed).
REQ STR 8


EXTERMINATOR
MASTERY
© GOBLINKO
Your Attacks inflict +1 damage against Filth, Fungus, Lycanthropes, Swarms & Vermin.
REQ FIGHTER, HUNTER, or WILD


DRAIN LIFE
MASTERY
© GOBLINKO
QUICK ACTION:
If you destroyed a monster this round, you recover a number of Wounds equal to that monster's XP VAL, unless it was a Construct or Undead.
REQ WARLOCK


DECAY
MASTERY
© GOBLINKO
COMBAT ACTION:
Choose a target monster & make a MAG Test. If you pass & your highest die is equal to or greater than your target's XP VAL, your target becomes Corroded & takes damage equal to your lowest single die. Inflict damage equal to your highest die instead if the target is a Construct.
REQ WARLOCK


GOBLIN SLAYER
MASTERY
© GOBLINKO
Your Attacks inflict +1 damage against Goblins.
QUICK ACTION:
If you destroyed a monster this round, choose a target Goblin & make a STR Test. If you pass & your highest single die is equal to or greater than the target's remaining HP, discard the target without reward.
REQ FIGHTER, HUNTER, or WILD


FOE KILLER
MASTERY
© GOBLINKO
Your Melee Attacks against targets with XP VAL 2 or more inflict +1 damage & ignore 1 point of ARM.
REQ FIGHTER, HUNTER, or MILITANT


FIND WEAKNESS
MASTERY
© GOBLINKO
QUICK ACTION:
Make a PER Test. If you pass, attach this card to target monster (place this card on that monster's card).
Attacks inflict +1 damage against the attached monster.
Return this card to your hand at the end of the fight, or at the end of the combat round if the attached monster is removed from the fight.
REQ FIGHTER, HUNTER, or WILD


FIELDCRAFT
MASTERY
© GOBLINKO
You may use CON for Recovery (in place of MRL).
You do not have to roll for Stealth (you automatically pass your PER Test when using Stealth).
REQ WILD

INTIMIDATE
SKILL
© GOBLINKO



QUICK ACTION: If you destroyed an enemy this round, choose a target Bandit or Heretic with XP⚡VAL 1 & make a MRL Test. If you pass & your highest single die is equal to or greater than the target's remaining HP ♥, place the target in its discard pile.

8 XP⚡

REQ MRL 8 or STR 8

INQUISITOR
SKILL
© GOBLINKO



Your attacks inflict +1 damage against Daemons & Heretics.

10 XP⚡

REQ PURITAN

IMMUNITY
SKILL
© GOBLINKO

If you would become Poisoned, first roll D6. If your roll is equal to or greater than your Wounds 🩸, you are not Poisoned.

8 XP⚡

REQ ROGUE, SCHOLAR, WARLOCK, or WILD

GOURMET
SKILL
© GOBLINKO

At the end of a fight, you may consume one Brute, Filth, or Goblin that your party destroyed. If you do, make a CON Test. If you pass, recover Wounds 🩸 equal to your lowest single die. If you fail, you become Poisoned.

6 XP⚡

REQ MRL <9

MEND WOUNDS
SKILL
© GOBLINKO



Make a MAG Test. If you pass, you & each other adventurer in your party recovers 1 Wound 🩸 & this Skill/Mastery cannot be used by another member of your party this round.

8 XP⚡

REQ SCHOLAR or WILD

MAGIC MISSILE
SKILL
© GOBLINKO

ATTACK:
PER (RANGE)

8 XP⚡

REQ WIZARD

LOOTER
SKILL
© GOBLINKO

When you make a Loot roll, roll two dice & use either result *(ignore the other die)*.

8 XP⚡

REQ MERCHANT or ROGUE

LEVITATE
SKILL
© GOBLINKO

You may use MAG for Forced March Tests.

You may use MAG for any Test to avoid the effects of a Trap Encounter.

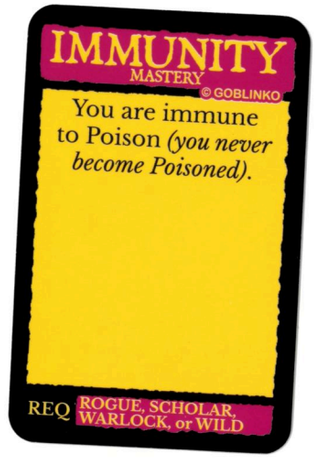
Your Melee Attacks count as Reach Attacks.

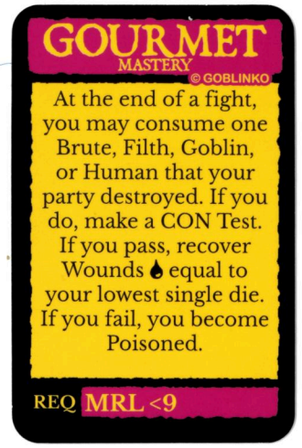
6 XP⚡

REQ MAG 9


INTIMIDATE
MASTERY
© GOBLINKO
QUICK ACTION:
If you destroyed a monster this round, choose a target Bandit, Heretic, or Human with XP VAL 2 or less & make a MRL Test. If you pass & your highest single die is equal to or greater than the target's remaining HP, discard it without reward.
REQ MRL 8 or STR 8

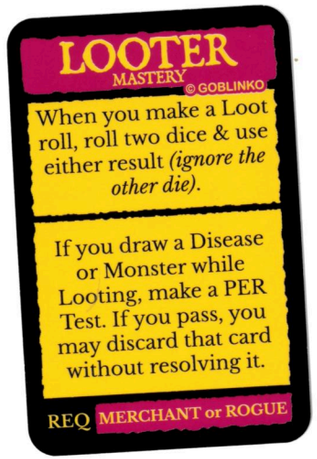

INQUISITOR
MASTERY
© GOBLINKO
Your attacks inflict +1 damage against Daemons, Heretics, Warlocks, Witches & Wizards.
REQ PURITAN

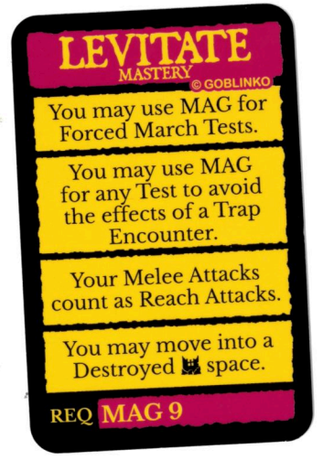

IMMUNITY
MASTERY
© GOBLINKO
You are immune to Poison (you never become Poisoned).
REQ ROGUE, SCHOLAR, WARLOCK, or WILD


GOURMET
MASTERY
© GOBLINKO
At the end of a fight, you may consume one Brute, Filth, Goblin, or Human that your party destroyed. If you do, make a CON Test. If you pass, recover Wounds equal to your lowest single die. If you fail, you become Poisoned.
REQ MRL <9

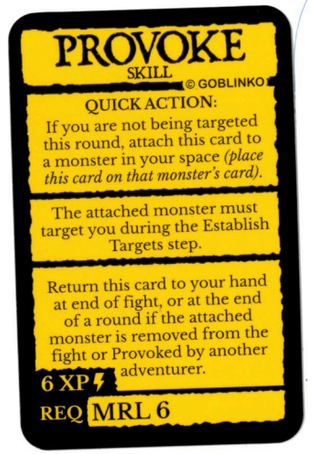

MEND WOUNDS
MASTERY
© GOBLINKO
Make a MAG Test. If you pass, you & each adventurer in your party recovers Wounds equal to your lowest single die & this Skill/Mastery cannot be used by another member of your party this round.
REQ SCHOLAR or WILD


MAGIC MISSILE
MASTERY
© GOBLINKO
ATTACK:
MAG or PER
(RANGE)
If your Attack dice roll doubles, this Attack inflicts Piercing damage.
REQ WIZARD


LOOTER
MASTERY
© GOBLINKO
When you make a Loot roll, roll two dice & use either result (ignore the other die).
If you draw a Disease or Monster while Looting, make a PER Test. If you pass, you may discard that card without resolving it.
REQ MERCHANT or ROGUE


LEVITATE
MASTERY
© GOBLINKO
You may use MAG for Forced March Tests.
You may use MAG for any Test to avoid the effects of a Trap Encounter.
Your Melee Attacks count as Reach Attacks.
You may move into a Destroyed space.
REQ MAG 9

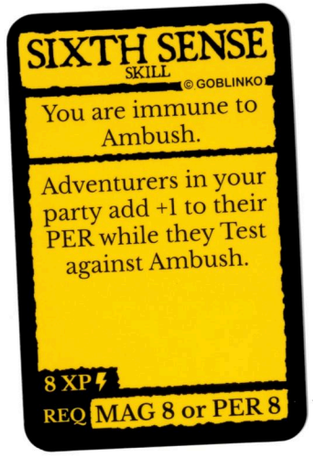

RAGE
SKILL
© GOBLINKO
Your Attacks using STR inflict +1 damage against monsters that are targeting you.
10 XP
REQ STR 8

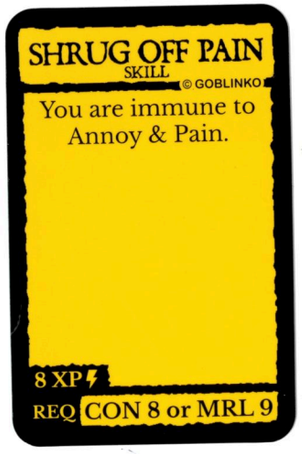

PROVOKE
SKILL
© GOBLINKO
QUICK ACTION:
If you are not being targeted this round, attach this card to a monster in your space (place this card on that monster's card).
The attached monster must target you during the Establish Targets step.
Return this card to your hand at end of fight, or at the end of a round if the attached monster is removed from the fight or Provoked by another adventurer.
6 XP
REQ MRL 6

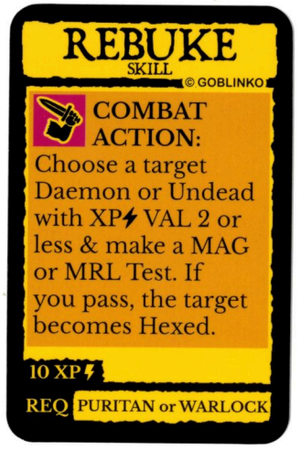

MYSTIC SHIELD
SKILL
© GOBLINKO
COMBAT ACTION:
If there are no counters on this card, place {MAG Test} Wound counters on this card.
While there are counters on this card, if you would take a Wound, you may remove a Wound from this card instead.
Remove all counters from this card at the end of the fight, or if you become Stunned or Suppressed.
10 XP
REQ WIZARD


MIST FORM
SKILL
© GOBLINKO
You may use MAG to Escape (in place of AGI).
COMBAT ACTION: Make a MAG Test. If you pass, monsters cannot inflict Wounds on you this round unless they are Void or Ghostly.
8 XP
REQ WARLOCK or WIZARD


SNEAK ATTACK
SKILL
© GOBLINKO
QUICK ACTION:
If it is your first turn after entering a fight, you may roll an additional Power die when you use an AGI or PER Attack this turn.
8 XP
REQ PER 8


SIXTH SENSE
SKILL
© GOBLINKO
You are immune to Ambush.
Adventurers in your party add +1 to their PER while they Test against Ambush.
8 XP
REQ MAG 8 or PER 8


SHRUG OFF PAIN
SKILL
© GOBLINKO
You are immune to Annoy & Pain.
8 XP
REQ CON 8 or MRL 9


REBUKE
SKILL
© GOBLINKO
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.
10 XP
REQ PURITAN or WARLOCK

RAGE
MASTERY
© GOBLINKO

Your Attacks using STR inflict +1 damage against monsters that are targeting you.

When you use a STR Attack while you have Wounds 🩸 equal to or greater than your MRL, you may roll an additional Power die.

REQ STR 8

PROVOKE
MASTERY
© GOBLINKO

QUICK ACTION:
Attach this card to a monster in your space *(place this card on that monster's card)*.

The attached monster must target you during the Establish Targets step.

Return this card to your hand at end of fight, or at the end of a round if the attached monster is removed from the fight or Provoked by another adventurer.

REQ MRL 6

MYSTIC SHIELD
MASTERY
© GOBLINKO

COMBAT ACTION:
Place {MAG Test} Wounds 🩸 on this card. This card can have no more than 9 Wounds 🩸 on it.

While there are counters on this card, if you would take a Wound 🩸, you may remove a Wound 🩸 from this card instead.

Remove all counters from this card at the end of the fight, or if you become Stunned or Suppressed.

REQ WIZARD

MIST FORM
MASTERY
© GOBLINKO

You may use MAG to **Escape** *(in place of AGI)* & ⚡ if you succeed, each other adventurer in your party may immediately attempt to **Escape** as a free bonus action.

COMBAT ACTION:
Make a MAG Test. If you pass, monsters cannot inflict Wounds 🩸 on you this round unless they are Void or Ghostly.

REQ WARLOCK or WIZARD

SNEAK ATTACK
MASTERY
© GOBLINKO

QUICK ACTION:
On your first turn after entering a fight, you may roll an additional Power die if you are using an AGI or PER Attack.

If you roll doubles on your Power dice, your target becomes Dazed until the end of your next turn *(even if you missed)*.

REQ PER 8

SIXTH SENSE
MASTERY
© GOBLINKO

You & your party are immune to Ambush.

REQ MAG 8 or PER 8

SHRUG OFF PAIN
MASTERY
© GOBLINKO

You are immune to Annoy & Pain.

While you are Blessed or Invigorated, you may use CON for Defence Tests (*in place of AGI*).

REQ CON 8 or MRL 9

REBUKE
MASTERY
© GOBLINKO

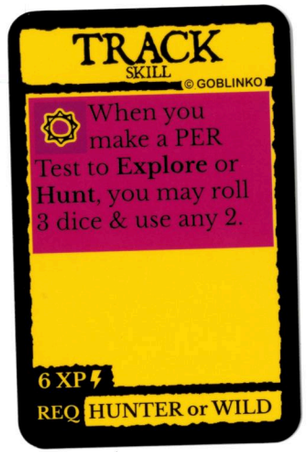
COMBAT ACTION:
Choose a target Daemon or Undead with XP⚡VAL 2 or less & make a MAG or MRL Test. If you pass, the target becomes Hexed & you inflict Piercing damage on it equal to your lowest single die.

REQ PURITAN or WARLOCK

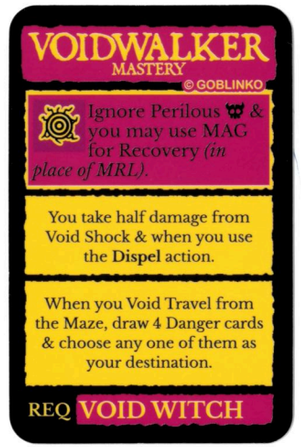

WARDING
SKILL
© GOBLINKO
When you take damage from a Daemon, reduce that damage by 1.
10 XP
REQ PURITAN or WARLOCK

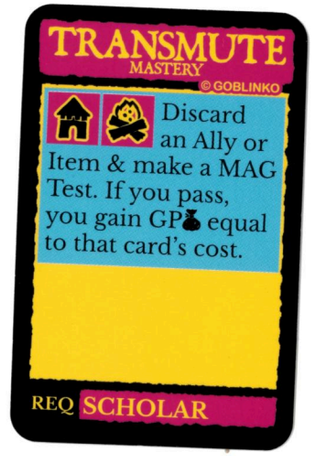

VOIDWALKER
SKILL
© GOBLINKO
Ignore Perilous & you may use MAG for Recovery (in place of MRL).
You take half damage from Void Shock & when you use the Dispel action.
When you Void Travel from the Maze, draw 2 Danger cards & choose either as your destination.
8 XP
REQ VOID WITCH

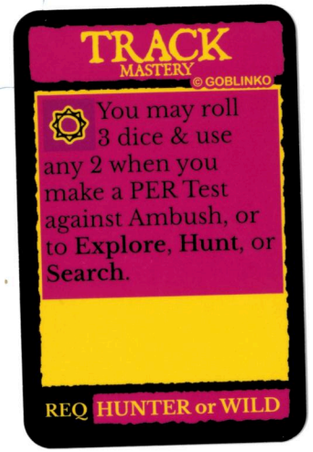

TRANSMUTE
SKILL
© GOBLINKO
Discard an Item & make a MAG Test. If you pass, you gain GP equal to that Item's cost.
8 XP
REQ SCHOLAR


TRACK
SKILL
© GOBLINKO
When you make a PER Test to Explore or Hunt, you may roll 3 dice & use any 2.
6 XP
REQ HUNTER or WILD


WARDING
MASTERY
©GOBLINKO
When you take damage from a Daemon, reduce that damage by 1.
When you pass a Defence Test with doubles, inflict 1 Piercing damage on each Daemon targeting you.
REQ PURITAN or WARLOCK


VOIDWALKER
MASTERY
©GOBLINKO
Ignore Perilous & you may use MAG for Recovery (in place of MRL).
You take half damage from Void Shock & when you use the Dispel action.
When you Void Travel from the Maze, draw 4 Danger cards & choose any one of them as your destination.
REQ VOID WITCH


TRANSMUTE
MASTERY
©GOBLINKO
Discard an Ally or Item & make a MAG Test. If you pass, you gain GP equal to that card's cost.
REQ SCHOLAR


TRACK
MASTERY
©GOBLINKO
You may roll 3 dice & use any 2 when you make a PER Test against Ambush, or to Explore, Hunt, or Search.
REQ HUNTER or WILD

IMPORTER
TRIUMPH

© GOBLINKO

You've learned a thing or two about local bartering customs during your travels through the Wasteland.

When you **Trade** in the Badlands, you may purchase Items for 1 GP less than the standard price (*Items that normally cost 1 GP are free*).

SERVANT OF LORD SCROTT
TRIUMPH • FUNGUS • WEIRD

© GOBLINKO

The mad sermon of Lord Scrott drones ceaselessly in your mind, guiding your every step...

Do not place yellow Doom counters on the Doom track.

WARLEADER
TRIUMPH

© GOBLINKO

Famed for your victories against the Goblins of the Wasteland, small warbands of raiders & mercenaries across the Highlands are eager to fight for you... for a price.

If you are in the Highlands, you may pay GP to send troops against any Location or Territory in the Highlands or Badlands. Roll D6 for every 10 GP your party spends. If your highest die is equal to or greater than the Danger Level or Town Level in the chosen space, reduce that level.

LOCAL HERO
TRIUMPH

© GOBLINKO

The merchants of your chosen refuge offer you a discount in appreciation of your devotion to the people of the town.

When you **Trade** in a space with a Base counter, you & your party may buy cards for 1 GP less than the standard price (*cards that normally cost 1 GP or less are free*).

BLIGHTSPREADER
TRIUMPH • FUNGUS

© GOBLINKO

Prolonged exposure to the blight has given you a heightened tolerance to its effects.

If you would become Poisoned by a Fungus card of any type, you become Exalted instead.

VETERAN PLAGUEFINDER
TRIUMPH

© GOBLINKO

Thanks to you, the great blight has been cleansed from the Highlands.

When you draw a Fungus Highlands Doom card, discard it without resolving it & remove the corresponding Doom counter from the board *(if it was the sixth counter, you may continue the game).*

AGENT OF THE SECRET BROTHERHOOD
TRIUMPH • CONSPIRATORS

© GOBLINKO

Working under orders from the secret brotherhood, you have been trained to spot a another collaborator.

Before resolving Arrival Abilities at the start of a fight against one or more Law monsters, roll D6. If you roll 5 or more, you may discard each Law monster in your space without reward.

SCRATCH DEALER
TRIUMPH • NECRO COVEN

© GOBLINKO

You've found yourself involved in the Würstreich's illicit Scratch trade.

You may search the Loot deck & discard pile for **Scratch** & purchase it for 1 GP, or you may sell Scratch for 2 GP.

PSYCHIC WARRIOR
TRIUMPH

© GOBLINKO

You've seen things that defy belief, having travelled beyond the bounds of the physical world to the Temple of Madness & vanquished the arch-weird Lord Scrott!

When you become Demoralized, roll D6: If you roll equal to or less than your Luck, you become Exalted instead.

GANG MEMBER
TRIUMPH • RIVER RATS

© GOBLINKO

You're working for the River Rats & many of the other gangs know better than to mess with you.

Before resolving Arrival Abilities at the start of a fight against one or more Bandits, roll D6. If you roll 5 or more, you may discard each Bandit in your space without reward.

BLESSING OF THE DREAD SAINT
TRIUMPH • INQUISITION
© GOBLINKO

The spirit of the Dread Saint Pastete protects you from beyond, watching over you with his Ring of Dread.

You & your party are immune to Curse, unless you are Suppressed.

KILLER FOR THE NECRO COVEN
TRIUMPH • NECRO COVEN
© GOBLINKO

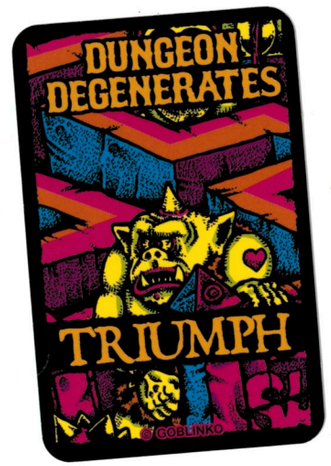
Your bloody initiation is complete & you have learned the secret signs of the mysterious Necro Coven.

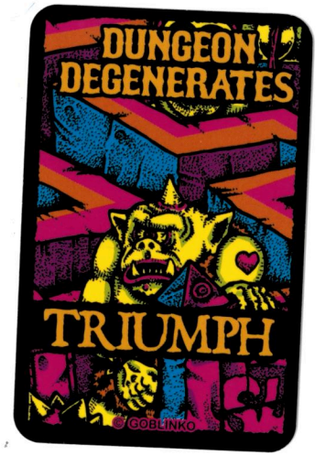
Before resolving Arrival Abilities at the start of a fight against one or more Heretics, roll D6. If you roll 5 or more, you may discard each monster in your space without reward.

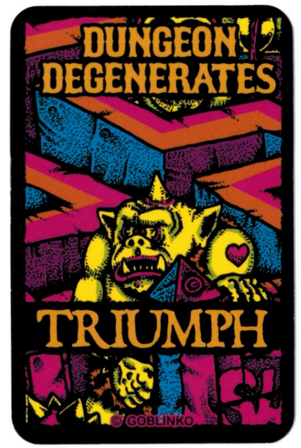
SANCTIONED WITCHSMELLER
TRIUMPH • INQUISITION
© GOBLINKO

Your reputation as a great destroyer of witches helps to keep you out of trouble with the Inquisition.

Before resolving Arrival Abilities at the start of a fight against one or more Puritans, make a MRL Test. If you pass, discard each Puritan monster in your space with XP⚡VAL equal to or less than your highest single die.







NECROMANTIC ACOLYTE

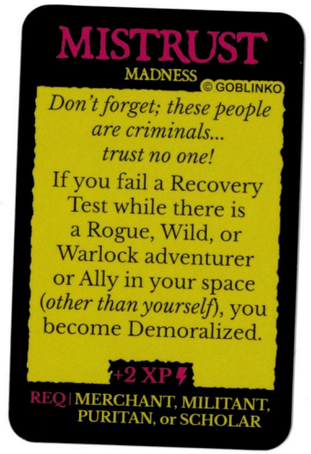
TRIUMPH • NECRO COVEN

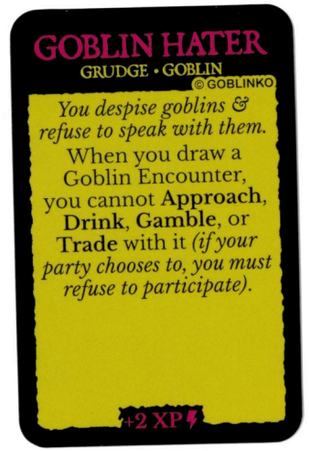
© GOBLINKO

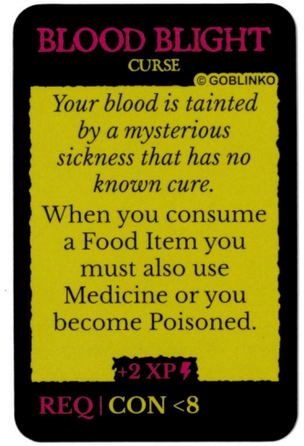
In service of the Necro Coven, you have bound the spirit of the Dread Saint with ancient black magic. You are a true agent of the Necromancer!

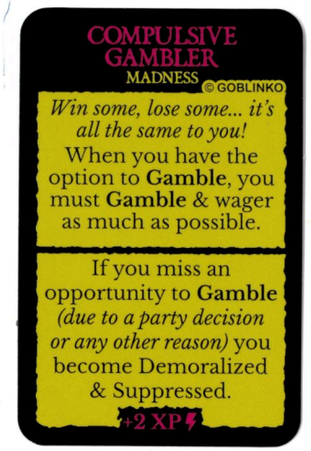
Do not place blue Doom counters on the Doom track.

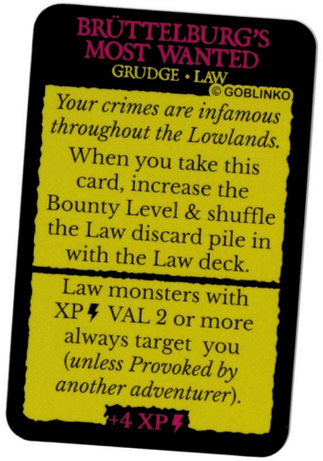

MARKED FOR DEATH
GRUDGE • CULT
© GOBLINKO
The Harbingers of Doom hunt for your skull!
When you take this card, search the Lowlands Monster discard pile for any 2 Harbingers & shuffle them into the Lowlands Monster deck.
Harbingers always target you (unless Provoked by another adventurer).
+2 XP

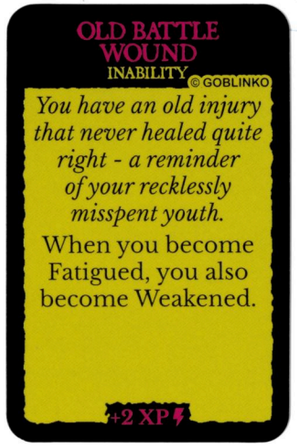

MISTRUST
MADNESS
© GOBLINKO
Don't forget; these people are criminals... trust no one!
If you fail a Recovery Test while there is a Rogue, Wild, or Warlock adventurer or Ally in your space (other than yourself), you become Demoralized.
+2 XP
REQ | MERCHANT, MILITANT, PURITAN, or SCHOLAR

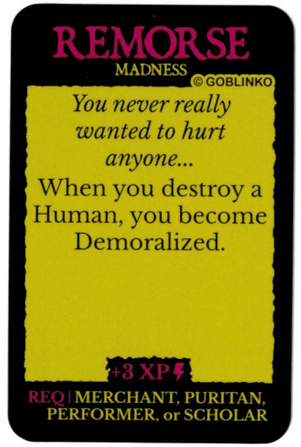

GOBLIN HATER
GRUDGE • GOBLIN
© GOBLINKO
You despise goblins & refuse to speak with them.
When you draw a Goblin Encounter, you cannot Approach, Drink, Gamble, or Trade with it (if your party chooses to, you must refuse to participate).
+2 XP


BLOOD BLIGHT
CURSE
© GOBLINKO
Your blood is tainted by a mysterious sickness that has no known cure.
When you consume a Food Item you must also use Medicine or you become Poisoned.
+2 XP
REQ | CON <8


COMPULSIVE GAMBLER
MADNESS
© GOBLINKO
Win some, lose some... it's all the same to you!
When you have the option to Gamble, you must Gamble & wager as much as possible.
If you miss an opportunity to Gamble (due to a party decision or any other reason) you become Demoralized & Suppressed.
+2 XP


BRÜTTELBURG'S MOST WANTED
GRUDGE • LAW
© GOBLINKO
Your crimes are infamous throughout the Lowlands.
When you take this card, increase the Bounty Level & shuffle the Law discard pile in with the Law deck.
Law monsters with XP VAL 2 or more always target you (unless Provoked by another adventurer).
+4 XP


OLD BATTLE WOUND
INABILITY
© GOBLINKO
You have an old injury that never healed quite right - a reminder of your recklessly misspent youth.
When you become Fatigued, you also become Weakened.
+2 XP


REMORSE
MADNESS
© GOBLINKO
You never really wanted to hurt anyone...
When you destroy a Human, you become Demoralized.
+3 XP
REQ | MERCHANT, PURITAN, PERFORMER, or SCHOLAR


DOOMED
CURSE
© GOBLINKO
You live in constant dread of the next looming misfortune.
When you take this card, lose 1 Luck ✤.
Your maximum Luck ✤ is reduced by 2.
When the Doom Track is advanced, you become Demoralized.
+4 XP


PARANOIA
MADNESS
© GOBLINKO
You can't trust your companions - are they secretly working for the law? You'd better sleep with one eye open; never let your guard down.
You become Demoralized if you fail a Recovery Test while there is a Puritan, Militant, Rogue, or Warlock adventurer or Ally in your party (other than yourself).
+2 XP
REQ | ROGUE, WARLOCK, or WILD

FLASHBACKS
CURSE
© GOBLINKO

Some past trauma or mind-harrowing experience returns to plague your thoughts when danger is at hand.

When your party draws a *'your current space'* Danger card, you become Demoralized & Suppressed.

+2 XP

HYDROPHOBIA
MADNESS
© GOBLINKO

Boats & bodies of water make you extremely uncomfortable.

When you Lake Port ⚓ Travel or River Port 🛶 Travel, you become Demoralized.

+2 XP

HALF BLIND
INABILITY
© GOBLINKO

Either you've lost an eye, or you have generally poor vision.

-1 PER

+5 XP

WANDERLUST
MADNESS
© GOBLINKO

You prefer to stay on the move & you can't stand to wait around in one place for too long.

You become Demoralized when you fail a Recovery Test if you also Rested on the previous turn.

+2 XP

REQ | WARLOCK or WILD

SUPERSTITIOUS
MADNESS
© GOBLINKO

Your unswerving belief in the power of witchcraft only serves to intensify its effects on you.

When you fail a MAG Test against Curse, you become Suppressed.

+2 XP

BATTLE CRAZED
MADNESS
© GOBLINKO

Death or glory!

When you attempt to **Escape** from a fight, you must first make a MRL Test. If you fail, you must choose a different Combat Action or Attack this turn *(you cannot Escape this turn)*.

+4 XP

REQ | FIGHTER, MILITANT, WARLOCK, or WILD

SCRATCHER
MADNESS
© GOBLINKO

You are addicted to Scratch.

When you Rest, if you do not use **Scratch** during the Map Action Phase, you become Demoralized. If you are already Demoralized, you also become Poisoned.

Search the Loot deck & discards for Scratch & buy it for D3 GP 💰.

+3 XP

HAUNTED
CURSE
© GOBLINKO

Some unseen evil spirit follows you, tormenting you with nightmarish visions.

When the Danger deck is reshuffled, roll D6:

1-2: lose 1 Luck ☘
3: you become Suppressed
4: you become Demoralized
5: no effect
6: you become Focused

+2 XP

DESPAIR
MADNESS
© GOBLINKO

How could you have let this happen?!

When another adventurer in your party is Defeated, you become Demoralized & Suppressed.

+2 XP

MONEY HUNGRY
MADNESS
© GOBLINKO

You're terrified of poverty & you can't stand to lose your money.

When you lose GP💰 for any reason, if you have less than 10 GP💰 left, you become Demoralized.

+2 XP

HEXENMARK
CURSE

© GOBLINKO

You have been branded by the Inquisition.

You automatically fail Curse Tests against Puritans & Law.

+2 XP

REQ | MAG 7

VOID STALKER
CURSE

© GOBLINKO

Horrific daemonic entities hunt you tirelessly wherever you go. When you take this card, search the Badlands Monster deck & discard pile for the **Void Hound** & set it aside.

When you draw a Danger card that reads '*your current space*', you must fight the **Void Hound** (*along with any other monsters that attack*) & it always targets you.

If the Void Hound would be discarded, set it aside instead. It will attack again the next time you draw '*your current space*'.

+4 XP

REQ | PURITAN, WARLOCK, or WIZARD

ACCUSTOMED TO COMFORT
MADNESS

© GOBLINKO

How do you people live like this?

If you fail a Recovery Test while Camping in an Outside space, you become Demoralized.

+2 XP

REQ | MERCHANT, PURITAN, or SCHOLAR

ASTYNOMIAPHOBIA
MADNESS

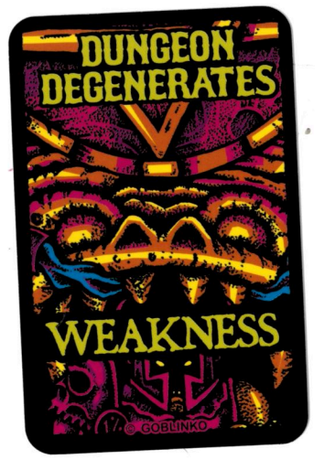
© GOBLINKO

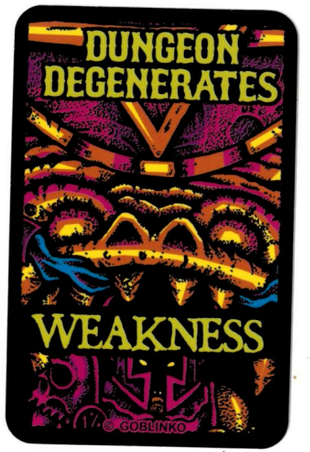
You would do almost anything to avoid being locked up again.

If you fail a Recovery Test in a Law space, you become Demoralized & cannot **Invest** or **Trade** this turn.

+2 XP

REQ | ROGUE, WARLOCK, or WILD






SCROGLIN HUNTER
FILTH • FISHOID
© GOBLINKO
VAL 1 1
AGI
ATT 4
PURSUE
SLIME
ARM 0
5


NAGA
FILTH • REPTILIAN
© GOBLINKO
VAL 1 1
PER
ATT 4
VENOM
ARM 1
6


CRAB SOLDIER
FILTH • FISHOID
© GOBLINKO
VAL 2 2
AGI
ATT 5
PAIN
ARM 3
5


BULLSCROG CROAKER
FILTH • FISHOID
© GOBLINKO
VAL 2 2
AGI
ATT 5
SUMMON
ARM 0
10

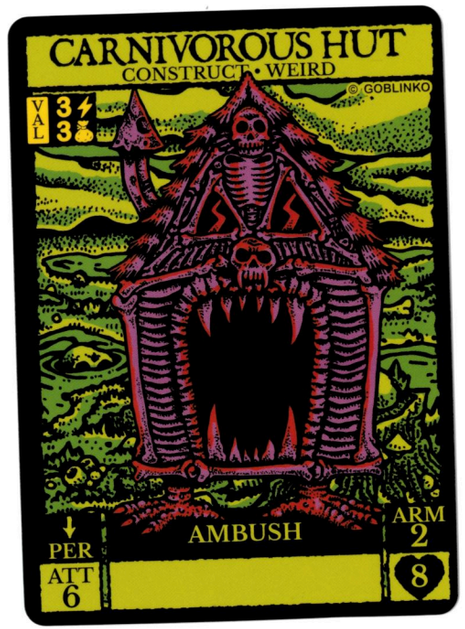

BOGSHADOW
FILTH • FUNGUS
© GOBLINKO
VAL 2 1
AGI
ATT 4
AMBUSH
EXPLODE • VENOM
ARM 0
6


FISHOID THUG
FILTH • FISHOID
© GOBLINKO
VAL 1 1
MRL
ATT 4
HORDE (FISHOID)
ARM 0
5


SCROGLIN SENTRY
FILTH • FISHOID
© GOBLINKO
VAL 1 1
STR
ATT 4
TAUNT
ARM 0
4


BIRD HORROR
FILTH
© GOBLINKO
VAL 2 1
PER
ATT 5
FURY
ARM 0
8


LESSER SCROG
FILTH • FISHOID • VERMIN
©GOBLINKO
VAL 1 1
AGI
ATT 3
HORDE (FISHOID)
ARM 0
3


CARNIVOROUS HUT
CONSTRUCT • WEIRD
©GOBLINKO
VAL 3 3
AMBUSH
PER
ATT 6
ARM 2
8


SKUTTLER
FILTH • VERMIN
©GOBLINKO
VAL 1 1
AGI
ATT 4
PAIN
ARM 2
4


SKULL SPIDER
FILTH • VERMIN
©GOBLINKO
VAL 2 1
AGI
ATT 5
SLIME • VENOM
ARM 1
8


DEATH TROLL
FILTH • TROLL • UNDEAD
©GOBLINKO
VAL 2 0
CON
ATT 5
FEAR
ENDLESS
ARM 0
10


HARPY
FILTH • WITCH
©GOBLINKO
VAL 1 1
AGI
ATT 4
EVADE • PURSUE
ARM 0
5


MOLDBEAST
FILTH • FUNGUS • TROLL
©GOBLINKO
VAL 2 2
PER
ATT 5
AMBUSH • GAS
EXPLODE • SLIME
ARM 0
12


SWAMP TROLL
FILTH • TROLL
©GOBLINKO
VAL 2 1
STR
ATT 5
REGENERATE
ARM 0
12


MOLD MUMMY
FUNGUS • UNDEAD
©GOBLINKO
VAL 2 0
CURSE
MRL
ATT 4
INFECT • NECRO
ARM 0
8


LAKE LURKER
FILTH • FISHOID
© GOBLINKO
VAL 1 1
AMBUSH
STR
ATT 4
REGENERATE
ARM 1
8


SCROGLING SWARM
FILTH • FISHOID • SWARM • VERMIN
©GOBLINKO
VAL 2 2
AGI
ATT 5
DRAIN • SLIME
ARM 0
8


SHAMBLER
FILTH • FUNGUS
©GOBLINKO
VAL 3 1
PER
ATT 6
AMBUSH
SLIME
ARM 0
12


SLIME BLOB
FILTH • OOZE
©GOBLINKO
VAL 1 1
AGI
ATT 3
SLIME
ARM 0
5


SCROGLIN SOLDIER
FILTH • FISHOID
©GOBLINKO
VAL 1 2
STR
ATT 4
HORDE (FISHOID)
ARM 1
4


CARRION CRAB
FILTH • FISHOID • VERMIN
©GOBLINKO
VAL 1 1
AMBUSH
CON
ATT 4
ARM 2
3

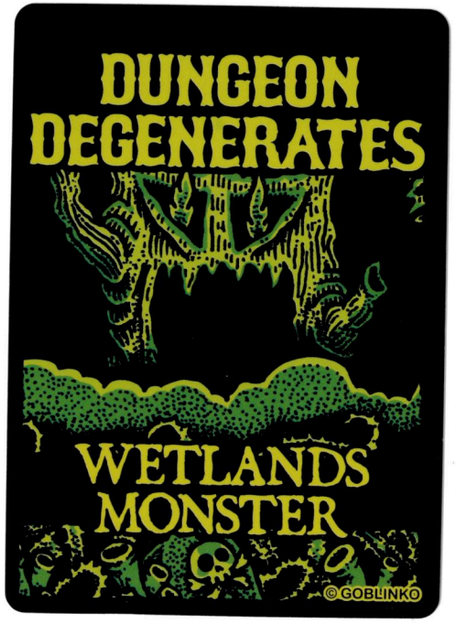

BOG SKRAG
FILTH • VERMIN
©GOBLINKO
VAL 1 1
ATT 3
DRAIN • EVADE
ARM 0
3

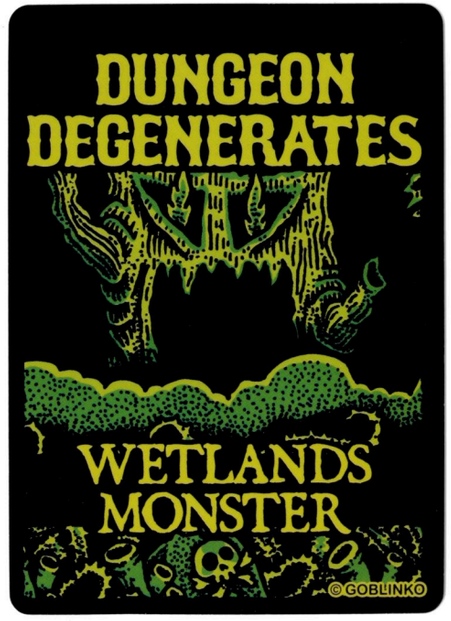

OOZING SKULL
FILTH • OOZE • UNDEAD
VAL 1 1
©GOBLINKO
MAG
ATT 3
ENDLESS • SLIME
ARM 0
5


FISHMONGER
HUMAN • FISHOID • HERETIC
VAL 1 1
©GOBLINKO
MRL
ATT 3
SUMMON
ARM 0
4


SHELLED SCROGVERM
FILTH • FISHOID • VERMIN
VAL 1 1
©GOBLINKO
MAG
ATT 3
SLIME
ARM 2
6


FISHOID WARLOCK
FILTH • FISHOID • HERETIC • WITCH
VAL 2 2
©GOBLINKO
MAG
ATT 4
CURSE
SUMMON
ARM 1
6


DUNGEON DEGENERATES
WETLANDS MONSTER
©GOBLINKO


DUNGEON DEGENERATES
WETLANDS MONSTER
©GOBLINKO


BULLSCROG PATRIARCH
FILTH • FISHOID
VAL 3 3
©GOBLINKO
STR
ATT 6
BERZERK
ARM 1
14


SLIME CORPSE
FILTH • OOZE • UNDEAD
VAL 1 1
©GOBLINKO
CON
ATT 4
HORDE (OOZE) SLIME
ARM 1
8