
DUNGEON DEGENERATES™
Degenerate Dictionary
SEAN
FISHOID FREAKS
OF THE WETLANDS
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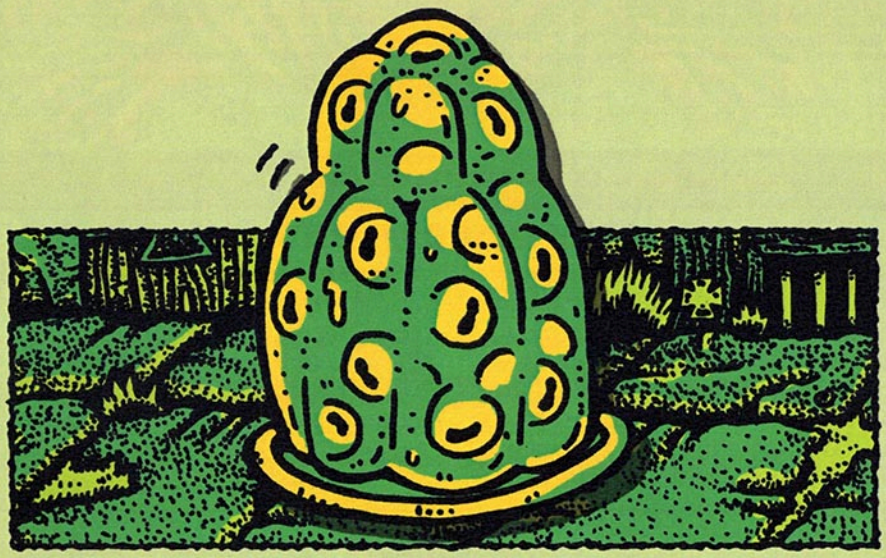
FISHOID FREAKS OF THE WETLANDS

Ciekawość to pierwszy stopień do piekła

From out of the fetid pools of the Rotting Swamp & the haunted depths of Tomb Lake they crawl, slither & creep; slimy skin & bulbous eyes glistening in the moonlight. Horrid hyrbid things that should never have been; birthed by monstrous mothers in the dark, damp corners of a festering sunken landscape drowning in despair. While the beasts of the swamp prey on each other in a perpetual cycle of life & death, the Scroglin King squats atop his throne at Tower Island; bending simple creatures to his will with the ancient Crown of Cruelty while marshaling legions of Scroglin soldiers & secretive fishmonger spies...



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SCROGLIN KING

FILTH • FISHOID • WITCH

The king of Scroglins squats on his slimy throne on Tower Island where he rules over his marshy domain. He bears the legendary relic of the Würstreich called the Crown of Cruelty, once lost by the ill-fated expedition of Emperor Fettunten IV. With the mystical powers of domination granted by the ancient Imperial crown, the King has gathered the banners of the Scroglin tribes & his domain now rivals the Scroglin Kings of old.

Fluent in the sorcerous arts as well as the language of the Würsters, the King enjoys feasting on buckets of bog skrags & bloodflies while his human slaves & subjects entertain him with song & dance.

His fascination with Würster culture only fuels his burning hunger for conquest & spurs him toward his ultimate goal; to crush all Imperial resistance & bring the whole of the Würstreich under his dominion.



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FILTH • FISHOID

Wakenkraken are strange amphibious cephalopods that slithered up from the depths of Tomb Lake on slimy tentacle-limbs to inhabit the discarded shells of scrogverms & hunt along the shores of the lake. They are infamous for waiting patiently submerged in muck pools or masquerading as a strangely patterend rock until prey comes close, then exploding into action with sudden ferocity; ensaring their victim in a mass of sticky pseudopods & drawing them towards the wickedly sharp beak hidden beneath its writhing members.

Wakenkraken are possessed of a sinister & mischevious intelligence & some use psychic ablities to hypnotize their prey & even communicate with other species.

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BULLSCROG PATRIARCH

FILTH • FISHOID

These titanic croaking monstrosities are said to be ancient Scoglins grown to massive proprtions & devolved into beasts driven by base instincts.

Their savage lives revolve around violent competition over mating rights & territory. The rumbling echoes of their croaking calls ripple the still waters of marshy pools across the Rotting Swamp; a warning to rival Bullscrogs & Bog Gütters to stay well away.

The largest & toughest of Bullscrogs produce thousands of slimy & squirming offspring. Because of this, the Bog Gütters make an effort to quell their numbers, though few are foolhardy enough to challenge a Bullscrog Patriarch in direct combat, instead they resort to traps, poison & other tricks.

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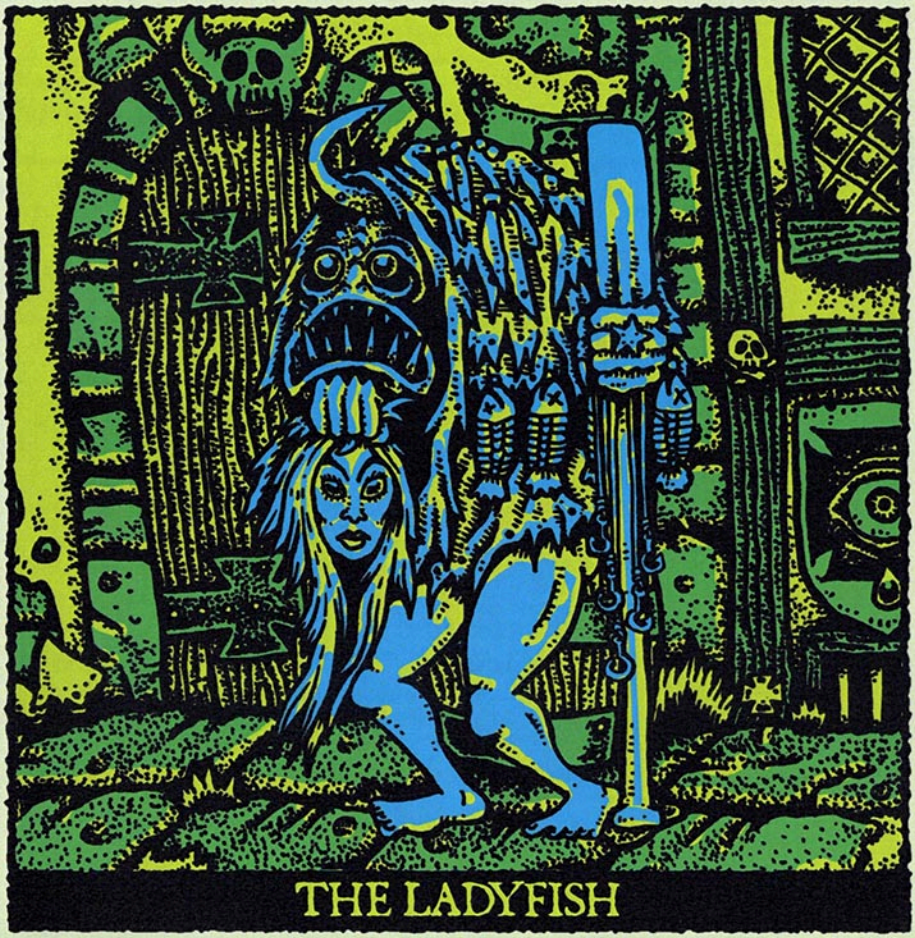

THE LADYFISH

FILTH • FISHOID • WITCH

Also known as 'the Lady of the Lake', the Ladyfish is half woman, half fish & all witch. With her long, luscious legs she lures foolish fishmongers into the lakewaters & pulls them down deep into her secret sunken lair. There, in the darkness & gloom of the lakebed, amongst the crumbling & algae-encrusted gravestones of the old Necropolis, she reveals her true face; a horror of sharp teeth & glowing bulbous eyes. When finished feasting on their flesh, she gathers their bones & organs with which to work her evil spells.

Mothers of the Fishmonger Camp faced with Inquisitorial condemnation for the crime of birthing mutant gilled & web-fingered children often blame the Ladyfish for stealing their young & swapping them for her own.

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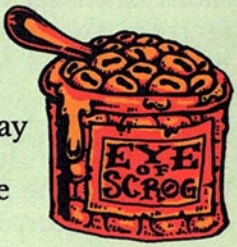
SCROG HUNTER

HUMAN • BANDIT

The Bog Gütters live mainly on Scrog flesh & have many uses for the body parts of the endless variations of fishoid creatures they catch. Armed with all manner of ingenious traps, nets, hooks, spikes, harpoons, hammers, sharpened oars, blowguns & more, they comb the Wetlands for edible Fishoids, Scrogs, Skrags & crustaceans.

Clad in cured Scrog leather & dowsed with pungent Scrog oil, they do their best to blend into their surroundings while they wait in ambush for their amphibious quarry. Those who fail to take the proper precautions quickly vanish in the swamp; torn apart by hungry beasts or whisked away by Scroglin slavers to serve their king.



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BOG SKRAG

FILTH • VERMIN

Skrags are leathery-winged toad-rats that fly by night over the marsh & the Northern Wasteland, nesting in caves & hollow rotten treestumps. Goblins & Gütters alike capture & breed them for meat, milk & hide, while their dung is used to cure leather goods & their blood to cure blindness & improve the night vision of hunters.

These nocturnal pests eat insects & Scroglings, but they prefer to drain the blood from larger animals & it is thanks in part to this that the Bog Gütters seldom keep livestock other than domesticated scrogs that naturally repel bloodsucking Skrags with oily toxins excreted from their skin.

Gütter witches often use Bog Skrags as familiars, messengers & spies, or take their shape in order to travel quickly & harvest blood from the unsuspecting.

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FISHOID WARLOCK

FILTH • FISHOID • HERETIC • WITCH

Shamanic leaders of Fishoid conclaves bear the Fishoid totemic symbols of death; the oar, the net & the hook. With these they conduct the profane rites of worship in the slimy grottos of their people.

Imperial spies infiltrating the Fishmonger Camp claim that the cults of the locals are secretly under the command of these wicked fish-witches who plot against the Würstreich & serve the Scroglin King or their own fishy ambitions. Weaving swamp magic with webbed fingers, they send curses on the loyal servants of the Empire; the ancient enemy of their ancestors.

Gütter lore blames these pestilential piscine priests for the toxic fogs that linger over the swampland; conjured forth from bubbling cauldrons stirred with blackened & sigil-carved oars.

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FISHMONGER

HUMAN • FISHOID • HERETIC

The strange & secretive Fishmongers of Tomb Lake have a bad reputation amongst Würsters, who consider the Fishmonger Camp to be a den of filthy deformed heretics; infested by nefarious Fishoid cults & the spies of the Scroglin King.

It is true that many Fishmongers display odd mutations caused by witchcraft, interbreeding with the Fishoid horrors of the Wetlands, or the strange transformative properties of the toxic lake infused with dark magical forces.

Being of the Gütter race, the Fishmongers hold to the old ways & Puritan missionaries trawling for converts at the Fishmonger Camp meet with little success, if any. Some have even vanished; rumoured to have been carried off by the cults & fed to the monsters of the deep.

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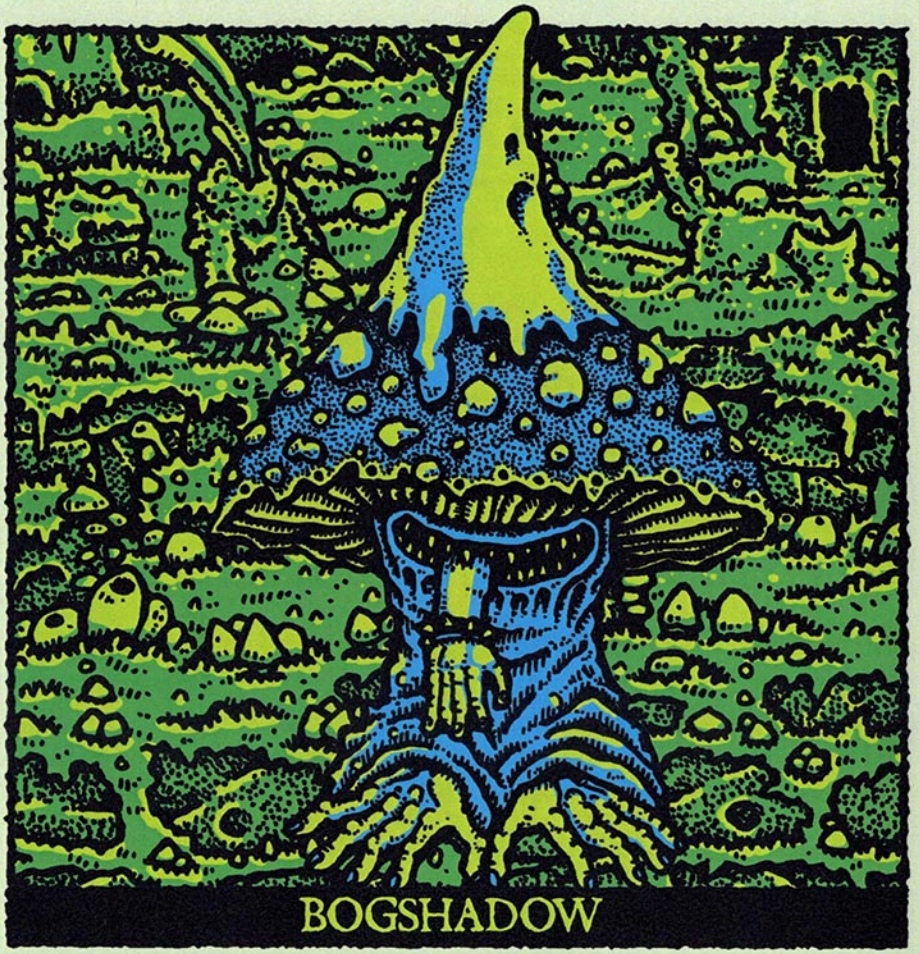

BOGSHADOW

FILTH • FUNGUS

These carnivorous fungi disguise themselves as harmless mushroom stalks amongst patches of overgrown toadstools in infested corners of the Rotting Swamp. Creeping up behind the unwary on appendages shaped like the hands of dead men, they attack suddenly & savagely; weakening their victims with a venomous bite before dragging them off to be buried & absorbed into the local mycelial network that extends to unknown depths beneath the surface of the marsh.

When destroyed, the Bogshadow explodes into a cloud of harmful spores that stick to clothing & equipment, creating a lingering risk of infection.



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MOLDBEAST

FILTH • FUNGUS • TROLL

Trolls who slumber too long in moldy caves, pits & other areas infested with sedating fungi run the risk of becoming host to a fungal symbiote that transforms their bodies slowly into walking spore-gardens capable of spreading & colonizing the farthest corners of the Wetlands.

Studded with toadstools & spore-chimneys, the towering monstrosity lumbers across the swamp amidst a fine mist of mildly soporific spores & the powerful stench of mold.

Bog Gütters do their best to keep such dangers well away from their settlements & they take great precaution to destroy Moldbeasts with fire before their carcass grows into a new fungal threat.



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HAG'S FORK
(WITCHWOOD)
STONE CIRCLE
THE ROTTING SWAMP
DUSK FALLS
(TOMB LAKE)
THE BLACK TREE
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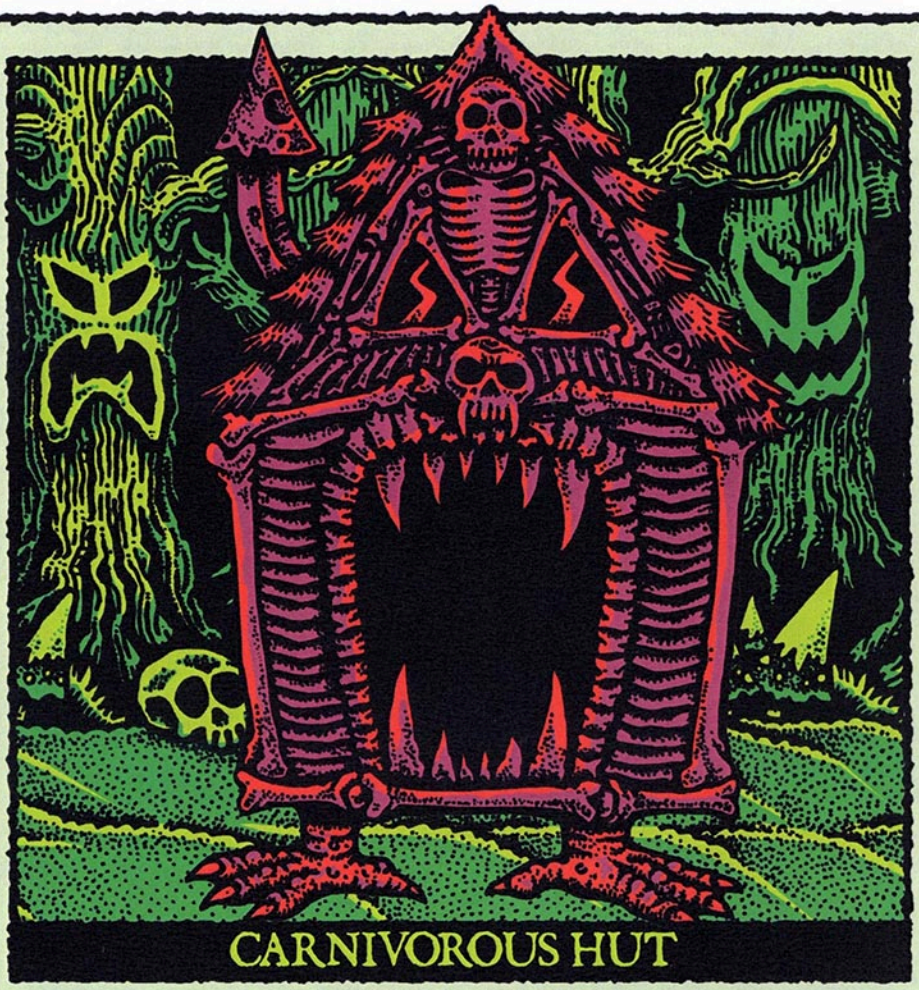

CARNIVOROUS HUT

CONSTRUCT • WEIRD

There are many legends of strange creatures in the swamp that masquerade as ordinary & harmless man-made objects. Some of these are hybrid aberrations that grew into such shapes as a natural form of camouflage, while others were created through witchery; animated by unholy enchantments, imbued with unnatural life force, or transformed through alchemy or illusion.

The Carnivorous Hut is one such creature; a small shack constructed from mud & bone that lurks near swampland trails waiting for weary travellers to take shelter within its fang-toothed maw.

The most infamous of these cadaverous creatures is the hut of Gerta the Rot Witch, who haunts Hag's Fork at the edge of the Witchwood.

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OOZES

FILTH • OOZE • UNDEAD

The strange properties of the toxic sludge that smothers the Wetlands sometimes spontaneously congeals into pools of sentient slithering slime that absorb the flesh of dead bodies & carry the bones within their viscous mass. These gelid scavengers are plentiful in the thick layer of muck on the lakebed of old graves at the bottom of Tomb Lake, where they consume the ambient nutrients of thousands of dissolved corpses.

Gütters say these creeping jellies are the mystically-warped bodies of men & women who have fallen victim to the curse of the Slimelord Smirdzaka & the bewitched amulets found mysteriously in old ruins & sunken treasure troves around the Wetlands.

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CRABS OF TOMB LAKE

FILTH • FISHOID • VERMIN

Many of the crabs that dwell in & around the murky sepulchral waters of Tomb Lake have mutated to blend in with their surroundings. Smaller varieties called Carrion Crabs grow shells that bear the features of human face to hide them from hunters & to attract small fish that feed on corpses & in particular the ears, eyes, lips & noses of sunken dead men.



The massive & lumbering Graveshell Crabs eat corpses from soggy lakeside graves & slumber within the mud until moss & lichen grows around the gravestone, affixing it to the sleeping leviathan's shell. These collossal crustaceans are holy to various death cults of the Würstreich, whose zealous devotees set candles on the crabs' backs to create fearsome living altars.

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HARPY

FILTH • WITCH

Harpies are wicked winged women of the swamp; half-avian witches with a foul temperament & a taste for human flesh. These maternal monstrosities lay large eggs that are valued by the Bog Gütters as a delicacy, while the shells are used for decoration & jewelry of cultural importance to the swamp people.

The feathered crones build nests out of branches, twigs, bones & packed mud atop ruined walls & twisted swamp trees. These they defend with unbridled ferocity, so clever egg-pilferers wait for harpy mothers to leave their nests in search of food before making the hazardous climb.

Because harpies have long memories & bear bitter grudges, Gütter egg-thieves wear masks to conceal their faces; lest they be caught in the act & hunted relentlessly until the end of their days.

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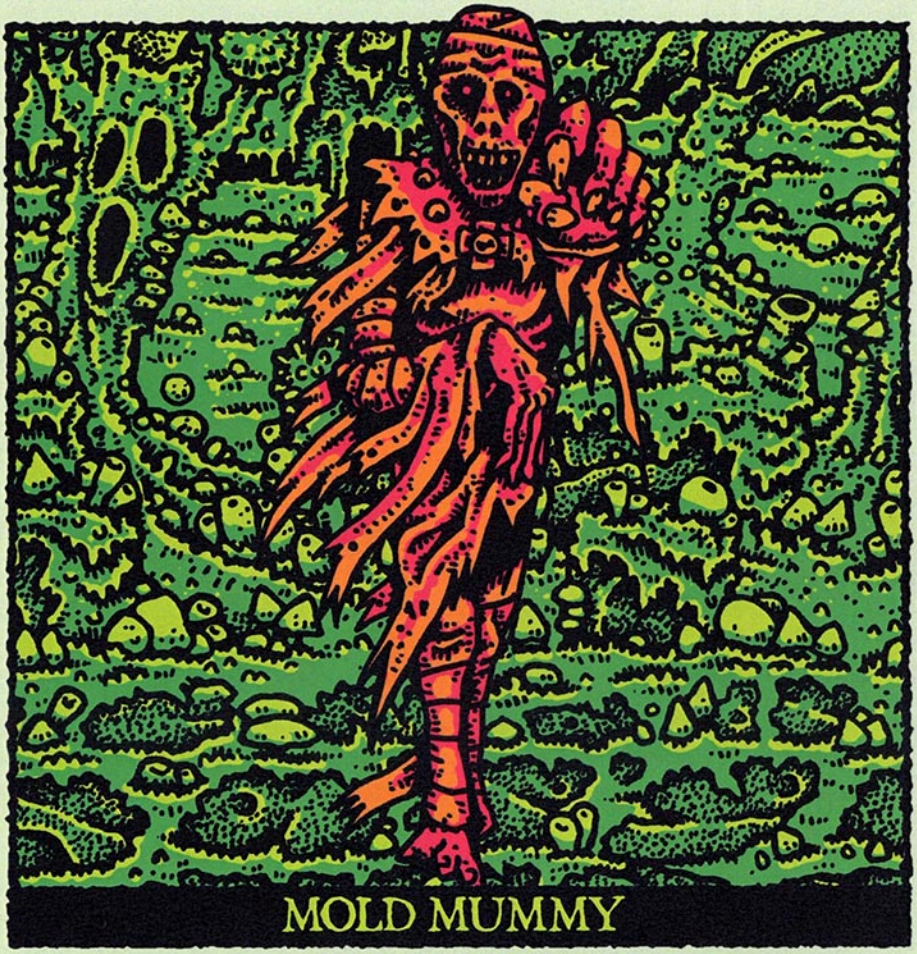

MOLD MUMMY

FUNGUS • UNDEAD

The dead of Tomb Lake & the surrounding Necropolis have been disturbed by the eroding effects of caustic floodwaters. Gravesites infested with rot provide fertile homes for all manner of strange & dangerous fungal life. When certain spores find their way into the tombs of ancient Puritan priests, the wards of the Grave Monks having been destroyed or dislodged, the mummified remains rise again to serve the bidding of the malevolent moss hosted within it.

Somehow, the fungal infestation senses the memories of the cold corpse's former life; murmuring prayers & curses with a hissing inhuman voice, it gesticulates strangely in imitation of the rituals of the order.

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DEATH TROLL

FILTH • TROLL • UNDEAD

The natural resilience & regenerative abilities of Wetlands Trolls allow them to live almost indefinitely until they are stricken by disease or felled in battle by one of the other monstrous predators of the swamp.

Gütter & Fishoid witches who have mastered the ritual transference of life energies & the peculiar pickling processes required to reanimate dead flesh seek out the bodies of slain trolls with which to practice their necromantic arts.

Death Trolls are risen from their muddy graves to serve sinister sorcerers, witches & warlocks who have need for assistants of formidable strength, terrifying aspect & the unswerving obedience of the shambling mindless dead.

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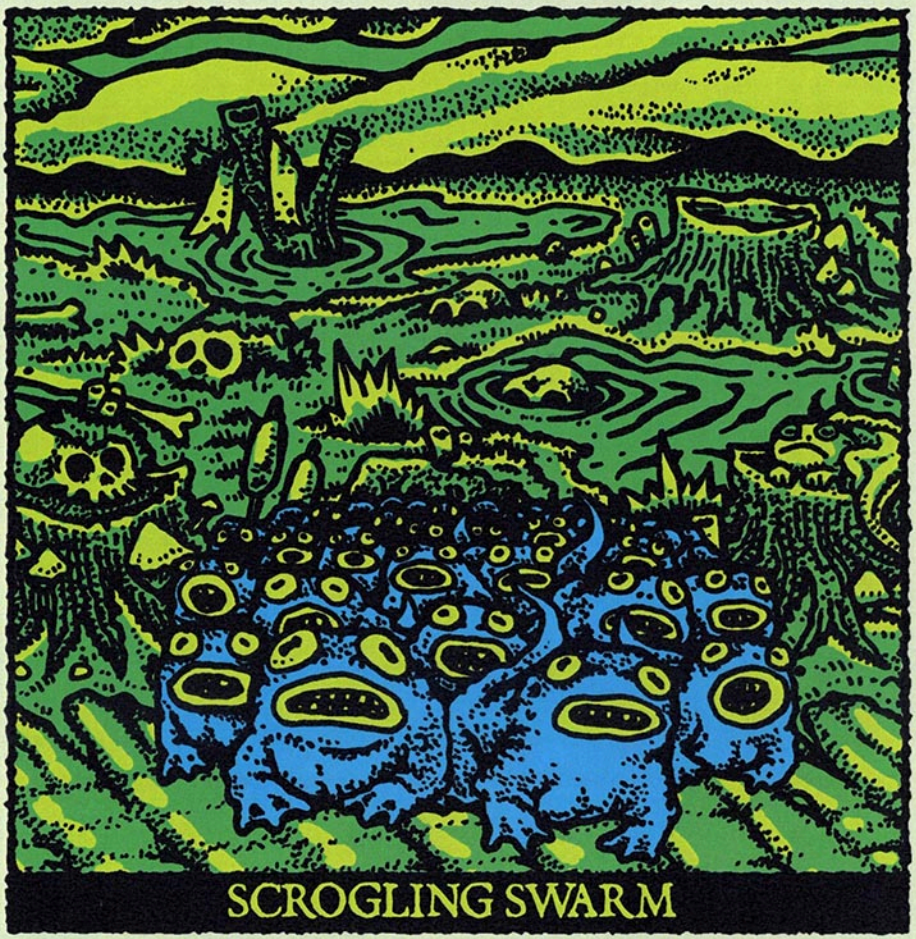

SCROGLING SWARM

FILTH • FISHOID • SWARM • VERMIN

Swarms of slimy juvenile Scrogs hatch together & move in a cluster from pond to pond, eating every insect & small Verm they can find. Some Bullscrogs carry their young within their gullet, vomiting them forth when it's time to feed. Others have strange orifices along their backs that house an entire generation of wriggling Scroglings until they have undergone their metamorphoses into larger forms. Those lacking such protections are favourite prey for hunting beasts & Gütter Scrog spikers who make treats from their eyes & organs.



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MEGAVERM

FILTH • VERMIN

Horrific fleshy leviathans burrow through the swamp sludge of the Wetlands & the caustic ash of the Badlands. Some grow to gargantuan proportions after decades of devouring decayed dead things & living creatures trapped in sludge pits or ash sinks.

Those that dwell in the depths & tunnels around Dusk Falls grow particularly massive & the Würsters call these the *'Army Eaters'*. The Scroglin King & his minions have learned to control these collossal carnivores using witchery & prodigious heaps of raw flesh.

Gütter legend says that the Megaverms swallow buried treasures & natural gemstones as they tunnel underground; a valuable prize for any hunter mighty enough to conquer such a titanic toothy terror.

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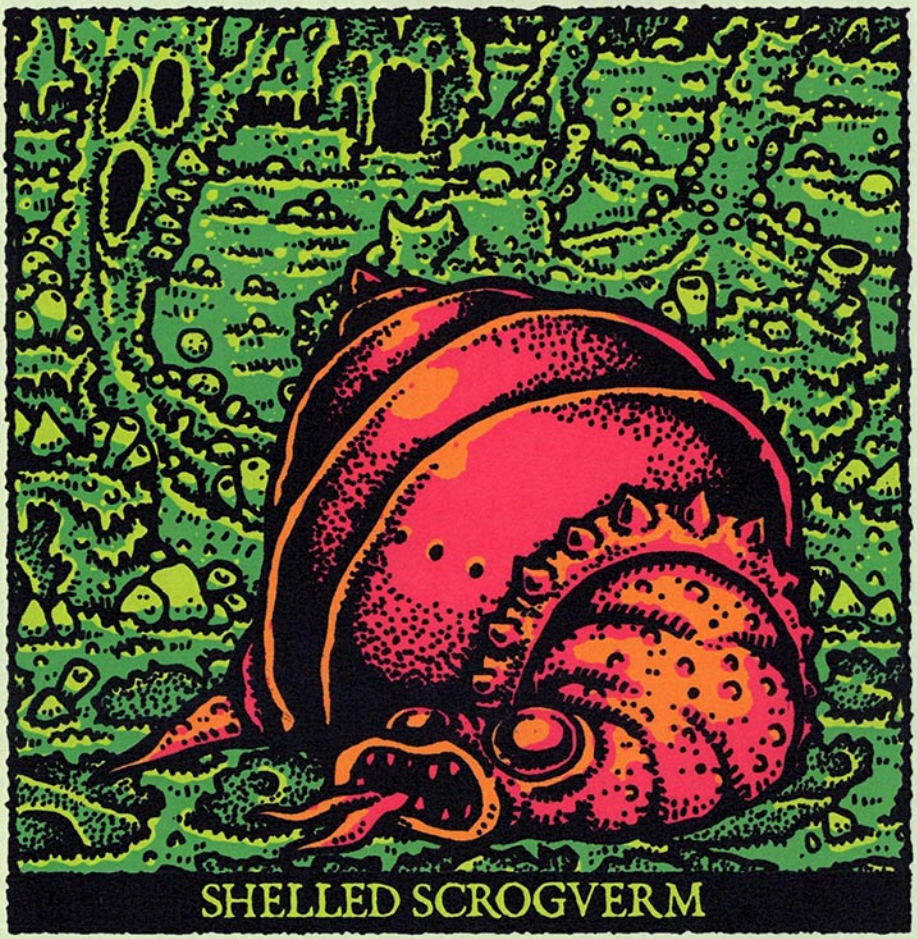

SHELLED SCROGVERM

FILTH • FISHOID • VERMIN

Disgusting slug-like creatures called Scrogverms slither & squirm across the muddy shores of Tomb Lake.

They lack any interior skeletal structure, but some particularly large specimens grow armored shells to protect their backs from the raking talons of Harpies & other airborne predators. Tierficker catalogued several lesser species of Scrogverm that imitated this armored housing by inhabiting skulls, discarded helmets, or iron cookware.

Scrogverms excrete a foul-smelling slime to propel them across the swampland terrain & attract bloodflies that become trapped in the sticky layer of slime & are slowly devoured. Expert Scrog hunters work in teams using hooks of various sizes to flip the Scrogverms on their backs & pry them from their shells.

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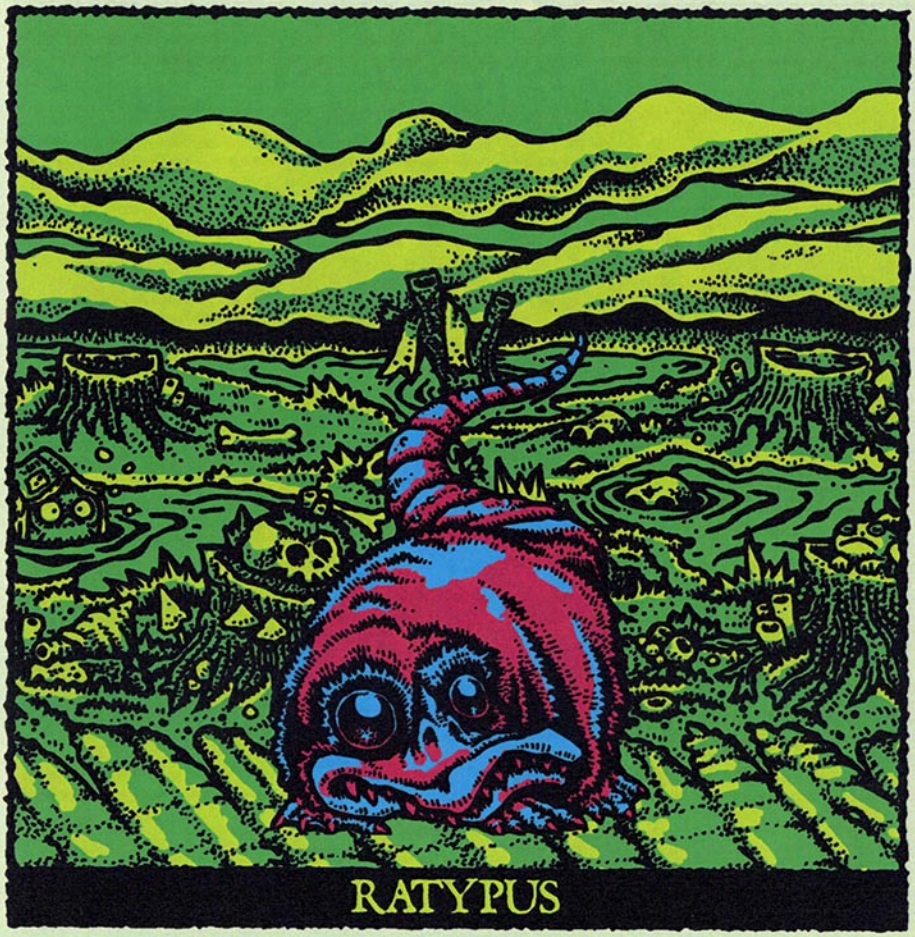

RATYPUS

FILTH • VERMIN

The rare & elusive Ratypus is a symbol of both good & bad fortune to the Bog Gütter people. Good because of their dense, soft pelt that fetches a high price from wealthy Würsters who treasure the luxurious fur for their elaborate & ostentatious ensemble. Thanks to their scarcity, lucky Gütter trappers who capture this timid aquatic rodent consider themselves blessed by good fortune & wealth.

The unlucky reputation of the Ratypus is due to its many predators who smell them out across the swamp & are often found lurking in the vicinity. The Gütter expression *'chasing the Ratypus'* refers to hunters who have been lost in the swamp & never returned; victims of their own hubris & overzealous greed.

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SHAMBLER

FILTH • FUNGUS

Whether the fabled swamp Shamblers are the devolved ancestors of lost & isolated Gütter tribes or a race of sentient fungal creatures grown in the vague likeness of human shape is a controversy that has been fiercely debated by the few Imperial scientists who bother to puzzle over such distinctions.

From a distance, one might mistake a Shambler for any bog traveller bundled up in layers of tattered rags or a simple heap of rotting vegetation. Up close, they bear little resemblance to men; revealing themselves to be mishapen & hunched monsters coated in or comprised of damp moldy growths, moss & mycelia.



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