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Degenerate Dictionary
HORRIFIC HUNTERS
OF THE BADLANDS
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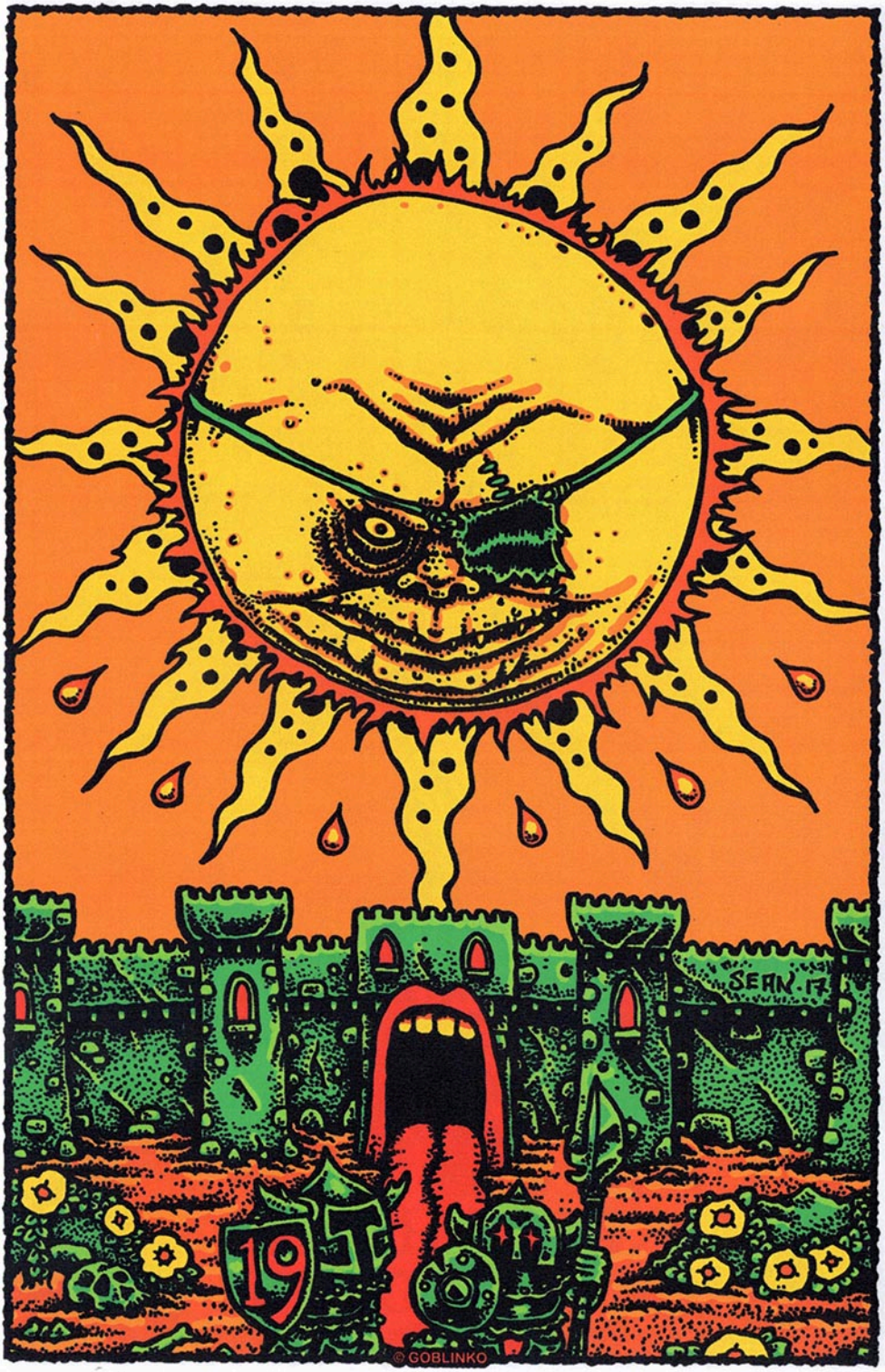
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HORRIFIC HUNTERS OF THE BADLANDS

Sommige mannen scheren schapen, anderen varkens

The Badlands are a vast wind-blown & ash-choked expanse of dunes dotted with decaying ruins & shrouded in billowing clouds of toxic vapour. Hideous goblin hordes make their fetid dung-lairs here amongst the old stone fortifications of the Würstreich, whose people fled this harsh land long ago; leaving only the feral Ödlander savages & the voracious beasts of the Wasteland to combat the goblin menace.

Meanwhile, with daemonic fingers clad in blackened gauntlets, the Morbad legions claw their way up from the deep; fixing their baleful crimson eyes on the heart of the Würstreich...



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FILTH • GOBLIN

The goblins of the Badlands raise mutated Wasteland dogs for hunting, guard-duty & cruel bloodsports. Trained for ferocity, these slavering beasts are larger than the dogs of the West & often display grotesque physical abnormalities & many scars of battle. Most frightening of all are those with the faces of goblins that talk in the crude broken Würster dialect of their masters.

Dogs of the goblin kennels can detect the faintest scents of Ödlanders & other humans over the staggering stench of the goblin camps & settlements, warning their owners of raiders & intruders.

When goblin warparties gather to hunt in the wastes, they bring packs of vicious hounds to sniff out the trail of potential slaves across the long leagues of barren land.

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BILEZOGBUG

DAEMON • FILTH • GOBLIN

Called the Daemon Mother of Goblins, Bilezogbug is a massive & grotesque insectoid monstrosity & a queen of the Daemonic Royal Court of Morbad. Having crawled from up out of the Hell Pit, she now makes her lair in a hidden cavern somewhere deep below the Badlands, surrounded by her goblin children.

The infamous tome known as the Morbadicon contains a detailed description of Bilezogbug & her brood; in her dark pit she births grublins by the thousands; squirming things that metamorphose into a myriad of disgusting shapes.

Her most devoted children are goblin witches who attend her needs & prepare her for her destined union with the Daemon Sultan Gabblethrax & the birth of the Black Egg.

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CHICKEN WITCH

GOBLIN • WITCH

The Chicken Witches of the Cult of the Black Egg are an insane coven of cackling crones. They serve their mother Bilezogbug, tending to her needs & hatching plots on her behalf. Their fowl arts of witchcraft include daemonic conjurations, gruesome blood sacrifice & gory divination. They send plagues to blight the livestock of their Ödlander enemies, or sneak into camp by night to steal hens' eggs & replace them with those of goblin origin.

When the swine take ill & the goats give sour bloody milk, the people say a Chicken Witch must be nearby; working its insidious magics.

Chicken Witches dress in tattered robes & their feet are often deformed & clawed. Their hideous faces are covered in sagging warty flesh.

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DAEMONIC VOIVOD

CULT • DAEMON

Warleaders & lieutenants of the Legions of Morbad stride or hover across the Badlands at the head of columns of daemonic troops; sheathed in spikes & dripping with necrotic energy.

They are unparalleled warriors & command the strictest obedience of the daemonic hosts that follow them into war. These dark servants of the Royal Court of the Daemon Sultan Gabblethrax form the military elite of the Morbad Legions & each commands a personal retinue of daemon soldiers & goblin slaves.

Daemonic Voivods take many fearsome forms & often ride to war on the backs of monstrosities from their world; trundling, flapping, or slithering warbeasts that spread utter terror through the ranks of their enemies.

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GOBFLIES & GRUBLINS

FILTH • GOBLIN • VERMIN

Writhing goblin-verms called Grublins are birthed in their thousands in the dark pits below the Goblin Fortress & in hollow caves across the Eastern Mountains. Feasting on filth, they grow & metamorphose into many shapes; Gobflies being among the most common. These buzzing aberrations swarm & scavenge at the refuse piles surrounding the Goblin Fortress & Stinking City. Disgusting & loathsome creatures, they are infamous vectors of infection & disease.

Ödlander camps infested by Gobflies quickly lose livestock to sickness; the flies must be purged with fire before an outbreak occurs, or the tribe may starve.

To lessen the risk of Gobfly infestation, the tribes dig communal lavatory pits at some distance outside camp, which can make a trip to relieve oneself a perilous quest in itself, as many a drunken Ödlander has fallen prey to Wasteland predators whilst squatting over a septic pit alone in the dead of night.

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THE MAD GOBLIN

FILTH • GOBLIN • VERMIN

When he was stricken stark raving mad by invisible vapors from the void, this goblin miner flew into a sudden frenzy & began his infamous killing spree atop his chiropteran companion, Bruise.

Across the Wasteland, no one is safe from the Mad Goblin's bomb raids. Mixing his own explosives from rotten vegetables, rusty nails, spined cacti, scrag dung & the bubbling acids of the Burning Lakes, he rides through the night atop his monstrous scrag familiar; tossing bombs every which way just to watch the world burn.

He leaves a trail of craters & mangled corpses in his wake, carrying off gory morsels to feed his ravenous beady-eyed mount.

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HOBGOBLINS OF THE EASTERN MOUNTAINS

GOBLIN

The infamous Stinking City of the goblins is hidden in the hollow depths of the Eastern Mountains, beyond the edges of the Borderlands. The goblins of this region have their own strange custom & culture that remains mysterious to Imperial researchers.

Ettins, orcs & other larger & stronger forms of goblinkind found across the Badlands are rare in the cramped tunnel passages of the mountain Wormways. The warrior elite of the Stinking City is made up of vaguely man-sized creatures known as Hobgoblins.

Cunning & warlike, they use bright lanterns to blind, confuse, distract & mislead their enemies in the dark below the mountains.

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NUGBEAR

GOBLIN

These massive goblin beasts dwell on the peaks of the Eastern Mountains where their thick coat of filthy matted fur is a boon against the cold night winds that hammer the high slopes.

Prized by goblin warlords for their size & ferocity, they are often brought down out of the mountains to be used as guards & shock troops; lured by the promise of fresh & plentiful meat.

Displaced from their natural habitat & climate, the Nugbears of the Badlands do not hibernate like those of the wind-blasted heights & as a consequence they grow quick-tempered, violent & voracious. In this starving stuporous state they are easily manipulated into service by crafty goblin taskmasters, who are inferior in size but superior in intellect to their furred mountain kin.

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MORBAD MOUTH

CULT • DAEMON

A gargantuan mass of jagged teeth set into immense & powerful jaws, crowned with a spiked Morbad helm & carried on stunted lizard-like legs, the Morbad Mouth is a daemonic beast of war that devours everything in its path.

Stomping towards their prey on stubby limbs, these hungering horrors gnash their terrible teeth, raising a cacophony of clattering mandibles that haunts the dark dreams of the few who hear it & live.

Prodded towards the enemy by lesser daemons bearing tridents & pitchforks, the Mouths often run amok during battles; rampaging through allied lines & eating slaves & goblins unable to escape the drooling jaws of these gargantuan gluttons.

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MORBAD KRULTURE

CULT • DAEMON • VERMIN

Daemonic carrion feeders called Krultures soar high over the wastes on the hunt for fresh kills to scavenge & devour. They circle over skirmishes & clashes between the dangerous denizens of the Badlands; waiting for their opportunity to pick meat from the carcasses of the fallen & from the bodies of those too bloodied & exhausted to put up a proper fight.

The ominous sight of their black leathery wings over nomad caravans travelling through the Wasteland is an evil omen signalling hard times ahead.

The vile Krultures flock around mighty Morbad warbeasts, hoping to feast on the prodigious fields of carnage left in their wake.



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THE BLASTED HEATH
THE HELL PIT
GOBLIN FORTRESS
SKULL BRIDGE
LAST CHANCE
(WASTELAND)
THE WASTELAND
CRYSTAL CRATER
(BURNING LAKES)
GUTFISH FORD
HWOOD
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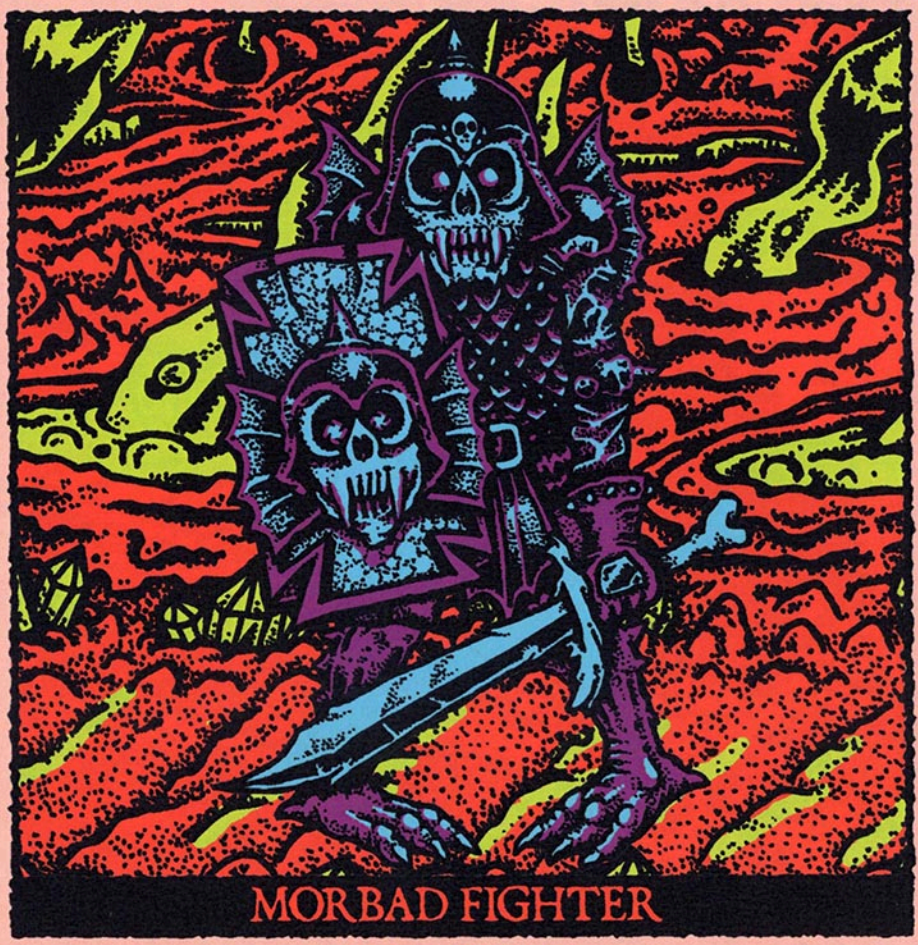

MORBAD FIGHTER

CULT • DAEMON

Clad in blackened armor forged in furnaces deep within the chasm, the footsoldiers of the Morbad legions march with military discipline & fight with tactical precision in tight-knit formations. They are the elite heavy infantry & backbone of the legendary Morbad military might.

Once locked away for aeons on the prison world Morbad, now they stomp up out of the depths of the Hell Pit & across the Blasted Heath; mustering for war & enslaving the goblin hordes & Ödlander tribes of the wastes.

The mightiest champions of the Morbad legions are given command of their own detachments of daemons & with success in battle they are eventually promoted to become powerful daemonic voivod warlords; the true rulers of the Badlands.

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MORBAD VERMINER

CULT • DAEMON

The plentiful swarms of writhing verms that wriggle in pits & hollow tunnels below the Badlands are harvested by cunning & cruel daemons of Morbad who use them as both a food source & method of torture.

The daemons' captives are covered in blood-sucking verms to harvest the mortal essences useful in dark rites of daemonic sorcery.

When confronted in battle, these ritualistic torturers fling handfulls of voracious verms on their foes, showering them with thirsty biting pests while mightier Morbad warriors close in for the kill. When their victims fall, the engorged verms are collected as a feast for the victorious daemons; juicy blood-filled morsels that restore the daemons' vigour & fuel their vile magics.

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GNAR BRUTE

BRUTE

Bestial Brutes take on a plethora of hybrid forms; combining the body structures of man & animal in endless grotesque variety. Brutes of the Wasteland often come in the form of wild packs of Gnar Brutes; a mutant blend of human, feline & canine.

On the hunt, they use numbers to their advantage & they are generally considered to be the most intelligent of brutes; they can even speak the goblin dialect of Würster, albeit with a severely limited vocabulary.

They are notorious raiders & unanimously hated by the Ödlander tribes with whom they war endlessly. Wasteland warriors know well to ready themselves for battle when they hear the cacophony of cackling laughter, barks & howls of the Gnar Brutes echoing over the ash dunes.

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SKROCUST SWARM

FILTH • VERMIN

Clouds of diminutive despoilers swarm over the Badlands, searching desperately for crops & carrion to set upon & devour. Once a seasonal menace to the farmers of the old North, these winged pests now strike randomly & without warning; their natural cycles confused by the desolation of the land & disastrous changes to the local climate.

Descending on Ödlander encampments, they strip the land bare; killing livestock, children & the elderly & leaving only piles of bones picked clean. These sudden strikes are invariably blamed on goblin mischief, angry spirits, or the witches of rival tribes. In the latter case, the offense is met with fierce retribution; leading to brutal revenge cycles that span generations.

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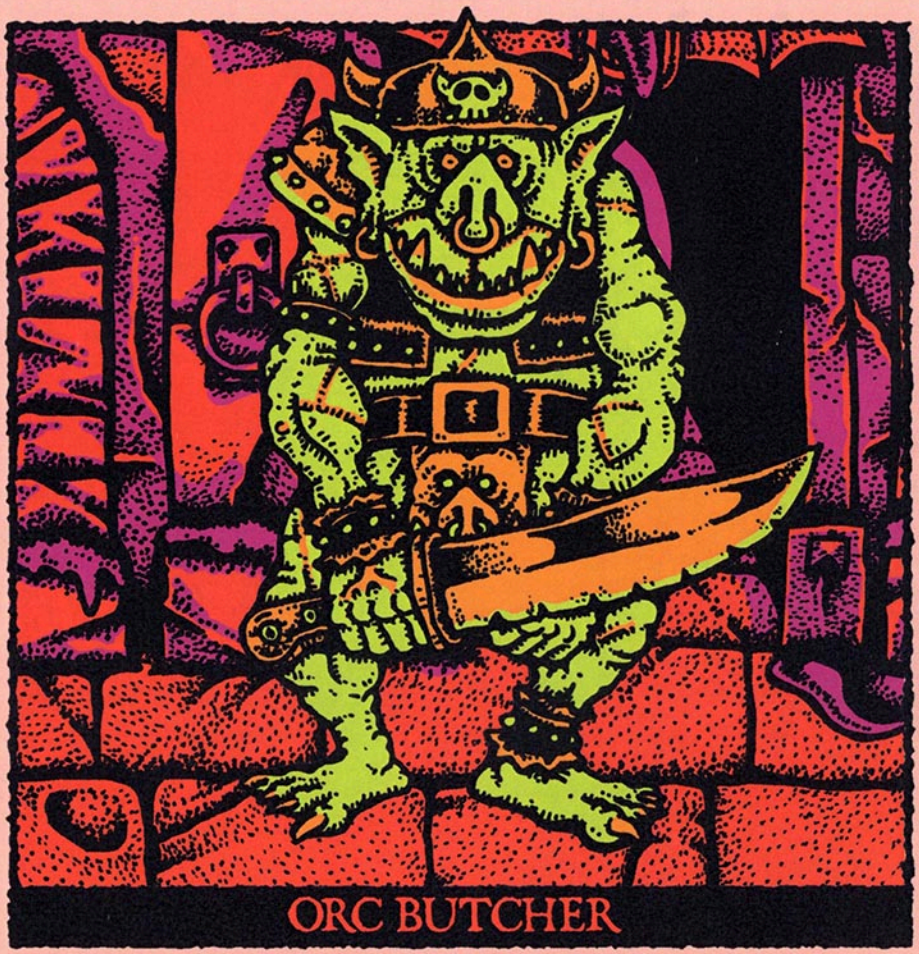

ORC BUTCHER

GOBLIN

Lurching muscle-bound & pig-faced thugs known as Orcs serve as footsoldiers for the crafty & manipulative goblin witches & warlords of the Wasteland.

The naturalist Tierficker tested extensively his theory that orcs were a hybrid race of man, goblin, dogs & swine, though his findings have since been utterly destroyed by the diligent work of the Inquisition's sin-finders.

Whatever the case, it is certainly true that several savage Ödlander tribes eat orc meat roasted on a spit when it's available.

Orcs, for their part, will eat almost anything & this one carries a heavy chopping blade for the butchering of flesh both living & dead.

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ETTIN

GOBLIN

Ettins are lumbering giant goblins with two or more heads sprouting from their shoulders. Tierficker believed these monsters to be birth defects; twins, triplets & so on that merged during gestation; their bodies incorporating the mass of each sibling into one monstrous amalgamation. Of course, this is pure speculation & Tierficker was never able to prove his theory, though it is certainly true that ettins often possess an assortment of extra limbs, growths & malformities.

Ettins are notoriously dull-witted, easily distracted & prone to indecision. Their smaller cousins use them for hard larbor or war-beasts & living siege engines as they are capable of wielding clubs the size of tree trunks or hurling immense boulders to smash through walls & defenses.

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MORBAD WIZARD

CULT • DAEMON • WITCH

These sorcerous servants of the royal court of Morbad are masters of dark conjuration & the esoteric wizardry of the outer planes scarcely known to even the greatest mystic minds of humankind.

Envoys, messengers & magi of the Daemon Sultan's court, they travel between the spheres following the will of their dread master; preparing this new realm for his arrival, as foretold by lunatics & doomcryers for countless ages.

Though Morbad Wizards are dangerous beings of unholy & terrible power, many daemonologists of the Würstriech have sought them out to bargain for eldritch knowledge & to learn the sorcerous lost language of the ancient Celestials. The price to be paid for such secrets often entails endless servitude to the dark forces of the Hell Pit.

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SALAMANDER

FILTH • REPTILIAN

The Salamander soldier is a scaly serpent-eyed menace. A distant descendent of ancient & wise Reptilian sorcerers, this hybrid monstrosity has devolved into little more than a slavering savage beast.

It serves the sly & shifty goblins, fighting in the front lines on raids or in the blood pits for its masters' pleasure. Though it could easily overpower them, they keep it pacified with a steady supply of scrag meat as a reward for obedience.

With rows of sharp yellow teeth, an outer layer of hard scales & a forked flickering tongue, this degenerate saurian beast is a cold-blooded killer & terror of the Badlands.



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WASTE WITCH

HUMAN • HERETIC • WITCH

Shamanic leaders of the Ödlander tribes, the Waste Witches are masters of poison & potions. This witch extracts toxins from the rare & deadly flora & fauna of the Wasteland, brewing her own terrible tinctures in hidden pots buried at secret sites to ferment within the firmament.

Her body riddled with snakebites, pure poison flows through her veins & what would bring death to any normal man or woman only serves to fuel her mystical powers.

The most important duties she performs for her tribe include dowsing, divination, weathercraft, treatment of disease & disposal of the dead; the particular customs for which vary wildly from tribe to tribe.

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GARDIAC THE HUNTER

BEYONDER

The terrifying & relentless hunter known as Gardiac was projected into existence by a strange & alien device hidden somewhere in the barren wastes of the Badlands. He hunts for bounties in the service of unknown entities from the outer dimensions beyond.

He is armed with advanced weaponry far beyond the comprehension of Würster science. His rifle projects searing hot rays of light, while a massive glowing gem on his harness projects a protective force field warding him from harm.

This mysterious killer stalks beasts that have slipped into the world through voidgates & sorcerous conjuration, as well as foolish humans who tresspass in secret forbidden places where they should not.

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HAFFEDRACK

FILTH • REPTILIAN

Ödlander legends say that the first Haffedrack were created when Orla of the Eye split a terrifying two-headed Doppeldrack in half with a single stroke from the Blade of Irony *(now broken)*.

The winged wyrms of the Wasteland eat toxic sludge from the Burning Lakes & half-dissolved scrags felled by acid rain. The corrosive brew is stored in the creature's stomach & used to break down larger meals; a favorite being whole goblin *(armor & all)*.

Some Dracks have been known to spew gouts of burning stomach acid on their prey in order to jumpstart the slow digestion process.

Sacks sewn from the innards of slain Dracks are prized by Ödlander witches & Würster alchemists who use them to hold caustic fluids.

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