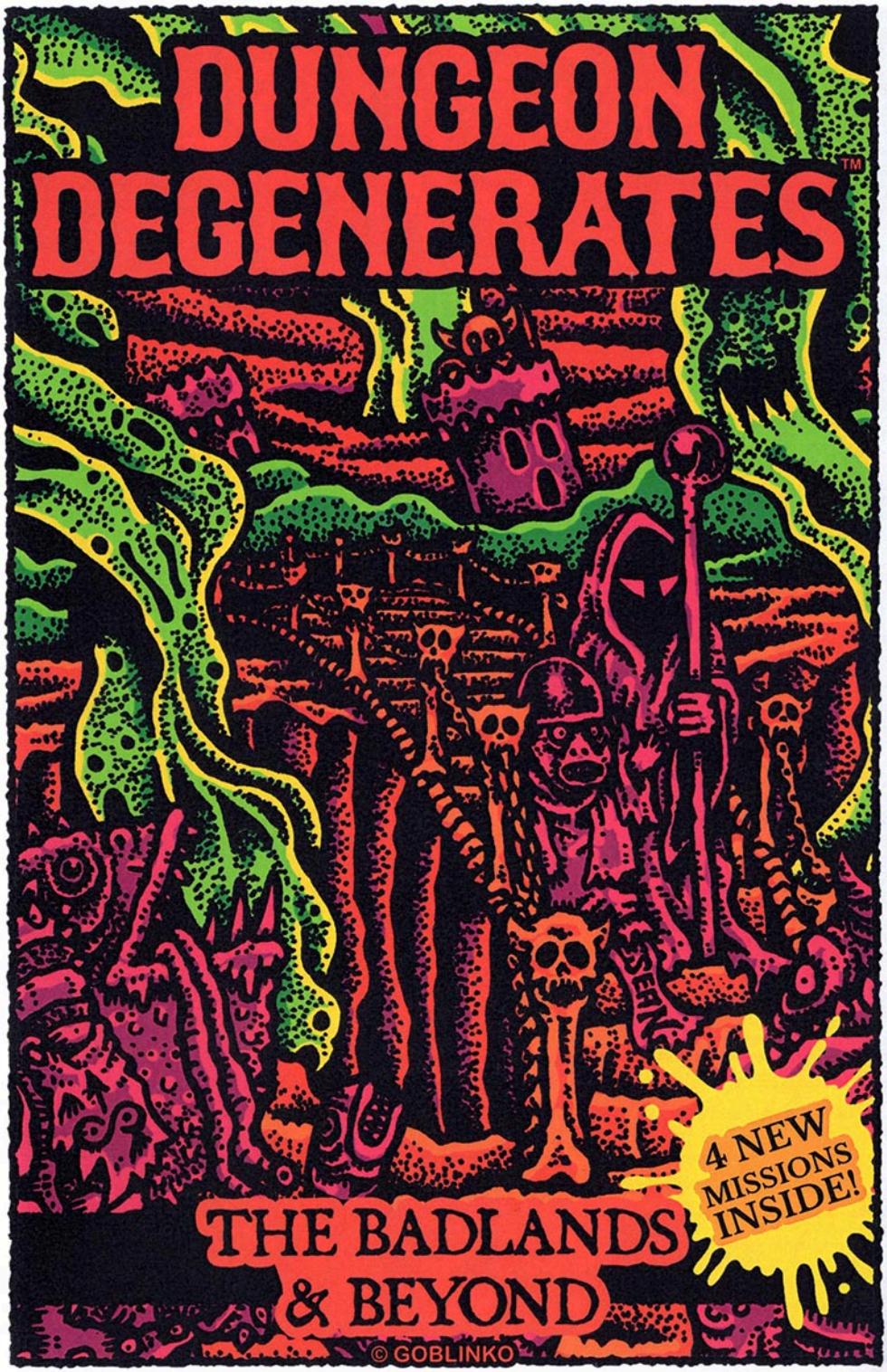
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THE BADLANDS & BEYOND
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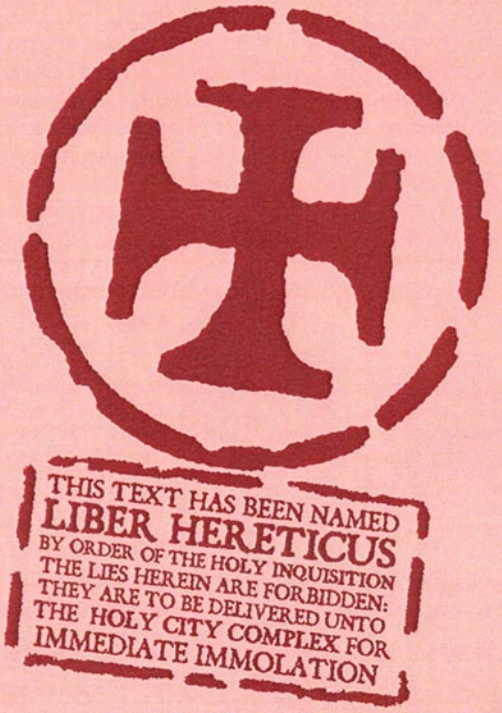
THE BADLANDS & BEYOND

Derjenige, der Feuer isst, kackt Funken

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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HISTORY OF THE BADLANDS

The desolate arid plains of the Badlands were once the bread bowl of the Würstreich; endless cultivated fields of grain & livestock pastures tended by the Empire's Gütter servants. Toiling in the shadow of the ruins of stone structures built by their ancestors for the giants who ruled over them long before the rise of the Würstreich, the Gütter farmers & herders of the North fed the hungry Imperial war machine at the height of its power.

It was here in the deep North that Imperial explorers discovered an ancient temple dome; long abandoned & fallen to ruin. Investigating the temple for clues about the nature of the giants who once worshipped within, Imperial scholars made an even greater discovery; vast subterranean machines surrounding a mysterious artifact referred to cryptically in the secret historical records of the Holy Order as *'The Pearl'*.

THE PEARL

No primary records of what happened within the ruined temple dome now exist. Historical writings on the topic are derived from Imperial communications concerning the discovery; indicating that several Imperial officials & important figures in the Holy Order were called to the site to examine the wondrous discovery. These accounts were compiled by the rogue historian Malodotus, who was later burned on Witch Hill along with every copy of his writings that the Inquisition could lay their hands on.

His rare heretical text pieces together the scattered Imperial communiques & indicates clearly that the Pearl was quickly identified as an object of immense power & dire importance. What the team of experts assembled at the temple discovered about the nature of the Pearl is unknown, but it is clear that something went horribly wrong.

CATACLYSM & RUIN

What happened next is well known, for its effects were felt across the world, though no doubt specifics have been forgotten or exaggerated over countless retellings of the tale.



As farmers worked their fields, an aura of darkness grew in the sky above them, blotting out the horizon. A silent shockwave of tremendous force ripped through the land. The temple & surrounding area were instantly vaporized along with peasants & livestock caught by the force of pitch black energy rapidly expanding outward to devour the landscape.

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This dark sphere of death swallowed the sky for seven days, shrouding the light of the sun & driving the people of the Borderlands into a frenzied panic as apocalyptic prophets emerged to herald the fall of the Empire & the death of mankind.

The seismic aftershock unleashed by the cataclysm ravaged the landscape, shattering the towns & villages of the North & breaking apart dams that held the Stinkendblüt River on its course. Freed from its bonds, the river burst its banks & flooded into the lower Necropolis; collecting to form what is now called Tomb Lake. In the Northeast, a gaping chasm split through the land like an infernal trench, releasing toxic subterranean vapors into the air & dividing the region in half.

The black ash from destroyed villages & vast tracts of devastated farmland blotted out the sun even as the black orb of destruction receded & vanished. This toxic ash rained down across the Borderlands & the Northern farmlands were completely covered; decimating the local flora & fauna & leaving the region a barren Wasteland smothered under a sea of noxious dust.

Crippled by the loss of their crops, the Empire never fully recovered but carried on, despite the prophecies of the doomsayers. The scattered survivors in the Northlands were abandoned to their fate & with exposure to the toxic aftermath of the cataclysm they devolved into feral primitives whose descendants still haunt the scoured barren dunes of the Badlands.

THE HELL PIT

The land where the Temple of the Pearl once stood is now a massive smoking crater; known in the tales of Würsters as the Hell Pit. Surrounded by the leagues of desolation & grey ash of the Blasted Heath & an ever-present miasma of foul vapor, the Hell Pit is unquestionably the most remote & dangerous landmark of the Borderlands for all save the Morbad legions that dwell within its depths.

Being a place that only those utterly devoid of sanity would dare visit, eye-witness accounts of this hellish place are nowhere to be found outside the pages of the infamous eldritch tome called the Morbadicon.

The wild Ödlander people of the Wasteland believe that the titanic mother of all Megaverms dwells in the depths of the Hell Pit; sleeping far below the scoured surface of the Blasted Heath. When she awakes, she will do battle with the Rumbling God of the Darkness Below & devour the world whole.



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THE BLASTED HEATH

The Blasted Heath surrounds the still-smoking Hell Pit where the ruins of the Temple of the Pearl once stood; comprising the area covered by the burst of dark energies released from the Pearl during the great Cataclysm. Roiling clouds of ash cover the sky over the desolate wind-blown expanse, perpetually shrouding the landscape in darkness.

This haunted twilight desert of ash & bone-dust is devoid of life save for strange insects whose mode of survival is completely unknown. The daemons of Morbad & their goblin servants trek across the Blasted Heath between the Hell Pit & their outpost at the Skull Bridge, serving the plots & machinations of the Daemonic royal court of Morbad.



Those trudging across the Blasted Heath can spy a black shroud that blots out the horizon; a titanic dark shape looming over the Eastern Mountains. Many of the feral human tribes of the Badlands believe this to be the land of the dead; where those who die an inglorious death from thirst, starvation, or sickness wander forever along the paths of ash.

THE CHASM

The chasm is a vast gaping rift that divides the Badlands between North & South & defines the border between the Wasteland & Blasted Heath. Noxious subterranean gas emits from the chasm along with the echoes of screaming slaves, the bellowing of daemonic creatures & the rumbling of the unstable shifting firmament. Screeching devil-faced things crawl, scuttle & slither within this wound in the world; unclean & wholly malicious things that seem to harbour an unquenchable hatred for all life. Their ranks teeming with sharp-toothed & claw-footed torturers, they roast their victims inside hinged furnaces molded in the shape of monstrous beasts from their world. As the victims of such cruel inventions are cooked alive & impaled on spikes, their screams of agony are carried through chambers within the furnaces to create a cacophonous orchestra of pain & anguish.

Within the chasm, the walls of the jagged trench are riddled with caves in which gruesome Morbad daemons of all shapes & sizes can be found, along with the furnaces & forges where daemonic weapons, armor & engines of war are produced by goblin & Ödlander slaves under the whips of cruel overlords from beyond.

Hidden from the eyes of men, the daemonic legions build their instruments of conquest & wait for the glorious day when their Daemon Sultan Gabblethrax will be freed from his prison & unleashed on the unsuspecting & unprepared settlements of the Borderlands.

SKULL BRIDGE

The Skull Bridge is the gateway to the Blasted Heath & the only structure that spans the mouth of the chasm at surface level. It was erected by goblins from the bones of hundreds of beasts & men who perished out in the wastes since the cataclysm. Goblin servants maintain a small outpost here & use it as a way-stop as they make the long trek across the Blasted Heath on errands for their Morbad masters.

Off-duty goblin guards stationed at the Skull Bridge amuse themselves with gambling games & arena fights; pitting slaves, beasts, or fierce roosters against each other & feeding the losers to the merciless maws of Morbad monstrosities.

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THE LEGIONS OF MORBAD

Though secret Puritan historical records show that daemonologists have been in contact with a plethora of daemonic entities since before the cataclysm, it is generally agreed that the hordes of Morbad daemons began to appear in the Badlands in great numbers immediately following the opening of the Hell Pit & the chasm.



The official doctrine of the Holy Order suggests that the daemonic hordes of the Badlands originate from some terrifying outer dimension; summoned forth by witches under the leadership of the dread Necromancer. This, of course, is contradictory to historical records that show the Necromancer's banishment occurred nearly a century after the great cataclysm.

The daemons of Morbad appear in a myriad of shapes & sizes; most bearing a savage, skull-like visage & the distinctive spiked armor forged by their infernal industry. They serve a court of daemonic royalty who rule in the world beyond the Hell Pit. These daemon lords bear names such as *the Daemon Sultan Gabblethrax, Bilezogbug Daemon Mother of Goblins, Globnotite the Coldbringer & Simplex the Omnivoid*; woe be unto mankind should they ever burst through the cracks in the walls of their prison world Morbad.

THE MORBADICON

The Morbadicon is a forbidden text penned by the heretical daemonologist & philosopher-monk Stücrepus; rumoured to be one of the Seven Secret Sorcerers of the Necro Coven until his death by torture & public execution. His is the only eye-witness description of the frightening panorama of the Hell Pit, though some question the validity of his account, claiming that Stücrepus was imprisoned within a secret drudenhaus of the Inquisition at the time of the writing & that he could never have visited the Badlands in person.

Within the pages of the Morbadicon can be found numerous spells & arcane formulae for the conjuration & binding of daemonic entities, along with descriptions of the hierarchies & stations of the sprawling daemon court of Morbad.

Stücrepus' blasphemous manuscript was smuggled out of the drudenhaus by secret agents of the Necro Coven & copies were made; though many of these have since been found & destroyed by the Inquisition, along with their owners.



Bilezogbug, Daemon Mother of Goblins

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THE WASTELAND

Where once were bountiful fields across the horizon as far as the eye could see, now sprawls a vast parched Wasteland where Morbad carrion krultures circle over the dead & dying out in the barrens; marking the kills of predators & goblin warbands. The soil here is inhospitable to life & the shrubs & cacti that grow from dry cracked plains & rocky debris fields are prized by the natives.

Blasting winds & erosion quickly decimate standing structures here, leaving behind only skeletal husks. Even the grand stone towers & temples of the ancients have been ground down & heavily damaged over the years. Only one massive stone Imperial fortress remains mostly intact from the days of Imperial rule; now thoroughly infested with goblin scum. Even the Goblin Fortress, as it is known by the Ödlanders, is steadily crumbling & its walls contain many breaches poorly repaired with mounds of packed & dried dung.

Out in the Wasteland, ancient withered waystones still mark the cracked & broken roads that once led to the villages & farmsteads of the old pastures & croplands. Though the flimsy buildings of wood & thatch are long gone, old gravesites, shrines & towers constructed from stone still stand eerily alone in the wastes; some still filled with the dusty treasures of a lost time.

The Wasteland is cursed by toxic rain, noxious vapours, clouds of insects, blistering heat & bitter cold. Though unforgivingly harsh, it is still home to numerous wild beasts as well as scattered human tribes & the filthy goblin hordes. Clean water is scarce; dwellers of the wastes drink juice from cacti & root vegetables that absorb moisture from acidic rains, changing the precious liquid into a form palatable to humans. More resilient beasts drink the contaminated rainfall that collects in ancient reservoirs & irrigation systems. Puritans claim that witches of the wastes drain the fluids from victims with sharp hollow straws; prolonging their wretched lives & leaving behind the withered husks of men drained of all blood & fluid.



A Vile Morbad Daemon

LAST CHANCE

Last Chance is the rubbled ruin of what was once a bustling Imperial town, ravaged by the cataclysm & thoroughly looted by goblins & other scavengers. It is now a ghost town; a meeting place of bandits & goblins, though few stay here for long. Bloodshed & battles between gangs of brigands & slavers are as common as dirt, but caravans from the Highlands stop here regardless; their last chance for sanctuary before entering the endless desolation of the greater Badlands.

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ÖDLANDERS

Those few survivors of the great cataclysm that remained isolated in the barren Wasteland fought desperately for their lives & survived by forming small nomadic communities & scavenging scraps from the carcass of the old world. While most of them fell prey to mysterious illnesses & the harsh environment of the Badlands & many more devolved into hybrid mutant things that could scarcely be described as human, a few tribes survived through the generations & still struggle against extinction in the perilous Wasteland.

With a mixture of Gütter & Würster blood, the people of the Wasteland have developed their own unique culture over the years in isolation. Regressing into primitive & nomadic hunter-gatherer communities, they forgot the scientific discoveries of the Würstreich & the customs of civilization now rendered obsolete by catastrophic changes wrought on the environment.

Today, they are known as the Ödlanders; children of the Wasteland. Though their numbers are few, they are famed for their savagery & extraordinary feats of endurance. As the Northland Gütters once stood taller than their Southern cousins, so too do the Ödlanders, who claim descent from the ancient giants that ruled here long before the armies of the Würstreich arrived in the Borderlands. Standing at least a head taller than Gütters & Würsters, the powerfully-built Ödlanders are prized in the West as slaves, mercenaries & pit-fighters; often fetching more than double the price of their Gütter counterparts despite their reputed predilection for stubborn acts of defiance. The goblins, having discovered the popularity of these towering slaves, capitalize on this by bringing slave trains of chained Ödlanders to the markets of the Highlands.

Their history passed down through the generations as campfire tales & ritualized re-enactments, they remember things that have long been stricken from Imperial records & forgotten if they were ever known in the West. Ödlanders say their Gütter ancestors once served powerful flying serpentine entities & incandescent giant beings for whom they toiled & built wondrous stone edifices hewn in tribute to their kings. Crushed by endless labour, the ancient Stone Gütters rebelled, turning the flying serpents & the giant god-kings against each other in a terrible war that raged for one thousand years.

With their empire torn asunder & ravaged by ages of war, the overlords withdrew; vanishing forever from Gütterland *(as the ancient Borderlands are called by Imperial historians).*



A Mighty & Ferocious Öd Warrior

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The towers of the giants lay in ruins & the Gütters lived free & masterless for centuries until the arrival of the conquering Puritan armies of the Würstreich; secretly aided by the Gütters' immortal enemies.



Ödlanders live in large family communities, incorporating the entire tribe into the family structure. Children are raised by tutors; specialists in the particular cultural function for which they have been chosen during harsh initiation ceremonies. Boys & girls are evenly distributed amongst these roles; much unlike Gütter & Würster customs.

The Ödlanders take shelter in low-roofed hollows; rock shelters & caves, or in hide tents as they travel between camps & sacred landmarks. They use smoke signals to send messages across the barren expanse & hide secret caches of supplies buried across the Wasteland, marked by secret sigils.

Ödlander customs include ritual scarification, combat trials & tests of endurance against poison or the elements. Only the strong survive these initiation ordeals, keeping the tribes small & comprised of tough warriors; mutants adapted to life in a dead world who can travel quickly across the desolate & dangerous landscape. The rugged Ödlanders wear little armor & consider the use of ranged weapons in war to be cowardly & weak. Slings, javelins & other projectiles are reserved for use in hunting, as it is considered shameful to use them against other human beings. They coat their bodies in colorful clay mixed with the juice of cacti to protect their skin from windblown grit & the scalding rays of the sun. While hunting beasts, they wear spiked armor to repel the embraces of dangerous predators.

Warrior youths frequently compete with each other in both mock battles & real conflicts to establish their martial prowess; constantly striving to outdo each other in increasingly dangerous feats of death-defying bravery. The life span of Ödlanders is quite short & there are few elders amongst the tribes. Those that persist are formidable veterans of countless battles & perils; true survivors toughened by a lifetime in the most hostile of environments.

THE WARPSPASM

With their hypnotic warchants & rhythmic pounding of scrag-skin drums, Ödlander warriors work themselves into a battle-trance of unrestrained ferocity called the *'warpspasm'*. Warriors earn respect & glory by the brutality & bloody spectacle of their battle fury.

The most famous Ödlander heroes flew into war-frenzies so ferocious they distorted the shapes of their own bodies. It starts with the chattering & grinding of the teeth, followed by a flow of foaming spittle at the mouth. The eyes turn bloodshot or completely blood red & muscles & veins twist & pulse under the skin.

According to legend, the great Öd hero Orla of the Eye flew into a rage so mighty, her screams bloodied the ears of the goblin hordes assembled before her at the battle of Crone's Drift. Her face contorted with such violence that her left eye popped from its socket in a gout of steaming black blood. Unhindered by this minor setback, she charged into the ungodly host & smote down more than a sailor's dozen with each hand before succumbing to her many wounds. This dramatic event is re-

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enacted regularly at Ödlander rituals by storytellers & followers of her cult who aspire to inherit her strength & warrior spirit.

ÖDLANDER HERO CULTS

While the agricultural societies of the Gütters & Würsters revolve around the seasons, the Ödlanders grow few crops if any & the miserably harsh climate of the Wasteland remains largely unchanged throughout the year. Because of this, the Ödlanders have their own distinct sense of time & place that differs from those of other cultures. They celebrate holidays based on locale; as the nomadic tribes reach each landmark, they celebrate the appropriate rituals & re-enact the tales of triumph & tragedy associated with the site.

This practice of re-enactment has given rise to hero-cults amongst the Ödlanders; warbands each devoted to preserving the legend of a specific Öd hero *(a practice strangely reminiscent of the Puritan Saintly cults of the West)*. These atavistic Ödlanders emulate ancestral heroes; attempting to embody their idol's skills & virtues. Followers of the hero cults believe they are granted power from beyond the grave by the spirit of their chosen object of devotion. This fuels their war-trance & brings on the terrifying warpspasm.

The Legend of Blacknose

Blacknose, as he is now known, was the lone survivor of an ill-fated expedition to the Hell Pit. He survived the long trek across the Blasted Heath, losing only his nose & a few fingers to the bitter night cold. Having survived against all odds in the crushing desolation beyond the chasm, he fell to human treachery upon his return; stabbed in the back & left face down in the dust. His followers live in the deep wastes & shun contact with outsiders. Mutilating their own faces to mimic their hero, they are equally respected & feared by their fellow Ödlanders.

Orla of the Eye

Berzerkers who revere the legendary warrior Orla of the Eye seek mastery over martial contest & a glorious death in battle. They hire themselves out to other tribes as mercenaries & have a fearsome reputation among the goblins for giving no quarter & taking no prisoners.

The Tale of Two-Pelts

Born a tiny thing, especially by Ödlander standards, Two-Pelts was driven from her tribe who believed her weak & unfit for survival in the Badlands. What trials & ordeals she faced alone in the wastes is unknown,



A Wild Waste Witch

© GOBLINKO

but years later she returned to her tribe bearing the legendary Lightning Spear & the severed head of the daemon warlord Gōlglak, an old enemy of her people. The years spent battling for survival in the wilds & in goblin fighting pits made her a master of astounding feats of agility; plucking arrows from their flight & running along javelins hurled at her as if she were lighter than the air itself.

Followers of her cult wear masks in honor of their hero, whose face was horribly scarred by acidic daemon's blood. They are masters of the spear & javelin; competing to perform acrobatic feats of battle prowess to confound the dull-witted goblins.

Galhir Skullsplitter

The Skullsplitters are fearless drunken warriors who fuel their battle fury with flagons of fermented scrag nog & turnip liquor & toast the name of Galhir Skullsplitter, whose many victories are legendary *(if questionable)*. He is equally renowned for both winning & sleeping through battles; wetting his blade with blood & his trousers with urine.

ÖDLANDER DEMIGODS

Each tribe has its own pantheon of heroes, deities, demigods, spirits, monster & villains. These often incorporate those of neighboring tribes; the deity of one tribe may be adopted into the mythos of a nearby rival as an arch-villain or adversary.

The War God of Smoke & Thunder

The fighting spirit of the Ödlander warriors, possessed of the fury of a tumultuous thunderstorm. When storm-clouds roil above the Wasteland & lightning cracks in the sky, he rides on his mighty black goat; smashing flying serpents with his mighty hammer in defense of his skyward realm.



A Skullsplitter

The Rumbling God of the Darkness Below

The great bellowing giant who lives in the depths of the chasm, he is plagued by nightmares brought on by the insidious sorcery of Somnovore & he bellows in the depths below, shaking the Wasteland. His devotees carry offerings from across the wastes; casting them into the chasm to appease him & ease his torturous sleep, lest he wake too soon & shatter the world with his fury.

The Death God of the Devouring Grey

The spirit of the Blasted Heath; the vast all-devouring nothingness; whose followers believe it is the realm of the dead; the chasm marking the crossing point from life into death. The Blasted Heath

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is forbidden except to those whose time has come to pass over into the realm of the dead.



Somnovore the Dream Eater

A mysterious daemonic spirit that appears as an adversary in many Ödlander tales. A psychic vampire, it preys on its victims as they sleep, bringing horrific nightmares conjured from the dreamer's deepest fears. Somnovore feeds on the resulting psychic trauma & spreads its aura of influence. The heretical Highlands philosopher Luciduous attributes these tales to the widespread effects of blight contamination, introduced by traders from the Highlands Guilds.

She of the Scythe; Ancient Goddess of Death

She of the Scythe is a remnant from the Wasteland's agricultural past, adapted from the legends of ancient Stone Gütter spirits. To her devotees, she represents not only death & the act of dying, but the ultimate impermanence of all things. Covered in a shroud, she visits the tribes at times of dire catastrophe & mass death. Many are the tales of Ödlanders desperate to cling to life who have offered her bribes & pleas to depart, but She of the Scythe remains forever silent & uncaring beneath her veil.

TRADERS FROM THE EAST

The Ödlanders have contact with travellers from beyond the Eastern Mountains with whom they fight, trade & interbreed. These Easterners carry strange & wondrous artifacts from their lands, many of which display levels of technological invention & ingenuity far beyond even that of the Würstreich's finest alchemists & engineers. They are shorter in stature & pale of skin compared to the towering sun-tanned Ödlanders. Unaccustomed to the harsh conditions of the Badlands, they travel in sophisticated breathing masks & protective clothing. The locals consider this a sign of weakness & place little value on such accoutrement.

THE GOBLIN HORDE

Creeping, hunched, snaggle-toothed & slimy, the dung goblins crawled from their holes in the Eastern Mountains to inhabit the lands abandoned by the Würstreich. These filthy foragers built their own complicated structures of packed & dried excrement around ruined fortifications & old archways withered by the wind. From their stench-ridden huts they mount constant raids against the hovels of the Foothills surrounding the Watchtower & against the stilt-hut village at Gutfish Ford.



Goblin Slave Hauling a Sleeping Grublin

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They descend on homes & farmsteads; stealing everything they can carry & breaking or soiling anything they can't.



Within the dung-domes & filth pits dominated by this freakish & hideous horde can be found many forms of the disgusting creatures; some with reddish pocked & wrinkled flesh like a plucked fowl, warted & green like a grotesque overgrown pickle, or coated in tufts of coarse fur. Tierficker's texts describe goblins hatching from eggs like farm chickens while others start their accursed existence as writhing maggot grubs in the dung heaps & refuse piles of the Borderlands. Growing into gobflies, they eventually devour enough garbage to metamorphose into larger & larger abominations. Perhaps most disturbing of all, some goblins are birthed from mammalian beasts & even human witches.

Entering the world in twisted half-bestial shape, they are often destroyed by those who discover them, but some escape into the wilderness & join their true kinfolk wherever they might lurk.

None know whether these absurd & malformed creatures are the result of secret witchcraft & dark sorcery, unnatural rites of bestiality & perversion, or the strange waves of energy still contaminating the Borderlands since the Hell Pit first belched its toxic filth into the atmosphere. It matters little to the victims of their vandalism, slaving, thievery & harassment.

THE BLACK EGG

The goblins have their own tales of the great cataclysm & the origin of the Pearl, told in their broken & bastardized form of the Würster tongue. To the chicken witches of the Cult of the Black Egg, the Pearl was a sacred egg from which was born the mighty Bilezogbug; Daemon Mother of Goblins. The unspeakable power released at her birth caused the great cataclysm, to rid the land of the empires of humanity & prepare the world as a new dominion for her many goblin children.

Regarding themselves as Bilezogbug's chosen, followers of the cult serve their mother loyally & prepare for when the time has come for Bilezogbug to mate with the Daemon Sultan Gabblethrax & produce a new Black Egg to birth some new & terrifying daemon lord of royal blood.



Moblin Masher

THE GOBLIN FORTRESS

Goblins, brutes, daemons & other beasts now infest the sun-bleached ruins of this old Imperial fortress.

©GOBLINKO

Goblin barons, daemon warlords & waste witches rule over this place in a convoluted chaotic mess of power struggles & continual turmoil.



Though age & erosion has rendered it scarcely defensible, the fortress is still the primary stronghold of the goblins in the Borderlands. Its many courtyards & garrison chambers are home to goblin markets, slave auctions, pit fights & all manner of depravity & filth. The inhabitants have a poor grasp on concepts such as sanitation & public cleanliness, so over the years mountains of junk, debris & excrement have collected in & around the fortress; giving it a distinctive stench to rival that of the fabled Stinking City of the Eastern Mountains.

THE BURNING LAKES

Tectonic disturbance rent open the ground where the croplands once met the Witchwood & here the flooding waters of the Stinkendblüt mixed with mineral deposits in the substrata, forming a toxic expanse of bubbling acidic pools, salt fields, strangely eroded rock formations & endless clouds of caustic vapours.

Here Ödlanders & goblins brave the punishing environment to harvest the bounty of useful mineral compounds, along with the organs of rare beasts that exist nowhere outside of this contaminated death zone; beasts with tough scaly hide & acid for blood. Among the most dreaded of fates known to befall those enslaved by the goblins is that of those pressed into labor at the salt mines & rock quarries of the Burning Lakes; their only mercy a short lifespan.

CRYSTAL CRATER

A spherical depression at the center of the Burning Lakes hosts towering crystal formations of immense proportion jutting from the broken ground; disgorged from their subterranean origins to glisten brilliantly & reflect their own strange internal glow. This wondrous place is saturated in mysterious magical energies & the crystals themselves are said to absorb such energies, allowing learned stone witches & geomancers to harness & direct the powers of the world beneath.

WASTELAND BRUTES

Subhuman hybrid mutants of the Wasteland called brutes roam the dusty dunes in warbands & hire themselves out to wealthy goblin leaders & daemonic overlords.



Chicken Witch of the Cult of the Black Egg

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SLAVER'S PASS
THE BLASTED HEATH
THE HELL PIT
THE TEMPLE OF MADNESS
GOBLIN FORTRESS
TUNNEL OF TERROR
SKULL BRIDGE
BANDIT CAMP
LAST CHANCE (WASTELAND)
PIGSKIN PORT
THE WASTELAND
THE WINDMILL (FOOTHILLS)
CRYSTAL CRATER (BURNING LAKES)
THE WATCHTOWER
GUTFISH FORD
THE WITCHWOOD
BURNING LAKES
KUTTELBURG
EAST BRIDGE (WITCHWOOD)
WITCH HILL
SUNKEN VILLAGE
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Possessing rudimentary intelligence & an instinctual bloodlust inherited from their human ancestors, they are a terrifying foe when gathered in great numbers & led into battle by the mighty Brute Lords.

Brutes come in a wide range of repulsive bestial shapes & few Würsters make a distinction between them & the goblins. Most commonly, they appear as disgusting half-men with the features of scrags, goats, dogs & other beasts of the Borderlands. Most hideous of all are the Bluelip tribe; infected stinking disease carriers who carry the shivers & pass it on through their crude weaponry & gnashing teeth.

PERILS OF THE BADLANDS

Widely regarded as the most horrible place in the world, the Badlands are full of dire peril. Paralytic cacti disguised as water sources prey on the remains of foolish & uncareful beasts. Deathly Skinwalkers drift about the Blasted Heath & the ruins of Last Chance; drawn by the flow of invisible mystic energies & starved for blood. Violent quakes shake billowing clouds of choking ash & release hellish fumes.

Reptilians stranded in the Badlands devolved into savage forms & live like the brutes in the Wasteland, having forgotten their mastery of science & sorcery. Those reduced to mere beasthood are ridden as steeds by goblins & Odlanders or pitted against each other in cruel contests of ferocity.

Ödlanders hang gourds & hollowed cacti in shallow caves & beneath stone shelves to attract rock scrags *(called 'Skrags' in the Wetlands)*, who use such objects for nests. The Ödlanders return to these scrag sites on their travels & harvest them for meat, milk & leather. They collect skrag excrement in clay jars which they sell to the Highlander caravans for use in the tanneries of Pigskin Port. In exchange, the caravans bring quality weapons, tools, cloth, bread & other such luxuries that are prized by the Ödlander tribes. Highlanders are mocked throughout the Wasteland; *'afraid of the scrag's flesh but in love with his excrement'*, as the saying goes.



Gardiac the Hunter From Beyond

VISITORS FROM BEYOND

Wanderers from across the Eastern Mountains & even from other dimensions often find themselves lost in the Badlands, where the membrane between worlds has been pierced & hangs ragged. Others come investigating the strange energy signatures & cosmic disturbances surrounding the Hell Pit, or searching for lost treasures & other strange things that are buried out in the ash awaiting rediscovery.

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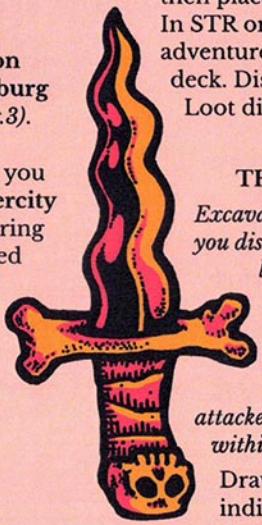
The following mission **Dagger & Sword** can be used in place of **On the Run** to begin a new campaign *(Dagger & Sword followed by Tear Open the Gates)*. Using at least one adventurer with MAG 7 or higher is highly recommended!

DAGGER & SWORD

After you spend what feels like a lifetime in the dark & claustrophobic undercity cells waiting to be judged, your guards generously volunteer you for a rare opportunity to make yourself useful. Handing you a rusty shovel, they send you below to clear decrepit sections of the lower dungeons & prepare them for new inmates who are overcrowding the levels above.

SETUP

Place the **Undercity Dungeon** map overlay next to **Brüttelburg** *(as pictured in The Missions, pg.3)*. The **Undercity Dungeon** is adjacent to **Brüttelburg**, but you cannot move from the **Undercity Dungeon** to **Brüttelburg** during this mission, as you are locked away without a means of escape! Place the party at the **Undercity Dungeon** & the Bounty Level is 3.



- 2 Holy Order
- 3 Graveyard
- Graveyard
- Daemonic Voivod *(Epic Monster)*
- Skinwalker *(Lowlands Monster)*
- Oozing Skull *(Wetlands Monster)*
- Slime Corpse *(Wetlands Monster)*
- Grave Monk *(Law)*
- Sin-Finder *(Law)*
- The Black Sword *(Epic Loot)*
- Void Powder *(Epic Loot)*
- Mysterious Map *(Loot)*
- Sacrificial Dagger *(Loot)*
- Scratch *(Loot)*
- Scroll of Ancient Gibberish *(Loot)*
- Silver Dagger *(Loot)*

Each adventurer must discard all their starting Loot cards & lose all starting GP. Then, make a deck composed of the following Loot cards:

Grave Shovel, Caltrops, Hunting Net, Mystery Meat, Scratch Pipe, Shoddy Shield, Vial of Poison, Warpaint

Set the **Grave Shovel** aside, shuffle the rest & place them face down, then place the **Grave Shovel** on top. In STR order *(highest to lowest)*, each adventurer may take 2 cards from this deck. Discard the rest & reshuffle all Loot discards into the Loot deck.

THE HIDDEN CHAMBER

Excavating a rubble-strewn passage, you discover the laboratory of some long dead alchemist or wizard!

Before you can plunder the dusty room full of old equipment & the wizard's personal belongings, you are attacked by the undead horrors lurking within!

Draw & fight the monsters indicated in the table below according to the size of the party. You cannot **Escape** this fight!

	Monster*(s)*
1-2	Skinwalker *(Lowlands Monster)*
3	Skinwalker *(Lowlands Monster)* Oozing Skull *(Wetlands Monster)*
4	Skinwalker *(Lowlands Monster)* Oozing Skull *(Wetlands Monster)* Slime Corpse *(Wetlands Monster)*

Once you defeat the denizens of the secret chamber, you may search the room for valuables!

The party finds 3D6 total GP to split amongst them. Then, in PER order *(highest to lowest)*, each adventurer may take one of the following

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Items in the Mission 🔒 deck *(repeat this process of choosing cards until all of these Items have been claimed)*:

Mysterious Map, Scratch, Scroll of Ancient Gibberish, Silver Dagger, Void Powder

ESCAPE FROM THE UNDERCITY

Having plundered the laboratory, your only chance to escape the dungeon is by using the Void Powder to enter the Maze. Before you leave, you may linger in the chamber & attempt to understand the purpose of the experiments contained therein.

When you Rest in Bold 🔥 stance within the **Undercity Dungeon**, each adventurer in the party may attempt a MAG Test or PER Test.

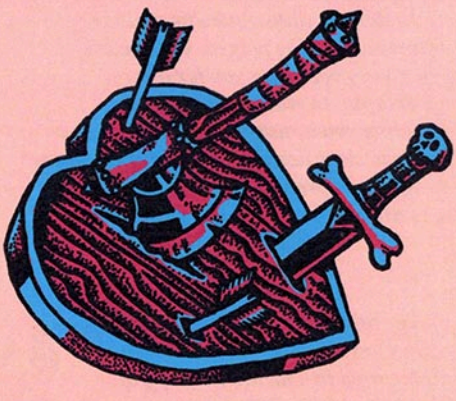
If you pass, you become Exalted & gain 1 XP⚡, but if more adventurers fail this Test than pass, increase the Danger Level in the **Undercity Dungeon**.

Once an adventurer has successfully studied the room *(by passing the Test)*, that adventurer cannot attempt to do so again. *Note that this may be the only way to escape the dungeon if your MAG is low!*

THE DEAD WIZARD'S NOTES

Inspecting the **Scroll of Ancient Gibberish**, you realize it describes a rite of daemonic conjuration. If you use the scroll *(whether or not you pass your MAG Test)*, you learn of the dead wizard's plans. An esoteric ritual is spelled out in detail; a blood rite to conjure forth some powerful daemonic entity known as *Ftumpsh* from the great yawning chasm in the Wasteland. The text goes on to explain that whomever should call up the daemon in the proper manner will win his favor & receive a mighty gift! Place Clue 🗝6 at **Skull Bridge**.

If you use the **Mysterious Map**, place Clue 🗝1 at the space indicated on the Danger card drawn *(if you draw a Territory, refer to the space listed beneath it on the card)*. This is the location of the unholy dagger that the wizard mentions in his notes.



At this point you may try to forget what you've found & set out to find a new home & **Establish a Base** *(The Missions, pg.5)* well away from this demented demonologist's secret laboratory.

If you are able to read the **Scroll of Ancient Gibberish** & are intrigued by the promise of daemonic power it contains, you may instead attempt to conduct the dead wizard's rite of conjuration *(read on!)*.

OBJECTIVE

❶ First, you must acquire the **Sacrificial Dagger** at the Location revealed on the **Mysterious Map**. If you successfully **Explore** at Clue 🗝1, take the **Sacrificial Dagger** from the Mission 🔒 deck.

❷ Next, the **Sacrificial Dagger** must be wetted with the blood of a **Puritan**. If the party defeats a Puritan, or if you Wound 🩸 a Puritan with the **Sacrificial Dagger**, you may place a Wound 🩸 counter on the **Sacrificial Dagger**.

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Alternately, as a Rest Action, a Puritan adventurer may suffer D3 Piercing damage to place a Wound counter on the **Sacrificial Dagger** if it is being carried by any member of the party.

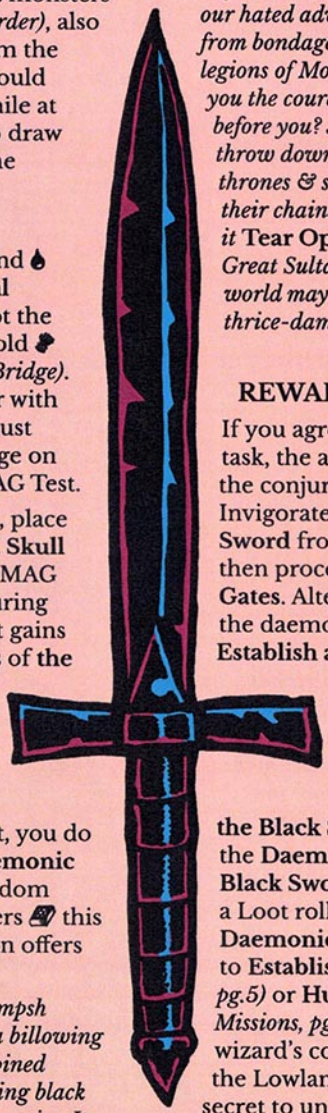
If you would draw Law monsters while at Clue 2 *(Holy Order)*, also draw the **Sin-Finder** from the Mission deck. If you would draw Law monsters while at Clue 3 *(Graveyard)*, also draw the **Grave Monk** from the Mission deck.

❸ Once there is a Wound counter on the **Sacrificial Dagger**, you may attempt the ritual while Resting in Bold stance at Clue 6 *(Skull Bridge)*. If you do, the adventurer with the **Sacrificial Dagger** must inflict D3 Piercing damage on themselves & make a MAG Test.

Whether you pass or fail, place the **Daemonic Voivod** at **Skull Bridge**. If you failed the MAG Test, you must fight it during the Encounter Phase & it gains Drain 2 from the powers of **the Black Sword**. If you destroy the **Daemonic Voivod**, take **the Black Sword** instead of making a Loot roll.

If you pass the MAG Test, you do not have to fight the **Daemonic Voivod**; do not draw random Monsters or Encounters this turn. Instead, the daemon offers you a devilish deal;

The terrifying daemon Ftumpsh appears before you amidst a billowing sulphurous cloud; clad in spined armour & wielding a smoking black blade rippling with dark energies. Its gravelly inhuman voice crackles & hisses like molten lava as it speaks, somehow in many languages at once:



"Like you, we have been imprisoned by the accursed servants of our ancient enemies & their foul arts of Necromancy. Sealed away & left to rot, we grow beyond our confinement & suffer like beasts in a cage. Make no mistake; those who serve our hated adversary will fall! Release us from bondage & the glorious power of the legions of Morbad will see it done. Have you the courage to seize the opportunity before you? Join us & together we will throw down the high ones from their thrones & see our brethren freed from their chains. Take you this blade & with it **Tear Open the Gates** *to free the Great Sultan Gabblethrax, that a new world may be born from the ashes of this thrice-damned prison!"*

REWARD & MISSION PATH

If you agree to take on the daemon's task, the adventurer who completed the conjuration ritual becomes Invigorated & may take **the Black Sword** from the Mission deck, then proceed to **Tear Open the Gates**. Alternately, you can lie to the daemon & instead attempt to **Establish a Base** *(The Missions, pg.5)*.

If you refuse, you must fight the **Daemonic Voivod** immediately & it gains Drain 2 from the powers of **the Black Sword**. If you destroy the **Daemonic Voivod**, take **the Black Sword** instead of making a Loot roll. Having destroyed the **Daemonic Voivod**, you may attempt to **Establish a Base** *(The Missions, pg.5)* or **Hunt the Witch Cult** *(The Missions, pg.18)* to root out the dead wizard's colleagues & allies across the Lowlands who still conspire in secret to unleash the Daemon Sultan Gabblethrax upon the world!

Regardless of which path you choose, each adventurer gains 1 Luck .

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TEAR OPEN THE GATES

Raising the Black Sword to the heavens, it pulls you towards the sites of power where you must cleave the skin of the universe to liberate the Daemon Sultan Gabblethrax, that he may lead the Morbad legions to victory against your common enemy!

SETUP

If you are playing **Tear Open the Gates** as a standalone mission, the party starts at **Skull Bridge** & the Bounty Level is 2.

The adventurer with the highest MAG may take **the Black Sword** from the Epic Loot deck *(roll off ties)*.

- **Daemonic Voivod** *at* **Skull Bridge**
- 6 Witch Hill
- The Windmill
- Tower Island
- Crystal Crater
- The Holy Order
- Stone Circle

OBJECTIVE

Five sacred sites across the Borderlands bear secret seals preventing the incursion of the Daemon Sultan into this world. You need only sever these with the power of the Black Sword to prepare the way for the great Gabblethrax & his Morbad legions.

You must conjure the Daemon Sultan Gabblethrax by Resting in Bold stance at Clue 6 *(Witch Hill)* while there is a Voidgate in each space with a Clue counter *(including Witch Hill)*.

HERALD OF GABBLETHRAX

While you are in the same space as the **Daemonic Voivod** *(Skull Bridge)*, you are automatically *safe*; do not draw random Monsters or Encounters. Do not fight the **Daemonic Voivod**.

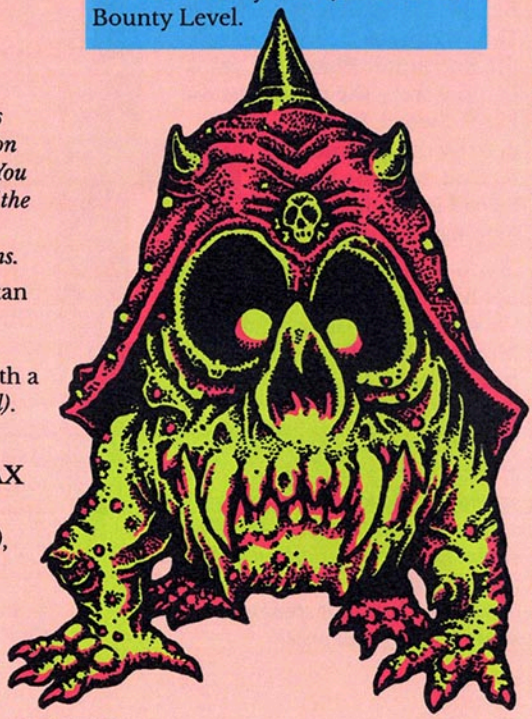
PIERCING THE THRESHOLD

If you are carrying **the Black Sword**, you may use it while Resting in Bold Stance at a Clue counter to cleave open a Voidgate *(even if you do not meet the Black Sword's STR 6 requirement)*. One adventurer may attempt the following action *(per turn)*.

If you or another adventurer in your party has **the Black Sword**, you may inflict D3 Piercing damage on yourself, then make a MAG Test.

If you pass, place a Voidgate in your space. If there are already 2 Voidgates on the board in your region, you may remove one & place it on your space.

When you open a Voidgate in this way, roll D6 & if your roll is *higher than* the Bounty Level, increase the Bounty Level.



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IMPERIAL RETALIATION

Once the party has opened a Voidgate using **the Black Sword**, the authorities will react by sending troops to investigate.

In each Danger Phase once the party has opened a Voidgate:

When the first party draws a Danger card with a Law icon, place a Law counter on **Brüttelburg**.

When the first party draws a Danger card *without* a Law icon, move each Law counter on the board one space towards the nearest Voidgate *(unless it is already in a space with an adventurer or Voidgate)*.

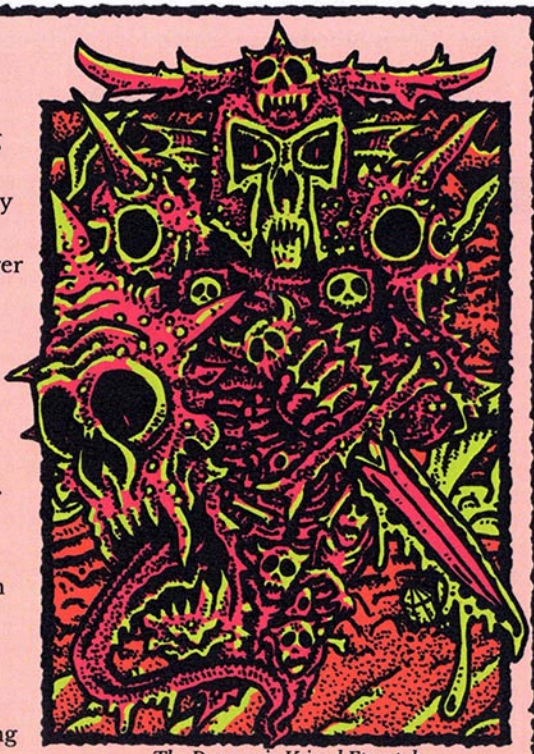
Law counters will not move into a Destroyed space or a space with an Epic Monster *(unless that Epic Monster is Law)*. Law counters can travel between Lake Ports, but cannot travel along the river.

Move Law counters before moving Epic Monsters *(if any)*. If an Epic Monster *(non-Law)* is placed in or moves into a space with one or more Law counters, remove those Law counters.

If you are in a space with a Law counter during the Encounter Phase, you must fight the patrol regardless of your Danger card value; draw monsters from the Law deck this turn *(do not draw a Random Encounter)*. If you draw an Epic Monster, it must have the Law Lair (■) Draw an *additional* random Monster from the Law deck for each Law counter in your space after the first.

If you destroy the patrol & win the fight, remove all Law counters from your space.

If one or more Law counters are in a space with a Voidgate at the end of the Encounter Phase, roll D6 for each Law counter in that space. If you roll any ⚀'s, remove the Voidgate from that space.



The Daemonic Voivod Ftumpsh

MISSION PATH

Stormclouds gather & lightning cracks as the air pulses & rips apart before your eyes. Amidst plumes of sulphurous smoke, the gargantuan bulk of the Daemon Sultan emerges, blotting out the sky. It towers above the blackened trees & its chitinous bulk bristles with sharp spines as steam hisses from its monstrous fang-filled maw! The vibrations of its bellowing warcry force you to your knees as formations of skull-faced daemonic warriors march from the rift & scrag-winged monsters circle the Daemon Sultan's great spined crown-helm. The Sultan's Herald Ftumpsh materializes before you & beckons you to take your place in the ranks, as with blaring horns & chittering teeth the legions of Morbad march to war!

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Beat Them Bloody is a mission for a party of 1 or 2 adventurers. You may play it as a standalone game, or to continue a campaign after the party has been defeated in the Badlands or at the **Bandit Camp** or **Watchtower**. If you are continuing a campaign, each adventurer may recover Wounds ♥ equal to their MRL before starting the mission.

BEAT THEM BLOODY

Captured by yellow-toothed & foul-smelling goblins who are overly fond of sadistic games of violence, you are given a chance to win freedom by battling to the death in their fighting pit at Last Chance!

SETUP

Place the party at **Last Chance** & if you are playing a standalone mission, the Bounty Level is 2. Each adventurer must discard their Loot cards & lose all their GP.

- Bandit Camp
- Goblin Fortress
- Last Chance
- Skull Bridge
- Watchtower
- 6 Pigskin Port
- Chicken Feed *(Loot)*
- Goblin Beating Stick *(Loot)*
- Spiked Shield *(Loot)*
- Studded Vest *(Loot)*
- Gloves of Metal *(Epic Loot)*

SLAVES OF THE PIT

Create four special *'Arena decks'* of monsters as indicated below. When you fight in an arena, you must draw cards from one or more of these decks, as indicated in the mission details below. When these monsters are destroyed, place them in their region's Monster deck discard pile.

Thug Deck *(Highlands Monsters)*

Bandit Berzerker, Belligerent Hooligan, Bloodsport Bruiser, Mancatcher, Drunken Yokel, Mutant Scum, Nacht Drek Knight, Ogre Moron, Vagabond Swordsman

Goblin Deck *(Badlands Monsters)*

Cock Goblin, Goblin Dog, Goblin Goon, Goblin Masher, Moblin, Nugbear, Orc Butcher, Orc Masher, Salamander

Freak Deck *(Lowlands & Law Monsters)*

Corpse Feeder, Feral Scratcher, Gifted Cultist, Goat Brute, Megarat, Frothing Zealot (Law), Leather Templar (Law), Man-At-Arms (Law)

Champion Deck

Roll D6 rather than drawing a random card & reroll if you have previously destroyed that monster in an arena.

1: Fighting Outhouse *(Highlands)*

2: Ogre Thug *(Highlands)*

3: Pain Knight *(Lowlands)*

4: Imperial Paladin *(Law)*

5: Bird Horror *(Wetlands)*

6: Ettin *(Badlands)*

WEAPONS OF THE PIT

Your beady-eyed captors lead you to the fighting pit along a crumbling corridor lined with weapon racks bearing scavenged & makeshift instruments of battle. As you step onto bloody arena floor, the goblin guards arm you & bid you do battle for their amusement.

Each adventurer may roll 2 dice & take the Loot cards indicated on the table below *(search the Loot deck & discards)*. If your STR is 7 or more, use the highest die. If your STR is 6 or less, use the lowest die. If you roll a result that another adventurer has already rolled, you may choose any option from the list below.

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1-2: *Hunting Net & Ratspike*

3-5: *Spiked Gauntlet*

6: *Executioner's Axe*

If you have the Adventurer Expansion set, you may choose to roll on this table instead:

1: *Barbed Whip*

2: *Caltrops & Skinning Knife*

3: *Nasty Cleaver & Stiletto (reroll if you do not have these)*

4: *Hunting Hook*

5: *Spiked Maul*

6: *Bastard Sword*

At the start of the mission, you must fight in the arena at **Last Chance** before taking your first turn *(see Last Chance, below).*

If you win, you earn your freedom & are invited to compete in the great Northern pit fighting circuit!

You may continue to battle in other arenas, or abandon this mission & **Establish a Base** *(Missions, pg.5).*

OBJECTIVE

Win the tourney at **Pigskin Port**; but first you must gain reknown & gold *(20 GP per adventurer)* on the pit fighting circuit to qualify to enter the grand Schweinekampf!

RULES OF THE PIT

To fight in an arena, Rest in Bold Stance in a space with a Clue counter *(unless you have previously won that arena, indicated by a GP counter).* You cannot fight in the arena if the Hand of Doom is in your space.

During the Danger Phase that turn, ignore the Danger value on your Danger card *(as well as any Epic Monsters in your space).* Instead, draw 1 monster per adventurer from the Arena deck*(s)* as determined by the arena you are fighting in *(see below).*

You must fight these monsters using the following special rules, as well as those described for the specific arena you are in.

- You cannot Escape
- Monsters cannot use the following abilities:

  Summon, Rally, Skirmish, Thief
- You cannot use Range attacks
- You cannot use Bombs *(Gas, Smoke, Shrapnel, or Flash Bomb &c.)* or Allies
- Do not make a Loot roll after the fight.

If you win the fight, reduce the Danger Level in your space as normal & collect the Reward specified for your arena *(see below)*, then place a GP counter on top of the Clue in your space. If you lose the fight, remove the Clue from your space.

LAST CHANCE

Draw the first monster from the *Goblin deck*; a second may be drawn from the *Freak, Goblin, or Thug decks.*

Goblin spectators look down from the edge of the fighting pit, jeering & hurling rotten vegetables & handfuls of excrement down onto your head as you fight for your life.

During the fight, if you roll combat dice & score on *every* Power die, or if you are Stunned, roll on the table below at the end of your turn to determine what you've been pelted with.

1: *Filth & dung.* If you have any Wounds , you become Infected

2: *A bucket of mud & slop.* You become Slimed until the end of your next turn

3: *Chicken blood in your eyes.* You become Stunned until the end of your next turn

4: *Rocks & boulders.* You take 1 Piercing damage

5-6: *Rotting turnips.* No effect

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Reward: The adventurer with the fewest Wounds may take **Chicken Feed** from the Mission deck *(roll off ties)*. The party is now freed & may begin the first game turn.

SKULL BRIDGE

Draw the first monster from the *Goblin deck*; a second may be drawn from the *Freak or Goblin decks*.

The battling floor is an unstable platform suspended below the bridge on ropes & chains. As you maneuver against your foes, the platform teeters & shifts under your weight!

If you roll on an Attack Test during this fight, make an AGI Test & if you fail, you tumble to your death *(unless you have Levitate)*!

Reward: The adventurer with the highest STR may take **Gloves of Metal** from the Mission deck *(roll off ties)*. Then, if the **Goblin Blitzkrieg** Doom card is in play, discard it.

THE GOBLIN FORTRESS

Draw the first monster from the *Goblin deck*; a second may be drawn from the *Freak, Goblin, or Thug decks*.

Roll D6 on the table below.

1-2: *Before the melee commences, the chicken witches cast the bones & read the innards of fowl to foresee the fate of each combatant & set the odds for betting.* Roll 3 dice; one of each color *(green, orange, purple)*. If any one color is higher than the others, apply the corresponding effect below. If your MAG is 8 or higher, you may re-roll any one die *(each adventurer with MAG 8 or higher may do this once)*. If there is a tie for highest die, the augury is unclear & has no effect.

Green: *The portents favor you!* Each Performer, Warlock, or Wild becomes Blessed, then draw an additional card from the *Goblin deck* & add it to the fight!

Orange: *The witches draw fell curses in chicken's blood!* Each adventurer must roll as if targeted by a Curse monster *(make a MAG Test & if you fail, lose 1 Luck & become Demoralized)*. If you win the fight, you win double GP *(2D3)*.

Purple: *The ritual whips your foes into a furious fighting frenzy!* Goblins have Berzerk & lose Dimwit during the fight.

3-4: *Your head spins & you realize the water you've been drinking may have been tampered with.* Each adventurer must make a CON Test. If you fail, you become Slimed until the end of the fight. If you have **Immunity**, roll 3 dice & use any 2.

5-6: *Your foes' weapons drip with poison!* Goblins here have Venom.

Reward: The adventurer with the highest MRL may take the **Goblin Beating Stick** from the Mission deck *(roll off ties)*, then each adventurer gains D3 GP.

THE WATCHTOWER

Draw the first monster from the *Thug deck*; a second may be drawn from the *Freak, Goblin, or Thug decks*.

You do battle at close quarters within a narrow chamber, its stone walls riddled with small holes placed at odd intervals.

After the first Combat Round, Reach attacks miss when you roll doubles on your Attack dice.

Roll D6 to determine the nature of the trap hidden in the walls. Your opponents are accustomed to fighting in this chamber & are unaffected by the trap.

1-2: *Gas spews from the walls & floods the chamber!* Each adventurer must roll as if attacked by a Gas monster *(make a CON Test & become Poisoned if you fail)*.

3-6: *Vicious spikes spring forcefully from the walls without warning!* In addition

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to the monsters drawn, a Blade Trap attacks each adventurer each turn. You do not have to destroy the Blade Trap to win the fight.

Blade Trap *(Construct)* **ATT 3 ALL ARM 3 HP 5 VAL 1 XP 0 GP**

Reward: The adventurer with the most Wounds may take the **Spiked Shield** from the Mission deck, then each adventurer gains D3 GP.

BANDIT CAMP

Draw the first monster from the *Thug deck*; a second may be drawn from the *Freak or Goblin decks*.

Hideous hallucinatory horrors caper among the crowd. They mimick the actions of the spectators & combatants, sometimes even jumping into the arena to join the clash of arms!

At the start of the second Combat Round, reveal the top card of the Highlands Monster deck. If you reveal a Weird, it joins the fight! Otherwise, discard the revealed card.

After you defeat the initial wave of monsters, you must fight again immediately in a second bout. Draw a monster from the *Champion deck (roll a die to determine which card)* & a second may be drawn from the *Thug deck*.

Reward: The adventurer who destroyed the monster from the *Champion deck* may take the **Studded Vest** from the Mission deck. Then, each adventurer gains D3 GP & If the **Rampant Violence** Doom card is in play, discard it.

PIGSKIN PORT

You must pay 20 GP *(per adventurer)* to compete in the so-called *'Grand Schweinekampf'* at Pigskin Port. For each completed arena on the board *(each Clue with a GP counter on top)*, reduce this price by 3 GP *(for each adventurer)*.

Draw the first monster from the *Thug deck*; a second may be drawn from the *Thug or Freak decks*.

After you defeat the initial wave of monsters, you must fight again immediately in a second bout. Draw a monster from the *Champion deck* for each adventurer *(each adventurer must roll a die to determine which card they must fight)*.



Ignore these champions' standard targeting attribute; they will each target the adventurer that drew them, unless this is changed by use of a card *(Provoke, for example)*.

If an adventurer is **Marked For Death** *(Grudge Weakness)*, the **Pain Knight** will target them, ignoring the restriction above *(in other words, the Marked For Death card still applies during this fight)*.

Reward: Each adventurer gains 1 Luck & 2D6+6 GP. You may place a Base counter at **Pigskin Port** & the adventurer with the most XP may take the **Local Hero** Triumph card.

MISSION PATH

As a hero of the Northern pit fighting circuit, you may use your influence to **Unify the Highlands** *(Missions, pg. 16), take work with the guilds to establish a* **Caravan Through the Badlands** *(Missions, pg. 10), or pursue vengeance by declaring* **War on Goblins** *(Missions, pg. 15)!*



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You may play **Into the Unknown** after any mission that you end in **Pigskin Port**, ignoring the Mission Path from your previous mission.

INTO THE UNKNOWN

A grizzled old wizard with a distant, haunting look in his eye approaches you with an intriguing tale. Having obtained the cryptic notes & coded sketchmap of some mad Wasteland explorer, he's convinced that he has discovered the means to escape the Borderlands before its inevitable doom! With your aid & protection, he proposes to excavate a mysterious floating device of the ancients & ride it to freedom beyond the distant Eastern Mountains, where the Lotus Fields bloom & the Holy Mountain of the Celestials calls to those who seek to unravel the true mysteries.

SETUP

If you are playing **Into the Unknown** as a standalone mission, place the party at **Pigskin Port** & the Bounty Level is 2.

Remove the **Undercity Dungeon** map overlay from the board & place the **Hidden Halls** map overlay near the **Bandit Camp**. This represents a new Location adjacent to the **Bandit Camp** & sharing its Danger Level. You cannot move to the **Hidden Halls** unless the **Bandit Camp** is Explored.



Shuffle Clues 1-2 together & place them randomly face down at the following spaces. These represent areas frequented by the wandering master **Alchemist**.

Hidden Halls

The Watchtower

Shuffle Clues 4-6 together & place them randomly face down at the following spaces. These represent possible sites where the **Derelict Flying Jar** may be found.

The Blasted Heath

The path between Skull Bridge & Goblin Fortress

The path between Gutfish Ford & the Sunken Village

- Alchemist *(Highlands Encounter)*
- Derelict Flying Jar *(Badlands Encounter)*
- Void Powder *(Epic Loot)*
- Void Stalker *(Weakness card)*
- Void Hound *(Badlands Monster)*
- Watcher *(Highlands Monster)*
- Outlaw Wizard *(Highlands Monster)*

THE OUTLAW WIZARD

As the wizard intends to join you on the journey, the adventurer with the highest MAG *(roll off ties)* must take the **Outlaw Wizard** from the Mission deck; he now counts as an Ally.

Place the **Void Stalker** Weakness next to the **Outlaw Wizard** *(unless an adventurer already has the Void Stalker)*. If the **Void Hound** attacks, it will target the **Outlaw Wizard**. If the **Outlaw Wizard** is destroyed, discard the **Void Stalker** card.

If the **Void Hound** attacks, it will target the **Outlaw Wizard**. If the party fights a monster that targets 'ALL', the **Outlaw Wizard** will be attacked as well on his turn *(following the adventurers' turns in each Combat Round)*. If the party fights a monster that targets MAG, it will target the **Outlaw Wizard** *(regardless of the adventurers' MAG value)*.

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Each Combat Round in a fight, if the **Outlaw Wizard** is not being targeted, he can take an action from the list below after all adventurers have taken their turn. The adventurer who has the **Outlaw Wizard** card may choose the action *(ignore his monster abilities)*:

- Remove Stunned from an adventurer in the party.
- An adventurer in the party becomes Invigorated or Focused until the end of that adventurer's next turn.
- Choose a monster in your space & inflict D3 damage on it.
- Choose a monster in your space & roll D6; if your roll is equal to or higher than that monster's remaining HP ♥, that monster becomes Dazed *(if you rolled an even number)* or Hexed *(if you rolled an odd number)*.

If the **Outlaw Wizard** is being attacked, roll 2 orange dice & 2 purple dice to determine the outcome. The Outlaw Wizard takes Piercing damage equal to the lowest purple die roll & each monster targeting him takes Piercing damage equal to the lowest orange die roll. If the **Outlaw Wizard** destroys a monster, the player who has him as an Ally may take that monster as their trophy.

When you Rest, remove D3-1 Wounds ♦ from the **Outlaw Wizard** *(unless you are in a Perilous space)*. If you use **Mend Wounds** on the party, you may include the **Outlaw Wizard**.

If you are in Cautious stance, you may abandon the **Outlaw Wizard** at any point during the Map Action Phase *(discard the Outlaw Wizard)*.



OBJECTIVE

❶ Find the **Alchemist** & acquire the **Void Powder** as fuel for the jarship, or push your luck & skip this step, hoping the ship still holds enough power to carry you safely over the mountains.

❷ Match the landmarks & cryptic clues drawn on the wizard's map to discover the location of the **Derelict Flying Jar** *(Clue 6)*. When you successfully **Explore** a space with a facedown Clue counter, flip that counter & consult the rules following this section, referencing the Clue value revealed.

❸ Move off the Eastern edge of the board using the **Derelict Flying Jar**. While moving in the **Derelict Flying Jar**, you may leave the board using the path from **Goblin Fortress**, **Stone Circle**, or along the river from **Crystal Crater** *(ingoring any counters that restrict movement)*.

FUELLING UP

1 Alchemist: *The old wizard's intrepid ally has what you need.* Take the **Alchemist** from the Mission deck & resolve it during the Encounter Phase *(do not draw a Random Encounter)*. If you **Approach** the **Alchemist**, you may purchase **Void Powder** from the Mission deck.

2 *The Alchemist is nowhere in sight...*

4 *This barren expanse yields nothing but emptiness & dust...*

5 Watcher: *You've stumbled on the lair of some hideous abomination from beyond!* Take the **Watcher** from the Mission deck & fight it in addition to any other monsters in your space *(as determined by your Danger card draw)*.

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6 Derelict Flying Jar: *Just as you are ready to give up all hope that the old wizard's map isn't a fake, you see the half-buried shape of the jarship jutting from the cracked landscape before you!* Take the **Derelict Flying Jar** from the Mission deck & resolve it during the Encounter Phase *(do not draw a Random Encounter card)*. Do not roll; you may attempt to pilot the ship *(result 3-5 on the card)*. If you have **Void Powder**, roll 2 additional dice & choose any 2 on your MAG Test to pilot the ship. You may have the **Outlaw Wizard** attempt to pilot the flying jar *(if he is alive)*; his MAG is 8 & he has 0 Luck.

THE SCRAG MILKER

Wandering sellers of pungent scrag nog have travelled far & wide & are known to be wise in the ways of the Badlands.

If you find the **Scrag Milker** *(as a random Ecounter card)* & drink his foamy fermented scrag nog, you may reveal *(flip over)* a facedown Clue in the Badlands.

THE GEOMANCER

Another member of the old wizard's esoteric fraternity, the Wasteland Geomancer has picked up a trick or two in his travels.

If you **Approach** the **Geomancer** while accompanied by the **Outlaw Wizard**, you may reveal *(flip over)* a facedown Clue in the Badlands.

MISSION PATH

What the future holds, only time will tell...



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