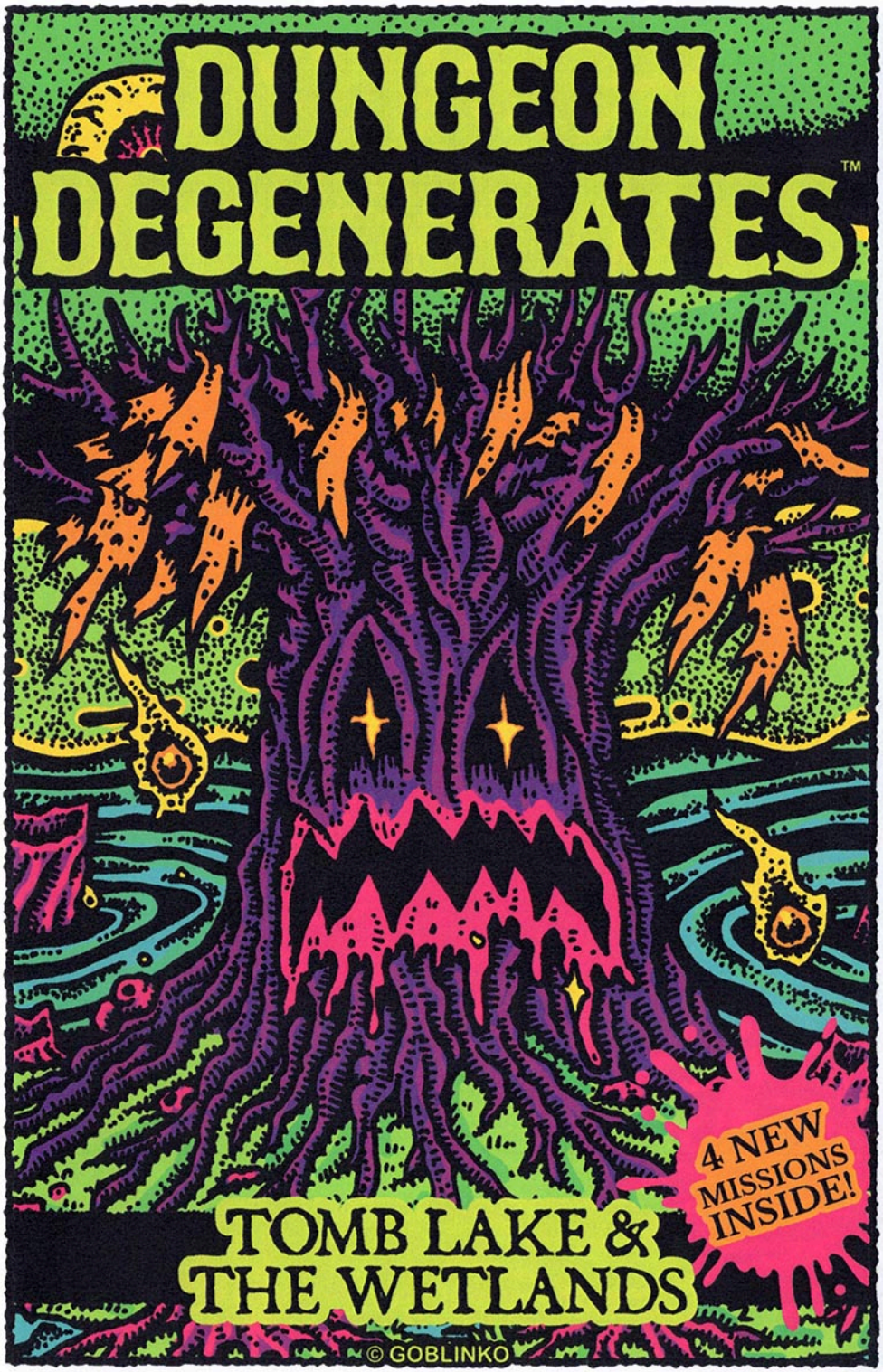
DUNGEON DEGENERATES™
4 NEW MISSIONS INSIDE!
TOMB LAKE & THE WETLANDS
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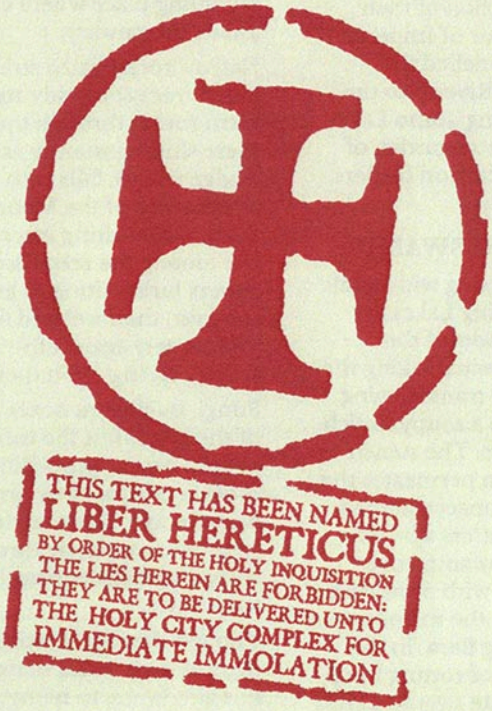
TOMB LAKE & THE WETLANDS

Wie morst de pap kan niet schrapen alles weer omhoog

Enter a vast bubbling marshland shrouded in mist & teeming with terrors. Insects bearing deadly diseases, gargantuan swamp beasts & hordes of hybrid scroglin toadmen rule a dangerous rotting wilderness while the scattered Gütter peoples stuggle for survival surrounded by lethal hazards & predators.

Here in the Wetlands, ancient & mysterious magical forces alter the course of nature in hidden & unforseen ways. Treasure hunters brave direst peril to search for old relics of bygone eras submerged in the sludge, for this is a place of wonders lost to time & guarded over by terrible sentinels.



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Created by Sean Äaberg & Eric Radey
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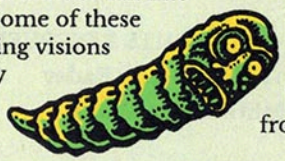
FLOODING OF THE WITCHWOOD

The region now known as the Wetlands was once part of the vast Witchwood that covered the entire expanse of the Southern Borderlands prior to Imperial invasion. The Eastern reaches of the wood were never felled by Imperial hands & it has remained an untamed wilderness, home to only a few remote Imperial outposts, now long abandoned & fallen into ruin. Cataclysmic tectonic shifts in the North swelled the waters of the Stinkendblüt River, causing rampant flooding that turned the low-lying woodland of the Southeast into a marshy maze of rotting trees. In the West, the workers of the Würstreich prevented the destruction of their cropfields through feats of Imperial engineering that channelled the rushing waters of the River into the old Necropolis, forming Tomb Lake; its dark waters home to a garden of submerged graves & carrion feeders.

THE ROTTING SWAMP

The caustic waters mixing with acidic runoff from the Burning Lakes to the North ate at the roots of the Witchwood over the years, killing the ancient trees & slowly transforming their rotting flesh into a soupy mulch of nutrient-rich sludge. The stench of this dead vegetation permeates the area, sickening those unaccustomed to it. Even the Bog Gütters who live their lives within the swamp cover their mouths & noses with protective masks to ward against the malodorous vapors of the decaying flora. In the deep swamp, pockets of rotting fungi & animals mix to create swamp gasses that can make a man faint or fall into a long deep sleep. Some of these gasses bring terrifying visions or explode violently when exposed to an open flame.



The Rotting Swamp is never quiet. Depending on the season, the swamp is either blanketed by hammering rain & thunderstorms or the buzzing song of millions of insects. This endless wall of noise is penetrated only by the drums & chimes of Gütter ceremonies, explosions of bubbling swamp gas, or the rumbling croaks of bullscrogs so massive their mating calls ripple still waters across the bog.

Verms, insects & slimy fishoids infest the swamp, feeding off of the contaminated sludge & growing immense on their unwholesome provender. The massive beasts of the bog & carcasses of dead things inhabited & animated by the spirits of the swamp make it an endlessly terrifying place where certain death awaits the unwary.

Narrow rocky paths strewn with fallen trees & muddy strips of land form routes through the marsh, but these shift constantly as the swamp sludge rises & falls with the weather & influence of the Moon. Along these trails, ankle-biting insects & vermin live among the reeds & scroglin slavers lurk waiting to leap out of the mist, their webbed feet slapping grotesquely against the muddy ground as they spring upon their prey.

Fungi, intelligent oozes & dark spirits of the bog infest the carcasses of swamp beasts, propelling them into motion even as their limbs rot & their flesh decays. These undead horrors shamble ceaselessly through the land spreading their corruption wherever they travel.

Though the vast stinking marsh is a nightmarish realm of death & decay, it is also home to many mysteries & wonders. Impossibly huge skeletal remains long buried in the muck suddenly erupt to the surface, disturbed by seismic activity or bubbling gasses. Strange artifacts from forgotten eras float to the top

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levels of mud for lucky treasure hunters to discover.

BOG GÜTTERS

Scattered through the Wetlands are the stilt-hut communities of the Bog Gütters; Borderlanders native to the area who have adapted to living in this harsh wilderness over the generations since the flood. The largest of these stilt villages are the settlements at Gutfish Ford & Stone Circle, where the Bog Gütters gather to trade & take shelter from the raging elements.

The huts themselves require constant repair, as everything in the swamp rots & corrodes rapidly, or becomes host to fast-spreading fungal growths. This combined with the daily struggle for survival in the wild lanscape leaves the Bog Gütters little time for anything else; their culture driven by immediate necessity & ceaseless toil as much as superstition & fear of the dangerous world that surrounds them. Their rituals invoke ancestral & primal swamp spirits for protection from the dangers of the land & malicious entities that prey on men. The Gütters build tiny stilt huts outside their own to house the spirits of their ancestors & they regard the totemic stone heads of the swamp as the images of supernatural beings whom their ancestors once served in a golden age long past.

Bog Gütters use fungi & reeds to make baskets, tools, clothing & even rudimentary armor. The finest stilt huts are made of trees stolen from the edges of the Witchwood or purchased from the hags who protect the Hexenwald with unrelenting vigilance.

They light their homes & villages with lamps made from fungi, smashed glowflies, or burning oil of scrog fat & connect their huts to each other with catwalks, ropes, ziplines & netting. The smell of the burning scrog fat repels scrogs & scroglins while the smoke drives away obnoxious insects. To traverse the swamp, they learn how to walk on stilts from childhood, catching scroglings & fish with bone-tipped spears or great nets woven from reeds & vines. Clever Gütter hunters know how to find the lairs of valuable beasts & track them undetected. Disguising their scent with scrog fat & covering themselves head to toe in swamp foliage, they look like swamp beasts themselves - or just another patch of vegetation while they wish to remain unseen.

Specially skilled Gütter hunters known as *'scrog spikers'* stalk the marsh with long, sharp scrogging poles; their catch tied to one end, the other ending in a viciously barbed bone tip or sharp hook.



Bog Gütter Huntsmen

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Some hunters wait submerged in muck, breathing through hollow reeds to ambush birds & beasts along the banks; bursting suddenly from the mud with hooks & nets. These dedicated killers wear special suits made from scrogskin coated with scrog fat to keep the rot & moisture out of their supplies.

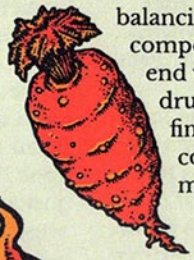
Many Gütters also set traps to catch lesser scrogs or the valuable & elusive ratypus. Some areas of the swamp are absolutely covered in traps designed to catch all manner of creatures large & small. Scavenging beasts flock to these areas to feast on victims of the traps only to be caught themselves.

TURNIPNACHT

The Bog Gütters celebrate Turnipnacht; their own backwater variation of the Kürbisnacht festivals of their Western cousins. The celebrants of Turnipnacht worship the moon & rejoice in the bountiful variety of fish & meagre harvest of swamp roots & other water plants that the Bog Gütters subsist on.

Bearing hollowed turnips converted to scrog's oil lanterns, their processions weave through the twisting narrow paths of the swamp, inexplicably mirroring the patterns traced in the distant fields & foothills of the West, as if each separate celebration shares a single unconscious purpose.

Costumed & capering paraders carry long tube-kites in the shape of gars & eels, or balloons made from inflated scrog stomach. They engage in boat races, stilt races, bog wrestling, balancing challenges & other competitive sports that typically end with the loser falling drunkenly into the swamp & finishing out the procession coated from head to toe in marsh mud.





The wily Weed Wizard

THE WEED WIZARD

A bent & twisted man of undeterminate age who has devoted his entire life to the careful growth, consumption & distibution of the narcotic herbs of the Würstreich, the Weed Wizard lives to spread his resinous creations throughout the land. He is a connoisseur; collecting & blending the finest strains of Witch Weed from secret Gütter gardens of the Hexenwald & Sweet Leaf from the Stone Circle. The Weed Wizard's consciousness has combined with his herbs & it is unclear where the wizard ends & the smoke begins. He is both a valuable ally & an elusive target; known to suddenly disappear in a puff of fragrant smoke. He continuously travels between his hidden crops scattered across the swamp, returning to the Stone Circle for important gatherings of

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the Circle of Warlocks, though seldom on time.

FILTH PATINA THE SWAMP WITCH

According to legend, the Gütter witch known as Filth Patina is so old she lived through the great flood in her childhood. Driven hopelessly insane by the terrifying powers unleashed & the awe-inspiring carnage that followed, she lived as a savage; orphaned & alone in the vast flooded woodland. She learned the arts of witchcraft from shadowy spirits set loose on the world of mortals by the destruction of the North.

Too mad to die, she wanders the Wetlands still, her life prolonged through countless dark rites. She speaks the tongues of beasts & commands many spies, spirits & familiars lurking in their lairs out in the trackless swamp. Her mind trapped in an endless childlike state, she can be found rolling through the swamp, singing to herself perched on rotting tree limbs, or splashing in puddles & spinning in circles surrounded by cackling crows.

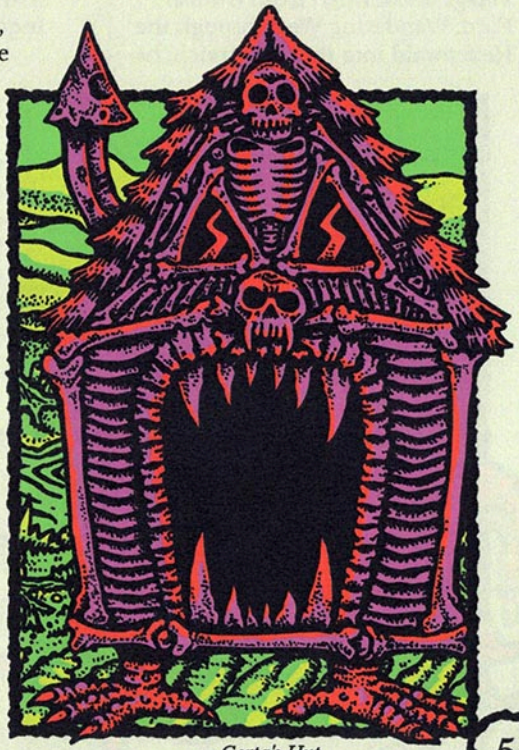
The Bog Gütters give her a wide berth, claiming she eats pets & lost children & that she visits the dying to herald their final moments.

GERTA THE ROT WITCH

The dark & mist-shrouded paths of the Witchwood & Rotting Swamp are home to the rot witch Gerta who travels the wilds in her walking carnivorous hut; a terrifying monster of mud, thatch, tooth & claw. This strange & dangerous pair wanders the wilderness planting & harvesting gardens of pearly luminescent fungi hidden in secret places along the borders of the swamp. Legends of the Gütters say that those who cross her path are put to a test & those who pass are gifted by Gerta's enchantments, while those who fail are fed to her voracious long-toothed hut.



She is, in fact, a member of the Circle of Warlocks, though she only visits the Stone Circle to meet with her counterparts at gatherings of dire import. Those seeking her wisdom & favor can find her by tracking the slithering trails of the Hexenkinder worms who are somehow drawn to her magics & swarm across the forest floor in her wake.



Gerta's Hut

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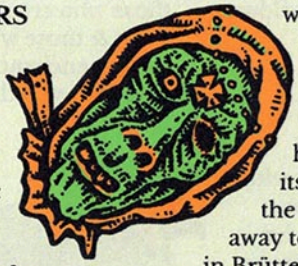
CURSE EATERS



A strong tradition of the Gütter mystic arts is the transference of curses & disease; into & out of the bodies of men & beasts or totemic representations thereof. This ancient knowledge is preserved by witches of the swamp who are known as Curse Eaters. They live in solitary huts in the deep bog where they cultivate & gather the material components required for their intricate craft.

THE SOOTHSAYER

An undying elder of Gutfish Ford who was contaminated by dangerous swamp moss, the Soothsayer became a servant of some strange fungal force growing across the Borderlands. He was exposed as a traitor to his village & banished from Gutfish Ford. Wandering West through the Hexenwald into the Würstreich, he was beheaded as a heretical blight-worshipper; his severed head displayed on a spike on the gates of the Holy Order complex. The head quickly vanished from its perch, stolen by agents of the Necro Coven & whisked away to a secret lab somewhere in Brüttelburg's Unterstadt, where it was treated with obscure alchemical fluids & dark magical rites. Through their forbidden arts, the Necro Coven revived the soothsayer's head, allowing him to speak from beyond the grave; a moribund messenger of the vast fungal consciousness inhabiting his mummified corporeal form.

Lost by the Necro Coven during an inquisitorial raid, the head of the soothsayer fell briefly into the clutches of the Order, but soon disappeared again, presumably sold into the black market by corrupt servants of the Inquisition.



Waken Kraken

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PERILS OF THE SWAMP

The Wetlands are cursed by foul weather. Throughout the year, the swamp becomes hot & buggy or miserably cold & blanketed by fog & pouring rain. In the cold season, traversing the swamp is a treacherous & confusing endeavor as marsh mists hinder navigation & hide countless dangers; especially on the Northern border where the Burning Lakes spill into the swamp & lightning storms rage within an omnipresent shroud of roiling clouds.

All manner of diseases afflict unprotected visitors to the swamp. Contracted through insect bites, fungi & bog bacteria infect & ravage the bodies of unfortunates, particularly those raised outside

of the swamp who are unaccustomed to these microscopic invaders. The most common of these afflictions is the *'Bluelip Shivers'*; a generic term describing the symptoms of many different infections, though this is outside the understanding of Imperial medicine.

Bog Gütter witches are experts at finding clean water & detecting the presence of dangerous bacteria. Many of them have secret techniques & rituals they use to purify this noxious tainted swamp water, rendering it drinkable; at least for the locals.

While the swamp is full of toxic & poisonous flora & fauna, there are as many beneficial substances to be found & harvested from the bodies of the fungi, plants & animals of the bog. Many of the powers of the bog witches come directly from their deep understanding of these substances & even the plaguefinders of the Würstreich send expeditions to collect rare & valuable remedies from the Wetlands in spite of the intense danger involved. Anesthetics, paralytics, stimulants, sedatives, anti-inflammatories, disinfectants, coagulants & numerous other useful properties can be found naturally ocurring & in abundance by those who know how to identify them. Even dangerous extracts of scrog poison are used in Gütter initiation ceremonies, helping healthy Gütter youths to build up a tolerance to their effects.

Among these remedies is the prized scrogstone; a smooth rock plucked from the head of certain rare scrogs, it has the power to cure poison & disease when placed under the tongue of the sufferer. Another is the use of skrag's blood to anoint the eyes; warding off blindness from the elderly & improving the night vision of Gütter hunters who stalk nocturnal prey.

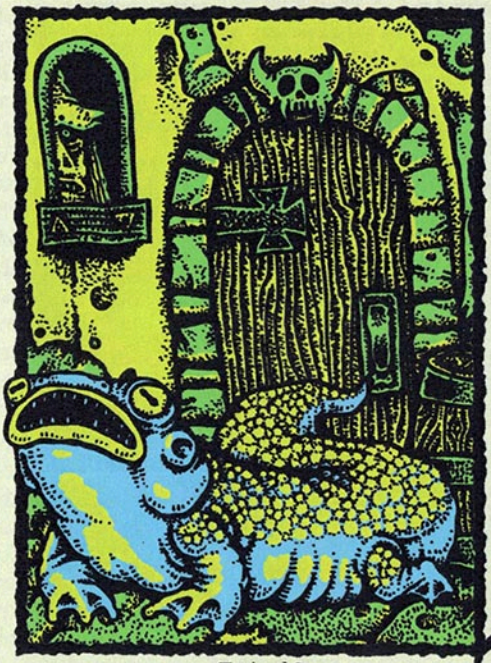
Paths often shift in the Wetlands & journeys are rarely simple or direct, requiring the traveller to take long detours & treacherous crossings. Wagons & carts are impossible to use in the bog & beasts of burden quickly fall prey to insects & disease. Because of this, the Bog Gütters transport goods by raft or on their backs in huge baskets made of fungi & reeds.

When stored, these baskets are easily gnawed apart by swamp rats & other vermin, so the Gütters train scrogs to guard their provisions.

HAG'S EYES

Glowbugs & marsh whisps that dance in luminescent patterns over the marsh at dusk are called *'hag's eyes'* by locals. Mothers warn their children never to follow the dance of the hag's eyes lest they be led into the swamp & snatched away for a witch's stew.

Though these simple glowflies do not in fact serve the hags of the swamp, the advice is useful nonetheless.



Trained Scrog

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Children hunting glowflies on their own often lose their way & disappear forever into the depths of the all-devouring marshland. Properly trained & experienced hunting teams brave the swamp's dangers to harvest the glowflies; the luminesence of their juices prolonged for hours or even days by admixture of cerain swamp mosses. This concoction is used in areas too damp for firelight; hunters trekking through the swamp carry the glowing paste in clay bowls & hollowed turnips to help them find their way in the dark. These clever devices allow them to quickly cover their lightsource without danger of catching fire & they give off no scent, unlike village lanterns that burn scrog oil.

These bioluminescent flies gather to feed on rotting fish & dead animals, lighting up carrion sites like a beacon in the night. The people of Gutfish Ford take advantage of this tendency by leaving huge clay jars filled with fish innards around the outskirts of town. While this serves to both attract & distract vermin & dangerous corpse-eaters, it also keeps the town's perimeter well lit as the sun falls behind the Witchwood & the night grows cold & dark.

BLOODFLIES

Disgusting pests that range in size from tiny to that of a large rat, bloodflies drain the people of the swamp & other mammals of their blood; ingesting the nutrients & excreting the waste along with a sticky mucus used to construct hanging nests on the bark & branches of rotting swamp trees. These blood red nests cling like tumors to the skin of trees, hosting swarms of dangerous bloodflies who often carry parasitic verm larvae that is transmitted through their bite. Once the verm larvae has entered the victim, it quickly matures & begins to reproduce under the skin, causing rash, dizziness & clouded vision that eventually leads to swamp blindess & nodding disease. As the host suffers, the verm larvae is passed back into the bodies of any bloodflies feeding on it after infection, who then carry the larvae on to the next victim.

The fishoids & scrogs of the Wetlands excrete a foul-smelling slime from their skin that repels these dangerous pests. The Gütters have learned to harvest this slime for their own uses, covering their bodies in it to protect themselves from the endless swarms of bloodthirsty flies.



Lake Lurker

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FISHOIDS

The Wetlands are home to a multitude of monstrosities of many shapes & sizes. Aquatic abberations that lurk in the depths of the Lake or along the banks of the river are known collectively as *'fishoids'* by Imperials.

Fish & crustaceans caught at the Fishmonger Camp grow increasingly mutated & deformed with each catch, as do the fishmongers themselves, affected by the same toxic conditions as the food they consume daily. In the Lowlands, scares about toxic meat coming in from the Fishmonger Camp are suppressed by the Imperial Noble Houses' agents. The fishmongers themselves either don't notice or don't care; accepting their deformaties as gifts from their sacred Gütter spirits.

The travelling naturalist Fier Tierficker found hundreds of fishoid forms, recording them in his field notes that have been collected under the title *'Meine Liebe der Natur'*. In his text, he mentions fishoids mimicking the shapes of common objects to lure unsuspecting Bog Gütters into danger; boats, floating logs & other items of seemingly harmless flotsam that reveal themselves to be predatory swamp monsters when prey draws near.

CARRION & GRAVESHELL CRABS

Below the gloomy waters of Tomb Lake swarm the Carrion Crabs; crustaceans that grow shells in the shape of dead men's faces in mimicry of the macabre denizens of the lakebed, a sort of cadaverous camouflage to conceal them from Scroglin hunters. These clever scavengers are the origin of many fishmonger tales of dead men's faces peering up at them hauntingly from below the lake.

Truly immense leviathan crabs known as Graveshells tunnel into the mud covering the old graves of the Necropolis & after devouring the bones, they hibernate until the moss & vegetation on their shell interwines with the gravestone. When they awake & crawl away to breed, the gravestones adorning their backs make them appear like a sepulchre slowly lumbering through the swamp of its own accord. Deranged cultists risk life & limb as they attempt to set lit candles on the Graveshell Crab's backs to create living shrines.

SCROGS

The great Rotting Swamp is filthy with hybrid frog-fish beings of myriad species & forms ranging in size from no bigger than a coin to gargantuan giants of the deep bog. They are referred to generally as *'scrogs'*, though there are hundreds of sub-species & these mutate rapidly from constant exposure to toxic swamp



Carrion Crab

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contamination & dark sorcerous forces.

Some species of Scrogs produce poisons, while others change their color patterns to scare away predators or blend into their surroundings. Specimens with too many or too few limbs & eyes are not uncommon, but the albino scrogs are rare & sacred to the Gütters & swamp beasts alike; it's said these pearlescent & majestic creatures are the patron spirits of the Wetlands & to harm one is strictly forbidden.

The Gütters use scrogflesh for food & sell the eyes to Imperial traders who import them into the Würstreich as a rare & expensive delicacy. Scrogskin is used for clothing & tools, while the fat is used to insulate boats & burnt to warm the Gütters' cold stilt-hovels. Many scrogs also produce toxins that are used by the bog witches to create poisons or medicine. Some scrogs exude a sticky mucus from the tips of their toes, allowing them to climb sheer surfaces; harvested by clever witches for glue. Others release a disgusting aroma from their slimy skin that attracts marsh gnats who swarm around the stinking scrog, providing it with a convenient source of protein while repelling larger predators.

Most scrogs lay eggs in hidden pools of stagnant water. Hollowed logs, old ruins & the carcasses of the dead all make choice nesting places for scroglin egg clutches. Bullscrog matriarchs carry their eggs in special orifices on their back & once born, they are carried by the patriarch in his monstrous gullet from pond to pond in the endless search for food supply.

SCROGLINS

Scroglins are a race of hybrid toad-men who fester in the Wetlands & harbour enough intelligence to form their own scroglin culture & society. They are a grotesque amalgamation of human & scrog created by the toxic soup of the swamp mixing with the strange alchemical solutions used by Puritan necromancers in the processing of the dead now polluting the waters of Tomb Lake.



Scroglin Soldier

The scroglins worship obscene fishoid gods & speak their own croaking language; a bastardization of old Gütter dialects. They despise their old enemy the Würstreich & keep humans as slaves & objects of amusement. Their rulers practice Gütter witchcraft & compel their servants through sorcerous tricks & cruel brutality.

Scoglins breed rapidly & their population swells when left unchecked, so the plaguefinders of the Würstreich hunt the Wetlands destroying egg clutches & gassing scroglings; young scrogs yet to develop into scroglins. Birthed

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in their hundreds, scroglings swarm over the swamp in search of carrion, insects & other food. Once they have consumed enough, they undergo metamorphosis into one of the many forms of scrog or scroglin.

Popular superstition amongst the Puritans of the Würstreich claims that scroglins come from fishoid eggs inseminated by the seed of dead men below Tomb Lake stolen by fishoid cultists, though Tierficker has rejected this theory, claiming it to be complete nonsense.

SWAMP SKRAGS

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.

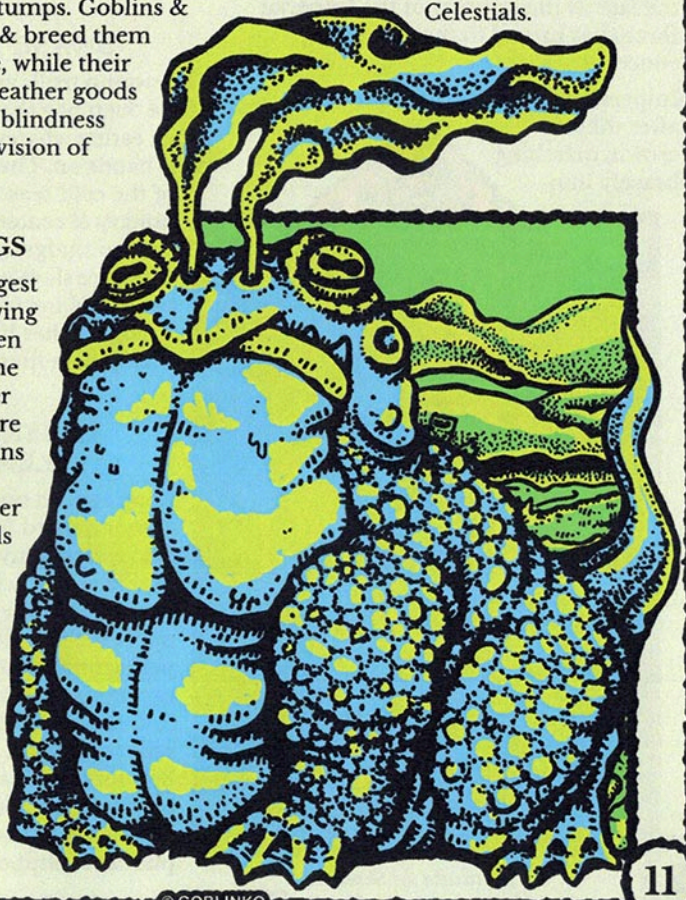
BULLSCROGS

Bullscrogs are the largest of scrog species, growing to sizes that dwarf even the mighty trolls of the swamp. Fier Tierficker speculates that they are in fact ancient scroglins who have survived & continued to grow over the years. Their minds devolving back into a beastlike state they forget to speak & return to their lives as wild animals. Whatever the case, they are among the most dangerous denizens of the Wetlands & the vibrations of their deep croaking calls echo across the marsh striking fear into the hearts of men & beasts.



THE CROWN OF CRUELTY

A magical crown worn by the Emperor of the Würstreich during the days of Imperial conquest, the Crown of Cruelty was said to give the Empire's sovereign ruler the ability to command his subjects with the otherworldly power & authority of the Celestials.



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The Crown of Cruelty was lost during the Emperor Fettunten IV's wars against the scroglin armies of Tomb Lake. Impetuously marching deep into scroglin territory, his bodyguard troops were encircled & captured, never to be seen again despite the efforts of the taskforce of hussars & engineers sent to find & liberate them. Many of these were lost crushing the army of the last Scroglin King & rooting out fishoid spawning lairs across the Wetlands. The Empire was eventually forced to withdraw its troops from the Wetlands, having failed to exterminate the Scroglin menace permanently. Slowly, the fishoid hordes have grown in numbers again within their underground marshy lairs & beneath the waters of the lake as the scrutiny of the Imperial forces has turned to more pressing concerns.

Imperial champions have quested after the lost crown, marching bravely into the Wetlands armed to the teeth, but all have returned empty-handed, or not at all.



Smirdzaka the Slimelord

BOG GOBLINS

Goblin hunters ranging far from their home & those banished from the Wormways below the Eastern Mountains often end up lurking in the swamp where they build their tiered mud-huts for shelter & survive in much the same manner as their Gütter neighbors. The two groups often trade with each other, though conflict & violence is just as common. Fortunately for the Gütters, the bog goblins lack the population density to pose a significant threat & the Scroglin Kingdom hunts both for slaves.

SWAMP TROLLS

The swamp trolls are lumbering beasts of the deep bog that wade through the muck eating whatever they can get their hands on. They sleep for much of the cold season, awakening hungry & coated in layers of mud, swamp sludge, moss & vegetation. They are slow-witted brutes driven by primal instincts & the fishoids & bog witches have learned to manipulate them into service.

LEGEND OF THE SLIMELORD

Long ago, an unlucky Bog Gütter named Smirdzaka Stopa discovered a mysterious collection of sealed pots while digging up her turnips. She opened each pot revealing pieces of a strange pentagonal amulet. Enraptured by the sparkling treasure she'd found, Smirdzaka pieced the relic together & placed it around her neck. With a terrifying flash of green light, Smirdzak's body liquified & mutated into a sentient puddle of slippery slime!

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With this bizarre transformation came a hideous hunger for living flesh. Smirdzaka the slime began preying on the chickens & goats of the village, then moving to cats, dogs & soon children & the elderly. Trapping them within her gelatinous bulk, she drowns her prey in slime & absorbs them slowly into her caustic flesh.



The more Smirdzaka ate, the larger she became! After her entire village was devoured, the Bog Gütters realized the menace of the Slimelord & sent a warband to deal with her once & for all! Not much is known about the outcome of this endeavor & most people think the Slimelord is just a myth, but her name is mentioned when livestock & villagers mysteriously disappear & strange smooth tracks are found in the mud where vegetation has been eaten away by some massive toxic force.

THE SUNKEN VILLAGE

Before the flood, Imperial explorers found the ancient ruins of a lost settlement in the Eastern Witchwood. Occupying the strange broken towers of this place, the Imperials established a border outpost as a base of operations for their probings of the Eastern reaches of the Borderlands.

When the floodwaters came & the bases of the broken towers were submerged in toxic sludge, the outpost garrison were trapped & cut off from their countrymen. Over the ensuing years, the survivors quickly devolved into a pack of deranged & mutated scrog-licking cannibals; their descendants still haunt the jagged sunken ruins, guarding its secrets & relics.

In the depths of the Sunken Village's shattered spires are twisting passages designed for crawling things with inhuman body structures & the walls of these spherical stone passages bear eroded reliefs that hint at the disgusting serpentine forms of their builders.

These flooded underground corridors ultimately connect to a sprawling tunnel network that riddles the Eastern Mountains; Wormways leading to the great Stinking City of dung where the goblin hordes & gobflies swarm.

Scrogs & scroglins breed & lay their slimy eggs under the shelter of the crumbling old towers; in submerged chambers & corridors now overgrown with swamp weeds. These hybrid horrors live in constant conflict with the feral mutants from the spires above; they prey on each other as well as ill-fated travellers traversing this deadly corner of the world.



Possessed Tree

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PIGSKIN POKE
THE WASTELAND
THE WINDMILL
(FOOTHILLS)
THE WATCHTOWER
CRYSTAL CRATER
(BURNING LAKES)
GUTFISH FORD
THE WITCHWOOD
BURNING LAKES
BRÜTTELBURG
EAST BRIDGE
(WITCHWOOD)
WITCH HILL
SUNKEN VILLAGE
HAG'S FORK
(WITCHWOOD)
CROSSROADS
THE FIELDS
(FIELDS)
STONE CIRCLE
THE ROTTING SWAMP
HUNT LODGE
THE GRAVEYARD
DUSK FALLS
(TOMB LAKE)
THE BLACK TREE
FISHMONGER CAMP
TOWER ISLAND
GHOSTGATE
(TOMB LAKE)
TOMB LAKE
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STONE CIRCLE

The Stone Circle is known to the Bog Gütters as *'Biegunka Henge'*; an ancient arrangement of massive menhirs created so far back in the fogs of history it is unknown who built it or why. What *is* known is that this Stone Circle is associated with a massive, mysterious energy that surges between worlds; a focal point of magical forces where the spirits cross over into the realm of the living. The energies of the Henge warp the minds & bodies of those who stay there for an extended period of time & episodes of possession by lurking spirits are not uncommon. These possessed Biegunka Slaves are controlled by an unseen hand from some terrifying dimension & guard the Stone Circle from outsiders.



Overgrown with moss & marsh vines, the stones stand amidst the tents & mud huts of a small marshland community of witches & weirdos. Bog Gütters gather here to worship at the Henge & take shelter in the mystical protection it provides from the creatures of the swamp who fear its otherworldy power.

The Circle of Warlocks who watch over the swamp celebrate their Gütter holy days & hold council at the Henge & this is the only form of governance to be found in this rudimentary & remote masrhland community.

THE CIRCLE OF WARLOCKS

The Circle of Warlocks cultivates marsh moss, sweet leaf & other useful flora in hidden gardens near the stones. Their symbol is the sickle; representing the moon as well as the tools of the harvest with which the warlocks collect specimens from the swamplands for use in their mystical arts.

THE BLACK TREE

Deep in the swamp stands an ancient dead tree. Rotten & black, it towers over the surrounding landscape. Though it is thoroughly riddled with rot, it has stood for untold years; bolstered by unknown forces.

Old wives' tales about the tree claim the damned write their sins on scrolls & hang them from the branches of the massive dead tree. Its limbs absorb all the sins of these heretics, transforming it into a twisted thing of pure evil. Others claim that the scrolls hanging from its branches are in fact penned by the dreaded swamp witch Filth Patina; lists of names of the children she has stolen away from the people of Gutfish Ford, inscribed on the flayed skin of her victims.

Ordinary Gütters avoid this accursed place, but the warlocks & witches meet secretly beneath its twisted boughs to consort with the spirits, divine the future & practice other heathen magics. Scattered around the mighty trunk of the Black Tree are the piled scattered bones of sacrifices & other evidence of worship accumulated over the years.

TOMB LAKE

Dense growths of underwater reeds choke the murky Eastern banks of Tomb Lake, making boat travel there dangerous & swimming nearly impossible. Pale half-human shapes hide among the overgrown lakeweeds, pulling stranded boatmen from their craft & taking them into the forest of vegetation below the dark waters of the lake where eels & crustaceans pick carcasses clean of their flesh.

Whirlpools on the surface of the lake betray the presence of tunnels & caves below, once part of the Necropolis or older systems hewn by lost

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civilizations or natural erosion.

Tomb Lake is a dumping ground for 'unclean dead'; the bodies of those whose families cannot afford the Holy Order's burial rites or are refused them due to some percieved moral infraction. Most of these bodies are quickly devoured by carrion-feeding lake beasts; harpies, scrogs, crabs, eels & insects.

TOWER ISLAND

Tower Island is home to an old defensive tower guarding over the Eastern Necropolis built on high ground by Imperial forces before the flood. Designed to hold off hordes of angry Gütters, inside it is a maze of isolated cells, trapped corridors, murder holes & hidden firing positions. Long abandoned by the Imperial military, it has fallen into the slimy webbed hands of scroglin & fishoid leaders who store their plunder & human slaves within its many damp chambers.

DUSK FALLS

The roaring waters of the Stinkendblüt cascade over Dusk Falls into Tomb Lake. In the murky depths below the frothing foam of the falls, enormous shapes lurk, feasting on fish & scraps tumbling down from above.

Nearby, caves hollowed by natural erosion & expanded by bestial swamp dwellers recede into the rockface that form the falls. Within dwell scroglins, verms & strange oozes that slide across the cavern walls devouring any flesh they can find, guided by senses beyond the comprehension of man.

Home of the mysterious Eggplant Wizard, Dusk Falls is a beautiful but deadly landmark. The falls are a popular suicide site for forlorn & hopeless Gütters, who throw themselves from the top of the falls into the churning waters below to be dashed on the rocks, finding their final rest at the bottom of Tomb Lake.

Dusk Falls is also home of the annual Barrelnacht Festival, during which celebrants drink countless gallons of cider & beer out of barrels made from preserved timbers of the Hexenwald. As the barrels are emptied, the revelers ride them down the falls & those intoxicated enough to survive the fall are proclaimed the victors, their horrific injuries the only prize.

FISHMONGER CAMP

This fishing community was once controlled by the Imperial House Füdlibürger, but when that House was destroyed in the Night of the Meat Grinder, the fishmongers carried on independent & unconcerned with the rivalries of the Imperial aristocracy.



Fishmonger

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Now, the other Houses squabble over the rights to move in & 'restore order', while local leaders prepare their people to resist the impending invasion of Imperial interests. In secret they train militias to fight in formation with long pikes or as skirmishers with harpoons & nets, while forging alliances with the scroglin armies of the lake.

Rumours of mutant fishoid hybrids living amongst the fishmongers are common. These are supported by the records of the Inquisition of the Würstreich, their torturers claiming to have dissected fishmongers with webbed toes, gills & other deformities. Some specimens had extra eyelids & were said to sleep with their eyes open, others exuded slime from their pores.

While the Fishmonger Camp remains largely free of Imperial control, Gütter traditions are displayed openly. Living without the protections of Imperial forces, monsters stalk through the alleyways & catwalks as the fishmongers hide themselves in their hovels, losing the fishy fruits of their labours to Imperial pressure & scavenging beasts of the Wetlands alike. Caught between these two threats, many of the fishmongers choose to serve & placate the fishoid beasts of the Wetlands over the tyranny of the Imperial juggernaut.



GHOSTGATE

A gargantuan gateway stands at the edge of Tomb Lake; a remnant of the old pre-Imperial Necropolis that has withstood the ages of erosion & cataclysm. The gigantic skullmouth that once framed the main thoroughfare of the Necropolis now serves as an entrance to the flooded lower bowels of the Catacombs below.

NESTING IN THE SKULL

Today, the dark & murky waters of the lake lap against Ghostgate's mighty jaws & fishoid horrors lurk & breed in the dark tunnels beyond. The eye sockets of the gate's skull-visage are nesting grounds for vile harpies who prey on lake scrogs & fishmongers. Their eggs are quite valuable at market, but few are foolhardy enough to attempt the treacherous climb or brave the razorlike talons of the harpy mothers, who guard their young with ferocious dedication. Though the harpies' nests are safe from ground predators, swamp rats & flying skrags are still a constant threat, especially when the adult harpies are away hunting. The apparent lack of males amongst these avian aberrations led the Imperial naturalist Tierficker to wonder at how these eggs are fertilized, rejecting the popular myth that the harpies breed with lone fighmongers & corpse burners stolen away in the night.

GUTFISH FORD

Gutfish Ford has the largest concentration of Bog Gütters in one place. Its stilt huts, catwalks & ropelines sprawl across the river, allowing easy crossing. Surrounded by the toxic Burning Lakes, it is protected from the corrosive pools by powerful ancient magics inscribed into the standing stones & stonecarved faces of giants leering from the riverbed. To reinforce these old wards, the elders of the ford scatter spells placed in clay jars around the perimeter, though they know these are no match for the horrific might of the Hand of Doom. The clay is harvested from quarries just beyond the borders of the surrounding Burning Lakes; brave Gütter miners haul it back through this dangerous

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area under threat of attack from toxic beasts & goblin raiders. The bravest of all plunge deep into the caustic landscape to harvest valuable gems & other treasures from the fabled Crystal Crater.

The eroded stone heads that ring Gutfish Ford are honoured by the Bog Gütters as the gods of their ancestors; totems of a bygone age when giants walked the land long before the birth of the Würstreich & the desolation of the North. The totemic images are remnants from an ancient temple complex that lies sumberged directly beneath the town; its stilt huts built on the tops of enormous temple domes long hidden from the light of day.

Isolated & distrustful of outsiders, the Gutfish Gütters are inhospitable & superstitous folk. Though they trade with Guildsmen travelling on the Stinkendblüt as well as goblins & ferals from the Wasteland, it cannot be said that they are a friendly or warm people. Hard lives in the cold damp under gray skies & a prevailing pall of gloom leave them morose & sombre, quite unlike their anarchic & festive Western cousins.

The spells hidden around Gutfish Ford do little to ward off predatory warbands of goblins from the Badlands & the ford's Council of Elders is often forced to pay large tributes of fishoid meat & byproducts to the hungry goblin hordes.

Though the fishmongers of Tomb Lake celebrate the deformities visited upon them by the corrupting magics of the Wetlands, the people of Gutfish Ford leave mutated children outside of town for the harpies. Most believe they are torn apart & fed in pieces to the harpies' young, though some claim these infants are taken & raised by the harpies themselves to live out their lives amongst the beasts of the great bog. The infamous rot witch Gerta is said to be one of these wild children; her feet are deformed & twisted talons that leave clawed tracks in the mud alongside the larger prints of her bestial living hut as she hobbles across the marsh about her witchy business.

THE COUNCIL OF ELDERS

An enclave of village elders govern Gutfish Ford according to a convoluted system of traditions developed over untold generations.

The lives of the elders themselves have spanned several of these generations in some cases; prolonged by the mysteries of the old magics of their ancient underground temple dwelling beneath the village. Though they live on, their bodies are little more than withered husks & their minds are prey to forgetfulness & delusion brought on by the maddening weight of time.



Ferocious Harpy

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The following missions comprise an entirely new campaign arc. Instead of beginning with *'On the Run'*, you may start your campaign with *'Serve the Scroglin King'*. When you begin the campaign, remove the **Queen of the Rats** from the Epic Monster deck until instructed to include her in the Mission 🔒 deck.

SERVE THE SCROGLIN KING

Hauled in for crimes against the Würstreich, your captors have sold you off for quick coin as slaves to the Scoglin King who rules over Tower Island. Soon after being delivered by boat into the slimy clutches of your new masters' scroglin soldiers, you are summoned before the king himself.

As you stand before the wart lord & his scroglin bodyguards in his opulent throne room, the magical crown atop his bulbous head glows with power & bludgeons your mind, forcing you to your knees. Croaking commands enforced by the compelling mystical force of the Crown of Cruelty, the king orders you to impress him with a show!

The party must impress the king through clever tricks or acts of physical prowess. Each adventurer may attempt a Test using AGI, MAG, or STR. If you are a Performer, you may roll an additional die & use any 2.

If half or more adventurers fail their Test, or if any refuse to attempt it, the scroglins force you to prove yourselves in a fight to the death in one of their fighting pits on the island. Draw 1 Wetlands Monster for each adventurer in the party & you must fight them *(monsters & adventurers cannot escape this fight)*. If you are victorious, the king offers you a chance to serve him & declare your fealty.

If more adventurers pass than fail their Test to impress the king, or if you destroy the monsters in the fighting pit, he recognizes your value & offers you employment & the opporunity to earn riches in his service if you will declare your fealty to him. If you accept, you are sent on your first errand immediately; proceed to Setup.

If you refuse to pledge your service to the Scroglin King, you must fight him & his bodyguards! Take the **Scroglin King** *(Epic Monster)*, **Crab Soldier**, **Scroglin Sentry** & **Scroglin Soldier** *(Wetlands Monsters)* from their decks & you must fight them *(though the overconfident scoglins have foolishly allowed you to keep your items & weapons)*! If you win, the adventurer who destroyed the king may take the **Crown of Cruelty** *(Epic Loot)*, but does not draw a random Epic Loot card *(do not roll for Looting)*. You may then escape your captors & **Establish a Base** *(Missions pg.5)* in the Badlands or Highlands.

SETUP

The Bounty Level is 2 & place the party at **Tower Island**.

🔒 **Crown of Cruelty** *(Epic Loot)*

💀 **Scroglin King** *at* **Tower Island**

SERVANTS OF THE KING

You do not have to fight the **Scroglin King** or any monsters while you are in his space; the Danger Level in his space is counted as 0 when checking to see if you have been attacked during the Danger Phase.

Never increase the Danger Level in the **Scroglin King's** space *(for any reason)*.

OBJECTIVE

Roll D6 on each of the tables below to determine your first errands for the king. Roll 1 green die & 1 purple die on the corresponding table to determine your objectives, you must complete one or both errands *(in any order)*, then Rest in the **Scroglin King**'s space to complete this mission.

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PURPLE DIE TABLE

1-3: Crush the Rebels

Fishoid Warlock *(Wetlands Monster)*

Retrieve the **Bullscrog Patriarch** from the Wetlands Monster discards & shuffle it in with the top 8 cards of the Wetlands Monster deck *(or top 4 cards if you are playing this mission solo).*

Place Clue 1 at **Fishmonger Camp**. When you Rest in Bold stance there, take the **Fishoid Warlock** from the Mission deck & fight it in addition to any monsters in your space during the Encounter Phase. Destroy the **Bullscrog Patriarch** or **Fishoid Warlock** *(or preferably both)* to complete this errand.

4-6: Hunter Hunted

Shuffle together Clues 1 through 3 & place them randomly facedown on each of the following Locations:

Dusk Falls

Fishmonger Camp

Ghostgate

Scrog Spiker *(Wetlands Encounter)*

Hunting Net *(Loot)*

You may purchase the **Hunting Net** from the Mission deck when you **Trade** *(with an Encounter or in any Town)*, or when you Rest in Bold stance at **Fishmonger Camp**.

When you pass an Explore Test in a space with a facedown Clue counter, flip that counter & compare its value to your highest single die. If your highest die is equal to or greater than the Clue value, take the **Scrog Spiker** from the Mission deck & resolve it during the Encounter Phase *(do not draw a random Encounter this turn)*, then remove the Clue counter whether you found the **Scrog Spiker** or not.

Destroy the **Scrog Spiker** while your party has the **Hunting Net** & return him to **Tower Island** along with the **Hunting Net** to complete this errand *(then discard them).*

GREEN DIE TABLE

1-3: Offerings for the Swamp Spirits

5 the Black Tree

6 the Catacombs

Albino Scrog *(Wetlands Encounter)*

Lost in the Fog/Hideous Idol *(Wetlands Encounter)*

When you pass an Explore Test at Clue 5, take **Lost in the Fog/ Hideous Idol** from the Mission deck & resolve the **Hideous Idol** portion during the Encounter Phase *(do not draw a random Encounter)*.

When you pass an Explore Test at Clue 6, take the **Albino Scrog** from the Mission deck & resolve it during the Encounter Phase *(do not draw a random Encounter)*.

Discard a Food, Herb or Relic in offering to the **Hideous Idol**, or **Approach** the **Albino Scrog** & discard a Food in offering to complete this objective *(the party does not need to include a Warlock or Wild to do this)*. The party may perform either or both tasks to complete this errand.

4-6: Escort the Young

6 Sunken Village

Scrogling Swarm *(Wetlands Monster)*

Bog Skrag *(Wetlands Monster)*

Harpy *(Wetlands Monster)*

Naga *(Wetlands Monster)*

Oozing Skull *(Wetlands Monster)*

The adventurer with the highest MAG must take the **Scrogling Swarm** as an Ally & place it near their character sheet. This adventurer must escort the **Scrogling Swarm** to Clue 6 *(Sunken Village)* & Rest to complete this objective *(set the Scrogling Swarm aside at this point to keep track of how many Scroglings made it, then discard them after collecting your reward).*

Place the remaining monsters

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listed above *(Bog Skrag, Harpy, Naga & Oozing Skull)* in a separate deck; the *'Predator deck'*. When you are attacked in the Wetlands while accompanied by the **Scrogling Swarm**, draw the first monster from the Predator deck & the rest from the appropriate Monster deck as normal. These predators will attempt to devour the scroglings; during the fight they will not attack the adventurers directly. Instead, at the end of the first combat round, the predator inflicts Wounds 🩸 on the **Scrogling Swarm** equal to the predator's current ATT value & then escapes *(shuffle it back into the Predator deck)*.

When you destroy a predator, shuffle it back into the predator deck. When you deliver the Scrogling Swarm to the Sunken Village, discard the Predator deck. If the **Scrogling Swarm** is destroyed, you fail to complete this errand.

BETRAYING THE KING

Having pledged fealty to the **Scroglin King**, you can choose to ignore his errands upon your release & instead attempt to **Establish a Base** *(Missions pg.5)*. If you do, leave the **Scroglin King** at **Tower Island** & keep the **Crown of Cruelty** under his card to indicate that he is wearing it. Having abandoned your mission, the rules described under *'Servants of the King' (above)* no longer apply.

REWARD

Each adventurer gains 1 Luck ✱. Further rewards are based on your specific accomplishments, as follows. If the party is awarded an Item that an adventurer already possesses, the adventurer who would have recieved that Item gains GP💰 equal to half that Item's cost instead.

Destroyed the Fishoid Warlock

The adventurer in the party with the highest MAG may take an **Elixir of Life** from the Loot deck or discards *(roll off ties)*. Each other adventurer gains D3+2 GP💰.

Destroyed the Bullscrog Patriarch

The adventurer in the party with the highest STR may take a **Spiked Gauntlet** & **Warpaint** from the Loot deck or discards *(roll off ties)*. Each other adventurer gains D3+2 GP💰.

Captured the Scrog Spiker

The adventurer in the party with the highest combined AGI & PER may take a **Hunting Net** & **Ratspike** from the Loot deck or discards *(roll off ties, reclaim the Hunting Net when you deliver the Scrog Spiker)*. Each other adventurer gains D3+1 GP💰.

Gave an offering to the Albino Scrog

The adventurer in the party with the highest MAG may take **Marsh Moss** & a **Wizard Pipe** from the Loot deck or discards, then reduce the Danger Level at **Tomb Lake**.

Gave an offering to the Hideous Idol

The adventurer in the party with the highest combined MAG & PER may take a **Mysterious Map** from the Loot deck or discards *(roll off ties)*. Each Warlock or Wild in the party becomes Blessed, then reduce the Danger Level in the **Rotting Swamp**.

Delivered the Scrogling Swarm

Each adventurer gains gains GP💰 equal to the Scrogling Swarm's remaining HP ❤. If the Scrogling Swarm has 0 Wounds 🩸, the adventurer in the party with the highest combined CON & MRL may take a **Spiked Shield** from the Loot deck or discards *(roll off ties)*.

MISSION PATH

If you only completed an errand from the purple die table, the king sends you next to track down an alliance of his rivals & **Blow Them to Bits**.

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If you only completed an errand from the green die table, the king sends you North to deliver **A Gift for the Queen**.

If you completed errands from both tables, you may choose either mission.

BLOW THEM TO BITS

Word arrives from the Scroglin King's spies in the North that his rivals are meeting in the ruined town of Last Chance to plot a dangerous alliance. The wart lord commands you to travel there & show these schemers the might of the new Scroglin Kingdom by blowing them to smithereens!



SETUP

If you are playing **Blow Them to Bits** as a standalone game, the Bounty Level is 2 & place the party at **Tower Island**.

♪1 **Last Chance:** *a desolate ruin in the Wasteland where your targets plan to meet.*

♪5 **Crystal Crater:** *representing the Goblin Emissary who speaks for the daemonic rulers of the Badlands.*

♪6 **The Sunken Village:** *representing the Dark Wanderer, an agent of some unknown & sinister power working from the shadows.*

☠ **Bandit King** *at* **Slaver's Pass**

🔒 **Dark Wanderer** *(Badlands Encounter)*

🔒 **Goblin Emissary** *(Badlands Encounter)*

🔒 **Caltrops** *(Loot)*

🔒 **Flash Bomb** *(Loot)*

🔒 **Gas Bomb** *(Loot)*

🔒 **Shrapnel Bomb** *(Loot)*

🔒 **Stage Coach Ticket** *(Loot)*

🔒 **Crown of Cruelty** *(Epic Loot)*

☠ **Scroglin King** *at* **Tower Island**

OBJECTIVE

The party must Rest in the **Scroglin King's** space *(Tower Island)* after destroying the **Bandit King** & **Goblin Emissary**. You *do not* have to destroy the **Dark Wanderer** to complete this mission.

SERVANTS OF THE KING

You do not have to fight the **Scroglin King** or any monsters while you are in his space; the Danger Level in his space is counted as 0 when checking to see if you have been attacked during the Danger Phase.

Never increase the Danger Level in the **Scroglin King's** space *(for any reason)*.

BETRAYING THE KING

Having pledged fealty to the **Scroglin King**, you can choose to ignore his errand & instead attempt to **Establish a Base** *(Missions pg. 5)*. If you do, leave the **Scroglin King** at **Tower Island** & keep the **Crown of Cruelty** under his card to indicate that he is wearing it. Having abandoned your mission, the rules described under *'Servants of the King' (above)* no longer apply.

If you encounter the **Dark Wanderer** during this mission, you may choose to **Approach** it rather than fight. If you roll 2 or more, the **Dark Wanderer** offers you a devilish deal; an opportunity to abandon the king's service & wield true power. If you accept the **Dark Wanderer's** sinister mission, the adventurer in its space with the highest MAG *(roll off ties)* may take **The Black Sword** from the Epic Loot deck or discards. Then, add 1 red Doom counter to the Doom Track & proceed to **Tear Open the Gates** *(included in the Badlands & Beyond book)*, or **Establish a Base** *(Missions pg.5)*.

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ARMED TO THE TEETH

The king's agents have many contacts across the Borderlands who are secretly loyal to the wart lord & ready to equip you for your task.



When you **Trade** in a Town, you may purchase any of the Loot cards from the Mission deck *(Caltrops, Flash Bomb, Gas Bomb, Shrapnel Bomb & Stage Coach Ticket).*

MOVING THE KING'S RIVALS

During this mission, the **Scroglin King's** rivals *(Bandit King, Dark Wanderer & Goblin Emissary)* will move towards **Last Chance** until all 3 have reached it. The **Bandit King** uses the standard rules for moving Epic Monsters *(see the Rules pg. 23)*, while the **Dark Wanderer** & **Goblin Emissary** use special movement rules as follows.

When the first party draws a Danger card during the Danger Phase & the card shows an *odd* Danger value, move Clue 5 *(the Goblin Emissary)* towards **Last Chance**. If it shows an *even* Danger value, move Clue 6 *(the Dark Wanderer)* towards **Last Chance** instead.

If it shows both, move both Clues 5 & 6. If the Danger card shows 2 even or 2 odd values, move the corresponding counter twice.

Once all remaining targets have gathered at **Last Chance**, they will stay there to conduct their meeting until the Danger deck is reshuffled. Once the Danger deck is reshuffled, the meeting is complete; increase the Danger Level in the **Wasteland** & **Foothills**, then the targets will return to their starting positions via the same movement method starting on the following turn.

If 2 of the targets are destroyed before the meeting takes place, the remaining target will move towards its starting position immediately after reaching **Last Chance** *(they soon realize that the meeting has been cancelled).*

CRASHING THE PARTY

If you are in a space with Clues 5 or 6 during the Encounter Phase, take the corresponding Encounter card from the Mission deck & you must fight it in addition to any other monsters in your space *(do not draw a random Encounter)*. If you are in a space with both Clues 5 & 6, you must fight both together.

If you destroy the **Goblin Emissary**, remove Clue 5 from the board.

If you destroy the **Dark Wanderer**, remove Clue 6 from the board & you may search the Loot deck & discards for a **Mystic Geode** & take it while looting *(in addition, you may roll for loot normally)*. However, if the **Dark Wanderer** escapes *(due to Skirmish)*, place it in the Badlands Encounter deck discards & remove Clue 6 from the board.

REWARD

Each adventurer gains 1 Luck, then reduce the Danger Level at the **Bandit Camp** & **Goblin Fortress**. If the **Goblin Blitzkrieg** or **Rampant Violence** Doom cards are in play, discard them. If you destroyed the **Dark Wanderer**, also reduce the Danger Level at the **Burning Lakes**.

MISSION PATH

You have not yet brought **A Gift for the Queen** *& you must do so at once to please your king!*

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A GIFT FOR THE QUEEN

Having proved yourself as a valuable & loyal subject of the Scroglin King, your liege asks you to carry out a mission of utmost importance. You must bring a worthy gift to the Vermin Queen to express the king's adoration for her majesty & to cement an alliance between their domains.

SETUP

If you are playing **A Gift for the Queen** as a standalone game, the Bounty Level is 3 & place the party at **Tower Island**.

6 Witch Hill: *where the queen's children keep watch over the Hexenwald.*

Holy Order: *where the plaguefinders conduct research on the bodies of the dead.*

Hunt Lodge: *where the plaguefinders conduct research on the flora & fauna of the Witchwood & Rotting Swamp.*

Prevailing Gloom/Children of the Vermin Queen *(Lowlands Encounter)*: *vermin spies who may lead you to the queen's lair.*

Ghost Ward *(Loot)*: *a gift to suit the queen's witchy tastes.*

Plaguefinder General *(Epic Monster)*: *the queen's nemesis; a leather-clad terror.*

Queen of the Rats *(Epic Monster)*: *the Vermin Queen herself.*

Crown of Cruelty *(Epic Loot)*

Scroglin King *at* **Tower Island**

OBJECTIVE

When you move into the **Queen of the Rats'** space, you may offer her a Crystal, Jewelry, or Relic *(discard it)*.

Once you have delivered a proper gift to the queen, you must Rest in the **Scroglin King**'s space *(Tower Island)* to complete the mission.

SERVANTS OF THE KING

You do not have to fight the **Scroglin King** or any monsters while you are in his space; the Danger Level in his space is counted as 0 when checking to see if you have been attacked during the Danger Phase.

Likewise, you do not have to fight the **Queen of the Rats**; while you are in her space, count the Danger Level there as 0 when checking to see if you have been attacked during the Danger Phase.

Never increase the Danger Level in the **Scroglin King** or **Queen of the Rats'** spaces *(for any reason)*.

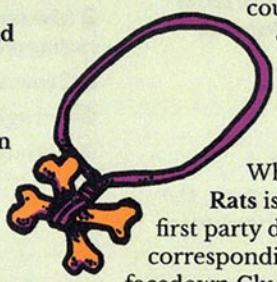
BUYING A GIFT

When you **Trade** with any Encounter or as a Rest Action in a Town, you may also purchase the **Ghost Ward** from the Mission deck.

THE SWARM

When you Rest at Clue 6 *(Witch Hill)*, take the **Prevailing Gloom/Children of the Vermin Queen** card from the Mission deck & resolve the lower portion during the Encounter Phase *(do not draw a random Encounter)*.

If you **Feed** the queen's children, roll D6 & place the **Queen of the Rats** counter at 1-3: **Windmill** or 4-6: **Bandit Camp**.



THE QUEEN'S NEMESIS

While the **Queen of the Rats** is on the board, if the first party draws a Danger card corresponding to a space with a facedown Clue counter *(Holy Order or Hunt Lodge)*, place the **Plaguefinder General** counter in that space unless he is already on the board.

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The **Plaguefinder General** will move towards the **Queen of the Rats** starting on the turn after he is placed. If The **Plaguefinder General** enters the queen's space, remove both counters & the mission is failed! The mission ends immediately, as does the party's service to the **Scroglin King**. *Having failed the king, he will surely kill you next time he sees you & so you must* **Establish a Base** *(Missions, pg.5) outside his domain.*

BESTOWING THE GIFT

When you move into the **Queen of the Rats'** space, you may give her *(discard)* a Crystal, Jewelry, or Relic as a gift.

Having bestowed a worthy gift, you may attempt to impress her & earn a gift in return. Each adventurer in the queen's space may attempt an AGI or MAG Test & if you are a Performer, roll 3 dice & use any 2. If more adventurers pass than fail, the queen is pleased; reduce the Danger Level in her space & each adventurer who passed their Test becomes Exalted.

Whether or not you gave a pleasing performance, the queen asks you to return to your king & extend her gratitude.

Remove the **Queen of the Rats** counter from the board. However, if the **Plaguefinder General** is still on the board, he remains & will now move toward the **Scroglin King**. If the **Plaguefinder General** destroys the **Scroglin King** *(by moving into his space)*, the mission is failed & you must **Establish a Base** *(Missions pg.5)* somewhere new!

REWARD

Each adventurer gains 1 Luck ✱. Then, remove 1 Yellow & 1 Green counter from the Doom Track.

MISSION PATH

With the support of the queen secured, the time has come for the Doom of Brüttelburg & the **Rise of the Megaverm** *(pg.25)!*

RISE OF THE MEGAVERM

With the power of the Crown of Cruelty, the king means to call forth a mighty leviathan from the caverns below Dusk Falls where the voracious swamp verms grow to gargantuan proportions. Your task is to lure this horrific warbeast to the gates of Brüttelburg where it will strike terror into the hearts of your king's Imperial enemies!

SETUP

If you are playing **Rise of the Megaverm** as a standalone game, the Bounty Level is 3 & place the party at **Tower Island**.

1 Dusk Falls: *lair of megaverms.*

Brüttelburg: *where the plaguefinders study & train.*

Holy Order: *where plaguefinders dissect the bodies of the dead.*

Witch Hill: *where the plaguefinders hunt for unclean heretics.*

Plaguefinder General *(Epic Monster)*: *a stalwart defender of the Würstreich, he employs specialized gas weapons that can fell even the largest of verms with ease.*

Mystery Meat *(Loot)*: *a stinking pile of rotting meat used to lure the verm.*

Crown of Cruelty *(Epic Loot)*

Scroglin King *at* **Tower Island**

Remove **Vortex of the Deep** *(Doom)* to the game box

OBJECTIVE

If the **Megaverm** is in **Brüttelburg** at the end of a game turn, see *'The Megaverm Cometh' (pg.28)* to determine the outcome of its assault on the fortress city.

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SERVANTS OF THE KING

You do not have to fight the **Scroglin King** or any monsters while you are in his space; the Danger Level in his space is counted as 0 when checking to see if you have been attacked during the Danger Phase. Note that if you are in the **Megaverm's** space, you must fight it unless the **Scroglin King** is also there.

Never increase the Danger Level in the **Scroglin King's** space *(for any reason)*.

SUMMONING THE VERM

First, the Scroglin King calls upon you to join in the summoning ritual with which the mighty Megaverm will be brought forth from the depths. The Crown of Cruelty glows dimly atop the king's slimy, bulbous head & his servants chant spells in their gutteral croaking Scroglin tongue as he intones the words of conjuration.

Each adventurer may attempt to help with the ritual by making a MAG Test *(all adventurers must choose whether to particpate before any rolls are made)*. If more adventurers pass this Test than fail, the ritual is a success & a jagged-toothed monstrosity erupts from the depths; place the **Megaverm** ☠ counter at **Dusk Falls**.

Otherwise, the ritual is only partially effective; the great verms have been awakened from their slumber, but you must still entice one out of its nest through more traditional methods.

COLLECTING MEAT

The scroglins outfit you with a covered wagon & send you on your way to lure the Megaverm with stinking piles of raw meat!

The party leader *(highest MRL)* or another party member must take the **Mystery Meat** card from the Mission 🔒 deck to represent the party's supply of flesh with which to lure the verm. It cannot be used unless there are 1 or more Wounds 🩸 on it. When you use it, remove a Wound 🩸 from it instead of discarding it. You cannot hold more than 6 Wounds 🩸 on it at a time.

When you win a fight, you may place a Wound 🩸 on the **Mystery Meat** card for each Brute, Filth, Goblin, or Human your party destroyed *(up to 6)*.

LURING THE VERM

At the end of any Map Action Phase, you may remove a Wound 🩸 counter from your **Mystery Meat** card & place that counter in your space.

While the **Megaverm** is on the board, it will move towards the nearest space with a Wound 🩸 counter *(though the Megaverm will not move on the turn in which it was placed on the board)*. If multiple counters are equidistant, randomize between them *(roll a die)*.



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If the **Megaverm** moves into a space with a Wound counter, remove all Wound counters from that space & place an equivalent number of Perilous counters on the **Megaverm's** card. If the **Megaverm** is destroyed, remove these counters.

If the **Megaverm** is not on the board at the start of a Danger Phase, place it at Clue 1 *(Dusk Falls)* if there is a Wound counter there *(then remove that counter)*.

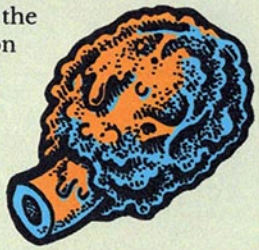
THE WÜRSTREICH'S FINEST

While the **Megaverm** is on the board, if the first party draws a Danger card corresponding to a space with a facedown Clue counter *(Brüttelburg, Holy Order, or Witch Hill)*, place the **Plaguefinder General** counter in that space unless he is already on the board *(even if he has been destroyed during this mission, as another can be quickly promoted to the vacant rank)*.

Starting on the following turn, the **Plaguefinder General** will move towards the **Megaverm** *(though if the Megaverm is moving, move it first)*. If there is no **Megaverm** on the board, the **Plaguefinder General** will instead move towards the **Scroglin King**.

If the **Plaguefinder General** destroys the **Megaverm** *(by moving into its space)*, another can be summoned *(see Luring the Verm, above)*, but if he destroys the **Scroglin King** *(by moving into his space)*, the mission is failed & you must **Establish a Base** *(Missions pg. 5)* somewhere new!

If the **Plaguefinder General** is on the board at the start of the mission *(remaining from A Gift for the Queen)*, he will move according to the rules above starting on the first turn.



THE MEGAVERM COMETH

When the Megaverm moves into Brüttelburg, roll D6 & add the number of Perilous counters on the **Megaverm's** card.

If your total is lower than the Town Level in Brüttelburg:

The great verm is destroyed before it reaches the city gates; falling under the bombardment of the Imperial Battery & scathing beams of lightning projected from the alchemical furnace towers of the Obenstadt. Reduce the Town Level at Brüttelburg as normal *(see Moving Epic Monsters, Rules pg.23)*, then remove the **Megaverm** from the board; you must call up another to finish the job!

If your total is equal to or greater than the Town Level in Brüttelburg:

The forces of the Würstreich scatter & flee before the Megaverm's devastating onslaught. Burrowing beneath the fields, its gargantuan bulk smashes through old tunnels below the city, gouging a portal through which prisoners flood into the Unterstadt from the dungeon cells below, rioting & attacking the city's unprepared Schläger; overwhelming them & looting freely. In a panic, the Brüttelmeisters order the High Alchemists to release gouts of acid & beams of scorching heat from the tower furnaces of the Obenstadt, scorching the rampaging verm & the burning hovels of the Unterstadt in the process.

By the time the great verm finally falls to the alchemists' barrage, the Unterstadt has been reduced to a smoking ruin & countless acid-scoured half-liquified civilians are washed out of the old sewage tunnels surrounding the city.

The Empire still stands, but the damage caused to the Imperial fortress city will take months to repair. The king's message is clear & his might unquestionable. The Noble Houses of the Würstreich consent to pay heavy tribute to your master; the King of the Deep. The Scroglin Kingdom where you now hold high station flourishes & expands under his rule. You are victorious!

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