

DUNGEON DEGENERATES[®]

A Dungeon Crawl Adventure Module



G RIME & GOLD AT
THE GHOSTGATES

GOBLINKO

Grime & Gold at the Ghostgates

A DUNGEON CRAWL ADVENTURE MODULE
FOR DUNGEON DEGENERATES – HAND OF DOOM
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Achtung!

Before you start playing, this adventure isn't to be played sequentially, you start at the beginning but the sequence of the adventure is told to you by the entry that you are on.

Second Printing

The Rules

This adventure module plays like a choose-your-paragraph adventure or a solo/co-op dungeon crawl roleplaying adventure. Instead of the Würstreich map, your party will move on the fish-like map included. Each room and corridor on the map counts as a Location for rules purposes, such placing Explored tokens or Resting. Most of the Encounter Phase rules apply normally, with a few exceptions. You only need the Dungeon Degenerates – Hand of Doom box to play this module. Options are provided herein to use supplements, such as Mean Streets or even Dungeon Breakout, but this is by no means mandatory.

Setup & Mission Deck

Set the following cards aside to form Ghostgate Mission Decks from which you will be picking cards during this mission.

EPIC LOOT DECK: Night Cloak, Puzzle Prison.

EPIC MONSTERS DECK: Megaverm, Slimelord.

LOOT DECK: Blasting Charge, Eye of Scrog, Fungal Parasite, Goon Grass, Hunting Hook, Hunting Net, Magic Mushroom, Shrapnel Bomb, Smoke Bomb, Spider Cider, Surgery Saw, The Bluelip Shivers, Trench Rot, Wizard Pipe, Scratch Pipe, Marsh Moss, Sweet Leaf.

SIGN OF POWER: The Finger of Scorn.

WEAKNESS DECK: Despair, Flashbacks, Herb Fiend, Hydrophobia, Superstitious.

WETLANDS ENCOUNTER DECK: Bog Walker, Bog Whisps/Breeding Pit, Derelict Boat, Fungal Infestation/Toadstool Field, Harpy's Nest, Scrog Spiker, Swamp Hag, Swamp Rot, Weed Wizard.

WETLANDS MONSTER DECK: All of them.

SETTLEMENT DECK (OPTIONAL, FROM MEAN STREETS): From the Deep, Initiation Rite, Lighting the Scrog Lamps, Witch Hunt.

The cards above make up your Mission Deck. This list may include cards featured in expansions (e.g. the Mold Mummy from Mean Streets). It's no issue if you don't have them as their use is optional.

For easier reference, keep the Deck types separate (e.g. Epic monsters separate from Wetlands monsters). You will have to shuffle those decks back and forth a lot: don't apply special rules, such as mixing the 3 XP monsters with the others, unless told specifically to do so by this module. You will not be using the Monster and Encounter decks of other regions when playing this module.

Moving On The Map

When moving on the map, refer to the number of the room or corridor and read the corresponding entry. Upon returning to a room, things will usually change as you will be asked to tick circles to keep track of your former actions. A stance, Bold or Cautious, must be picked for each adventurer before reading the room's description. You may be invited to make a choice of action, which will refer to a choice of numbered entries. Return whence you came after resolving all pending issues in a room. When an encounter is done, you may leave to any adjacent room or corridor. Refer to the entry bearing its number.

COUNTERS: Adventurer standees, and most of the map counters, are not necessary to play since they are going to be too large for the map. but you will need your adventurer cards as well as skills, items and the like. Annotations should be made on a map, or a paper, to keep track of keywords.

You will need a pencil and paper to take some notes, such as to help you remember that an Explored counter was placed in a room. The Adventurer sheets provided in the Dungeon Degenerates – Hand of Doom rulebook will also prove useful.

CONCLUDING AN ENCOUNTER: Once all threats are overcome, you may go to any adjacent room or corridor. Before you leave a room, unless you knowingly left a monster alive in a previously entered adjacent room, each Adventurer can make a single Rest Action in this room. Check for Wandering Monsters unless this room bears an Explored counter or mark. Remember to pick the same stance for all Adventurers before moving on to the next room or corridor.

Campaign Play

Should you play this module as part of a campaign, place the Undercity Dungeon map overlay at Ghostgate to indicate the entrance to a dungeon module. Ghostgate is both an Indoors location and a Port in the Wetlands. These tags will apply to any and all cards drawn or used during the module.

General Rules

Except where noted otherwise, this adventure module plays as per the regular rules of Dungeon Degenerates – Hand of Doom.

The following exceptions apply:

Ignore both the Map Action Phase and the Danger Phase while in the Ghostgate dungeon. You may only attempt Rest actions when directed to. You will draw Danger Cards only when the module tells you to, such as when checking for Wandering Monsters.

The Encounter Phase works as usual unless otherwise noted in an area's description.

Ignore the rules for Doom tokens and the Hand of Doom except as the text explicitly mentions it. Should the Danger Level in Tomb Lake increase beyond 6, keep it at 6 then apply the Sign of Power card 'The Finger of Scorn' immediately. Discard it afterwards.

Should you play this module as part of a campaign play, if the Hand of Doom was already at the Ghostgate when the mission begins, it still applies as before.

When region cards are drawn for monsters and encounters, use only the Wetlands cards. The other region cards are not supposed to be used during this module.

SPLITTING THE PARTY: Splitting the party in the Ghostgate dungeon would make the game unmanageable. For simplicity's sake, Adventurers cannot be split from the party. Doing so would unfortunately cause them an immediate and painful death from a hidden trap. However, party members may Escape to an adjacent room, as long as all they do is wait for a combat to finish.

ESCAPING: An Escape action normally leaves the party in the same space as they escaped from, which is not possible with this module. Therefore, Escape in this module means that the escapees return to the last room or corridor from whence you came. They await the combat to finish until the party regroups again (see Splitting the Party, above).

REPLACING CARDS: Should a given card not be available when the text mentions it, for any reason (e.g. it was destroyed in the game, you don't have the relevant expansion or you just can't find it), just replace it by a random card from the same deck.

ENCOUNTER LEADER

To make play enjoyable for all players and resolve arguments smoothly and quickly, it is recommended that each player be given control, in alternating order, over how the party reacts as a group during one encounter, and that this position of "Encounter Leader" is rotated clockwise. An encounter can be defined for this purpose as "anything that happens in a single room or location". For example, upon entering a new room or area in the Ghostgate dungeon, the current Encounter Leader would decide whether the party attacks or flees, which Rest action is taken for the entire group, etc. Which combat action is taken remains a question of individual player choice, but if the Encounter Leader decides to deal peacefully with a dungeon denizen, all players must abide by this decision during this encounter and may not attack. Discussion and consensus is encouraged but the last word, should disagreement arise, goes to the Encounter Leader. Likewise, the Encounter Leader decides whenever there's a tie during play or several options to choose from arise. Entering an empty area doesn't involve a switch of Encounter Leader, only actual encounters that involve decisions. Players who don't want the position of Encounter Leader may pass the role to the next player if they wish.

Modified Rules

Some rules will work differently while in the module. As a rule, what happens in the dungeon stays in the dungeon, and what happens inside the dungeon doesn't affect what's outside the dungeon. The initial Danger Level of Tomb Lake is an exception, as it applies to the entire Ghostgate dungeon.

HAND OF DOOM: Ignore it unless the game text says so or it was already at Ghostgate when this module began.

EXPLORED: When a room or corridor is first explored, apply the rules for Wandering Monsters, then make note that it is Explored.

LOOT: When you make a successful Loot roll in this module, pick from those in the Mission Deck only until it is exhausted, then pick from the regular Loot deck. Should you get two or more of the

same item, place a Wound counter on the card as a reminder.

REST ACTIONS: Your party can take one, and only one, Rest Action after dealing with a room's content. All party members must take the same Rest action. You can only rest once in a given room. You cannot make Rest Actions in corridors. The only Rest Actions allowed in the dungeon are Recover, Explore and Improve. Whenever you engage in one of those, check for Wandering Monsters afterwards.

STANCES: Bold or Cautious stances may have different effects in the rooms and corridors you will visit. This will be specified in their description.

STATUS CONDITIONS: As per the usual rules, they are removed when a Recover action is taken. Some conditions apply differently in the Dungeon.

DETAINED: When a game condition causes your party to become Detained, you must make a Rest action the next time you are in a room without monsters (check for Wandering Monsters).

FATIGUED: When you are Fatigued, you must check for Wandering Monsters each time you enter a corridor or a room whose already visited, even if the room's text says there are no monsters. Don't check for Wandering Monsters if there were active monsters left in that room or corridor.

SUMMON: All monsters Summoned in this dungeon come from the Wetlands Monster deck.

CARD SHUFFLING : You will be shuffling the Wetland Monster and Wetland Encounter decks and searching through them a lot during this adventure. When you do, do not add the XP 3 monsters to the Wetland Monster deck unless you have already included them as a result of re-shuffling the deck in campaign play.

You will probably not be needing the Badlands, Highlands, Lowlands and Law decks during this module. You can set them aside until you return to "normal" campaign play.

MONSTER NUMBERS: To balance the encounters with the number of Adventurers in play, some entries will mention 'Extraneous Monsters'. Add one such extraneous monster for each Adventurer in the room after the first. If several extraneous monsters are listed, pick one at random for each additional Adventurer from the choices listed. There can be more than one monster of the same type, even though you have but one card for each: simply keep track of their wounds separately.

WANDERING MONSTERS: When the module tells you to check for Wandering Monsters, pick a Danger Card.

If the card tells you to increase the Danger Level in a Wetlands space, increase the Danger Level at Tomb Lake (and therefore in this dungeon) by 1. Otherwise, the Danger level does not increase. After checking this, if the number on the card matches the Danger Level at Tomb Lake or lower, draw a card from the Wetlands Monsters deck.

Do not put the monsters worth 3XP in the deck unless:

1) You're playing in campaign mode and it was already reshuffled,
OR

2) Your Adventurers have, on average, at least 2 skill cards each.

EXPLORED ROOMS & CORRIDORS: Rooms and corridors which have been previously Explored (and therefore have a counter or mark to this effect) will not have Wandering Monsters. Simply killing the monsters in a room does not make it Explored.

Prologue

Perhaps it was the liquor or your declining coins — but the words of the toothless hag touched a soft spot in your greedy soul.

“Piles of gold, I tell you! Lazy and stupid he was, that Weed Wizard, but he had hoarded such a mount of scrog ivory that it hid even the ceiling of those fetid caves, which happen to be the insides of a giant dead fish. But I don’t care for any of that junk. I’m an old woman, and I’m getting sentimental. I’ll give you that map for free, and all I ask in return is that you bring me back my polyhedron — a worthless bauble my old mother gave me on her deathbed. I’ll even pitch in 15 gold for the toy.” The tavern’s patrons eye you condescendingly, their disparaging contempt for the unhygienic witch spilling on you like sticky foam from a scrog’s arse. “It’s a waste of your time, foreigners. There’s no wizard down there, just scrogs almost big as your mom’s buttocks.” Their laughter sneers of contempt.

Will you brag proudly about your intentions to explore the cave and overcome the Weed Wizard? Switch your party’s stance to Bold then go to entry 43. Or will you meekly go out in silence, excusing yourselves to the hostile Gütters? Switch your party’s stance to Cautious then go to entry 40.

