

DUNGEON DEGENERATES

Hand of Doom

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ERRATA

1. The Rules, pg. 14 'Improve'

Add the following text:

'You cannot learn a Skill if you already have that card (as a Skill or Mastery).'

2. The Missions, pg. 9 'Escape From Brütteleburg'

The first line of the 'Setup' section should read:

'If you are playing this mission as a standalone game, the Bounty Level is 3. If you are playing this mission as part of a campaign, each Defeated adventurer (captured by the Law) may immediately recover Wounds equal to their MRL.'

3. The Missions, pg. 19 'Spread the Blight'

The last line of the 'The Plaguefinder General' section should read:

'If the Plaguefinder General is destroyed, increase the Bounty Level & if you pass your Loot roll, draw a card from the Loot deck instead of the Epic Loot deck.'

4. The Missions, pg. 18 'Hunt the Witch Cult'

Append the following text to the end of the 'They Gather in Secret' section:

'When you successfully Explore a space with a facedown Clue counter, you may choose to fight monsters (& draw a random Encounter, if applicable) this turn regardless of the value of your Danger card. When you destroy a heretic or witch in a space with a Clue counter, remove that counter from the board.'



5. Find Weakness (Skill)

The Requirements for this Skill & Mastery should read as follows:

'Fighter, Hunter, Scholar, or Wild'

6. Mystery Meat (Loot)

The Rest Action text should read as follows:

  Make a CON Test. If you pass, recover Wounds equal to your lowest single die. If you fail, you become Poisoned. Discard this card whether you passed or failed.

FAQ & CLARIFICATION

Against the Hand of Doom (The Missions, pg. 20)

If you already have one or more of the Epic Loot cards listed in Setup, add a random Epic Loot card to the Mission deck to replace each Item already claimed by the party.

Brütteleburg's Most Wanted (Weakness)

If you take the Brütteleburg's Most Wanted Weakness at the start of a game, increase the starting Bounty Level by 1. If you take it while joining a game in progress, increase the Bounty Level immediately. This can trigger 'the Manhunt' effect if you are playing the Loot & Pillage mission.

Claws (Skill)

Using Claws does not count as an 'Unarmed Strike', nor does it prevent you from using an Unarmed Strike, if you wish.

Curse (Monster Ability & Weakness Class)

The monster ability called 'Curse' is not the same as a 'Curse Weakness' card.

Some Weakness cards have the Class 'Curse' beneath their title & other cards can become a 'Curse Weakness' through the course of play (Wailing Ghost Child, for example). This does not mean that the Weakness (or Encounter) card has the 'Curse' monster ability.

If a card 'becomes a Curse Weakness', it is treated as a Weakness card with the 'Curse' Class (see 'Card Classes', The Rules, pg.11) & it can therefore be removed by things that allow you to discard a Curse (The Curse Eater, for example). If a card 'gains Curse', this means it now has the monster ability called 'Curse' (see 'Arrival Abilities', The Rules, pg.21).

Drain n (Monster Ability)

For example, a monster with Drain 2 recovers 2 Wounds at the end of each Combat Round if it inflicted any number of Wounds during that round.

Explore (The Rules, pg. 14)

While the benefits of Exploring a Road or non-Settlement Location may not be immediately obvious, Exploring a space can help you avoid fights & improve the outcome of Encounters.

DUNGEON DEGENERATES

Hand of Doom

Flashbacks (Weakness)

The **Flashbacks** Weakness effect is only triggered when your party draws a 'Your Current Space' Danger card during the Danger Phase. It is *not* triggered if you are drawing Danger cards for another reason (*when using the Mysterious Map or Fortune Cards, for example*).

Goblin Jar (Loot)

If you draw the **Goblin Jar** while **Trading &** choose not to buy it, you must increase the Danger Level in your space when you discard it.

Infected (Counter)

There are only 3 Infected counters provided in the DUNGEON DEGENERATES Hand of Doom box. In the unlikely event that 4 adventurers are Infected simultaneously, one player can use a Perilous ☠ counter in place of the missing Infected counter to indicate their status.

Invest (The Rules, pg. 14)

Multiple adventurers can Invest in the same space during the same turn, provided they have the required GP ⚡ to spend.

Loot & Pillage (The Missions, pg.3)

When you fight the **Jailor**, you may keep your Allies (*only Items are prohibited*). When you destroy the **Jailor**, you may keep the GP ⚡ earned from looting him.

Lucky Tattoo (Loot)

'Roll a different result' here means 'roll a difference die score or total'. For example, if you use Luck ♣ to re-roll a 1 result, you may keep rolling that die until you do not roll a 1.

Metaphysical ✨ (Map Space Trait)

If you have no Diseases or Status Conditions, you cannot declare a Force March to a Metaphysical ✨ space hoping to become Fatigued; you must already have a Status Condition to declare a move to the Metaphysical ✨ space.

Scratcher (Weakness)

At the end of the Map Action Phase, if you haven't used Scratch, you become Demoralized. If you are already Demoralized at this point (*at the end of your Map Action Phase; typically because you were Demoralized by something that happened during that phase*), you become Poisoned as well.

Stage Coach Ticket (Loot)

Using this Item ends the Map Action Phase for the party using it, but other parties may still complete their Map Action Phase.

Start a War (The Missions, pg.14)

During the **Start a War** mission, you are tasked with destroying the **Game of Cards**. Since this card has no attributes, you automatically destroy the **Game of Cards** when you encounter it during this mission.

Trade (The Rules, pg. 14)

If you draw one or more monsters while Trading, the *entire party* must fight those monsters (*excluding Defeated adventurers*).

Triumph Cards

These are given out as rewards for completing specific missions in specific ways. The missions themselves describe when & how they are obtained.

QUESTIONS?

Visit the DUNGEON DEGENERATES forums at: <https://boardgamegeek.com/boardgame/210232/dungeon-degenerates-hand-doom/forums/0>

Downloadable play aids are also available here: <https://boardgamegeek.com/boardgame/210232/dungeon-degenerates-hand-doom/files>

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Hand of Doom

EXPANSION CONTENTS

INFAMOUS BUTCHER & ANGEL OF DEATH

(KickStarter Exclusive)

Adventurers: *Angel of Death, Infamous Butcher*

Loot: *Mystery Meat, Nasty Cleaver, Stiletto, Vial of Poison*

Skills: *Exploit, Gourmet, Sneak Attack*

ADVENTURER EXPANSION

Adventurers: *Alley Cat, Banished Sorcerer, Carnival Drifter, Dishonored Knight, Jack Slasher, River Pirate, Soldier of Fortune, Wastelander*

Loot: *Barbed Whip, Bastard Sword, Begging Bowl, Blinding Powder, Breastplate, Filching Familiar, Fortune Cards, Hunting Hook, Lucky Tattoo, Poleaxe, Pumpkin Hat, Safety Collar, Shoddy Shield, Skinning Knife, Spiked Maul, Throwing Axe*

Skills: *Bloodlust, Claws, Immunity, Lycanthropy, Martial Discipline, Meditation, Performance, Provoke, River Rat, Shieldwall, Shock Wave, Streetwise*

FREAKS & PSYCHOS EXPANSION

Adventurers: *Charlatan Magician, Cloaked Killer, Fishy Confectioner, Hermit Ascetic, Highway Robber, Naughty Naturalist, Sharpshooter, Solitary Swordsman*

Epic Monsters: *Castle of Horror, Gardiac Hologram, The Hook Goat*

Loot: *Arquebus, Blunderbuss, Bone Totem, Dart Pistol, Dart Rifle, Dueling Dagger, Fancy Sabre, Hand Puppet, Hunter's Helm, Poison Darts, Scrogeye Aspic, Scrog of Burden, Scrogspike, Smoke Bomb, Spyglass, Throwing Knives, Tranquilizer Darts, Wizard Pipe*

Skills: *Black Market, Claws, Counter, Dead Eye Shot, Dopesmoker, Exploit, Find Weakness, Illusory Double, Looter, Lurker, Martial Discipline, Misdirection, Performance, Repulsion, Transcendence*

Weaknesses: *Animal Lover, Herb Fiend, Xenophobe*

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Hand of Doom

SUGGESTED SKILLS & WEAKNESSES

ADVENTURER	SUGGESTED WEAKNESS	SUGGESTED SKILLS
Alley Cat	Hydrophobia	Gourmet, Sneak Attack
Angel of Death	Accustomed to Comfort	Exploit, Find Weakness
Banished Sorcerer	Blood Blight	Magic Missile, Mystic Shield
Bloodsport Brawler	Old Battle Wound	Ferocious Charge, Rage
Bog Conjurer	Wanderlust	Mend Wounds, Rebuke
Carnival Drifter	Superstitious	Black Market, Streetwise
Charlatan Magician	Superstitious	Misdirection, Mist Form
Cloaked Killer	Scratcher	Combat Reflexes, Misdirection
Corpse Burner	Haunted	Black Market, Shrug Off Pain
Dishonored Knight	Despair	Rage, Shrug Off Pain
Fishy Confectioner	Money Hungry	Gourmet, Looter
Hermit Ascetic	Dope Fiend	Dopesmoker, Levitate
Highway Robber	Astynomiaphobia	Black Market, Track
Hinterlander	Paranoia	Gourmet, Immunity
Infamous Butcher	Brüttelburg's Most Wanted	Ferocious Charge, Immunity
Jack Slasher	Battle Crazy	Backstab, Fieldcraft
Mercenary Alchemist	Half Blind	Find Weakness, Transmute
Naughty Naturalist	Animal Lover	Gourmet, Track
River Pirate	Astynomiaphobia	Black Market, Looter
Sharpshooter	Flashbacks	Find Weakness, Martial Discipline
Soldier of Fortune	Compulsive Gambler	Burly, Shieldwall
Solitary Swordsman	Marked for Death	Find Weakness, Provoke
Vermin Hunter	Money Hungry	Backstab, Exterminator
Void Witch	Void Stalker	Decay, Mystic Shield
Wastelander	Battle Crazy	Burly, Gourmet
Witch Smeller	Mistrust	Inquisitor, Warding