

◆ DUNGEON DEGENERATES: DIRTY DEEDS ◆

Dirty Deeds

PICK YOUR FACTION · BUILD INFLUENCE · DON'T CROSS THE COUNCIL

Six factions, one Deeds Deck, and the only Law Faction in the Würstreich holding the line. For existing DD players adding Dirty Deeds: here's which faction to pick, which characters to bring, and what will end your run before you expect it.

Sandbox or campaign · Six factions

Council of Guildsmen: sole Law Faction

◆ WASTED YOUTH · CROOKED COP · BOMBAST BELTER · HIGH ALCHEMIST ◆

01 Sandbox or Campaign?

ADDING TO AN EXISTING HOD CAMPAIGN?

→ Drop the Deeds Deck in between main missions. It's modular — deploy Deeds as side content without restructuring your campaign. The Faction system integrates cleanly with existing play.

RUNNING DIRTY DEEDS STANDALONE?

→ Pure sandbox. Pick a faction, set a difficulty, build influence from 1 to 3. No campaign structure required. This is the better introduction to the Faction system — you'll feel how it works before adding campaign pressure.

WANT THE FULL ARC?

→ The Dirty Deeds system has a long-game objective: trapping the Hand of Doom itself. To reach it, you need sustained faction influence across multiple sessions. Commit to one faction early and protect that investment.

Wasted Youth

HUMAN · ROGUE

AG16 CON6 MAG6 MRL6 PER9 STR6

Items: Spray Paint, Steel Toed Boots

Skill: Pigeon Friend

Luck: When you resolve an Encounter where fighting is an option without Fighting, gain 1 Luck.

Crooked Cop

HUMAN · ROGUE · MILITANT

AG17 CON8 MAG5 MRL6 PER7 STR8

Items: Baton, Handcuffs

Skill: Contacts

Luck: When you win a fight, if you Subdued any monsters, make a MRL Test. If you pass gain 1 Luck .

High Alchemist

HUMAN · SCHOLAR · WIZARD

AG16 CON6 MAG6 MRL6 PER8 STR6

Items: Water Pipe, Astral Herb

Skill: Astral Projection

Luck: When you gain a status condition when you already have two or more, gain 1 Luck .

Bombast Belter

HUMAN · PERFORMER · FIGHTER

AG17 CON6 MAG6 MRL8 PER8 STR8

Items: Combat Stein, Magic Helmet, Singing Sword

Skill: Project Voice

Luck: Gain 1 Luck if you pass your MRL test with doubles when using your Project Voice skill.

03 Pick Your Faction

All factions are Bandit-Rogues except the Council. Each has two marked Bases on the board. Know what you're signing up for before you commit.

WANT MAXIMUM POLITICAL COMPLEXITY?

→ Council of Guildsmen. The sole Law Faction — aligning here puts every Bandit-Rogue faction against you. Hardest alignment, most interesting consequences. Recommended for experienced players.

WANT THE BADLANDS ARC?

→ Blue Thumbs. Ex-slaves and ex-cons who built their own society. The most developed backstory of the six. The Wind operates under them — pick up both for extended territorial reach.

WANT PURE COMBAT TERRITORY?

→ Black Bats. A vicious gang living in caves to the west. Aggressive, territorial, no political nuance. Maximum teeth, minimum diplomacy.

WANT THE RIVER CAMPAIGN?

→ River Rats plus Pointy Sticks. Gütter pirates with savage backup. Run them together for the full river territory game — the Pointy Sticks operate as muscle under the River Rats.

WANT HIGHLANDS PLAY?

→ The Wind under Blue Thumbs. Highlands bandits with established territory. Pair them for the Blue Thumbs / Wind combined network.

UNDECIDED?

→ Start with Blue Thumbs standalone. Their backstory gives you the most to work with and their territory is the most forgiving for learning the Influence system.

04 How Influence Actually Works

Faction Influence is tracked by counters, measured 1-3. Complete a Deed and you take the next-higher counter with that faction. One rung at a time.

Enemy Faction Counters are applied when you generate negative friction — or when you build Influence with a rival faction. Factions notice when you're working against them. Map the faction relationships before you commit to an alignment.

Each faction has two Bases marked on the board at setup. These anchor their territory. Know where they are before you plan your route.

What Will End Your Run

◆ The Council of Guildsmen

You cannot build Influence with any Bandit-Rogue faction without generating friction with the Council. There is no neutral position. Every Deed that advances your standing with outlaws puts you in conflict with the only Law Faction in the Würstreich. Decide which side you're on before the Enemy Counters decide for you.

WORKING WITH THE COUNCIL?

→ You're at war with everyone else from the start. High difficulty. The Council has reach into every territory. But they're the only faction that can legitimize your presence in the cities.

WORKING AGAINST THE COUNCIL?

→ Pick one Bandit-Rogue faction and move fast. The longer you operate, the more Council friction you generate. Influence in one direction, Enemy Counters in the other. Balance or commit.

Dirty Deeds

Dungeon Degenerates: The Expansions

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