

◆ DUNGEON DEGENERATES: HAND OF DOOM ◆

Field Reference

QUICK REFERENCE · KEEP THIS AT THE TABLE

Status conditions, attributes, round structure, combat steps, rest actions, key reminders, and expansion rules. One document. Keep it next to the board.

Status Conditions · Attributes · Round
Structure



Combat · Rest · Key Rules · All
Expansions

◆ BASE GAME · MEAN STREETS · DIRTY DEEDS · GOBLIN MODE · MOON MADNESS ◆



Status Conditions

Three durations: Fight Round (clears before/after your next turn) · End of Fight · Recovery (clears when you Recover). Opposite conditions cancel — they never stack.

Stat	Positive ↑	Negative ↓	Effect — same counter, flipped. Gaining one while you have the other removes the counter.
MRL ±1	Blessed	Demoralized	Blessed: +1 MRL. Demoralized: -1 MRL.
PER ±1	Focused	Blinded	Focused: +1 PER. Blinded: -1 PER. Affects combat order and Exploration.
MAG ±1	Exalted	Suppressed	Exalted: +1 MAG. Suppressed: -1 MAG. Suppressed MAG may force Luck discard.
STR ±1	Invigorated	Weakened	Invigorated: +1 STR. Weakened: -1 STR. May drop below item requirements.
AGI -1	—	Slimed	No positive opposite. -1 AGI affects defense, Escape, most attacks.
CON -1 · HP -2	—	Poisoned	-1 CON = -2 HP (HP = CON × 2). Check Defeat immediately if Wounds ≥ lowered HP.
Plague only	Immunized	—	Mean Streets. CON Test when losing last Plague Counter to gain Immunized.

STANDALONE CONDITIONS — NO OPPOSITE SIDE

FATIGUED

Cannot Force March. Becomes Detained if you also gain Detained.

DETAINED

Must Rest next Map Action Phase — cannot travel in any way.

STUNNED

Cannot roll any Power dice (both Assault and Guard stances).

INFECTED

Cannot remove Wounds when Recovering. Defeated while Infected: must remove ≥1 Wound or die permanently.

HEXED

Hexed monsters cannot Pursue. Various skill interactions.

|| The Six Attributes

ATTR.	TESTS & USES	KEY NOTE
DEF	Default DEF · Escape Tests · Stealth · Most Melee & Ranged attacks	Range 5-8. Most common defense stat. Default when no other stat specified.
CON	HP = CON × 2 · Poison resistance · Some Recovery tests	Poisoned: -1 CON = -2 HP. Check Defeat immediately.
MAG	Occult arts · Wards & curses · Sets maximum Luck	Cannot hold more Luck than MAG. Drop MAG → discard excess Luck.
MRL	Recovery Tests · Party action order · Combat stance tests	Highest MRL = party leader. Acts first. Governs Recovery rolls.
PER	Combat turn order (highest first) · Explore Tests · Ranged attacks	Highest PER acts first in every combat round.
STR	Melee attacks · Force March · Item requirements	Weakened may drop you below item requirements — unequip immediately.

III The Game Turn

PHASE 1 Map Action

Choose Map Stance (Bold or Cautious) → Choose Map Action. Parties act in MRL order (highest party leader first).
Bold: looking for trouble, required for Force March/Void/Port Travel. Cautious: low profile, required for Stealth.
First Rest action must always be Recover.

PHASE 2 Danger Phase

Draw a Danger card for each party in MRL order. First party resolves the full card. Each other party resolves only their space's listed effect. Danger Level increases in the Location/Territory specified by the first party's card.

PHASE 3 Encounter Phase

Each party resolves Encounters and Monster combat as indicated by their Danger card. Shuffle the Danger deck if it runs out at end of Encounter Phase.

IV Combat Round

1 Establish Targets: Assign each monster to an adventurer by Target attribute (e.g., ↓ MAG = lowest MAG). Do this at the START of the round — before any attacks resolve.

2 Arrival Abilities: Resolve abilities of any monster that entered the fight this round.

3 Adventurers act in PER order (highest first). Each adventurer's turn:

↳ Choose Combat Stance: Assault (Power die → attack) or Guard (Power die → defense; defend all attacks if Defense succeeds).

↳ Declare Action: Choose Combat Action or Attack + target. One Quick Action allowed per turn (before or after main action).

↳ Resolve: Roll dice, calculate result.

4 End Step: Resolve end-of-round abilities and effects.

v Rest Actions

CAMP OR TOWN — FIRST ACTION MUST ALWAYS BE RECOVER

RECOVER (REQUIRED)

Make a MRL Test. Pass → remove Wounds equal to result. Then remove Status Conditions. Fail → no Wounds removed, Status Conditions still clear.

EXPLORE

Make a PER Test. Pass → place an Explored counter in your space.

IMPROVE

Spend XP to learn a Skill or Mastery. Cannot Improve twice in one turn.

INVEST

Party spends 20 GP (16 at your Base) to raise Town Level. Also reduces Bounty Level if investing in a Lowlands Settlement.

TRADE

Reveal Loot cards equal to Town Level. Fight monsters, then buy or sell. Other adventurers trading in the same Town pick from remaining revealed cards.

Prolong the Inevitable: Spend 1 Luck to avoid Defeat — survive with 1 HP instead. **Heroic Effort:** Spend 1 Luck to reroll any single die. These are the only two uses of Luck.

VI Key Rules Reminders

ESTABLISH TARGETS BEFORE ANYTHING RESOLVES

All monster targets are assigned at the START of the round. Both sides commit to their opponents before attacks happen.

FIRST REST ACTION = RECOVER

Cannot Explore, Improve, Invest, or Trade before attempting Recovery.

RECOVERY REQUIRES A MRL TEST

It is not automatic. Fail → no Wounds removed. Status Conditions clear regardless of success or failure.

HP = CON × 2

Poisoned reduces CON by 1, which reduces HP by 2. Check Defeat immediately when this happens.

MAX LUCK = MAG

Cannot hold more Luck than your MAG. If MAG drops, discard excess Luck counters immediately.

OPPOSITE CONDITIONS CANCEL

Gaining Blessed while Demoralized removes the Demoralized counter. They never stack — always cancel.

SKILLS & TRIUMPHS: NEVER SHUFFLE

The Skills deck and Triumphs deck are never shuffled at any point. Keep them sorted.

ONE QUICK ACTION PER TURN

Not one per attack. Once per turn, before or after your main action.

VOID SHOCK IGNORES ARM

Void Shock deals Piercing damage equal to the Danger card value. ARM is irrelevant.

VII Expansion Systems

Mean Streets PLAGUE MECHANIC

Plague on your space: CON Test or gain a Plague Counter. Max 4 per space; 5th → advance Danger Level instead.

Failed Recovery: Lowest die ≤ Plague Counters on your space → gain a counter on your sheet.

Recovering while Infected: Heal 1 fewer Wound per Plague Counter on your sheet. Infected status: cannot remove any Wounds when Recovering.

Sheet max: 6 counters. Would gain 7th → take Piercing damage instead.

Immunized: Lose last counter + pass CON Test → Immunized permanently. Cannot gain Plague Counters.

Moon Madness MOON PHASE TRACK · ASTRAL COUNTER

Track advances: Every Danger Phase. Modifies all Danger card values (min 1, max 6). New Moon -2 · Halves 0 · Full Moon +2.

Astral Counter: All Moon loot goes here — not regular inventory. Lose Astral Status → lose every card stored there.

0 HP on Moon: Leave the Moon and current Mission. You are not Defeated — just sent home.

Pink Remains in Play cards: Only trigger during their listed Moon Phase. No effect outside it.

Goblin Mode WAR! CARDS · GOBLIN LEVEL · COLIN COUNTER

Goblin Level Counters: Like Bounty Level for the uprising. Reduced ONLY by defeating Goblin-class Epic Monsters.

War! Cards: Replace Doom Cards. Each one drawn escalates the human/Goblin conflict further.

Mixed parties: Keep at least one Goblin character to be able to reduce Goblin Level Counters.

Dirty Deeds FACTION INFLUENCE

Influence (1 to 3): Complete a Deed → take the next Influence counter. Cannot skip levels.

Enemy Counters: Building Influence with one faction automatically generates friction with their rivals. No neutral position.

Council of Guildsmen: Sole Law Faction. Aligning with any Bandit-Rogue generates Council friction automatically.

Field Reference

Dungeon Degenerates: Hand of Doom · goblinkomegamall.com

