

◆ DUNGEON DEGENERATES: GOBLIN MODE ◆

Goblin Mode

PICK YOUR SIDE · MANAGE THE TRACKERS · WATCH COLIN

A sequel campaign set after Hand of Doom. The Necromancer is dead. The Doom Track is gone. Colin the Goblin has refused the throne and nobody else wants the target. For existing DD players: here's which story you're playing, which Goblin to pick for your playstyle, and what replaced the Doom Track — because it's more complex than it looks.

Sequel to Hand of Doom · Two story threads



Eight missions · No Doom Track

◆ BOG PIMPLE · SKIVE GRISTLE · KHAZ WART · FILCH MOLD ◆

01 Which Story Are You Playing?

PLAYING GOBLINS?

→ You're in the succession drama. Colin refuses the throne, the Warlords don't want the target, and you navigate the power vacuum directly. Goblin characters have faction-specific mechanics the base game Degenerates don't.

PLAYING EXISTING DEGENERATES?

→ You're fighting to contain the Goblin uprising in the aftermath of the Necromancer's defeat. Different mechanical emphasis, different moral weight. The Würstreich is asking you to put down what the Goblins are trying to build.

RUNNING A MIXED PARTY?

→ Fully supported. Goblins and existing Degenerates in the same party. Different priorities will pull in different directions — keep at least one Goblin for the Goblin Level Counter mechanic (see Section 03).

Rhaz Wart

GOBLIN · MILITANT · ROGUE

AG17 CON7 MAG6 MRL6 PER8 STR6

Items: Can Opener, Leather Armor

Skill: Command Goblin / Scheming

Luck: Gain 1 Luck if you use your Command Goblin Skill to discard an XP VAL 2 or higher monster.

Skive Gristle

GOBLIN · FIGHTER · ROGUE

AG17 CON9 MAG5 MRL6 PER6 STR8

Items: Heavy Plate, Studded Bludgeon

Skill: Shrug Off Pain

Luck: When you win a fight & your Shrug Off Pain skill negates a monster's Pain ability, gain 1 Luck.

Bog Dimple

GOBLIN · FIGHTER · ROGUE

AG17 CON7 MAG5 MRL6 PER7 STR7

Items: Spiny Sticker, Pointy Plate

Skill: Torture / Slow Death

Luck: Gain 1 Luck if you fail your MRL Test with doubles while using Torture.

Filch Mold

GOBLIN · SCHOLAR · ROGUE

AG15 CON8 MAG6 MRL6 PER6 STR7

Items: Bearers of the Obese, Knife & Fork

Skill: Gourmet / Iron Stomach

Luck: Gain 1 Luck if you pass your CON Test with doubles while using Gourmet on a Goblin or Human.

What Replaced the Doom Track

The Doom Track belonged to the Necromancer. Five interlocking systems replace it. Learn them before you start or they will pile up.

GOBLIN COUNTERS

Track Goblin spread across the land as the uprising gains momentum. The map gets worse the longer the power vacuum continues. Managing this is the campaign's core tempo problem.

WAR! CARDS

Replace Doom cards as the human/Goblin conflict escalates. Don't let them stack. The campaign ramps toward open war whether you're ready or not.

COLIN COUNTER

Tracks the dandy Goblin at the center of the story — his position and status as the campaign unfolds. His movement shapes which missions become available. Track him narratively, not just mechanically.

GOBLIN LEVEL COUNTERS

Act like Bounty Level — and can only be reduced by defeating Epic Monsters with a Goblin class character. This is why you always want at least one Goblin in the party. Non-Goblin parties cannot address this counter at all.

LAW COUNTERS

Represent Imperial forces in the War. The Würstreich is not going down quietly. These track how hard it's fighting back.

Picking Your Build

WANT TACTICAL CONTROL?

→ Khaz Wart as commander, Skive Gristle as tank. Command Goblin synergizes with Skive's durability — Khaz directs the fight, Skive absorbs the consequences. High ceiling for experienced players.

WANT TO WATCH THE WORLD BURN?

→ Bog Pimple plus Filch Mold. Torture, cannibalism, chaos. Bog gets luckier as his MRL fails; Filch gets luckier as he eats the casualties. Mechanically unhinged. Extremely on-brand for Goblin Mode.

WANT THE RETROACTIVE OPTION?

→ Run the Goblin characters in Hand of Doom before starting Goblin Mode. Their Weakness cards will show you what fighting as a Goblin feels like before you're committed to the sequel campaign. Filch Mold especially.

01 A Dandy's Progress	05 Traitor to His Kind
02 Dandy in the Underworld	06 Heavy Lies the Crown
03 Midnight Circus	07 Cry War
04 Stand and Deliver	08 A Cure for Colin

★ Colin Is the Campaign

The Colin Counter tracks the dandy Goblin who refused the throne. A Cure for Colin is the final mission. What that cure is, and whether it's good for him, you'll find out. Every earlier mission points toward it. Play accordingly.

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Dungeon Degenerates: The Expanding

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