

◆ DUNGEON DEGENERATES: MEAN STREETS ◆

Mean Streets

TRACK THE PLAGUE · BUILD FOR SURVIVAL · THE PARADOX OF THE GENERAL

Mean Streets adds the Plague Mechanic — a layered system of counters on the map and on your characters that compounds fast if you ignore it. For existing DD players: here's how the Plague works step by step, which characters are built for it, and why the Epic Monster might be more useful alive than dead.

The Plague Mechanic · Two missions



Epic Monster: Plaguefinder General

◆ MENDICANT MONK · FUGITIVE FOP · SICKLY SOLDIER · UNLICENSED SURGEON ◆

01 Build for the Plague First

The Plague will sneak up on you. You are managing two tracking systems — counters on map spaces and counters on character sheets — and they interact constantly. Build your party around this before anything else.

WANT MAXIMUM PLAGUE SURVIVAL?

→ Mendicant Monk is your anchor. His Luck condition — recovering 9+ Wounds at once plus a MAG test — is extraordinary in a Plague campaign. Keeping him alive is a strategic priority.

WANT A DAMAGE SPONGE?

→ Sickly Soldier. His Luck triggers when he's the only one to take Wounds in a winning fight. He was designed to absorb what others can't. Let him.

WANT ECONOMIC PLAY?

→ Fugitive Fop. His Dilettante Investment Luck is your Settlement engine. Keep investing even when it seems wrong. The economy matters in a Plague campaign.

EXPERIENCED PLAYERS ONLY:

→ Unlicensed Surgeon. His Luck chain is complex — defeat Humans, become Detained, pass a PER test. High ceiling if you can track the sequence. New players will lose him too early.

02 Your Crew

Sickly Soldier

HUMAN · MILITANT · ROGUE

AG17 CON6 MAG6 MRL8 PER7 STR8

Items: Shoddy Helmet, Trench Rot, Trench Spike

Skill: Polearm Discipline

Luck: When you win a fight, if you were the only party member to take Wounds, make a CON Test & if you pass, gain 1 Luck.

Unlicensed Surgeon

HUMAN · ROGUE · SCHOLAR

AG18 CON7 MAG7 MRL8 PER7 STR6

Items: Painkiller, Surgery Saw

Skill: Bleeding

Luck: When you win a fight, if your party destroyed any Humans, you may become Detained & make a PER Test. If you pass, gain 1 Luck.

Fugitive Fop

HUMAN · MERCHANT · SCHOLAR

AG18 CON6 MAG7 MRL8 PER8 STR6

Items: Fluffy Familiar, Pistol Knife

Skill: Dilettante

Luck: When you Invest at a Settlement, gain 1 Luck

Mendicant Monk

HUMAN · PURITAN · ROGUE

AG17 CON9 MAG6 MRL9 PER6 STR8

Items: Holy Cudgel, Holy Oil

Skill: Shrug Off Pain

Luck: When you recover 9 or more Wounds at once, make a MAG Test & if you pass, gain 1 Luck

03 The Plague: Step by Step

Two tracking systems. Counters on spaces (max 4). Counters on characters (max 6, then piercing damage). They interact. Learn the chain before your first session.

- 1** **Plague Spaces:** Any space with a Plague Counter is a Plague Space. Maximum 4 counters per space — if a fifth would land, advance Danger instead. Not Doom.
- 2** **Landing on a Plague Space:** When a counter is placed on your space, make an immediate CON test or become infected — gain a Plague Counter on your sheet.
- 3** **Failed Recovery:** Fail a Recovery test and your lowest die result is \leq the Plague Counters on your space? You gain a counter on your sheet. **Watch your lowest die every single Recovery phase.**
- 4** **Your Sheet:** You can carry up to 6 Plague Counters. Above 6, you take piercing damage. Manage aggressively — don't let it build.
- 5** **Disease Status:** Being afflicted means you have a Disease. One unexpected benefit: you can enter metaphysical spaces. The Plague is sometimes the price of access.
- 6** **Recovery Penalty:** You heal 1 fewer Wound per Plague Counter on your sheet during Recovery. The more infected you are, the harder it is to get better.
- 7** **Spreading It:** Fail a Recovery test while afflicted? You infect your current space. You are now part of the problem.
- 8** **Immunization:** Lose your last Plague Counter? Make a CON test to become Immunized. Permanent protection. Worth pursuing if you survive that long.

OUTBREAK Danger Cards apply Plague to every adventurer and every space in the region simultaneously — and interfere with Void Travel in unpredictable ways. Have a Plague removal plan before one lands. Not after.

04 The Plaguefinder General



The Paradox

The Plaguefinder General clears Plague Counters from its space at the end of every turn. Killing it ends the cleanup. If your party is heavily infected, staying near the General and letting it work may be more valuable than the XP it yields dead. Don't engage until you understand the trade-off. The Plague it removes while alive may matter more than the fight.

THE DEADLY SMELL OF DISEASE

→ CON-heavy build. Plague management is your priority before combat is. The Plague has a source — finding it means going somewhere your party will be tested before a single monster card is drawn.

THE RIVER OF FILTH

→ Punishes improvisation. Know your party's Plague load before you enter the river. Know your removal options. The river doesn't forgive people who plan to figure it out on the way.

Component count: 4 adventurers · 34 Settlement Encounter cards · 16 Loot cards · 6 Monster cards · 4 Doom cards · 6 Skill cards · 3 Danger cards · 1 Epic Loot card. All integrates with base HoD and other Expanding sets.

Mean Streets

Dungeon Degenerates: The Expanding

GOBLINKOMEGAMALL.COM · \$50