

◆ DUNGEON DEGENERATES: MOON MADNESS ◆

Survival Guide: the Moon

WHO TO BRING · WHAT WILL KILL YOU · HOW TO WIN

This is for existing Dungeon Degenerates players who just opened Moon Madness and want to know what actually matters before their first session. The Moon plays by different rules. This tells you which ones will hurt you and which ones you can use.

Prequel to Hand of Doom · Standalone or bridge



Four new adventurers · \$50

◆ NIGHT KNIGHT · LUNATIC LUSH · ECCENTRIC ASTRONOMER · GÜTTER WITCH ◆

01 Choose Your Campaign First

Your party composition locks in your starting mission before you touch the board. The right call here shapes your entire run.

WANT TO FIGHT FOR THE GÜTTER?

→ Bring a Wild, Goblin, or Warlock character. The Gütter Witch counts and she's worth taking anyway. You unlock Bad Moon Rising — Bounty Level 3, Stone Circle start. Harder entry, better story, explicitly political.

WANT A CLEANER START?

→ Build without Wild, Goblin, or Warlock. Bark at the Moon opens instead — Bounty Level 1, Watchtower. Lower stakes, more room to learn the Moon mechanics before the difficulty ramps.

Gutter Witch

HUMAN · WARLOCK · WIZARD

AG16 CON6 MAG8 MRL6 PER7 STR7

Items: Cat Familiar, Herbs & Spices

Skill: Botanist / Cure Disease

Luck: Gain 1 Luck if you successfully use your Cure Disease skill

Night Knight

HUMAN · ROGUE · FIGHTER

AG17 CON7 MAG6 MRL8 PER7 STR7

Items: Dueling Pistol, Moon Sword

Skill: Night Vision / Poetry

Luck: When you (not your party) destroy an Epic Monster, gain 1 Luck

Lunatic Lush

HUMAN · ROGUE · CHANGELING

AG17 CON7 MAG6 MRL6 PER7 STR7

Items: Moon Dust, Moon Shine

Skill: Beer Magnet / Moonstricken

Luck: Gain 1 Luck if you use your Moonstricken Skill during the Full Moon phase.

Eccentric Astronomer

HUMAN · SCHOLAR · WIZARD

AG17 CON6 MAG7 MRL7 PER8 STR8







Items: Archaic Pistol, Astronomical Maps, Telescope

Skill: Physics / Research

Luck: If you pass a PER Test with doubles when resolving an Encounter, gain 1 Luck

The Phase Track in Play

The track advances every Danger Phase. It modifies Danger Cards (min 1, max 6) and affects specific Skills, Items, Encounters, and Missions. A four-point swing between phases is not flavor — it is the fight.

 NEW MOON -2	 WANING CRESCENT -1	 WANING HALF 0	 WAXING HALF 0	 WAXING CRESCENT +1	 FULL MOON +2
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GOING INTO A BOSS FIGHT?

→ Know your phase before you engage. New Moon (-2) vs Full Moon (+2) is a four-point difference on every Danger card draw. The Moon Wizard fight especially — your phase going in may determine the outcome more than your build does.

RUNNING THE LUNATIC LUSH?

→ Schedule your campaign to peak at Full Moon. Her Moonstricken ability at +2 is the most powerful it gets. Everything else can be managed around it.

PINK 'REMAINS IN PLAY' CARDS?

→ Phase-specific. These cards do nothing outside their listed phase and everything during it. Track the phase at all times or they're dead weight.

The Astral Counter: Don't Learn This the Hard Way



Everything Here Is Provisional

All loot acquired on the Moon goes under your Astral Counter — not regular inventory. Lose Astral status and every card stored there is gone. Protect the Astral Counter over acquiring more loot. You are not keeping anything until you get home.

0 HP on the Moon: You leave the Moon and the current Mission but you are not defeated. Getting sent home hurts. It is not death. This is different from the base game.

Transfigured: In Moon Madness context, your body has been transformed for lunar travel. A specific status condition — not the same usage as elsewhere in your deck.

Danger Level: Only Danger cards reading 'Your Current Space' affect Danger Level on the Moon. Everything else works differently. Re-read your cards before assuming.



05 The Factions – What They Mean in Play

Four factions, no special mechanical rules beyond their monster cards. But knowing who they are changes how you read every encounter.

Mondmenschen

ELITE LUNAR CULT

Organized, dangerous, certain they belong here. The power structure of the Moon. Treat them like Würstreich nobility — dangerous to cross openly, exploitable through social mechanics.

Mondsflave

FERAL SLAVE CASTE

Outnumber the Mondmenschen five to one. The tension between those two facts is the Moon's defining condition. Gütter Sympathizers will recognize this math immediately.

Ra-Sen

ANCIENT REPTILIAN LUNAR RACE

Ancient, advanced, armed with technology that predates the Würstreich by eons. Do not assume they're hostile. Do not assume they're friendly. Approach with information.

Glänzende

TALL INSECTOIDS

Situational. Their logic is their own. Don't try to predict them — react to them.

06 The Ten Missions

01 Bark at the Moon

06 Diary of a Madman

02 Bad Moon Rising

07 Wizard's Apprentice

03 Moongazer

08 Sail to the Moon

04 Killing Moon

09 Master of the Moon

05 Moonage Daydream

10 Moontaker

Before the Lunar Herald

○ Lunar Herald

5 XP · 4 GP · WEIRD

The first Epic Monster. Meet it before you reach the endgame. Two abilities you won't encounter anywhere else on the Moon.

FLASH

PETRIFY

NIGHT KNIGHT IN YOUR PARTY?

→ She was built for this. Her Luck triggers specifically from personally destroying an Epic Monster. The Lunar Herald is her dress rehearsal for the Moon Wizard. Don't waste it on a different character's attack.

FACING IT WITHOUT HER?

→ Manage Flash and Petrify carefully — Petrify especially. Go in with the best Phase value you can time. The Lunar Herald is a warning about what follows.

Moon Madness

Dungeon Degenerates: The Expanding

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