

◆ DUNGEON DEGENERATES: HAND OF DOOM ◆

The Würstreich Buyer's Guide

WHAT TO GET · IN WHAT ORDER · AND WHY

Everything in the Dungeon Degenerates catalog, explained plainly — what each product does, which products pair with which, and how to build your collection around the kind of game you actually want to play. No fluff. No filler. Just the Würstreich.

4 Expansions · 3 Adventurer Packs · 9 Boosters



Zines · Lore Books · RPG Bridge

◆ SOLD · COMBAT · CAMPAIGN · FACTION · MAGIC · NARRATIVE · WHAT TO GET FIRST ◆



FIRST

Start Here: Hand of Doom

Everything in this guide requires the base game. Buy this first. Buy nothing else until you have this.

★ Hand of Doom – \$111

The base game. 1-4 players, fully soloable from day one, 20 missions included. Eight adventurers, a sprawling board of the Würstreich's Borderlands, and a Hand of Doom that will end your session before you're ready. Currently in its Sixth Printing. Get the current printing — it contains all errata.

The rest of this guide is organized by product type, pairing recommendations, and playstyle. Use it as a reference before you buy — or as a checklist once you're deep in.

All expansions, adventurer packs, and boosters require the base game. None of them work standalone. The base game is not optional.

Everything in this catalog integrates with everything else. You cannot make a wrong purchase — only an out-of-order one. The guide that follows helps with order.

01 The Four Big-Box Expansions

Four expansion boxes, each \$50. All require the base game. All integrate with each other. Mean Streets predates the others by six years — the other three were funded together as The Expanding in 2024.

Mean Streets

BIG-BOX EXPANSION

\$50

Urban Würstreich. Brüttelburg's corroded corridors, Gothic grottoes, settlement encounters. The signature mechanic is the Plague — a layered counter system on both the map and your characters that compounds fast if ignored. Two missions: The Deadly Smell of Disease and The River of Filth. Four new adventurers.

◆ BEST FOR: SETTLEMENT PLAY · PLAGUE MECHANIC · URBAN EXPLORATION

Dirty Deeds

BIG-BOX EXPANSION

\$50

The Faction expansion. Six factions of Bandit-Rogues — and the Council of Guildsmen, the sole Law Faction — compete for influence across the Würstreich. A Deeds Deck of mini-missions slots between campaign sessions or runs as a pure sandbox. Build faction influence (1-3) or make enemies. Four new adventurers.

◆ BEST FOR: FACTION POLITICS · SANDBOX PLAY · SIDE MISSIONS

Goblin Mode

BIG-BOX EXPANSION

\$50

Sequel to Hand of Doom, set after the Necromancer's defeat. Colin the Goblin refuses the throne. Play as Goblins navigating the succession crisis, or as non-Goblin adventurers fighting the uprising. Five systems replace the Doom Track. Eight missions. Four new playable Goblin characters — also usable retroactively in Hand of Doom.

◆ BEST FOR: GOBLIN CHARACTERS · SEQUEL CAMPAIGN · NEW TRACKING SYSTEMS

Moon Madness

BIG-BOX EXPANSION

\$50

Prequel set before Hand of Doom. Lunar cultists want to draw down the Moon. You eventually travel there. Adds a Moon Phase Track that modifies every Danger card, an Astral Counter for lunar loot, and a mini Moon Board. Ten missions. Four new adventurers. The most magic-dense expansion in the catalog.

◆ BEST FOR: SOLO · MAGIC · PREQUEL CAMPAIGN · LUNAR EXPLORATION

02 The Three Adventurer Packs

Three card packs, each adding eight new playable characters. All packs are \$40. All characters work in any campaign — base game, any expansion, any combination. Pick based on the characters or the bonus components, not just headcount.

Adventurer Expansion

ADVENTURER PACK — 8 CHARACTERS

\$40

Soldier of Fortune, Carnival Drifter, Dishonored Knight, River Pirate, Jack Slasher, Alley Cat, Wastelander, Banished Sorcerer. Includes 10 Skill cards and 16 Loot cards. The Alley Cat is Wild — she triggers Bad Moon Rising in Moon Madness and has Lycanthropy mechanics built around taking wounds deliberately.

◆ BEST FOR: CHARACTER VARIETY · WILDCARD BUILDS

Freaks & Psychos

ADVENTURER PACK — 8 CHARACTERS

\$40

Charlatan Magician, Cloaked Killer, Fishy Confectioner, Hermit Ascetic, Highway Robber, Naughty Naturalist, Sharpshooter, Solitary Swordsman. Includes 18 Loot cards, 15 Skill cards, 3 Epic Monster cards, and 3 Epic Monster Counters. The only adventurer pack that adds Epic Monsters. Best mechanical value of the three packs.

◆ BEST FOR: COMBAT · EPIC MONSTER CONTENT · BEST VALUE

Malingers

ADVENTURER PACK — 8 CHARACTERS

\$40

Beefy Barbarian, the Fool, Leather Lash, Man Scrag, Provincial Prowler, Squash Sorceress, Warrior Poet, Weird Wizard. Includes 10 Skill cards and 16 Loot cards. The newest characters in the catalog (2024). Weird Wizard and Squash Sorceress are the strongest magic-focused characters in any pack.

◆ BEST FOR: MAGIC BUILDS · NEWEST CONTENT

03 The Booster Packs

Two types of booster. Regional 21-card boosters expand the Encounter decks for each territory of the Würstreich. Themed 13-card boosters add monsters, events, and content by theme. All are small-box cardstock-only additions.

REGIONAL BOOSTERS — 21 CARDS EACH — \$9 EACH

Highland Happenings	\$9	Encounter cards for the Highlands and Badlands. Introduced during the Fifth Printing Kickstarter.
Badlands Breaks	\$9	More Badlands content. Pairs with Highland Happenings for the full Badlands/Highlands card upgrade.
Lowlands Events	\$9	Encounter cards for the Lowlands. Most politically textured territory — pairs well with Dirty Deeds.
Wetlands Interludes	\$9	Encounter cards for the Wetlands. Best bought as part of the full regional set.

THEMED BOOSTERS — 13 CARDS EACH — \$7-\$9

City Scum	\$9	13 cards. Funded as the Mean Streets Kickstarter stretch goal. Designed as its companion — buy this with or after Mean Streets.
Hooray for the Bad Guys	\$9	13 new Monster cards. Pure combat upgrade. Immediate impact on any Monster deck.
Goblins Have More Fun!	\$9	13 goblin-themed cards. The obvious Goblin Mode companion. Easy call if you have that expansion.
Breaking the Law	\$7	13 law/crime-themed cards. Pairs with Dirty Deeds and the Lowlands Events regional booster.
The Dirty Thirteen	\$9	13 additional cards. General-purpose content upgrade.

The Errata Pack (\$7) — corrected cards for owners of earlier printings. Sixth Printing buyers don't need it. Older-printing owners: check whether your cards match current rules before buying.

If You Have X, Get Y

Direct pairing recommendations. These aren't suggestions — they're the obvious calls.

Goblin Mode

→ Goblins Have More Fun! (\$9)

13 goblin-themed cards designed for the same territory. It exists because Goblin Mode exists. Buy it at the same time.

Mean Streets

→ City Scum (\$9)

Funded as the Mean Streets Kickstarter stretch goal. They were designed together. They belong together.

Dirty Deeds

→ Breaking the Law (\$7) + Lowlands Events (\$9)

Breaking the Law is thematically matched. Lowlands Events gives the politically-dense territory more content to draw from.

Moon Madness

→ Malingerers Pact (\$40)

Weird Wizard and Squash Sorceress are the best magic-focused characters in the catalog. Moon Madness is the most magic-dense expansion. These complement each other.

All four expansions

→ Regional boosters (\$9 × 4)

Once all four expansions are in rotation, Encounter decks start to thin over extended play. The four regional boosters (\$36 total) keep every territory fresh indefinitely.

Solo campaigns

→ Missions II + Missions III

The base game's 20 missions will run out. Missions II adds 13 more. Missions III adds another 13. Each ships with an exclusive promo monster card.

Freaks & Psychos

→ No specific pairing needed

The Epic Monster cards (3 monsters, 3 counters) add to the base game's Epic Monster deck everywhere. Works with everything, pairs with nothing specific, improves everything.

05 Zines, Lore Books & Supplements

The catalog beyond the boxes — mission books, world-building supplements, and the bridge to the LowLife RPG.

MISSION SUPPLEMENTS

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|---------------------|--------------|---|
| Missions II | ~\$15 | 13 new standalone missions (also campaign-compatible). Ships with exclusive Brain Blisterer monster card. |
| Missions III | ~\$15 | 13 more standalone missions. Ships with exclusive Fleshy Mess monster card. |

LORE & WORLD-BUILDING

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|------------------------------|-----------------|--|
| Lore Book Bundle | \$73 | Nine 28-32pp booklets: four regional guides (Tomb Lake, Badlands, Pigskin Port, Brüttelburg) + five volumes of the Degenerate Dictionary (monster manuals by region). Eight playable missions embedded. Buy as a bundle — the per-volume math doesn't favor piecemeal. |
| Die Würst Zines 1-4 | BUNDLE | Game design diaries, lore, artist profiles. Issues 2-4 each include an exclusive Hand of Doom card insert. |
| Die Würst Zines 5-7 | BUNDLE | Three more issues + exclusive Epic Monster: the Jabberwock card. |
| Die Würst #8 & #9 | \$9 EACH | Current issues. Sold individually. |

★ The Doomed Life

The bridge between Hand of Doom and the LowLife TTRPG. LowLife expands the Würstreich into the full continent of Bödengård. The Doomed Life booklet tells you how to run Hand of Doom and LowLife simultaneously — how to carry characters across both systems and make the board game and the role-playing game talk to each other. If you're moving toward the RPG, this is the crossing point. See the Role-Playing track on the next page.

Build Your Experience

Six playstyle tracks. Each tells you what to buy first, what to add next, and what to deprioritize. The base game is required for all of them.

★ Solo Play

START WITH: Moon Madness. It has dedicated solo rules, a self-contained lunar world, and a ten-mission campaign that plays cleanly at one adventurer. The Night Knight and Gütter Witch are the strongest solo builds.

ADD NEXT: Missions II + Missions III. The base 20 missions will run dry. These extend the solo arc by 26 more.

GO DEEP: Goblin Mode. The Colin succession arc is well-structured for solo narrative play. The five replacement systems give you more to track — in a good way.

SKIP FOR NOW: Dirty Deeds. Faction influence rewards session-to-session building. Better with more table time behind it.

★ Combat Heavy

START WITH: Hooray for the Bad Guys booster (\$9). Immediate impact. 13 more monsters across the decks. Zero downside.

ADD NEXT: Freaks & Psychos adventurer pack. The only pack that includes Epic Monster cards. Combat players want more Epic Monsters.

GO DEEP: Goblin Mode. Goblin warfare mechanics and five new tracking systems give combat a different texture.

ALSO CONSIDER: Mean Streets. The Plague Mechanic changes combat math — damage compounds, recovery is penalized. Combat gets messier and more interesting.

★ Long Campaign

START WITH: Missions II + Missions III alongside the base game. The base 20 missions will run out. Plan ahead.

ADD NEXT: All four expansions, in any order. Each adds campaign-compatible content that weaves into the ongoing arc.

GO DEEP: Lore Book Bundle (\$73). Nine volumes of world-building that make a long campaign feel like it exists in a real place.

ALSO CONSIDER: Regional boosters (\$9 each). After many sessions, Encounter decks thin. Four boosters keep four territories fresh indefinitely.

★ Faction & Political

START WITH: Dirty Deeds. This is the faction expansion. Everything else is secondary.

ADD NEXT: Breaking the Law (\$7) + Lowlands Events (\$9). Direct companions for the faction/political territory.

GO DEEP: Mean Streets. Settlement mechanics and the Plague add political texture to urban spaces. The Council of Guildsmen becomes more complex when the city is sick.

ALSO CONSIDER: Die Würst zines for faction lore and backstory.

★ Magic Focus

START WITH: Moon Madness. The most magic-dense expansion: lunar cultists, the Moon Phase Track, Ka-Sen technology, dream-travel. More magic per session than anything else in the catalog.

ADD NEXT: Malingerers adventurer pack. Weird Wizard and Squash Sorceress are the strongest magic-focused characters available.

GO DEEP: Die Würst zines + Lore Book Bundle. The magical history of the Würstreich runs deep. The Degenerate Dictionary volumes cover magical creature lore in detail.

ALSO CONSIDER: Banished Sorcerer (Adventurer Expansion) and Charlatan Magician (Freaks & Psychos) for additional magical character variety.

★ Role-Playing & Narrative

START WITH: Goblin Mode. The most RPG-structured campaign in the catalog — Colin's arc is a genuine story with stakes and narrative hooks at every mission.

ADD NEXT: Lore Book Bundle (\$73). Nine volumes of world-building. Essential for running the Würstreich as a lived-in world rather than a game board.

GO DEEP: The Doomed Life booklet. The bridge between Hand of Doom and the LowLife TTRPG — run both simultaneously, carry characters across systems.

THE ENDPOINT: LowLife: A Dungeon Degenerates RPG. Full tabletop role-playing in Bödengård — the continent the Würstreich is a small part of. Solo rules included. If Hand of Doom made you want more world, this is where it fully opens.

07 What to Get First

A simple priority sequence. Follow it or ignore it — but at least read it before you buy.

1	Hand of Doom (\$111). Required. Non-negotiable. Everything else is an accessory to this.
2	One expansion based on your playstyle. Solo: Moon Madness. Political: Dirty Deeds. Sequel campaign: Goblin Mode. Urban/plague: Mean Streets.
3	Freaks & Psychos adventurer pack (\$40). Best mechanical value of the three — the Epic Monster cards alone justify it.
4	The booster that pairs with your expansion. Goblin Mode → Goblins Have More Fun!. Mean Streets → City Scum. Dirty Deeds → Breaking the Law. Moon Madness → any regional booster.
5	Missions II + III if you're playing solo or long campaign. The base game's 20 missions are finite.
6	Remaining expansions in any order. Each one is designed to coexist with the others.
7	Lore Book Bundle + Die Würst when you want the world to breathe beyond the board.

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