

LOWLIFE #1

Fan Zine for Dungeon Degenerates



ROTTEN IN JAIL: PRELUDE TO DUNGEON DEGENERATES

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This booklet is a prelude campaign to Dungeon Degenerates, and also provides a high difficulty integration into the main campaign. Recommended for experienced players that have explored most of the original campaign. Whenever you are sent to another campaign, start in Brüttelburg unless noted otherwise. For this campaign, set aside your starting items, weaknesses and skills, and take them back upon starting a regular scenario (that uses the map). Luck can be used to reroll during fistfights or contests.

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EXTRA DIFFICULTY SETTINGS

Ignore base difficulty settings, and instead apply these. *How many years have you been rotting here?*

- No idea (Recommended)
The dark, sunless cell made you lose track of time. You have no idea how many seasons, much less years have passed.
- ? years (Use on repeated plays, from 1 to 5)
You've been scratching the cell wall every single day. Each day is one day closer to revenge, and the wall is nearly full of marks.

ROTTEN IN JAIL FOR... NO IDEA

- Set each adventurer's gp to 0.
- Place 2 plague counters on each adventurer.
- Shuffle all VAL 3 monsters into their respective decks.
- Reveal top cards from the danger deck until you have one danger card per Region (outside of Lowlands) that names a specific location. In each of those locations:
 - Place a perilous token.
 - Place a void gate token.
 - Draw an appropriate epic monster and place its token there.
 - Place three plague counters.
 - Advance the doom track for that location (place a regional marker, resolve a doom card and move the hand there).
- Shuffle the danger deck afterwards. During the campaign, each time you fight, add one additional monster (two for 3-4 players) of the respective location (or law if fighting law monsters). Continue on to YET ANOTHER SUNLESS NOON (pg. 3).

ROTTEN IN JAIL FOR ? YEARS

- Set each adventurer's gp to 0.
- Place ? plague counters on each adventurer.
- Shuffle all VAL 3 monsters into their respective decks.
- Reveal ? cards from the danger deck until you have ? danger cards that name a specific location. In each of those locations:
 - Place a perilous token.
 - Place a void gate token.
 - Draw an appropriate epic monster and place its token there.
 - Place three plague counters.
 - Advance the doom track for that location (place a regional marker, resolve a doom card and move the hand there).
- Shuffle the danger deck afterwards. During the campaign, each time you fight, add ? additional monsters of the respective location (or law if fighting law monsters).
- Note that adding more monsters will change the difficulty in a different way depending on the number of adventurers. One extra monster per adventurer is tough. Enough plague to not heal on a failed recovery is also tough, and you may also want to change the number of plague counters on each adventurer differently so that each heals the same amount on a failed recovery, taking into account Fieldcraft and Meditation values if possible. Continue on to YET ANOTHER SUNLESS NOON (pg.3).

FISTFIGHTS

The noble art of fistfighting dates back to the day Fishy Confectioner tried to pass a brownie for a cake. Or the other way around. In any case, Jack Slasher, who didn't let any bull excrement pass, happened to be carving a new pumpkin, and the blade was dull from years of not sharpening it. Those dumb jailors never searched the pumpkin, but Jack couldn't ask for a sharpener either. Jack was good with the blade, but not a dull one. Fishy happened to be on one of those very slimy days, so the blade was lost in the killing attempt. No blade, no murder. Turns out, it ended up as just a fistfight. A fight the jailors didn't care for breaking that year, nor the next, or the one after that... Cake is for birthday, just not down here. Not anymore.

- Fistfighting can only occur between two adventurers, one of those adventurers must be controlled by a player and the other not.
- A fistfight is made of rounds, and each consists of each adventurer choosing a combat stance and a single roll (roll three dice, one of each color). Opponents always use Guard stance by default.
- Orange represents your offense. Green is the opponent's offense. Purple is the stance die. The effect of the Purple die depends on stance and results:
 - If both are in Assault stance, the highest between Orange(?) and Green(?) adds the Purple(?)
 - If both are in Assault and Orange(?) = Green(?), add Purple(?) to both Orange(?) and Green(?)
 - If both are in Guard stance, the lowest between Orange(?) and Green(?) adds the Purple(?)
 - If both are in Guard and Orange(?) = Green(?), ignore Purple(?)
 - If both are in different combat stances, add Purple(?) to the highest die.
 - If both are in different combat stances and Orange(?) = Green(?), ignore Purple(?)
- After applying the results of the Purple die, reduce simultaneously your HP by the Green(?), and the opponent's HP by the Orange(?).
- After dealing damage, check if one adventurer's wounds has reached max HP. That adventurer loses the combat, and the other wins.
- If both adventurer's wounds reach max HP in the same round, heal both for 6 HP and keep fighting.

Direct aggression is never a bad idea, just use as last resort. Risking permanent damage for both sides, it just doesn't happen too often. When it does, it starts and ends just not with a blink.



BETTING

What good is fighting without betting?

Whenever there is a fistfight, players not participating can, independently, pay up to 1 GP (minimum 1 GP) to guess the winner. If a prediction is wrong, lose the bet and get demoralized. If correct, get double the bet and exalted. It is possible for the bet amount to change if specified otherwise.

CONTEST

In jail, being the top dog grants many advantages. It is not a place for the weak of body or mind.

You can be tested in any of your attributes, but this also relates in comparison to another adventurer's attributes. They can be the same attribute or even different ones. Roll 2 orange dice for your test and 2 green dice for the other adventurer's test. If you Contest vs a number, treat the number as if it was an adventurer's attribute.

- Check if any adventurer passes its test as a regular test check.
- If only one passes, that adventurer wins the contest.
- If both fail, roll again.
- If both pass, the one with the highest single die wins. On tie, compare each second highest die. If still tied, roll again.
- Any modifiers, such as conditions, apply.

A typical struggle in jail involves persuading through conviction or otherwordly means. Another one, stealing, is achieved through observing your target or mere persistence. All of these methods, including fights, are a dime a dozen here.

Yet Another Sunless Noon

You've been in jail for a long, long time. As the years go on, you notice a steady decline in the food quality. The bustling number of guards dwindle until just a handful remain. The once strict jailors turn to gambling and contraband trade. Once you start getting rotten apples for lunch and the night patrols all but stop, you know your time has come. As a group, choose to:

- Befriend the jailor.
- Fabricate evidence to make the gangs fight each other.
- Search for anything that will help you escape.

This mission is based around collecting specific items individually. Each item is kept by the respective holders. Select the table based on your choice and individually roll a die per adventurer to determine holder in MRL order. Only if the first adventurer is not available, the second listed becomes the holder of the item. If both are unavailable, reroll. If you don't have any or most expansions, you can choose randomly between unused adventurers. The annual fistfight competition is close, so you only get one attempt! There are many ways of dealing with the holder of an item:

- AGI: Fistfight using your AGI, vs your holder's highest between AGI or STR.
- CON: Steal, as a Contest between your CON and holder's highest between PER or CON.
- MAG: Persuade, as a Contest between your MRL and holder's highest between MRL or MAG.
- MRL: Persuade, as a Contest between your MRL and holder's highest between MRL or MAG.
- PER: Steal, as a Contest between your PER and holder's highest between PER or CON.
- STR: Fistfight using your STR, vs your holder's highest between AGI or STR.

Befriend the Jailer:

| R | ITEM | HOLDER | HOLDER 2 |
|---|----------------|--------------------|---------------------|
| 1 | Scrogeye Aspic | Dishonored Knight | Fishy Confectioner |
| 2 | Safety Collar | Alley Cat | Vermilion Hunter |
| 3 | Ghost Ward | Corpse Burner | Bog Conjuror |
| 4 | Magic Mushroom | Highway Robber | Mendicant Monk |
| 5 | Painkiller | Unlicensed Surgeon | Mercenary Alchemist |
| 6 | Scratch | Sickly Soldier | Solitary Swordsman |

Fabricate evidence:

| R | ITEM | HOLDER | HOLDER 2 |
|---|--------------------|---------------------|-------------------|
| 1 | Shrapnel Bomb | Dishonored Knight | Cloaked Killer |
| 2 | Mysterious Map | Void Witch | Jack Slasher |
| 3 | Smoke Bomb | Mercenary Alchemist | Banished Sorcerer |
| 4 | Tranquilizer Darts | Cloaked Killer | Carnival Drifter |
| 5 | Spyglass | Naughty Naturalist | Sharpshooter |
| 6 | Mold Melter | Hermit Ascetic | Bog Conjuror |

Search for anything:

| R | ITEM | HOLDER | HOLDER 2 |
|---|----------------|--------------------|--------------------|
| 1 | Perfume | Witch Smeller | Bloodsport Brawler |
| 2 | Goon Grass | Hinterlander | Fugitive Fop |
| 3 | Goblin Jar | Charlatan Magician | Angel of Death |
| 4 | Mystery Meat | Infamous Butcher | Jack Slasher |
| 5 | Vial of Poison | Bog Conjuror | Cloaked Killer |
| 6 | Medicine | Unlicensed Surgeon | River Pirate |

If you chose to search for anything, and succeeded in acquiring the item, there is a very low chance that you will have an opportunity to make your escape fast enough: roll 2d6. If you rolled below 4, your chance appears and you make it to the sewers. Discard the acquired item, and proceed To THE SEWERS (pg.4).

In all other cases, the fistfight competition is nigh and you have to continue on to FIST, FREEBIES & FREEDOM (pg.5).



To the Sewers



The common cesspool is your only way out. After some time, you find a way to enter the sewers, and they take you on a long and smelly way to freedom. That is, until you run into some disgusting creatures of below.

The journey takes its toll and each adventurer gains a new weakness. It is not only the stench, but here lurks something far more sinister. Take one VAL 1 wetlands monster per adventurer plus one (2 for 1 adventurer, 3 for 2, ...), and combine them to form one abomination monster. It has combined HP, ATT, ARM and abilities, although its ARM can never exceed 2. If you lose or escape, you lose the game. If you win, you keep going until the sewers bifurcate. One path leads upwards to the city of Brüttelburg. The other path, where this abomination came from, leads to an underground cave complex.

- To the City: You barely gasped for fresh air when barks deafen you from all around! Never too late for ELUDING DOBERMANS (pg.4).
- To the Caves: Proceed to To the CAVES (pg.7).

Eluding Dobermans

A short time after going through the sewers, you find an exit. To the very own fortress that trapped you! The jailors won't let it slide, and their dogs won't let any stench go unsniffed. That is, the stench of eaten Dachshunds, bloody fights with Boxers and Rottweilers or poisoned Shepherds.

As the jailors report your escape to the city and its guards are on high alert, increase bounty level to 6. The scenario will be played in a series of rounds. Each represents a day in which you are eluding your former captors and each adventurer rolls one die. Your objective is to advance 7 times. Adventurers who are have the same number of advances are considered to be in a party. When in a party, you can choose to exchange any die rolled with one another. Adventurers immediately finish the scenario upon reaching 7 advances. You can use a spare token and mark above your attributes to count from 1-6.

Your action on a round depends on your die roll:

- 1: A Dachshund timidly gazes over a trash barrel. Either eat it (recover 3 HP and gain Demoralized) or you can ignore it and advance.
- 2: A Great Dane is about to sleep. Either Contest CON vs 8. (Pass: advance 2 times. Lose: take 2 wounds) or you can ignore it and advance.
- 3: A Boxer stares at you. Must Contest STR vs 8. Pass: advance. Lose: take 3 wounds.
- 4: A Rottweiler starts barking loudly. Must Contest MRL vs 9. Pass: advance. Lose: take 4 wounds.
- 5: A German Shepherd appears out of a corner, but there is a rotten rat nearby. Will the dog eat rotten rat or fresh human flesh? Must Contest MAG vs 9. Pass: advance. Lose: take 5 wounds.
- 6: A Doberman suddenly chases you!. Either Contest AGI vs 10 (Pass: advance. Lose: take 6 wounds.) or you can run back (reduce advance by 1, down to 0. If already at 0, you can run back without penalty.)

If, at any point, wounds reach max HP, that adventurer is dead. You are on the run and there is no time for mourning. After every surviving adventurer has escaped, you finally make it to a tranquil and hidden part of the town. No more dogs, at last. But what is that black cat? ILL OMEN? (pg.7).



Fist, Freebies & Freedom

It is time for the annual fistfighting contest. Win, and you get the chance to prove your worth elsewhere... along with a chance to win your freedom.

The tournament is played in successive fistfight matches. Each player plays their match simultaneously, and can bet on others before all start. Roll to determine one opponent at each stage. Keep fighting until you lose or win all 3 fights. Wounds are set to 0 after each fight.

First Match (Minimum bet is 1 GP. Maximum bet is 1 GP.) Opponents have 8 HP. R is randomly determined opponent by die roll, ST is stance, A is assault stance, G is Guard stance:

| R | OPPONENT | ST | EFFECT |
|---|----------------|----|---------------------------|
| 1 | Blind Archer | A | Reduce Green by 2 (min 1) |
| 2 | Pebble Thrower | A | Reduce Green by 2 (min 1) |
| 3 | Ooze Baker | G | Reduce Green by 1 (min 1) |
| 4 | Ale Chugger | G | Reduce Green by 1 (min 1) |
| 5 | Wetlander | G | - |
| 6 | Recruit | A | - |

Semifinals (Minimum bet is 1 GP. Maximum bet is 2 GP.) Opponents have 10 HP:

| R | OPPONENT | ST | EFFECT |
|---|----------------|----|----------------------------|
| 1 | High Herbalist | G | Heal 1 at end of round |
| 2 | Zack Slasher | A | Add 1 to their die |
| 3 | Shieldmaiden | G | Reduce Orange by 1 (min 1) |
| 4 | Fei, Trickster | A | Your stance is always G |
| 5 | Huntress Kat | A | Add 2 to Green |
| 6 | Drunken Lord | G | Add 2 to Green |

Finals (Minimum bet is 3 GP. Maximum bet is 6 GP.) Opponents have 13 HP:

| R | OPPONENT | ST | EFFECT |
|---|--------------|----|----------------------------|
| 1 | Moblins | A | Add 2 to their die |
| 2 | Lowlife | G | roll 2 Orange, worst |
| 3 | Specter | A | Orange 0 if equal to other |
| 4 | Assassin | A | green 1 is 10 instead |
| 5 | Illusionist | G | roll 2 Green, best |
| 6 | Bloodsporter | A | Add 3 to Green |

- The fate of the whole party (all playing adventurers for this mission) is determined by the player with the most wins. Other players can suffer penalties (taking wounds and losing stuff) but will end up in the same mission as the player with the most wins.
- If you lose the First Match, you lost a lot of money for your jailor, money both know you can't pay back. You are beaten half to death (gain half max HP wounds, rounded up). Then, you are left for dead somewhere far away. Place your party in the Goblin Fortress (badlands). You lose all your items and skills, and set GP,

XP and Luck to 0, and proceed to ESTABLISHING A BASE (*Hand of Doom* pg. 5).

- If you win the First Match but lose the Semifinals, your captor gained one month's pay, and is happy enough to not kill you, but pissed that he lost to the plaguefinder. He beats you anyways (gain half max HP wounds, rounded up). Return BACK HOME (pg.6).
- If you win the First Match and Semifinals, but lost the Finals, your captor gained a year's worth of pay. He is happy enough feasting that he forgets beating you. Afterwards, too drunk to beat you. You take a few coins in the meantime (gain d6 GP) and gain 1 Luck. Return BACK HOME (pg.6).
- If at least one adventurer wins all matches, your captor is ecstatic to have discovered the most promising Lowlands fighter! You can:
 - Return to the jail and live a LOCKED, LAVISH LIFE (pg.6).
 - Attempt to escape. You start recounting every little detail of how your opponents died. In all their gory glory. The jailor seems unnerved and starts having nightmares. As a party, you can decide to keep telling him bloody tales each night or attempt to run away. You have 3 nights (attempts) left. Start with one GP token in total. Leader makes rolls.
 - Tell tales: Any adventurer can Contest MAG or MRL vs 9. If you succeed, gain a GP token.
 - Run away: One night he is very tired and sound asleep. This is the night you run. Roll 2d6. You may reroll both dice by removing one GP token (not the GP resource).
 - If the result is less than 4, the jailor awakes and whips you back to your cell, along with half your HP. Take half max HP wounds rounded up and proceed to BACK HOME (pg.6).
 - If the result is between 5-10, the jailor awakes before you try to run away. Nothing happens.
 - If the result is above 10, you successfully get away unnoticed and manage to get back your items and skills. Place your party at the Crossroads and proceed to ESTABLISHING A BASE (*Hand of Doom* pg. 5).
 - once you run out of chances, if you are still in this mission, proceed to BACK HOME (pg.6).
- If all adventurers win all matches, you can return to the jail and live a LOCKED, LAVISH LIFE (pg.6), or you may talk sense into your jailor. "These fists and your patronage make an excellent team, don't you think?". Proceed to THE BLOODSPORT CHAMPIONS booklet.

Back Home



If any adventurer succeeded in acquiring an item from the mission **YET ANOTHER SUNLESS NOON**, discard the item and add 3 to your roll. Each adventurer rolls 2d6 and attempts the goal based on their choice for that mission (Befriend the Jailer, Make gangs fight or escape):

- Between 2-4: You fail miserably.
- Between 5-9: You succeed but with some luck (lose 1 luck).
- Between 10-15: No problem in achieving your goal.

If everyone fails, you can pay collectively 1 luck per adventurer to attempt a roll again. If you all fail and don't have enough luck to attempt a new roll, you all rot here for eternity (lose the game). If at least one adventurer succeeds, choose any one of the fulfilled goals to act upon as a group:

- **Befriend the Jailer:** *Your gift is appreciated and the jailor starts opening up to you. After sharing his dirty secrets, you sell yourself as the right person for the job.* Proceed to **ON THE RUN** (*Hand of Doom pg. 2*) or to **THE DEADLY SMELL OF DISEASE** (*Mean Streets pg. 5*).
- **Make Gangs Fight:** *The fellow oppressors get hanged, and the newly created power void needs to be filled. You happened to position yourself at the right moment to take advantage of it. After creating your own gang, you start living a LOCKED, LAVISH LIFE* (*pg.6*).
- **Escape:** *There are oxidized iron bars blocking the way out of the baths leading into a river of excrement. You manage to make a hole big enough to escape, and make a run To the SEWERS* (*pg.4*).

Locked, Lavish Life

You are respected now as one of the monarchs of this land lot of the underworld. Even the jailors treat you with respect, feed you their rations and beat whomever pisses you. With such a lavish but trapped life, what are you up to now?

- This is life! No way I will leave this palace. Each adventurer gains 2 luck. *Time passes. Advance Doom one time (can't prevent with luck). A new jailor comes in. This new one doesn't like you one bit, but everyone always needs your help... What did the last one told you? Was it a regular jailor or a plaguefinder?* Proceed to **ON THE RUN** (*Hand of Doom pg. 2*) or to **THE DEADLY SMELL OF DISEASE** (*Mean Streets pg. 5*).
- You have a lot of power down here. Talk to this guy, move some pawns over there, and voilà, cause a big commotion. A big one enough to escape, and carefully planned enough to do so unharmed. Gain 1 luck and proceed to **ON THE RUN** (*Hand of Doom pg. 3*), and skip the fight with the Jailer.
- The thirst for blood is intense. You know a wealthy patron that can take you into the bloodiest of arenas. Proceed to **THE BLOODSPORT CHAMPIONS** booklet.
- There are rumors a Sex Dwarf once told you. After vomiting from those tales and the subsequent digestion of information, you are actually considering such a life. This daily routine is just too boring, and you crave more, even if it means death or worse. Proceed to **THE DWARVEN DUNGEONS** booklet.
- You arrange for some bail. Just between you and your jailors, because those inquisition smellers and city patrol certainly hold a grudge! You are taken into a silent part of town and, no sooner after the jailors left you, barks erupt everywhere! **ELUDING DOBERMANS** (*pg.4*) just became the most pressing issue!
- The stars speak of **ILL OMENS** (*pg.7*), and you need to do something about it.
- The jail became too small for your needs. Proceed to **ESTABLISHING A BASE** (*Hand of Doom pg. 5*).

To the Caves

You resort to eating critters to survive. Recover all wounds. If you have enough XP, you must acquire the Gourmet skill. Adventurers who don't have Gourmet then take d6 wounds. You also find a small cache. Take your starting items and skills. As time passes, you realize the only way forward is through a fortified underground laboratory. You sneak in, and find even more grotesque beasts in big jars. And one of them just awakened.

Take one VAL 2 wetlands monster per adventurer and combine them to form one abomination monster. It has combined HP, ATT, ARM and abilities, although its ARM can never exceed 2. If you lose or escape, you lose the game. If you win, there are two ways out. The lab had a very clear map. You know one path will take you to the remote village of Gutfish Ford, and the other will take you further below to the Dwarven Dungeons.

- To Gutfish Ford: Proceed to **THE RIVER OF FILTH** (*Mean Streets* pg. 8). Place the adventurers in Gutfish Ford with starting items and skills. Set the bounty level to 3, as you are no longer the most pressing issue.
- To the Dwarven Dungeons: Did you know Sex Dwarves on the surface are exiled ones? Kicked out for being way too prude... Set the bounty level to 1 as you are never heard of again. Proceed to **THE DWARVEN DUNGEONS** booklet.

Ill Omen



"The alignment of the bright star and the dark eclipse heralds an event of unknown proportions!" the card reader finishes. You have no idea how you got here or how you picked the cards the way you did, but you feel a sense of purpose now. And as you come back to your senses, you notice there is no one else around. A dream? What did the cards mean to you? (Starts a scenario)

- You are the catalyst, and know that the local baron must die. Place adventurers in Brüttelburg with bounty level 6. When fighting Law in Brüttelburg (or closest location(s) if paths are blocked), additionally fight The Baron (VAL XP 6 GP 2d6, ATT 9 ALL, ARM 2, HP 13. Ongoing Abilities: Evade, Pierce, Annoy.) Immediately after The Baron is defeated in combat, the rest of the Law monsters run away and you win the game.
- You are the eclipse that brings shadow over Würstreich. Proceed to **BRINGER OF DOOM** (*Hand of Doom* pg. 20), starting at Brüttelburg and bounty level 6.
- You are the new order and must end The Beast. Place adventurers in Brüttelburg with bounty level 3. When fighting in the Hell Pit (or closest location(s) if paths are blocked), you additionally fight The Beast (VAL XP 6 GP 2d6, ATT 8 ALL, ARM 3, HP 18. Arrival Abilities: Curse, Curse, Curse, Petrify. Ongoing Abilities: Acidic, Berzerk, Onslaught, Annoy.)
- You are to go to a temple for guidance. Proceed to **VISIONS AT THE PEAK** (*Hand of Doom* pg. 4).
- You are a journey. Proceed to **ESTABLISHING A BASE** (*Hand of Doom* pg. 5).
- You are a defender, and must make your city safe. Place adventurers in Brüttelburg. Start **AGAINST THE HAND OF DOOM** (*Hand of Doom* pg. 20). As an additional objective, you must increase the town level of Brüttelburg to 6 and other settlements to 3.