Demise of Species

Quick-Start Rules

400 Billion Suns

GEEKTOPIA GAMES

If you like this quickstart for *Demise of Species*, please consider purchasing the full version. Your support means the world to us and enables us to keep making more tabletop games!

The full version of Demise of Species includes:
A detailed island setting called The Lost Archipelago
All rules needed to play the game. This is a standalone product.

4 ways to play: competitive, cooperative, solo, or as a TTRPG.
Rules-light mechanics that let you jump into the action.
Guidance on converting player characters from Mork Borg, Pirate Borg, The LastWar, and other Forbidden Psalm settings.
Easy steps to create your crew of 5 castaways!
A crew sheet to record their details!
2 alternative starting modes, Survival and Ultimate Hardcore!
8 cursed and exotic species your characters devolve into!
9 special Master and Commander roles to recruit from!
20 Flaws and 20 Feats for your castaways to deal with.
20 items of equipment, 36 weapons, and 13 types of armor!
12 items for purchase from the Poisoner, Herbalist, or Ritualist!
20 unique Curios relics that can be found during the campaign.
6 pets for your crew to capture.
The Spot!
20 ritual codices and 20 calamities for when you fumble the roll.
Countless treasure to be gained!
20 injuries to suffer and sustain.
20 ways your character may *WARP* and *change*.

10 environmental scenario conditions to endure!
Rules for combat in deep water terrain
16 enemy hostiles!
A campaign in three Acts!
Random roleplay encounter tables for each act!
A detailed map of the doomed Lost Archipelago.
A pirate flotilla called Wreckhaven to explore.
16 skirmish scenarios!
16 Shipwrecked Souls for your crew to hire.
12 ways to upgrade your ship base!
Secret journal entries to be uncovered during the campaign!

Thank You!

QUICK REFERENCE

Setup

1. Pick a scenario.
2. Set up the board.
3. Determine conditions (per scenario or random).
4. Determine Initiative.
5. Deploy as per Scenario.

Each Game Round

1. Determine Initiative.
2. Players alternate activating a single model.
3. Activate Hostiles if any in play.
4. End game round.

Activating

Pick a model.
It can move and perform an action.
Performing an action ends the model's activation.

Actions

* make a melee attack
* make a ranged attack
* use Equipment or Feats
* use a Codex to cast a ritual spell
* pick up and/or drop any number of Items from the ground or Dead/Downed models within 1 inch
* interact with Treasure or Scenario Items within 1 inch.
* make a second move

Tests

All tests are DR12 unless specified.
You roll a d20, add and subtract relevant modifiers, and check the result. If you reach at least a 12, you succeed.

Rolls of 20 on the die are Criticals.

Rolls of 1 on the die are Fumbles.

Combat

Models within 1 inch of each other are **in combat**. Ranged attacks have a max range based on their type.

1. Check range.
2. Check if cover is applied.
3. Check which Stat the Weapon uses and add the stat's modifier to the roll.
4. Roll attacks (models in melee roll at the same time and apply the results).
5. Successful hits apply damage.
6. Mark off any Ammo used.
7. If models are at 0 hp they are Downed, place them face up on the board. Monsters at 0 hp are Dead, place them face down.

Movement

Models move 5+ Agility inches. Climbing halves your speed. Models can jump gaps 3 inches or less by passing an Agility test. Failing causes Injury.

Leaving Combat

1. The opponent rolls Agility against DR12.
2. On a success your model does not move.
3. On a failure your model moves.
4. If opponent Fumbles you can move and take an action.
5. If opponent Criticals they make an attack against you.

Morale

When a model rolls for Morale make a Presence test.
On failure they flee the fight.
On success they act as normal.

Models must make a Morale test when they:
* are Critically hit.
* strike a Downed enemy.
* harvest a Grisly Trophy

Ritual Casting

Max range 12 inches.
Make a Presence test.
On a failure mark a Tragedy.
On a Fumble roll on the Calamity Table, adding the current Tragedies.

Six Storms

Can be used at any time.
Each can only be used once per Scenario.
Dark Typhoon: deal maximum damage with an attack.
Breathe of Change: reroll any dice, yours or someone else's.
Gentle Breeze: remove a Downed model from play. It auto-passes its Death Save.
Steady Currents: cancel one Critical or Fumble.
Glorious Gale: reroll on the Treasure Table.
Fair Winds: automatically pass one test e.g., jumping, Morale, or combat.

Hostiles

1. Check special rules.
2. Check if it can see other models.
3. Move it 2D6 inches towards the nearest visible model (avoid deepwater if it can).
4. Check range.
5. Roll attacks.
Remember: all Hostiles roll all tests against DR12.

Post Scenario

Receive 10 gold coins.
Roll Death Saves.
Roll for Injuries.
Sell and buy Items.
Gain and spend XP.
Hire new crew.
Buy Ship upgrades (Act 2+).
Reallocate Equipment.

written by

400 Billion Suns

Michael Galosi

HMS ████

The Lost Archipelago rests upon the waters from countless worlds, a *nexus* where a DARK MAELSTROM surges, pulling forth crews from diverse realms and species. Shrouded in perpetual mist, its jagged and treacherous islands stand as silent guardians. It is a realm of **mystery and isolation,** where secrets of an **ancient civilization** and **dark elder forces** intertwine, beckoning explorers into a domain where boundaries of **reason and sanity** begin to wane.

Your seafaring warband, known as a **crew,** was swallowed by a **maleficent vortex** and battered by **storms of black lightning,** *shipwrecked.* Stranded on **forgotten shores,** strewn across the rocky beach of an **overgrown jungle island,** surrounded by a boundless, **ink-black sea** that stretches as far as the eye can behold...

MAN · IS · BVT · A · WORM
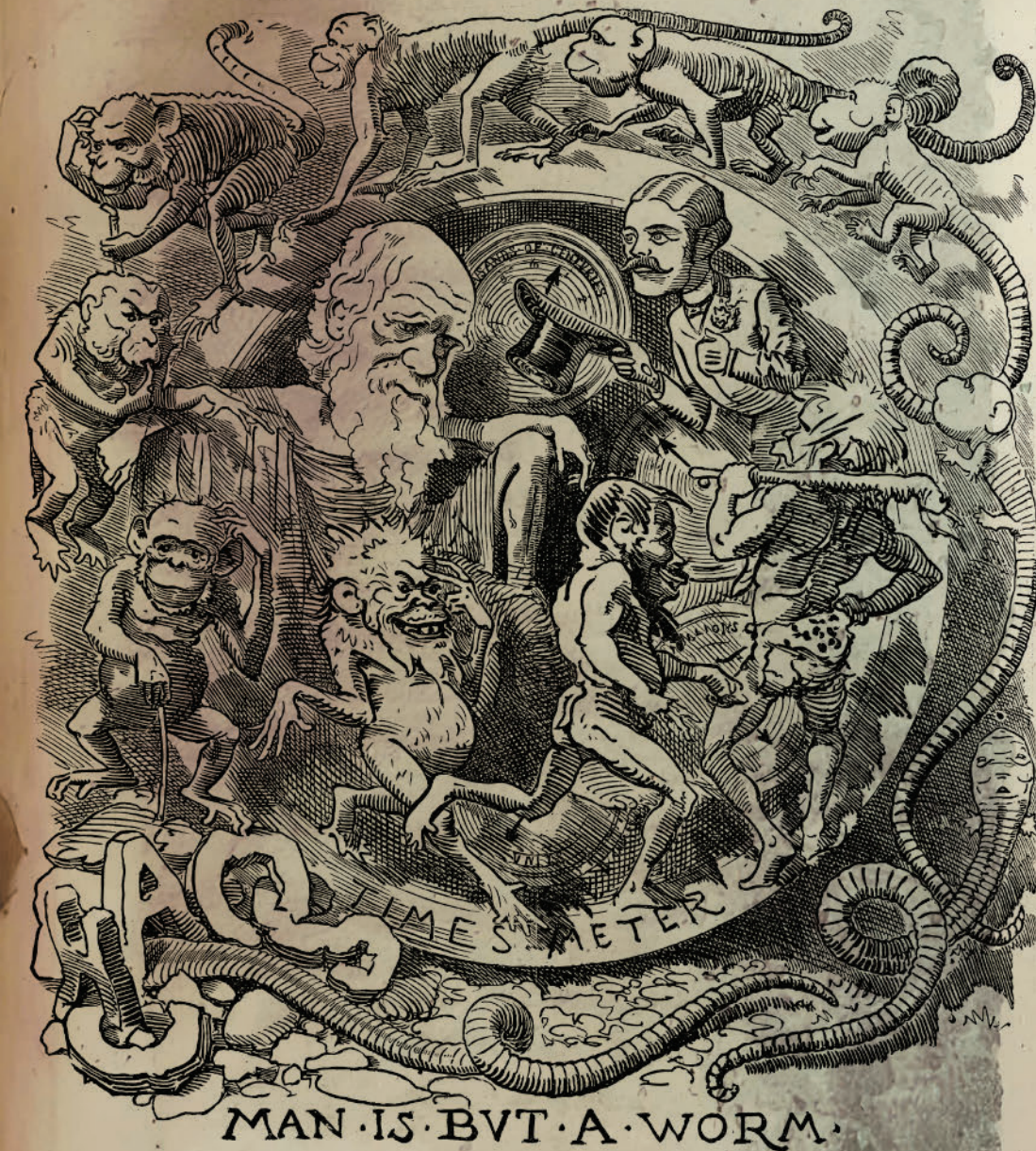
This campaign was inspired by a number of works, including those that follow. If you are familiar with any of these please keep them in the back of your mind while playing through.

- THE ISLE OF DR. MOREAU by HG Wells

- SHADOW OVER INNSMOUTH by HP Lovecraft

- DAGON by HP Lovecraft

- LORD OF THE FLIES by William Golding

- MASTER AND COMMANDER by Patrick O'Brian

- THE LOST WORLD by Arthur Conan Doyle

- ROBINSON CRUSOE by Daniel Dafoe

- THE MOST DANGEROUS GAME by Richard Connell

and ON THE ORIGIN OF SPECIES by Charles Darwin.

Demise of Species is a 28mm miniatures agnostic game. You can use any miniatures you already own or kitbash new miniatures for this game.

Grab your dice, some miniatures, a scatter of terrain, a ruler, and a 2 foot by 2 foot playing area, and you are ready to play.

MEASURING

Measurements are in inches and you can pre-measure.

DICE ROLLS

Dice Rolls, abbreviated DR, are used to determine the outcome of actions taken. When a number appears after the abbreviation, players must roll at least that number to succeed. Tests in Demise of Species (and Forbidden Psalm-system games) are generally DR12 on a D20, meaning you must roll at least 12 to succeed, with all modifiers taken into account.

MODIFIERS

Stats, Species Traits, Feats, Flaws, Weapons and Ship Upgrades add modifiers to the result of the die roll.

Modifiers stack.
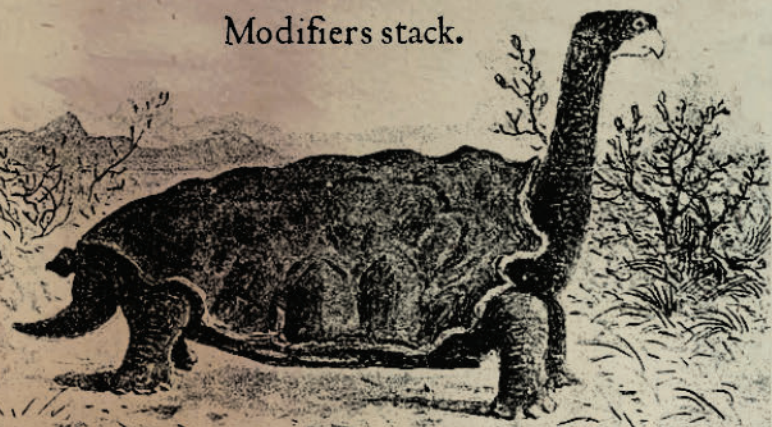
Demise of Species takes place in the **Lost Archipelago**, a multiversal nexus of many unique worlds. It is a purgatory-like plane existing between realms, taking the form of an archipelago that is itself as lost as the players; adrift in vast and endless black ocean with no hope of escape. This world does not truly exist and never will. It draws on history, fantasy and fiction for inspiration and theme, and contains violence, drug use, cannibalism, necromancy, body horror and dark eldritch forces.

These elements are not intended to cause distress or anxiety to players, if anything here disturbs you then please skip it and leave it out of your game. After all, this is **your game** and it should be fun above all else.

This is a high-imagination setting. As such, play with whatever miniatures you have, paint them however you want, and call them whatever you wish.

Converting Forbidden Psalm to
Demise of Species

All content from Forbidden Psalm and MöRK BORG can be used in Demise of Species using this conversion guide:

MB/FP/Last War terms		Demise of Species
1 Gold/Resource	=	1 Gold Coin
Warband/Crew	=	Crew
Scrolls	=	Codices
Spellcaster	=	Ritualist
Omen	=	Six Storms
Monsters/Hostiles	=	Monsters
Treasure/Loot	=	Treasure
Relic/Artefact	=	Curios
Mercenaries	=	Shipwrecked Souls

COST OF ITEMS

Costs are in gold coins (g).

To convert prices to/from MöRK BORG and other supplements: 1 Gold coin = 10 Silver, rounded up.

ARMOR

To convert Armor from MöRK BORG, take the average result on the Armor Dice and round down, e.g., Light Armor has d2 damage reduction in MöRK BORG which translates to 1 in Demise of Species.

BRING OVER A WARBAND FROM ANOTHER FORBIDDEN PSALM-SYSTEM GAME:

Warbands from previous campaigns can be brought over to Demise of Species. The world of MöRK BORG is filled with strange magic and the Lost Archipelago pulls at the seams of all realities. Did they drift down a smog filled canal in Dread Nights, did their tank steer off course in The Last War and crash onto the rocky beaches of the Lost Archipelago? Is this all just a dream of a sleeping god?

WHEN YOU BRING OVER A WARBAND INTO DEMISE OF SPECIES AND THEY BECOME A CREW YOU MAY:

* Delete all Equipment and buy new Equipment, starting with 50 gold coins for your crew.

* Reroll Flaws and Feats using this book.

* Leave one member behind (thrown overboard or zapped by black lightning) and replace them with a Commander.

* See World Eras on page 16.

Injuries, Stats, and anything you choose to keep carry forward and are fully playable in *Demise of Species.*

CREATE A CREW OF CASTAWAYS

To journey across the Lost Archipelago, and to have any chance of making your way home, you need to assemble a crew of shipwrecked survivors, consisting of 5 miniatures.

Follow these steps for the 'standard' experience.

(for two alternative - more survival themed - starting experiences, see the instructions and tables on page 18)

* START WITH 5 CREW MODELS.
* DEVOLVE EACH CREW MODEL WITH A SPECIES LINEAGE.
* ASSIGN EACH MODEL A NAME.
* SELECT A COMMANDER.
* ALLOCATE STATS.
* ROLL A FLAW FOR EACH MODEL.
* ROLL A FEAT FOR EACH MODEL.
* OPTIONALLY: CHOOSE 2 CREW MODELS AND SWAP THOSE MODELS FLAWS.
* SPEND YOUR 50 GOLD ON STARTING EQUIPMENT.

  YOUR CREW CAN ONLY BEGIN WITH WHAT THEY ARE ABLE TO CARRY INTO THE FIRST SCENARIO. ANYTHING LEFT IN THEIR STASH IS WASHED AWAY DURING THEIR SHIPWRECK.

* CHOOSE OR KITBASH A MODEL OR CUTOUT FOR EACH CREW MEMBER.

* BEWARE THE SPOT!

NAME YOUR CREW

1. Forsaken	51. Shadowy	1. Survivors	51. Scorpions
2. Stranded	52. Twilight	2. Castaways	52. Sea Serpents
3. Desolate	53. Abyssal	3. Mariners	53. Bandits
4. Marooned	54. Seafarer's	4. Adventurers	54. Robbers
5. Castaway	55. Tempest-torn	5. Explorers	55. Vagabonds
6. Isolated	56. Souls of	6. Pirates	56. Banshees
7. Lost	57. Plundered	7. Outcasts	57. Unknowns
8. Abandoned	58. Regretful	8. Nomads	58. Renegades
9. Adrift	59. Faithless	9. Wanderers	59. Rogues
10. Bereft	60. Scorned	10. Voyagers	60. Marauders
11. Alone	61. Unloved	11. Stragglers	61. Pilferers
12. Hopeless	62. Shadows of	12. Hidden Treasures	62. Dirt Bags
13. Ragged	63. Battered	13. Crewmen	63. Pioneers
14. Survivor	64. The Sea's Own	14. Pilgrims	64. Trailblazers
15. Lonely	65. Echoing	15. Castoffs	65. Malefactors
16. Ruined	66. Heartbroken	16. Rejects	66. Prospectors
17. Weathered	67. Wildling	17. Drovers	67. Crusaders
18. Sorrowful	68. Unforgiven	18. Stowaways	68. Jetsam
19. Disheveled	69. Shipwrought	19. Scoundrels	69. Crabs
20. Destitute	70. Forswearing	20. Runaways	70. Sinners
21. Desperate	71. Lords of	21. Abandoneds	71. Flotsam
22. Mournful	72. Wrackful	22. Wayfarers	72. Swords
23. Tattered	73. Starving	23. Ruffians	73. Shields
24. Wretched	74. Forsakers	24. Blowfish	74. Bastards
25. Wild	75. Eclipse	25. Outlaws	75. Vikings
26. Shattered	76. Horizon	26. Dregs	76. Buccaneers
27. Broken	77. Skulking	27. Seaweeds	77. Corsairs
28. Ruinous	78. Wandered	28. Shadows	78. Sea Dogs
29. Forsworn	79. Unkept	29. Ghosts	79. Privateers
30. Struggling	80. Despairing	30. Spirits	80. Raiders
31. Haunted	81. Woeful	31. Wraiths	81. Cutthroats
32. Ransacked	82. Portside	32. Degenerates	82. Mercenaries
33. Wandering	83. Whispering	33. Phantoms	83. Warlords
34. Scattered	84. Seasick	34. Haunts	84. Captains
35. Uncharted	85. Braving	35. Lost Souls	85. Navigators
36. Bountiful	86. Remnants of	36. Fugitives	86. Seafarers
37. Undercurrent	87. Lurking	37. Vagrants	87. Brigands
38. Endless	88. Torn Asunder	38. Wretches	88. Fishermen
39. Perilous	89. Blasphemous	39. Victims	89. Boobies
40. Shambolic	90. Twisted	40. Refugees	90. Scavengers
41. Dismal	91. The Depth's	41. Trespassers	91. Salt Water
42. Shadowed	92. Unseen Fates	42. Misfits	92. Lost Artifacts
43. Remnants	93. Swallowed	43. Outsiders	93. Forgotten Tales
44. Shivering	94. Drowning	44. Heretics	94. Faded Dreams
45. Echoes	95. Kraken's	45. Forsakers	95. Broken Bonds
46. Damaged	96. Forlorn	46. Defectors	96. Torn Flags
47. Shipless	97. Foretold	47. Strays	97. Tattered Maps
48. The Devil's	98. Tidal	48. Drifters	98. Shattered Hopes
49. Enigmatic	99. Starboard	49. Rovers	99. Exiles
50. Tumultuous	100. Unseen	50. Sand Dollars	100. Scum

WORLD ERAS

Ships and crews from many worlds and from the span of many times arrive through the Dark Maelstrom's portal. Time waits for no man - soon the warped energies of the Lost Archipelagobegin transforming all the Maelstrom summons.

FROM WHICH WORLD ERA DID YOUR CREW ORIGINATE?

CURRENT YEAR -5000: ANTIQUITY
Aboard a majestic trireme, your oars slice through Aegean waves, honoring Poseidon as you seek distant shores.

CURRENT YEAR -1000: MEDIEVAL
You sail a longship carved with a dragon prow. Salt-streaked sails billow in the winds, as you chase legends across the stormy seas.

CURRENT YEAR: AGE OF EXPLORATION
The crew of a grand tall ship, proudly navigating the uncharted waters of the world's oceans. Stars chart your course to fortune.

CURRENT YEAR +500: THE GREAT WAR
Ironclad dreadnoughts churn through murky trenches, and you, the shell-shocked crew, are haunted by the fog.

CURRENT YEAR +700: STEAMPUNK
Goggled aeronauts, your crew soars aboard brass-clad airships. Propellers hum as you chart the seas where storms meet the ether.

CURRENT YEAR +???: Apocalyptic
Your ragged crew patches together rafts—the last remnants. Desolate seas, radioactive sunsets—you sail toward hope or oblivion.

YOU ARE NOT PREPARED!

TWO ALTERNATIVE STARTING EXPERIENCES.

Your crew was not ready when the great twisting **Dark Maelstrom** came for them and their vessel.

All of your precious cargo, your weapons and your treasure sinks beneath the waves and into the lightless abyss of the ink-black sea.

You have only what you could grab and hold onto, or found drifting in the flotsam of your shipwreck.

For a SURVIVAL MODE starting experience:

* You have no coin to spend on your crew, instead - for each crew model - roll on the following table for their equipment. This is all they have.

  * Pay no coin for your Commander, they come equipped with only what is provided to them.

  * If playing a campaign in this mode, after each scenario gain a bonus +1 xp.

For the ULTIMATE HARDCORE experience:

* Each crew model begins with a makeshift 1h or 2h weapon and improvised armor. Commanders come with only what is provided to them.

* At the start of the first scenario, each model tests Toughness or begins bleeding. One random crew model begins with 1 bandage.

Roll for each of your crew model's *SURVIVAL MODE* equipment. Do not roll for Commander models.

Models have 5 + str slots for items. Models may not swap equipment until after starting the first scenario.

HEAD - 1D6
1. Nothing
2. Knit Hat (useless)
3. Eye Patch (useless)
4. Tricorne Hat (useless)
5. Colorful Bandana
6. Helmet

WEARING - 1D6
1. Tattered Coat (useless)
2. Improvised Armor
3. Padded Armor
4. Leather Armor
5. Breastplate
6. Bloodstained Bandages

WEAPON - 1D20
1. Sword Hilt (useless)
2. Rusted Pistol (useless)
3. 1h Makeshift Weapon
4. 2h Makeshift Weapon
5. Basket of Rotting Fish
6. Staff
7. Shortsword
8. Captain's Cutlass
9. Boomerang
10. Driftwood Shovel
11. Fishing Spear
12. Boarding Axe
13. Net
14. Bow w/ 1 arrow
15. Whip
16. Pike
17. Throwing Axe
18. Crossbow w/ 1 bolt
19. Flintlock Pistol w/ 1 shot
20. Bastard's Grenado

ITEM - 1D12
1. Nothing
2. More nothing.
3. Bandage
4. Tincture
5. Antidote
6. Yerba Buena
7. Smoke Bomb
8. Fire Pot
9. Sunrod
10. Grappling Hook
11. Monster Decoy
12. Stilts

LIGHT SOURCE - 1D4
1. None
2. Candle (1 round)
3. Torch
4. Lantern

BUCKLER - TOSS A COIN

RUCKSACK - TOSS A COIN

RUM - TOSS A COIN

Once per crew you may check for a codex.

CODEX - TOSS A COIN

Useless items may be sold for 1g after scenario 1.

DEVOLUTION OF SPECIES

For each model in your crew,
    roll a d8 to determine a species lineage.

Add the stat adjustments marked in red parentheses to your model's stats.

Then add all of the species' tier 1 traits to your model's other features, including feats and flaws.

Tier 2 traits are divided into two columns. Models will able to gain access to one or both of the tier 2 trait columns for their lineage through exposure to the warp energies of the Lost Archiplego, most notably by attempting to use warp rocks. Be careful, failure to evolve will cause your model to maddeningly mutate, becoming *warped*.

1
CAT-FOLK
homo felinum sophos
GRACEFUL HUNTERS FOUND IN SECLUSION.

(+1 Agility)

-Tier 1 traits-

CAT'S CLAWS. Gain a natural unarmed attack: claw : agility : d4 damage, ignores armor

CAT'S EYES. Ignore darkness but suffer a -1 penalty to all Ranged attacks (does not apply to thrown weapons).

TREEING. When you fail a morale test, flee towards the highest point on the board (instead of the nearest edge).

-Tier 2 traits-

RENDING CLAWS	TERRIFYING ROAR
Gain a second unarmed claw attack per attack action, against the same target (your target can only counter-attack once per attack action).	Once per scenario you may cause any model within 6" to make an immediate morale test, even if they are normally immune.
If both attacks hit then the target begins to Bleed as per the condition.	Immune to morale.

here, kitty, kitty

2
LIZARD-FOLK
homo scalis brutum

PRIMITIVE AND TERRITORIAL SWAMP DWELLERS.

(+1 Strength)

-Tier 1 traits-

SAVAGE BITE. Gain a natural unarmed attack:

bite : strength : d6 damage

AMPHIBIOUS. Automatically pass all swim tests.

XENOPHOBIC. Suffer -1 to Morale tests for each non-Lizardfok member of your crew (excluding pets).

-Tier 2 traits-
(when unlocked gain all in a column)

CHAMELEON

Always in cover (-3 to be hit by ranged attacks).

STICKY LIZARD

Climb without a movement penalty, may end movements mid-climb.

DEATH ROLL

If Savage Bite deals damage, you may attack your target again, once. Criticals destroy 1 point of the target model's armor (after damage).

REPTILIAN COMPLEX

Immune to morale but will no longer willingly leave melee combat with an enemy model.

cold-blooded,
check it and see

24

3
BIRD-MEN
homo avis cornix

AVIAN BEASTMEN FORGOTTEN BY THE WINDS.

(+1 Presence)

-Tier 1 traits-

TALONS. Gain a natural unarmed attack:

talons : agility : d4 damage, with each hit the target tests Toughness or begins to Bleed

CARRION FEEDER. Can feed on a dead model to heal d4 hp. Does not test morale for harvesting trophies or killing downed models. Cannot use Yerba Buena or medicinals.

-Tier 2 traits-
(when unlocked gain all in a column)

BIRD OF PREY

Talons now deal 2d4 damage.

Immune to morale.

SCREEEECH!

Once per scenario, as an action, force a model within 6" to test Presence or become Dazed.

WINGS OF FURY

Fly, ignoring terrain and models during movement.

DIVE BOMBER

If this model moved in the same activation before making a melee attack, deal an extra 1d6 damage

they rove the islands in
gangs known as flocks

25

INSECTOID
homo xeno anthropoda

UNPREDICTABLE AND UNKNOWABLE. VERMIN THAT SHOW NO EMOTION.

(+1 Toughness)

-Tier 1 traits-

CARAPACE. Count as wearing a breastplate (armor value 3). Cannot use any other armor except bucklers.

HEXAPOD. Gain 2 equipment slots.

BUG BRAIN. When making any Presence test, you must roll twice and take the lesser roll.

-Tier 2 traits-
(when unlocked gain all in a column)

RAPTORIAL FOREARMS

Gain a natural attack: agility or strength : 2d4 damage : crits disarm and you may take the weapon

GRASSHOPPER

Can jump gaps up to their total movement and may use jumping to ignore all models in their way. Automatically passes all jumping tests.

BURNING BITE

Gain a natural attack: bite : toughness : d6 damage, Burn

HARDENED THORAX

Your carapace now has armor value 4.

HYENA-MEN
homo leprosus hyaenidae

MANGED RAIDERS THAT REVEL IN BLOOD AND CARNAGE.

(+1Agility)

-Tier 1 traits-

FRENZY. Each time you strike in melee combat gain a frenzy token. For each token, deal and suffer +1 damage in melee.

GNASHING TEETH. Gain a natural attack:
bite : agility or strength : d6 damage

INFRAVISION. Can see in darkness except for models that are also in deep water.

BLOODTHIRSTY. Does not test morale to kill downed models or for harvesting trophies but will not loot treasure tokens (can only loot from bodies).

-Tier 2 traits-

LAUGHING MAD

All enemy models within 3" suffer -1 to all tests.

Enemy Hyena-men are immune to this effect.

FOAMING AT THE MOUTH

Immune to diseases.

Your bite becomes:

rabid bite : d8 damage, target tests Toughness or becomes Rabid (disease). A rabid model must attack a random model within their movement. A rabid model automatically fail swim tests.

the maddening cackling incessent laughing, make it stop!!

RAT-FOLK

homo murridae rodente

CUNNING AND DECEPTIVE DWELLERS OF THE ARCHIPELAGO'S UNDERWORLD.

(+1 Presence)

-Tier 1 traits-

RAT-BITE FEVER. Gain a natural attack: bite : strength : d4 damage, target tests Toughness or becomes diseased.

SENSITIVE SIGHT. Can see in the darkness but suffer -1 on attacks versus models with or within 1" of a light source.

-Tier 2 traits-
(when unlocked gain all in a column)

S C U R R Y

Once per scenario you may add 3" to a movement, ignoring all models while moving. You may use this movement to automatically leave combat.

DWELLER IN THE DANKNESS

Immune to Poisons and Diseases.

RAT HULKLING

Increase melee dice 1 size.

d4 becomes d6, d6 to d8, d8 to d10, d10 to d12, d12 to 2d6, 2d6 to 2d8.

FLING ALLIES

Throw allies, tokens and downed models up to 6" by testing Strength.

Fumble and ally is dazed or token destroyed.

Deals d6 damage to target and 1 damage to thrown ally.

SWINE-FOLK

homo suidae scrofa

WAR PIGS THAT LIVE FOR DESTRUCTION... AND BREEDING.

(+1 Strength)

-Tier 1 traits-

GORE-TUSKS. Gain a natural attack: tusks : strength : d4 damage, deals 2d4 damage if you moved more than 1" before attacking

CHARGE. As a movement, move up to 1.5x your normal distance, you must end within 1" of an enemy.

SWINE'S EYES. Suffer -3" to Ranged weapon distances.

-Tier 2 traits-
(when unlocked gain all in a column)

MINOTAURUS

Your tusks now deal d6/2d6 damage, and crits cause the target to bleed.

LABYRINTHINE CHARGE

As a movement, move while ignoring any terrain (including walls or deepwater) or models, you must end within 1" of an enemy.

PYGMY

You become small. Lose 1 equipment slot. Ranged attacks suffer -3 to hit you.

ROOTING SNOUT

As an action, you may dig into soil to provide cover for yourself. When you do roll a d6, on a 1 you find a random medicinal.

8
GOBLINOID

homo cobolus impurus

GOBLINISM   IS   A   **VILE**   CURSE.

(+1 Toughness)

-Tier 1 traits-

VILE BLOOD. All of your attacks gain the cruel property.

VILE LEGION. Gain +1 to morale if within 6" of a crew member but suffer -2 if not.

-Tier 2 traits-
(when unlocked gain all in a column)

REDCAP

As an action, soak your cap in the blood of a dead model, gaining +3 to all tests and +1 to armor until the end of the scenario. Cannot wear helms.

SHRIVELED

You become small. Lose 1 equipment slot. Ranged attacks suffer -3 to hit you.

PSYCHOTIC!

Immune to morale. -1 to all tests that are not attacks.

BUGBEAR

You deal 1 extra damage with each attack.

You suffer 1 extra damage from each attack.

AMBUSH!

Gain +1 to attack tests against models that have yet to activate this round.

Numerous mythologies account for the creation of the goblins. from sorcery to dark eldritch breeding pits

CASTAWAY NAMES

NAMES		NICKNAMES	SURNAMES
1. Aldous	1. Pearl	1. Finger Guns	1. Smith
2. Carlos	2. Annie	2. Smokes	2. Kim
3. Sayid	3. Mabel	3. Stains	3. García
4. Hiroshi	4. Ida	4. the Bald	4. Li
5. Mateo	5. Rose	5. Harbinger	5. Sato
6. Ravi	6. Hazel	6. Topsail	6. Patel
7. Yusuf	7. Aitana	7. Fury	7. Nguyen
8. Liam	8. Nara	8. Oops!	8. Müller
9. Dmitri	9. Gardenia	9. Bonafide	9. Ramos
10. Emmanuel	10. Anouk	10. Frail bones	10. Ivanov
11. Javier	11. Frances	11. Pancakes	11. Orchard
12. Kazuki	12. Edith	12. the Bird	12. Cho
13. Raj	13. Laurene	13. the Crab	13. Martínez
14. Aiden	14. Maeble	14. Mudhawk	14. Kang
15. Ibrahim	15. Dorothy	15. Late to the Party	15. Darwin
16. Antony	16. Lucy	16. Empty Pockets	16. López
17. Santiago	17. Catherine	17. Cough Cough	17. Santos
18. Takashi	18. Nettie	18. Shortpants	18. Aziz
19. Zezil	19. Susie	19. Longcoat	19. Griffith
20. Elias	20. Delilah	20. Hunchback	20. Ferreira
21. Giovanni	21. Vera	21. the Leg	21. Nakamura
22. Khalid	22. Daisy	22. Bootstrap	22. Singh
23. Mikhail	23. Ora	23. the Ghost	23. Jansen
24. Omar	24. Jane	24. Twice-drowned	24. Lee
25. Vladimir	25. Alice	25. Good Mornin'	25. Ramírez
26. Vincent	26. Amelia	26. Tall Tales	26. Zhang
27. Gus	27. Rebecca	27. El Grande	27. McPoyle
28. Joker	28. Susan	28. Lil' Knife	28. Rahman
29. Hank	29. Maria	29. Big Knife	29. Dauterive
30. Monk	30. Flossie	30. Gap-tooth	30. Hernández
31. Alberto	31. Janie	31. One Tooth	31. Kowalski
32. Edgar	32. Kori	32. the 'King'	32. Costa
33. Otis	33. Winnie	33. Wobbles	33. Wright
34. Moses	34. Virgie	34. Cockroach	34. Singh
35. Simon	35. Erma	35. Ashes 2 Ashes	35. Petrov
36. Steve	36. Matilda	36. Jaundiced	36. Silva
37. Clayton	37. Ma	37. the Lump	37. Chen
38. Owne	38. Sally	38. Mouldering	38. Kaur
39. Sherman	39. April	39. the Scoundrel	39. Johansson
40. Billiam	40. Candela	40. the Ripe	40. Cruz
41. Roscoe	41. Chiara	41. ZODIAC	41. Park
42. Cornelius	42. Daryna	42. Dandy	42. Ahmed
43. Rust	43. Molly	43. Bloodshot	43. Hansen
44. Stone	44. Athena	44. Squeaky	44. Jones
45. Curtis	45. Aya	45. Tidy	45. Walsh
46. Virgil	46. Esma	46. Stewpot	46. Kumar
47. Milton	47. Ginevra	47. Six Fingers	47. Berg
48. Norman	48. Iria	48. Bread Box	48. Rodriguez
49. Rafael	49. Jagoda	49. the Ornery	49. Wu
50. Tariq	50. Solomiya	50. Fishfood	50. Ali

MASTER AND COMMANDER

Master of a shipwrecked crew, chief of the castaways; the leader of your models is known as your Commander.

—

Crews may pay a one-time commission of 5 gold coins to recruit a Commander. Commanders pay no cost for any starting equipment they have. If your Commander ever dies, your crew can recruit a new one for free. Commanders do not give up their starting equipmnent to other crew unless they die. They can, however, be assigned other equipment. After selecting a Commander, assign stats and roll for Flaws and Feats as normal. Any Feats they gain as a Commander are in addition to their normal Feats. The Commander counts towards your crew's 5 members.

NAVAL OFFICER
Decree feat. Padded Armor, Cutlass, Flintlock Pistol. Crew within 3" gain +1 to attacks tests.

CONQUISTADOR
Leather Armor, Sword, Crossbow. Auto-passes morale tests. Crew within 3" gain +1 morale.

MUSKETEER
Swashbuckler feat. Grappling Hook, Rapier, Musket. +1 Agility.

KNIGHT INQUISITOR
Breastplate, Morning Star, Buckler. May not perform rituals. +1 Strength.

OATHBREAKER
This model cannot use STORMS. +3 to any ability. Begins each scenario w/ a Bastard's Grenado.

ELDRITCH INVESTIGATOR
Dash feat. Flintlock Pistol. Heavy Frock Coat. Bloodstained Bandages. +1 Presence.

SKÁLD
Leather Armor. Any one-handed weapon. +1 to any ability. This model requires 1 less xp to improve.

GRIM TOLLER
Ritualistic feat. Necromancer feat. Cat o' Nine-tails. Crew may recruit a Creepy Monkey for free.

DEEP DAUGHTER
Ritualistic feat. Sea Legs feat. Trident. Net. Crew may recruit a Giant Ghost Crab for free.

Stats

For each model in a crew, take one of the following lines:

+3, +1, 0, -3

or

+2, +2, -1, -2

and assign it to their Stats as you see fit.

AGILITY

Used for Agility based attacks and movement.
A model's movement is 5 + Agility.

PRESENCE

Used for Dark Rituals, most Ranged attacks, and Morale.

STRENGTH

Used for Strength based attacks and Equipment slots.
A model has 5 + Strength slots for Equipment.

TOUGHNESSS

Used for Health, certain attacks, and tests against Diseases, Burning, Bleeding and Poisons.

Health

Health Points = HP
HP = 8 + Toughness

- When crew members reach 0 HP they are DOWNED.

If they take any more damage after being DOWNED they are DEAD.

All lost Health is regained between Scenarios for surviving crew members.

DOWNED models must pass Death Saves after each Scenario.

^FLAWS

ROLL 1D20 AND SUFFER THE CONSEQUENCES.

1. Pegleg: suffer -1 to Agility. +1 hidden equipment slot.

2. Landlubber: auto-fails Swim tests.

3. Vertigo: suffer -1 to all tests for every 1" (rounded up) the model is above starting elevation. Cannot jump.

4. Toxiphobia: cannot use poisons or use poisoned weapons.

5. Curse of Tithings: after each scenario your crew must throw 5g into the Endless Sea, as long as you have it. Throw +1g (instead of 5) for each additional crew member with this flaw.

6. Allergic Reaction: model begins to suffocate as if it had failed a Swim test when it consumes either a potion, yerba buena or medicinal.

7. Malformed: armor costs double.

8. Comfort Candle: must carry a light source to participate in a scenario.

9. Crab Bait: suffers the consequences of failing a treasure test even when it succeeds.

10. Here be Monsters: suffers -3 to fighting all non-crew models.

11. SULFURIC: auto-fail tests against Burn weapons. Daemons ignore this model unless attacked.

12. Poor Immune System: auto-fail tests against any and all disease(s).

13. Eye Patch: halve all ranged weapon distances.

14. Puritan: cannot cast from ritual codices.

15. Mutineer: all allied models within 3" and visible to the Mutineer auto-fail morale tests.

16. Scurvy: at the start of each scenario, suffer -1 to Strength and Toughness until this model consumes Rum, glorious glorious Rum.

17. Unwavering: this model cannot use Storms.

18. Walking the Plank: death saves are DR12, increasing by 1 each time a save is made during a campaign.

19. Broken: at the start of each scenario roll a d6, on a 4+ this model begins Dazed.

20. Sea Bird: this model begins without a Flaw.

FEATS

ROLL   1D20   AND
GAIN THE BENEFIT.

1. *Monkey Grip:* climb at full speed; may end a movement mid-climb. Two-handed weapons take only 1 equipment slot.

2. *Swashbuckler:* after jumping or using a grappling hook and ending your movement within 1" of an enemy model, make a free attack against that enemy.

3. *Herblore:* begins each scenario with a free random medicinal.

4. *Fireproof:* immune to burn and damage from fire (eg; fireball).

5. *Shut up and Slam:* as an action, force a model within 1" to test Strength or be pushed d6" away (max on a fumble).

6. Sea Legs: move full speed in water and auto-pass swim tests.

7. *Poisoner:* auto-pass tests for poisoning a weapon.

8. NECROMANCER: AFTER A SCENARIO, ATTEMPT TO RAISE A SINGLE DEAD CREWMAN BY TESTING PRESENCE. ON A SUCCESS, THE MODEL RETURNS TO LIFE BUT BEGINS TO ROT. DEATH SAVES THEY MAKE INCREASE TO DR12. ON A FUMBLE, THE NECROMANCER LOSES THEIR SOUL AND THEIR LIFE.

9. *Weapon Master:* before each scenario, choose 1 weapon to crit on 19-20 until the end of the scenario.

10. *Mithridates:* after being exposed once, this model immune to the effects of a particular poison.

11. *Flenser:* while within 1" of a downed model, this model may harvest **GRISLY TROPHIES** as a free action without testing.

12. *Kappa Stance:* equip a shield on your back, taking up 0 equipment slots and using no hands.

13. **Ritualistic:** +1 to casting from ritual codices, choose and gain 1 ritual codex. Reroll if model is a Puritan

14. *Decree:* as an action, give an immediate free action to a visible ally model within 3", the chosen model may still activate this round if it hasn't done so yet.

15. *Fishmonger:* begins each scenario with a free Basket of Rotting Fish.

16. *Packrat:* this model gains +3 equipment slots.

17. GIVE US THE HOOK!: one of this model's hands is replaced with a hook weapon. [hook hand: 1d6 : agility or strength : cruel, cannot be disarmed]

18. *Barber-Surgeon:* as an action, this model can consume a bandage to restore d6 hp to a model within 1".

19. *Dash:* once per round this model may add 2" to its movement.

20. *Shifter:* before each scenario this model may choose a species and is considered to be of that species during the scenario, emulating all of its Tier 1 traits. The model does not have its normal species traits while shifting.

EQUIPMENT

Equipment is available to purchase from tribal traders and shipwrecked merchants at the prices listed below OR looted freely from the corpses of your enemies.

Items may be resold for half their value rounded down.

All Crews begin with 50 gold coins to spend (minus 5 gold coins for a Commander).

Each Crew member has 5+Strength equipment slots. Weapons, items and ammo all take up equipment slots.

Items

1 Antidote — 5g
Cures Poisons.

2 Tincture — 5g
Cures Diseases.

3 Bandage — 2g
Stops Bleeding.

4 Lantern — 5g
Provides Light.

5 Torch — 2g
Provides Light for 3 rounds.
Counts as a 1-handed Makeshift Weapon.

6 Rucksack — 0-slots — 2g
Provides a bonus equipment slot.

7 Yerba Buena — 5g
Heals d6; test Toughness or become Dazed.

8 Ammo — 5g
5 shots for a bow, crossbow or flintlock. 10 shots for a blowgun.

9 Cannonball — 5g
1 shot for a cannon.

10 Flaming Arrows — Bow Ammo (5 stack) — 8g
Flaming arrows deal -1 damage (min 1) but targets must test Toughness or Burn.

11 Barbed Arrows — Bow Ammo (5 stack) — 9g
Barbed arrows deal -1 damage (min 1) but targets must test Toughness or Bleed.

12 Rum — 2g
After drinking, auto pass Morale tests until the end of the Scenario.

13 Grappling Hook — Thrown — 5g
As a full round action, test Agility to either automatically climb to that point within 6" or swing to a point within 6" horizontally provided there is suitable terrain to grapple and swing from.
The hook must be retrieved after each use.

14 Eldritch Candle — 13g
Burn before attempting a ritual spellcasting test to automatically pass, single use.

15 Monster Decoy — 2-slots, Thrown — 10g
Smells like meat. Place a decoy token. If a decoy is closer to a monster than a player, the monster makes a test or is forced to move towards and/or destroy the decoy.

16 Stilts — 2-slots — 12g
Models with stilts can move through deepwater or slowing terrain automatically and cross gaps up to 2". A model must have Agility +2 or suffer -3 to all rolls.

17 Sunrod — Thrown — 10g
All models within 1" of the point of impact must test Toughness or be Blinded until the end of their next activation. Counts as a light source until the end of the round.

18 Fire Pot — Thrown, Template — 10g
Place a template sized zone of fire. Targets that move through or start their turn in the fire suffer d4 damage and must test Agility or begin to Burn.
Lasts 1 round in rainy conditions.

19 Smoke Bomb — Thrown, Template — 8g
Place a template sized zone of smoke. Lasts 1 round in windy conditions.

20 Tanglefoot Bag — Thrown, Template — 8g
Place a template sized zone of sticky resin. Movement through the zone is halved. Models that start a movement or enter the zone must test Agility or stop moving.

Weapons

All models deal 1 damage unarmed.
Ranged weapons come with 5 ammo.

One-handed

		damage : modifier : properties	cost
–	1-hand Makeshift Weapon	d4 : Strength : Fragile	Free

Could be a rock, a piece of driftwood, a femur...

1	Staff	d4 : Presence	1g
2	Dagger	d4 : Agility : Thrown	1g
3	Belaying Pin	d4 : Strength : Criticals Cause Dazed	1g
4	Shortsword	d6 : Agility	2g
5	Sword	d6 : Strength	3g
6	Ship's Maul	d6 : Strength : Criticals Cause Dazed	4g
7	Rapier	d6 : Agility : Criticals Disarm Enemy	4g
8	Throwing Axe	d6 : Strength : Thrown	3g
9	Captain's Cutlass	d8 : Agility or Strength	5g
10	Blowgun	2 : Presence : Ranged 9	3g

+1 Attack & Damage when the attacker is obscured to the target.

11	Boomerang	d4 : Agility : Thrown 9	3g

Throwing model may test Presence to catch a missed attack, fumble and the thrower takes max damage, otherwise the boomerang lands beside the thrower.

12	Morning Star	d8 : Strength : Cruel, Criticals Daze	7g
13	Boarding Axe	d6 : Strength : Cruel	4g
14	Driftwood Shovel	d6 : Strength : Dig, Fragile	5g
15	Flail	d8 : Strength : Criticals Cause Bleeding	5g
16	Cat o'Nine-tails	d4 : Toughness : Target tests Tough or Bleeds	6g
17	Whip	d4 : Agility : Reach, Criticals Disarm Enemy	7g
18	Sling	d4 : Agility : Ranged, Requires No Ammo	1g
19	Net	– : Agility : Thrown	3g

Target tests Agility or Strength or loses all movement. Test again as an action.

–	Basket of Rotting Fish	– : Agility : Thrown	1g

Target tests Toughness or becomes Diseased. On a Fumble, thrower is Diseased.

20	Flintlock Pistol	d8 : Presence : Reload, Ranged, EXPLODE	15g
–	Bastard's Grenado	d10 : Agility : Thrown, EXPLODE, Called Shot	6g

Single Use

Two-handed

Two-handed weapons take up two equipment slots.

–	2-hand Makeshift Weapon	d6 : Strength : Fragile	Free
1	Pike	2d4 : Strength : Reach	6g
2	Driftwood Oar	d8 : Strength : Reach, Fragile	4g

+1 to all tests while in deep water.

3	Fishing Spear	d8 : Agility : Reach, Cruel	6g
4	Trident	d6 : Agility : Thrown, Criticals Disarm	6g
5	Great Blade	d10 : Strength	10g

On criticals, destroy the enemies weapon or deal damage plus destroy a shield.

6	Giant's Maul	d12 : Toughness : Bulky, Criticals Cause Dazed	18g
7	Bow	d6 : Presence : Ranged	5g
8	Crossbow	d6 : Presence : Reload, Ranged, Cruel	8g
9	Musket	d10 : Presence : Reload, Ranged, EXPLODE	25g
10	Blunderbuss	2d4 : Strength : Reload, Ranged 9, Crits Bleed	15g
–	Volley Gun	d12 : Toughness : Volley, Ranged 9, EXPLODE	33g
–	Cannon	d20 : Strength : Bulky, Reload, Ranged, EXPLODE	100g

Armor

1. PADDED ARMOR
ARMOR VALUE: 1
COST: 1 Gold Coins

2. LEATHER ARMOR
ARMOR VALUE: 2
COST: 10 Gold Coins

3. BREASTPLATE
ARMOR VALUE: 3
COST: 30 Gold Coins

4. HEAVY FROCK COAT
ARMOR VALUE: 1
COST: 12 Gold Coins
SPECIAL: -1 Agility. Can be worn over armor.

5. HELMET
COST: 5 Gold Coins
SPECIAL: You cannot be dazed by weapon attacks.

6. PET BARDING
ARMOR VALUE: 1
COST: 15 Gold Coins
SPECIAL: Can (only) be used by a crew's pet.

7. BUCKLER
COST: 5 Gold Coins
SPECIAL: Can be sacrificed to ignore damage from one attack. Can not be used against weapons with the EXPLODE propety.

8. SEA CAPTAIN'S RAINCOAT
COST: 3 Gold Coins
SPECIAL: Ignore the effects of Wind and Rain. Can be worn over armor.

IMPROVISED ARMOR
ARMOR VALUE: 1
COST: Free
SPECIAL: -1 Agility

9. BLOODSTAINED BANDAGES
COST: 6 Gold Coins
SPECIAL: Wearer is immune to Bleeding but fumbling any test causes Diseased. Can be worn under armor.

10. COLORFUL BANDANA
COST: 10 Gold Coins
SPECIAL: Wearer is immune to morale. Cannot be worn with a helmet.

OVERSIZED COAT
COST: 50 Gold Coins
SPECIAL: Wearer is always in cover (-3 to be hit by ranged attacks). Can be worn over armor.

SEASOAKED SHAWL
COST: 10 Gold Coins
SPECIAL: Immune to Burn. Can be worn over armor.

States and Properties

Some states and properties are included here for compatibility with other Forbidden Psalm system games.

Bulky - Models need at least +3 Strength to use weapon or item. Models with lower Strength suffer a -6 to rolls using that weapon or equipment.

Explode - on Fumble, weapon deals max damage to user and is destroyed.

Template - May target the ground. On a successful throw the template is placed by the active player. On a fail the template weapon is a dud and no template is placed. On a Fumble the template is placed with the active model at its centre. Template = 3 inch wide circle. At the end of each turn, roll a D6. On a result of a 5+, template is removed from the table.

Gas - Models must make a Toughness test whenever they activate in or enter Gas. On fail they are poisoned. Any model that ends their turn in Gas takes 2 damage.

Smoke - Smoke obscures vision for purpose of line of sight. Models most make a Toughness test whenever they activate in or enter smoke. On a fail they take 1 damage.

Burn - Targeted models make a Toughness test. On fail they are set on fire and take 1 damage each time they activate. Can use an action to put out fire and remove Burn.

Cruel - Always deals at least 1 damage regardless of armor.

Reach - Attack enemy 2" away without provoking attack back.

Thrown - Weapon can be thrown without penalty, 6" range.

Thrown X - Weapon can be thrown without penalty, X" range.

Reload - To reload, model gives up movement but then can take an action.

Reload X - As above but can be fired a number of times equal to the number after the word 'Reload' before needing to be reloaded.

Bleeding - 1 damage per activation until healed (ignores armor).

Dazed - Must make a Presence test to activate: on failure the model can only move, on success model is no longer Dazed.

Blinded - Model cannot make Ranged Attacks and suffers -3 to all attacks.

Diseased* - Model suffers -3 to all tests until cured.

Poisoned* - Model can only move or take an action, but not both until given antidote.

Ranged - Can be used to make an attack over distance up to 12 inches.

Ranged X - Can be used to make an attack over distance up to X inches.

Two-Handed - Takes up two equipment slots.

Called Shot - Before rolling to hit, you may, instead of using the grenade as normal, elect to try a Called Shot. Select a number from 1-20 aloud and then roll a D20. If you roll the chosen number, you get the grenade into the target's mouth, exploding them from within and killing them instantly.

If you do not roll the correct number, the Grenade is wasted.

Dig - Can be used to dig a hole in the ground. Holes provide cover. Digging a hole takes an action.

Fragile - Weapon breaks on a Fumble.

Volley - A volley weapon consumes 5 shots of ammunition per attack and cannot be reloaded during a scenario. After attacking your target, make additional attacks against all other models within 1" of the target.

Note* some Poisons and Diseases have additional effects.

Pets

Animals whom we have made our slaves we do not like to consider our equal.

In addition to 5 members, crews may now recruit a single Pet by paying the associated cost. Except for the rules listed below, pets act as crew members. Pets have predetermined stats described below.

Unless otherwise stated under their profile, pets cannot:
• Use Codices • Search for Treasure • Use/carry Equipment or Weapons

1 Creepy Monkey — 11g

Agility +2 : Presence -1 : Strength +0 : Toughness -2   Bite : d6 : Strength

Can search for Treasure. Can pick up and carry 1 item. Immune to diseases and poisons. Must be given a MEATY MORSEL to participate in a scenario. Climbs and navigates all terrain without speed reduction.

1 GRISLY TROPHY • 2 MEATY MORSELS

2 Giant Ghost Crab — 14g

Agility +1 : Presence -2 : Strength +2 : Toughness +2   Pincer : d4 cruel : Strength

As an action, can burrow beneath the ground becoming untargetable. While burrowed they may take no action other than move. They may surface with any movement action.

3 Sacred Seabird — 32g

Agility +4 : Presence +3 : Strength -3 : Toughness -2   Talons : 2d3 : Agility

Flies, ignoring all terrain during movement. As an action, may remove itself and an adjacent allied model from play. If that model is downed, it passes its death save.

4 Jungle Cat — 30g

Agility +3 : Presence +1 : Strength +1 : Toughness +1   Rend : 2d4 : Agility

Gains frenzy tokens each time it hits in melee. +1 damage dealt & taken per token. On a critical bite, the target bleeds. Ignores darkness.

5 Shrieker Spider — 19g

Agility +4 : Presence +1 : Strength -2 : Toughness -2   Bite : d4 : Agility

Climbs and navigates all terrain without speed reduction. Can end their movement mid-climb. Ignores darkness. Immune to Poisons.
Shriek: A target visible model within 6" tests Presence or becomes Dazed.

6 Skylight — 9g

Agility +5 : Presence +2 : Strength -4 : Toughness -3   Bash : 2 : Strength

Flies, ignoring all terrain during movement. Counts as a light source. Ignores darkness.
Flash: A single target within 6" tests Presence or is blinded for 1 round.

The Spot

"You were warned, scum..

..now you have been marked."

A crew which has attacked and killed a downed model, or which has turned against its own Shipwrecked Souls, is marked with The Spot.

A crew marked with The Spot:

* cannot hire Shipwrecked Souls or Mercenaries

* may purchase only d4 total items from merchants between scenarios

* recruits less savory individuals; new crew members roll twice on the Flaws table

* gains +3 when performing Edritch rituals

Additionally some random events have different outcomes for marked crews.

During a campaign, crews may remove The Spot by burying 33 pieces of gold coins on the island marked with a skull.

The Ritual Codices

The ritual codices are archaic scrolls which can be found scattered through the Lost Archipelago (as treasure) or purchased from The Ritualist (in the full campaign).

Each codex is a cracking sheet of papyrus or aging skin of vellum containing a ritual spell, one that can be attempted by any model (to be known as the ritual caster).

Ritual Codices cannot be used with an Armor Value greater than 2.

A model makes a Presence (DR12) test. On a success the spell is cast. On a failure or CRITICAL, mark a TRAGEDY for your crew.

Ritual casting does not consume the Codex, and you can read the same Codex multiple times a Scenario. TRAGEDIES carry between games, and are spent when you roll on the CALAMITY table.

If you ever FUMBLE WHEN READING, you immediately roll on the CALAMITY table, adding any incurred TRAGEDIES to your result, to a maximum of 20.

Spells have a maximum 12 inch range.

CALAMITIES last the duration of the Scenario unless otherwise stated.

You cannot perform ritual casting while in close combat.

CALAMITIES

1. Codex dissolves to dust and is lost forever.
2. Ritual caster gains a random warped mutation.
3. IMPENDING DOOM, ritual caster marks 10 new TRAGEDIES.
4. A brief glimpse of *chaos* causes the ritual caster to test Morale even if they are normally immune.
5. Summon d6 random daemons.
6. The ritual caster is surrounded by warp energy and changed entirely to a different random species-lineage with only Tier 1 traits.
7. The ritual caster Burns with green eldritch fire until the end the scenario, the fire cannot be put out.
8. The ritual caster's eyes are seared, suffers d6 damage and are blinded.
9. The ritual caster drops to zero hp and falls to the ground, downed.
10. The ritual caster vanishes, temporarily replaced by a hostile Skull Scuttler.
11. The ritual caster is struck with green fever and becomes Diseased.
12. The ritual caster's feet are replaced with hands, gain 2 equipment slots and reduce movement to 1 inch.
13. The ritual caster must pass a Swim test as sea spirits begin to drown them.
14. The ritual caster begins Bleeding from the mouth and cannot use rituals.
15. Caster turns into a horny toad with 2hp and a 1 damage bite that poisons.
16. Every item, except for this codex, carried by the ritual caster is permanently turned into rum, glorious, glorious rum!
17. A random daemon is summoned and targets only the ritual caster.
18. The codex permanently changes from Ancient to Elder or vise versa.
19. The caster is struck by BLACK LIGHTNING, suffering d20 damage (ignores armor). All models within 6" suffer d6 damage (ignore armor).
20. Colossal ink-black tentacles reach from the sea, grabbing the ritual caster and any models within 1" of them, and pulling them forever beneath the unyielding obscurity of an endless ocean.

Ancient Codices

1. **ENVENOM** - target a melee weapon or 1 piece of ammo carried by a mode, it has a poison of your choice applied automatically.

2. **FLESH WARD** - target model gains 4 temporary hit points (these are lost before normal hit points).

3. **GATE** - once per scenario, create a gate of instantaneous transportation between two points visible to the ritual caster and within 12" of the caster and each other. There is a 1:20 chance that when a model passes through the gate they never appear again. Hostile models ignore gates.

4. **SUMMON SPIRIT** - summons a Bucca, a drowning spirit. It is not hostile to your crew unless attacked. Requires summoning salts which are used on a successful ritual casting or on a FUMBLE. A ritual caster may first use this spell to reduce the body of a dead hostile to 1 pile of summoning salts. They are also sold by The Ritualist.

5. **ON STRANGER TIDES** - until the end of the scenario a target model auto-passes Swim tests and is not slowed down by deepwater terrain.

6. **LIVE WITH THOSE THAT HAVE LIVED** - target a dead or downed model, at the end beginning of the next round they rise with 2 hp.

7. **LEPER PARIAH** - target model tests Toughness or has all species traits (tier 1 and 2) removed from them until the end of the scenario.

8. **MOONBLAZE** - once per scenario, place a template sized area of moonlight with the Burn property.

9. **AWAKEN THE BEAST** - target model gains access to a Tier 2 trait column of their species until the end of the scenario.

10. **SINK BENEATH** - target model makes a Swim test or begin drowning.

Eldritch Codices

11. **HORRIBLE WHISPERS** - target model automatically fails their next morale test even if they are normally immune.

12. **DARK PASSENGER** - target model gains an additional melee tentacle attack as a free action which they must make every activation, even if that means attacking an ally or themselves. If the target model is not willing they may test Presence to resist this ritual.

    dark tentacle : d6 : presence : cruel, reach

13. **CRUEL TITHINGS** - until the end of the scenario, allied crew models within 6" of the ritual caster may spend 1g after rolling for damage to give their attack the cruel property.

14. **SUMMON DAEMON** - summon a random Daemon. It is not hostile to your crew unless attacked. Requires summoning salts which are used on a successful ritual casting or on a FUMBLE. A ritual caster may first use this spell to reduce the body of a dead hostile to 1 pile of summoning salts. They are also sold by The Ritualist.

15. **BLACK MORASS** - target a dead model, it dissolves into a template sized area of *deepwater*. Any equipment or treasure is left in a pile.

16. **INTRUSIVE THOUGHTS** - target model tests Presence or is forced to obey a single action command given by the ritual caster. Failure and the ritual is reversed, the target giving the caster a command.

17. **DARKPLACE** - target model cannot escape the horrible depths of their own psyche. They suffer a cumulative -1 to each test they make until the end of the scenario (their second test at -2, third at -3, etc). Failure and the caster goes to their own **darkplace** instead.

18. **DOOMED** - target tests Presence or is DOOMED. At the end of each of their activations a DOOMED MODEL rolls a d6 and suffers that much damage (ignoring armor) and then tests Presence again. If the caster fails the spell, they are DOOMED instead (without a first save).

19. **SINCE BY TONIGHT I SHALL BE NO MORE** - if the target model is still on the map by the end of the scenario they are left behind, considered to have been killed. If spell fails, the caster is targeted.

20. **MISTS OF R'LYEH** - once per scenario, place a template sized area of poisonous miasma with the Gas property.

How to Survive

{playing a game of Demise of Species}

Setup

1. Pick a Scenario to play.
2. Set up the Scenario.
3. Determine Scenario Conditions.
4. Deploy as per Scenario rules.
5. Determine who goes first (see Initiative).

Deployment

Before the first round, roll Initiative to determine who places a model first, then alternate between players, placing a model one at a time, until all models are placed. Models must be placed within 6 inches of a board edge or based on Scenario rules.

Each Game Round

1. Determine Initiative for that round.
2. Take it in turns to activate a single model.
3. Activate Hostiles if any are in play (pg. 52).
4. Check Scenario Conditions (pg. 46).
5. End the game round.

Initiative

Each player rolls a D20 for Initiative. The crew with the highest result picks a model to activate first.

Making Tests

All tests, unless specified otherwise, are DR12. This means you roll a D20, add relevant modifiers, and check theresult. If, with the modifiers, you reach at least a 12, you succeed.

Rolling a 1 before applying modifiers is always a failure and is called a FUMBLE.

Rolling a 20 before applying modifiers is always a success and is called a CRITICAL.

Movement

Models can move a number of inches equal to 5 + Agility.

Models can move in any direction or combination of directions, up to their maximum movement.

Terrain smaller than 1 inch can be moved over for free.

Terrain larger than 1 inch must be climbed. Models have a climb speed of 1/2 their movement speed. Models must end their movement on a flat surface.

Models can jump gaps 3 inches or less, but must pass an Agility test {DR12} to do so. On a failure they fall and take 1 damage per inch, rounded down. On a Fumble they also gain a new Injury.

Models that move off a board edge are treated as survived, and no longer participate in the Scenario.

ACTIVATING A MODEL

When you select a model to activate it can perform a movement and then an action. Each model gets a single activation per round. If a model wishes to move, it must move before it performs an action. If it has performed an action its activation ends.

If a Feat, State, Property, Species Trait or other rule triggers when a model is activated, you must trigger the effect at the start of the activation, before you move.

ACTIONS:

* Make a ranged attack.

* Make a melee attack.

* Use a piece of Equipment or Feat.

* Pick up and/or drop any number of Items on the ground or Dead/Downed models within within 1 inch of your model.

* Drag a Downed model within 1 inch of you.

* Interact with Loot or Scenario Items within 1 inch of your model.

* Make a second move as an action.

COMBAT

1. Check range.

2. Check Stat modifier and apply based on Weapon.

3. Roll attacks.

4. Apply damage if hits are successful.

Close Combat

* To perform a close combat attack, a model must be within 1 inch of another model.

* Pick one Weapon.

* Make a DR12 test using the appropriate modifier as determined by the Weapon.

However, close combat is risky, and your opponent can also counter-attack you back at the same time, at -3 to their roll. Both models roll to hit, and then roll for damage for any successful hits achieved.

This -3 is negated in close combat if another friendly model is also within 1 inch of the enemy attacker. On a Fumble you drop your Weapon.

If the target of the attack survives and has not activated, it is still able to activate this round.

Ranged Attacks

Ranged Weapons have a maximum range of 12 inches.

To perform a ranged attack, a model must be able to see at least part of the target model. Models in close combat cannot make ranged attacks. Models in close combat are -3 to hit with Ranged Weapons.

If a model is in any way obscured, apply a -3 modifier to their to-hit roll. The model has cover.

Roll a DR12 test, plus relevant modifiers, to see if you hit, and mark 1 Ammo off of your total. On a success you roll the Weapon's damage.

You can throw any Weapon up to 6 inches, but you suffer -3 to the roll and it is placed on the ground next to your target, regardless of if you hit or miss.

Ranged Weapons count as One-Handed Makeshift Weapons in melee combat or when thrown.

DAMAGE

When you successfully hit with a Weapon you roll the Weapon's damage dice.

Deduct the model's Armor Value from the result. Armor always reduces damage unless otherwise stated.

Reduce the wounded model's HP by the amount remaining.

Criticals always cause max damage.
{Armor is still applied}

LEAVING COMBAT

Models within 1 inch of each other are in combat.

If a model wishes to leave combat, your opponent can decide to stop you. Monsters always try to stop you. The opponent rolls Agility against DR12.

On a success, your model does not move. On a failure your model moves up to their movement value, and then takes no further action. If the opponent Fumbles, your model can move and take an action. On the opponent Criticals, they make an attack against your model. Models can freely move off a board edge to leave the Scenario.

DRAGGING MODELS

Models can drag/drop Downed or Dead models as an action. Dragging models halves movement speed, and models dragging can only take move actions. Models require at least +1 Strength to drag another model.

Morale

When a model rolls for Morale they make a Presence test. On a failure they flee the fight, immediately moving their max movement towards the nearest board edge.

On their next activation they retake the test. On a success they act as normal, on a failure they continue to move off the board.

They retake this test every round until they pass or leave the battlefield.

Fleeing combat due to Morale does not trigger an enemy attack.

Models make a Morale test when:

* they are Critically hit.
* they strike a Downed enemy.
* they attempt to harvest a Grisly Trophy.

Grisly Trophies

When a hostile is killed, a model can take an action to harvest a trophy from the hostile. The cannibals on the island marked with a skull will pay 5 gold coins per trophy, you may sell between scenarios.

Models make a Presence test, DR12. On a success they gain a grisly trophy. Trophies take up an equipment slot. On a failure they are disgusted by their actions and must make a morale test.

An Untimely Demise

When a model's HP is equal to or less than 0 it is Downed. Lay it face up.

If a Downed model takes any more damage it is immediately Dead. Lay it face down.

Downed models must pass a Death Save at the end of the Scenario, to determine if they died or managed to crawl their way off the field, bloodied and broken.

A Death Save is a Toughness test against DR6. On a failure they are Dead.

On a success they are wounded and must roll an Injury (pg. 65).

On a CRITICAL they learned something new. Roll on the Injury table but also gain a new Feat.
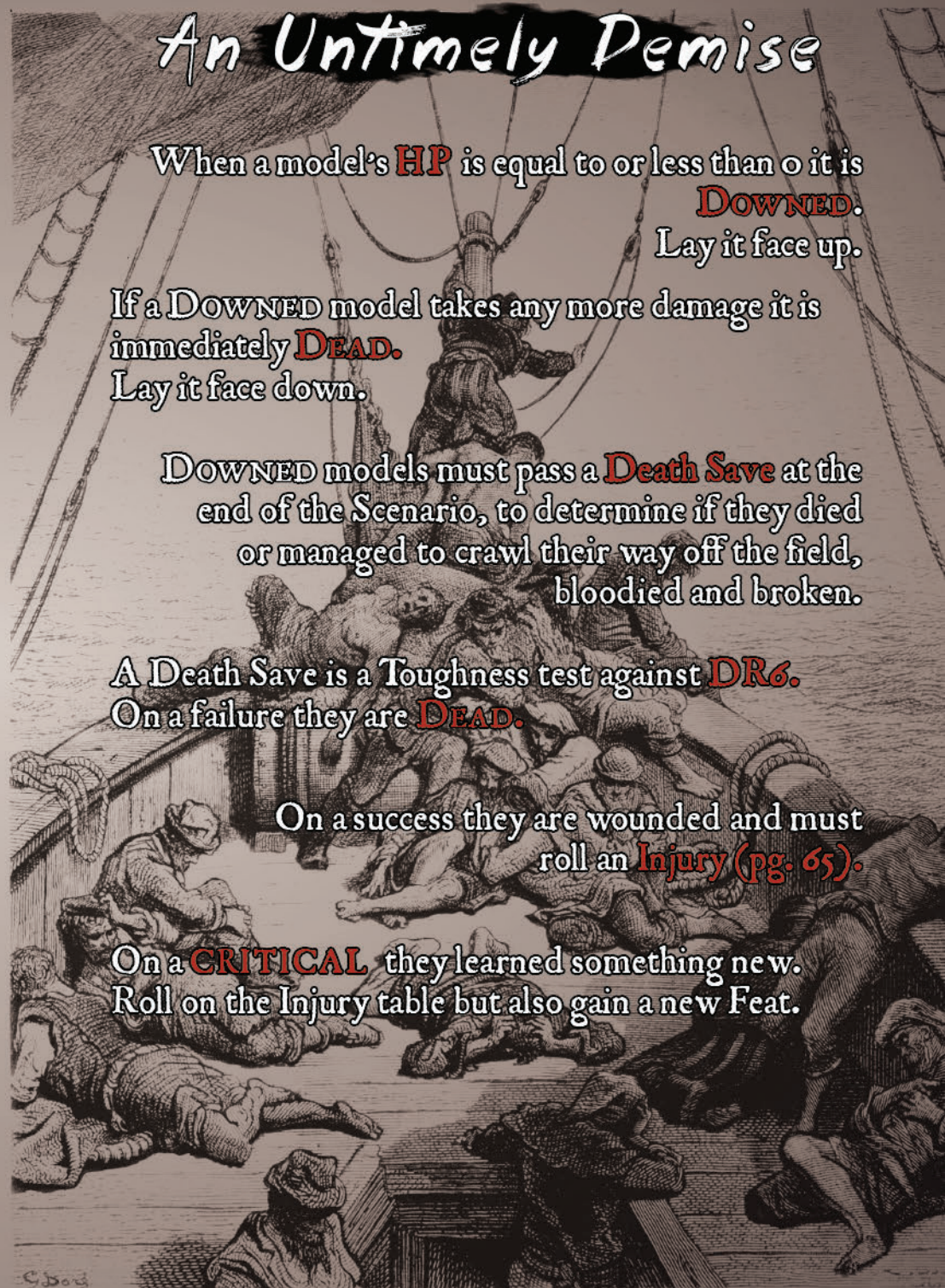
Setting up a SCENARIO

This game may be played on tables of any size, but it is recommended to use the default size of 2ft by 2ft. The scenarios have been designed with this size in mind (some scenarios may feature unique play areas/size).

In appropriate scenarios, terrain should be used to reduce lines of sight.

Crews each place a single piece of terrain on the table.

After placing terrain, crews roll a d6, adding the number of currently placed terrain pieces. If the result is 9 or more, stop adding terrain. For example, if you place 6 pieces of tertrain and then roll a 3 on the die, you would stop placing terrain.

Some scenarios may indicate when to place additional - specific terrain.

Use any terrain you own, or make some.

Tropical trees and exotic flora, craggy boulders and shipwrecks, makeshift fortifications, strange ruins and ancient altars are all excellent terrain options.

Terrain should break up line of sight.

Treasure

During this campaign's scenarios, make any treasure rolls on this table.

When a model makes a tresure roll they can search by testing **Presence DR10.**

On a failure they are pinched by a **small treasure crab** and take **1 damage** (this damage ignores armor).

The model then, if they have equipment slots free, picks up that item. If they do not have any slots free then the item is instead placed on the ground and can then be picked up by another model. Gold coins do not take up equipment slots.

1. 1 driftwood branch (use as a make-shift weapon)
2. 3 gold coins
3. 4 gold coins
4. **CHUM BUCKET** (use as a monster decoy or **GRISLY TROPHY**)
5. 1 random item
6. 1 random one-handed weapon
7. 1 random armor
8. 1 random poison vial
9. 1 random medicinal
10. strange island flora (worth 7g when sold to The Herbalist)
11. 1 random two-handed weapon
12. 1 warprock fragment
13. 33 cursed gold coins (if you spend any, crew receives The Spot)
14. 1 random ritual codex
15. 1 summoning salts
16. 11 gold coins
17. 15 gold coins
18. 1 volcanic whetstone (as a single use of the Weapon Master feat)
19. Letter of Marque (hire 1 shipwrecked soul for free, once)
20. 1 random Curio

Scenario Conditions

roll a   d10

1. Smooth Sailing
No conditions.

2. High-tide
All Swim tests are DR14 (instead of 12). Spawn 2 Skull Scuttlers.

3. Night
Darkness. Models without a source of light and not within 6 inches of another model with a source of light suffer -6 to all rolls.
Models in Darkness or Partial Darkness cannot target or be targeted by ranged attacks, effects or Rituals.

4. Dusk
Partial Darkness. As above but models only suffer -3 to rolls, and range of light sources extends to 9 inches.

5. Marooner Cannonade
At the end of each round roll a d10 for each model; on a 1 that model must test agility or suffer d6 damage.

6. Heavy Rain
EXPLODE weapons misfire on rolls of 1-5, dealing no damage. All movement is reduced by 1 inch.

7. High Winds
All ranged attacks suffer -3. Flying movement is halved.

8. Warp Surges
At the end of each round, all crew models test as if they have used a warprock, effects lasting until the end of the scenario.

9. Mosquito Swarms
When activating models test Toughness DR6 or become diseased.

10. Headcrabs!
At the end of rouch round each crew rolls a d6; on a 4+ spawn a Skull Scuttler in a random location.

Deepwater Terrain

Scenarios in this campaign will feature terrain marked as deepwater.

Any deepwater terrain costs twice as much movement to traverse.

Any model that activates within deepwater must pass a Swim test, the model testing *chooses either* Agility or Presence DR12 with a penalty equal to their total Armor Value, or begin to drown.

Drowning models suffer 1 damage each turn and lose their actions, *testing Swim again at the beginning of their next activation.* Some magic & monster abilities cause drowning (eg; the bucca spirit).

Models in deepwater may still take actions as normal unless drowning.

Hostile models do not enter deepwater unless unless their description states it or they are forced, their Swim test is a base DR12 without any modifiers to the roll.

Non-swimming hostile models will prioritize taking the shortest path out of water during their movement before moving towards player crew models.

THE SIX STORMS

At the start of each scenario, players gain the following **Six Storms** each.

They can spend these once and only once per scenario, at any time, including after a roll, for the following effects:

Dark Typhoon: deal maximum damage with an attack.

Breathe of Change: reroll any dice, yours or someone else's.

Gentle Breeze: remove a Downed model from play, which auto-passes its Death Save.

Steady Currents: cancel one Critical or Fumble.

Glorious Gale: reroll on the Treasure table.

Fair Winds: automatically pass one test, e.g., jumping, swim, Morale, or combat.

Injuries

1. LIFELONG INJURY: Reroll, the resulting injury can never be removed.

2. TEMPEST TERROR: Model cannot use **Storms** during the next scenario only.

3. JUNGLE FEVER: Begin the next scenario Diseased.

4. CATALEPTIC: Begin the next scenario Dazed.

5. WEEPING WOUND: Begin the next scenario Bleeding.

6. BLISTERED FEET: Movement reduced by half for the next scenario only.

7. FRACTURED RIBS: -1 to all tests & auto-fail Swim tests for the next scenario only.

8. DEHYDRATION: -1 Toughness for the next scenario only.

9. HARMONY'S GAZE: Cannot attack in the next scenario.

10. CYLCOPS EYE: Suffer -3" to max weapon distances.

11. TURISTA: -1 HP.

12. YELLOW JACK: -1 Toughness.

13. YAWS: -1 Strength. Allied crew models must stay 2 inches away at all times.

14. BROKEN KNEE: -1 Agility.

15. SHIPWRECK SURVIVOR SYNDROME: Auto-fails morale tests until cured.

16. SIREN'S LURE: Model must be bound with rope during the next scenario, they cannot participate.

17. MIASMA: -1 Presence and Toughness.

18. FOGGED: Model requires +1 xp to improve (repeats of this injury stack).

19. FATHER'S WHISPERS: -1 Presence (repeats of this injury stack).

20. WARPED: Roll for a random Warped trait. Swap 2 random stats.

HOSTILES

After all player models have been activated, Hostiles are activated.

If there is more than 1 Hostile to activate, randomize them with a die roll.

To determine Hostile actions, follow the flow diagram overleaf.

Monsters make all tests at DR 12, with no modifiers, unless specified. This includes if they are attacked or targeted by spells.

This is also the same for all abilities, unless otherwise specified. Hostiles do not prioritize downed models unless otherwise stated.

Monsters with only ranged attacks, if in close combat, make unarmed attacks dealing d4 damage unless otherwise stated.

Hostile Morale

If a Hostile is Critically hit it makes a Morale test. Roll 2D6. If the result is greater than its Morale, it flees the field, moving 2D6 inches per round until it leaves the field or is Dead. If a Hostile's Morale is '~' it ignores Morale rules.

Hostile Profiles

• HP: Hostile's Health. When a Hostile reaches 0HP it is Dead.
• MORALE: the Hostile's Morale value.
• ATTACK: this is given as a type, e.g., claws, slam, or other, followed by the damage it deals on a succesful hit.
• ARMOR: how much the Hostile reduces damage by.
• SPECIAL: any special attacks or features the Hostile has.

Spawning Random Hostiles

When spawning a random Hostile, place them as instructed in the Scenario. Place them on the board edge indicated, and close to the centre of the board edge they spawn on.

Hostiles and Fumbles

If a Hostile rolls a 1 they drop their Weapon (things like claws are not dropped). If a Hostile has no Weapon it takes its action to pick up any dropped Weapons.

Looting Hostiles

Any Items carried by Hostiles can be picked up as an action when within 1 inch of a Downed or Dead Hostile.

Hostiles vs Hostiles

Hostiles treat other Hostiles not of the same type as them as hostile, and will fight them, e.g., while a Marooner will not attack a Marooner Captain, both will fight a Torchrunner.

Check Hostile's special rules.

Can the Hostile see a model that is not the same type as it?

NO → Hostile does nothing.

YES ↓

Is Hostile within 1 inch of a model it can see?

YES ↓

Hostile moves 2D6 inches towards the nearest model that is not the same type as it.

Does the Hostile end within 1 inch of a model

NO → Hostile ends its activation.

that is NOT the same type as it?

YES ↓

Hostile immediately attacks as per the close combat rules. Randomise target if there is more than 1 model within 1 inch. Hostile ends its activation.

NO → Does the Hostile have a ranged attack?

NO ↓ (from ranged attack question)

Hostile moves 2D6 inches towards the nearest model that is not the same type as it.

YES → If its ranged attack has keyword Reload, does it have Ammo?

NO → Hostile does not move and instead reloads. Hostiles always have ammo.

YES → Hostile moves D6 inches towards nearest model not the same type as it and stops before getting within 1 inch.

Is there a model within range of its attack that is not the same type as it?

NO → Hostile moves another D6 inches, *putting terrain between it and nearest model.* Hostile ends its activation.

YES → Hostile makes ranged attack against nearest model that is a different type. Hostile ends its activation.

Hostile with only ranged attacks, if in close combat, makes an unarmed attack that deal D4 damage, unless profile states otherwise.

If a Hostile can see more than a single model it always goes towards/targets the closer model. On a tie, roll a die to determine which way it moves/who it targets.

MAROONERS

Raiders from the flotilla Wreckhaven; where they are able to to resist the forces beneath the ink-black sea. Marooners prey on the unending shipwrecks arriving from the DARK MAELSTROMS.

MAROONER SCUM

HP 6 Morale 5 Armor 1

Flintlock Pistol d8, ranged, reload, explode

Coward's Dagger d4

ME HEARTIES All Marooners have a bonus to morale = number of other Marooners still standing.

MAROONER CAPTAIN

HP 10 Morale 7 Armor 1

Flintlock Musket d10, ranged, reload, explode

Captain's Cutlass d6

MAROONER ADMIRAL

HP 12 Morale 10 Armor 2

Brace of Pistols d8 (x2), ranged, reload, explode

Admiral's Long-knife d6 cruel

SPECIAL: Shoots twice with each attack. Reloads both pistols at once.

SKULL SCUTTLERS

Large, dog-sized hermit crabs swarm the Lost Archipelago's sands. Nesting within humanoid skulls taken as their home, morbid reminders of the shipwrecked who did not survive.

HP 4 Morale 6 Armor 1 One Big Claw d4

EVERY HEAD IS A HOME: If a model is downed by a Skull Scuttler and not wearing a helmet, the Scuttler enters the models' eyesocket and emerges from their mouth, taking their skull as a new shell. The model is instantly killed and increase the Scuttler's armor by 1.

The Thing From the Deep

In the lightless abyss, Dagon's spawn slumbers. Beckoning sailors with **an alluring glow**, drawing them into its maw.

smile you son of a

HP 29 Morale - Armor 3

Ripping Jaws d12, Cruel, Reach, Test Toughness or Bleed

It Came From Below: Swims, treating deepwater as normal terrain. The Thing From the Deep ignores darkness and wind conditions.

Lure of the Deep: If The Thing From the Deep is visible to a model at the start of that model's activation, that model must test Presence or become Dazed. A model that is already Dazed and fails is forced to use its movement to move directly towards The Thing From the Deep.

Random Encounters Table

D20	Name	COOP	VS	SOLO	Base Size	Campaign No. Appearing
1-2	Skull Scuttler	2d4+1	d4	d4+2	25mm	X
3-5	Marooner	6	5	4	28mm	X
	If 4 or more Marooners appear, spawn 1 Captain in place of a Marooner.					
	If 5 or more Marooners appear, spawn 1 Admiral in place of a Captain.					
5-8	Warped Wildling	8	4	4	25mm / 32mm	X
	For every 4 Wildlings that appear, spawn 1 Monstrosity in place of a Wildling.					
8-9	Torchrunner	5	4	3	25mm	X
	Always spawn 1 Flameheart in place of a Torchrunner.					
9-10	Lizardfolk Stiltwalker	4	2	3	28mm	X
11	Rat Master with	1	1	1	28mm	1
	Big F*!king Rats	d6+2	d6	d4+2	20mm	X
12	Tortoise Colossicus	1	1	1	50-60mm	1
13	Bucca	2	2	1	28mm	X
14	Sylvan Guardians	4	3	3	28mm	X
15	Ordo Naturalis	5	5	5	28mm	5
16-17	Deep Warped	4	3	4	25mm	X
18	Warp Pigs	4	3	3	28mm	X
19	Daemons	3	2	3	28mm	X
	Randomly determine which daemon type appears. All appearing are of the same type.					
20	The Thing From the Deep	1	1	1	50mm	1

WARPROCKS

Flesh-warping cosmic fragments; washed from the Endless Ocean. Warprocks can be found as treasure or harvested from the bodies of warped wildlings.

RULES FOR USING WARPROCKS TO EVOLVE YOUR SPECIES LINEAGE:

- CHOOSE A MODEL TO CONSUME A **WARPROCK**.
- MODEL TESTS TOUGHNESS DR12.
- IF SUCCESSFUL, GAIN ALL TIER 2 TRAITS FROM ONE OF THE TIER 2 TRAIT COLUMNS FOR YOUR LINEAGE.
- A MODEL MAY EVENTUALLY OBTAIN BOTH TIER 2 TRAITS BY TESTING TO EVOLVE AGAIN.
- A MODEL THAT FAILS THIS TEST FAILS TO EVOLVE AND INSTEAD BECOMES **WARPED** (IF THEY ARE NOT ALREADY) AND GAINS A WARPED FEATURE (SEE BELOW).

woe be to the WARPED

Your flesh is weakened and warped. A crew model is considered to be **WARPED** when it receives its first mutation (roll below). For each warped mutation a model acquires, that model suffers -1 (culmulative) to tests against Poisons, Diseases, and Bleeding.

1. HORNS: d6 horn attack {strength}

1. EXTRA LIMB: gain an additional melee attack while in close combat, but all attacks are now made at -3

2. PREHENSILE TAIL: +1 equipment slot

3. WINGS: ignores all terrain during movement, suffer -1 to all swim tests

4. BARK SKIN: +1 armor, stacks

5. PARASITIC TREASURE CRAB: +1 treasure rolls, other treasure crabs will not damage you

6. TENTACLE ARM: never drops items (including by choice)

7. STILTS FOR LEGS: has permanent 0-slot stilts

8. SUCTION CUPS: can climb at full speed and may end movements mid-climb

9. NATURAL CAMOUFLAGE: -3 to be hit at range

11. ACID TOUCH: d3 touch attack {strength}, ignores armor

12. HYPNOTIC EYE: target within 6" tests presence or is dazed, 1/scenario

13. STRANGE EXTRETIONS: spit up a monster decoy up to 6", 1/scenario

14. VENOM FANGS: d4 bite attack {agility}, tests toughness or poisoned

15. BLADED APPENDAGE: d4 razor attack {agility}, bleeds on crits

16. DARK SIGHT: can see in darkness, cannot be blinded

17. SERPENTINE SKIN: shed skin to heal self d4 damage as a free action, 1/scenario

18. BONE SPIKES: models within 1" suffer 1 damage if they attack you

19. PYROVASCULAR: when suffering damage, models within 1" test agility or burn

20. THE FISHY-LOOK: autopass Swim tests, Deep Warped do not attack unless provoked.

WELCOME TO THE Lost Archipelago

ACT I

1. Shipwrecked on the Shores of Madness

2. Whisperings of the Warped

3. Torches Against the Night

ACT II

4. X Marks the Spot

5. Welcome to Wreckhaven

6. Ghosts of Antediluvia

7. His Majesty's Schemata

8. A Dank New World

9. A Study in Island Gigantism

10. Warped Pigs Gathered in their Masses

11. The Rebellion of the Warped

12. Breaking the Sylvan Seal

13. Ordo Naturalis

ACT III

14. Hybrid Children Watch the Sea

15. Face the Thing That Should Not Be *(not shown)*

16. The End Is the Beginning Is the End *(not shown)*

CAMPAIGNING

If you are playing in a full campaign mode, after each Scenario take the following actions.

1. Each crew with at least one living member earns 10 gold coins.

2. Roll **DEATH SAVES** (DR6 Toughness test) for all models that were Downed at the end of the Scenario.

On failure the model dies.
On success roll an Injury.
On a Critical they recover with no Injury.

3. Roll Injuries.
Injuries are permanent effects that stack and change a model's Stats or abilities.

4. You can sell looted items for half their merchant price. Codices cannot be sold.

5. Gain XP. Crews gain 1 XP per:
   * Hostile Killed
   * Treasure Collected (taken off the board)
   * Having at least one surviving member
   * Models they Downed (crew)
   * Death Saves passed
   * Crew models that Died

5.1. Spend 5 XP to do one of the following:
   * Improve a Crew model's Stat by 1
   * Remove a Crew model's Injury
   * Reroll a Crew model's Flaw.
   * Gain a new Feat for a Crew model.
   * Bring one Crew model back from the dead with a new, additional flaw.

6. Hire new crew members. In the ink-black expanse of the Lost Archipelago, stranded hearts forever seek a guiding light against the treacherous tides. If your crew has less than five members you can recruit new ones for free, creating them as you did your original members. New members come with only a Makeshift Weapon and Improvised Armor, so either repurpose from your dead or buy them some new Equipment. If all five of your crew are Dead, start from scratch! Once per Scenario you can maroon a crew model and replace them, but you then gain The Spot.

7. Visit island traders. Starting in Act II you can visit the Poisoner, Herbalist and Ritualist.

8. Reallocate Equipment, including placing it in your crew stash and buying new Equipment.

Adrift in a **VAST** and **Endless Sea**   *your ship was carried astray in a*

DARK
Maelstrom

Act   One

Act I Narration
-Spoilers Beyond-

An extended explanation for game masters running an RPG or hybrid-type campaign. Unless you are overly curious, you should avoid these sections as a player in a game with or without a GM.

Who is that Rat man hailing the crews?

Huxley, friend and loyal servant to the Lord Evolver. See Damnatio Memoriae (opposite) for stats.

The Lord Evolver is a central plot character to this setting and owner of the fortified manse the crew is being led towards.

Who are the Marooners that attacked?

Scavenger pirates that live in a flotilla of crashed ships, Wreckhaven. Adversaries of the Lord Evolver, they have somehow figured a way to resist evolving into beastmen.

Who are the Warped Wildlings?

The abandoned first generation of warped experiments - conducted by the aforementioned Lord Evolver.

What are the Torchrunners??

Uterly unknowable barbarians. Or is there a fleeting glimpse of humanity flickering in their flame?

GENERAL ACT I GUIDANCE

After their shipwreck and ambush by Marooners in scneario 1, lead the crew / players through the jungle and have them encounter the warped wildlings for scenario 2. Then, following the winding cliff paths while possibly fleeing from Torchrunners, they find their way to the manse of the Lord Evolver where they must stand firm while Huxley opens the immense gates by hand (scenario 3).

DAMNATIO MEMORIAE: HUXLEY

A short-statured ratfolk wearing patches of mismatched fabrics, a weathered treasure-hunter and an outcast from his own clan. Despite his unscrupulous status, Huxley finds solace and purpose as the Lord Evolver's unwavering servant, perhaps even his sole companion in the vast reaches of the Lost Archipelago. Huxley dedicates himself to the Lord Evolver's cause, lending his cunning and resourcefulness to aid both master and crew on their perilous journey.

HP: 11 **Morale:** 9 **Armor:** 1 (Scrap Leather) **Species:** Ratfolk
Attack: Claw 1d6 **Ingenius Cunning:** Huxley can operate any of the ancient antediluvian machines found on the Archipelago, given enough time to tinker. He can always scavenge needed tools.

DAMNATIO MEMORIAE: ZEEPA THE WILDLING

Zeepa watches the crews from the safety of the canopy, ever gazing with their curious and hypnotic eye. Soft to the core, Zeepo can offer a sympathetic view of the impending wildling rebellion.

HP: 7 **Morale:** 7 **Armor:** Oversized Frock Coat **Species:** Swine-folk
Attack: Jumping Hoof-kick d6 (d12 if Zeepa runs or charges)
Hypnotic Eye: Visible target tests Presence or is Dazed, 1/scenario.

Your shipwrecked crew must find its way to the only sign of refuge on this forsaken archipelago, a ruined clifftop manor spotted far in the distance…

ACT I ENCOUNTERS

After each scenario in this act roll a d12, reroll any you may repeat. **Omens** cannot be used to influence this result. Results cannot apply to pets, mercenaries or shipwrecked souls. Any gold or items gained are automatically added to your crew's stash.

1 A treasure chest is found hidden behind a waterfall. It is trapped! I random crew model SUFFERS AN INJURY then ROLLS ON THE TREASURE TABLE to see what is inside the chest (if the model is still alive).

2 You uncover a **forgotten cache of codices.** Gain a RANDOM ELDRITCH CODEX or ANCIENT CODEX (roll randomly).

3 A sudden earthquake shakes the jungle, **opening a shortcut** for your crew. +20 TO INITIATIVE in the first round of the NEXT SCENARIO.

4 You expose the decaying **skeleton of a ratfolk.** GAIN A BACKPACK and a RANDOM POISON.

5 You stumble upon a **desiccated corpse** of an unfortunate adventurer, their remains teething with tentacle-like sucker marks. GAIN A WHIP and MEDIUM ARMOR.

6 You follow a **white-faced Uakari** to an ancient refreshing spring. I random crew model has both their FEAT(S) AND FLAW(S) ERASED.

7 The midday **sun reveals to you** the glint of some hastily buried gold coins. GAIN 3D3 GOLD PIECES.

8 You save a stranded and starving Freebooter (a shipwrecked soul). They will JOIN YOU IN THE NEXT SCENARIO FOR FREE. If you are marked with **the Spot,** instead gain d4 gold and I pistol with 5 ammo.

9 You cover your face with cloth to **approach a parasite-infested giant's corpse.** GAIN AN OVERSIZED LONGBOW and 5 BARBED ARROWS. A random model BEGINS DISEASED in the next scenario.

10 In a clearing bathed in silver light, your crew finds a grove of luminescent mushrooms. After consuming them, one random crew model gains bioluminescence, causing them to shed light as a torch during any amount of darkness.

11 Amidst the ruins of a collapsed tower, you find notes of an antediluvian alchemist inscribed upon the stones. Test Presence to learn how to transmute any tincture, antidote or medicinal into a Fire Pot (once before each scenario).

12 After being **exposed to an eldritch altar,** a random model of your crew REMOVES ALL OF THEIR EQUIPMENT, **trudges** into the black waters of the **Endless Sea** and DISAPPEARS BENEATH THE WATERS.

Before deploying in each scenario roll a d20, on a 12+ the model returns with the Fishy-Look and I other random warped mutation. They do not count against the number of models you may deploy for that scenario.

I. Shipwrecked on the Shores of Madness

Shipwrecked on forboding shores. Your crew must gather what remains of the cargo and flotsam treasure you can, while handling the pillaging Marooners come to prey.

Goal and Reward

A model can make a treasure roll on each piece of lost cargo. Instead of the normal treasure table use the table below. Models must still past a treasure roll test. Each piece of lost cargo may only be looted once.

1. Place a **Skull Scuttler** within 1"
2. A random item
3. A random one-handed weapon
4. d4+4 gold coins
5. d6+4 gold pieces
6. Your crew's banner; gain **crew wide +3 morale** until the end of Act I (if a crew gets this result a second time, loot 10 gold instead)

The crew which slays the most Marooners may make a standard treasure roll after the scenario. The standard bounty (1gp) for killing Marooners is also paid.

Setup and Treasure

Crews take turns placing 3 pieces of lost cargo each within 6" of the center of the map and at least 3" from other pieces of cargo. In a random order, each crew places a piece of terrain representing the bulk of their ship in the right-hand corner of opposite table edges. The remaining terrain should be rocks and pieces of shipwreck.

Deployment

Versus and Co-op - Crews deploy on the same board edge as their ship and, based on initiative, take turns deploying models within 3" of their edge. Crews may not deploy on the ships themselves.

Threats

On round three, d4+2 Marooners arrive split as evenly as possible between two randomly determined and opposite table edges. On round four, 1 Skull Scuttlers spawns from each shipwreck, placed 2" from each ship into the center of the map.

Campaign Conditions

Smooth Sailing (no conditions) or determine randomly.

Solo Play

On round three, 3 Marooners arrive. Kill them all to gain the bonus treasure roll. On round four, spawn 1 Skull Scuttler randomly and spawn 1 from the shipwreck.

Co-op Play

Marooner spawns are maximized, +1 additional Skull Scuttler on round four.

Game ends at the end of round 5.

Campaign

WHEN THE CREWS DEPLOY:

Your once proud ship is now splintered into pieces and strewn across an unfamiliar rocky beach. And there appears to be another ship heading your way, is it a rescue? **Most likely not.**

AFTER THE SCENARIO:

A cry of birds is heard above as a thousand island finches scatter from a ruined manse on a distant cliff. Beyond the jungle that lays in front of you and many, many feet above the beach, a silhoutte is seen against the setting sun. A short man with a tail hails to you. His voice echoes as he calls out to your crew, *"There is refuge here for you suvivors. Wend your way through the jungle and up the cliffs before nightfall. Beware the torchlights!"*

THE CREW WHICH WAS LAST TO LOOT CARGO RECOVERS ENTRY 1 FROM 'THE JOURNAL OF CHAR-WIN'.

Turn to the Journal of Char-win and read the entry aloud now.

(Be careful not to spoil yourself.)

II. Whisperings of the Warped

-SPOILERS BEYOND-

We hope you are enjoying the quickstart! This free preview only includes the first scenario, however the full version has 16 scenarios!

If you like the quickstart for Demise of Species, please consider purchasing the full version.

Your support means the world to us and enables us to keep making more tabletop games!

player 1 deployment
3 inches
warped

The full version of Demise of Species includes:
A detailed island setting called The Lost Archipelago
All rules needed to play the game. This is a standalone product.

4 ways to play: competitive, cooperative, solo, or as a TTRPG.
Rules-light mechanics that let you jump into the action.
Guidance on converting player characters from Mork Borg, Pirate Borg, The LastWar, and other Forbidden Psalm settings.
Easy steps to create your crew of 5 castaways!
A crew sheet to record their details!
2 alternative starting modes, Survival and Ultimate Hardcore!
8 cursed and exotic species your characters devolve into!

9 special Master and Commander roles to recruit from!
20 Flaws and 20 Feats for your castaways to deal with.
20 items of equipment, 36 weapons, and 13 types of armor!
12 items for purchase from the Poisoner, Herbalist, or Ritualist!
20 unique Curios relics that can be found during the campaign.
6 pets for your crew to capture.
The Spot!
20 ritual codices and 20 calamities for when you fumble the roll.
Countless treasure to be gained!
20 injuries to suffer and sustain.
20 ways your character may WARP and change.
10 environmental scenario conditions to endure!
Rules for combat in deep water terrain
16 enemy hostiles!
A campaign in three Acts!
Random roleplay encounter tables for each act!
A detailed map of the doomed Lost Archipelago.
A pirate flotilla called Wreckhaven to explore.
16 skirmish scenarios!
16 Shipwrecked Souls for your crew to hire.
12 ways to upgrade your ship base!
Secret journal entries to be uncovered during the campaign!

The Poisoner...

The Herbalist.

The Poisoner sells the following vials:

Vial of Poison 4g [1]

Any model hit with a weapon with poison on it must test Toughness and on a failure they gain the poisoned condition until given an antidote.

Witchbane 4g [2]

Any model hit with a weapon with witchbane on it must test Toughness and on a failure they can not cast rituals or attempt Treasure tests until they are given an andidote.

Goblin-blood Toxin 5g [3]

Any model hit with a weapon with toxin on it must test Presence and on a failure they are affected as if by the codex Intrusive Thoughts with the attacker as the caster, until they are given an antidote.

Manticore Venom 7g [4]

Any model hit with a weapon with venom on it must test Toughness and on a failure they gain the poisoned condition and suffer 1 damage at the end of their activation until given an antidote.

As an action, Vials can be applied to any weapon or piece of ammo. The model applying it tests Agility. On a failure they drop the vial and it is lost, on a fumble they expose themselves. Vials have 1 use, items remain coated in poison until the end of the scenario.

The Poisoner will also apply any poisons to 1 piece of ammo or melee weapon for an addiitonal 2g.
This service is free for Lizard-folk.

The Herbalist sells the following medicinals:

Blue Island Lily 2g [1]

Model auto-passes swimming tests. Model cannot suffocate or be drowned. Effects last until the end of the scenario.

Dreamthistle 4g [2]

Model gains +2 Presence until the end of the scenario. If the model survives, also gain +1 xp.

Farsight Flower 4g [3]

Model gains +3 to ranged weapon distances and +1 to ranged attack tests but suffers -3 to close combat tests until the end of the scenario.

Rapid Root 4g [4]

Model gains +2 Movement but suffers -2 Presence until the end of the scenario.

Hyperwort 10g [5]

Model gains +1 action during their next activation but immediately suffers 2 damage (ignores armor).

Charred Lotus 8g [6]

Model assumes the form of a cloud of smoke until the end of their next activation. While in this form the model is immune to being targeted and can fly, ignoring all terrain during movement.

A model carrying medicine may consume it as an action.

She is the last descendent of the Antediluvians. She will remove an injury in exchange for 25 gold coins or 1 strange island flora.

Curios

Only 1 of each curio can be found when playing a campaign. Reroll duplicates.

1 Everburning Torchrunner Head Counts as a torch. Cannot be extinguished. Once per scenario, as an action, the wearer can extinguish a light source of another visible model.

2 Warp Pig Leather Chaps Each time the wielder is struck by an attack, they gain +1 movement until the end of the scenario.

3 Treasure - Mattock 400 d6 : cruel, dig : strength. Wielder gains a +5 bonus on Treasure tests.

4 Warped Ratfolk's Paw -1 Toughness, +1 Agility. Once per scenario the holder may turn a fumble into a critical.

5 Codpiece of the Ancient Emperor +1 Strength. Wearer uses Strength for all Presence tests and Presence for all Strength tests.

6 Frenzied Hideguard Leather armor. Wearer gains frenzy tokens each time it hits in melee. +1 damage dealt & taken per token.

7 Striding Stilts of the Lizard-king Stilts with no Agility requirements and take up 0-slots.

8 Everlasting Sleeping Poison Apply as a vial of poison. Target tests Toughness or falls asleep forever (or until given an antidote).

9 Iron Claw Gappling hook, requires no test to use. Can be wielded as a flail with the reach property (reach is the normal 2 inch range).

10 Scuttler Drum As an action, summon a Skull Scuttler within 12" once per scenario.

11 A Red Ribbon Counts as a helmet. Wearer is immune to blinded, dazed, the effects of all diseases & poisons.

12 Antediluvian Anchor Counts as a Giant's Maul without the bulky property. Auto-pass all swim tests and breathe underwater.

13 Blade of the Burning Bastard Captain's Cutlass with burn.

14 Misty Mantle As a Sea-soaked Shawl. +1 Presence.

15 Ghostly Weathercock Ship upgrade. You may hire Bucca as shipwrecked souls by purchasing and spending Summoning Salts.

16 Flying Frock Coat 1 Armor Value, -1 Agility. Can be worn over armor. Model flies, ignoring terrain while moving.

17 An Endless Bottle of Rum Marked 'XXX'. Never empty.

18 Shining Trapezohedron You may add d10 to any test. On a roll of 3+ spawn a random hostile daemon adjacent to your model.

19 The Book of Origins You may read from this book once before it vanishes, able to be found once again in a campaign. Choose an effect:
    1. One of your crew models may change their species lineage to one of their choosing (or remove their lineage entirely).
    2. Remove all injuries and flaws from one model.
    3. Change your crew's World Era (and where they can return to).

20 Deep Spawn Egg Carry for 1 scenario to hatch pet or sell for 50g.
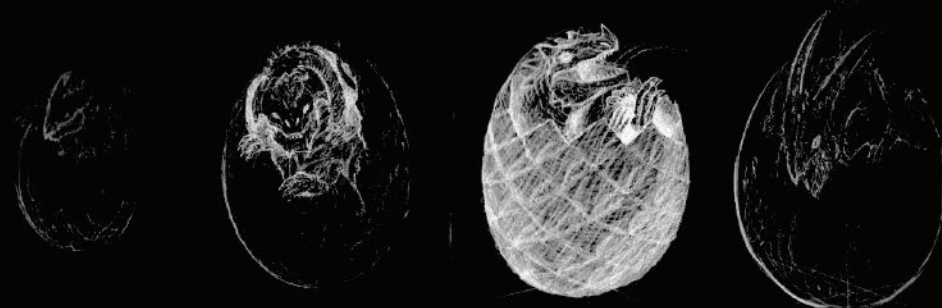
DEEP SPAWN HATCHLING

Agility +3 : Presence +4 : Strength +3 : Toughness +4. Claws : d6 : Strength
Salt Breath : d6 : Presence : Attack all models within 6".
Dissolves armor and weapons on a crit.

Swims, treating deep water as normal terrain. Cannot drown/suffocate.

Shipwrecked Souls

Shipwrecked Souls are desperate and sometimes starving mercenaries. For ~~25~~ 20 gold you can hire one of these models to join you in a scenario.

* The Shipwrecked Soul replaces one of your crew members for that Scenario.

* If a Shipwrecked Soul is killed they can never be rehired during a campaign.

* Have Tier 1 traits from their species (if applicable).

* Their stats and equipment cannot be swapped or replaced.

* Shipwrecked Souls never drop their equipment by choice.

* Each Shipwrecked Soul can only be hired by one crew per Scenario.

* Cannot be hired if your crew has The Spot.

* Roll 2d4 if you wish to determine a random Shipwrecked Soul.

Big Cheeze [1,1]
Species: Rat-folk
Agility:+0 Presence:-1 Strength:+4 Toughness:+4

Equipment: Breastplate, Buckler, Colorful Bandana, Ship's Anchor [d8 strength, crits disarm]

Flaw: Vertigo   Feat: Shut Up and Slam! Bam!: Targets that fail their test against a slam suffer d6 damage.

Freebooters [1,2]
Species: Any or None
Agility:+2 Presence:+2 Strength:+2 Toughness:+2

Equipment: Padded Armor, Flintlock Pistol, Captain's Cutlass

Flaw: —   Feat: —   Special: Freebooters may be rehired even if one dies. May be hired by multiple crews at once.

Otis the Arch Pirate [1,3]
Species: ~~Untainted~~ Human
Agility:+3 Presence:+2 Strength:+1 Toughness:+2

Equipment: Breastplate, Flintlock Pistol, Bastard's Grenado

Flaw: — Feat: Sea Legs THE DEAD EYE: May force a visible model within 3" to test Morale even if that model is normally immune. If a model is carrying treasure they must drop it.

Warped Wildlings [1,4]
Species: Wildling
Agility:+3 Presence:+0 Strength:+3 Toughness:+1

Equipment: Fishing Spear or Sling and Net, Leather Armor

Flaw: Toxiphobia Feat: Fishmonger MUTANT SCUM Roll for 2 random Warped Mutations. May be rehired / hired by multiple crews.

Kan'del [2,1]
Species: Torchrunner
Agility:+3 Presence:+1 Strength:+1 Toughness:+2

Equipment: Padded Armor, Smoldering Stilleto [d6 agility, burn]

Flaw: Loner   Feat: —   Lights Out: As an action, once per scenario, extinguish all light sources within 12".

Olmstead [2,2]
Species: Human?
Agility:+2 Presence:+2 Strength:+2 Toughness:+2

Equipment: Leather Armor, Flintlock Pistol, Dagger, Torch

Flaw: Comfort Candle   Feat: Fireproof

That Fishy-Look: Olmstead is never targeted or attacked by Deep Warped.

Britannia VonTrillian
Species: Cat-folk

Agility:+3 Presence:+1 Strength:+2 Toughness:+1

Equipment: Leather Armor, Pistol, Sword, Yerba Buena

Flaw: Landlubber   Feat: —   Sky Cat: Von Trillian flies, ignoring terrain and models during her movement.

Silas Scarbeard
Species: Cursed Human

Agility:+4 Presence:+2 Strength:+0 Toughness:+1

Equipment: Leather Armor, Eldritch Razer [1d4 agi, bleeds], Bandages

Flaw: —   Feat: Sea Legs   A Cursed Shave! Always hits his target when striking in combat but suffers Bleed on himself.

Buttercup
Species: Insectoid

Agility:+3 Presence:+1 Strength:+1 Toughness:+2

Equipment: Fishing Spear, 2 random Poison vials.

Flaw: Crab Bait Feat: Poisoner   On Broken Wings: Can jump as if he had Grasshopper Legs tier 2 trait.

Tembo
Species: Lizard-folk

Agility:+3 Presence:+2 Strength:+1 Toughness:+1

Equipment: Leather Armor, Musket, Bloodstained Bandages

Flaw: Unwavering   Feat: —   Second Greatest Predator: +2 to attack tests against models with a larger base.

Christopher Jacobs
Species: Bird-man

Agility:+2 Presence:+2 Strength:+2 Toughness:+2

Equipment: Breastplate, Captain's Cutlass, Grappling Hook

Flaw: Puritan Feat: Swashbuckler Spirit of Exploration: Your crew gains +1 xp if Christopher Jacobs survives until the end of the scenario.

Sophia
Species: Rat-folk

Agility:+2 Presence:+4 Strength:+0 Toughness:+1

Equipment: Padded Armor, Rapier, 2 random Ancient codices (roll a d10).   Flaw: Curse of Tithings   Feat: Ritualistic Secret Witch: Sophia may also cast the Eldritch opposite to any Ancient codex (eg; a ritual of 1's opposite is 11, 2 is 12, etc).

MacDuff
Species: Hyena-man

Agility:+1 Presence:+3 Strength:+1 Toughness:+2

Equipment: Padded Armor, Oversized Coat, Flintlock Pistol x2

Flaw: —   Feat: —   Brace of Pistols: MacDuff can fire both Pistols with a single attack action by testing Toughness. If this test fails, MacDuff becomes Dazed.

Cervantes
Species: Goblinoid

Agility:+3 Presence:+3 Strength:+1 Toughness:+0

Equipment: Leather Armor, Flintlock Pistol, Rapier, Lantern

Flaw: Walking the Plank   Feat: Dash   Sneak Attack: On a successful attack, targets must test Dexterity or be critically hit.

Chip Dibble
Species: Shifter

Agility:+2 Presence:+2 Strength:+2 Toughness:+2

Equipment: Leather Armor, Colorful Bandana, Whip, Yerba Buena

Flaw: Here be Monsters Feat: Shifter   Antiquarian: Dibble refuses to loot anitiquities. On a successful treasure test Dibble buries any loot and your crew gains +2 xp.

Sir Hancock
Species: Untainted Human

Agility:+0 Presence:+1 Strength:+3 Toughness:+3

Equipment: Breastplate, Helmet, Cat o'Nine-tails, Lantern

Flaw: Mutineer   Feat: Barber-Surgeon   Excommunicado: Hancock was cast out of the Ordo Naturalis - now bound to a magical Oath of Silence. Immune to Rituals and Spells.

NAME
Species

Traits

Right

Left

Feats

Flaws & Injuries

CREW NAME
Commander

XP

Notes

Agility
Presence
Strength
Toughness

Items

NAME
Species

Traits

Right

Left

Feats

Flaws & Injuries

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Presence
Strength
Toughness

Items

NAME
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Right

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Feats

Flaws & Injuries

Agility

Presence

Strength

Toughness

Items

Coins

Ship Upgrades

Notes

Crew Stash

- [ ] Black Cat
- [ ] Bones of Adam
- [ ] Cannon
- [ ] Cargo Nets
- [ ] Cots
- [ ] Eldritch Altar

- [ ] Figurehead
- [ ] Infirmary
- [ ] Salt Priest
- [ ] Treasure Map
- [ ] Windseekers
- [ ] Teach a Man to Fish

Six Storms

Dark Typhoon (max damage) - Breathe of Change (reroll) - Gentle Breeze (remove downed) - Steady Currents (cancel crit) - Glorious Gale (treasure) - Fair Winds (auto-pass)