

PLAY MATERIALS

Maps, handouts, evidence, and player-facing aids



MAR DE ORO PLANTATIONS & SOURCE REGIONS

SAN TELMO PORT OF ENTRY

ENGAGEMENT MAP COASTAL APPROACH

DOSSIER

SUBJECT: THE ALVEAR SHIPPING CONCERN

SUMMARY

A far-reaching trade syndicate with political influence and tentacles across the islands. *(faint text)*

KNOWN ASSETS

- Ships
- Warehouse (San Telmo)
- Coastal Network

POTENTIAL LEVERAGE

- Debt exposure
- Smuggling links
- Family rift

KEY

- A. Custom House
- B. The Exchange
- C. Dry Docks
- D. Warehouse area
- E. Old Town Market
- F. Chapel of the Tide
- G. Watch Barracks

FACTION STATUS

FACTION	TIES	INFLUENCE	LEVERAGE	STANDING
Camela Loyalists	○	●	●	●
Mar de Oro Planters	○	●	●	●
Free Captains	○	●	●	●
Church of the Golden Sea	○	●	●	●
Revolutionary League	○	●	●	●
Mercantile League	○	●	●	●

CHECK THE STORM GAUGES



When the bell strikes the trough, it's time to decide.

CONVERSION PACK TRACKER

PACK	PROGRESS	NOTES
D&D 5e 2024	○ ○	
Pathfinder Second Edition	○ ○	
Blades in the Dark	○ ○	

SESSION NOTES

EVIDENCE TAG

ITEM: Broken Signet Ring
LOCATION: Old Lighthouse
DATE: 7 January 1222
CHAIN: Captain de la Calavera
NOTES: Crest matches the Alvear Seal.

PLAYER PRIMER

A spoiler-free introduction that the Game Master may share before Session Zero.

Canula Prime stands between prosperous trade routes, old colonial claims, and a deeper history that no government fully understands. The recent San Telmo Incident exposed evidence of a buried listening chamber beneath a plantation estate. Officials call the crisis contained. Foreign delegations have arrived to decide what the island, its people, and its discoveries are worth.

FOR PLAYERS

Read this chapter freely. Everything after the Player Primer is intended for the Game Master or for use as a shared worksheet.

What the Campaign Is About

- ◆ Political negotiation in which proof, access, witnesses, and public credibility matter more than a single social roll.
- ◆ Investigation across courts, docks, archives, estates, ships, and hidden routes.
- ◆ Covert action and difficult alliances with people whose methods may be useful, compromised, or both.
- ◆ Aerial warfare where command, signal, rescue, and extraction matter as much as destroying an enemy ship.
- ◆ A journey inland toward a Source whose behaviour is physical, responsive, and poorly understood.
- ◆ Choices about custody, publication, secrecy, and responsibility that continue after the final confrontation.

What Your Character Knows

PUBLIC FACT	WHAT PEOPLE DISAGREE ABOUT
San Telmo suffered a serious incident involving Éterlumin infrastructure.	Whether the chamber was an accident, an ancient machine, or evidence of a larger inland system.
The DeSauros mission represents Heller within a Valdegracian political framework.	Whether Heller seeks stability, leverage, independence of action, or all three.
Albion, Stroombijk, Luminore, Valdegracia, and local interests have arrived for negotiations.	Which delegations know about covert operations already underway.
Trade and legal authority are the summit's official subjects.	Whether the real auction concerns custody of people, proof, and access to the Source.

Choose a Campaign Role

ROLE	WHAT YOU BRING	A QUESTION TO ANSWER
Envoy or legal aide	Procedure, rhetoric, rank, and public access.	Which law do you still believe deserves obedience?
Naval officer or marine	Command, discipline, violence, and shipboard authority.	Whose order would you refuse in public?
Investigator or intelligence operative	Surveillance, documents, covert contacts, and inference.	Which earlier assignment still follows you?
Engineer, physician, or scholar	Technical knowledge, care, evidence, and specialist credibility.	What discovery would you refuse to weaponize?
Local guide, dockworker, or survivor	Routes, communities, memory, and practical legitimacy.	Who on Canula Prime expects you to protect them?
Free captain, smuggler, or privateer	Mobility, deniable access, criminal contacts, and flexible loyalty.	What debt can still alter your course?

Session Zero Connections

- ◆ Choose one person in the DeSauros mission who trusts you and one who doubts your judgment.

- ◆ Choose one faction that has helped you before and state the price it may eventually demand.
- ◆ Choose one witness, prisoner, crew member, or family on Canula Prime whose safety matters to you.
- ◆ Decide whether Melenko is a player character, a protected non-player character, or replaced by a designated Legacy Anchor.
- ◆ Name one line your character will not cross even if the mission fails without it.
- ◆ Name one truth your character is willing to conceal temporarily, and what would make concealment intolerable.

TABLE SAFETY

The campaign may include colonial violence, forced labour, trafficking, coercion, imprisonment, wartime atrocities, transformation, and Source-related body horror. Establish lines, veils, and a pause or rewind tool before play.

Your Character in Six Lines

PROMPT	YOUR ANSWER
Name and campaign role	
Public duty to the mission	
Private reason to remain on Canula Prime	
Person you trust	
Faction that already knows you	
Line you will not cross	
Question about San Telmo you need answered	
PLAYER NOTE	<i>A strong campaign character has a reason to attend, a person to protect, a faction tie that can create pressure, and a boundary that makes success costly.</i>

CHAPTER XXV

CAMPAIGN WORKSHEETS

Printable pages for custody, factions, clocks, evidence, lunar pressure, and unresolved consequences.

Starting State and Custody

ASSET OR PERSON	CURRENT CUSTODIAN	PUBLIC STORY	WHAT CAN CHANGE IT
Emilio Resa			
Elena Resa or substitute leverage			
Ear component or copied pattern			
Official San Telmo record			
Authority to convene the summit			
Independent witness or protected survivor			

Faction Status Tracker

FACTION	STATUS	PUBLIC AIM	PRIVATE PRESSURE	NEXT MOVE
DeSauros mission / Heller	Guarded			
Valdegracian authority	Guarded			
Project Custodian	Guarded			
Albion delegation	Guarded			
Albion Covert Command	Guarded			
Stroomdijk interests	Guarded			
Shadowed Tide	Guarded			
Montoya and allies	Guarded			

FACTION	STATUS	PUBLIC AIM	PRIVATE PRESSURE	NEXT MOVE
The Clann	Guarded			
Vega and the Wolfhound	Guarded			
STATUS SCALE	Hostile acts directly. Adverse obstructs. Guarded bargains. Useful intervenes once. Committed accepts serious cost.			

Campaign Clocks

CLOCK	SIZE	PROGRESS	CONSEQUENCE WHEN FULL
Project Custodian Completes the Ear	8	□□□□□□□□	
Albion Identifies the Asset	6	□□□□□□	
Negotiations Collapse	8	□□□□□□□□	
Traffickers Erase the Route	6	□□□□□□	
Clann Withdraw Trust	4	□□□□	
Vega Loses Control	6	□□□□□□	
Source Disequilibrium	10	□□□□□□□□□□	

Evidence and Leverage Register

EVIDENCE	SOURCE	WHO IT ENDANGERS	WHO CAN AUTHENTICATE IT	LEVERAGE / USE

Lunar and Session Log

SESSION / DATE	UMBRA	SIRULENA	VELES	VEGA CLOCK	SOURCE STATE

Witness, Prisoner, and Custody Tracker

PERSON	WHO WANTS THEM	CURRENT LOCATION	PROTECTION / HARM	NEXT DECISION

CAMPAIGN MAPS

Cartographic references for the harbor, summit, inland expedition, and the battle above Canula Prime.

Boca Serena: Arrival Quarter



Use the harbor map to track arrivals, inspections, witnesses, legal access, and covert routes through Boca Serena.

*The Evidence Berth holds seized wreckage, manifests, and material recovered after Sara Telmoy
it is not the Sara Telmoy site.*

CAMPAIGN MAPS

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The Summit District



Protocol governs the front doors. Secrets move through service lanes, archives, gardens, guest wings, and guarded annexes.