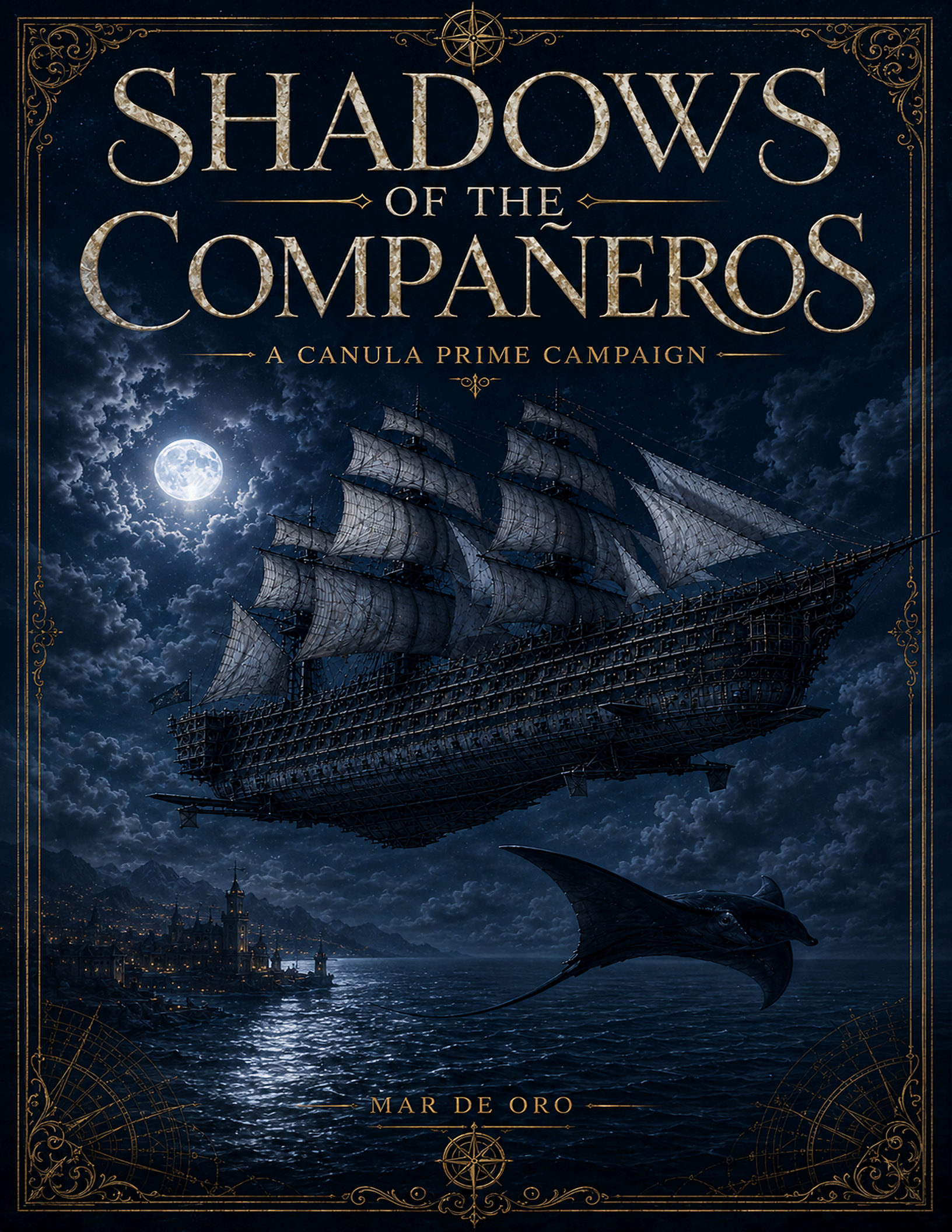
SHADOWS OF THE COMPAÑEROS

A CANULA PRIME CAMPAIGN



MAR DE ORO

RESTRICTED • FOR THE GAME MASTER

TALES OF MAR DE ORO

Shadows of the Compañeros

A Canula Prime Campaign

A system-neutral campaign with conversion guidance for D&D Fifth Edition, Pathfinder First Edition, Pathfinder 2e Remastered, and Forged in the Dark.

The negotiations were only the beginning.

WRITTEN BY JOHNNY CROWN

ANNO 7202 POST SUNDERING

How to Use This Campaign

Shadows of the Compañeros is a complete Canula Prime campaign built around a system-neutral core. The campaign assumes that the Game Master owns or has access to the Mar de Oro Game Master's Guide. That book explains the setting engine, Éterlumin, source chambers, airship conflict, battlefield pressure, and the San Telmo Incident. This volume begins where that crisis leaves the island: exposed, divided, and suddenly valuable to every power in the Golden Sea.

CAMPAIGN POSITION	***The San Telmo Incident is Adventure Zero. Shadows of the Compañeros is Campaign One. Groups may continue directly from San Telmo or use the alternate prologue aboard the Aurora Ventus.***

What This Book Provides

- An eight-act campaign designed for approximately twelve to eighteen sessions.
- A political negotiation structure in which evidence, allies, access, and public credibility matter more than a single social roll.
- Multiple routes through investigation, covert action, aerial warfare, rebellion, jungle survival, and Source exploration.
- Four dedicated conversion packs: D&D Fifth Edition, Pathfinder First Edition, Pathfinder 2e Remastered, and Forged in the Dark.
- A universal conversion appendix for groups using percentile, 2d6, narrative, skill-based, classless, or tactical systems.
- A continuation framework that imports any ending from the San Telmo Incident rather than declaring one canonical outcome.

Compatibility and Rules

The campaign text describes what is true in the fiction, what pressures are active, what evidence can be found, and how the world reacts. The conversion packs translate those pressures into the chosen rules engine. Do not mix numbers from the appendices into the core campaign unless the table needs them. The system should answer how costly the next choice is; the campaign should answer why it matters.

SYSTEM PRINCIPLE	***Convert the pressure, not every number. Preserve the threat to body, ship, reputation, secrecy, authority, Source stability, or freedom of action.***

Content and Table Safety

The campaign deals with colonial violence, forced labor, trafficking, political corruption, coercion, wartime atrocities, imprisonment, supernatural transformation, and Source-related body horror. Establish lines and veils before play. Cruelty should always create a decision, witness, responsibility, or consequence. If it exists only as atmosphere, remove it.

Contents

SECTION	PAGE
PART I - THE CAMPAIGN	4
I. Campaign at a Glance	4
II. Continuity and Starting States	5
III. The Truth Behind the Campaign	7
IV. Factions in Motion	9
V. Campaign Clocks and Leverage	10
PART II - RUNNING THE CAMPAIGN	12
VI. The Campaign Spine	12
VII. Running the Negotiations	14
PART III - THE EIGHT ACTS	16
VIII. Act I: Ashes of San Telmo	17
IX. Act II: Masks at the Table	18
X. Act III: The Shadowed Tide	19
XI. Act IV: The Ear	20
XII. Act V: Wolf in the Clouds	22
XIII. Act VI: The Jungle Remembers	23
XIV. Act VII: The Breathing Source	25
XV. Act VIII: The Price of Fortune	28
PART IV - CAMPAIGN TOOLKIT	30
XVI. Power Players	31
XVII. Locations and Set-Pieces	32
XVIII. Handouts and Evidence	34
PART V - CONVERSION PACKS	35
XIX. Universal Conversion Notes	35
XX. D&D Fifth Edition Conversion Pack	36
XXI. Pathfinder Second Edition Conversion Pack	38
XXII. Blades / Forged in the Dark Conversion Pack	40
XXIII. Quick Reference	43
PART VI - PLAY MATERIALS	45
XXIV. Player Primer	46
XXV. Campaign Worksheets	47
XXVI. Campaign Maps	49
XXVII. Rewards and Lasting Assets	52
XXVIII. Glossary and Handout Pack	53

CHAPTER I

CAMPAIGN AT A GLANCE

A continuation, an alternate opening, and the shape of the whole story.

Premise

In the summer of 7202 Post Sundering, the San Telmo Incident exposes an active listening chamber beneath a plantation estate on Canula Prime. The immediate disaster may have been contained, but reports, samples, witnesses, and contradictory ledgers have already begun to move. The Convener calls an international conference to restore confidence, secure trade, and prove that the island remains governable. In private, the Project Custodian intends to turn the crisis into an auction.

The characters are attached to the DeSauros mission from the Duchy of Heller, a Valdegracian duchy whose commercial flexibility and hidden naval strength make it useful, suspect, and dangerous. Their visible task is to support the delegation during negotiations. Their real work is to decide which truths can be proved, which people can be protected, and whether the device recovered from San Telmo is a machine, a key, or an ear pressed against something deeper inland.

Campaign Profile

FIELD	DEFAULT
Setting	Canula Prime, Boca Serena, Porto Sombra, San Telmo, the inland jungle, and the skies above the Golden Sea.
Length	12–18 sessions; shorter tables may combine Acts I–II and VI–VII.
Core Modes	Political intrigue, investigation, covert action, social leverage, rescue, airship conflict, jungle survival, and Source horror.
Player Position	Agents, escorts, negotiators, specialists, or deniable operatives attached to the DeSauros mission.
Central Themes	Loyalty, exploitation, redemption, colonial ambition, buried history, and the price of controlling knowledge.
Default Continuity	Begins after the San Telmo Incident; an alternate prologue supports standalone play.
System Support	System-neutral core with conversion guidance for D&D 5e, Pathfinder First Edition, Pathfinder 2e Remastered, and Forged in the Dark.

The Eight Acts

ACT	TITLE	CENTRAL CHANGE
I	Ashes of San Telmo	The previous ending becomes the starting political reality.
II	Masks at the Table	Formal negotiations turn every discovery into leverage.
III	The Shadowed Tide	The party uncovers the trafficking network beneath respectable trade.
IV	The Ear	A reconstructed listening device points toward the true inland Source.
V	Wolf in the Clouds	Van Rijn fixes Albion's frigates while landing sloops approach the island and Wolfhound closes from behind.
VI	The Jungle Remembers	The Clann intervene, erase the battlefield, and test the party.
VII	The Breathing Source	Contradictory signals force the Source into a failed correction.
VIII	The Price of Fortune	The characters decide what becomes law, scandal, secret, or war.

What the Characters Actually Do

- Protect witnesses and decide which authorities may question them.
- Build a negotiation position from evidence, alliances, favors, and controlled disclosures.
- Infiltrate delegation quarters, estates, warehouses, prisons, and laboratories.

- Choose whether to work with Montoya, the Shadowed Tide, Vega, the Clann, or none of them.
- Break or expose a trafficking route without sacrificing the people trapped inside it.
- Fight through an aerial and ground extraction while command signals fail above the clouds.
- Enter a sacred Source complex where memory and matter no longer remain separate, then return to the table and decide which truth the region can survive.

CHAPTER II

CONTINUITY AND STARTING STATES

San Telmo does not have one ending. Import the consequence the players earned.

Continuing from the Game Master's Guide

At the end of the San Telmo Incident, ask three questions: Who is safe now? Who controls the proof? Who controls access to the chamber? Then record four campaign facts that Adventure Zero actually established: Emilio Resa's custody, control of the proof, access to San Telmo, and the authority able to convene the summit. Do not assign Elena or the Ear retroactively. Their status enters play as an opening revelation in Campaign One.

SAN TELMO ENDING	CAMPAIGN OPENING	IMMEDIATE PRESSURE
Official Containment	Valdegracian authority controls the public account and presents the conference as routine restoration.	Witnesses are watched, documents require legal access, and Heller is treated as a useful but disobedient subject.
Deniable Extraction	Albion or Heller removed data, a sample, a usable pattern, or Emilio Resa.	The missing asset becomes the secret center of the summit. Every faction suspects theft but lacks a complete chain of proof.
Public Rupture	The chamber event became known beyond the island.	Delegations arrive with emergency authority, journalists, guards, and incompatible demands.
Truth Fragmented	Different powers hold different parts of the story.	The party begins with leverage and enemies. No one can act cleanly without bargaining.
The Chamber Answers	The old system changed geography, supply, memory, or doctrine.	The campaign begins one step closer to the Breathing Source; the Source clock starts advanced.

Custody and Convening Matrix

Use the row that best matches the table's result and select each column independently when custody was divided. During Act I, establish Elena's status and the surviving Ear pattern as separate revelations. Even under Official Containment, the Project Custodian must not control both: either Montoya or another protector has secured Elena or a decisive witness, or Heller, Albion, or a local survivor holds an independent copy of the pattern.

SAN TELMO RESULT	CONVENER / AUTHORITY	EMILIO RESA	CONTROL OF PROOF	ACCESS TO SAN TELMO
Official Containment	DeLuca or another Valdegracian authority convenes under formal procedure.	Official custody or coerced consultation.	Valdegracia controls the public account, but protected testimony or copied notes survive elsewhere.	The estate is sealed; access requires a writ, leverage, or infiltration.
Heller Extraction	DeLuca remains, or Calderon convenes to recover jurisdiction.	Heller protection, hidden custody, or at large.	Heller holds technical notes; Valdegracia retains an incomplete official record.	Valdegracia controls the site, while Heller knows one route or procedure.
Albion Extraction	DeLuca or Calderon calls an emergency summit after a humiliating loss.	Hidden by Albion, missing, or escaped.	Albion holds copied data; the public record remains Valdegracian and incomplete.	The site is locked down; Albion has stolen measurements or a route, not lawful control.
Public Rupture	Calderon, a crown commissioner, or the Church convenes an emergency inquiry.	Hospital, Church, crown, or contested protection.	Testimony and physical evidence are public but fragmented among rival claimants.	The chamber is damaged, sealed, or evacuated; access is openly contested.

SAN TELMO RESULT	CONVENER / AUTHORITY	EMILIO RESA	CONTROL OF PROOF	ACCESS TO SAN TELMO
Truth Fragmented	DeLuca, Calderon, or an acting governor convenes.	Choose one custodian.	Choose one or more holders; no account is complete.	Choose the access holder separately from Resa and the proof.
The Chamber Answers	Emergency authority follows the previous political result.	Survivor and witness rather than automatic prisoner.	The event distorts the record, but testimony and physical traces survive.	The site has changed; reaching it requires a new route or permission.

PROJECT CUSTODIAN	***Whenever later text says DeLuca controls the Ear project, substitute the current Project Custodian if San Telmo removed him, transferred the asset, or placed another authority in charge. The custodian may be DeLuca, a crown office, Albion covert command, a Heller black project, or a Church containment team.***

Standalone Prologue: Winds of Treachery

Groups beginning with this volume may start aboard the Aurora Ventus on the third night of the voyage. Before the playable crisis begins, a saboteur destabilizes a lift-control assembly and three engineers are killed. The characters must contain the continuing pressure, protect the crew, and identify the saboteur while the frigate loses height. Repairs delay arrival by two days in every outcome. Their success determines additional damage, the saboteur's fate, crew trust, and what evidence reaches Boca Serena.

The voyage begins with sabotage, casualties, and a delay that changes everything.

ALTERNATE OPENING	***Use the sabotage as a full first session only when the group has not played San Telmo. For continuing groups, treat it as a prior incident summarized in the delegation's briefing or omit it entirely.***

PROLOGUE OUTCOME	CARRY FORWARD
Clean containment	After the fixed two-day repair delay, no additional subsystem begins impaired; the party has a living witness or intact device.
Saved with damage	One ship subsystem begins impaired; the delegation arrives late and visibly vulnerable.
Saboteur escapes	Start the Albion awareness clock at 2 of 6; the saboteur becomes a recurring intermediary.
Public execution or scandal	The delegation gains a reputation for severity; social position improves with hardliners and worsens with reformers.
Critical containment failure	The fixed three deaths remain, several crew are injured, and one subsystem is destroyed. Crew loyalty depends on whether the characters shared risk and responsibility.

Default Standalone State

San Telmo occurred three days before the Aurora Ventus reaches Canula Prime. Use Truth Fragmented as the imported result: DeLuca remains governor; Emilio Resa has been recovered but is compelled to consult under emergency authority; Heller holds copied pressure notes; Albion holds a copied log; Montoya has protected one witness; and Valdegracia controls the sealed estate. During the first act, the characters discover that Elena is secretly held and that DeLuca possesses one partial Ear assembly. Those are new revelations, not facts retroactively added to San Telmo.

FIXED PROLOGUE FACTS	***Three engineers die before player action begins, and the Aurora Ventus reaches Canula Prime two days late. Player choices determine further damage, evidence, blame, and trust rather than rewriting those two campaign facts.***

Legacy Roles

The campaign supports ordinary characters, but it becomes more personal when one or more characters carry a legacy from the Compañero expeditions or San Telmo. These roles are narrative permissions, not classes. Before play, choose a Canonical Melenko PC, a protected Melenko NPC, or an Open-Table Legacy Anchor.

LEGACY	PERMISSION	PRESSURE
The Returned	Melenko Costilas or another figure believed dead is present. Old allies and enemies recognize habits before faces.	Montoya seeks proof; Vega's loyalty becomes dangerous; Albion wants confirmation.
The Shard-Bearer	A character carries a soul-shard resonance or unexplained Source response.	The Ear and Source answer more strongly; privacy becomes difficult.
The San Telmo Witness	A character saw the chamber answer and knows the official report is false.	Every faction wants testimony, silence, or custody.
The Heller Envoy	A character holds sealed ducal authority.	Doors open, but capture would expose Heller's hidden role.
The Field Interpreter	Shatterstein or an equivalent character can recognize, redirect, or aggravate active field behavior without mastering it.	Every decisive intervention creates a physical consequence or advances Source Disequilibrium.
The Warden	Tarkov or an equivalent sealed bond answers the Source indirectly through a ring, object, vow, or hidden resonance.	Keep the bond and its origin concealed. This role complicates the mystery; it never explains it outright.
LEGACY ANCHOR	***In open-table play, select one Returned or Shard-Bearer character as the Legacy Anchor. Melenko remains a historical figure whose name Montoya seeks to clear, while Vega recognizes the Anchor's resonance or protects them under an old promise. Wherever later text says "Melenko or the Legacy Anchor," use the mode chosen before play.***	

Campaign Continuity

Shadows of the Compañeros uses one campaign continuity: San Telmo, Emilio Resa, Elena Resa, and the surviving Ear pattern. Legacy roles change who carries old resonances, promises, and pressures; they do not replace those established campaign events. Use the Legacy Anchor selected before play wherever later text offers "Melenko or the Legacy Anchor."

Shatterstein and Tarkov remain valid named figures when they are part of the table's continuity. Shatterstein may provide a deliberate interpretive pulse while Tarkov's sealed Warden resonance supplies an incompatible reference. The Ear can carry or amplify a pattern, but it does not explain Tarkov's bond or confirm his identity. Keep that connection unresolved during this campaign.

CONTINUITY RULE	Legacy choices change who carries the pressure and which relationships matter. They do not create a second version of San Telmo or replace the campaign's established people and events.

CHAPTER III

THE TRUTH BEHIND THE CAMPAIGN

The Ear is not an engine. It is a receiver built from a misunderstood part of an older system.

Who Reconstructs the Ear

San Telmo leaves behind at least one usable remnant: a physical component, a copied calibration pattern, a pressure record, or the memory of a repeatable pulse. The Project Custodian uses that remnant to reconstruct a brass activation governor called the Ear. DeLuca is the default custodian, but another holder may occupy the same campaign role. The Ear does not create lift, refine gas, or generate energy. It detects and reproduces patterns used by the buried system. It listens, answers, and attempts to establish a reference signal.

> **CANON** **The device is called the Ear because it listens toward the true Source. It is not the Source, and San Telmo is not the full Source complex. The reconstructed passage behind the Ear is sealed.**

What the Powers Believe

POWER	BELIEF	WHAT IT WANTS
Project Custodian	The Ear makes the custodian indispensable to navies and institutions.	Auction access while retaining ownership, authority, and control of the record.
Albion Delegation	The Ear is useful diplomatic leverage while Albion remains publicly uninvolved.	Acquire information, preserve deniability, and avoid responsibility for uncontrolled violence.
Albion Covert Command	The Ear can disrupt command, lift, and enemy signal systems.	Extract the device, Resa, and all records before the operation is exposed.
Heller	The Ear may explain San Telmo and protect Heller ships from future sabotage.	Observe, copy, and prevent a foreign monopoly without exposing ducal orders.
Valdegracia	The crisis can be contained if jurisdiction remains clear.	Control witnesses, lawful custody, and the public account.
Solarian Church	The device may be a prohibited working or a dangerous imitation of a miracle.	Classify and contain it without pretending technical understanding.
Stroomdijk	The investigation threatens profitable routes and hidden buyers.	Keep attention on the Ear and away from the trafficking network.
Luminore	The Ear offers access to ancient knowledge and diplomatic prestige.	Study it under cultural and scientific safeguards.
The Clann	The Ear is calling toward a place that should remain uncalled.	Destroy, silence, or remove it from colonial hands.

Why Resa Cooperates

By default, DeLuca controls Resa by holding his daughter Elena and threatening the rest of his family. If Elena was already freed, use lawful detention, charges against Resa, threats to other relatives, or custody of the research. Do not kidnap Elena again merely to restore the plot. Resa inserts delays, false tolerances, and a manual break into the Ear. His advantage is observation, not mastery.

The Deeper Mechanism

The inland Source is already disturbed by extraction, old violence, and recent fighting. When the Ear transmits a deliberate pulse while another reference is active, the Source receives two incompatible instructions. It cannot phase-lock to both. The correction runs away and condenses energy into matter. The creature is not summoned. It is the failed correction made physical.

> **GM SECRET** **Once the contradictory pulse is introduced, the manifestation is unavoidable. Player choices determine its coherence, scale, memory, and ability to persist beyond the cave.**

Lucian Vega

Captain Lucian Vega and his crew suffer a moon-linked transformation born from the Compañero expedition. It resembles lycanthropy only from a distance. The deeper horror is resonance, memory, and loss of control. Vega believes the Source network may separate the condition from his crew. His question is whether he can reject a cure that requires sacrificing Melenko, the Legacy Anchor, or another person he has sworn to protect.

"The chamber could not resolve the contradiction, so it gave the contradiction flesh."

First Moves When Ignored

POWER	FIRST MOVE
Project Custodian	Moves the current leverage, changes the demonstration schedule, and offers a rival private access.
Albion Delegation	Offers a useful contradiction, requests a private channel, and quietly asks what Helena Drake has already committed.
Albion Covert Command	Turns an official, tests a false signal, and prepares a deniable extraction route without sharing the full plan with Lysander.
Heller	Copies the research trail and moves a black sloop without written orders.
Stroomdijk	Relocates captives, burns one ledger, and sacrifices a minor intermediary.
The Clann	Erases a path, warns one character, and watches whether the warning is traded.
Vega	Protects Melenko or the Legacy Anchor, captives, or the Ear in a way that reveals his presence to the wrong power.

Revelation Ladder

LAYER	TRUTH	BEST EVIDENCE
Public	San Telmo was not an isolated industrial accident.	Altered ledgers, injured workers, and the missing component.
Contested	The Project Custodian recovered or copied the component and coerced Resa to continue the work.	Elena or the substitute pressure, Resa's contradictions, guard testimony, and payments.
Hidden	The Ear is a receiver aimed at an inland Source, not a new engine.	Warm eastern rail, delayed pulse, and Clann warning.
Forbidden	The Source is an old correction system responding to pressure and reference signals.	Burial patterns, chamber behavior, and Resa's observations.
Final	Contradictory commands force a failed correction to condense into matter.	The manifestation and surviving Source marks.

REVEAL RULE	***Do not reveal these layers because the campaign reached a numbered act. Reveal them when the characters earn the evidence, accept the cost, or force the world to answer.***

CHAPTER IV

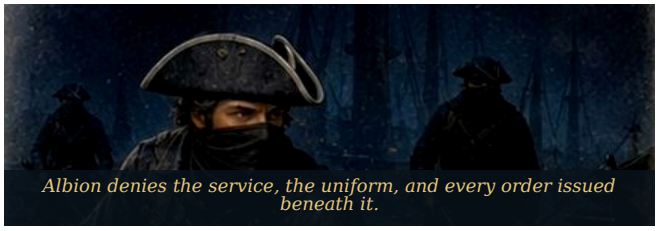
FACTIONS IN MOTION

Every delegation has a public brief, a private objective, and a line it will not admit exists.

FACTION	PUBLIC / VISIBLE AIM	FACES	RED LINE
DeSauros Mission	Secure favorable trade, safe passage, and Hellerite influence without provoking direct Valdegracian retaliation.	Captain Huan DeSauros; Isabella "Izzy" Ferraro; Rafael Morales.	Heller's sealed authorization and hidden naval support must not be captured.
Project Custodian / DeLuca Administration	Restore confidence and turn the Ear into institutional or personal power.	Arturo DeLuca by default; otherwise the crown, Church, Albion, or Heller officials controlling the project.	Proof of coercion, trafficking, unlawful custody, or loss of control over the project.
Valdegracian Crown	Maintain jurisdiction, order, and ownership of the official record.	Admiral Esteban Calderon; crown agents; garrison officers.	Open evidence that Canula is beyond control.
Montoya's Circle	Expose corruption, protect the island, and recover truth about Melenko without surrendering Valdegracia.	Inquisitor Lorenzo Montoya and a small loyal network.	Technical certainty. Montoya will not claim knowledge he does not possess.
Albion Delegation	Undermine Valdegracia through diplomacy, gain technical access, and preserve public deniability.	Ambassador Edmund Lysander; Beatrice Fairchild; Marcus Vance.	Proof that the delegation knowingly ordered atrocities or open war.
Albion Covert Command	Acquire the Ear, Resa, and Heller signal knowledge through deniable force; the field operation has exceeded its cover.	Commander Helena Drake; turned officials; the cut-off field commander.	Captured orders, traceable command links, or exposure before extraction is complete.

FACTION	PUBLIC / VISIBLE AIM	FACES	RED LINE
Stroomdijk Interests	Protect commerce, contracts, and the hidden trafficking routes.	Willem van der Zee; Henrik Smit; Clara de Vries.	Public testimony from captives, ledgers, or buyers.
Luminore Delegation	Gain scientific access and cultural influence while appearing principled.	Elara Duvall; Dr. Lucienne Moreau; Juliette Armand; Henri Beaumont.	Being exposed as another extractor wearing gentler language.
The Shadowed Tide	Destroy the trafficking network and protect those trapped inside it.	Lukas Van Rijn; Anika Vos; Joris Smit; Lisbeth Jansen; Pieter Van den Berg.	Marina DeLuca's identity and safe routes to the captives.
The Clann	Keep the inland Source and burial paths beyond imperial reach. They may tolerate individual Hellerite crews who refuse ownership, mapping, and extraction.	Éirighdún elders and masked field teams.	Maps, names, or surviving evidence that can lead a fleet to the Source.
Vega's Crew	Survive the moons, protect Melenko or the Legacy Anchor, and find another path to freedom.	Lucian Vega and six trusted officers.	A cure that turns loyalty into sacrifice.

Albion's Two Faces



Albion denies the service, the uniform, and every order issued beneath it.

Lysander's delegation and Drake's covert command share a national interest but not a complete chain of knowledge. Lysander protects Albion's diplomatic position and may genuinely oppose an operation that cannot remain deniable. Drake receives a separate Admiralty channel and withholds operational details. Evidence against one does not automatically prove the guilt of the other.

Faction Status

Track each faction on a five-step relationship scale: Hostile, Adverse, Guarded, Useful, Committed. Start most factions at Guarded. A faction becomes Useful when the characters advance one of its goals at real cost. It becomes Committed only when the characters protect something the faction values more than advantage. Status is not friendship. A committed faction can still ask for something terrible.

FACTION TURN ***At the end of every session, advance the active clock of the faction most ignored. Then show the move as an event already underway at the start of the next session.***

CHAPTER V

CAMPAIGN CLOCKS AND LEVERAGE

Pressure should remain visible even when the characters choose another door.

Core Campaign Clocks

CLOCK	SEGMENTS	ADVANCE WHEN	WHEN FULL
Project Custodian Completes the Ear	8	Resa is isolated, the party delays, technical records are recovered, or the custodian gains outside expertise.	The Ear can transmit toward the inland Source. The custodian schedules a demonstration, seizure, or sale.
Albion Covert Command Identifies the Asset	6	The party displays evidence, uses Heller signals, contacts Vega, or exposes an Albion operative.	Drake begins armed extraction and the Wolf in the Clouds act starts.
Albion Delegation Loses Control	4	Public evidence surfaces, Drake acts without approval, or cut-off troops are identified.	Lysander must disavow the field command, defend it publicly, or split the delegation. Deniability becomes a contested fact rather than automatic guilt.

CLOCK	SEGMENTS	ADVANCE WHEN	WHEN FULL
Traffickers Erase the Route	6	Stroomdijk is accused, raids fail noisily, or witnesses disappear.	Ledgers burn, captives are moved inland, and the network sacrifices an intermediary.
Negotiations Collapse	8	Public accusations fail, violence reaches the conference, or delegations are humiliated.	The summit becomes a blockade, seizure, or armed standoff.
The Clann Withdraw Trust	4	The party reveals maps, brings soldiers inland, mistreats graves, or treats the Source as property.	The Clann erase the route and become active opposition.
Vega Loses Control	6	A moon threshold turns, his crew suffers losses, Melenko or the Legacy Anchor is threatened, or the Ear is moved.	Vega attempts a desperate seizure or transforms during a political crisis.
Source Disequilibrium	10	The Ear transmits, the burial site is disturbed, violent resonance manipulation occurs, or contradictory commands enter the system.	The failed correction manifests and the campaign enters its final crisis.

Lunar Pressure Calendar

Track the moons by elapsed days, not dramatic convenience. At campaign start, record the current phase and next relevant threshold for each moon. Every full day in the fiction advances all three cycles.

MOON	CYCLE	CAMPAIGN PROCEDURE
Umbra	29 days	Record the next established threshold and advance it one day for every day of fiction.
Sirulena	34 days	Record the next established threshold and advance it one day for every day of fiction.
Veles	41 days	Record the next established threshold and advance it one day for every day of fiction.

MOON RULE ***When a relevant lunar threshold is crossed, advance Vega Loses Control by 1. If two thresholds coincide, advance it by 2. Crew loss, betrayal, or threat to the Legacy Anchor may still advance the clock, but the GM should never invent a lunar change that the calendar has not reached.***

Evidence and Leverage

Evidence is a fact that can change what another person is willing or able to do. Leverage is evidence placed in the right hands under the right conditions. A ledger hidden in a satchel is evidence. The same ledger read into the record while its clerk and a rescued witness are present is leverage.

LEVERAGE LEVEL	WHAT THE CHARACTERS HOLD	EFFECT AT THE TABLE
Rumor	A credible claim, partial document, or frightened witness.	Gain access, a private meeting, or one concession. Public use is risky.
Proof	Corroborated testimony, intact records, technical evidence, or multiple independent clues.	Force a faction to answer, delay a decision, or concede a major term.
Public Case	Proof plus witnesses, jurisdiction, and a protected forum.	Change the summit, remove an official, split a delegation, or redirect custody.
Irreversible Truth	A living survivor, Source event, manifest, or confession that cannot be quietly removed.	The political map changes. Every faction must choose a public position.

Negotiation Position

The DeSauros delegation begins with two Position. Gain one Position when the characters secure a major ally, rescue a key witness, prove a rival's contradiction, or provide an advantage the summit cannot ignore. Spend Position to demand an enforceable concession, protect a named person, secure passage or custody, or force a delayed vote. Position cannot exceed six. At zero Position, Huan may still negotiate, but every success requires a concession or debt.

CHAPTER VI

THE CAMPAIGN SPINE

Eight acts, one clue web, and no required sequence inside an act.

The Spine

ACT	VISIBLE OBJECTIVE	TRUTH THAT MUST SURFACE	EXIT
I. Ashes of San Telmo	Import the previous ending, secure the delegation, and learn why the Convener called the summit.	A component, copy, or usable pattern survived San Telmo. Emilio Resa is under pressure.	The summit opens and the party identifies at least three incompatible buyers.
II. Masks at the Table	Build Position while protecting access and credibility.	The Ear is being offered indirectly, and Stroomdijk is using the summit to hide another operation.	A ledger, disappearance, or rebel contact points toward the Shadowed Tide.
III. The Shadowed Tide	Find the captives, routes, and officials behind the network.	The Project Custodian and Stroomdijk interests overlap; Marina has been helping Lukas.	The party identifies the pressure being used against Resa and learns that the Ear is nearing completion.
IV. The Ear	Reach the laboratory, protect Elena or neutralize the substitute leverage, and decide what happens to the device.	The Ear is listening toward an inland burial Source and cannot safely be demonstrated.	Albion identifies the target and moves from intrigue to extraction.
V. Wolf in the Clouds	Keep Van Rijn alive, contest the northern and southern landings, protect the laboratory, and open Wolfhound's strike window.	Albion's four frigates are fixed on Van Rijn while its sloops attempt to land troops; Black Thorn guides Wolfhound behind them.	Albion breaks contact or reaches the island; survivors retreat inland with evidence or a scholar.
VI. The Jungle Remembers	Pursue the survivors and negotiate with the Clann.	Albion committed atrocities inland and the true Source lies beyond colonial maps.	The Clann permit, compel, or shadow the party toward the Source.
VII. The Breathing Source	Cross the burial complex and reduce Source instability.	The system is correcting around incompatible signals. The final pulse will create matter.	The manifestation occurs and the party escapes with a truth no faction can fully own.
VIII. The Price of Fortune	Return to the summit or its ruins and decide what becomes public.	There is no neutral handoff. Every ending creates a new regional order.	Choose the next Mar de Oro campaign path and show its cost immediately.

The Clue Web

NODE	WHAT IT GIVES	ROUTES FORWARD
Boca Serena / Porto Sombra	Arrival records, harbor rumors, administrative surveillance, Clann coin, missing names.	Convener's reception, Montoya, docks, or rebel contact.
Conference Hall	Delegation priorities, private bargains, timetable, public contradictions.	Private quarters, formal records, cultural events, or Stroomdijk route.
Shadowed Tide Safehouse	Captive names, manifests, Marina's role, plantation routes.	Warehouse, Valerio estate, DeLuca household, or Resa's laboratory.

NODE	WHAT IT GIVES	ROUTES FORWARD
Hidden Laboratory	Elena Resa or substitute leverage, the Ear, technical notes, and the Project Custodian's coercion.	Destroy, move, copy, or use the Ear; trigger Albion action.
Plantation and Sky Battle	Albion orders, captured signals, Vega's intervention, surviving scholar.	Jungle pursuit, Clann contact, soldier's journal.
Jungle Ambush	Proof of Albion atrocities, concealed compounds, path to the burial Source.	Clann bargain or forced march to the Source.
Breathing Source	Source rule, Compañero truth, manifestation, evidence beyond ordinary proof.	Final negotiation, concealment, war, or wider Source campaign.

CLUE RULE	***Any fact required to continue appears in at least three places. Failure changes who controls the clue, what it costs, or which clock advances. It never removes the route forward.***

A Sixteen-Session Route

NO.	TITLE	DECISION
1	Ash on the Ledger	Import San Telmo; protect a witness; learn the summit is an auction.
2	The Convener's Table	Meet the Convener, Montoya, and the delegations; choose the first private approach.
3	Opening Statements	Set Heller's negotiation goals and discover the first contradiction.
4	The Wrong Manifest	Investigate Stroomdijk shipping records or a vanished worker.
5	A Coin with Three Curves	Receive the Clann warning and establish whether the party can keep a secret.
6	The Shadowed Tide	Meet Lukas and learn Marina is helping the rebellion.
7	Beneath the Warehouse	Rescue captives or preserve the route long enough to reach its buyers.
8	The Scientist's Price	Identify Elena Resa's location or the substitute pressure on Emilio.
9	The Ear	Infiltrate the laboratory; decide whether to copy, destroy, or move the device.
10	The Demonstration	The Project Custodian attempts to force a sale; every delegation takes a position.
11	Wolf in the Clouds	Van Rijn fixes Albion's frigates while the northern and southern landing forces descend toward the island.
12	Break the Anvil	Relay Black Thorn's observations, open Wolfhound's rear strike, and decide which landing zone can still be saved.
13	The Cut-Off Men	Pursue Albion inland and enter the jungle kill zone.
14	History Burns in Rain	Meet the Clann, recover the journal, and decide what evidence survives.
15	The Breathing Source	Enter the burial complex and learn its pattern.
16	The Price of Fortune	Survive the manifestation and settle the future of Canula Prime.

Expand to eighteen sessions by splitting the negotiations, trafficking rescue, and Source descent. Compress to twelve by combining Sessions 2-3, 4-5, 7-8, and 11-12.

When the Expected Route Breaks

The campaign has required truths, not required custodians or scenes. Use this matrix when player action removes a default assumption. Preserve the information and pressure; do not restore the original plot by undoing a victory.

BROKEN ASSUMPTION	PRESERVE	MOVE THE CAMPAIGN
DeLuca was removed or killed	The summit, the Ear project, and the fight over custody.	Use the Project Custodian and let Calderon, Isabella, a crown commissioner, or the controlling faction convene. Do not resurrect DeLuca's authority.

BROKEN ASSUMPTION	PRESERVE	MOVE THE CAMPAIGN
Resa dies or cannot be recovered	His three contradictions and the truth that the Ear listens inland.	Split technical knowledge among Elena, notes, calibration marks, workers, and another engineer. No replacement understands everything.
Elena is freed early	Resa still faces pressure and the project still has momentum.	Make Elena an active witness. Shift pressure to legal charges, other relatives, witnesses, or control of the record. Never kidnap her again to reset the plot.
The Ear is destroyed	A repeatable pulse and at least one dangerous owner.	Use a calibration plate, copied pattern, Resa's memory, or Shatterstein's interpretation. Act IV becomes a hunt for copies rather than the intact machine.
Albion takes the Ear early	The extraction crisis and route toward the Source.	Turn Act V into pursuit or interception. Start Source Disequilibrium +2 and let the surviving scholar, signal record, or Clann warning point inland.
Melenko or the Legacy Anchor is absent	Vega's loyalty and Montoya's investigation.	Use Melenko as a protected NPC, attach Vega's promise to another named person, or remove the sacrifice question. Do not force a player into the role.
Vega is killed, arrested, or rejected	The moon-affected crew and the cost of redemption.	A first mate or survivor carries the crew dilemma. Another ally may open the extraction corridor, or the party must create it without rescue.
The Clann withdraw trust or become hostile	The Source route and the cost of colonial intrusion.	They erase paths, withhold safe guidance, or strike both sides. Reach the Source through field signs or a surviving scholar at higher instability.
The party refuses to enter the Source	The contradictory pulse and its regional consequence.	Run Act VII as surface containment, interception, or evacuation. The manifestation occurs remotely or later and returns as a continuing threat. Do not force the descent.

BROKEN ROUTE RULE ***A lost object, dead NPC, exposed conspiracy, or rejected alliance changes who carries the next clue and what it costs. It never makes a previous player victory false.***

CHAPTER VII

RUNNING THE NEGOTIATIONS

The summit is a campaign hub, not a sequence of speeches.

The Negotiation Cycle

1. Name the public subject: trade, tariffs, security, scientific access, custody, cultural protections, or the official San Telmo account.
2. Ask which faction benefits if the discussion remains narrow and which benefits if it widens.
3. Let the DeSauros delegation handle technical wording. Ask the players for the strategic objective, concession, and threat.
4. Resolve one meaningful intervention in the chosen rules system. A clean success preserves Position; a mixed result gains the objective with debt, exposure, or a clock advance.
5. End with a private move: an invitation, bribe, disappearance, intercepted note, accusation, or request for protection.

Summit Agenda

DAY / PHASE	PUBLIC SUBJECT	HIDDEN CONTEST	ADVENTURE WINDOW
Opening	Recognition and procedure	Who may speak for Canula Prime and who controls the San Telmo record.	Reception, private introductions, altered registry.

DAY / PHASE	PUBLIC SUBJECT	HIDDEN CONTEST	ADVENTURE WINDOW
Trade	Tariffs, convoy access, and insurance	Who controls Éterlumin routing and which manifests remain sealed.	Warehouse raid, clerk protection, Stroomdijk correspondence.
Security	Escort rights and naval presence	Albion wants access to signals; Valdegracia wants lawful seizure powers.	Dock surveillance, false order, airship inspection.
Culture and Science	Historical sites, research, education	Luminore seeks access; the Clann and local families fear mapping.	Protect a site, meet Juliette, receive the triskele coin.
Private Bargaining	Bilateral concessions	The Project Custodian tests buyers for the Ear.	Infiltration, blackmail, secret meeting with Montoya.
Final Terms	Custody, publication, and enforcement	The winner decides who can act openly after the conference.	Present evidence, protect witnesses, survive retaliation.

DeSauros Delegation

NAME	ROLE	STRENGTH	WHAT THEY NEED FROM THE CHARACTERS
Captain Huan DeSauros	Chief negotiator and captain of Aurora Ventus.	Pragmatic authority, crew loyalty, commercial judgment.	A clear objective and warning before the party creates a public crisis.
Isabella “Izzy” Ferraro	Trade and logistics adviser.	Numbers, tariffs, routes, insurance, and supply.	Accurate evidence; she refuses to build strategy on rumor.
Rafael “Rafa” Morales	Legal and diplomatic adviser.	Jurisdiction, treaty language, procedural traps.	Custody plans, witness status, and the exact concession the party is willing to make.

Negotiation Moves

MOVE	REQUIREMENT	RESULT
Demand Access	One Position or proof of immediate danger.	Gain inspection, interview, or site access under named conditions.
Protect a Person	A safe location, legal argument, or committed ally.	The person cannot be quietly removed without public cost.
Expose a Contradiction	Two independent sources or one intact primary record.	Reduce a faction’s credibility and force a public answer.
Trade Silence	Evidence the target believes can become public.	Gain a concession now; create permanent debt and moral risk.
Force a Vote	Four Position and at least two delegations willing to be recorded.	Turn a private issue into binding public procedure.
Break the Table	Proof of atrocity, armed attack, or active Source danger.	End normal negotiation and begin inquiry, blockade, or emergency authority.

PART III

THE EIGHT ACTS

Each act is a pressure field with entrances, exits, and consequences.



CHAPTER VIII

ACT I: ASHES OF SAN TELMO

The players arrive carrying an ending. The Project Custodian intends to make it disappear inside procedure.

Act Objective

Establish the campaign's starting state, secure the DeSauros mission, identify the summit's real purpose, and give the characters their first choice between public legitimacy and private truth.

READ ALOUD	***Boca Serena receives the delegations under fresh paint and old smoke. The harbor ledger has been recopied so recently that the ink shines. Above the customs house, Valdegracian colors hang motionless in the heat. A clerk smiles, asks for your papers, and places one hand over the line where San Telmo should have been entered.***

Opening Scenes



Valdegracian authority arrives in polished brass, sealed orders, and disciplined ranks.

SCENE	VISIBLE PROBLEM	HIDDEN PRESSURE	USEFUL OUTCOME
Customs at Boca Serena	The delegation's papers are delayed and the ship is inspected.	An official wants to know what evidence or samples survived San Telmo.	Identify the watcher, preserve a hidden asset, or gain lawful passage.
The Wrong Name	A crew or witness name has vanished from the registry.	The missing person is being moved before the summit opens.	Reach the witness first or learn who ordered the alteration.

SCENE	VISIBLE PROBLEM	HIDDEN PRESSURE	USEFUL OUTCOME
Montoya's Chapel	Montoya requests a private meeting under sacred form.	He wants truth about Melenko and the Project Custodian but will not risk an unsupported accusation.	Gain sanctuary, an inquiry channel, or a dangerous obligation.
The Convener's Welcome	The Convener hosts a formal dinner or reception.	Every course tests whether the characters can be bought, blamed, divided, or provoked by the authority behind the summit.	Read the delegations and choose which private offer to pursue.

The First Contradiction

Place the first required clue in three locations: a customs copy, Resa's pressure notes, and a servant's memory of a brass cylinder or calibration case removed from San Telmo. Together they establish that a component, copy, or usable pattern survived the public incident. The records disagree on whether it was destroyed, transferred, stolen, or placed in official custody.

Hard Choice

A frightened witness asks for protection before sundown. Protecting them creates legal friction and delays the delegation. Following the clerk may reveal who is rewriting the story. Inspecting the damaged ship may preserve physical evidence. Whichever route the party ignores reaches a faction first.

Act End

End when the players know that the summit is an auction disguised as restoration, and when at least one faction believes the characters can change the outcome. Award one Position if the party protects a witness without losing the delegation's legal standing.

CHAPTER IX

ACT II: MASKS AT THE TABLE

Every speech is public. Every useful decision is being made elsewhere.

Act Objective

Build Heller's Position, discover which delegations know about the Ear, and expose the first link between respectable trade and the disappearances around Porto Sombra.

Key Scenes

SCENE	PRESSURE	COMPLICATION
Opening Statements	The party must choose whether Heller argues as a loyal duchy, commercial intermediary, or quiet reformer.	Each frame gains one ally and alienates another.
Luminore Dinner	Juliette Armand offers cultural protection in exchange for access to inland records.	Her motives are principled, but her delegation still wants ownership of knowledge.
Albion Courtesy Call	Lysander offers support against the Project Custodian and hints at a shared enemy.	Commander Drake has already identified a Heller signal pattern.
Stroomdijk Ledger Session	Willem van der Zee hides a disputed cargo clause inside routine trade language.	The clause legalizes inspection exemptions used by the trafficking route.
The Rusty Anchor	Dockworkers, sailors, and thieves discuss a special machine and people moved under guard.	The Convener's observers notice anyone asking the right questions.
Clann Coin	A triskele-marked Éirighdún coin appears beneath a mug or inside a pocket.	Sharing it gains trust with one person and risks exposing the contact to another.

Social Consequences

PLAYER MOVE	IMMEDIATE GAIN	COST
Support Valdegracian procedure	Access to records and official protection.	Workers and rebels assume the party will choose order over them.
Publicly challenge the Convener or Project Custodian	Credibility with reformers and local families.	Advance Negotiations Collapse and give the Project Custodian a reason to move Resa.
Trade information with Albion	Fast access, transport, or a private file.	Albion learns what the characters value and how to approach them later.
Back Luminore protections	Cultural access and Juliette's support.	Luminore gains a legitimate path toward the Source.
Pressure Stroomdijk privately	One concession and a route into the network.	The traffickers begin erasing people rather than paperwork.

Act End

End when the party secures a ledger, witness, or correspondence showing that people are being moved through exemptions negotiated by Stroomdijk interests. A messenger from the Shadowed Tide offers a meeting, or the rebels intervene after the party's investigation fails.

CHAPTER X

ACT III: THE SHADOWED TIDE

The summit speaks of trade. The route beneath it carries people.

The Rebels

The Shadowed Tide is a Stroomdijk-led but locally rooted network of defectors, sailors, clerks, smugglers, and survivors committed to breaking the trafficking system. Lukas Van Rijn leads the cell on Canula Prime. Marina DeLuca supplies information from her father's household. Their relationship gives the rebellion access and creates its greatest vulnerability.

NAME	FUNCTION	FIRST IMPRESSION	WHAT WINS TRUST
Lukas Van Rijn	Leader and former naval officer.	Calm, direct, unwilling to romanticize rebellion.	Protecting captives before evidence or advantage.
Anika Vos	Infiltrator and mapper.	Methodical, suspicious of grand promises.	Accurate plans and respect for compartmentalization.
Joris "Red Blade" Smit	Enforcer and extraction specialist.	Blunt, protective, ready for violence. He is not related to Henrik Smit; the shared surname is common in Stroomdijk.	Standing in the dangerous place rather than ordering others into it.
Lisbeth "Whisper" Jansen	Information broker.	Knows one private fact too many.	Giving useful truth without demanding her whole network.
Pieter "Patch" Van den Berg	Medic and saboteur.	Warm, tired, and practical.	Saving wounded enemies or workers when it costs time.
Marina DeLuca	Inside source and political heir.	Composed in public, furious in private.	Treating her as an actor, not a hostage or moral symbol.

Operations

OPERATION	OBJECTIVE	COMPLICATIONS	LEVERAGE
The Exempt Warehouse	Recover captives and manifests before a night transfer.	Wet powder, frightened guards, a second faction already inside.	Proof linking exemptions to named buyers.
Valerio's Estate	Steal correspondence or compel Hector Valerio to testify.	Servants know the truth; direct violence destroys the public case.	The Project Custodian's bribes, plantation payments, and a route to the laboratory.

OPERATION	OBJECTIVE	COMPLICATIONS	LEVERAGE
The Messenger	Intercept Stroomdijk correspondence without exposing the Shadowed Tide.	The courier is a coerced clerk, not a willing conspirator.	Evidence that Henrik Smit and Clara de Vries are directing erasure.
The Small Pen	Locate and free children held for a specific buyer.	The route is designed to move them if alarms sound.	An irreversible truth and a permanent enemy.
Marina's Choice	Help Marina remove records or remain in place as an inside source.	Either choice may end Marina's relationship with her family or the administration she infiltrated.	Access to the Project Custodian's schedule and the location or status of the current leverage against Resa.

READ ALOUD

The hidden room beneath the warehouse is too orderly. Chains are stacked by size. A slate lists ages beside prices and initials. Someone has washed the floor recently, but not well enough. From behind the inner wall comes a child's careful breathing, the sound of someone trying not to be heard.

Do Not Turn Suffering into a Puzzle

The challenge is not whether the players can prove that trafficking is wrong. The challenge is how they rescue people without allowing the network to move the rest, how they preserve testimony without treating survivors as evidence, and whether they will sacrifice negotiation advantage for immediate safety.

CHAPTER XI

ACT IV: THE EAR

A machine that listens is more dangerous than a weapon that only fires.

The Hidden Laboratory

The default laboratory occupies a disused warehouse and an older service chamber near the plantation road. If the Project Custodian changed, move the same functional areas to a crown depot, Albion safehouse, Heller black workshop, or Church containment annex. The upper floor contains ordinary tools, pressure vessels, calibration benches, and falsified manifests. Below, a reconstructed chamber imitates one part of the old system. It is not a Source. It is an artificial ear aimed inland. The reconstruction passage behind it was sealed after the San Telmo crisis; the true Source can be reached only by the inland jungle and cave approach.

AREA	WHAT IS VISIBLE	WHAT IS TRUE
Guard Floor	Project guards, a sign-in desk, sealed delivery crates.	Some guards believe they protect a lawful state project; others answer privately to the custodian.
Workshop	Brass regulators, pressure gauges, copied San Telmo geometry.	The design works only because Resa has been matching a signal he does not understand.
Resa's Room	Notes, food, a cot, and a locked writing desk.	He has left three deliberate contradictions so a careful investigator can identify coercion.
Leverage Room	If Elena is held: a clean room, books, water, and two guards. Otherwise: files, sealed witness statements, or legal instruments used against Resa.	The Project Custodian keeps the pressure intact. If Elena is present, she has memorized overheard names and times.
The Ear Chamber	A brass cylinder without ordinary inlet or outlet, mounted before a sealed wall and blocked reconstruction passage.	It answers the inland Source and has begun repeating a pulse six heartbeats late. The passage is sealed and cannot be used to reach the Source.

Ways In

APPROACH	ADVANTAGE	RISK
Official Inspection	Legal access, witnesses, and the ability to preserve records.	The Project Custodian has time to move Elena or the substitute leverage, destroy evidence, or stage a safe demonstration.
Shadowed Tide Infiltration	Fast access to service routes and silent extraction.	Discovery exposes Marina and the rebel network.
Montoya's Writ	Sanctuary and moral authority.	The issue becomes a Church matter and may be sealed from every other faction.
Albion Offer	Excellent intelligence and an escape route.	Albion intends to take Resa and the Ear once the doors open.
Direct Assault	Surprise and control of tempo.	Negotiations Collapse advances by two and the laboratory may rupture.

Resa's Explanation

RESA ***"It is not telling the gas what to do. It is asking a question in the only language the buried system still answers. The answer is coming from inland. I do not think it is meant for us."***

The Choice of the Ear

CHOICE	IMMEDIATE RESULT	LATER CONSEQUENCE
Destroy It	Prevent the planned demonstration and reduce the Project Custodian's leverage.	Copies and remembered patterns remain; Albion accelerates extraction of Resa.
Copy It	Heller gains technical advantage without immediate public crisis.	The party creates another dangerous owner and risks ducal exposure.
Move It	Protect Elena or the substitute leverage and Resa while choosing a new custodian.	The transport becomes the target of the Albion attack.
Demonstrate It Safely	Gain undeniable proof and public Position.	Any transmission advances Source Disequilibrium and gives Albion a precise target.
Give It to the Clann	Remove it from the summit and gain trust.	The Clann demand that every copy and map be surrendered or destroyed.

CHAPTER XII

ACT V: WOLF IN THE CLOUDS

Albion designed the attack to end before anyone could call it a battle.



Wolfhound, Lucian Vega's Justicar-class privateer, closes behind Albion while Van Rijn holds the enemy's attention. Command, signal control, landing routes, and timing matter as much as guns.

Battlefield Situation

Van Rijn fixes Albion's attention with his Justicar-class ship of the line while events unfold over the plantation. Vigilant, Spectre, Crown's Whisper, and Daggerfall converge from the east, with Swift in close overwatch and Falcon guarding the outer flank. Adder and Windcutter approach the island from the north to land sixty line infantry; Sea Lance and Mistral approach from the south with sixty marines. Hidden near the coast, Black Thorn tracks the force and relays its disposition. Wolfhound, Lucian Vega's Justicar-class privateer, closes from behind the Albion formation. The battle spans the plantation, laboratory road, landing zones, and the sky above them.

SCALE	WHAT THE GM TRACKS	WHAT THE CHARACTERS CAN CHANGE
Field	Albion's anvil, hidden hammer, Heller or Valdegracian ships, weather, and retreat routes.	Reveal the second force, restore command, open an extraction corridor.
Scene	Laboratory yard, signal mast, bridge, gun deck, prisoner route, or loading platform.	Hold a position, rescue people, preserve evidence, destroy or move the Ear.
Character	Immediate danger, orders, smoke, broken lines, wounded officers.	Repair, signal, command, fight, carry, deceive, or refuse a fatal order.

Battle Clocks

CLOCK	SEGMENTS	MEANING
Albion Frigates Converge	6	When full, Vigilant, Spectre, Crown's Whisper, and Daggerfall isolate Van Rijn and begin coordinated fire.
Defender Cohesion	6	When empty, allied ships and ground forces act on old or contradictory orders.
Landing Forces Ashore	4	Advances as Adder and Windcutter approach from the north and Sea Lance and Mistral approach from the south. When full, Albion troops secure one landing zone.
Laboratory Collapse	6	Advances through fire, ruptured lines, or abandoned containment.
Wolfhound Strike Position	4	Advances when Black Thorn relays a clean bearing, Van Rijn holds the frigates, or the party restores the signal chain. When full, Wolfhound attacks from behind the Albion formation.

Lucian Vega Enters

Black Thorn's observation reports guide Wolfhound behind the Albion formation after Van Rijn has fixed the four frigates in place. Vega attacks the force threatening Melenko or the selected Legacy Anchor, the captives, or the landing zones rather than the most valuable ship. His intervention saves lives and reveals that he has been following the campaign. The crew's moon-linked condition should appear through strength, silhouette, breath, and wrong movement rather than a generic wolf transformation.

Character Missions

- Restore the signal mast before Van Rijn and Wolfhound act on an old or contradictory order.
- Cross a fire zone to reach Elena Resa or the current leverage, and the captives.
- Prevent Albion engineers from removing the Ear or its calibration plates.
- Relay Black Thorn's observations so Van Rijn and Wolfhound can identify the Albion formation and its landing routes.
- Disrupt Adder and Windcutter in the north or Sea Lance and Mistral in the south before their troops secure the estate.
- Preserve one piece of undeniable evidence that Albion acted under organized command.

Act End

The battle ends when the Albion frigates break contact, the landing forces are driven off or reach the island, or the laboratory becomes impossible to hold. Wolfhound may cut the extraction route, but it cannot secure every landing zone. A cut-off Albion unit retreats inland with a scholar, witness, map, or fragment. The party must decide whether to pursue before legal authorities can stop them.

CHAPTER XIII

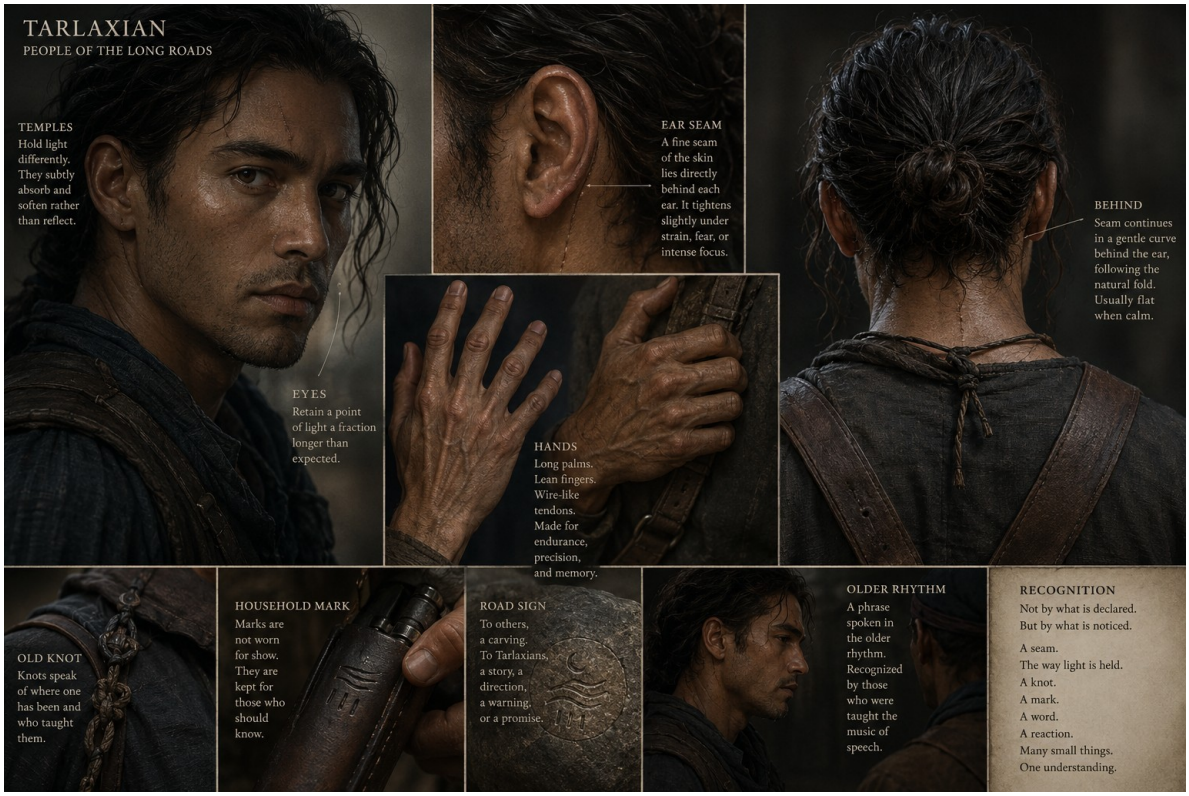
ACT VI: THE JUNGLE REMEMBERS

The wet season erases tracks. The Clann decide which histories deserve the same mercy.

The March Inland

The characters leave the harbor's legal world and enter a landscape controlled by weather, local knowledge, old paths, and people who have survived by refusing to be mapped. Use heat, insects, rain, broken signals, and uncertain distance. Do not turn the jungle into empty wilderness. Every cut, abandoned cottage, and dry wash has a human history.

Subtle Signs



Recognition begins with details outsiders dismiss: seam, knot, mark, rhythm, and reaction.

- A palm frond laid upside down where no wind placed it.
- A birdcall repeated twice short and once long.
- Footprints deliberately erased but only on one side of the trail.
- A strip of cloth tied too high for a traveler and too low for a survey mark.
- An Éirighdún coin scratched with a triskele, placed where only one character will see it.

The Albion Kill Zone

Seven cut-off Albion soldiers prepare a disciplined ambush from dense foliage and a slight rise. Their goal is capture, not honorable battle. They open with coordinated fire, advance under cover, and attempt to separate scholars or shard-bearers from the rest. The scene should feel brutally competent without requiring the party to win by attrition.

BEAT	WHAT HAPPENS	PLAYER OPPORTUNITY
Opening Volley	Carbines fire from prepared cover.	Recognize the kill zone, create smoke, break line of sight, or protect a vulnerable target.
Compression	Two soldiers advance with pistols and sabres while the sergeant controls fire.	Reach the sergeant, flank through bad ground, or force the squad to split.
Clann Intervention or Crossfire	If trust remains, arrows and silent fire strike the sergeant and weakest positions. If trust has withdrawn, the Clann wait, target both sides, or recover only the captive scholar.	Coordinate, withdraw, capture a survivor, protect the wounded, or realize that no rescue is guaranteed.
Erasure	The Clann strip insignia, sink weapons, and remove cartridges.	Argue for preserving evidence or accept that the route matters more than the case.
The Bargain	A Clann elder or field leader demands secrecy and judgment.	Earn access through conduct rather than a single test.

The Dead Soldier's Journal

A rain-swollen leather journal documents orders to clear a Tarlaxian encampment, a hidden compound beneath an old cottage, buyers inspecting captives, and a retreat inland after the coastal battle. The soldier refused some orders but remained inside the machine that carried them out. The journal is proof, confession, and incomplete absolution.

HANDOUT EXCERPT	***"If I make it back, this book goes to someone who'll use it. If I don't, I hope whoever finds this reads enough to know."***

The Clann Test

CHARACTER CONDUCT	TRUST CHANGE
Protect captives or wounded enemies before securing evidence.	Increase trust.
Accept that the Source location cannot become a negotiation asset.	Increase trust.
Demand maps, ownership, or military escort.	Decrease trust.
Hide a document from the Clann while promising complete honesty.	Decrease trust if discovered; the lie matters more than the paper.
Treat burial objects and bodies as people's dead rather than clues.	Increase trust.
Offer to destroy copies and prove it.	Increase trust significantly.

CHAPTER XIV

ACT VII: THE BREATHING SOURCE

The cave does not hate the characters. It is trying to make their contradictions fit.

Source Principles

- Éterlumin appears as gas, pressure, venting, temperature, and responsive field behavior. There are no crystal formations. The reconstructed Ear passage at San Telmo is sealed and is not an entrance to the Source.
- The burial complex is sacred because generations of Tarlaxian and Clann communities learned how to live near it, not because they possessed complete technical knowledge.
- The Source is already disturbed before the party arrives. Scrapes, echoes, and repeated patterns show that it has been correcting around outside interference.
- Hallucinations are incomplete physical responses. They may gain weight, cast light, leave marks, or persist for a scene.
- The final entity is not a boss that must be killed. It is a consequence that must be survived, redirected, contained, understood, or allowed to escape.

Instability States

STATE	SIGNS	GM MOVE
Quiet	Warm stone, slow vents, delayed echoes.	Reveal a pattern and allow safe experiment.
Listening	The cave repeats names, rhythms, or movement.	Answer the strongest signal after six heartbeats.
Answering	Objects warm, gas moves against gravity, memories become visible.	Make a partial response physical and advance a personal consequence.
Contradicting	Two patterns repeat at once; geometry refuses a single direction.	Advance Source Disequilibrium and force a choice between incompatible goods.
Rupturing	Pressure has no clear outlet; matter begins forming from the correction.	Manifest the entity at the strength earned by previous choices.

The Chambers

CHAMBER	PRESSURE	SAFE / MEANINGFUL MOVES
I. Hall of Whispers	Burial alcoves and collapsing floor pockets vent inert gas. Lost objects appear to individual characters.	Observe who is being answered; lower instability by leaving the object, naming the loss, or carrying it without claiming it as real.
II. Passage of the Shamans	Narrow ledges cross gas vents. Defensive echoes take the shape of remembered attackers.	Move in rhythm with the vents, protect the dead, and avoid violent resonance forcing.
III. The Living Echo	A frightened juvenile creature has condensed from an incomplete response.	Calm, guide, or ignore it. Violence teaches the Source that fear is the correct shape.
IV. Chamber of Measure	Glyphs and pressure marks repeat the cave's harmonic. The hallucinated object can stabilize one beat.	Synchronize movement, sound, and breath; sacrifice certainty rather than treasure.
V. The Source	The true chamber receives the Ear's pulse and another active reference.	Choose which signal to interrupt, who carries the backlash, and what truth may remain in the world.

Personal Hallucinations

Before play, ask each player for one object, voice, or ordinary sensation their character misses. Use answers that invite choice rather than shame. A lost sword may offer power; a child's voice may offer direction; the smell of a kitchen may make a character stop moving. The Source is not reading minds with malice. It is searching for stable reference signals and finding memory.

The Contradictory Pulse

At the Source, the Ear transmits remotely from the sealed reconstruction site, or a surviving calibration plate or remembered pulse carries the same command, while a second signal is already active. That second signal may come from a Shard-Bearer, Melenko or the Legacy Anchor, Vega, a previous experiment, Shatterstein's interpretive work interacting with Tarkov's sealed Warden resonance, or the Source's own damaged correction. The Ear carries or amplifies the command but does not explain the second reference, and Tarkov's identity remains unresolved. The party cannot simply turn off the effect. They must decide which relationship to break and who absorbs the consequence.

LOW INSTABILITY	MODERATE INSTABILITY	HIGH INSTABILITY
The manifestation is incomplete, flickering, and weakly anchored. It may imitate a gesture or wander away.	The entity mirrors one character, carries recognizable memory, and can persist beyond the cave.	The correction becomes robust, coherent, and able to impose its pattern on bodies, terrain, or nearby systems.

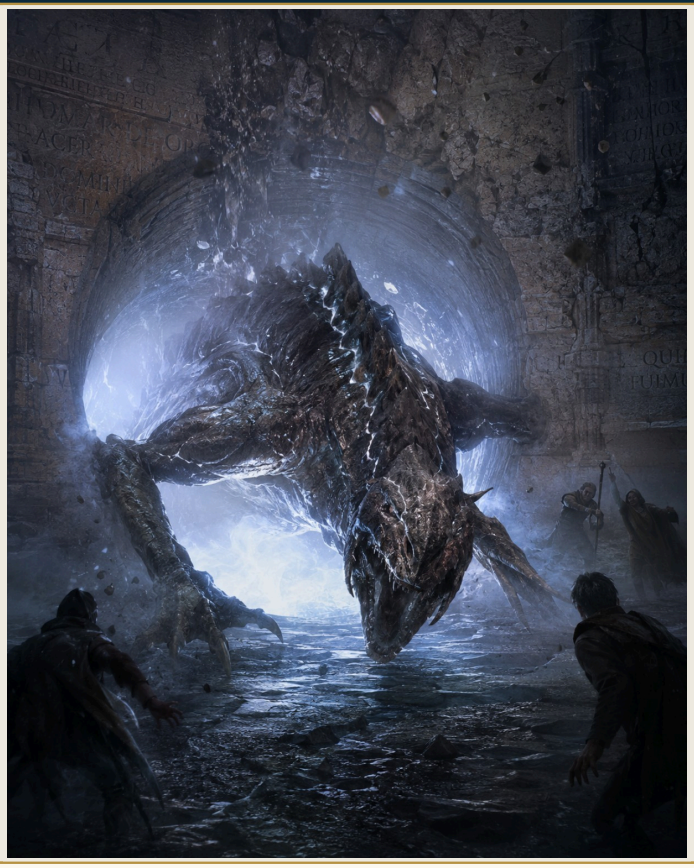
Vega's Decision

If the party found an alternative path, Vega refuses to sacrifice Melenko or the Legacy Anchor and accepts uncertainty. If no alternative exists, his redemption lies in refusing the sacrifice anyway. Only when the players have repeatedly treated people as tools should his desperation turn him into an antagonist. His best ending is not a clean cure. It is choosing loyalty while the cost remains real.

RESTRICTED ARCHIVE • GAME MASTER

THE SOURCE BEAST

The chamber could not resolve the contradiction, so it gave the contradiction flesh.



What the characters see

A low, heavy, mineral-dark body with broken spinal ridges and pale blue-white seams along its flanks. It moves close to the stone in sudden, violent beats. The head hangs low while stalking, then snaps upward with speed that does not match its size. Cold metal, wet stone, copper, and the scent of rain often announce it before the body appears.

What the GM knows

The Source Beast is a runaway correction condensed into physical matter. It is not a natural predator, mutation, demon, ancient guardian, or creature from crystal. The Canula chamber was already damaged and correcting around an unresolved disturbance. One deliberate signal reached the chamber while another incompatible reference was already active. If Shatterstein and Tarkov are present, their pulse and sealed resonance may supply those conditions. Unable to discard either reference, the chamber gave the contradiction mass.

Running the Beast

- Pursue whoever or whatever answers the chamber most strongly.
- Alter its body in response to repeated attacks.
- Distort distance instead of simply teleporting.
- Strengthen when competing Fortera effects are added.
- Weaken when the group establishes one rhythm, route, and instruction.
- Force a choice between fighting it and stabilizing the chamber.

DEFEATING IT — **Ordinary weapons can injure the body, but the better victories break its feedback with the Source, silence the defining pulse, vent pressure in one controlled direction, or draw it far enough away that the field can no longer maintain the correction.**

Signs that one is forming

Scrapes following the group • pressure returning after release • two people answered at once • gas and light gathering toward a hollow • distances becoming uncertain • a second rhythm beneath the chamber hum

Manifestation Consequences

FORM	WHAT IT DOES NEXT
Incomplete	Follows a familiar rhythm, imitates a gesture, or leaves a temporary physical trace.
Mirrored	Carries one character's memory or appearance and seeks situations that repeat its creation.
Robust	Imposes its pattern on nearby bodies, terrain, signals, or Éterlumin systems.
Fragmented	Breaks into several weak echoes that different factions may unknowingly carry away.
Bound	Remains attached to a person, object, ship, or chamber and becomes a continuing campaign responsibility.

CHAPTER XV

ACT VIII: THE PRICE OF FORTUNE

The final battle is over what the world is allowed to call true.

Return to the Table

The summit may still be functioning, may have become an emergency inquiry, or may exist only as armed delegations in separate buildings. Preserve the structure: every faction demands custody, every witness needs protection, and every piece of proof creates a route back toward the Source.

The Final Questions

1. Who is safe now, and whose safety is being traded away?
2. Who controls the proof, and can that proof survive the people who own the presses, courts, and ships?
3. Who controls access to the Source, and what prevents that control from becoming extraction?
4. What happens to the Ear, its copies, and everyone who understands part of it?
5. What truth about Albion's delegation, Albion Covert Command, Stroomdijk, the Project Custodian, Vega, Melenko or the Legacy Anchor, or the Clann becomes public?
6. What consequence appears before the final scene ends?

Ending Matrix

ENDING	WHO GAINS	IMMEDIATE COST	NEXT CAMPAIGN
Heller Ascendant	DeSauros secures trade, passage, and strategic credibility.	Heller attracts scrutiny from Valdegracia, Albion, and the Church.	The Heller Secret Path.
Project Custodian Survives	The custodian sacrifices intermediaries and retains authority; DeLuca is the default version.	Marina, Montoya, witnesses, and the Shadowed Tide become targets.	Political revenge and local resistance.
Project Custodian Falls	A coalition removes, arrests, or discredits the authority controlling the project.	Succession divides Canula Prime and invites foreign pressure.	The Independence Path.
Stroomdijk Exposed	The trafficking network becomes an international scandal.	Witness protection becomes a campaign and Stroomdijk retaliates abroad.	The Shadowed Tide becomes a regional faction.
Albion Denied	Organized covert action is proved.	Albion disavows the agents and prepares a cleaner war.	The Albion War Path.
The Source Remains Secret	The Clann retain the route and the party destroys key maps.	The final political case is weaker and some crimes remain unproved.	The Ancient Systems Path through trust rather than conquest.
The Source Is Revealed	The event becomes public and undeniable.	Fleets, scholars, companies, and missionaries begin moving immediately.	A regional Source race.
Vega Chooses Redemption	Vega refuses sacrifice and becomes a dangerous ally.	His crew remain affected and must survive the next moons.	The Free Captain Path.
The Entity Escapes	The party wins politically while the failed correction enters the world.	Future Source events begin answering its pattern.	A horror and pursuit campaign.

Ending Procedure

1. List every faction still able to act openly.
2. Let each character make one final public or private move.
3. Resolve custody of people before custody of objects.
4. Resolve publication, concealment, destruction, or fragmentation of proof.

5. Advance one ignored faction clock to completion and show the consequence immediately: a ship departing, a warrant posted, a press running, a village gate opening, or a moon rising over Vega's deck.

ENDING RULE	***There is no single best ending. Judge the result by safety, proof, access, and the responsibility the characters accept for what comes next.***

CAMPAIGN TOOLKIT

People, places, handouts, and procedures for running the pressure at the table.

ALBION SPECIAL SERVICE

BLACK OPERATIONS

Unseen. Unheard. Unconfirmed.
Deployed where the mission demands silence.
They move in shadows, strike with precision,
and leave no trace but results.







TRICORN HAT
LOW PROFILE, WORN
TO LEFT SHOULDER



FACE COVER
FOR ANONYMITY
AND PROTECTION



SHORT CAPE
BREAKS SILHOUETTE
AND SHEDS RAIN



LOW PROFILE KIT
SECURE, BALANCED,
NON-RATTLE



CROSSBELTS
STABLE CARRY
FOR LONG MARCHES.



SILENT MELEE
QUICK, QUIET, LETHAL.



SOFT-STEP BOOTS
QUIET MOVEMENT
ON ANY SURFACE.



DARK FABRICS
NON-REFLECTIVE,
BLENDS IN.

EQUIPMENT



DEPLOYMENT ROLE

Sabotage
Assassination
Reconnaissance
Extraction
Infiltration
Intelligence

SPECIALIST TOOLS

Lockpicks
Signal Glass
Black Powder Flask
Silk Cord
Sealed Dispatch Pouch
Folding Knife

CHAPTER XVI

POWER PLAYERS

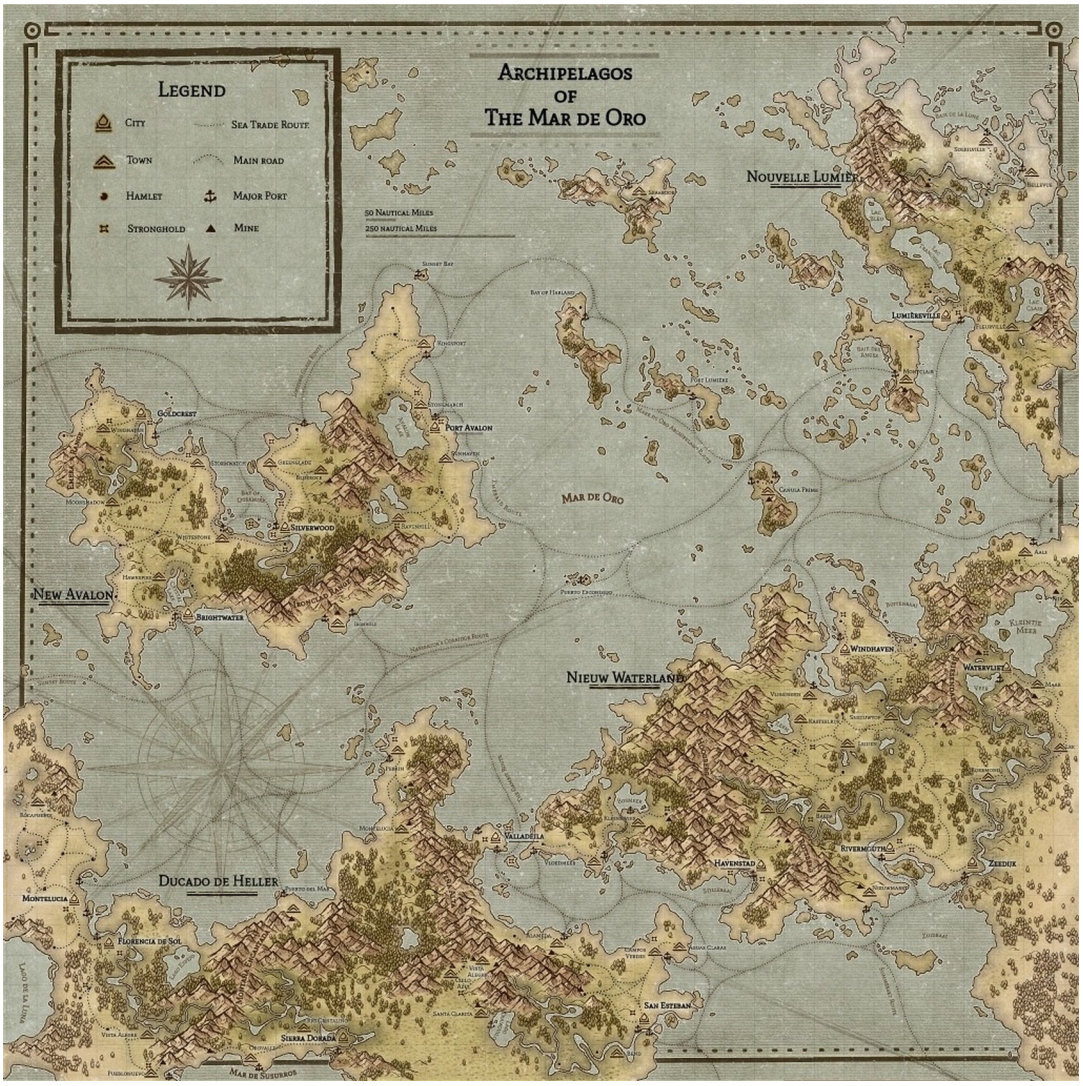
Use desire, fear, and first move. Rules guidance begins on page 35.

NAME	ROLE	WANTS	FEARS	FIRST MOVE
Arturo DeLuca	Governor or former governor; default Project Custodian	Turn Canula's crisis into permanent personal power.	Proof that he coerced Resa or profited from trafficking.	If he remains active, invites the characters to dinner and offers exactly one thing they need; otherwise his remnant network retaliates.
Isabella DeLuca	Governor's wife	Preserve the family and prevent Arturo's worst choices from destroying them.	Public disgrace that leaves Marina unprotected.	Offers social access while quietly moving a witness.
Marina DeLuca	Inside source	Break the trafficking network and protect Lukas without becoming her father.	Being treated as a helpless daughter rather than an actor.	Provides a schedule, key, or guest list and asks the party not to use it yet.
Lorenzo Montoya	Inquisitor	Expose corruption, protect Valdegracia from its own abuses, and clear Melenko's name.	False certainty and uncontrolled institutional violence.	Offers sanctuary in exchange for testimony he can defend.
Esteban Calderon	Admiral	Keep the island from becoming a foreign battlefield.	Orders that force him to choose crown loyalty over civilian survival.	Places a ship where it can prevent escalation, then asks why the party is making that impossible.
Edmund Lysander	Albion ambassador	Win advantage while keeping the flag clean.	Evidence that the delegation knowingly ordered the cut-off atrocities or cannot control its own field command.	Offers help through a truthful statement designed to hide a larger lie.
Helena Drake	Albion covert commander and delegation security liaison	Secure the Ear and break enemy command.	A battle she cannot end before it becomes public.	Identifies the party's strongest operator, treats them as a professional equal, and withholds the scale of her field orders from Lysander.
Willem van der Zee	Stroomdijk envoy	Protect trade and keep the delegation above scandal.	A record that makes plausible deniability impossible.	Offers a legal compromise that quietly preserves the route.
Henrik Smit	Merchant leader	Keep the trafficking system profitable and invisible.	Survivors who can name buyers.	Moves people first, then burns paper.
Clara de Vries	Cultural attaché	Protect the network while maintaining a civilized public image.	Being forced to choose between Henrik and her status.	Turns a cultural event into surveillance.
Juliette Armand	Luminore attaché	Protect heritage and win legitimate cultural access.	Discovering that her own delegation will exploit what she saves.	Offers public support for one local protection.
Emilio Resa	Engineer	Save Elena and stop the Ear without pretending mastery.	Becoming the sole culprit for a system others funded.	Trades technical truth for protection.
Elena Resa	Witness and possible hostage	Survive, remember, and refuse to let others decide what her ordeal means.	Being hidden "for her safety" until she disappears from the story.	Names the visitor who revealed how the project was being controlled.
Lukas Van Rijn	Rebel leader	Break the route and keep Marina alive.	A victory that preserves the machinery of exploitation.	Offers a rescue operation, not an ideological speech.
Lucian Vega	Moon-affected captain	Protect Melenko or the Legacy Anchor and find another path for his crew.	The moment desperation makes sacrifice look reasonable.	Saves the wrong person for the right reason and demands a meeting.

CHAPTER XVII

LOCATIONS AND SET-PIECES

Every location contains a public owner, a quiet owner, a witness, and a wrong move.



*Canula Prime sits at the intersection of trade routes, military ambition, and a dense pre-Sundering field complex. **

Boca Serena: Arrival Quarter

Boca Serena is the official city and principal harbor. Porto Sombra is its older dock district, sailors' name, and political underbelly. Officials use Boca Serena when they want the city to sound governable. Workers, smugglers, and old families use Porto Sombra when they mean the place beneath the flags.

LOCATION	PUBLIC OWNER	QUIET OWNER	USEFUL WITNESS	WRONG MOVE
Convener's Residence	Convener's administration	The host household; Isabella's network if DeLuca remains	A servant who remembers who entered through the garden.	Assuming guests are the only people listening.
Conference Hall	Valdegracian protocol office	Delegation clerks and security chiefs	The copyist who sees every revision.	Making an accusation without protecting the clerk.
Rusty Anchor	A licensed tavern keeper	Dock gangs and information brokers	A server who recognizes the wrong uniform.	Starting a fight before learning who is watching.

**Cartography adapted from "Continents and Archipelagos of the Herran Sea" by Kirdissir. Names and labels have been changed for Mar de Oro. Coastlines, islands, terrain, and overall composition remain the work of Kirdissir. No endorsement is implied.*

LOCATION	PUBLIC OWNER	QUIET OWNER	USEFUL WITNESS	WRONG MOVE
Harbor Chapel	Solarian mission	Montoya's contacts and Heller drop route	A novice who copied a sealed note.	Treating sanctuary as ownership.
Exempt Warehouse	Customs service	Stroomdijk network	A night clerk keeping a private tally.	Burning the place before the inner room is opened.
Hidden Laboratory	Project Custodian's office	Resa's sabotage and guards' divided loyalties	Elena Resa or the custodian's current leverage.	Activating the Ear to prove it is dangerous.
Jungle Cut	No official owner	The Clann	A survivor who knows only one part of the route.	Bringing a mapmaker or military escort without consent.

San Telmo Reference Map



San Telmo Plantation Estate and the inland Source route. The reconstructed Ear passage is sealed; use the Game Master's Guide for the complete Adventure Zero set-piece.

Reusing San Telmo

Do not send the characters through the same chamber again unless their choices changed it. Use San Telmo as a contested site, legal exhibit, damaged access point, or battlefield location. The reconstructed Ear passage remains sealed. The Breathing Source is a separate inland complex reached by the jungle and cave approach and connected to San Telmo only through ancient field geometry.

CHAPTER XVIII

HANDOUTS AND EVIDENCE

A document should create a person to protect, a power to confront, or a choice about publication.

Handout: The Soldier's Journal

9 QUINTILIS

Weather easing. Patrol returned from the north ridge. Orders came down to clear a Tarlaxian encampment inland. "No survivors." I stayed back under pretext of tending supplies. The lads came back quiet. A few would not meet my eyes. Others laughed like it was a hunt.

10 QUINTILIS

Quartermaster brought me to inspect merchandise at the hill compound, five hundred paces from the main house. Entrance through the stable cellar. Underground, pens like a marketplace. Rows of people. Even younglings. One buyer wanted special goods. They showed him the smaller pen.

11 QUINTILIS

Another buyer today. Stroomdijk accent, boots red with dust from the low road. Wanted to test the goods. One of ours protested. They knocked him down and ordered the rest to fall in.

14 QUINTILIS, EVENING

Distant gunfire from the coast. Word in the ranks says the man in charge is dead. Orders to pack light and move inland before nightfall. Not a planned retreat.

17 QUINTILIS

Rations low. Some lads keep staring into the trees like they see something. If I make it back, this book goes to someone who will use it. If I do not, I hope whoever finds this reads enough to know.

Handout: Resa's Three Contradictions

NOTE	SURFACE MEANING	HIDDEN MESSAGE
"Pressure stable at twelve."	The vessel is within transport tolerance.	The gauge never reads twelve in the chamber; the report is dictated.
"No eastern response observed."	The device is isolated from outside fields.	Every real test warmed the eastern brass rail.
"Named subject absent."	No unauthorized person entered the laboratory.	The named person or witness is present, and Resa wants investigators to ask why the report names them.

Handout: Draft Conference Clause

DRAFT CLAUSE	***"Registered commercial carriers operating under bilateral exemption shall not be delayed, opened, or inspected by local authorities except under countersigned emergency writ." The language appears to protect trade. In practice, it protects the route.***

EVIDENCE HANDLING	***For every document or witness, name the creator, the authenticator, the person endangered by its use, the jurisdiction able to act, and the target's next move if they learn it exists.***

CHAPTER XIX

UNIVERSAL CONVERSION NOTES

Use these procedures for the four supported systems and any other rules engine.

Convert the Threat

THREAT	MECHANICAL EXPRESSION
Body	Harm, wounds, stress, fatigue, conditions, or resource loss.
Ship	Subsystem damage, vehicle condition, lost position, repair clocks, or crew casualties.
Reputation	Heat, standing, influence, reaction penalties, scandal, or lost access.
Secrecy	Awareness clocks, exposure, compromised contacts, or increased surveillance.
Authority	Warrants, legal status, restricted movement, seized assets, or command conflict.
Source Stability	Hazard states, escalating clocks, environmental changes, or persistent consequences.
Freedom of Choice	Hostages, deadlines, debt, forced custody, or two incompatible objectives.

Universal Difficulty Ladder

DIFFICULTY	FICTION	D20	PERCENTILE / BRP	2D6 / PBTA	DICE POOL
Routine	Trained action in calm conditions.	10	+20% / Easy	No roll unless pressure exists.	1 success
Pressured	Time, weather, rank, or secrecy matters.	13	Standard	7-9 creates cost; 10+ clean.	2 successes
Dangerous	Failure causes harm, exposure, or clock movement.	15	Hard	Miss advances a clock hard.	3 successes
Severe	Ship, Source, life, or legal status is at risk.	18	Very Hard	Success still carries exposure.	4 successes
Catastrophic	Rupture, ship loss, scandal, atrocity, or war pretext.	21+	Extreme	Custom move or campaign clock.	5+ successes

Five Source States

Translate Éterlumin and Source scenes through five states: Stable, Singing, Answering, Contradicting, Rupturing. A careful action should reveal a rule or reduce the active state. A violent shortcut should worsen the state, damage a subsystem, or bring a faction. Warn before escalation. Never create a pressure problem without at least one viable path to vent, slow, isolate, or sacrifice something meaningful.

System Families

SYSTEM FAMILY	USE THIS CAMPAIGN AS
Powered by the Apocalypse	Make each act a front or threat. Use clocks as grim portents. Mixed success should trade immediate objective for exposure, harm, or faction movement.
Year Zero Engine	Use resource dice for powder, supplies, and repair; push rolls at the cost of stress, condition, or Source escalation.
BRP / Call of Cthulhu	Use percentile difficulty and opposed social skills. Treat Source exposure as temporary or indefinite conditions, altered memories, and reputational consequences rather than only sanity loss.
Savage Worlds	Use Dramatic Tasks for Source chambers, Chases for sky action, Mass Battle support for Act V, and Social Conflict for the summit.
Fate	Create faction, location, and Source aspects. Consequences should remain on people and institutions after a scene ends. Position is a pool of free invokes earned through investigation.
Genesys	Spend Threat and Despair on faction clocks, damaged authority, witnesses, and ship systems. Advantage should create leverage even when the main check fails.

SYSTEM FAMILY	USE THIS CAMPAIGN AS
GURPS or Other Skill-Based Games	Use reaction modifiers, reputation, legal status, and detailed equipment only where they sharpen choice. Do not require one technical skill to solve every Source scene.
OSR / Rules-Light	Replace balanced encounters with clear signs, reaction rolls, morale, faction turns, and concrete consequences. Information is the primary treasure.

CHAPTER XX

D&D FIFTH EDITION CONVERSION PACK

Levels, hazards, influence, adversaries, and milestone progression.

Campaign Range

For characters continuing from the San Telmo Incident, begin at 3rd level and finish at 8th level. For standalone play, begin the Aurora Ventus prologue at 2nd level and advance to 3rd on arrival. The campaign is not balanced around defeating every named NPC. Several opponents are political, military, or environmental forces that should be evaded, divided, or outmaneuvered.

MILESTONE	LEVEL
Arrival / end of alternate prologue	3
Break the first negotiation deadlock	4
Expose or break the trafficking route	5
Survive the Wolf in the Clouds battle	6
Earn Clann access to the Source	7
Survive the Breathing Source	8

Difficulty and Consequences

PRESSURE	DC	TYPICAL USE
Routine	10	Read a familiar flag, inspect a common seal, repair calm machinery.
Pressured	13	Act under observation, weather, pursuit, or social rank.
Dangerous	15	Failure creates harm, exposure, or faction movement.
Severe	18	Ship, Source, life, or legal status is at risk.
Catastrophic	21+	Rupture, war pretext, major scandal, or impossible extraction.

5E FAILURE

On a failed check, choose one: advance a relevant clock, impose harm or a condition, reveal the character's position, remove access, endanger a witness, or worsen a ship / Source state. Do not simply declare that nothing happens.

Negotiation Position in Fifth Edition

Use Position as a shared pool from 0 to 6. Characters earn Position through completed objectives and credible proof, not by repeating Charisma checks. During a negotiation scene, one character leads with Persuasion, Deception, Intimidation, Insight, History, Investigation, or a relevant tool proficiency. A successful check preserves or improves the impact of the proposed move. Failure adds a complication but does not erase earned Position.

Éterlumin Resonance Hazard

HAZARD STATE	TRIGGER	EFFECT
Singing	A loud pulse, open flame, violent spell, or damaged valve.	Characters notice the pattern. A DC 13 Intelligence (Arcana/Investigation) or Wisdom (Perception) check identifies one safe response.
Answering	The pattern repeats or the group ignores a warning.	Creatures in the zone make a DC 15 save chosen by the fiction. On a failure, take 2d6 force or fire damage, become deafened or frightened until the end of the next turn, or have speed reduced by 10 feet until the end of the next turn.
Contradicting	Two incompatible commands or magical effects interact.	Start a 6-segment clock. Each violent action fills one segment; careful technical or social coordination may remove one.
Rupturing	The clock fills.	Deal 4d6 to 8d6 damage by tier, damage a subsystem or location, and create a persistent Source consequence.

Adversary Roles

ROLE	SUGGESTED CR	CORE TRAITS
Custodian's Spy	1/2	AC 13-14, 18-27 hp, Stealth and Deception, light crossbow or pistol, Cunning Escape.
Albion Cut-Off Operative	2	AC 15, 36-45 hp, coordinated carbine fire, Second Wind, disciplined retreat.
Albion Sergeant	4	AC 16, 65-75 hp, Extra Attack, command dice or maneuvers, reaction to reposition an ally.
Shadowed Tide Infiltrator	3 ally or rival	High Stealth and Investigation, nonlethal poison or disabling shot, escape route feature.
Moon-Affected Raider	3	AC 14-15, 55-65 hp, keen senses, powerful melee. If resistance is used, Source-tuned, resonance-calibrated, or legacy-linked attacks bypass it. Ordinary silver has no special effect.
Lucian Vega	7	AC 16, 110-130 hp, multiattack, legendary resistance 1/day, command reaction, moon transformation, pistol and blade.
Source Echo	2	Incorporeal movement, memory strike, drops a creature unconscious or imposes a vision rather than killing.
Manifested Correction	5 / 8 / 11	Choose weak, standard, or major form. Use lair-like Source actions and objectives other than reducing hit points.
MOON-AFFECTED CANON	***Do not use standard lycanthropy immunity, curse transmission, or silver vulnerability unless a specific table deliberately chooses that variant. Their condition is Source- and moon-linked, and its weaknesses come from resonance, loyalty, and discovered campaign facts.***	

Lucian Vega: Campaign Features

- Moonbound Shape: Vega changes under the active lunar condition. The transformation is robust and predatory but should not read as a standard wolf-man.
- Loyalty Before Tactics: Once per round, Vega may move or strike in response to Melenko or the Legacy Anchor, or a crew member, being threatened.
- Commanding Shot: A pistol hit may also move an allied crew member or suppress an enemy position.
- Desperation Clock: At three or more segments, Vega gains damage and loses restraint. Clearing a segment requires a meaningful act of loyalty, not healing magic.

Running the Source

Use a complex skill challenge rather than a single spell solution. Require six successes before three failures across distinct approaches. Suitable skills include Arcana, History, Investigation, Medicine, Nature, Perception, Performance, Religion, Survival, relevant tools, or a character-specific legacy. Repeating the same skill increases its DC by 2. Each failure advances Source Disequilibrium or creates harm, separation, lost memory, or a physical manifestation.

MAGIC	***Detect Magic is overwhelmed but reveals direction and rhythm. Dispel Magic suppresses one local response and advances contradiction unless the group has identified what replaces it. Protection effects provide advantage against echoes but do not make the chamber inert.***

Airship Battle

Track Frame, Lift, Sail, Command, Guns, and Crew at 3 condition each. A significant hit removes one condition from a targeted subsystem. At 0, that subsystem fails and changes the scene. Characters use actions to repair, command, signal, fire, board, or change position. Each round must alter one subsystem, spatial fact, or command fact.

CHAPTER XXI

PATHFINDER SECOND EDITION CONVERSION PACK

Level-based pressure, complex hazards, influence, and victory points.

Campaign Range

Begin at 3rd level after San Telmo and finish at 8th. Standalone groups may begin the Aurora Ventus prologue at 2nd level. Use milestone advancement at the same act breaks as the Fifth Edition pack. Pathfinder's encounter math is precise; use it for local danger, not to force every faction or fleet into encounter statistics.

Core Translation

CAMPAIGN PRESSURE	PF2E EXPRESSION	GM USE
Faction pressure	Influence subsystem, reputation, or campaign clock.	Advance between sessions, after failed social scenes, or when favors are accepted.
Negotiations	Influence encounters with discovered weaknesses and limited rounds.	Evidence unlocks skills, lowers DCs, or increases Influence gained.
Éterlumin instability	Environmental or complex hazard.	Warn first, provide disable actions, then escalate.
Source chamber	Complex hazard in initiative with multiple disable approaches.	Every round reveals a pattern, cost, or new rule.
Airship conflict	Vehicle scene with targetable systems and victory points.	Track Lift, Sail, Command, Guns, Frame, and Crew.
Battlefield	Victory point track plus troops or hazards.	Do not move every soldier. Track Cohesion, Pressure, and Position.
Legal pressure	Influence, reputation, access requirements, and downtime consequences.	The seal can be lawful and still dangerous.

Baseline DCs

PRESSURE	DC METHOD	USE
Routine	Simple DC or level DC -2	A trained character acts under mild pressure; failure should cost time or position, not stop the route.
Pressured	Level-based DC	Weather, crowding, pursuit, time, observation, or ordinary faction resistance.
Dangerous	Level DC +2	Failure causes harm, exposure, clock movement, or loss of access.
Severe	Level DC +5	Ship, Source, reputation, custody, or life is at risk.
Catastrophic	Level DC +10 or narrative requirement	Rupture, court scandal, ship loss, atrocity, or war pretext. Require preparation or proof before rolling.

Degrees of Success

RESULT	CAMPAIGN MEANING
Critical Success	Gain the objective and reduce a clock, improve Position, or create a safe route.
Success	Gain the objective; the existing pressure remains.
Failure	Choose or apply one: advance a clock, take a condition, lose time, reveal position, or worsen footing.
Critical Failure	The scene changes: reinforcements arrive, a hazard enters initiative, command breaks, or the Source answers.

Negotiation Influence

Run major summit scenes as Influence encounters. Each faction has a starting attitude, discovery skills, and weaknesses. Evidence determines which skills can generate Influence. A rescued witness may unlock Diplomacy with Montoya, Society with Calderon, Intimidation against Smit, or Legal Lore against van der Zee. Repeating an unsupported argument should not generate Influence.

TARGET	STARTING ATTITUDE	WEAKNESS / DISCOVERY	THRESHOLD
Montoya	Indifferent or Friendly	Proof of coercion, protected testimony, Melenko evidence.	4 Influence for sanctuary; 8 for open intervention.
Calderon	Indifferent	Military risk, civilian safety, organized Albion action.	4 for delay; 8 for naval support.
Lysander	Friendly in appearance	Deniability, professional respect, leverage against Valdegracia.	4 for information; 8 creates dangerous obligation.
Juliette	Friendly	Protection of people and sites before access.	4 for public support; 8 for delegation split.
Van der Zee	Indifferent	Contracts, scandal, proof of illicit route.	4 for concession; 8 for recorded break with Smit.
Project Custodian (DeLuca by default)	Unfriendly once threatened	Office, record, current leverage, and control of the project.	Influence buys time or terms, not trust.

Complex Hazard: The Breathing Source

Build the Source as a level 7 complex hazard for a 7th-level party. It has five active nodes matching the chambers. Each node has at least two disable skills, one social or performative option, and one environmental option. When the hazard becomes active, roll its Stealth or another level-appropriate initiative modifier and let it act on that initiative each round. Each node requires two successful disable actions before two failures; a critical success counts as two, while a critical failure advances Source Disequilibrium and closes that approach until another character changes the conditions. Six total successful disable actions reduce the manifestation tier. Treat the manifestation as the hazard's final consequence unless the characters choose to fight it; only then use the creature levels below.

NODE	EXAMPLE DISABLE ACTIONS
Hall of Whispers	Occultism or Religion to identify the response; Diplomacy or Performance to name the memory; Thievery to brace the floor without striking the geometry.
Shaman's Passage	Acrobatics to cross in rhythm; Survival to read vents; Medicine to control group breathing.
Living Echo	Nature, Diplomacy, Performance, or a relevant Lore to calm and guide it.
Chamber of Measure	Arcana, Crafting, Performance, or Engineering Lore to align the repeated pulse.
Source	Arcana, Occultism, Religion, Society, or a legacy-based action to choose which reference signal is broken.
PF2E HAZARD RULE	***Use the obstacle's level-based DC and circumstance adjustments rather than one fixed campaign ladder. The Source has an initiative and reactions like a complex hazard; it is not a Fifth Edition lair action at initiative 20.***

NPC and Threat Levels

ROLE	LEVEL	USE
Custodian's agent	2	Skirmisher, spy, or social obstacle.
Albion operative	4	Disciplined ranged soldier with coordinated actions.
Albion sergeant	6	Elite battlefield controller and commander.
Shadowed Tide infiltrator	5	Ally or rival with stealth and nonlethal options.
Moon-affected crew	5	Powerful senses, mobility, and transformation.
Lucian Vega	8	Named commander and solo threat with crew support.
Source echo	4	Hazard-creature hybrid that imposes visions.
Manifested correction	7 / 9 / 11	Weak, standard, or major campaign manifestation.

CHAPTER XXII

BLADES / FORGED IN THE DARK CONVERSION PACK

Scores, faction status, heat, crew identity, and consequences that never stay clean.

Campaign Frame

Run the characters as a crew attached to the DeSauros mission, using diplomacy as cover for scores. The campaign works best at Tier 0 or I, with the crew rising through alliances and stolen access rather than territory. The Aurora Ventus, a safehouse, or the diplomatic residence functions as the crew's lair.

Recommended Crew Types

PREMISE	BEST FIT	SPECIAL PRESSURE
Deniable Heller agents	Shadows, Hawkers, or custom Envoys.	Sealed orders, ducal exposure, and conflict between service and conscience.
Privateers and escorts	Bravos or Smugglers.	Prize law, ship condition, prisoners, and revoked legitimacy.
Reformers and witnesses	Shadows or Hawkers.	Printed proof, fugitives, public hearings, and retaliation.
Source investigators	Cult, Hawkers, or custom Surveyors.	Dangerous knowledge, resonant assets, and competing interpretations.
Free captains allied to Vega	Smugglers or Bravos.	Moon pressure, crew loyalty, port heat, and the cost of harbor.

Custom Crew: Envoys

Envoys turn information, access, favors, and deniable violence into political outcomes. Their hunting grounds are courts, docks, archives, chapels, and ships rather than streets alone.

CREW ABILITY	EFFECT
Letters and Lies	When the crew presents genuine proof through forged or contested authority, improve effect. On exposure, take +2 Heat in that jurisdiction.
No One Left in the Hold	When the crew sacrifices Position or Coin to protect witnesses or captives, clear 1 stress from each participating character.
Skywise	Gain potency when a score depends on signal, altitude, ship systems, or moving between sea and sky.
Deniable Flag	Once per score, declare that an allied or false registry creates a brief opening. Start or advance an Exposure clock.
Resonant	The crew may carry one Source-tuned asset. Each use ticks a linked Instability clock.

CREW ABILITY	EFFECT
Public Record	When the crew forces an enemy to answer in a protected forum, reduce Heat by 1 or improve faction status, but create a permanent rival.

Crew Upgrades and Claims

UPGRADE / CLAIM	MEANING
Hidden Éterlumin Locker	Begin a score with one dangerous lift, signal, or pressure asset. Tick Instability when used.
Black Sloop Contact	Once per arc, escape, smuggle, or relay through an unacknowledged route.
Harbor Chapel Sanctuary	Reduce immediate Heat, but create Church attention.
Reliable Engineer Cohort	Repair and Source actions gain potency; the cohort attracts recruitment and kidnapping.
Forged Registry Papers	Improve effect on customs and travel until exposed.
Shadowed Tide Route	Move people through Porto Sombra without an engagement penalty; the rebels expect rescue before profit.
Clann Path	Reach the inland boundary without a guide, but only while Clann status remains positive.
Protected Press	Turn proof into public consequence during downtime; the press becomes a target.

Faction Tiers and Starting Status

FACTION	TIER	STATUS
DeSauros / Duchy of Heller	II	+1 if employed; 0 if independent.
Project Custodian / DeLuca Administration	II	0 or -1 after San Telmo.
Valdegracian Navy	III	0.
Montoya's Circle	I	0; +1 with protected testimony.
Albion Delegation	III	0, publicly cordial.
Albion Covert Command	III	-1 once identified.
Stroomdijk Merchant Interests	III	0.
Trafficking Network	II	-1 or -2 after first rescue.
Luminore Delegation	II	0.
Shadowed Tide	I	0; +1 after protecting captives.
The Clann	II in the interior	0; status changes through conduct.
Vega's Crew	II	0 or +1 with Melenko or the Legacy Anchor.

Score Structure

SCORE	ENGAGEMENT QUESTION	TYPICAL CLOCKS
Summit Intervention	Who controls the frame before the crew speaks?	Position secured, opposition credibility, exposure, witness removed.
Warehouse Rescue	Who moved first when the route was compromised?	Captives secured, guards alerted, records burned, reinforcements.
Laboratory Infiltration	What did Resa leave for the crew to notice?	Leverage located, Ear secured, pressure climb, Project Custodian response.
Airship Extraction	Who has angle, altitude, and command?	Gain bearing, lift failure, signal confusion, corridor open.
Jungle Pursuit	Who knows the ground and who believes they are unseen?	Albion ambush, Clann trust, journal secured, route erased.
Source Entry	What warning did the chamber give before the score began?	Listening, contradiction, faction arrival, manifestation tier.

Position and Effect

SITUATION	POSITION	EFFECT NOTE
Speaking under diplomatic protection	Controlled or Risky	Evidence determines effect; rank alone does not.
Breaking into delegation quarters	Risky	Standard; Limited if the crew has no inside route.
Rescuing captives after alarms	Desperate	Great effect on the network if people escape alive.
Crossing open ground under volley fire	Desperate	Limited without smoke, cover, or diversion.
Boarding during airship chaos	Desperate	Standard or Great when command and bearing are already compromised.
Acting inside the Listening Source	Risky, then Desperate as clocks advance	Effect depends on whether the action matches the chamber's discovered pattern.

Heat and Entanglements

Track Heat separately in Boca Serena, Valdegracian institutions, and the interior. Public violence raises port Heat. Forged authority raises institutional Heat. Betraying a Clann agreement raises interior Heat and may never be reduced through ordinary downtime.

ENTANGLEMENT	CAMPAIGN VERSION
Questioning	A clerk, worker, or crew member is detained under lawful procedure.
Reprisals	A faction moves against a witness, family, or safehouse.
Unquiet Source	An Éterlumin asset answers when no one is using it.
Diplomatic Protest	A faction demands apology, expulsion, or custody before the next session.
Moon Rising	Vega's Desperation clock advances and his crew needs shelter or help.
False Flag	A crime is attributed to the crew or an ally; clearing it may expose a real secret.

Experience Triggers

- You addressed a challenge through diplomacy, deception, technical skill, courage, or violence appropriate to your role.
- You expressed beliefs, heritage, or conflict concerning empire, loyalty, faith, or the Sources.
- You struggled with vice, trauma, debt, moon pressure, or obligations to a faction.
- The crew protected a person at real cost, changed who controlled information or access, or accepted responsibility for a consequence.

Campaign Downtime Actions

ACTION	USE
Protect a Witness	Spend Coin, a favor, or a downtime action to create a 4-clock safe route. Heat determines who hunts them.
Work the Delegation	Reduce a negotiation clock, improve one faction status temporarily, or learn a hidden red line.
Repair the Ship	Clear one ship consequence or improve effect on the next airship score.
Study the Ear	Advance a long-term project. On completion, gain potency once and tick Source Instability.
Calm the Moonbound	Reduce Vega's Desperation or protect one crew member through the next lunar change.
Publish Proof	Convert evidence into public consequence. Reduce deniability and increase institutional Heat.

CHAPTER XXIII

QUICK REFERENCE

A two-page desk guide with direct references to the material needed at the table.

Session Preparation in Seven Lines

1. Which faction gained most from the previous session?
2. Which faction was ignored, and what did it do off-screen?
3. Which clock becomes visible first?
4. What clue can be found in three places?
5. Who is the useful witness, and what does protection cost?
6. What wrong move looks easiest?
7. What choice still matters if every roll succeeds?

Act Desk Guide

ACT	RUN THIS ACT	KEY PEOPLE	MAP / HANDOUT	TRACK
I	Import the ending. Protect a witness and reveal that the summit is an auction.	DeSauros; Montoya; Project Custodian	Boca Serena p. 49; Resa notes p. 34	Custodian; Negotiations
II	Choose Heller's posture. Expose exemptions, contradictions, and the first disappearance.	Lysander; Juliette; van der Zee	Summit p. 50; draft clause pp. 34, 53	Negotiations; Traffickers
III	Break the route. Protect captives, Marina, and the public case at the same time.	Lukas; Marina; Smit; de Vries	Boca Serena p. 49; handouts pp. 53-54	Traffickers; faction status
IV	Reach the Ear. Free the leverage and decide whether to copy, move, destroy, or expose it.	Resa; Elena; Project Custodian	Plantation region p. 51; Resa notes p. 34	Custodian; Source
V	Hold the signal chain. Contest the landings, laboratory, and extraction corridor.	Drake; Van Rijn; Vega	Engagement zone p. 51; Albion order p. 54	Battle clocks p. 23
VI	Earn the inland route. Survive the kill zone, preserve proof, and win Clann trust.	Clann elder; Albion sergeant; Vega	Source region p. 51; soldier journal p. 34	Clann; Vega
VII	Read the chamber. Reduce contradiction and survive the correction made physical.	Legacy Anchor; Vega; the Clann	Source region p. 51; Source Beast p. 27	Source Disequilibrium
VIII	Settle the truth. Resolve safety, proof, access, publication, and the immediate cost.	Calderon; Montoya; all delegations	Summit p. 50; ending matrix p. 28	One ignored faction

Full procedures: campaign spine pp. 12-14 • factions pp. 9-10 • clocks pp. 10-11 • worksheets pp. 47-48

CHAPTER XXIII

NPC & PRESSURE INDEX

Find the person, first move, and active pressure without leaving the table.

Named Characters at a Glance

NAME	FACTION / ROLE	BEST USED FOR	FIRST ACT	DETAIL
Huan DeSauros	Heller chief negotiator	Objective, authority, and warning before a public crisis.	I	p. 15
Isabella "Izzy" Ferraro	Heller trade adviser	Numbers, routes, tariffs, insurance, and evidence discipline.	I	p. 15
Rafael "Rafa" Morales	Heller legal adviser	Jurisdiction, custody plans, and exact concessions.	I	p. 15
Arturo DeLuca	Project Custodian	A polished offer followed by coercion or retaliation.	I	p. 31
Isabella DeLuca	Canula household	Social access and the quiet movement of a witness.	I-II	p. 31
Marina DeLuca	Shadowed Tide source	A schedule, key, guest list, and dangerous inside route.	II-III	p. 31
Lorenzo Montoya	Inquisitor	Sanctuary, inquiry, testimony, and proof he can defend.	I	p. 31
Esteban Calderon	Valdegracian admiral	Escalation, lawful force, civilian safety, and naval support.	I/VIII	p. 31
Edmund Lysander	Albion ambassador	A truthful half-offer designed to protect deniability.	II	p. 31
Helena Drake	Albion covert commander	Professional respect, target identification, and extraction.	II/V	p. 31
Willem van der Zee	Stroomdijk envoy	A legal compromise that quietly preserves the route.	II	p. 31
Henrik Smit	Trafficking network	Move people first, then burn the paper.	II-III	p. 31
Clara de Vries	Stroomdijk attaché	Turn culture and hospitality into surveillance.	II-III	p. 31
Juliette Armand	Luminore attaché	Public support for one local protection, with a price.	II	p. 31
Emilio Resa	Engineer	Technical truth traded for protection.	I/IV	p. 31
Elena Resa	Witness	Names, times, visitors, and the chain of coercion.	III-IV	p. 31
Lukas Van Rijn	Shadowed Tide leader	A rescue operation before any ideological speech.	III	p. 31
Lucian Vega	Moon-affected captain	Save the wrong person for the right reason; demand a meeting.	V-VII	p. 31

Clock Triggers at a Glance

- Custodian completes the Ear: Resa isolated, delay, records recovered.
- Albion identifies the asset: Evidence displayed, Heller signals used, Vega contacted.
- Traffickers erase the route: Noisy raid, accusation, or witness disappearance.
- Negotiations collapse: Failed accusation, public violence, or humiliation.
- Clann withdraw trust: Maps exposed, soldiers brought inland, graves treated as property.
- Vega loses control: Lunar threshold, crew loss, or threat to the Legacy Anchor.
- Source Disequilibrium: Transmission, burial disturbance, or contradictory commands.

Full detail: DeSauros delegation p. 15 • Power Players p. 31 • factions pp. 9-10 • clocks pp. 10-11

PLAY MATERIALS

Maps, handouts, evidence, and player-facing aids



CHAPTER XXIV

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, Stroomdijk, 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	***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.***

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

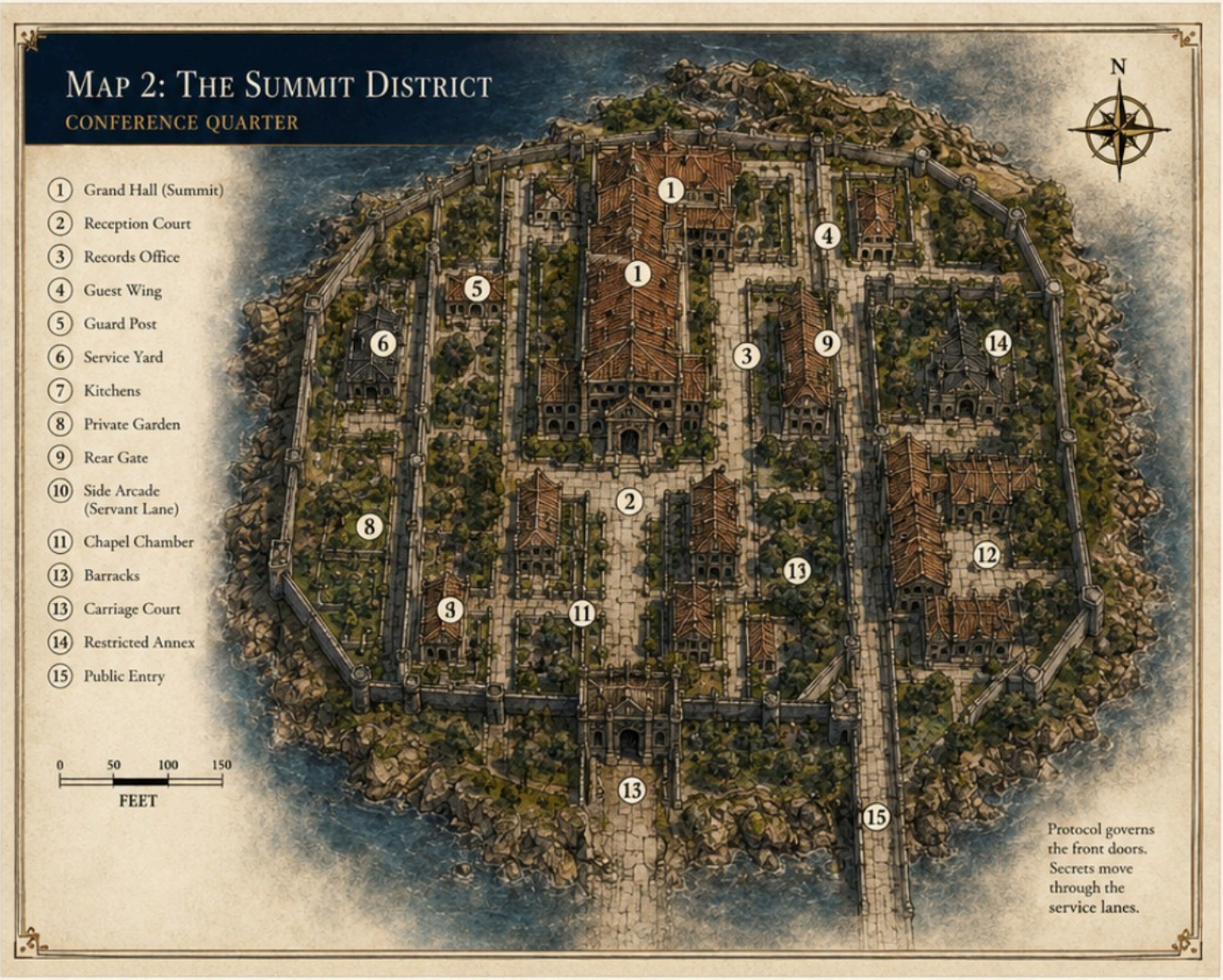


Use the harbor map to track arrivals, inspections, witnesses, legal access, and covert routes through Boca Serena. The Evidence Berth holds seized wreckage, manifests, and material recovered after Sara Telmoy it is not the Sara Telmoy site.

Campaign Maps

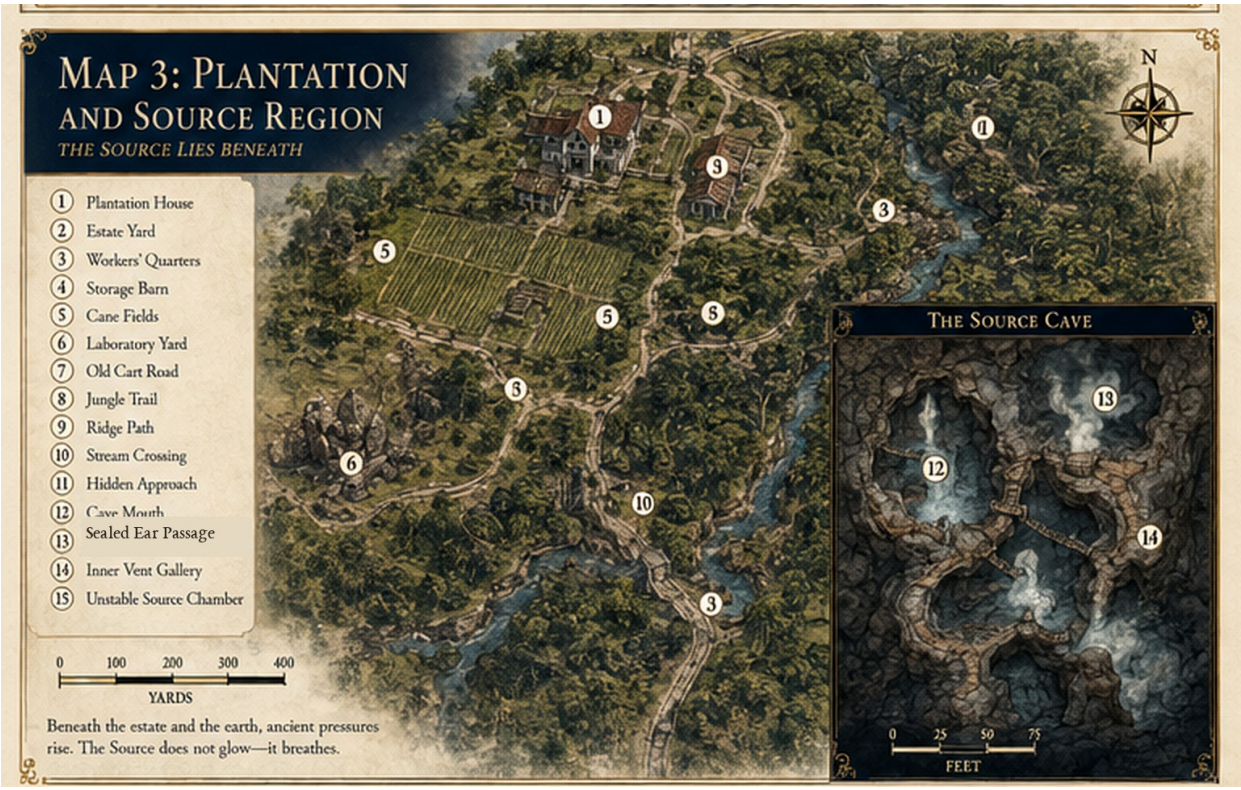
Cartographic references for the harbor, summit, inland expedition, and the battle above Canula Prime.

The Summit District



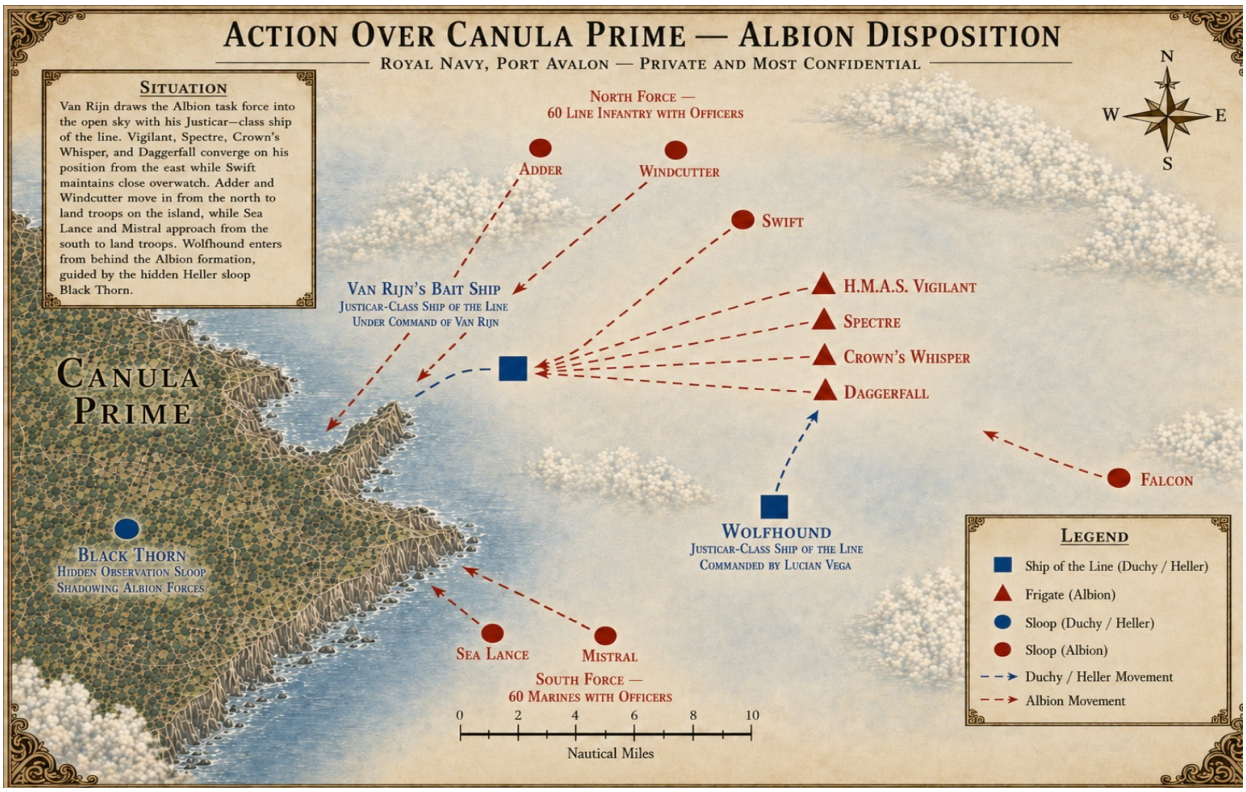
Protocol governs the front doors. Secrets move through service lanes, archives, gardens, guest wings, and guarded annexes.

Plantation and Source Region



The plantation, jungle approaches, laboratory road, and Source cave form one connected expedition area. Map key 13 marks the sealed reconstructed Ear passage. The active Ear remains at the estate laboratory, while the true Source lies inland and vents Éterlumin gas under pressure. No crystals exist here.

Wolfhound Engagement Zone



Van Rijn's Justicar-class ship fixes Vigilant, Spectre, Crown's Whisper, and Daggerfall while the Albion sloops move toward their landing zones. Black Thorn shadows the force, and Wolfhound, Lucian Vega's Justicar-class privateer, closes from behind. Use the marked vectors, cloud cover, landing routes, signals, and retreat corridors as real spatial choices.

CHAPTER XXVII

REWARDS AND LASTING ASSETS

Reward access, protection, authority, mobility, and responsibility rather than filling the campaign with conventional treasure.

Reward Principles

- A reward should change what the characters can attempt, who will answer them, or what consequence they are equipped to survive.
- Political and human rewards should remain vulnerable. A safehouse can be exposed, authority revoked, and a witness frightened away.
- Source knowledge is never merely a bonus. It creates an obligation, a danger, or a dispute over custody.
- Award the whole group when they preserve another person at meaningful cost, not only when they defeat an enemy.

ASSET	FICTIONAL BENEFIT	WHAT THREATENS IT	SYSTEM TRANSLATION
Letter of authority	Legal access, requisition, or the right to demand an answer.	Scandal, forged provenance, or a superior revoking it.	Advantage, permission, reduced difficulty, or a free setup action.
Protected witness network	Independent testimony and early warning when records are altered.	Intimidation, relocation, or public exposure.	Bonus information, improved effect, or an additional clue source.
Safehouse or sanctuary	Recovery, secrecy, and a place to hold people outside official custody.	Surveillance, faction heat, or divided ownership.	Downtime location, reduced heat, or recovery benefit.
Ship repair or upgrade	Improved command, lift, endurance, concealment, or extraction.	Damage, maintenance, fuel, or political seizure.	Subsystem condition, asset die, crew upgrade, or situational bonus.
Shadowed Tide route	Covert movement through docks, warehouses, and inland roads.	Betrayal, arrests, or trafficking interests reclaiming the route.	Flashback access, lower travel risk, or improved position.
Clann permission	Safe passage and access to oral knowledge, graves, or watched paths.	Disrespect, maps made public, or soldiers brought inland.	Permission to enter, trusted guide, or reduction of Source pressure.
Technical dossier	Resa's notes, calibration patterns, and safe operating limits.	Theft, suppression, incompleteness, or deliberate falsehood.	Additional success option, hazard disable action, or reroll.
Public credibility	The ability to make a case survive courts, presses, and diplomatic denial.	Contradiction, compromised witnesses, or premature disclosure.	Position, influence, reputation, or faction status.

Conversion Notes

SYSTEM FAMILY	REPRESENT LASTING ASSETS AS
D&D Fifth Edition	Story permissions, advantage, contacts, downtime facilities, ship subsystem improvements, or inspiration tied to an obligation.
Pathfinder Second Edition	Access, circumstance bonuses, Influence advantages, item or vehicle upgrades, contacts, and lower-difficulty preparation actions.
Blades / Forged in the Dark	Claims, crew upgrades, cohorts, faction status, special abilities, reduced Heat, or improved position and effect.
Other systems	Use whatever currency changes future choices: permissions, tags, aspects, reputation, assets, clocks, resource dice, or narrative authority.

CHAPTER XXVIII

GLOSSARY AND HANDOUT PACK

Pronunciation, setting terms, and short documents ready to copy or share.

Glossary and Pronunciation

TERM	PRONUNCIATION	TABLE MEANING
Mar de Oro	mar deh OH-roh	The Golden Sea and its colonial archipelagos.
Canula Prime	kah-NOO-lah prime	Strategic island and location of the summit.
Éterlumin	eh-ter-LOO-min	Responsive lifting gas; dangerous through pressure, heat, volatility, and resonance.
Éirighdún	AIR-ih-doon	Clann-linked name or marker associated with older recognition and watched routes.
DeSauros	deh-SOW-rohs	Heller mission and political delegation.
Stroomdijk	STROHM-dike	Merchant power whose respectable trade conceals coercive routes.
Boca Serena	BOH-kah seh-REH-nah	Official city and principal harbour.
Porto Sombra	POR-toh SOM-brah	Old dock district, sailors' quarter, and covert waterfront.
Source	source	A responsive pre-Sundering field complex, not a magical spring or crystal deposit.
Ear	ear	A reconstructed listening and calibration component tuned toward the inland Source.
Wolfhound	WOLF-hound	Heller privateer commanded by Captain Lucian Vega.
The Clann	the clan	Local guardians of watched paths, graves, oral knowledge, and the inland Source.

Handout: Conference Invitation

OFFICIAL COPY

By authority of the Convener, the accredited delegations are summoned to Boca Serena to establish temporary terms of trade, custody, scientific access, and maritime security following the San Telmo Incident. Attendance confirms no admission of liability. Absence will be recorded as refusal of procedure.

Handout: Stroomdijk Cargo Exemption

COMMERCIAL CLAUSE

Registered carriers operating under bilateral exemption shall not be delayed, opened, or inspected by local authorities except under countersigned emergency writ. The language appears to protect trade. In practice, it protects the route.

Handout: Albion Field Order

RECOVERED ORDER	***Observe the asset until signal failure or political exposure makes seizure unavoidable. Diplomatic personnel are not to be briefed beyond the minimum required for denial. Preserve command structure. Remove records that identify inland support.***

Handout: Shadowed Tide Message

FOLDED NOTE	***The warehouse changes guards after the second harbour bell. Do not break the north door. The people inside are evidence only if they survive being rescued. Bring a physician, clean papers, and somewhere the Governor cannot claim as custody.***

Handout: Clann Warning

ROAD SIGN	***The knot is turned toward the sea. Outsiders read it as decoration. Those taught the older rhythm understand: soldiers have crossed the watched line, graves have been disturbed, and anyone carrying a map must decide who will inherit it.***

Handout: Final Custody Declaration

BLANK DECLARATION	***The undersigned acknowledge that the people, records, components, routes, and access named below are held under temporary custody pending public review. No transfer is lawful without protection for the persons endangered by that transfer. Names, custodians, witnesses, and exceptions follow:***

PERSON / ASSET	CUSTODIAN	WITNESS	TERMS OR EXCEPTION

FINAL USE	***At the end of the campaign, complete this declaration even if no authority accepts it. The document records what the characters chose to protect, conceal, publish, destroy, or carry into the next campaign.***

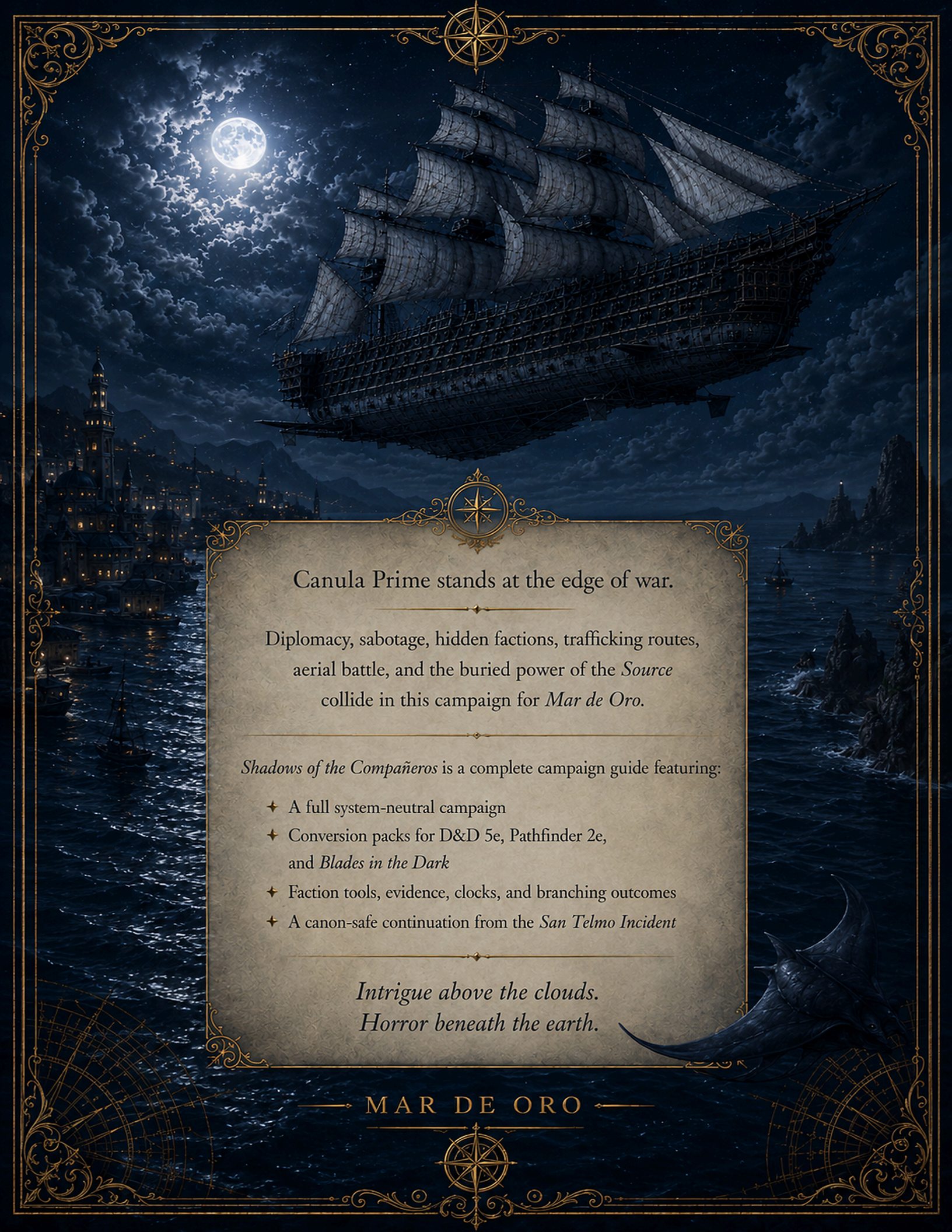
Map Attribution

Original cartography from "Continents and Archipelagos of the Herran Sea" by Kirdissir, relabelled for Mar de Oro. Changes are limited to names and labels.

The coastlines, islands, terrain and overall map composition remain the work of Kirdissir. No endorsement by Kirdissir or Inkarnate is implied.

This attribution applies only to the regional cartography. The Mar de Oro setting, nations, characters, history, fiction and game material are original creations.

This credit applies only to the adapted regional map referenced in the campaign materials.



Canula Prime stands at the edge of war.

Diplomacy, sabotage, hidden factions, trafficking routes, aerial battle, and the buried power of the *Source* collide in this campaign for *Mar de Oro*.

Shadows of the Compañeros is a complete campaign guide featuring:

- A full system-neutral campaign
- Conversion packs for D&D 5e, Pathfinder 2e, and *Blades in the Dark*
- Faction tools, evidence, clocks, and branching outcomes
- A canon-safe continuation from the *San Telmo Incident*

Intrigue above the clouds.
Horror beneath the earth.

MAR DE ORO