



Mar de Oro GM Tables



Tools & Tables for the Golden Sea

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A fast GM reference for people, ports, pressure, cargo, factions, and Fortera signs.

Roll a d12, read down the list, or simply choose what fits. These tables exist to keep the world moving without a pause. They provide ingredients, not outcomes: connect the result to what is already true, let the players act, and let consequences follow the fiction.

MOON PHASES ARE PLANNED, NOT ROLLED

The three moons belong to the campaign calendar. Their established phases and effects should be prepared from that timeline. This reference never randomises when lunar effects occur.

Fast combinations

- **NPC:** name + role + want + leverage
- **Association:** association + current pressure + association leverage
- **Port:** place name + port character + association + rumour
- **Job:** NPC or association + job + complication
- **Cargo:** cargo + why it is hidden

Names

The final eight landscape pages contain one naming pool per culture or community. Use the local pool when you want a name to suggest local origin. Mix freely for migrants, mixed families, sailors, traders, cosmopolitan ports, or anyone whose history crosses borders. Given names are grouped by traditional masculine and feminine usage for quick reference; use either column whenever it fits the person in front of the players.

Occupations & Roles

Roll when a named person needs an immediate place in the world. This says what the person does here, not what kind of character they are.

d12	Result
1	Harbour pilot, navigator, or local route-guide.
2	Sailor, gunner, marine, or deck officer.
3	Shipwright, rigger, carpenter, or yard worker.
4	Engineer, regulator technician, or Éterlumin specialist.
5	Factor, broker, merchant agent, or clerk.
6	Customs officer, harbour official, inspector, or registrar.
7	Physician, surgeon, apothecary, or field medic.
8	Priest, lay religious worker, teacher, or charitable organiser.
9	Surveyor, cartographer, naturalist, scholar, or translator.
10	Hunter, fisher, guide, courier, or frontier hand.
11	Soldier, veteran, watch officer, or hired guard.
12	Smuggler, fixer, informer, thief, or deniable intermediary.

NPC Wants

Roll when you know who someone is but need to know why they care.

d12	Result
1	Enough money to solve an immediate problem.
2	Safe passage for themselves or someone else.
3	Protection from a person, faction, or institution.
4	Information they cannot obtain openly.
5	Someone found, recovered, or brought home.
6	A debt forgiven, transferred, delayed, or collected.
7	Recognition, rank, legitimacy, or restored reputation.
8	Revenge, preferably without being seen to take it.
9	Evidence exposed, recovered, or destroyed.
10	Access to a person, place, ship, archive, or institution.
11	Their family, crew, community, or association kept out of the consequences.
12	To know whether something they fear is actually true.

NPC Leverage

What makes this person useful, dangerous, or worth dealing with?

d12	Result
1	Reliable local information.
2	An introduction to someone difficult to reach.
3	Passage, transport, or a berth aboard a vessel.
4	Safe lodging, concealment, or a discreet meeting place.
5	Credit, coin, supplies, or favourable terms.
6	Skilled labour, repair capacity, or technical expertise.
7	Documents, seals, testimony, or administrative access.
8	A pilot, guide, scout, interpreter, or specialist.
9	Political or institutional cover.
10	Evidence, correspondence, charts, or records.
11	Access to somewhere outsiders normally cannot enter.
12	A favour owed by someone more powerful than they are.

Associations & Local Institutions

These are types of organisation, not twelve universal named factions. A pilots' house in one port is not automatically the same institution as one elsewhere.

d12	Result
1	Pilots' house controlling local navigation knowledge.
2	Harbour council representing dockside interests.
3	Yard brotherhood of shipwrights, riggers, and labourers.
4	Mariners' mutual-aid confraternity.
5	Independent carriers' association.
6	Rescue and salvage society.
7	Factor house or merchants' consortium.
8	Surveyors', engineers', or instrument-makers' society.
9	Road-Keeper lodge or local route network.
10	Religious charitable house or lay confraternity.
11	Veterans', widows', or dependants' association.
12	Quiet political, resistance, or mutual-protection network.

Association Pressure

Roll with an association to find out why it matters now.

d12	Result
1	Its charter, licence, or right to operate is being challenged.
2	A member has disappeared, deserted, or been detained.
3	Someone powerful has called in a debt or favour.
4	A rival organisation has gained official backing.
5	It needs something dangerous done without appearing involved.
6	Its records contain information someone wants destroyed.
7	A respected member is accused of betrayal or corruption.
8	The route, trade, harbour, or resource it depends on has become unsafe.
9	Its members are divided over cooperation with a foreign power.
10	It needs protection but cannot publicly ask for it.
11	It controls access to something another faction urgently needs.
12	It is preparing collective action: strike, refusal, protest, blockade, evacuation, or defiance.

Association Leverage

What can a local association actually do for the characters?

d12	Result
1	Local knowledge no official chart records.
2	Skilled workers or an experienced crew.
3	Introductions across the harbour or town.
4	Storage, workshops, safe rooms, or meeting space.
5	Credit, supplies, or access to scarce goods.
6	Pilots, guides, couriers, or interpreters.
7	Collective testimony or witnesses.
8	Access to records, ledgers, manifests, or technical notes.
9	Political pressure through members or patrons.
10	Quiet transport of people or goods.
11	The ability to slow, obstruct, or stop local work.
12	A connection to an institution much more powerful than the association itself.

Port Character

Roll once when a harbour needs to feel like a place rather than a backdrop.

d12	Result
1	Military inspection is unusually strict; ships queue under armed observation.
2	A recent Éterlumin discovery has filled the harbour with speculators, labourers, and opportunists.
3	Storm damage has left piers, warehouses, and vessels under hurried repair.
4	Refugees or displaced crews have crowded every cheap room and unused warehouse.
5	A labour dispute has slowed loading, repairs, and harbour traffic.
6	A foreign squadron is visiting, and everyone is watching everyone else.
7	A feast, holy observance, election, procession, or public ceremony has transformed normal routines.
8	An accident or unexplained loss has made sailors reluctant to leave harbour.
9	Trade is booming, prices are rising, and every berth is contested.
10	Trade has collapsed; warehouses are full and creditors are nervous.
11	Two authorities claim overlapping jurisdiction and disagree publicly.
12	Everything appears normal, but people keep lowering their voices before saying why it is not.

Jobs & Offers

Roll when someone has a reason to put work in front of the crew.

d12	Result
1	Escort a person, vessel, or cargo through dangerous territory.
2	Find someone who was expected and never arrived.
3	Recover property, evidence, cargo, or a vessel before someone else does.
4	Survey a route, island, reef, ruin, Source site, or disputed boundary.
5	Carry something discreetly past an authority that would ask questions.
6	Verify whether a rumour, report, chart, or accusation is true.
7	Protect a meeting, witness, delegation, work crew, or negotiation.
8	Sabotage, disable, delay, or expose something without creating open war.
9	Salvage a wreck or abandoned site before ownership is settled.
10	Deliver an offer, warning, demand, pardon, or ultimatum.
11	Find the cause of a mechanical, Fortera, environmental, or logistical failure.
12	Get someone or something out before authorities, weather, an enemy, or a phenomenon closes the route.

Cargo

What is in the hold?

d12	Result
1	Éterlumin in transport vessels, poorly maintained or unusually valuable.
2	Charts, soundings, survey notes, or navigational observations.
3	Religious goods, vestments, books, ceremonial objects, or authenticated relics.
4	Powder, shot, firearms, artillery components, or military stores.
5	A passenger whose presence is absent from the manifest.
6	Sealed letters, dispatches, ledgers, codes, or diplomatic papers.
7	Fortera-embedded tools, instruments, ammunition, or objects.
8	Ordinary commercial cargo with one crate conspicuously different from the rest.
9	Salvage recovered from a wreck, ruin, battlefield, or abandoned vessel.
10	Medicines, specimens, surgical material, or research equipment.
11	Valuable but perfectly ordinary trade goods.
12	A living specimen, animal, organism, or phenomenon someone believes can be transported safely.

Why It Is Hidden

What counts as contraband depends on the port, flag, charter, ownership, and current politics. The same cargo may be ordinary trade under one authority and grounds for seizure under another.

d12	Result
1	Import duty or harbour tax has not been paid.
2	The cargo is legal, but its owner is not supposed to possess it.
3	It was stolen, seized, or salvaged under disputed circumstances.
4	Its destination is forbidden even though the cargo itself is legal.
5	Wartime or emergency law makes it subject to seizure.
6	Someone falsified its origin to conceal who supplied it.
7	The cargo would expose espionage, surveying, or an undeclared military operation.
8	Its condition is unsafe and an honest inspection would stop the voyage.
9	Another claimant holds papers proving it belongs to them.
10	Moving it would embarrass an institution that officially denies involvement.
11	The cargo is completely legal; the concealment protects the person receiving it.
12	Customs are supposed to discover it. The hidden cargo is bait, cover, or misdirection.

Port Rumours

Roll when the party reaches a new harbour, drinks somewhere, or asks around. Some are true, some are bait, most are half-right. That is the point.

d12	Result
1	A ship came in with her lift chamber sealed and her crew forbidden to speak of the crossing.
2	The customs officer at the next quay can be paid to look the other way, but the price rose after someone talked.
3	A Valdegracian synod ship is anchored offshore and no one has been allowed aboard.
4	There is Éterlumin for sale below assay price. Below assay price always means something.
5	A colony three days' sail east has gone quiet. No signals, no ships out, no reason given.
6	An Albion officer is asking after a name, and the name belongs to someone drinking in this room.
7	Three different crews swear they saw the same unmarked cutter enter harbour on three different nights, yet no berthmaster recorded it.
8	A chart is circulating that marks a reef where there was open water a year ago.
9	Someone paid a hunter's crew in advance to guide them inland and they have not come back.
10	A factor house is calling in old debts all at once, and no one knows who told it to.
11	A ship's physician from Eisenmark is treating something the local doctors will not name.
12	The relay tower on the headland failed at the same hour three nights running.

Complications

Roll when a scene is going too smoothly, when a plan needs a wrinkle, or when the world should push back. Escalate from the fiction already in play.

d12	Result
1	The wind or the lift fails at the worst moment and the vessel loses way, altitude, or steering.
2	Someone present recognises a character: an old debt, an old crime, an old face from another flag.
3	A faction the party wronged has arrived first and is already talking to the people they needed.
4	The papers are wrong. A seal, a name, or a stamp does not match, and someone official notices.
5	Powder is damp, a key is missing, a tool is broken. The thing they were counting on will not work.
6	A signal meant for someone else is mistaken for the party's, drawing attention from exactly the wrong people.
7	An ally's loyalty is tested by a better offer, and they hesitate long enough for it to matter.
8	A bystander is caught in the middle - a child, a servant, a stranger - and cannot simply be ignored.
9	The quiet way in is watched. What was meant to be unseen has a witness who must be dealt with.
10	A rival is running the same job for a different patron and the two crews meet in the same corridor.
11	Weather turns: fog swallows the signals, or a storm forces a choice between speed and safety.
12	The truth they came for is real, but so is the reason someone buried it, and that reason is here.

Harbour & Sea Encounters

Roll for a chance meeting in port, on the water, or in the sky. Some are people, some are the Golden Sea itself.

d12	Result
1	A becalmed or grounded ship signalling for aid, honestly or as a lure.
2	A naval patrol of one of the powers, bored, thorough, or looking for a specific ship.
3	A hunter's boat working a reef that turns out not to be a reef.
4	A drifting boat, empty but for signs its crew left in a hurry, or did not leave at all.
5	A rival crew or privateer, weighing whether the party is prey, peer, or problem.
6	A missionary or synod vessel, offering blessing, asking questions, or both.
7	A pod of sky rays or something larger crossing the vessel's path, indifferent and immense.
8	A factor's launch coming out to meet the ship before it has even docked, with an offer.
9	A colony boat trading fresh water and news for coin, and the news is worth more.
10	Wreckage and survivors from a fight that just happened over the horizon.
11	A Fortera-disturbed creature moves through the water or fog, drawn toward the vessel's active systems.
12	Another flag entirely, far from where it should be, and pretending it is not.

Faction Moves

Roll between sessions, or when the party has been idle, to advance the living world. The faction most affected by recent events acts first.

d12	Result
1	A power tightens control of a chokepoint, harbour, channel, or relay, and fees or searches rise.
2	A quiet purge: someone inconvenient is reassigned, arrested, or lost at sea.
3	An alliance shifts. Two flags that were cool are suddenly cooperating, or two friends have fallen out.
4	A public accusation, a synod charge, a scandal, a denouncement, forces people to take sides.
5	A power moves military weight into the region: a squadron, a garrison, a ship of the line.
6	An Éterlumin deposit is claimed, stripped, or fought over, and prices lurch.
7	A debt is called, a charter revoked, a favour demanded, catching someone the party knows.
8	Intelligence changes hands. Someone now knows something they should not, and it points at the party.
9	A power sponsors the party's rival, or their enemy, giving them ships, coin, or licence.
10	A reformer or hardliner gains ground inside a faction, and its behaviour shifts accordingly.
11	A colony asserts itself against its metropole, and the archipelago holds its breath.
12	Something the party did earlier bears fruit, for good or ill, in a place they did not expect.

Fortera & Source Signs

Use when a Fortera working, active system, Source site, old machine, or retained pattern needs a sign. These are clues and pressures, not explanations. Lunar effects are deliberately absent: moon phases are planned from the campaign calendar.

d12	Result
1	Lanterns, lift-glow, or signal lights dim and flare out of sequence, as if a nearby system is drawing on the field.
2	An embedding nearing the end of its useful life stirs and faintly reproduces the working bound into it.
3	Two instruments that should agree settle on the same impossible reading.
4	A trusted calibration drifts. A regulator, resonator, or signal instrument begins to lie.
5	Something in the water, ruins, or fog answers a signal no one meant to send.
6	A source-marked object or surface responds to a familiar voice, touch, rhythm, or repeated action.
7	An old site, a drowned choir, or a source-marked ruin reacts to the party's presence or Fortera practice.
8	A reading comes back impossible: too much, too little, or a pattern that should not exist.
9	A retained human pattern reproduces a remembered voice, gesture, or candle-song with unsettling precision.
10	Containment fails: pressure vents, active Éterlumin ignites, usable reserve is lost, or a connected system is damaged.
11	A recently repaired system returns to the same miscalibration, as if something external keeps pulling it out of agreement.
12	The underlying pattern shows through for a heartbeat, and everyone who saw it disagrees on what it was.

Valdegracia

The Mother-Crown. Formal, Solarian-inflected, cedar and cathedral. Surnames often carry territorial markers such as de or del.

d12	Given (masc.)	Given (fem.)	Surname	Ship	Place / Establishment
1	Alonso	Beatriz	de Solá	Justicia del Alba	Boca Serena
2	Reyes	Inés	Costesius	Nuestra Señora del Viento	Casa del Fielato
3	Hernán	Catalina	de la Vega	Santa Aurelia	El Cedral
4	Diego	Mencía	Guzmán del Río	Espada de Oro	Muelle de los Reyes
5	Bartolomé	Leonor	Ordóñez	Corona Serena	Taberna del Ancla Rota
6	Rodrigo	Ximena	Salcedo	El Inquisidor	Plaza del Sínodo
7	Cristóbal	Isabela	de Almazán	Voz de Valdegracia	Fuerte San Amadeo
8	Íñigo	Consuelo	Perezzi	Alma de Cedro	Calle de los Faroles
9	Sebastián	Aldonza	Montalvo	Trueno Sagrado	El Almacén
10	Gaspar	Estrella	de Heller	La Peregrina	Posada de la Estrella
11	Lorenzo	Paloma	Aranda	Fénix de Sal	Puerto Viejo
12	Amadeo	Serafina	del Cerro	Guardián del Sur	Cuesta del Humo

Albion

The Naval Crown. Understated, mercantile, quietly intelligent. Plain strong surnames, sober ship names.

d12	Given (masc.)	Given (fem.)	Surname	Ship	Place / Establishment
1	Edmund	Adelaide	Ashcombe	Resolute	New Avalon
2	Rowland	Winifred	Thornby	Watchful	The Correspondent's Rest
3	Percival	Cordelia	Kettering	Steadfast	Custom House Quay
4	Oswald	Prudence	Harrowgate	Vigilance	Harrow Street
5	Silas	Rosamund	Blackwood	Nightingale	The King's Reach
6	Ambrose	Millicent	Fenwick	Bulwark	Fenwick & Sons
7	Thaddeus	Beatrice	Marlowe	Sovereign's Word	The Split Anchor
8	Crispin	Honorio	Stapleton	Tempest	Governor's Row
9	Reginald	Verity	Redvers	Griffin	Old Dock
10	Bartholomew	Clemency	Ainsworth	Indomitable	The Marlowe Rooms
11	Gideon	Augusta	Corbet	Sparrowhawk	Cutter's Lane
12	Alistair	Marguerite	Wystan	Redoubt	Beacon Hill

Stroomdijk

Company holdings, ledgers and returns. Mercantile, blunt, water-engineering. Surnames often carry van or van der.

d12	Given (masc.)	Given (fem.)	Surname	Ship	Place / Establishment
1	Joost	Grietje	van der Velde	Fortuyn	Nieuw Waterland
2	Cornelis	Aaltje	Kuiper	Zwarte Meeuw	Het Kantoor
3	Willem	Maryke	van Dijk	Winstgevend	Kadewacht
4	Barthold	Cornelia	Ockerse	De Standvastige	De Gebroken Kiel
5	Dirk	Trijntje	Blok	Waterhond	Compagnie Plein
6	Reynier	Wilhelmina	van Leeuwen	Gouden Balans	Sluiswachtershuis
7	Hendrik	Saskia	Terhorst	Nachtwacht	De Natte Duit
8	Maarten	Femke	Brouwer	Zeeslang	Pakhuis Negen
9	Sander	Neeltje	van der Meer	De Rekening	Vossenlaan
10	Govert	Johanna	Vos	Stormvogel	Het Wisselkantoor
11	Lucas	Griet	Claesz	Diepgang	Havenzicht
12	Roelof	Anneke	Ravensbergen	De Voorzienigheid	De Lantaarn

Luminore

The Republican colony. Rationalist, formal, attentive to record. Elegant, precise ship and place names.

d12	Given (masc.)	Given (fem.)	Surname	Ship	Place / Establishment
1	Aurélien	Célestine	Duvernois	La Lumière Vive	Nouvelle Lumière
2	Bastien	Amélie	de Charme	Vent d'Aube	Le Bureau des Registres
3	Thibault	Rosalie	Lariviere	L'Esprit Républicain	Quai des Lanternes
4	Émile	Adélaïde	Beaumont	Étoile du Sud	L'Ancre Fendue
5	Gaspard	Léonie	Fontaine	La Raison	Place de la Raison
6	Léandre	Sabine	Rocheteau	Le Cormoran	Maison Duvernois
7	Séverin	Vivienne	d'Aubigny	Vent d'Azur	Le Sel et l'Encre
8	Florent	Hortense	Marchand	La Sentinelle	Rue des Fanaux
9	Marius	Marguerite	Vasseur	Foudre Claire	L'Octroi
10	Octave	Solène	Lenoir	L'Encre et le Sel	Auberge de l'Étoile
11	Théodore	Philippine	de Créqui	La Voyageuse	Vieux Port
12	Valentin	Ondine	Sauvterre	Éclat de Sel	Côte du Cormoran

Eisenmark

No colony; individuals of competence. Engineers, scholars, ships' physicians. Hard consonants, precise compounds.

d12	Given (masc.)	Given (fem.)	Surname	Ship	Place / Establishment
1	Konrad	Adelheid	Eisenberg	Eisenwille	Eisenkontor
2	Reinhardt	Gudrun	von Waldheim	Der Prüfstein	Die Prüfhalle
3	Wilhelm	Wilhelmine	Schreiber	Nordwacht	Zahnradgasse
4	Otto	Brunhild	Grünwald	Zahnrad	Zum Zerbrochenen Kiel
5	Gerhardt	Elsbeth	Bachmeier	Sturmglück	Gelehrtenplatz
6	Ludwig	Kunigunde	Steinhauer	Der Ingenieur	Kellermanns Werkstatt
7	Anselm	Hedwig	Ritterhaus	Aschenkiel	Der Windmesser
8	Dietrich	Roswitha	Vogelsang	Windmesser	Lampengasse
9	Friedhelm	Otilie	Kellermann	Der Grundsatz	Das Kontor
10	Kaspar	Margarethe	von Lindt	Feuerhand	Gasthaus zum Stern
11	Bruno	Frieda	Drechsler	Klarwind	Althafen
12	Emmerich	Isolde	Kastner	Der Wächter	Rauchsteig

Volkharov

No colony; it watches. Survey vessels, missions, diplomats with unexplained mandates. Cold, purposeful.

d12	Given (masc.)	Given (fem.)	Surname	Ship	Place / Establishment
1	Miroslav	Zlata	Volkharov	Nedremlyushchiy	The Volkharov Mission
2	Yefim	Miroslava	Zerentsov	Zvezda Severa	Dozor House
3	Radomir	Vasilisa	Bogdanovich	Vernyy Vzor	Northwind Quay
4	Stanislav	Radost	Miretsky	Kholodny Veter	The Silent Bell
5	Bogdan	Yaroslava	Radomirov	Strazh	Watcher's Row
6	Vsevolod	Bogdana	Zvonarev	Molchanie	Vetrov's Lodge
7	Postnik	Lyudmila	Ostrovsky	Dobraya Volya	The Salt Road
8	Ostap	Zvezdana	Chernikov	Serp Neba	Lampovaya Lane
9	Lavrenti	Svetlana	Yaropolkin	Tikhiy Grom	The Consulate
10	Yaropolk	Nadezhda	Zablonsky	Vestnik	Star Inn
11	Zakhar	Milena	Vetrov	Dozornyy	Cold Harbor
12	Dobromir	Vesna	Solovets	Solyanoy Put	Smoke Rise

Éirighdún

Holds no territory; factor houses everywhere. The closest thing to neutral ground. Traders, brokers, go-betweens.

d12	Given (masc.)	Given (fem.)	Surname	Ship	Place / Establishment
1	Cormac	Sorcha	Ó Braonáin	An Réalt Siar	Éirighdúnari Factor House
2	Fionnbarr	Gráinne	Mac Cárthaigh	Cuan Fada	The Broker's Table
3	Ruairí	Aoife	Ní Éirigh	Iolar na Mara	Long Quay
4	Diarmuid	Nuala	Ó Faoláin	An Idirghabhálaí	The Middle Ground
5	Éamonn	Ríoná	Mac Tíre	Gaoth Aduaidh	Salt Merchants' Row
6	Lorcán	Éabha	Ó Ceallaigh	An Fhírinne	de Búrca & Co.
7	Tadhg	Sadhbh	de Búrca	Long na Salainn	The Quiet Light
8	Oisín	Caoimhe	Ó Riain	Cormorán	Lantern Lane
9	Cathal	Deirbhile	Mac an Bháird	An Chóir	The Counting Room
10	Fearghal	Muireann	Ní Dhomhnaill	Solas Ciúin	Wayfarer's Inn
11	Donnacha	Órlaith	Ó Sé	An Fánaí	Old Harbor
12	Bréanainn	Sibéal	Caomhánach	Éan Stoirme	Smoke Steps

Golden Sea Creole - Port & Island Communities

A mixed naming pool for mobile port and island communities across the Golden Sea, not a claim that every island shares one culture or ancestry. Sailors, hunters, engineers, guides, parents, survivors. "The road keeps the names."

d12	Given (masc.)	Given (fem.)	Surname	Ship	Place / Establishment
1	Tovan	Marisol	Reef-born	Sunfish	Boca Serena Market
2	Maleo	Nayeli	Saltgrove	Marisol's Luck	The Reefsides
3	Sefari	Serida	de la Isla	Reefwalker	Palm Quay
4	Duco	Isla	Windward	Saltlight	The Warm Current
5	Nakai	Calema	Cortas	The Long Tide	Guide's Landing
6	Corenzo	Rosavel	Mabari	Sister Wind	Kessa's Table
7	Baltasar	Tanith	Two-Harbors	Boca Girl	The Saltgrove
8	Iyo	Delmar	Serrano	Driftwood King	Lantern Beach
9	Renjo	Suna	Longtide	The Guide	The Long Tide House
10	Marek-Sol	Corahl	Achi	Warm Current	Driftwood Inn
11	Casio	Beya	del Faro	Palm Shadow	Old Anchorage
12	Talen	Estrelina	Kessa	Sea-Road	Smoke Cove

