



— ◆ TALES OF MAR DE ORO ◆ —

FIFTH EDITION CONVERSION PACK

*A complete conversion guide for
campaigns in the world of Mar de Oro.*

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SEA • SKY • FAITH • EMPIRE

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A direct route from the fiction to the rule you need at the table.

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I. USING THE CONVERSION

The rules exist to make danger legible, choices meaningful, and consequences credible.

Core principle

Mar de Oro is built around credible danger, meaningful agency, predictable stakes, and consequences that follow the fiction.

The GM runs a living world. The players control their characters. Factions pursue goals, armies move, ships sail, resources diminish, weather changes, and Fortera conditions develop whether the characters are watching or not.

PLAY PRINCIPLE *The world acts. The players react. The players act. The world reacts.*

Player agency

The GM's first responsibility is preserving meaningful player choice. Prepare situations rather than outcomes. Know who wants something, what resources they possess, what they know, what changes if nobody intervenes, and what pressures are already moving.

When a danger would reasonably reveal itself, show signs of it. Players may investigate, prepare, retreat, negotiate, exploit, ignore, or confront it. Once the warning exists, the world does not soften because they chose badly.

The play loop

1. The world acts.
2. Establish what the characters perceive, know, or can reasonably infer.
3. The players react and choose an approach.
4. Resolve genuine uncertainty with the appropriate mechanic.
5. Apply consequences.
6. The world reacts.
7. Time moves and pressures develop.
8. Ask again: What do you do?

RESOLUTION *Fiction first. Resolution second. Consequence third.*

When to roll

Roll when success and failure are both plausible, the outcome matters, and uncertainty can change the situation. If the fiction already establishes the result, apply that result.

Clocks

Clocks show developing situations. They can represent reinforcements arriving, a flank collapsing, pursuit closing, a Battery ranging, a bridge failing, a Source destabilizing, or a faction finishing an operation.

A clock follows the fiction. Characters can slow, accelerate, reverse, redirect, transform, or remove it by changing the underlying situation.

Warning and consequence

A warning need not reveal the whole truth. It must make the danger discoverable. A rising gauge, a strange scent, powder smoke, displaced animals, a missed signal, or a ranging impact can all create meaningful information without explaining the answer.

GM PRINCIPLE *Give the warning. Let the players choose. Respect the consequence.*

II. CHARACTERS, DANGER, AND SURPRISE

High-level capability does not erase physical vulnerability.

Levels and classes

Use the full fifth-edition level range from 1 through 20. All classes are available.

Spellcasting and supernatural class abilities are interpreted as different traditions of interaction with Fortera. A Wizard may understand it analytically, a Bard through rhythm and resonance, a Cleric through faith, a Sorcerer through instinct, and a Druid through living and environmental patterns. Their explanations may disagree.

Wish

Wish is unavailable. It cannot be learned, cast, researched into existence, reproduced, or embedded.

Playable peoples

Use normal fifth-edition playable peoples unless a specific Mar de Oro conversion says otherwise. Playable peoples are integrated throughout Aeon's societies. Species does not determine nationality, culture, religion, language, profession, allegiance, morality, or class.

Hit Points

Normal HP represents physical endurance together with readiness, defensive skill, reactions, positioning, stamina, anticipation, and luck. A powerful character can survive far more pressure than an inexperienced character while remaining physically mortal.

Core HP

Record Core HP once:

CORE HP Core HP = the character's maximum HP at 1st level.

Core HP is not a second healing pool. It is used only during a genuine opening ambush before the character can bring the defenses represented by normal HP into play.

Surprise

Use the normal fifth-edition Surprise procedure. There is no surprise round.

A creature that begins combat Surprised uses Core HP against attacks and damaging effects belonging to the prepared opening ambush until that creature takes its first turn. Attackers participating in the same coordinated ambush who act before the Surprised creature's first turn resolve their qualifying damage against Core HP.

If Core HP reaches 0, the creature falls to 0 HP and uses the normal rules for unconsciousness and death. Once the creature takes its first turn, normal current HP resumes and Core HP is no longer used for that combat.

Hiding during established combat, attacking from behind, or flanking does not reactivate Core HP.

Example: Caught on the Road

Elena, Mateo, Sofia, and Tomas are travelling along a narrow road between old stone walls. They have already passed a broken milestone and an abandoned cart. Earlier, the GM mentioned that the road ahead had gone strangely quiet and that fresh boot marks disappeared behind the wall. The group noticed neither clue and continued.

Six armed men are waiting for them.

Two lie behind the wall with muskets. Two are concealed among the rocks above the road. The last pair wait farther ahead, covering the route the characters are most likely to use if they run.

The GM determines Surprise using the normal fifth-edition procedure. All four characters begin combat Surprised.

Elena normally has 37 HP. Her Core HP is 10.

Mateo has 31 HP and 12 Core HP.

Sofia has 28 HP and 9 Core HP.

Tomas has 42 HP and 11 Core HP.

Initiative is rolled.

One of the ambushers acts first. He rises behind the wall and fires at Elena.

The shot deals 8 damage.

Elena has not yet taken her first turn, so the attack resolves against her Core HP. She has 2 Core HP remaining.

A moment later Elena's place in initiative arrives. She has now taken her first turn. Her Core HP window closes.

She survived the opening shot.

Her ordinary 37 HP now represents her ability to react, move, use cover, anticipate further attacks, and defend herself through the rest of the fight. The 8 damage dealt against Core HP is not also removed from those 37 HP.

Another ambusher fires at her.

This time the attack uses Elena's normal HP. It deals 9 damage, reducing her from 37 HP to 28.

Across the road, Mateo has not yet taken his first turn.

A second musket fires.

The shot deals 7 damage. Mateo has 12 Core HP, so he survives with 5 Core HP remaining.

Then Mateo's turn arrives.

His Core HP window closes. He continues the fight with his normal 31 HP.

Sofia is luckier. Her initiative arrives before any ambusher manages to attack her. She began combat Surprised, but nobody exploited that vulnerability before her first turn. Her Core HP is never used.

Tomas is not so fortunate.

Before his initiative arrives, one of the men above the road fires down at him.

The musket deals 13 damage.

Tomas has 11 Core HP.

The shot is enough to overcome his physical vulnerability before he can bring his normal combat defenses into play. Tomas falls immediately to 0 HP.

His 42 normal HP never become relevant to that attack.

The remaining ambushers act later in initiative. By then Elena, Mateo, and Sofia have all taken their first turns. Any attacks against them now use normal HP.

The ambush is still happening. The special Core HP window is not.

What happened

The ambushers did not receive a free round.

Each Surprised character had an individual vulnerability window that lasted only until that character took their first turn.

Elena was hit during that window and survived it. Mateo was hit and survived it. Sofia reached her turn before anyone exploited it. Tomas was hit hard enough to fall before his turn arrived.

Initiative determined how long each character remained exposed.

CORE HP Core HP replaces normal HP against qualifying damage from the prepared opening ambush. It is not additional HP and the damage is not applied to both pools. Once that character takes their first turn, normal HP resumes.

AMBUSH RULE Surprise happens at the opening of combat. Positioning happens inside combat.

Using deadly creatures correctly

A Moon-Affected ambush is near-certain to drop a low-level character. This is intended. It is also why deadly creatures must be deployed deliberately rather than improvised.

The incorrect use

Springing a deadly creature on the party without meaningful warning and letting the opening dice decide can remove a player's agency at the exact moment they would most want it. Under Core HP, a Multiattack creature focusing one unprepared low-level character may drop them before they take a turn.

The correct use

Before running a deliberately deadly ambush, know what happens if the characters are caught. Simulate the dangerous case. Give them real clues beforehand that they can act on, such as:

- an unfamiliar scent or pressure change
- restricted movement or a suspicious route
- tracks, damaged surroundings, or missing animals
- Fortera or resonance signs

- a witness warning
- silence where there should be sound
- another creature-specific tell

If the party notices the signs, they can investigate, prepare, retreat, create defenses, or knowingly accept the risk. If they miss or ignore those signs, the ambush remains real.

Design the fall

A deadly encounter should have a playable failure state. Defeat can mean unconsciousness, capture, separation, injury, loss of equipment, the creature achieving its objective and leaving, an ally intervening at a cost, or another consequence established by the fiction.

This does not protect the party from losing badly. It prevents an intentionally lethal encounter from accidentally becoming the end of play merely because the GM never considered what defeat would mean.

DEADLY ENCOUNTER *Simulate the threat. Give the warning. Design the fall. Then run it.*

Death and catastrophic injury

Use normal death saves. When survival remains physically plausible, a character who would otherwise die may instead suffer a catastrophic injury appropriate to the event, such as a lost limb, lost eye, severe organ damage, or neurological injury.

Ordinary medicine can stabilize and rehabilitate such injuries. Exceptional Fortera may eventually restore physical destruction. Some events are simply fatal when survival makes no physical sense.

Physical protection

1. Can the attack reach the target?
2. Can it physically affect the target?
3. What physical layer is actually being struck?

An intact frigate hull prevents a pistol from damaging internal machinery. The sailor standing on that frigate remains vulnerable. A creature may have hide too thick for meaningful musket damage while still having vulnerable eyes, wounds, or softer anatomy.

PROTECTION *Protection determines what can hurt something.*

III. FIREARMS AND MASSED FIRE

Individual accuracy and massed fire answer different questions.

Firearm baseline

Weapon	Damage	Range	Reload
Pistol	1d10 piercing	30/90 ft	1 Action
Carbine	1d10 piercing	60/180 ft	1 Action
Musket	1d12 piercing	80/240 ft	1 Action
Boarding Gun	2d8 piercing	20/60 ft	1 Action
Swivel Gun	4d10 piercing	120/360 ft	2 crew

Proficient reload

A creature proficient with a normal handheld firearm can reload it as a Bonus Action. A nonproficient creature uses the listed Action.

Armor interaction

Against a creature without meaningful armor, such as cloth, robes, or padded protection, a firearm attack has Advantage.

Against rigid metal armor or comparable armor-like natural protection, such as chain, scale, half-plate, plate, chitin, stone-like skin, or heavy dragonhide, a firearm attack gains +2 to hit.

These benefits do not stack on the same attack.

Misfire

A natural 1 causes a misfire. A proficient user clears the misfire as a Bonus Action; a nonproficient user uses an Action. Poor powder, rain, and wet conditions can make firearms less reliable according to the situation.

Noise and smoke

A firearm discharge is normally audible at least 300 feet away, and often much farther in open conditions. Powder smoke fills the shooter's immediate space until the start of their next turn. Sustained massed fire can obscure a larger area.

Point-blank fire

The Game Master's Guide point-blank rule remains available: when the fiction places an unarmored or unaware target at point-blank range, the firearm deals +2 damage.

Specialist firearms

Weapon	Damage	Range	Properties
Early Rifle	1d12 piercing	150/600 ft	Ammunition, Loading, Two-Handed, Misfire (1); ignores Half Cover
Kalthoff Repeater	1d12 piercing	100/400 ft	Ammunition, Two-Handed, Reload (30), Misfire (1), Repeating Fire

Repeating Fire: when a user takes the Attack action with a Kalthoff Repeater, they may make two attacks even without Extra Attack. A neglected weapon may misfire on 1-2 at the GM's discretion until properly maintained.

Aimed fire and massed fire

RANGE PRINCIPLE *Aimed fire attacks a person. Massed fire attacks occupied space.*

Personal firearm ranges represent one shooter attempting to hit a particular target. A musket ball travels much farther than the range at which one shooter can reliably pick out one person. Coordinated fire remains useful at greater distances because many shots enter an area occupied by the target.

Volley Fire

Volley Fire is a Personal Scale massed-fire procedure. It resolves coordinated fire without rolling one attack for every musket.

Minimum three shooters. A Volley requires one round of preparation unless the shooters are already drilled and waiting.

Damage

Damage is 1d10 per complete two muskets, rounded down.

Target Size	Maximum Volley Damage
Small	5d10
Medium	8d10
Large	10d10
Huge	14d10
Gargantuan	16d10

Damage save

DEX save, DC 12 + 1 per five shooters, maximum 18. Success halves damage.

Suppression

The target also makes a WIS save against the same DC. On a failure, the target has half movement and Disadvantage on attacks until the end of its next turn.

Morale

If one Volley removes more than half the target's remaining HP, the target makes WIS DC 12 or breaks.

SCALE BOUNDARY *Personal Scale counts shooters. Battlefield Scale counts Formations.*

IV. BATTLEFIELD SCALE AND FORMATIONS

The Battlefield map resolves the local tactical engagement, not the entire war.

Two mechanical scales

Scale	Typical Grid	Handles
Personal Scale	5-foot spaces	PCs, NPCs, every creature, firearm attacks, Volley Fire, boarding, rooms, streets
Battlefield Scale	10-yard spaces	Formations, cavalry Formations, Batteries, ships, fortification positions

For local land combat, 1 Battlefield square equals 10 yards, or 30 feet.

The full battle

Battlefield Scale is the part of a battle the characters can meaningfully affect directly. The rest of the army or fleet is represented through zones, clocks, signals, reports, Cohesion, Pressure, Position, and consequences.

Examples of wider-battle clocks include Left Flank Collapsing, Reinforcements Arrive, Enemy Reserve Commits, Bridge Falls, Battery Located, Retreat Route Cut, Enemy Cavalry Manoeuvring, and Airship Support Arrives.

Example: From the Line to the Battery

Captain Ortega commands a Veteran infantry Formation advancing along a road toward an enemy position.

At the beginning of the engagement, the Formation has 60 HP and three sections. Ortega is standing with the centre section, directing the advance.

The Battlefield screen shows the Formation, an enemy infantry line, a stone wall, and a Field Battery positioned on higher ground several hundred yards away.

Ortega is a PC, but she is not represented separately on this screen. She is commanding the Formation.

Her orders, movement, leadership, firearm use, and ordinary contribution to the fighting are absorbed into the Formation's Battlefield actions.

The important question is: Can Ortega get her Formation across the exposed ground before the enemy position stops them?

That is a Battlefield Scale question.

Ortega orders the Formation forward in Line.

The Battery begins ranging.

The first shot lands short. The GM marks the threatened area on the Battlefield screen. Ortega now knows where the Battery is trying to put its fire.

On her next turn, Ortega orders the Formation to move toward a stone wall that will take it out of the beaten area.

She is still commanding the unit, so the game remains at Battlefield Scale. There is no separate Captain Ortega turn. Moving the Formation is her action in the battle.

The Battery adjusts.

This time it has the range.

The Field Battery fires into the exposed part of the Formation and deals its Battlefield damage. The Formation survives, but its HP falls far enough that one section is lost.

It now has two effective sections. Its smoothbore fire drops from 3d10 to 2d10.

Ortega can see what will happen if they remain where they are. The Battery has the range, the wall only protects part of the approach, and another bombardment may break the Formation.

At this point Ortega still has several Battlefield choices. She could order the Formation back, move deeper into cover, change the line of advance, order fire against another Formation, or wait for friendly counter-battery fire.

All of those choices keep the game on the Battlefield screen because Ortega is still acting through the Formation.

Then the player says, "The guns are the problem. I leave the line, take whoever is close enough to follow me, and go through the drainage cut toward the Battery."

The question has changed.

It is no longer: Can the Formation survive the Battery?

It is now: Can Ortega reach the gun position and silence it?

That is a Personal Scale question.

The GM switches to the Personal Scale screen.

The Battlefield map is set aside. Ortega appears on the Personal Scale map as her normal fifth-edition character.

The drainage cut becomes actual terrain. The stone wall has a height. The earthworks have entrances. The Battery is no longer a single AC 15, HP 30 Battlefield entity.

It is now a physical position. There are guns, gun crews, ammunition, an officer directing fire, sentries, firing steps, tools, cover, and whatever else actually exists there.

Ortega can now run, climb, hide, shoot, cast a spell, attack a crew member, cut a fuse, spike a gun, surrender, or attempt anything else an individual character could do.

What happens to her Formation?

The Formation does not disappear. It is still fighting behind her.

But it is no longer taking simultaneous Battlefield turns while Ortega takes Personal Scale turns.

Its wider situation continues through the fiction and clocks. The GM might track Formation Holding the Wall, Enemy Infantry Closing, Battery Fires Again, or another pressure appropriate to the battle.

What Ortega does can change those clocks. If she kills the observer, the Battery may lose its firing solution. If she reaches one gun and spikes it, the Battery's effectiveness may fall. If she drives off the crews, Battery Fires Again disappears. If she spends too long fighting through the position, Enemy Infantry Closing may advance.

The wider battle is still moving. It is simply no longer being resolved as a second tactical game underneath the Personal Scale scene.

Ortega reaches the guns

Ortega and two soldiers reach the earthworks. The gun crew sees them coming.

Initiative is rolled using normal Personal Scale rules.

Ortega shoots the officer. One soldier dives behind an ammunition chest. A gunner draws a pistol. Another crew member tries to reach the next loaded cannon.

The Battery cannot simply make its normal 8d12 Battlefield attack against Ortega because the question has narrowed onto the people physically operating it. The players are interacting with the gun position directly.

Ortega does not need to reduce the Battery's Battlefield HP to zero. She might silence it by killing or driving away enough crew, destroying its ammunition, disabling the firing mechanism, forcing the officer to surrender, or seizing the guns intact.

The Personal Scale fiction determines what happens.

Eventually the crew breaks and abandons the position. The Battery is silenced.

Returning to the battle

The GM does not immediately switch back to the old Battlefield screen and reconstruct every Formation's exact movement.

Instead, the Personal Scale result changes the wider battle. The Battery is gone. Ortega's Formation can advance without that beaten area. The enemy has lost artillery support.

Perhaps Formation Holding the Wall succeeds. Perhaps Enemy Line Withdrawing begins. Perhaps Ortega now sees enemy reinforcements approaching and a new Battlefield question matters.

If so, the GM can establish a new Battlefield situation from the world as it now exists.

SCALE *A PC commanding a Formation acts through the Formation. A PC acting personally brings the immediate exchange to Personal Scale. Do not run both screens at once. Resolve the question the players are acting upon.*

Same Battery, Different Decision

If Ortega says, "I order the company into the drainage cut and advance on the Battery under cover," stay at Battlefield Scale. She is solving the threat as a commander.

If Ortega says, "I hand command to my lieutenant, leave the company, and go through the drainage cut myself," switch to Personal Scale. She is solving the threat as a character.

Fog of war

Information	Meaning
Visible	Directly perceived.
Inferred	Reasonably concluded from evidence.
Reported	Received through scouts, observers, signals, or allies.
False	Mistaken, forged, misunderstood, or deliberately misleading.
Hidden	Actually happening outside the characters' present knowledge.

OBSERVATION *Range determines reach. Observation determines engagement.*

Terrain, elevation, weather, darkness, smoke, scouts, observers, signals, airships, Fortera sensing, and intelligence determine what can be engaged effectively.

Formation character

A Formation is a coherent military body acting as one Battlefield entity. It has AC, HP, Speed, Facing, one Action, one Reaction, a Formation Bonus, listed attacks, and any special abilities.

When coherence ends, zoom back to Personal Scale for survivors who matter.

Sections and HP

A standard infantry Line begins as three 10-yard frontage sections, approximately 30 yards of effective frontage.

Quality	HP per Section	Three-Section Line
Green	10	30 HP
Veteran	20	60 HP
Elite	30	90 HP

FORMATION QUALITY *Quality changes HP and nothing else.*

Formation HP represents casualties, fatigue, confusion, broken command, wounded troops, gaps, and accumulated loss of effective frontage. A lost section is lost effective frontage, not a statement that everyone in those ten yards died.

Veteran example: 60 HP = 3 sections; 38 HP = 2 sections; 19 HP = 1 section; 0 HP = the Formation breaks.

Formation Bonus and AC

All Formations use a fixed +2 Formation Bonus for Battlefield attack rolls and relevant Formation saves.

Situation	AC
Poorly ordered troops or militia in open ground	10
Formed troops in open ground	12
Meaningful cover	15
Entrenched	17

Quality does not change AC. Square does not change AC.

Movement

Formation / Posture	Speed
Line	20 yd / 2 squares
Column	30 yd / 3 squares
Cavalry	50 yd / 5 squares
Square	0

A Battlefield turn is a coordinated tactical exchange rather than a literal six-second infantry walking interval.

Actions and reaction

- Unit Attack: make the Formation's listed ranged or melee attack.
- Change Formation.
- Dash.
- Use a listed special action or another action justified by the fiction.

A Formation has one Reaction. A hostile Battlefield entity crossing or leaving its threatened Front can provoke one Battlefield Opportunity Attack.

Facing

The three spaces immediately ahead are the Formation's Front: front-left, front, and front-right. Everything else is flank.

Square

- Every side counts as Front.
- The Formation cannot be flanked.
- Speed becomes 0.

Square grants no automatic AC bonus.

Suppression

Suppression is separate from HP. A Suppressed Formation has half Speed and Disadvantage on attacks until the end of its next turn. Suppression itself removes no HP or sections.

Standard Formation ranged fire

Once troops are represented as a Battlefield Formation, stop counting individual shooters. A Formation Ranged Attack uses the fixed +2 Formation Bonus and deals damage according to its weapon type:

BOUND DAMAGE Smoothbore: 1d10 per surviving unengaged section. Rifle: 1d8 per surviving unengaged section.

Smoothbore infantry deal 1d10 per surviving unengaged section. Rifle infantry deal 1d8 per surviving unengaged section. A section engaged in melee cannot contribute its firearm die to a ranged Unit Attack. If the Formation makes a ranged attack, count only surviving sections that are not in melee. If it makes a melee attack, count only sections in contact and use the melee damage profile. If every surviving section is engaged, the Formation cannot make a firearm Ranged Attack.

Formation	Effective Range	Long Range	Damage
Smoothbore Infantry	100 yd / 10 squares	200 yd / 20 squares	1d10 per surviving unengaged section
Rifle Infantry	300 yd / 30 squares	600 yd / 60 squares	1d8 per surviving unengaged section

Long-range attacks have Disadvantage. Rifle formations trade some massed damage for substantially greater reach.

Close combat profiles

Formation	Melee Damage
Smoothbore Infantry with Bayonets	1d8 per section in contact
Rifle Infantry / Light Infantry	1d6 per section in contact
Cavalry	1d10 per section in contact

Cavalry

Cavalry uses ordinary Formation HP, AC, Bonus, facing, Reaction, and Suppression. Mounted troops equipped with firearms may make the appropriate Unit Ranged Attack.

Charge

Cavalry may use its movement to close to contact and then make its normal melee Unit Attack. Charging alone grants no Advantage.

Cavalry attacks with Advantage when the target is Suppressed, has lost one or more sections, is broken, or is fleeing. Square counts as steady, presents Front on every side, and denies flanking.

CAVALRY *Closing under fire is the cost. Disorder is the payoff.*

V. ARTILLERY, FORTIFICATIONS, AND FLIGHT

Artillery controls areas through reach, observation, and geometry.

Battery

ARTILLERY PRINCIPLE *A gun attacks a target. A Battery attacks an area.*

A Battery is one Battlefield entity representing several guns, crews, ammunition handlers, and immediate command functioning together.

Prepared Battery	Value
AC	15
HP	30

At 0 HP the Battery can no longer function coherently. This may mean destroyed guns, driven-off crews, wrecked limbers, lost ammunition, broken command, or an untenable position.

Battery damage

Battery	Battlefield Damage
Light	6d10
Field	8d12
Heavy / Siege	12d12

Artillery reach

Artillery ranges are listed first in feet. For Battlefield positioning, 30 feet = 10 yards = 1 Battlefield square. The conversions below preserve the physical weapon range rather than compressing it to the local map.

Artillery	Effective Range	Maximum Range
Light smoothbore	3,000 ft / 1,000 yd / 100 sq	4,000 ft / 1,333 ¹ / ₃ yd / 133 ¹ / ₃ sq
Heavy smoothbore	5,000 ft / 1,666 ² / ₃ yd / 166 ² / ₃ sq	6,000 ft / 2,000 yd / 200 sq
Rifled field artillery	5,400 ft / 1,800 yd / 180 sq	12,000 ft / 4,000 yd / 400 sq
Heavy rifled / siege	6,000+ ft / 2,000+ yd / 200+ sq	12,000+ ft / 4,000+ yd / 400+ sq

Battlefield conversion: 1 Battlefield square = 30 ft = 10 yd. Artillery ranges are authoritative in feet; yards and squares are provided for table use. Where the conversion produces a fractional square, use the listed distance in feet to determine exact range.

Weapon reach is not compressed because the local Battlefield map is smaller. A Battery can be physically off-map and still influence the local engagement.

Long-distance approach

When exact movement across thousands of yards adds little, use the states Out of Range -> Maximum Range -> Effective Range -> Close -> Battery Position. Return to the 10-yard grid when local manoeuvre matters.

Geometry and observation

A Battery is constrained by range, traverse, elevation, observation, terrain, structures, and actual firing arc. These limits create dead ground.

GEOMETRY *Range tells you how far the gun reaches. Firing arc tells you where it can point.*

Observation can come from direct sight, scouts, towers, other Formations, signals, airships, Fortera-assisted observation, or established coordinates. Destroying, blinding, or deceiving the observer can neutralize distant artillery without destroying the guns.

Beaten area and ranging

A Battery creates a beaten area appropriate to its weapon, ammunition, angle, target disposition, and terrain. There is no universal circular blast template.

Unless genuine Surprise applies, ranging impacts make the developing danger visible. Once ranged, exposed Battlefield entities substantially inside the beaten area take the Battery's listed damage once per bombardment round. Substantially moving the bombardment requires re-ranging.

- leave the beaten area
- find hard cover or dead ground
- use smoke or concealment
- break observation
- counter-battery fire
- sabotage the position
- force the Battery to relocate
- use Fortera or another physically credible solution

Personal exposure to artillery

Battery	DEX Save	Damage on Failure
Light	DC 13	3d10
Field	DC 14	4d12
Heavy / Siege	DC 15	6d12

Success halves damage. These values represent blast, splinters, debris, and near impacts. A direct heavy-artillery hit is Catastrophic Force.

Fortifications

Fortifications control space by overlapping protected Batteries, observation, infantry, terrain, and hard cover. Batteries cover roads, gates, and approaches. Infantry covers dead ground. Observers direct distant fire.

FORTIFICATIONS *Fortifications control space by surviving in place.*

Flight

Flight changes geometry. A flying character can bypass walls, cross difficult ground, leave ground-level beaten areas, exploit high-angle dead ground, or attack observers. A weapon can engage the flyer only where its actual firing arc allows.

Airship-age forts may include elevated guns, high-angle mounts, overlapping arcs, Fortera-supported defenses, and defending airships.

VI. SHIPS AND AIRSHIPS

Ships use their established vessel economy while participating in the local battle.

Vessel attacks

A vessel normally makes one vessel attack. Its Broadside entry is the complete damage of that single attack, not one damage roll per cannon.

Vessel	AC	HP	Speed	Broadside
Justicar-class Valdegracia Ship of the Line	17	1,200	20 kt	72d12
Cruzado Valdegracia Heavy Frigate	16	300	25 kt	28d10
Banshee-class Albion Cruiser-Frigate	17	580	36 kt	28d12
Spectre Albion Disruption Frigate	16	280	35 kt	20d12
Wright Albion Assault Frigate	15	250	40 kt	16d10
Albion Sloop	14	160	45 kt	8d8
Aurora Ventus Heller Command Frigate	16	340	30 kt	24d10
Cazador Heller Interceptor	16	230	40 kt	14d10
La Estrella Veloz, Heller Frigate	17	220	40 kt	10d10
Santo-class Heller Escort Sloop	15	180	35 kt	8d8
Helios Tender Heller Support	15	280	20 kt	2d6

Ships need not use a 10-yard land grid. Range, bearing, altitude, weather, firing arcs, and relative position remain appropriate encounter geometry.

Physical protection

An intact frigate hull is immune to ordinary small-arms structural damage. Exposed crew remain vulnerable. Internal components can be targeted by Personal Scale weapons only after physical access is gained through boarding, a breach, a hatch, or another credible route.

Subsystem shares

Subsystem	Share of Vessel HP
Hull	35%
Rigging or Lift	20%
Weapons	20%
Crew	15%
Bridge or Command	10%

Use the Game Master's Guide half-HP degradation and zero-HP failure consequences for each subsystem. Éterlumin Reserve is tracked separately.

Éterlumin Reserve

Éterlumin Reserve represents remaining usable service, calibration condition, containment integrity, and operational availability. It is not ordinary vessel HP.

Damage, leaks, heavy operation, failed recalibration, and Overdraw may reduce Reserve according to the situation. Repairs do not automatically replenish depleted Éterlumin.

Three kinds of ship problem

Problem	Meaning	Answer
Damage	Structure or machinery is physically broken.	Repair.
Depletion	Usable material, ammunition, Éterlumin, or service has been consumed.	Resupply.
Miscalibration	Serviceable components no longer agree on the correct operating reference.	Tune.

SHIP ENGINEERING Tuning restores agreement. Repair restores structure. Supply restores capacity.

VII. FORTERA, OVERDRAW, AND EMBEDDING

Power is available. Pushing beyond safe capacity changes what it costs.

Fortera

Fortera is a physical feature of the setting. Ordinary class spellcasting represents established, stabilized methods of interacting with it. Safe ordinary casting causes no special Overdraw penalty.

Overdraw

Overdraw is voluntary. It occurs when a character deliberately exceeds their safe capability.

Capacity is the highest effect, scale, or intensity safely achievable under current conditions. For spells, each spell level above the highest level the character can normally cast safely is one tier. Other workings use an equivalent increase in scope, effect, or intensity.

OVERDRAW *Overdraw is not a check to discover whether you get the extra power. You choose to push. The procedure determines the cost and containment.*

Severity	Tiers Over	Strain	Ripple	Settling
Mild	1	1d10	x1.5	Weakened field, 1d4 rounds
Moderate	2	2d8	x2	Depleted field, 1d6 minutes
Severe	3	4d8	x3	Dead Zone, 1d6 hours
Overload	4+	6d8	x4	Collapse Zone, 1d6 days or longer

Containment save: CON DC = 10 + 2 per tier over capacity.

On success, take half Strain. On failure, take full Strain and escalate the disturbance one severity step. Strain is Exhaustion HP and ignores armor and resistance.

Containment choices

Choice	Result
Vent Gas	Lose supply or lift to reduce pressure.
Ground the Working	Lose the current effect and stop escalation.
Accept Strain	Take the Strain and complete the effect.
Break the Pattern	Risk backlash while attempting to end the resonance.

Embedding

An eligible spellcaster can embed an appropriate spell or Fortera working into a physical object.

Choose an Embedding Depth from 1 up to the caster's character level.

EMBEDDING *Creation time = Depth in days. Natural useful life after completion = Depth in days.*

Depth controls longevity rather than spell level. If the effect exceeds safe capacity, resolve Overdraw separately.

The appropriate spell slot is expended once when the ritual completes, then recovers normally. The slot is not committed for the item's useful life.

Embedded ammunition resolves the physical projectile and the embedded Fortera effect separately.

Enchantment

ENCHANTMENT *Embedding creates the effect. Enchantment slows the decay.*

No Fortera object is intrinsically permanent. Long-lived artifacts are embeddings whose decay has been slowed, stabilized, maintained, or repeatedly tuned for extraordinary periods.

This makes trained practitioners, infrastructure, workshops, arsenals, and shipboard maintenance strategically important.

VIII. RESONANCE TUNING

The standard working for preserving embeddings and maintaining calibrated Fortera systems.

Resonance Tuning

2nd-level Fortera working

Casting Time	Range	Components	Duration	Classes
10 minutes	Touch	V, S	A number of days equal to your character level	All spellcasting classes

You establish a stable resonant reference in an existing Fortera embedding or calibrated Fortera/Éterlumin system. Choose one use when you cast the spell.

Preserve Embedding

Choose one object containing an active embedded Fortera working. For the duration, the embedding's remaining useful life does not decrease. When the tuning ends, degradation resumes from exactly where it stopped.

An embedding with 3 days of useful life remaining that receives 8 days of Resonance Tuning still has 3 days remaining when the 8-day tuning ends.

Resonance Tuning cannot restore an expired embedding, restore a consumed embedded effect, replenish charges, or extend the ordinary duration of a spell or class feature.

Multiple tunings on the same target do not stack. A new casting replaces the previous tuning period. Repeated tuning can preserve an embedding indefinitely as long as practitioners continue spending the required time and spell slots.

Calibrate System

Choose one physically serviceable Fortera or Éterlumin component or coherent system. Resonance Tuning corrects ordinary resonant drift and establishes a stable reference for the duration.

- resonators
- regulators
- Fortera instruments
- lift-bank references
- Éterlumin control systems
- embedded ship equipment
- interconnected components that must remain synchronized
- laboratory and engineering apparatus

If miscalibration is the only problem, the spell restores normal calibration. If the system is physically damaged, incomplete, or dangerously unstable, the spell can establish the stable reference necessary for engineering work but does not perform the repair itself.

Resonance Tuning does not restore Hull or subsystem HP, replace broken or missing components, replenish consumed Éterlumin, erase a Dead Zone or Collapse Zone, or reverse physical damage already caused by a failure.

Aboard ships

Shipboard Fortera practitioners use Resonance Tuning to maintain resonators, regulators, instruments, embedded equipment, lift references, and other systems whose operation depends on components remaining in agreement.

Because Éterlumin Reserve partly represents calibration and operational availability, tuning can restore usability lost solely through miscalibration. It does not create Éterlumin or restore Reserve lost through actual consumption, leakage, or destruction.

Resonance Tuning and Overdraw

Resonance Tuning is the only standard spell whose failed Overdraw can automatically produce Catastrophic Tuning Failure.

When the scale, complexity, instability, damage state, or required precision exceeds the caster's safe tuning capacity, determine Overdraw tiers normally and use the standard containment save.

On a successful containment save, the tuning takes hold and normal Overdraw consequences apply.

On a failed containment save, the caster may Ground the Working and abandon the tuning. The target avoids catastrophic failure.

If the caster instead forces the failed tuning to completion, the target suffers Catastrophic Tuning Failure in addition to the normal Overdraw consequences.

Catastrophic Tuning Failure

- an embedding loses all remaining useful life
- a resonator ruptures
- an instrument becomes unusable until repaired and recalibrated
- a regulator falls violently out of agreement
- a lift bank loses its reference
- usable Éterlumin Reserve is suddenly lost
- a pressure or containment event occurs
- failure propagates into physically connected systems when the fiction supports it

Catastrophic failure is proportional to the target and attempted tuning. A failed tuning of one component does not automatically destroy an entire vessel unless the physical chain of failure genuinely warrants it.

OVERDRAW EXCEPTION *Resonance Tuning is safe within capacity. Pushing it means forcing a system to hold an agreement it cannot safely sustain.*

IX. SPELL KNOWLEDGE AND RESURRECTION

Fortera is knowledge, practice, infrastructure, and risk.

Spell knowledge

Spells are learned knowledge. Established campaign spells are Stabilized Workings. They may be taught through academies, laboratories, military institutions, religious institutions, tutors, apprenticeships, manuscripts, research societies, or performance traditions.

Newly developed spells are Frontier Workings until they become sufficiently reproducible to teach and document reliably.

The exact custom-spell research timetable is intentionally left outside this conversion pack.

Fortera logistics

Embedding and Resonance Tuning make time, trained practitioners, workshops, and institutions strategic resources. Many lower-level casters working in parallel can maintain munitions, signals, medical tools, engineering implements, and ship systems.

A vessel fresh from an arsenal can therefore be more dangerous than the same vessel after weeks at sea. Preservation consumes practitioner time and spell slots even when the object itself remains unchanged.

Resurrection

Resurrection can restore life, but it cannot guarantee continuity.

If Soul Shattering occurs, the returned person may be altered in body, apparent age, memory, personality, temperament, identity, or some narrower aspect of the self. Determine the change narratively from the death, resurrection, character, and campaign.

The truth of what happened may remain uncertain. The player retains authorship over how their character understands and responds to the change.

High-level power

High-level Fortera users are rare strategic individuals. States remain dangerous through armies, fleets, Batteries, fortifications, arsenals, infrastructure, intelligence, and many practitioners working in parallel.

Fame creates counterplay. Once rivals understand an individual's identity, techniques, habits, allies, and location, they can prepare intelligence operations, specialist opposition, artillery, Fortera munitions, ambushes, or peer-level rivals.

X. CREATURES AND PHENOMENA

Every creature uses Personal Scale. The stat block describes force; understanding changes what else is possible.

Universal creature rule

All creatures in Mar de Oro are resolved at Personal Scale regardless of physical size.

Use normal fifth-edition concepts for AC, HP, movement, ability scores, saves, conditions, actions, reactions, occupied space, reach, and senses. A creature's physical size changes its footprint, reach, protection, and area of effect. It does not create another creature scale.

Creature entries use XP as an advancement reward. They do not use Challenge Rating. Practical lethality is assessed separately through simulation and play.

Creature design principle

Creature / Phenomenon	Central Question
Moon-Affected	Can the person master the transformation?
Source Beast	What is it trying to correct?
Blackwake Ray	What is provoking the animal?
Drowned Choir	What did this place hear?
Hushmoths	How do we operate when communication fails?
Bellmouth	What happens when a meaningful signal is reproduced perfectly?
The Last Crew	What unfinished action is repeating?
Reef Shepherd	How do we coexist with something immense?
Roadback	What are the animals sensing beneath us?
Rain Saint	What memory is the field reproducing?
Keel Leech	Can it be removed without releasing stored pressure?
Borrowed Tide	Is that actually a survivor?

CREATURE PRINCIPLE *The stat block tells you what happens when force is used. Understanding changes what other actions become possible.*

Moon-Affected

Moon-Affected are people whose bodies have become unusually resonant with Fortera. Their transformation can be triggered by lunar resonance, proximity to a strong Source, source-zone changes, Dead or Collapse Zones, unstable Éterlumin, major Fortera workings, or violent correction events.

The person remains present. The altered state creates an intense urge whose expression depends on the individual rather than a universal bloodlust.

Control

State	Rule
Unmastered	Transformation may occur involuntarily. Normal Control saves.
Practiced	Advantage on Control saves.
Mastered	Ordinary resonance no longer forces transformation; the individual may transform voluntarily.

When significant Fortera pressure genuinely matters, an unmastered Moon-Affected makes WIS DC 15. On a failure, transformation begins.

The Urge

Each important Moon-Affected has an individual transformed urge, such as pursuit, protection, escape, silence, return, fixation, investigation, or destruction.

When an unmastered transformed Moon-Affected encounters a powerful trigger for that urge, it makes WIS DC 15. On a success it acts normally. On a failure it must act toward the urge that turn. The objective is compelled; the exact means remain as free as the character's condition allows.

Human Trace

Important Moon-Affected retain meaningful Human Traces, such as a person, name, song, duty, place, object, signal, ship, or habit. A character who meaningfully invokes one may use an Action to grant another Control save with Advantage. Success creates a moment of control, not automatic pacification.

Moon-Affected

Large Humanoid (Moon-Affected)

AC 15	HP 126 (12d10 + 60)	Speed 40 ft., climb 30 ft.	XP 2,300	PB +3
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STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	10 (+0)	14 (+2)	10 (+0)

Saving Throws. Str +8, Con +8, Wis +5

Skills. Athletics +8, Perception +5

Senses. tremorsense 30 ft. while touching a continuous surface, passive Perception 15

Languages. languages known before transformation; speech may be physically difficult

Resonance Sense. Perceives the direction and relative intensity of significant Fortera, Source activity, quickened Éterlumin, and major field disturbances within 120 feet.

Overbuilt Frame. Advantage on Strength checks and Strength saving throws made to resist being Grappled, Shoved, or knocked Prone.

Siege Frame. Deals double melee damage to objects and structures.

Actions

Multiattack. Makes two Claw or Bite attacks in any combination.

Claw. +8 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

Bite. +8 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) piercing damage.

Rending Grip. If both Claw attacks hit the same Large or smaller target during the same turn, the target must succeed on DC 16 Strength or become Grappled, escape DC 16.

Sudden Pursuit (Recharge 5-6). Moves up to its Speed toward a perceived creature, place, object, or resonance without provoking Opportunity Attacks, then makes one Claw or Bite. After at least 20 feet of movement, add 9 (2d8) damage and require DC 16 Strength or the target falls Prone.

Reaction

Answer the Note. When a significant Fortera working, Éterlumin activation, or resonance shift occurs within 60 feet, the Moon-Affected may move up to 15 feet toward it without provoking Opportunity Attacks.

Mastery

A mastered Moon-Affected may enter or leave the transformed state as a Bonus Action, retains the individual's normal mental abilities, and chooses how to respond to Resonance Sense. Mastery gives control over the response; it does not make the person immune to extraordinary Fortera conditions.

Source Beast

A Source Beast is an intelligent, persistent Fortera correction entity. It forms when an unresolved contradiction acquires a physical body.

SOURCE BEAST *The chamber created the first body. It did not create a leash.*

Once manifested, the Beast can travel independently. It may become resonantly fixated on people who became part of the unresolved disturbance and follow them far from the original Source.

It is neither good nor evil. It can understand that someone is innocent and still injure or kill them if they obstruct what it considers necessary correction. It observes, remembers, learns, recognizes individuals, changes tactics, and understands deception.

Its physical body is real and can be destroyed. Destroying a manifestation ends the immediate threat but does not permanently resolve the entity. If the underlying contradiction remains unresolved, the Beast can reform.

Force can create further dissonance. Later manifestations may adapt physically to methods previously used against them. As characters understand the disturbance, Fortera, and their own resonance, communication, coexistence, or cooperation can become possible. Understanding does not guarantee agreement.

Source Beast

Huge Fortera Manifestation

AC 17	HP 189 (18d12 + 72)	Speed 50 ft., climb 40 ft.	XP 5,900	PB +4
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STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	18 (+4)	16 (+3)	18 (+4)	12 (+1)

Saving Throws. Str +10, Con +8, Int +7, Wis +8

Skills. Investigation +7, Perception +8, Survival +8

Senses. tremorsense 60 ft.; Resonance Sense

Languages. understands language and meaningful patterns it has learned; communicates through gesture, pressure, repeated sound, and Fortera resonance

Resonance Sense. Detects significant Fortera disturbances, active Éterlumin, and resonant patterns within 1 mile.

Resonant Fixation. A person whose Fortera presence became part of the unresolved correction may remain perceptible to the Beast at great distance while that contradiction persists.

Intelligent Correction. The Beast remembers people, tactics, places, routes, signals, and previous encounters. It can wait, retreat, circle, test an obstacle, recognize deception, ignore an irrelevant attacker, and choose whether violence is useful.

Correcting Body. The Source Beast changes between manifestations in response to how it was last dealt with. Track one value, its Correction Level, starting at 0. Force raises it. Understanding lowers it. Every change to the body must have a visible physical or Fortera explanation.

Actions

Multiattack. Makes two attacks.

Claw. +10 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) slashing damage.

Bite. +10 to hit, reach 5 ft., one target. Hit: 22 (3d10 + 6) piercing damage.

Broken Distance (Recharge 5-6). The local field briefly stops agreeing on distance. The Beast relocates to a visible unoccupied space within 60 feet and then makes one Claw or Bite. This is deliberate exploitation of field distortion, not conventional teleportation.

Reaction

Correction Response. When one source deals 20 or more damage, choose one: Reinforce (+2 AC against further attacks from that source until the start of the Beast's next turn); Reorient (move 15 ft. without provoking Opportunity Attacks); or Close the Seam (reduce that instance of damage by 10). Describe the physical correction.

Manifestation Collapse

At 0 HP, the current body collapses and the immediate encounter ends. If the underlying contradiction remains unresolved, the Beast reforms after an interval appropriate to the fiction, and not necessarily at the original Source.

Any destruction by force raises the Correction Level by 1. This is not limited to the party. A garrison that shells it, a navy that drives it off, a rival that cuts it down, or another creature that destroys its body all raise the Correction Level exactly as the party would, because each is force applied to the contradiction instead of resolution. A Source Beast may therefore enter play already high on the Correction Level, hardened by years of being killed by people who only ever treated it as a monster. Its strength is a record of how long the world has refused to understand it.

Each rise grants the next manifestation two things. A general hardening: +15 HP and +2 to the damage of one attack, a body braced against destruction. And an adaptation keyed to how it was last put down: resistance to the damage type that harmed it most, or +2 AC against the tactic used against it, or advantage on saves against the condition used to control it. A Beast beaten with fire returns shrugging off fire. A Beast held and cut apart returns hard to hold.

Each rise also makes the Beast more legible. On its return it is more agitated and more expressive, and the GM reveals one further true detail about the contradiction it is trying to correct. Force makes it harder to kill and, in the same motion, easier to understand.

Understanding

There is no universal Persuasion roll that pacifies the Beast. A character who discovers something genuinely true about the unresolved contradiction can alter the Beast's understanding. It may hesitate, observe, permit approach, follow rather than pursue, communicate, redirect its attention, coexist, or cooperate.

Progress reverses the Correction Level. When the party learns something genuinely true about the contradiction, demonstrates a more coherent correction, or partially addresses the root, lower the Correction Level by 1. The most recent adaptation peels away first, then earlier ones, then the general hardening, in reverse order of how they were gained. The returning manifestation is visibly calmer: seams settling, movement less violent, correction easing. This is the party's clearest signal that they are right.

Because any force raises the level, other actors can undo the party's progress. If the party gains ground and a navy then shells the next manifestation, the Correction Level climbs again. Keeping progress may mean protecting the Beast from those who would simply kill it, defending the monster from the army, because every destruction sets the work back.

The Correction Level does not fall below 0. A Beast reduced to baseline through understanding does not become a weak animal. The next step is resolution: with the contradiction answered, the Beast stops manifesting, or returns willing to communicate, coexist, or cooperate rather than correct.

The Beast is therefore a feedback instrument. A manifestation that returns tougher and armored against the party's methods means force is failing. A manifestation that returns calmer and less adapted means understanding is working. The players learn how to end the Beast by watching how it changes.

Repeatedly destroying the same manifestation without making meaningful new progress does not automatically award XP again.

GM USE *The Source Beast is a recurring plot mechanism, not a boss whose HP total is the campaign answer.*

Blackwake Ray

Blackwake Rays are enormous flying animals drawn to heat, vibration, and pressure discharge. Violence can turn an inconvenient attachment into a ship crisis.

Blackwake Ray

Gargantuan Beast

AC	HP	Speed	XP	PB
14	186 (12d20 + 60)	10 ft., fly 60 ft.	3,900	+3

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	20 (+5)	3 (-4)	15 (+2)	6 (-2)

Saving Throws. Str +10, Con +8, Wis +5

Senses. pressure current sense 300 ft., passive Perception 15

Night Membrane. Against dark sky or cloud, visual checks to detect the Ray from more than 60 feet have Disadvantage.

Pressure Current Sense. Detects significant heat, venting, pressure release, and large airborne vibration within 300 feet.

Settle. The Ray can attach itself across a vessel. While attached, its position can obstruct venting, lift efficiency, and flight surfaces. Hard drive output can start or advance an appropriate Éterlumin pressure clock.

Actions

Wing Sweep. +10 to hit, reach 20 ft. Hit: 23 (3d10 + 7) bludgeoning damage.

Grip. +10 to hit, reach 10 ft. Hit: 20 (2d12 + 7) bludgeoning damage, and a Large or smaller target is Grappled, escape DC 17.

Reaction

Reflexive Grip. When damaged while attached to a vessel, the Ray tightens reflexively. Start or advance an appropriate Rigging/Lift hazard.

Calming the Ray

If the crew spends two consecutive rounds reducing output, extinguishing unnecessary heat, and descending gradually without injuring the Ray, it normally releases the vessel once the attracting stimulus diminishes.

Drowned Choir

A Drowned Choir is a colonial marine organism that stores vibration and later reproduces sounds captured around wrecks. Its voices are records, not invented illusions.

Drowned Choir

Huge Colony of Tiny Beasts

AC	HP	Speed	XP	PB
12	76 (9d12 + 18)	swim 20 ft.	700	+2

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	1 (-5)	12 (+1)	5 (-3)

Senses. blindsight 60 ft. while submerged

Distributed Colony. Damage from a single-point attack is halved. Area effects deal normal damage.

Stored Vibration. The colony can retain up to three important sounds or pressure patterns it has genuinely absorbed and reproduce one as an Action with extraordinary structural accuracy.

Tendrils

A creature entering or beginning its turn within the Choir must succeed on DC 13 Strength or become Restrained. A Restrained creature can use an Action to escape with DC 13 Athletics. Violent struggling can cause 3 (1d6) bludgeoning damage as the tendrils tighten.

Hushmoth Swarm

Hushmoth wing powder interferes with pressure and vibration. Their danger is what stops working around them.

Hushmoth Swarm

Medium Swarm of Tiny Beasts

AC	HP	Speed	XP	PB
13	36 (8d8)	10 ft., fly 40 ft.	450	+2

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	1 (-5)	12 (+1)	4 (-3)

Interference Field. Within 20 ft., hearing-based Perception has Disadvantage, spoken communication beyond 10 ft. becomes unreliable, and signal or Fortera-instrument checks have Disadvantage. This does not automatically disable spellcasting because a spell has a verbal component.

Powder Bloom. When the swarm takes damage in an enclosed space, the Interference Field expands to 30 ft. until the end of its next turn.

Action

Wing Cloud. +4 to hit, one creature in the swarm's space. Hit: 7 (2d4 + 2) slashing damage.

Counterplay

Ventilation and damp cloth screens can disperse the powder without needing to kill the swarm. An appropriate successful Action can reduce the Field by 10 feet; at 0 feet the interference ends even if living moths remain.

Bellmouth

Bellmouths are blind amphibians that can reproduce complex pressure patterns after hearing them once. They do not understand what the signal means.

Bellmouth

Small Beast

AC	HP	Speed	XP	PB
12	22 (5d6 + 5)	20 ft., swim 30 ft.	100	+2

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	3 (-4)	14 (+2)	6 (-2)

Senses. blindsight 60 ft.

Pattern Memory. Retains up to three complicated audible or pressure patterns after hearing them once.

Actions

Perfect Pattern. Reproduces one stored pattern. Any mechanism that actually responds to that structural pattern treats it as the genuine signal.

Frightened Discharge (Recharge 6). Releases all stored patterns at once. Creatures within 15 ft. make CON DC 13. Failure: 10 (3d6) thunder damage and Deafened until the end of the creature's next turn. Success: half damage. Nearby signal-responsive mechanisms may also react.

The Last Crew

The Last Crew is a retained coordinated pattern of a vessel's final emergency, not a conventional ghost.

STAT LINE *Phenomenon. No HP. XP 700.*

Create the sequence

Write three to six actions from the vessel's final emergency. One action is incomplete or missing. The Last Crew repeats the sequence.

Observation

A character who watches one complete loop has Advantage on Investigation or another appropriate check, normally DC 13, to reconstruct what happened.

Assigned Role

A character who interrupts the sequence makes WIS DC 14. On a failure, the retained pattern places overwhelming pressure on the character to perform the missing action. They have Disadvantage on actions directly opposing the pattern until the end of their next turn, but retain agency.

Resolution

Correctly completing, answering, or changing the unfinished action can alter or resolve the phenomenon. Attacking the translucent figures does not solve the retained sequence.

Reef Shepherd

Reef Shepherds are immense, normally peaceful marine animals whose armored backs can support entire ecosystems. Their defensive movement changes the surrounding sea.

Reef Shepherd

Gargantuan Beast

AC 15 body / 20 reef-back	HP 410 (20d20 + 200)	Speed 10 ft., swim 40 ft.	XP 10,000	PB +5	
STR	DEX	CON	INT	WIS	CHA
30 (+10)	6 (-2)	30 (+10)	4 (-3)	16 (+3)	8 (-1)

Saving Throws. Str +15, Con +15, Wis +8

Senses. water vibration 300 ft.

Armored Reef. Attacks directed into the mature reef-back use AC 20. A single hit dealing less than 15 damage does not meaningfully penetrate the armored layer. Eyes, mouth, existing wounds, softer underside, and other exposed anatomy use AC 15 without that threshold.

Living Island. Structures, vegetation, and creatures may physically exist on the Shepherd's back. A roll, dive, or sudden rise threatens unsecured occupants according to the movement.

Actions

Tail Sweep. +15 to hit, reach 30 ft. Hit: 42 (5d12 + 10) bludgeoning damage.

Displace the Sea. Creatures in water within 60 ft. make STR DC 18. Failure: 22 (4d10) bludgeoning damage, pushed 30 ft., and knocked Prone. Success: half damage and no Prone.

Roll or Dive. Creatures standing on the Shepherd make DEX DC 18 or are thrown, knocked Prone, or carried below the surface as appropriate.

Defensive Movement

After suffering 30 or more damage in one round, the Shepherd normally attempts to move away, dive, roll, or alter the surrounding water rather than selecting individual attackers to kill.

GM use. The Reef Shepherd is not a fight to win. Attacks into its armoured reef-back accomplish nothing, and it answers serious harm by moving, diving, or changing the sea rather than by trading blows. Signal this clearly: a party that treats it as a target grinds against 410 HP and armour while being swept aside. The encounter is about coexisting with something immense, reading its anatomy, and not provoking it, not emptying its HP.

Roadback

Roadbacks are heavily plated animals with poor eyesight and exceptional sensitivity to deep vibration. Their movement can reveal underground changes before people understand them.

Roadback

Huge Beast

AC 17	HP 114 (12d12 + 36)	Speed 30 ft.	XP 1,100	PB +3	
STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	16 (+3)	2 (-4)	15 (+2)	5 (-3)

Senses. tremorsense 120 ft., passive Perception 15

Poor Eyesight. Visual Perception beyond 30 ft. has Disadvantage.

Deep Sense. While touching the ground, detects the general direction of major underground pressure changes, active buried machinery, and significant Source disturbances beyond normal tremorsense. This is warning, not precise mapping.

Unstoppable Migration. Advantage on saves against forced movement and being knocked Prone. Ordinary rubble, fences, and light structures do not count as difficult terrain.

Actions

Shoulder. +9 to hit, reach 10 ft. Hit: 17 (2d10 + 6) bludgeoning damage.

Trample. Moves up to Speed in a straight line. Creatures in the path make DEX DC 15. Failure: 22 (3d10 + 6) bludgeoning damage and Prone. Success: half damage. Objects and light structures take double damage.

A herd is simply multiple Roadbacks responding to the same deep disturbance.

GM use. A Roadback is a natural hazard, not a low-level fight. At 114 HP with heavy damage it will overwhelm a 1st-level party, and it is not meant to be fought at that tier. Run it as a force to survive and read: the encounter is getting clear of the migration and understanding what drove it, not standing in its path. Reserve any straight fight for parties strong enough that its Trample is a danger rather than a death sentence.

Rain Saint

Rain Saints form when heavy rain passes through disturbed Fortera memory. They repeat retained human actions and can transmit sensory fragments.

STAT LINE *Phenomenon. No HP. XP 300.*

Pattern

Choose two to four repeated actions, such as walking to a door, holding out an absent object, carrying an unseen weight, or waiting beneath a window.

Touch

Touching a Rain Saint transmits a retained sensory fragment. WIS DC 13. On success, the character experiences the fragment while retaining focus. On failure, the memory overwhelms unrelated perception until the beginning of the character's next turn.

Pattern interference

Supplying a matching name, object, gesture, or missing action may change the sequence. Deliberately opposing the repeated pattern can make the phenomenon attempt to repeat through the living character, but the character remains free to resist. The Saint disappears when the supporting rain ends.

Keel Leech

Keel Leeches are armored vessel parasites attracted to heat, vibration, pressure discharge, Éterlumin leakage, and stable lift patterns. Mature specimens store pressure.

Keel Leech

Large Beast

AC 16	HP 68 (8d10 + 24)	Speed 10 ft., climb 20 ft.	XP 700	PB +2	
STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	1 (-5)	12 (+1)	3 (-4)

Senses. vibration 30 ft.

Hull Cling. Advantage against forced movement while attached to a surface. Removing one intact requires an appropriate DC 15 Strength or tool check.

Feeding Fault. While attached to an active vessel, choose a relevant symptom such as recurring list, delayed helm response, excess Éterlumin consumption, instrument disagreement, or ascent drag. The vessel has Disadvantage on one relevant Pilot or Engineer check until the fault is identified.

Stored Pressure. If killed or forcibly removed while the nearby drive remains active, creatures within 10 ft. make DEX DC 14. Failure: 18 (4d8) bludgeoning damage. Success: half. Also start or advance an appropriate Lift or Éterlumin hazard. Safely shutting down or venting the relevant system prevents the burst.

Action

Clamp. +6 to hit, reach 5 ft. Hit: 13 (2d8 + 4) piercing damage.

Borrowed Tide

The Borrowed Tide is a colony that grows around rope, cloth, branches, bones, wreckage, and other structure. Human-shaped debris can make it resemble a survivor.

Borrowed Tide

Large Colony of Tiny Beasts

AC	HP	Speed	XP	PB
12	84 (13d10 + 13)	10 ft., swim 20 ft.	1,100	+2

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	1 (-5)	11 (+0)	3 (-4)

False Survivor. When motionless around human-shaped debris, the colony can be mistaken for a person. Beyond 30 ft., PER DC 14 recognizes the mismatch. Throwing a knotted line immediately reveals the colony when organisms grow around the line rather than deliberately catching it.

Coverage

A creature entering or beginning its turn inside the colony makes DEX DC 14. On a failure, gain one Coverage level, maximum 3.

Coverage	Effect
1	Speed reduced by 10 ft.
2	No Reactions and Disadvantage on Dexterity saves.
3	Restrained and takes 7 (2d6) piercing damage at the start of each turn.

A creature can use an Action to remove one Coverage level with DC 14 Athletics or another appropriate physical method.

XI. GM QUICK REFERENCE

The shortest path from fiction to mechanics.

Core loop

1. World acts.
2. Establish what the characters know.
3. Players choose.
4. Resolve uncertainty.
5. Apply consequences.
6. World reacts.
7. Advance time and clocks.

Danger

- Core HP equals maximum 1st-level HP.
- Use Core HP only for the genuine opening ambush against a Surprised creature until its first turn.
- Positioning inside combat does not reactivate Core HP.
- Warn when danger is reasonably discoverable.
- For deliberately deadly ambushes: simulate the threat, give the warning, design the fall.

Firearms

- Unarmored target: Advantage.
- Rigid metal or armor-like protection: +2 to hit.
- Do not stack those benefits.
- Proficient reload: Bonus Action.
- Natural 1: misfire.
- Aimed fire attacks a person; massed fire attacks occupied space.

Volley

- Minimum 3 shooters.
- 1d10 per complete two shooters.
- DEX DC 12 + 1 per five shooters, maximum 18; success halves.
- WIS against same DC for Suppression.
- More than half remaining HP lost to one Volley: WIS DC 12 or break.

Formations

- 1 Battlefield square = 10 yards.
- Green / Veteran / Elite: 10 / 20 / 30 HP per section.
- Standard Line: 3 sections.
- Formation Bonus: +2.
- Formation ranged damage: smoothbore 1d10 per surviving unengaged section; rifle 1d8 per surviving unengaged section.
- A section engaged in melee cannot contribute firearm damage; ranged attacks count only unengaged sections, while melee attacks count only sections in contact.
- Suppressed: half Speed and Disadvantage on attacks.
- Square: all sides Front, cannot be flanked, Speed 0.

Artillery

- Artillery ranges are listed in feet. 30 ft = 10 yd = 1 Battlefield square.
- Battery AC 15, HP 30.
- Light 6d10; Field 8d12; Heavy/Siege 12d12.
- Range determines reach; observation determines engagement.
- A Battery attacks an area.
- A direct heavy-artillery hit is Catastrophic Force.

Ships

- Broadside is one complete vessel attack.
- Subsystem shares: Hull 35, Rigging/Lift 20, Weapons 20, Crew 15, Command 10 percent.
- Track Éterlumin Reserve separately.
- Damage, depletion, and miscalibration are different problems.

Fortera

- Safe ordinary casting does not Overdraw.
- Overdraw DC = 10 + 2 per tier over capacity.
- Success: half Strain. Failure: full Strain and disturbance escalates.
- Embedding Depth sets creation time and natural useful life in days.
- Resonance Tuning pauses embedding decay or restores calibration.
- Forced failed Overdraw on Resonance Tuning causes Catastrophic Tuning Failure.

Creatures

- All creatures use Personal Scale.
- Creature entries use XP but no Challenge Rating.
- Physical protection must have an understandable cause.
- Force can end an encounter; understanding can change the available solutions.
- Source Beast: destroying the body is temporary unless the underlying contradiction is resolved.

FINAL PRINCIPLE *Make the stakes understandable. Let the players choose. Resolve uncertainty. Apply the consequence. Let the world respond.*

FIELD PLATE I

FORTERA MANIFESTATIONS



SOURCE BEAST



MOON-AFFECTED



BORROWED TIDE

FIELD PLATE II

RETAINED PATTERNS & INFESTATIONS



LAST CREW



RAIN SAINT



HUSHMOTHS



KEEL LEECH



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