



— • TALES OF • —
MAR DE ORO

— FIRST EDITION CONVERSION GUIDE —

Pathfinder
ROLEPLAYING GAME COMPATIBLE

COMPATIBILITY & LICENSE

Pathfinder First Edition Compatibility

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I. USING THE CONVERSION

Conversion Principle

Pathfinder First Edition mechanics remain authoritative. Mar de Oro changes setting assumptions, fictional interpretation, and only the procedures explicitly presented in this guide.

Use the Native Rule First

If Pathfinder First Edition already provides a suitable rule, use it. Apply a Mar de Oro procedure only where this guide specifically introduces one.

Specific Beats General

When a Mar de Oro rule conflicts with the ordinary Pathfinder First Edition rule for the named procedure, use the Mar de Oro rule for that procedure. Otherwise, use Pathfinder First Edition normally.

What This Guide Converts

Firearms, massed fire, battlefield scale, ships and airships, Fortera, Embedding, Resonance Tuning, resurrection consequences, and Mar de Oro creatures and phenomena.

II. CHARACTERS AND SETTING ASSUMPTIONS

Character options stay Pathfinder First Edition. Their meaning belongs to Mar de Oro.

Classes

Pathfinder First Edition classes are playable when their abilities can be expressed coherently in Mar de Oro. Class mechanics do not establish the objective cosmology of Aeon. A cleric may understand power as divine grace, a wizard as formal pattern, a psychic as cognition and resonance, and an alchemist as repeatable material technique. Their explanations can disagree while the Pathfinder First Edition mechanics remain intact.

Pathfinder First Edition approach	Mar de Oro interpretation
Arcane	Study, mathematics, apparatus, formalized pattern, engineered Fortera technique.
Divine	Faith, liturgy, revelation, disciplined religious interpretation of Fortera.
Psychic	Cognition, memory, emotion, resonance, symbolic pattern, and retained structure.
Alchemy / invention	Material engineering, reagents, pressure, embedded effects, and controlled Fortera-adjacent technique.
Nature-focused magic	Living systems, ecology, weather, biological pattern, and environmental resonance.

Characters and institutions may disagree about what Fortera means. That disagreement is part of the setting. The mechanics remain Pathfinder First Edition.

Wish and open-ended reality alteration

WISH Wish is unavailable in Mar de Oro. It cannot be learned, cast, researched into existence, reproduced, or embedded.

Miracle and other open-ended effects may reproduce their ordinary printed spell functions when those functions can be expressed coherently through Fortera. They cannot be used as Wish by another name, prove a cosmology that Mar de Oro does not possess, create unrestricted reality alteration, or override a specific setting prohibition.

Playable peoples

Use normal Pathfinder First Edition race and character-option mechanics unless a specific conversion says otherwise. Playable peoples are integrated throughout Aeon. Species or ancestry does not determine nationality, culture, religion, language, profession, allegiance, morality, or class.

Availability, rarity, and technology

Default-setting availability assumptions are not Mar de Oro availability. The setting decides whether an item, firearm, reagent, spell service, or technology is common in a place. Access does not grant proficiency. A character who can buy a musket still uses the normal Pathfinder First Edition proficiency rules.

Magic items

Use the native Pathfinder First Edition magic-item and item-creation rules. In the fiction, runes, enchantments, wondrous devices, ammunition, and similar mechanics may be expressed through Fortera, embedding, material engineering, resonance, or another setting-appropriate process. Embedding in Chapter IX is temporary and does not replace permanent item creation.

SETTING CONVERSION Keep the Pathfinder First Edition mechanic. Translate the explanation.

III. FIREARMS AND VOLLEY FIRE

Pathfinder First Edition provides the firearm rules; Mar de Oro maps its technology onto them.



Plate I. Commonplace guns and specialist firearms used in Mar de Oro campaigns.

Campaign firearm baseline

COMMONPLACE GUNS Mar de Oro uses the Commonplace Guns campaign baseline for early firearms. Early firearms are readily available and treated as martial weapons. Advanced firearms remain rare and do not exist merely because Pathfinder First Edition provides statistics for them.

Use native Pathfinder First Edition firearm rules for touch AC, range increments, reload actions, capacity, misfire, broken firearms, ammunition, critical hits, feats, class abilities, and Gunslinger interactions. Do not import the Fifth Edition Advantage, armor, reload, or misfire rules.

Mar de Oro weapon mapping

Mar de Oro weapon	Pathfinder First Edition handling
Pistol	Use the native early firearm pistol profile.
Musket	Use the native early firearm musket profile.
Boarding Gun	Use the native blunderbuss profile when scatter fire matches the weapon.
Carbine	Use the custom early-firearm carbine profile below.
Early Rifle	Use the custom early-firearm rifle profile below. Do not substitute the advanced cartridge rifle.
Kalthoff Repeater	Use the custom early repeater below. Capacity changes the reload economy; normal full attacks still apply.
Swivel Gun	Treat it as a siege engine, not a personal firearm; see Chapter VI.

Custom early-firearm profiles

Weapon	Dmg S	Dmg M	Crit	Range	Misfire	Capacity	Category
Carbine	1d8	1d10	x4	30 ft.	1-2	1	Two-handed early firearm
Early Rifle	1d10	1d12	x4	60 ft.	1-2	1	Two-handed early firearm

Weapon	Dmg S	Dmg M	Crit	Range	Misfire	Capacity	Category
Kalthoff Repeater	1d10	1d12	x4	40 ft.	1-2	30	Two-handed early firearm

Carbine. A shortened shoulder firearm. Reload it using the normal rules for a two-handed early firearm.

Early Rifle. Rifled barrel. When a single bullet is fired at a target benefiting from cover, reduce that cover bonus to AC by 2, minimum +0. This never permits an attack through total cover. All other firearm rules remain native Pathfinder First Edition.

Kalthoff Repeater. The internal mechanism holds 30 shots. A wielder can make normal iterative attacks and full attacks up to remaining capacity. Replenishing the full internal magazine and powder service takes 1 minute; Rapid Reload reduces this to a full-round action. A poorly maintained repeater can have its misfire range increased by 1 at the GM's discretion until serviced. Kalthoff repeaters are proprietary Knights Solaris technology. They are not ordinarily purchasable, craftable, reverse-engineerable, or taught outside the order unless campaign events explicitly change that access.

TECHNOLOGY BOUNDARY A Mar de Oro repeater is a sophisticated period mechanism. It does not make cartridge rifles, revolvers, modern shotguns, or other advanced firearms generally available.

Firearm interactions. Rapid Reload, alchemical cartridges, Gunslinger deeds, firearm enchantments, broken-weapon rules, and misfires function normally unless a custom profile above explicitly changes that interaction. A Kalthoff reservoir service is the listed custom reload procedure; ordinary single-shot cartridges do not bypass its internal mechanism.

Noise, smoke, and wet powder

Use Pathfinder First Edition firearm mechanics for the shot itself. The fiction still matters: black-powder fire is loud, smoke accumulates during sustained firing, and rain or wet powder can create situational penalties or misfire risk when the GM has established those conditions. Do not create a universal weather penalty when the fiction does not require one.

Volley Fire

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

Volley Fire is a Personal Scale shortcut for coordinated black-powder fire. Use it when several shooters are acting as one prepared firing group and rolling every individual firearm attack would obscure the actual tactical question. Once the body of troops is operating as an army, use Chapter V instead.

Volley procedure

- Minimum 3 loaded firearms. Shooters must be able to coordinate and fire into the same target area.
- Unless already drilled, braced, and waiting, the group spends the previous round preparing the Volley.
- Each participating shooter spends the action normally required to fire and expends one shot. Resolve one Volley instead of separate attacks.
- Choose one creature or one occupied 10-foot square within the shared range of the firing group. All participating weapons must have the same range increment; weapons with different range increments cannot be combined in one Volley. Beyond the first range increment, reduce the Volley save DC by 2 per additional range increment.
- Damage is 1d10 per complete 2 shooters, maximum 10d10 at Personal Scale. Larger bodies of troops should be treated as armies.
- Reflex half. Volley DC = 10 + half the coordinator's base attack bonus + the coordinator's Dexterity modifier + 1 per five shooters, maximum +4 from shooter count. If no coordinator is obvious, use the best suitable shooter.
- Apply native cover and line-of-effect rules. Total cover prevents the Volley from affecting the protected target.
- A shooter participating in a Volley does not also make a separate firearm attack in the same round. After the Volley, every participating weapon must be reloaded and the group must satisfy the preparation requirement again before it can Volley again.

Suppression

A creature that takes Volley damage makes a Will save against the same DC. On a failure, it is shaken and its speed is halved until the end of its next turn. This is pressure from massed fire, not fear magic; immunity to fear does not automatically negate the movement effect if the creature is physically keeping its head down.

Morale

For NPCs whose willingness to remain exposed matters, a Volley that removes more than half the target's current hit points can justify an immediate morale check, withdrawal, surrender, or break in formation. Pathfinder First Edition has no single universal personal morale rule, so use Will, the army Morale rules, or the fiction appropriate to the scene.

SCALE BOUNDARY Personal Scale counts shooters. Army scale counts armies.

IV. AMBUSHES AND CREDIBLE DANGER

Use Pathfinder First Edition's native surprise rules to make prepared ambushes dangerous, legible, and consequential.

Surprise

Use the native Pathfinder First Edition surprise-round and flat-footed rules exactly as written. Do not import Fifth Edition Core HP. Combatants who are aware act in the surprise round; unaware combatants do not, and flat-footed defenses apply normally until a creature has acted as Pathfinder First Edition specifies.

Firearms can make a prepared ambush especially dangerous because early firearms can attack touch AC at close range. That is a reason to telegraph lethal situations correctly, not a reason to invent a second hit-point pool.

Using deadly creatures correctly

Before using a deliberately lethal ambush or overwhelming creature, know what happens if the characters are caught. Simulate the dangerous case. Give real clues the players can act on, such as unusual scent, pressure change, missing animals, damaged terrain, strange silence, Fortera signs, displaced water, a witness warning, or a route that suddenly looks wrong.

Design the fall

A deadly encounter should have a playable failure state when the fiction permits one. Defeat can mean unconsciousness, capture, separation, injury, loss of equipment, a creature achieving its objective and leaving, political exposure, or an ally intervening at cost. This does not protect characters from death where survival makes no physical sense. It prevents the GM from accidentally ending the campaign simply because no consequence beyond death was considered.

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

Physical protection

1. Can the attack physically 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 machinery deep inside it. The sailor on the deck remains vulnerable. A creature may have anatomy too thick for meaningful small-arms damage while retaining softer eyes, wounds, mouthparts, joints, or underside. Use hardness, damage reduction, cover, object rules, or simple impossibility as appropriate.

PROTECTION Protection determines what can hurt something.

V. BATTLEFIELDS, ARMIES, AND SCALE

Use Pathfinder First Edition’s native mass-combat framework; Mar de Oro supplies the doctrine, scale, and battlefield fiction.

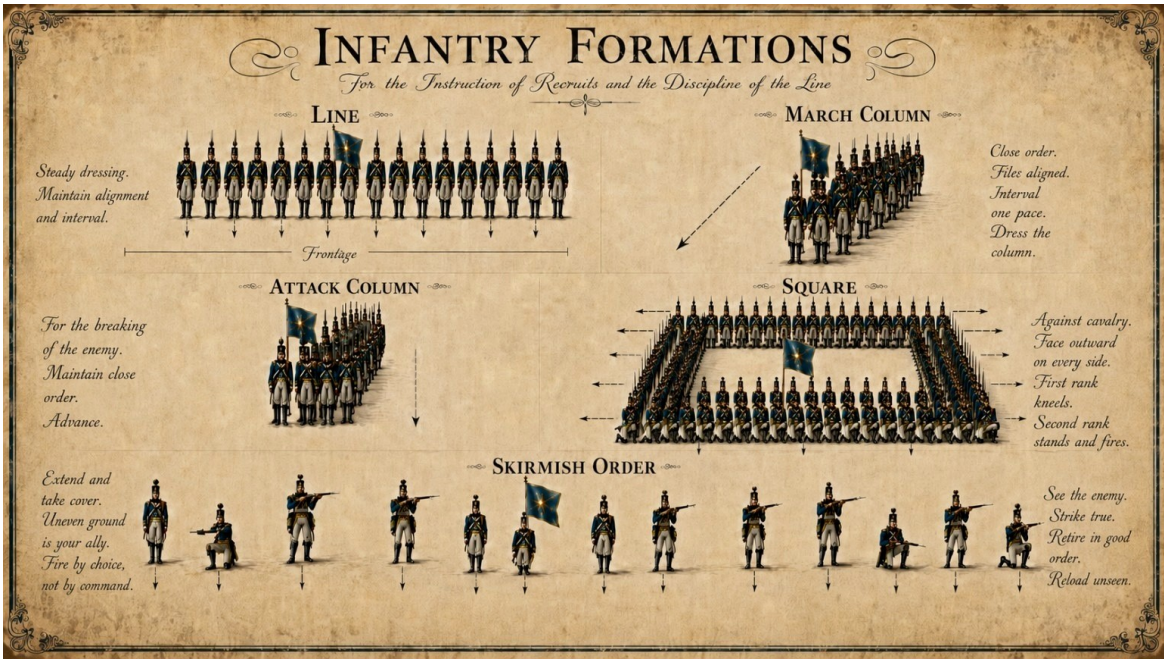
Three scales

Scale	Use
Personal Scale	Normal encounters, PCs, NPCs, creatures, boarding, individual firearm attacks, and Volley Fire.
Army Scale	Use the native Ultimate Campaign mass-combat system: ACR, DV, OM, hp, Morale, commanders, tactics, resources, and strategy.
War Scale	Use fiction, clocks, reports, supply, terrain, command decisions, faction movement, and consequences for the parts of the war the PCs cannot directly resolve.

Army-scale rule

NATIVE MASS COMBAT When hundreds of troops are acting as military bodies, use Pathfinder First Edition mass combat rather than the Fifth Edition Formation HP system.

A Mar de Oro army can be infantry, cavalry, rifle troops, artillery-supported troops, marines, or another force. Build it through the native army rules. Ranged capability, Morale, commander quality, resources, tactics, and strategy do the mechanical work. Mar de Oro formation doctrine tells you what those choices mean in the fiction.



Reference plate. Battlefield formations at a glance before translating doctrine into Pathfinder First Edition army rules.

Formation Doctrine

Formation describes deployment and battlefield intent. Line, march column, attack column, square, and skirmish order tell you how the force is organized; Pathfinder First Edition’s native army rules resolve the mechanics.

Formation / order	Pathfinder First Edition handling
Line	A firing formation. Use normal ranged-capable army rules and a strategy appropriate to maintaining fire and frontage.
Attack column	A concentrated advance. Represent the pressure through native strategy/tactics, terrain, and commander decisions rather than a new HP profile.

Formation / order	Pathfinder First Edition handling
Marching column	A movement order, not a battle bonus. An army caught before deploying begins in a bad fictional position and uses native surprise/tactics consequences.
Square	A defensive anti-cavalry posture. Use native defensive strategy/tactics and the fiction of a compact formation with limited mobility.
Skirmish order	Loose troops using terrain, movement, cover, and flanking. Use native tactics that express those behaviors.
Cavalry	Use the native cavalry army rules and mounted unit CR/ACR handling.

PCs inside a battle

If the important question is what a PC does personally, switch to a normal encounter. If the important question is what a body of troops does under that PC's command, keep the PC inside the army procedure and let command, Morale, Profession (soldier), Charisma, and established advantages matter through the native system. Do not give the same character a full personal turn and a second army turn for the same six seconds of fiction.

SCALE PRINCIPLE Change scale when the question changes, not when the map gets crowded.

VI. ARTILLERY AND SIEGE WEAPONS

Use Pathfinder First Edition's native siege-engine rules for crews, aiming, loading, misfires, and damage to objects.

Native siege framework

Use Pathfinder First Edition siege-engine rules for crew, aim, load, attack rolls, range, misfire, hardness, hit points, and proficiency. The native cannon is the baseline field piece for Mar de Oro. Fortifications use normal object, hardness, cover, and structure rules.

Mar de Oro artillery roles

Role	Pathfinder First Edition treatment
Swivel / light gun	Custom light direct-fire siege engine below. Suitable for deck mounts, boats, and close defense.
Field cannon	Use the native cannon profile as the default field-artillery piece.
Heavy battery	Use a larger custom cannon only when the fiction requires heavier emplacement fire; otherwise multiple native cannons are simpler.
Siege battery	Treat as heavy emplacement artillery plus fortification, observation, and ranging context. Do not create a universal circular blast radius.
Rifled artillery	If present in the campaign, extend range and accuracy through a specific custom profile rather than globally upgrading every cannon.

Swivel gun

Damage	Critical	Range	Crew	Aim	Load	Speed	Misfire	Hardness / HP
3d6	x4	60 ft.	1	0	2	20 ft.	1	10 / 35

The swivel gun is a Large direct-fire black-powder siege engine. It is too large to use as a personal firearm and too light to stand in for a full field cannon. Aim 0 means it requires no separate aim action under the native siege rules. Load 2 is resolved through the normal siege-engine action pool, and Rapid Reload does not reduce siege-firearm loading time.

Ranging and beaten ground

A battery threatens the space its actual weapon, line of sight, ammunition, terrain, and observation allow. Unless genuine surprise applies, ranging shots make the danger legible. Once the enemy has the range, exposed troops must move, find hard cover or dead ground, break observation, create concealment, counter-battery the gun, sabotage it, or force it to relocate. Use native attacks and saves where required; use the battlefield fiction to decide what is exposed.

ARTILLERY PRINCIPLE A battery controls space because it can keep putting force into that space, not because every cannonball has a universal blast template.

VII. SHIPS AND AIRSHIPS

Use native vehicle rules and mounted siege weapons, with Mar de Oro rules only for vessel-specific systems.

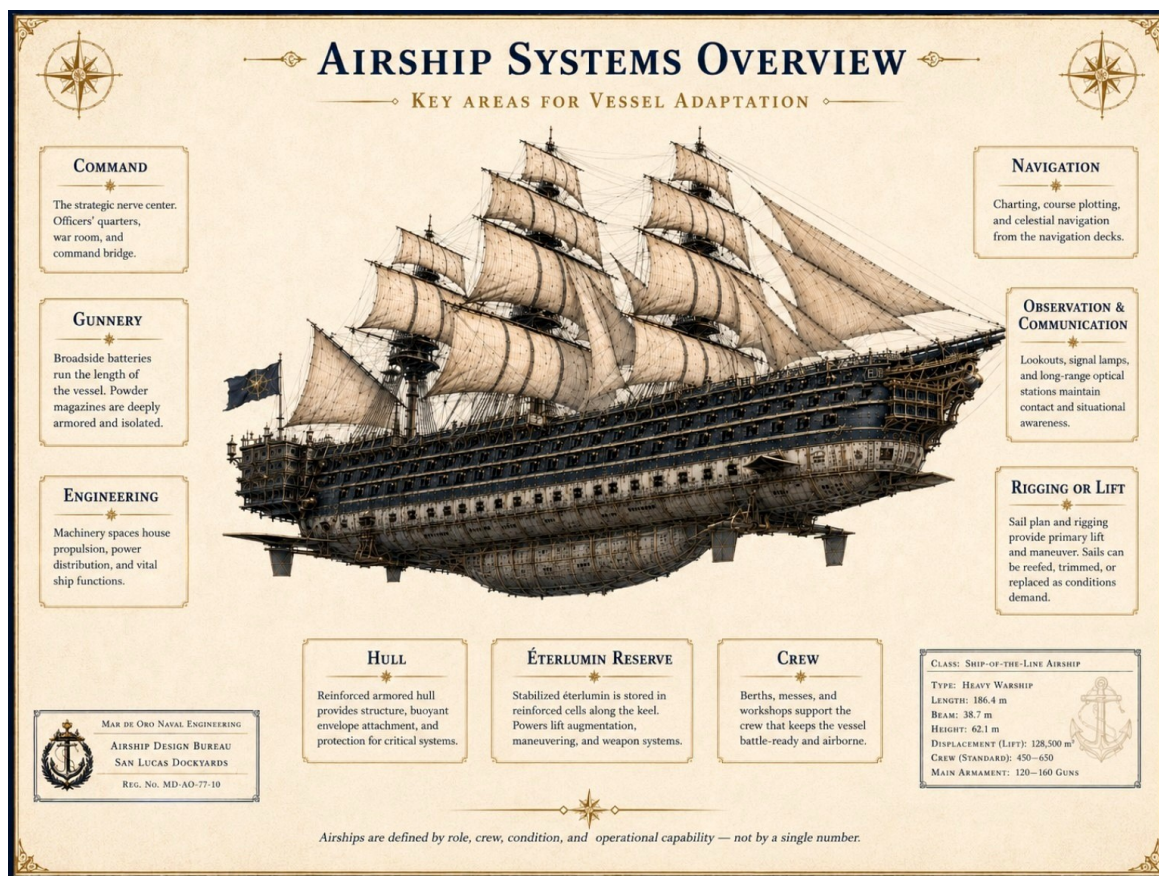


Plate II. Airship systems overview for vessel adaptation and subsystem targeting.

Three naval modes

Mode	Use
Boarding	Normal Pathfinder First Edition encounters on decks, rigging, compartments, gun decks, and internal spaces.
Sailing / flight	Ultimate Combat vehicle rules with mounted siege weapons, Mar de Oro speeds, firing arcs, and subsystem states.
Pursuit / escape	Vehicle driving checks and relative-position scenes. Use clocks when exact tactical movement would add bookkeeping without adding choice.

The switch follows the fiction. When the question is what the vessels are doing, use vehicle action. When it becomes what the people aboard are doing, use a normal encounter.

Tactical speed from knots

KNOT CONVERSION In a 6-second Pathfinder First Edition round, 1 knot is approximately 10 feet of travel. Multiply knots by 10 to get an easy maximum straight-line tactical speed in feet per round.

Established top speed	Tactical reference
10 kt	100 ft./round
12 kt	120 ft./round
15 kt	150 ft./round

Established top speed	Tactical reference
18 kt	180 ft./round
20 kt	200 ft./round
25 kt	250 ft./round
30 kt	300 ft./round
35 kt	350 ft./round
40 kt	400 ft./round
45 kt	450 ft./round

This is a conversion aid, not free movement. Acceleration, turning, wind, current, damage, altitude change, driving checks, and the native vehicle action economy still determine how much of that speed the vessel can actually use in a round. Sea-going warships normally sit in the lower band; Mar de Oro air warships occupy the 20–45 knot band established by their class.

Vehicle chassis

Use the native Pathfinder First Edition vehicle framework. The official Pathfinder First Edition airship’s balloon-and-magic fiction is not Mar de Oro canon; only the chassis concepts are useful. Mar de Oro airships remain sailing warships whose Éterlumin lift system reduces downward load while separate propulsion, sails, balance, and control determine movement.

All listed Mar de Oro military airships use the Colossal vehicle chassis for vessel-scale combat unless a specific deck plan says otherwise: base AC 2, Base Save +0, CMB +8, CMD 18, and ramming damage 8d8. Their actual AC and saving throws use the native vehicle rules and therefore depend on the captain’s Profession (sailor) modifier. Driving Check is Profession (sailor). The official Pathfinder First Edition airship and warship are numerical anchors, not Mar de Oro fiction.

Broadside aggregation

VESSEL ATTACK A Broadside is one battery resolution, not one attack roll per cannon. Use one attack roll for the firing battery and one aggregate damage roll.

Aggregate broadside rule	Pathfinder First Edition handling	Value
Attack	Direct-fire siege attack	Use the designated battery gunner / crew leader and native siege proficiency
Range	Range increment	100 ft. baseline
Critical	Aggregate battery critical	x2
Damage type	Shot and structural impact	Bludgeoning and piercing
Misfire	Black-powder battery	1
Hardness	Vehicle structure	Apply target Hardness once to the final aggregate damage

These are class-specific Mar de Oro battery abstractions expressed through Pathfinder First Edition siege rules. Use the attack modifier of the relevant gunner or crew under the native siege framework. An aggregate Broadside has a x2 critical multiplier regardless of an individual cannon’s critical multiplier because the battery is resolved as one vessel-scale event rather than dozens of separate cannon criticals.

Fleet role mapping

Vessel	Hard	HP (BT)	Max Speed	Accel	Broadside
Justicar-class ship of the line	10	1,200 (599)	200 ft. / 20 kt	30 ft.	72d12
Cruzado heavy frigate	10	300 (149)	250 ft. / 25 kt	30 ft.	28d10
Banshee-class cruiser-frigate	8	580 (289)	360 ft. / 36 kt	60 ft.	28d12
Spectre disruption frigate	6	280 (139)	350 ft. / 35 kt	60 ft.	20d12

Vessel	Hard	HP (BT)	Max Speed	Accel	Broadside
Wright assault frigate	6	250 (124)	400 ft. / 40 kt	60 ft.	16d10
Albion sloop	5	160 (79)	450 ft. / 45 kt	60 ft.	8d8
Aurora Ventus command frigate	9	340 (169)	300 ft. / 30 kt	40 ft.	24d10
Cazador interceptor	6	230 (114)	400 ft. / 40 kt	60 ft.	14d10
La Estrella Veloz frigate	7	220 (109)	400 ft. / 40 kt	60 ft.	10d10
Santo-class escort sloop	6	180 (89)	350 ft. / 35 kt	40 ft.	8d8
Helios Tender	8	280 (139)	200 ft. / 20 kt	30 ft.	2d6

These are complete vessel-scale combat baselines. HP and Broadside preserve the established Mar de Oro fleet relationships; Hardness, vehicle AC, saving throws, driving checks, movement, object damage, and siege attacks remain Pathfinder First Edition procedures. The native Pathfinder First Edition warship at 1,200 HP / Hardness 10 and native airship at 720 HP / Hardness 5 confirm that these hull values sit inside Pathfinder First Edition's vehicle scale. Use a vessel's canonical deck plan and crew complement when exact space or staffing matters.

Battery cadence. A Broadside represents the entire working battery firing as one vessel-scale event. A Stable, fully crewed battery can make one aggregate Broadside attack on the vessel's turn. This abstracts many gun crews loading and aiming in parallel. If Weapons or Crew is Impaired, the GM can require a reload / reorganization round or remove one firing arc. If either is Disabled, the main battery cannot fire. Individual cannons encountered at Personal Scale continue to use their native Aim and Load actions.

Fleet doctrine. Albion hulls trade structural margin for speed, acceleration, and aggressive positioning. Valdegracian hulls favor Hardness, staying power, and broadside weight. Heller vessels sit between those approaches. These differences are intentional and should remain visible in pursuit, turning, and firing-solution play.

Altitude and firing solution. Similar altitude uses normal range. A meaningful altitude advantage with a clear firing solution can extend effective engagement range to about x1.5. A major altitude advantage with clear observation and unobstructed favorable downward fire can extend it up to x2. Altitude does not increase Broadside damage. Terrain, cloud, smoke, bearing, firing arc, and observation can still deny the shot.

Subsystem states

Do not give every subsystem a second hit-point pool. Track four operational states only when targeted damage or the fiction makes the subsystem matter: Rigging/Lift, Weapons, Crew, and Bridge/Command. Each begins Stable and can step to Impaired, then Disabled.

Subsystem	Impaired	Disabled
Rigging / Lift	Reduced control, altitude authority, or speed; appropriate driving checks become harder.	Cannot maintain normal controlled flight or maneuver until repaired, rerigged, or otherwise restored.
Weapons	One arc/battery unavailable, delayed fire, or reduced options.	Main battery cannot be used.
Crew	Casualties, confusion, or lost stations reduce available crew actions.	Vessel cannot operate coherently without immediate reorganization.
Bridge / Command	Signals, helm, observation, or orders become unreliable.	Command and control collapses until restored.

A credible targeted hit that deals damage after Hardness equal to roughly 10% of the vessel's maximum HP in one event normally steps the relevant subsystem down once. A catastrophic hit, internal explosion, or direct physical destruction can step it down twice when the fiction clearly supports that result. This is an operational threshold, not a second HP track.

Éterlumin Reserve

Track Éterlumin Reserve separately from structural HP. Reserve represents usable service, calibration condition, containment integrity, and operational availability. Consumption, leaks, forced operation, failed tuning, or containment events can reduce Reserve. Repairing hull HP does not automatically restore it.

Lift failure

Lift is not a balloon and loss of Lift is not automatically instantaneous free fall. An Impaired Lift system reduces safe altitude change and handling. A Disabled Lift system cannot maintain normal level flight: the vessel begins a controlled or uncontrolled descent appropriate to remaining propulsion, rigging, balance, damage, and crew response. If the failure is physical, repair it. If the system is serviceable but miscalibrated, tune it. If usable Éterlumin is gone, resupply it.

Three engineering problems

Problem	Meaning	Answer
Damage	Structure or machinery is physically broken.	Repair.
Depletion	Usable ammunition, material, Éterlumin, or service is 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.

Physical access

An intact warship hull protects internal machinery from ordinary personal firearms. Exposed crew remain vulnerable. A character can damage internal components with personal-scale attacks only after gaining a breach, hatch, exposed mechanism, boarding position, or another physically credible route.

VIII. FORTERA OVERDRAW

The player chooses to push. The save determines what pushing costs.

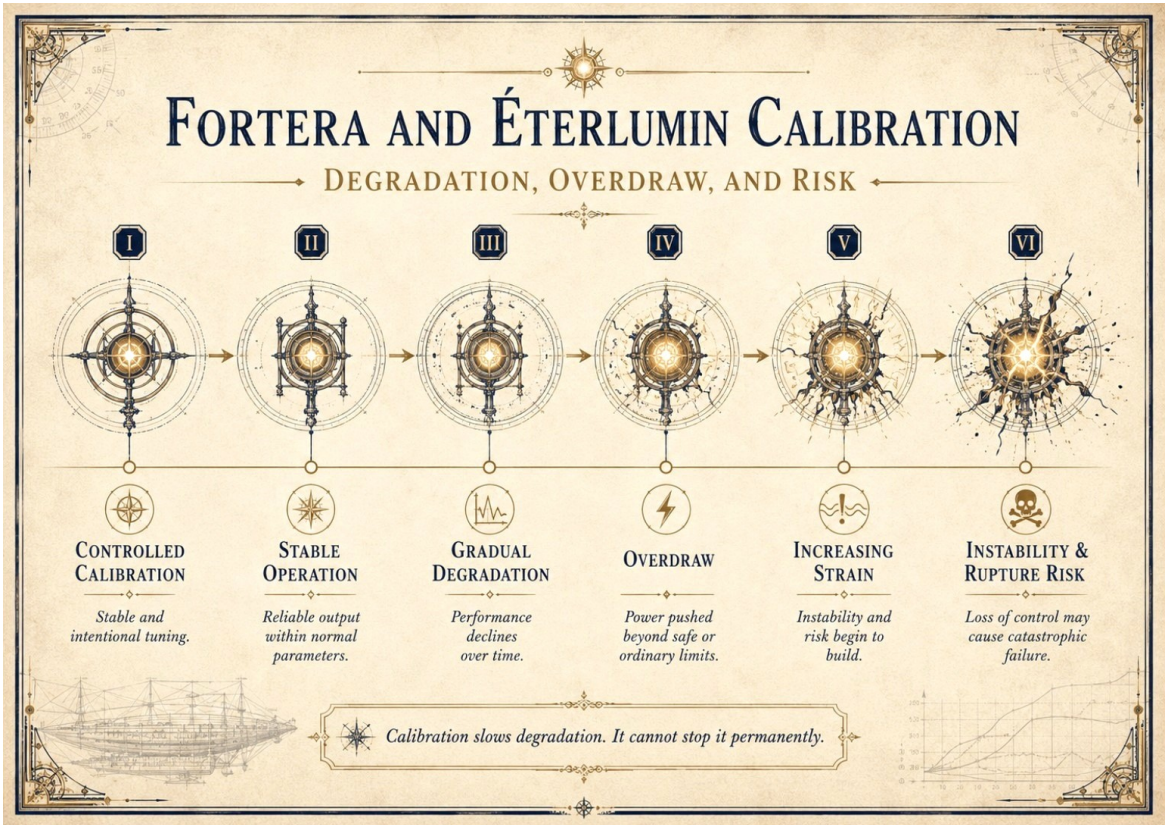


Plate III. Fortera and Éterlumin calibration: degradation, overdraw, strain, and rupture risk.

Overdraw

Ordinary class spellcasting represents established, stabilized interaction with Fortera and uses native Pathfinder First Edition mechanics. Safe ordinary casting has no special Overdraw penalty. Overdraw is voluntary: the caster deliberately forces a working beyond current safe capability.

Pathfinder First Edition safe capacity

Pathfinder First Edition spells have fixed spell levels rather than a universal heightening system. Overdraw therefore does not grant access to a higher-level spell. The caster must already know, prepare, or otherwise be able to cast the spell normally.

OVERDRAW SCALE Each Overdraw tier increases effective caster level by +2 for one declared level-dependent parameter of the spell, such as range, duration, damage dice, number of targets, or another parameter the spell already scales by caster level.

Respect the spell's printed maximum unless a specific Mar de Oro rule explicitly permits exceeding it. If the spell has no meaningful level-dependent parameter remaining to increase, Overdraw does not invent a new effect. Metamagic remains native Pathfinder First Edition and is separate from Overdraw.

Containment save

CONTAINMENT Fortitude DC = 10 + half character level + 2 per Overdraw tier.

Declare the Overdraw tier and the parameter being pushed before the roll. The working is already attempted. The containment save determines the cost.

Result	Effect
Success	Complete the working. Resolve Strain one severity step lower, minimum none. The declared field Ripple occurs without extra escalation.

Result	Effect
Failure	The caster may Ground the Working, or complete it and take the listed Strain. If completed, escalate the field disturbance one step.
Natural 1 or failure by 10+	If the caster forces completion, increase Strain one severity step and escalate the field disturbance two steps. The GM should use a concrete physical consequence rather than add an unrelated generic penalty.

Strain

Severity	Tiers	Strain	Field Ripple	Settling
Mild	1	1d6 nonlethal; fatigued 1 round	x1.5	Weakened field, 1d4 rounds
Moderate	2	2d6 nonlethal; fatigued 1 minute	x2	Depleted field, 1d6 minutes
Severe	3	4d6 nonlethal; exhausted 1 minute	x3	Dead Zone, 1d6 hours
Overload	4+	6d6 nonlethal; exhausted 10 minutes	x4	Collapse Zone, 1d6 days or longer

Use native fatigued and exhausted conditions. If a character is already fatigued and takes a result that would fatigue them again, use the normal Pathfinder First Edition interaction that worsens fatigue to exhaustion where applicable. Overdraw never represents Éterlumin poisoning.

Ripple

Ripple is the area of field disturbance created by the working, multiplied by the listed modifier. It does not increase the spell's damage, range, duration, save DC, or other numerical effects unless another rule explicitly says so. If a 20-foot-radius spell produces Ripple x2, the disturbance extends across a 40-foot-radius area even though the spell's ordinary effect remains 20 feet.

Containment responses

Response	Use
Accept Strain	Complete the working and resolve the containment result.
Ground the Working	Lose the effect and expend the prepared spell or slot, but stop further escalation from this working.
Vent	Sacrifice a physical external resource such as Reserve, lift authority, pressure, stored charge, or another service when that system can actually absorb the consequence.
Break the Pattern	Use an established cutoff, counter-rhythm, grounding path, or other learned method when the fiction makes one available.
OVERDRAW PRINCIPLE The roll does not decide what the caster attempted. It decides what the attempt costs.	

IX. EMBEDDING

Embedding is temporary Fortera craft. Permanent magic items still use Pathfinder First Edition's native creation rules.

Embedding

Embedding binds an eligible spell or Fortera working into a physical object for a limited useful life. Choose an Embedding Depth from 1 up to the creator's character level.

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

No additional Craft check is required merely to perform the standard temporary technique. The costs are time, access to the working, the physical object, appropriate materials established by the fiction, and the spell or slot expended when the embedding completes.

Completion

When the Embedding completes, expend one appropriate prepared spell or spell slot for the effect. The slot then recovers normally. It is not committed for the object's useful life. The creator must satisfy the normal Pathfinder First Edition requirements for knowing, preparing, or otherwise being able to cast the working.

Depth and power

Depth controls longevity, not spell level, caster level, save DC, or potency. A 2nd-level spell embedded at Depth 10 takes 10 days to make and naturally lasts 10 days. It remains a 2nd-level spell effect. If creating the effect itself requires Overdraw, resolve Overdraw separately when the Embedding is completed.

Permanent items

ITEM ECONOMY If the intended result is a normal permanent Pathfinder First Edition magic item, use Pathfinder First Edition item-creation feats, costs, prerequisites, and crafting rules. Embedding is not a cheaper route around them.

Decay and 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, renewed, or repeatedly tuned over long periods.

Embedded ammunition

Resolve the physical projectile through normal Pathfinder First Edition weapon and ammunition rules and the embedded Fortera effect separately. The bullet remains ammunition. The embedded working remains a Fortera effect.

Each separately embedded item is its own object. A case, bandolier, chest, magazine, or ammunition box does not turn multiple embedded rounds into one Resonance Tuning target.

X. RESONANCE TUNING

The standard working for preserving embeddings and maintaining calibrated systems.

Resonance Tuning

School	Level	Casting Time	Components	Range	Target	Duration	Save / SR
Transmutation [Fortera]	2; special access	10 minutes	V, S	Touch	One object or coherent system touched	1 day/level	None (object) / no

Class access. Resonance Tuning is a 2nd-level spell for any Pathfinder First Edition class that casts spells and can coherently perform a Fortera working. It is added to that class's spell list for Mar de Oro campaigns. Alchemical or other nonstandard casting methods can gain access only when their normal class procedure can express the working without rewriting the class.

You establish a stable resonant reference in an existing Fortera embedding or a calibrated Fortera or Éterlumin system. Choose Preserve Embedding or Calibrate System.

Preserve Embedding

Touch one object containing an active Embedding. For the duration, its remaining useful life does not decrease. When Resonance Tuning ends, decay resumes from exactly where it stopped. An embedding with 3 days remaining that is tuned by a 10th-level caster still has 3 days remaining when the 10-day tuning ends.

Tuning cannot restore an expired embedding, restore a consumed effect, replenish charges, or extend the ordinary duration of another spell, class feature, summon, condition, or unrelated Pathfinder First Edition effect. Multiple tunings on the same target do not stack; a new casting replaces the previous duration.

Maintenance logistics. Preserving munitions and specialist equipment over long voyages is an intended use of Resonance Tuning. Practitioners can cycle 2nd-level spell slots across a stockpile over days or weeks. The cost is continuing access to trained practitioners, casting time, and spell slots. Tuning preserves remaining useful life; it never recreates an expended shot, consumed activation, depleted charge, or expired embedding.

Calibrate System

Touch one physically serviceable Fortera or Éterlumin component or coherent system. Tuning corrects ordinary resonant drift and holds the system to a stable reference for the duration. Appropriate targets include resonators, regulators, Fortera instruments, lift references, Éterlumin controls, embedded ship equipment, synchronized engineering systems, and laboratory apparatus.

If miscalibration is the only problem, the system returns to normal calibration. If it is physically damaged, incomplete, depleted, or operating outside safe limits, the spell establishes a stable reference but does not solve that other problem.

CALIBRATION Tuning restores agreement. Repair restores structure. Supply restores capacity.

Overdrawing Resonance Tuning

Resonance Tuning is the standard Fortera spell for which forcing a failed Overdraw automatically risks Catastrophic Tuning Failure. On a failed containment save, the caster may Ground the Working: the spell is expended, tuning fails, and catastrophe is avoided. If the caster instead forces the tuning to completion, apply the normal Overdraw result and one or more concrete failures supported by the target system.

- An embedding loses all remaining useful life.
- A resonator ruptures.
- A regulator falls violently out of agreement.
- An instrument becomes unusable until repaired and tuned again.
- A lift reference collapses.
- Usable Éterlumin Reserve is lost.
- A pressure or containment event occurs.
- Failure propagates into a physically connected system when the relationship supports it.

OVERDRAW EXCEPTION Pushing Resonance Tuning means forcing a system to hold an agreement it cannot safely sustain.

XI. RESURRECTION AND SOUL SHATTERING

Use native return-to-life mechanics. Mar de Oro changes what return can mean.

Return to life

Use Pathfinder First Edition spells, costs, caster-level requirements, time limits, conditions, and restrictions for returning a dead character to life unless a specific Mar de Oro rule says otherwise. Raise dead, resurrection, true resurrection, and comparable effects remain Pathfinder First Edition procedures.

Soul Shattering

When Soul Shattering occurs, resolve it narratively rather than through a random table. The returned person may be altered in body, apparent age, memory, personality, temperament, identity, or only one narrow aspect of the self. Determine the change from the death, the return, the Fortera conditions involved, the character, and the campaign.

The truth of what happened can remain unknowable. The player retains authorship over how their character understands and responds to the change. The GM establishes what the world can observe and what consequences follow.

SOUL SHATTERING Resurrection can restore life. It cannot guarantee continuity.

No automatic cosmological proof

A successful return-to-life effect proves that the Pathfinder First Edition procedure worked at the table. It does not, by itself, establish planes, divine beings, souls as a mapped substance, or another cosmology that contradicts Mar de Oro canon. Describe the event through Fortera, retained pattern, religious interpretation, medical observation, or uncertainty appropriate to the campaign.

XII. CREATURES AND PHENOMENA

Use native CR and encounter math while preserving each creature's behavior, feedback, and discoverable solutions.

Creature rule

All creatures resolve through normal Pathfinder First Edition creature rules regardless of physical size. Use native size, space, reach, movement, senses, saves, combat maneuvers, conditions, damage reduction, resistances, and encounter XP. Unlike the Fifth Edition conversion, Pathfinder First Edition keeps Challenge Rating because encounter building depends on it.

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

Table-ready baselines

The statistics below are complete Pathfinder First Edition encounter baselines. They use Pathfinder First Edition CR, XP, AC, hit points, attack bonuses, saves, damage expectations, and haunt timing while preserving the behaviors already established in the Fifth Edition and Pathfinder Second Edition conversions. The Fortera descriptor is a Mar de Oro tag only; it does not imply extraplanar origin, alignment, or a separate Pathfinder First Edition creature type.

Entry	CR / XP	Central question
Moon-Affected	7 / 3,200	Can the person master the transformation?
Source Beast	10 / 9,600	What is it trying to correct?
Blackwake Ray	9 / 6,400	What is provoking the animal?
Drowned Choir	4 / 1,200	What did this place hear?
Hushmoth Swarm	3 / 800	How do we operate when communication fails?
Bellmouth	1 / 400	What happens when a meaningful signal is reproduced perfectly?
The Last Crew	5 / 1,600	What unfinished action is repeating?
Reef Shepherd	15 / 51,200	How do we coexist with something immense?
Roadback	6 / 2,400	What are the animals sensing beneath us?
Rain Saint	3 / 800	What memory is the field reproducing?
Keel Leech	4 / 1,200	Can it be removed without releasing stored pressure?
Borrowed Tide	5 / 1,600	Is that actually a survivor?

Moon-Affected

Moon-Affected are people whose bodies have become unusually resonant with Fortera. Lunar resonance is one trigger among many. The person remains present; the altered state creates an intense urge whose expression depends on the individual.



CR / XP	CR 7; XP 3,200; alignment varies; Large humanoid (human, shapechanger)
Init / Senses	Init +2; Perception +12; tremorsense 30 ft. while touching a continuous surface
Defense	AC 20, touch 11, flat-footed 18 (-1 size, +2 Dex, +9 natural); hp 85 (10d8+40); Fort +11, Ref +7, Will +7
Offense	Speed 40 ft., climb 30 ft.; Melee 2 claws +14 (2d6+7), bite +8 (1d8+3); Space 10 ft.; Reach 10 ft.
Statistics	Str 25, Dex 14, Con 18, Int 10, Wis 14, Cha 12; BAB +7; CMB +15; CMD 27; Feats Alertness, Endurance, Iron Will, Lightning Reflexes, Weapon Focus (claw); Skills Climb +16, Perception +12, Survival +11

Resonance Sense (Ex)

The Moon-Affected senses the direction and relative intensity of significant Fortera, Source activity, quickened Éterlumin, and major field disturbances within 120 feet.

Control (Ex)

When a significant Fortera trigger acts on an unmastered Moon-Affected, it attempts a DC 17 Will save. Practiced individuals gain a +2 circumstance bonus. Mastered individuals automatically control ordinary triggers and can transform or return voluntarily as a standard action.

Sudden Pursuit (Ex)

As a full-round action, the Moon-Affected moves up to twice its speed toward a perceived creature, object, place, or resonance and makes one claw attack. If it moved at least 20 feet and hits, the target must succeed at a DC 17 Fortitude save or fall prone.

Human Trace (Ex)

A creature that meaningfully invokes an important person, duty, object, song, place, or other established anchor can use a standard action to let the Moon-Affected immediately attempt another Control save with a +4 circumstance bonus. Success creates a moment of control, not automatic pacification.

CONTROL Transformation is a pressure on a person, not a replacement of that person.

Source Beast

A Source Beast is an intelligent, persistent Fortera correction entity. The first manifestation forms where an unresolved contradiction acquires a body. That place does not tether it.

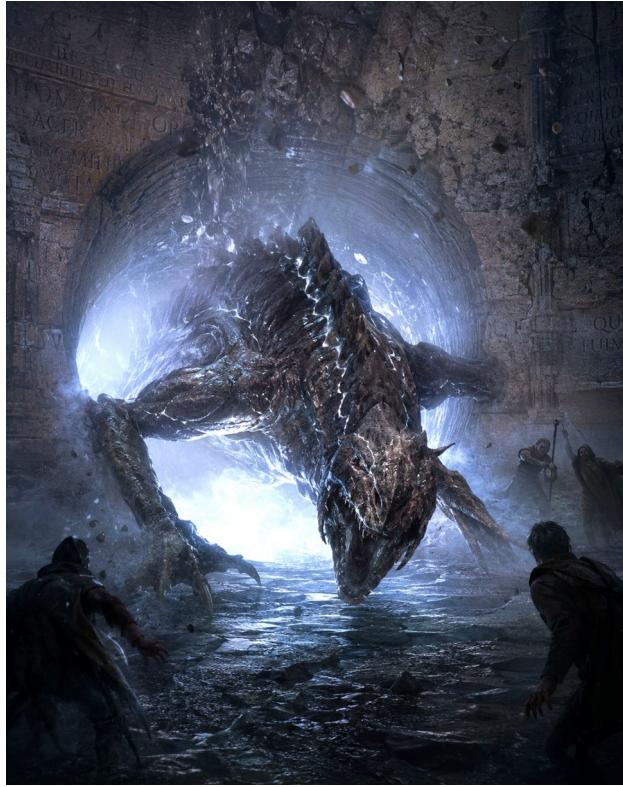


Plate IV. Source Beast manifestation, an intelligent Fortera correction entity.

CR / XP	CR 10; XP 9,600; N Huge aberration (Fortera manifestation)
Init / Senses	Init +2; Perception +20; tremorsense 60 ft.; resonance sense 1 mile
Defense	AC 24, touch 10, flat-footed 22 (-2 size, +2 Dex, +14 natural); hp 133 (14d8+70); Fort +11, Ref +6, Will +14; DR 5/-
Offense	Speed 50 ft., climb 40 ft.; Melee 2 slams +18 (2d8+9), bite +12 (2d6+4); Space 15 ft.; Reach 15 ft.
Statistics	Str 28, Dex 14, Con 20, Int 14, Wis 16, Cha 12; BAB +10; CMB +21; CMD 33; Feats Cleave, Combat Reflexes, Great Fortitude, Iron Will, Power Attack, Weapon Focus (slam), Skill Focus (Perception); Skills Climb +24, Knowledge (engineering) +19, Perception +20, Survival +20

Intelligent Correction (Ex)

The Beast remembers people, tactics, routes, deceptions, and previous encounters. It adapts to failed approaches rather than repeating them without reason.

Correction Pulse (Ex)

Once every 1d4 rounds as a standard action, the Beast releases a 30-foot-radius pressure correction. Creatures in the area take 6d6 bludgeoning damage and must attempt a DC 22 Fortitude save. Success halves the damage. Failure also pushes the creature 10 feet and knocks it prone. The save DC is Constitution-based.

Adaptive Return (Ex)

Destroying a manifestation by force without resolving the contradiction raises Correction Level by 1. The next manifestation returns with one legible adaptation to the method that destroyed it, such as +2 natural armor against the repeated attack line, resistance 10 to one repeatedly used energy type, +10 feet of movement, or +15 hp. After two or more simultaneous adaptations, increase the encounter CR by 1. Genuine understanding, communication, or removal of the contradiction lowers Correction Level.

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

Blackwake Ray

Blackwake Rays are immense flying animals attracted to heat, pressure release, venting, and large airborne vibration. A Ray on a vessel is as much an engineering problem as a combatant.



CR / XP	CR 9; XP 6,400; N Gargantuan animal
Init / Senses	Init +3; Perception +18; pressure-current sense 300 ft.; low-light vision
Defense	AC 23, touch 9, flat-footed 20 (-4 size, +3 Dex, +14 natural); hp 119 (14d8+56); Fort +13, Ref +12, Will +8
Offense	Speed 10 ft., fly 60 ft. (average); Melee wing sweep +17 (3d10+10) or grip +16 (2d8+15 plus grab); Space 20 ft.; Reach 20 ft.
Statistics	Str 30, Dex 16, Con 18, Int 2, Wis 15, Cha 8; BAB +10; CMB +24 (+28 grapple); CMD 37; Feats Flyby Attack, Great Fortitude, Improved Bull Rush, Iron Will, Skill Focus (Perception), Weapon Focus (wing), Power Attack; Skills Fly +8, Perception +18; Racial Modifiers +4 Fly

Pressure-Current Sense (Ex)

The Ray detects significant heat, venting, pressure release, and large airborne vibration within 300 feet. This sense does not identify motives or hidden machinery; it identifies the physical stimulus.

Settle (Ex)

The Ray can use grab against a vessel or exposed large structure. While attached, its body can obstruct lift, venting, rigging, or flight surfaces. Hard operation while it remains attached can step Rigging/Lift from Stable to Impaired when the fiction supports the interference.

Reflexive Grip (Ex)

Once per round, when the Ray takes 20 or more damage while attached to a vessel, it may immediately attempt a grapple combat maneuver against the vehicle CMD. On a success, Rigging/Lift steps down one state if the attachment physically supports that result.

Release Behavior

Reducing drive output, cooling the vessel, stopping major venting, and descending without harming the Ray removes the attracting stimulus. Once the stimulus is gone, the Ray normally releases rather than fighting to the death.

BLACKWAKE Ask what is provoking the animal before asking how many hit points it has left.

Drowned Choir

The Drowned Choir is a submerged colony that stores vibration and reproduces patterns it actually experienced. Its records can be evidence, bait, warning, or accident.



Plate V. The Drowned Choir, a submerged resonance colony that stores and repeats recorded vibration.

CR / XP	CR 4; XP 1,200; N Tiny aberration (aquatic, swarm)
Init / Senses	Init +3; Perception +10; vibration-lifesense 60 ft. while submerged
Defense	AC 17, touch 15, flat-footed 14 (+2 size, +3 Dex, +2 natural); hp 39 (6d8+12); Fort +4, Ref +7, Will +6; swarm traits
Offense	Speed swim 20 ft.; swarm damage 3d6; Space 10 ft.; Reach 0 ft.; distraction DC 15
Statistics	Str 12, Dex 17, Con 14, Int 2, Wis 13, Cha 5; BAB +4; CMB —; CMD —; Feats Endurance, Lightning Reflexes, Skill Focus (Perception); Skills Perception +10, Swim +9

Stored Vibration (Ex)

The colony can retain up to three important sounds or pressure patterns it genuinely experienced and can reproduce one as a standard action. It cannot invent speech, codes, or signals it never absorbed.

Tendril Envelopment (Ex)

A creature that begins its turn in the Choir’s space must succeed at a DC 16 Reflex save or become entangled until it leaves the swarm. A creature already entangled that fails again is grappled instead. Escape Artist or a combat maneuver check against DC 18 ends the grapple. The save DC is Dexterity-based.

Swarm Vulnerability

Use normal Pathfinder First Edition swarm immunities and vulnerabilities. Area and splash attacks remain the reliable violent answer; understanding what the colony recorded may be the better one.

DROWNED CHOIR *A copied signal is a record, not an intention.*

Hushmoth Swarm

Hushmoths are tiny animals whose wing activity disrupts hearing, spoken coordination, signals, and sensitive Fortera instruments. They are interference, not an anti-magic field.



CR / XP	CR 3; XP 800; N Diminutive vermin (swarm)
Init / Senses	Init +1; Perception +8; darkvision 60 ft.
Defense	AC 15, touch 15, flat-footed 14 (+4 size, +1 Dex); hp 30 (4d8+12); Fort +7, Ref +2, Will +2; swarm traits
Offense	Speed 10 ft., fly 40 ft. (good); swarm damage 2d6; Space 10 ft.; Reach 0 ft.; distraction DC 15
Statistics	Str 1, Dex 13, Con 16, Int —, Wis 12, Cha 6; BAB +3; CMB —; CMD —; Skills Perception +8, Fly +14; Racial Modifiers +7 Perception, +3 Fly

Interference Field (Ex)

Within 20 feet of the swarm, creatures take a -2 circumstance penalty on hearing-based Perception checks and on skill checks that depend on spoken coordination, auditory signals, or sensitive Fortera instrumentation. This does not automatically prevent spellcasting.

Powder Bloom (Ex)

When the swarm takes damage in an enclosed space, the Interference Field expands to 30 feet until the end of the swarm's next turn as disturbed moths and powder fill the volume.

Dispersal

Ventilation, damp screens, strong directed airflow, sealing a compartment, or another credible environmental method can suppress or move the swarm without killing every moth.

HUSHMOTHS *Communication failure is the threat. Environmental control is a valid solution.*

Bellmouth

Bellmouths are small pattern-copying animals. They can reproduce complicated audible or pressure patterns with structural accuracy but do not understand what those patterns mean.



CR / XP	CR 1; XP 400; N Small animal
Init / Senses	Init +2; Perception +7; echolocation (blindsense) 60 ft.; low-light vision
Defense	AC 14, touch 13, flat-footed 12 (+1 size, +2 Dex, +1 natural); hp 15 (2d8+6); Fort +6, Ref +5, Will +1
Offense	Speed 20 ft., swim 30 ft.; Melee bite +4 (1d6+2)
Statistics	Str 14, Dex 15, Con 16, Int 2, Wis 12, Cha 6; BAB +1; CMB +2; CMD 14; Feat Alertness; Skills Perception +7, Swim +10

Pattern Memory (Ex)

A Bellmouth can retain up to three complicated audible or pressure patterns after hearing or feeling them once. It can reproduce one as a standard action.

Perfect Pattern (Ex)

A reproduced pattern is accurate enough that a mechanism genuinely keyed to that structural signal can respond. The Bellmouth does not understand the signal, password, order, or consequence.

Frightened Discharge (Ex)

Once every 1d4 rounds, a frightened Bellmouth can emit a 15-foot cone. Creatures in the cone take 2d6 sonic damage, Fortitude DC 14 half. A creature that fails is also deafened for 1 round. The save DC is Constitution-based.

BELLMOUTH *Perfect reproduction is not comprehension.*

The Last Crew

The Last Crew is a retained coordinated pattern of a vessel's final emergency. Use the Pathfinder First Edition haunt timing chassis, but it is a Fortera phenomenon rather than undead.



CR / XP	CR 5; XP 1,600; N persistent Fortera phenomenon; area up to 25-ft. radius
Timing	Caster level 5th; initiative rank 10; Notice Perception DC 20 (repeated orders, wet rope, metal strain, or the same footfall in the same place)
Durability	hp 22; attacks against the translucent figures do nothing. Positive energy has no automatic special effect because the phenomenon is not undead.
Trigger / Reset	Trigger proximity; Reset 1 day while the supporting pattern remains intact
Resolution	Profession (sailor), Perception, Knowledge (engineering), Spellcraft, or another directly relevant skill can reconstruct the sequence. Typical DC 15 after one full loop.

Create the Sequence

Write three to six actions from the vessel's final emergency. One action is incomplete, unanswered, or missing. On initiative 10 each round, the phenomenon advances one step and then begins again.

Assigned Role (Su)

A living creature that deliberately interrupts the sequence without answering it must succeed at a DC 15 Will save. On a failure, retained pressure assigns that creature a role: until the end of its next turn it takes a -2 penalty on attacks, saves, and skill checks made to directly oppose the repeating emergency. It retains control of its actions.

Destruction / Resolution

Correctly completing, answering, or meaningfully changing the missing action ends the phenomenon permanently. Three successful reconstruction checks made across a full loop identify what action is missing. Attacking the figures does not solve the retained sequence.

LAST CREW *The figures are evidence. The unfinished action is the encounter.*

Reef Shepherd

Reef Shepherds are immense, normally peaceful marine animals whose armored backs can support entire ecosystems. Their serious response to harm is movement, diving, rolling, and displacement of water.



CR / XP	CR 15; XP 51,200; N Gargantuan animal
Init / Senses	Init -2; Perception +24; water-vibration sense 300 ft.; low-light vision
Defense	Body AC 28, touch 4, flat-footed 28 (-4 size, -2 Dex, +24 natural); reef-back AC 35 and DR 15/-; hp 250 (20d8+160); Fort +22, Ref +10, Will +11
Offense	Speed 10 ft., swim 40 ft.; Melee tail sweep +24 (4d10+18); Space 20 ft.; Reach 20 ft. (30 ft. tail)
Statistics	Str 34, Dex 6, Con 26, Int 4, Wis 16, Cha 8; BAB +15; CMB +31; CMD 39; Feats Awesome Blow, Diehard, Endurance, Great Fortitude, Improved Bull Rush, Improved Overrun, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (tail sweep); Skills Perception +24, Swim +30; Racial Modifiers +2 Swim

Armored Reef (Ex)

Attacks directed into the mature reef-back use AC 35 and DR 15/-. Eyes, mouth, existing wounds, softer underside, and other exposed anatomy use the body AC and do not gain the reef-back DR. The GM must make those physical distinctions legible before they matter.

Living Island (Ex)

Structures, vegetation, gear, and creatures can physically exist on the Shepherd's back. They are not abstract passengers; a sudden roll, dive, rise, or impact threatens unsecured occupants.

Displace the Sea (Ex)

As a standard action, the Shepherd violently displaces water in a 60-foot radius. Creatures in the water take 8d6 bludgeoning damage, Reflex DC 23 half. A creature that fails is also pushed 30 feet and knocked prone where that condition is meaningful.

Roll or Dive (Ex)

As a full-round action, the Shepherd rolls or dives. Creatures standing on its back must succeed at a DC 23 Reflex save or be thrown from the surface, knocked prone, or carried below the water as the movement dictates.

Defensive Movement

After suffering serious harm, a Reef Shepherd normally tries to move away, dive, roll, or change the surrounding sea instead of selecting individual creatures to kill. Treating it as a stationary bag of hit points is running the creature incorrectly.

REEF SHEPHERD *The encounter is about coexisting with something immense, not emptying its hit points.*

Roadback

Roadbacks are heavily plated animals with poor eyesight and exceptional sensitivity to deep vibration. Herd movement can reveal underground pressure or Source changes before people understand the cause.



CR / XP	CR 6; XP 2,400; N Huge animal
Init / Senses	Init +0; Perception +13; deep-vibration sense 300 ft.; low-light vision
Defense	AC 19, touch 8, flat-footed 19 (-2 size, +11 natural); hp 67 (9d8+27); Fort +11, Ref +6, Will +7
Offense	Speed 40 ft.; Melee gore +12 (2d8+10); Space 15 ft.; Reach 10 ft.; trample 2d8+12, Reflex DC 22 half
Statistics	Str 26, Dex 10, Con 17, Int 2, Wis 15, Cha 6; BAB +6; CMB +16; CMD 26; Feats Endurance, Great Fortitude, Iron Will, Power Attack, Run; Skills Perception +13, Survival +9; Racial Modifiers +6 Survival

Deep-Vibration Sense (Ex)

A Roadback automatically notices major subterranean vibration within 300 feet and can distinguish broad direction and increasing or decreasing intensity. It cannot identify the exact source without investigating.

Migration Pressure (Ex)

A Roadback herd that has committed to migration treats ordinary creatures as terrain rather than enemies. Use trample, forced movement, blocked routes, and collapsing ground before inventing predatory behavior.

Reading the Herd

A character who studies the direction, hesitation, or sudden rerouting of a Roadback herd can use Survival, Knowledge (nature), or an appropriate engineering / Fortera investigation to infer underground change. Typical DC 16 for useful direction, adjusted by evidence.

ROADBACK *The animal is reacting to something beneath you.*

Rain Saint

A Rain Saint is a retained Fortera memory that becomes perceptible only through active rain. Use haunt timing, but do not treat it as undead or as proof of a supernatural soul.



CR / XP	CR 3; XP 800; N Fortera phenomenon; area up to 15-ft. radius
Timing	Caster level 3rd; initiative rank 10; Notice Perception DC 18 (rain falling against the wind, a repeated phrase, or a figure visible only in droplets)
Durability	hp 6; ordinary attacks do not affect the retained pattern. Positive energy has no automatic special effect.
Trigger / Reset	Trigger proximity while active rain supports the pattern; Reset 1 hour while the same rain condition persists
Save	Will DC 14 against the sensory replay

Retained Moment (Su)

When triggered, every creature in the area experiences the same fragment of sight, sound, touch, or memory. A creature that fails its Will save is dazed for 1 round. Success reveals the fragment without the dazed condition.

Change the Sequence

A matching name, object, gesture, phrase, or missing action that genuinely belongs to the retained memory can alter the next manifestation. Appropriate Perception, Knowledge, Linguistics, Sense Motive, or campaign-specific investigation can identify the connection.

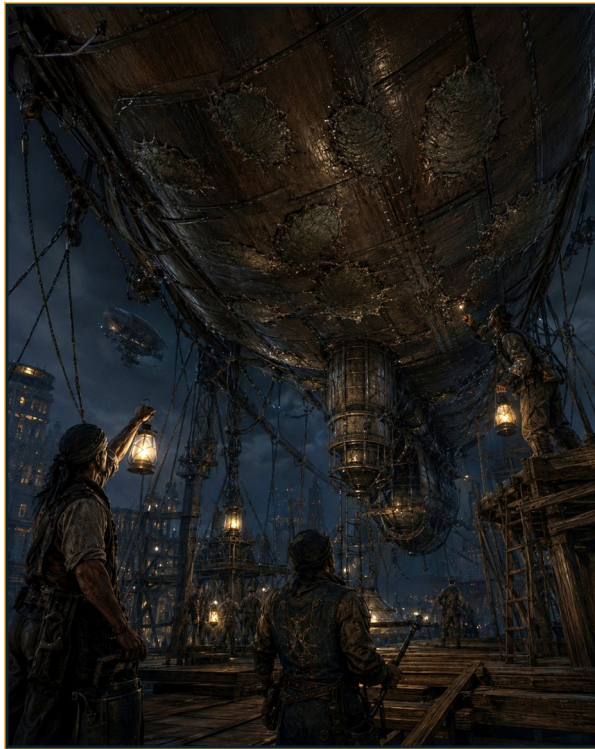
Destruction / Resolution

The phenomenon ends when the supporting rain ends. It is permanently resolved when the characters supply or change the missing element that the memory is trying to reproduce.

RAIN SAINT *The field is replaying a memory. Learn which part matters.*

Keel Leech

Keel Leeches attach to active hull machinery, pressure lines, vents, or lift structures. The creature is dangerous because removing it badly can release the pressure it has been absorbing.



CR / XP	CR 4; XP 1,200; N Large animal
Init / Senses	Init +2; Perception +11; low-light vision; vibration sense 30 ft.
Defense	AC 17, touch 11, flat-footed 15 (-1 size, +2 Dex, +6 natural); hp 45 (6d8+18); Fort +10, Ref +7, Will +3
Offense	Speed 10 ft., climb 30 ft., swim 20 ft.; Melee clamp +9 (2d8+6 plus grab); Space 10 ft.; Reach 5 ft.
Statistics	Str 22, Dex 15, Con 16, Int 1, Wis 13, Cha 4; BAB +4; CMB +11 (+15 grapple); CMD 23; Feats Endurance, Great Fortitude, Skill Focus (Perception); Skills Climb +18, Perception +11, Swim +14

Hull Attachment (Ex)

The Keel Leech can use grab against a hull, conduit, or exposed mechanism. While feeding from an operating vessel, choose one physically supported symptom: blocked venting, reduced acceleration, pressure rise, unreliable instrumentation, or a Rigging/Lift step to Impaired. Do not stack generic penalties just because the creature remains attached.

Stored Pressure (Ex)

If the Leech is killed or forcibly removed while the nearby drive or pressure system remains active, creatures within 10 feet take 4d8 bludgeoning damage, Reflex DC 15 half. The burst can also step a physically connected ship subsystem down one state when the location supports it. Safely shutting down or venting the local system before removal prevents the burst.

Safe Removal

Knowledge (engineering), Profession (sailor), Disable Device, or a directly relevant craft can identify a safe vent / shutdown sequence, typically DC 15. Completing that sequence turns removal into an ordinary physical task.

KEEL LEECH *Repair is not the first question. Ask what pressure the creature is holding.*

Borrowed Tide

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



CR / XP	CR 5; XP 1,600; N Tiny animal swarm (aquatic)
Init / Senses	Init +3; Perception +13; low-light vision
Defense	AC 18, touch 15, flat-footed 15 (+2 size, +3 Dex, +3 natural); hp 52 (8d8+16); Fort +8, Ref +9, Will +5; swarm traits
Offense	Speed 10 ft., swim 20 ft.; swarm damage 2d6; Space 10 ft.; Reach 0 ft.; distraction DC 15
Statistics	Str 8, Dex 17, Con 14, Int 1, Wis 12, Cha 5; BAB +6; CMB —; CMD —; Feats Endurance, Iron Will, Run, Skill Focus (Perception); Skills Perception +13, Swim +11

False Survivor (Ex)

When motionless around human-shaped debris, the colony can be mistaken for a person. Beyond 30 feet, Perception DC 15 recognizes the mismatch. Throwing a knotted line or similar object immediately reveals the colony when organisms grow around the line instead of deliberately catching it.

Coverage (Ex)

A creature that enters or begins its turn in the swarm must succeed at a DC 15 Reflex save or gain one Coverage level, maximum 3. Level 1: speed reduced by 10 feet. Level 2: the creature cannot make attacks of opportunity and takes a -2 penalty on Reflex saves. Level 3: the creature is grappled and takes 2d6 piercing damage at the start of its turn. Coverage remains until removed even if the swarm moves away.

Reduce Coverage

As a standard action, a covered creature or adjacent ally can remove one Coverage level with Escape Artist DC 15, a DC 15 Strength check, or a credible cutting / disentangling method. A slashing weapon that deals at least 5 damage to the clinging colony also removes one level and deals that damage to the swarm if the attack can legally affect a swarm.

BORROWED TIDE *The danger is physical entanglement by a colony, not an illusion spell.*

XIII. GM QUICK REFERENCE

The shortest route from Mar de Oro fiction to Pathfinder First Edition mechanics.

Routing

- Individual characters and creatures: normal Pathfinder First Edition encounter rules.
- Prepared groups of roughly 3–20 shooters: optional Personal Scale Volley Fire.
- Commanded bodies of troops: native Ultimate Campaign mass-combat rules.
- Wider battle or war: fiction, clocks, terrain, reports, factions, supply, and consequences.
- Artillery: native siege engines plus battlefield context.
- Ship-versus-ship: native vehicle rules with mounted siege engines and aggregate Broadships.
- Pursuit: vehicle driving checks or a clock when exact movement adds no decision.
- Boarding: normal encounter rules.

Firearms

- Use Commonplace Guns for early firearms.
- Do not import Fifth Edition armor modifiers, reload rules, Core HP, or misfire procedure.
- Pistol, musket, and blunderbuss map to native early firearm profiles.
- Carbine, Early Rifle, and Kalthoff are custom early firearms; advanced cartridge weapons do not become common.
- Kalthoff capacity 30 permits normal iterative/full attacks until the magazine is empty.
- Kalthoff repeaters are Knights Solaris proprietary technology. Their exceptional capacity is intentional and access is controlled by the fiction.

Fortera

- Class magic stays Pathfinder First Edition and is interpreted through Mar de Oro.
- Wish is unavailable.
- Pathfinder First Edition Overdraw pushes caster-level-dependent parameters, not access to higher-level spells.
- Containment: Fortitude DC 10 + half character level + 2 per tier.
- Embedding takes Depth days and naturally lasts Depth days.
- Resonance Tuning is a 2nd-level spell, 10-minute cast, touch, duration 1 day/level.
- Preserve Embedding targets one separately embedded object per casting. Ongoing slot / time expenditure can intentionally maintain special ammunition stockpiles.
- Forcing failed Overdraw on Resonance Tuning risks Catastrophic Tuning Failure.

Ships

- 1 knot $\approx$ 10 feet per 6-second round for tactical conversion.
- Broadside = one aggregate direct-fire siege attack, one damage roll, and target Hardness applied once.
- Use the class-specific HP / Hardness / Broadside table in Chapter VII; actual AC and saves remain native vehicle calculations.
- Track Rigging/Lift, Weapons, Crew, and Bridge/Command only as Stable / Impaired / Disabled when they matter.
- Track Éterlumin Reserve separately from structure.
- Damage $\rightarrow$ repair. Depletion $\rightarrow$ resupply. Miscalibration $\rightarrow$ tune.
- Disabled Lift means loss of normal controlled flight, not automatically instantaneous free fall.

Creatures

- Use the complete Pathfinder First Edition stat blocks in Chapter XII with native CR and encounter XP.
- Moon-Affected: Control and Human Trace matter.
- Source Beast: force raises Correction Level; understanding lowers it.
- Reef Shepherd and Roadback are environmental forces as much as opponents.
- The Last Crew and Rain Saint are phenomena best expressed through haunt/hazard procedures.

FINAL PRINCIPLE Use Pathfinder First Edition first. Add a Mar de Oro rule only when the setting asks a question Pathfinder First Edition does not already answer.

APPENDIX. RULES REFERENCES AND LICENSING

Rules references and licensing notes for this conversion.

Rules references

Pathfinder First Edition source	Use in this conversion
Core Rulebook	Core character rules, combat, skills, spells, saves, conditions, objects, and item creation.
Ultimate Combat	Firearms, Gunslinger support, siege engines, vehicle rules, and black-powder equipment.
Ultimate Campaign	Army-scale mass combat and commander / Morale procedures.
GameMastery Guide	Fast-play ship concepts, hazards/haunts, encounter guidance, and GM procedures.
Ultimate Equipment	Additional early firearm profiles and equipment options where useful.
Occult Adventures (optional)	Psychic classes and psychic magic if those options are in the campaign.

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TALES OF MAR DE ORO

FOR PATHFINDER FIRST EDITION

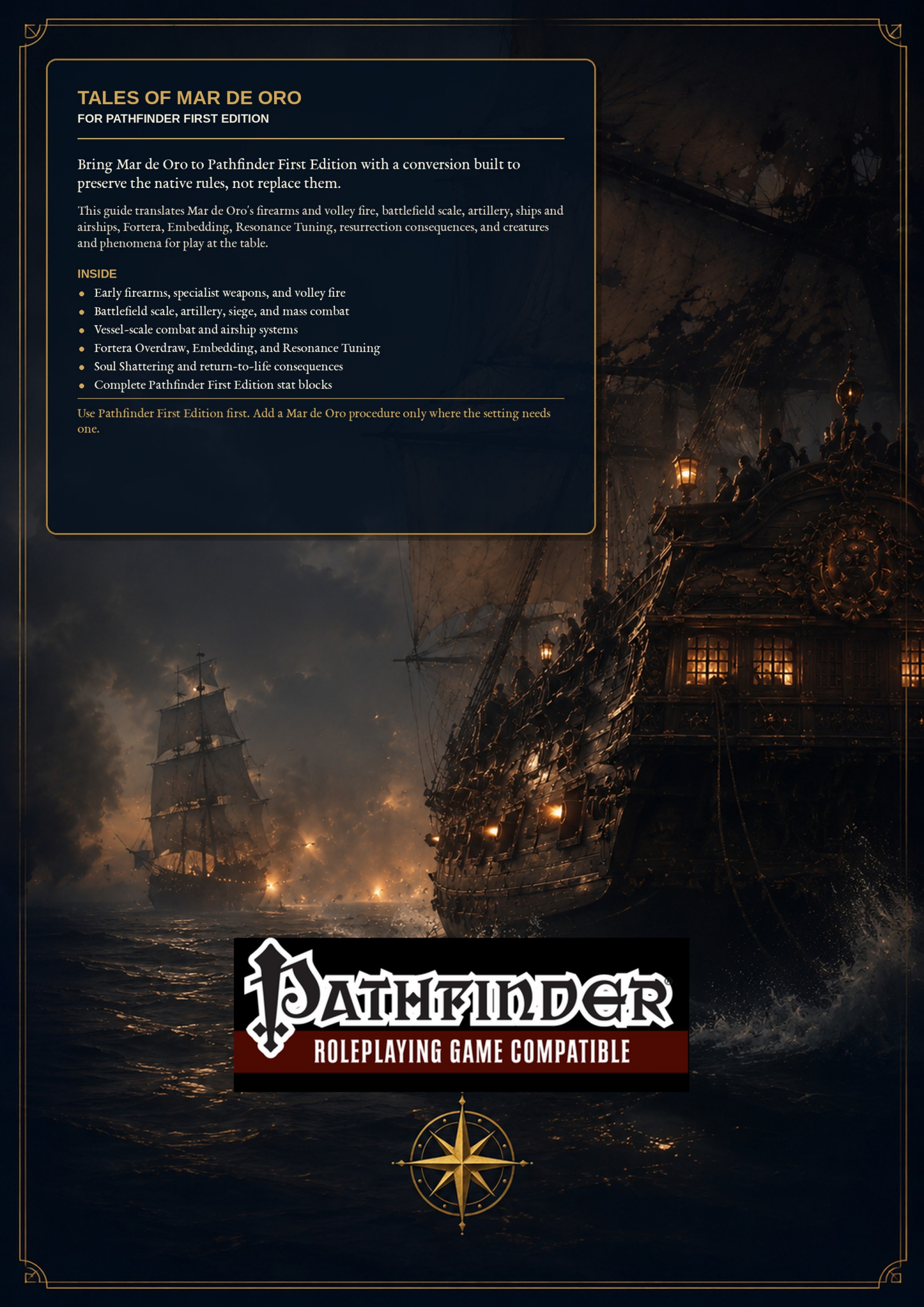
Bring Mar de Oro to Pathfinder First Edition with a conversion built to preserve the native rules, not replace them.

This guide translates Mar de Oro's firearms and volley fire, battlefield scale, artillery, ships and airships, Fortera, Embedding, Resonance Tuning, resurrection consequences, and creatures and phenomena for play at the table.

INSIDE

- Early firearms, specialist weapons, and volley fire
- Battlefield scale, artillery, siege, and mass combat
- Vessel-scale combat and airship systems
- Fortera Overdraw, Embedding, and Resonance Tuning
- Soul Shattering and return-to-life consequences
- Complete Pathfinder First Edition stat blocks

Use Pathfinder First Edition first. Add a Mar de Oro procedure only where the setting needs one.



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