

2. Interpret

The table discusses what the prompt means for your settlement **right now**, given your current situation, challenges, and recent events.

The card provides the raw prompt through its suit and rank. The table brings it to life by grounding it in your settlement's specific circumstances.

Suit determines the domain:

- **Hearts (♥)** — Community & Culture: bonds, traditions, celebrations, conflicts, memory
- **Diamonds (♦)** — Resources & Technology: water, power, food, infrastructure, Earth-tech
- **Spades (♠)** — Environment & Adaptation: wind, storms, native life, psychic abilities, Duskara's beauty and harshness
- **Clubs (♣)** — Mysteries & Change: ancient structures, lost knowledge, transformation, the unknown

Rank determines intensity and type:

2-5: Everyday Realities — Normal challenges and opportunities

- 2: Minor obstacle or need requiring attention
- 3: Small opportunity or positive development
- 4: Modest challenge with clear stakes
- 5: Noticeable shift or emerging situation

6-9: Significant Developments — Substantial situations demanding decisions

- 6: Important opportunity that could improve things
- 7: Serious challenge testing the community
- 8: Major development requiring immediate action
- 9: Complex situation with competing interests

10: Critical Event — Urgent, high-stakes situations

- The settlement faces a crucial moment
- Multiple people or systems affected
- Success or failure will have lasting consequences

Face Cards (J, Q, K, A): Special Functions

Jack: Wild Card — Table chooses any suit interpretation

- Useful for addressing neglected areas

- Can combine elements from multiple suits
- Opportunity to spotlight overlooked aspects

Queen: Milestone (Growth Phase) — See Phases section

King: Milestone (Crisis Phase) — See Phases section

Ace: Character Emerges — See Characters section

The First Queen and King of each suit trigger phase transitions the first time they appear.

Example Interpretations:

3 of Spades (Environment & Adaptation, small opportunity): "A weather worker senses a pattern in the wind that could improve turbine efficiency for the next cycle."

7 of Hearts (Community & Culture, serious challenge): "Tensions between Earth Rememberers and Duskara-Born erupt during a cultural ceremony; both sides demand the settlement choose a direction."

10 of Diamonds (Resources & Technology, critical event): "The aquifer shows alarming signs of depletion. Emergency measures needed immediately or rationing becomes permanent."

Jack (Wild Card): "We haven't dealt with any mysteries lately. Let's make this about the strange lights some scouts reported seeing in the scorched lands at dawn."

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