

Clubs (?) — Mysteries & Change

Clubs represent the unknown, transformation, and deep questions: ancient structures, lost knowledge, philosophical dilemmas, internal evolution. This is about the settlement grappling with what it doesn't understand and who it's becoming.

Typical prompts involve:

- Ancient mysteries (pre-human structures, unexplained phenomena, alien artifacts)
- Lost knowledge (recovering *Stellar Horizon* data, fragmented Earth history, forgotten technologies)
- Exploration discoveries (new territories, hidden caves, strange readings, uncharted areas)
- Internal transformation (fundamental cultural shifts, generational changes, identity evolution)
- Philosophical questions (purpose, meaning, ethics of adaptation, relationship to Duskara)
- Unexpected changes (mutations, new abilities, spontaneous cultural innovations)
- Secrets revealed (hidden histories, concealed truths, unspoken knowledge)

Example prompts:

- 3♣: Scouts find geometric patterns in rock formations that might be artificial
- 6♣: Old data crystals reveal the *Stellar Horizon's* crew knew the destination was wrong
- 9♣: A group of young people spontaneously develop a new form of psychic connection
- 10♣: The settlement discovers they're not the only descendants of the lost ship

Revision #6

Created 2025-11-28 13:24:59 UTC by zeruhur

Updated 2025-11-28 14:50:10 UTC by zeruhur