# The Deep Roads

The Deep Roads are a vast network of tunnels begun by early human settlers to connect twilight belt settlements to night-side geothermal zones. During the consolidation period of Duskaran civilization, many sections were abandoned due to resource constraints and structural instability. Centuries later, these ancient passages were rediscovered and expanded, incorporating natural cave systems and new excavations. Some sections follow geological formations—underground rivers, lava tubes, fault lines—while others are clearly the work of human engineering.

Exploring the Deep Roads is one of Duskara's signature experiences—equal parts discovery, danger, and mystery.

# Navigation in the Deep Roads

Navigating the Deep Roads uses a **Progress Clock** approach:

1. **Establish the Journey:** Define the destination and distance (near/moderate/far/extreme)
2. **Create a Progress Clock:** Segment the journey into steps (4 segments for near, 6 for moderate, 8 for far, 12 for extreme)
3. **Frame Closed Questions:** At key points, ask questions about progress:
   - "Do we find the correct branch in this junction?"
   - "Can we cross the collapsed section safely?"
   - "Do we notice the unstable rock before it collapses?"
4. **Advance on Success:** Mark segments on the clock for each successful question
   - "Yes, and..." = 2 segments
   - "Yes..." = 1 segment
   - "Yes, but..." = 1 segment (with complication)
5. **Complications on Failure:**
   - "No, but..." = 0 segments (but something good happens)
   - "No..." = 0 segments
   - "No, and..." = 0 segments and crisis

# Deep Roads Hazards

The Deep Roads are not passive tunnels. Hazards are represented as **Scene Tags** that add Risk Dice:

**Structural Hazards:**

- "Unstable Ceiling" (+1 Risk Die to movement and noise)

- "Flooded Passage" (+1 Risk Die to progress, equipment damage risk)
- "Narrow Squeeze" (+1 Risk Die to armored or encumbered characters)
- "Sheer Drop" (+2 Risk Dice without climbing equipment)

**Environmental Hazards:**

- "Freezing Cold" (+1 Risk Die without thermal protection)
- "Toxic Gas" (+2 Risk Dice without respirators)
- "Absolute Darkness" (+1 Risk Die to perception without light or Resonance)
- "Disorienting Acoustics" (+1 Risk Die to Resonance communication)

**Unknown Hazards:**

- "Strange Echoes" (unknown effect until investigated)
- "Shifting Tunnels" (paths that seem to change)
- "Psychic Interference" (disrupts psychic abilities)

# Discovery and Rewards

The Deep Roads contain wonders:

**Geothermal Sites:**

- New vents can support settlements or outposts
- Provides heat, power, mineral deposits

**Ancient Structures:**

- Pre-human architecture of unknown origin
- Potential technology, knowledge, or mysteries

**Lost Caches:**

- Supplies left by previous expeditions
- Salvage from early settlement attempts
- Data crystals with fragmentary records

**Native Ecosystems:**

- Bioluminescent flora and fauna
- Opportunities for Deep Bonding
- Pharmaceutical or nutritional resources

Use discoveries to:

- Advance character Goals

- Improve settlement Resource Tags
- Introduce new mysteries
- Reward bold exploration

# Example Deep Roads Expedition

**Setup:** The characters are traveling from Aetherion (twilight belt) to Khoros Deep (night-side geothermal settlement). This is a "moderate" journey (6-segment Progress Clock).

**Segment 1: Departure**

- **Question:** "Do we navigate the initial tunnels without incident?"
- **Dice Pool:** 1 Action Die + Chance Dice (Cave Navigation Skill, Wind Compass guidance) - Risk Dice (Absolute Darkness Tag)
- **Result:** "Yes..." → Mark 1 segment

**Segment 2: Junction**

- **Question:** "Can we identify the correct branch using Resonance?"
- **Dice Pool:** 1 Action Die + Chance Dice (Resonance Skill, past experience) - Risk Dice (Disorienting Acoustics Tag)
- **Result:** "No, but..." → Mark 0 segments, but they discover a shortcut (add +1 Chance Die to next roll)

**Segment 3: Flooded Passage**

- **Question:** "Do we cross the flooded section without damaging our equipment?"
- **Dice Pool:** 1 Action Die + Chance Dice (previous shortcut bonus, climbing kit) - Risk Dice (Flooded Passage Tag)
- **Result:** "Yes, but..." → Mark 1 segment, but one character's comm crystal shorts out

**Segments 4-6:** Continue until Progress Clock fills or crisis forces a detour.

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