

# Equipment & Resources

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# Weapons

## Close Combat

**Windblade (d6-d10):** Curved blade designed to cut efficiently in high winds. Light, aerodynamic, and ceremonial in some cultures.

**Thermal Pike (d8-d12):** Mining and combat tool. Heats on activation, effective against armor and ice. Requires thermal cells.

**Netcaster (d6):** Launches weighted nets to entangle opponents or secure cargo. Non-lethal.

**Vibro-staff (d8):** Resonance-enhanced melee weapon. Vibrates at frequencies that shatter stone and disorient enemies.

## Ranged

**Pressure Bow (d6-d10):** Compressed air projectile weapon. Silent, reliable, no gunpowder. Bolts can be poisoned or incendiary.

**Stormcaster (d10-d12):** Electroshock weapon that discharges stored storm energy. Limited charges, devastating at close range.

**Signal Flare (d4):** Pyrotechnic device for distress signals or illumination. Can ignite flammable materials.

**Thermal Lance (d10):** Cutting tool that superheats target areas. Effective against equipment, doors, and armor. Requires thermal cells.

# Armor

**Geothermal Armor (d8):** Insulated suit for thermal extremes. Protects against heat, cold, and minor impacts. Heavy but essential for day-side or deep-cave work.

**Weather Shield (d6):** Lightweight layered clothing with wind-deflecting panels. Keeps you mobile in storms.

**Adaptive Layering (d4):** Standard twilight belt attire. Adjusts insulation based on temperature. Comfortable but offers minimal protection.

# Tools

**Wind Compass (d6):** Mechanical or psychic-enhanced device that reads wind patterns. Essential for navigation.

**Resonance Crystal (d8):** Amplifies psychic abilities. Used by weather workers, deep bonders, and resonance users.

**Bioluminescent Markers (d4):** Glowing organisms in sealed containers. Mark paths in Deep Roads or caves.

**Heat-Resistant Alloys (d10):** Rare materials salvaged from day-side. Used for repairs, trade, or crafting.

**Climbing Kit (d6):** Pitons, rope, harness. For vertical cities, ruins, or cave walls.

**Comm Crystal (d6):** Synced to settlement networks. Transmits voice over short-to-medium distances.

# Consumables

**Water Tokens:** Small sealed vials of purified water. Function as currency and emergency resource. 1 token = 1 day's hydration for 1 person.

**Glowcap Rations (d4):** Bioluminescent fungal food. Nutritious but bland. 1 ration = 1 day's food.

**Thermal Gel (d4):** Salve for burns or frostbite. Provides temporary relief and prevents infection.

**Med Kit:** Comprehensive medical supplies. Clears 2 stress when used. Consumed entirely upon use.

**Psychic Dampener (d6):** Chemical or tech-based inhibitor. Suppresses psychic abilities temporarily. Used for burnout recovery or restraining rogue weather workers.

# Loot Tables

When you make a loot check, roll for item type based on result (d6, d8, d10, or d12 item). Then roll or choose from the appropriate table:

## d6 Items (Common)

1. Glowcap rations (3 days)
2. Water tokens (3 tokens)
3. Bioluminescent markers
4. Adaptive layering
5. Basic repair tools
6. Wind chimes (for early storm warning)

## d8 Items (Uncommon)

1. Weather shield
2. Pressure bow
3. Wind compass
4. Climbing kit
5. Comm crystal
6. Thermal gel (3 doses)

## d10 Items (Rare)

1. Geothermal armor
2. Stormcaster (3 charges)
3. Resonance crystal
4. Thermal pike
5. Data crystal (Earth archives fragment)
6. Water reclamation unit

## d12 Items (Very Rare)

1. Thermal lance
2. Vibro-staff
3. Heat-resistant alloys
4. Psychic dampener
5. Ancient Earth tech fragment (functional)
6. Bonded creature egg (wind serpent, thermal lizard)