Random Tables

- Locations (d20)
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Locations (d20)

1. **Aetherion Central Market** (bustling trade hub, vertical farms visible)
2. **Khal-Rim Thermal Forges** (heat shimmer, hammering sounds)
3. **Lumina Caverns Resonance Chamber** (echoing voices, bioluminescent glow)
4. **Aurora Bastion Ice Fields** (wind-scoured tundra, harvesting crews)
5. **Abandoned Mining Outpost** (day-side margin, partially buried in sand)
6. **Deep Roads Crossroads** (ancient tunnels, multiple paths, eerie silence)
7. **Geothermal Vent Hotspot** (superheated steam, unstable ground)
8. **Wind Farm Turbine Forest** (hundreds of spinning blades, deafening)
9. ***Stellar Horizon* Crash Site** (twisted metal, pilgrimage destination)
10. **Storm Observation Tower** (kilometer-high spire, panoramic view)
11. **Caravan Waystation** (fortified rest stop, mixed travelers)
12. **Fungal Farm Cavern** (glowing mushrooms, humid air, Deepkin workers)
13. **Bandit Hideout** (hidden canyon, improvised defenses)
14. **Ancient Alien Structure** (smooth black walls, no visible purpose)
15. **Water Purification Plant** (settlement lifeline, heavily guarded)
16. **Thermal Research Station** (day-side margin, heat-resistant dome)
17. **Auroral Observatory** (night-side, electromagnetic equipment)
18. **Vertical Farm Hydroponics** (artificial lighting, controlled climate)
19. **Windwalker's Nesting Grounds** (wind serpent breeding site, sacred to Wind-Kin)
20. **Data Crystal Archive** (restricted vault, Earth knowledge repository)

Missions (d20)

1. Your settlement's water cistern is poisoned. Find the culprit and new water source.
2. A caravan is three days overdue. Search for survivors or recover cargo.
3. Day-side mining drone returned with unknown artifact. Investigate its origin.
4. Superstorm predicted to hit settlement in 48 hours. Reinforce defenses or evacuate.
5. Weatherworker reports Weather Wraith manifesting in storm fronts. Contain it.
6. Rival settlement claims your ice harvesting grounds. Negotiate or fight.
7. Deepkin scout brings news: Deep Roads section collapsed, cutting off trade route. Find alternate path.
8. Feral wind serpent attacks caravans. Track and eliminate or rehabilitate.
9. Geothermal vent shows signs of eruption. Evacuate nearby settlement.
10. Archivist hires you to recover data crystal from restricted alien structure.
11. Bandit gang demands protection payment from your settlement. Pay, fight, or negotiate.
12. Psychic seeker experiencing uncontrolled awakening. Train them or bring to Weatherworker.
13. Ancient Earth satellite begins transmitting. Decode signal and investigate source.
14. Water Judge accused of hoarding resources. Investigate and deliver verdict.
15. Night-side aurora intensifies, disrupting all communications. Deliver urgent message manually.
16. Settlement elder dies, leaving succession dispute. Mediate or support candidate.
17. Beastwalker's bond inverted—creature becomes aggressive. Diagnose and fix.
18. Day-side salvage crew discovers functioning structure. Secure it before rivals arrive.
19. Thermal inversion causes ecological chaos. Protect crops and livestock.
20. Mysterious signal from uncharted Deep Roads section. Investigate with scout team.

Complications (d20)

Use these when players catch their breath, fail checks, or you need sudden drama.

1. Superstorm intensifies; wind speed doubles, visibility drops to zero.
2. Water cache you were relying on has been sabotaged—poisoned or stolen.
3. Weather Wraith manifests, causing fear and disorientation.
4. Wind serpent pack circles overhead, territorial and aggressive.
5. Thermal lizard ambush—heat-seekers attracted to your campfire.
6. Equipment failure: critical item breaks (wind compass, comm crystal, thermal suit).
7. Geothermal vent destabilizes; ground tremors, heat spikes, eruption imminent.
8. Bandit ambush—raiders demand supplies, information, or toll.
9. You're out of water tokens at the worst possible moment.
10. Ancient structure reactivates—lights, sounds, unknown purpose.
11. Inter-settlement dispute escalates—you're caught in the middle.
12. Auroral disruption causes electromagnetic interference; comm crystals fail.
13. Deep Roads section collapses behind you—must find alternate exit.
14. Shadow stalker tracks your group through night-side caves.
15. Psychic burnout wave—area of residual psychic feedback causes stress.
16. Dust storm from day side reduces visibility and lacerates exposed skin.
17. Ice storm from night side threatens to freeze water sources and crops.
18. Feral bonded creature attacks—former mount gone rogue.
19. Faction agent arrives with demands, threats, or inconvenient timing.
20. Silent zone—wind stops inexplicably, precedes catastrophic storm.

Weather Events (d12)

1. **Clear Twilight:** Gentle winds, moderate temperature. Rare and cherished.
2. **Dust Storm:** Day-side winds carry abrasive particles. Visibility zero. Skin lacerations.
3. **Ice Storm:** Night-side cold front. Water sources freeze. Crops threatened.
4. **Superstorm:** Wind speed 150+ km/h. Temperature swings. Shelter mandatory.
5. **Thermal Inversion:** Temperature gradient reverses. Ecological chaos.
6. **Auroral Surge:** Night-side aurora visible in twilight belt. Electromagnetic interference.
7. **Wind Shift:** Predictable patterns change. Navigation unreliable.
8. **Bioluminescent Bloom:** Glowcap spores fill air. Hallucinogenic. Beautiful but dangerous.
9. **Silent Zone:** Wind stops inexplicably. Eerie. Precedes catastrophic storm.
10. **Geothermal Eruption:** Vent releases superheated steam. Area temporarily uninhabitable.
11. **Pressure Drop:** Barometric plunge. Headaches. Storm imminent.
12. **Thermal Spike:** Day-side heat pushes into twilight belt. Heatstroke risk.

Loot: Ancient Earth Tech (d12)

When you loot ruins or salvage day-side operations, you might find:

1. **Data Crystal Fragment** (corrupted Earth archives, requires decryption)
2. **Medical Nanites** (heal 3 stress, one-time use, unstable)
3. **Portable Solar Charger** (powers equipment, fragile)
4. **Cryo-Preserved Seeds** (Earth crops, potential agriculture revolution)
5. **AI Core Fragment** (partial *Stellar Horizon* AI, personality intact)
6. **Atmospheric Analyzer** (detects environmental hazards, battery low)
7. **Grav-Compensator** (reduces weight of carried items, unreliable)
8. **Encrypted Communicator** (long-range, requires decryption)
9. **Thermal Regulator** (maintains body temperature, limited charges)
10. **Biometric Scanner** (identifies biological signatures, needs calibration)
11. **Holographic Projector** (displays 3D images, entertainment or communication)
12. **Weapon Prototype** (Earth-tech weapon, powerful but unstable)