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.

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