

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)

Revision #6

Created 2025-11-28 13:28:34 UTC by zeruhur

Updated 2025-11-28 14:56:35 UTC by zeruhur