

# 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)
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