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.

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