Question Oracle

Use this when your character isn't directly involved, or when you need to disclaim decision-making.

Ask a yes/no question. Imagine the outcome. Roll a die based on the **likelihood:**

- **Very unlikely:** d4
- **Unlikely:** d6
- **Likely:** d8
- **Very likely:** d10
- **Almost certain:** d12

Interpret the result:

- **1-2:** "No, and..." (introduce Duskaran complication)
- **3-4:** "Yes, but..." (success with Duskaran cost)
- **5+:** "Yes, and..." (success with Duskaran benefit)

Duskaran Complications (No, and...)

- Storm worsens, forcing immediate shelter
- Predator detects you
- Water source is contaminated
- Equipment breaks
- Rival faction arrives
- Geothermal vent destabilizes

Duskaran Costs (Yes, but...)

- Find shelter, but it's occupied (bandits, predators)
- Locate water, but it attracts attention
- Reach destination, but faction dispute delays you
- Salvage tech, but it's unstable/dangerous
- Bond with creature, but it's wounded/aggressive

Duskaran Benefits (Yes, and...)

- Find cache with extra supplies
- Befriend helpful NPC or faction agent
- Discover shortcut or safe route
- Learn valuable information
- Recover rare/powerful item

Example Question Oracle Use

Question: "Is there a settlement within a day's travel?"

Context: You're lost in the twilight belt after your caravan was ambushed.

Likelihood: Likely (d8) — settlements are common along routes

Roll: 3 → "Yes, but..."

Interpretation: "You spot Aurora Bastion's windspires on the horizon, but a dust storm is rolling in from the day side. You'll need to navigate through reduced visibility, and the settlement gates may close before you arrive."

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