Solo-Specific Tables

These tables help generate content when you need inspiration.

Mission Generator (d12)

1. **Locate Water Source:** Find hidden aquifer, repair cistern, or negotiate access to controlled reservoir.
2. **Deliver Supplies:** Escort caravan, protect cargo, navigate hostile territory or weather.
3. **Investigate Ruins:** Explore Deep Roads, day-side salvage site, or alien structure. Recover artifacts.
4. **Mediate Dispute:** Resolve inter-settlement conflict, faction rivalry, or resource allocation disagreement.
5. **Track Predator:** Hunt dangerous creature threatening settlement or caravan routes.
6. **Recover Lost Caravan:** Search for missing traders. Determine if they were lost to weather, predators, or bandits.
7. **Repair Critical Infrastructure:** Fix geothermal vent, wind turbine, or water purification system under time pressure.
8. **Escort Dignitary:** Protect important person (Water Judge, Weatherworker, Archivist) through dangerous territory.
9. **Contain Psychic Aberration:** Investigate Weather Wraith, bonding backlash, or other psychic phenomena. Contain or eliminate threat.
10. **Establish Outpost:** Scout location, secure resources, defend against threats to create new settlement.
11. **Retrieve Ancient Tech:** Infiltrate restricted area, negotiate with faction, or brave environmental hazard to recover valuable Earth artifact.
12. **Survive Catastrophe:** React to superstorm, geothermal eruption, auroral disruption, or other disaster. Protect others if possible.

Location Generator (d12)

1. **Twilight Belt Settlement** (Aetherion, Khal-Rim, Aurora Bastion, or create new)
2. **Deep Roads Section** (ancient tunnels, geothermal chambers, resonance nodes)
3. **Day-Side Outpost** (mining operation, salvage site, thermal research station)
4. **Night-Side Cave** (Lumina Caverns, ice harvesting grounds, fungal farms)
5. **Geothermal Vent** (natural hotspot, settlement heat source, alien structure)
6. **Abandoned Settlement** (ghost town, ruins, recent evacuation)
7. **Caravan Route** (trade road, open twilight belt, superstorm path)
8. **Ancient Ruins** (Earth technology cache, alien structure, Deep Roads entrance)

9. **Wind Farm** (energy generation facility, turbine forest, maintenance towers)
10. **Ice Fields** (night-side glacier, harvesting camp, frozen tundra)
11. **Storm Observation Post** (Weatherworker station, auroral observatory, signal relay)
12. **Hidden Cache** (secret water reserve, smuggler's stash, forgotten supply depot)

NPC Encounters (d12)

Roll for **attitude** separately: 1-4 = hostile, 5-8 = neutral, 9-12 = friendly.

1. **Caravan Trader** (hauling goods, offering information or trade)
2. **Daywalker** (day-side specialist, scarred and intense)
3. **Weatherworker** (psychic ritualist, concerned with storms)
4. **Water Judge** (resource arbiter, wielding significant authority)
5. **Deepkin Scout** (cave-dweller, speaks via resonance or translator)
6. **Beastwalker** (bonded with wind serpent or thermal lizard)
7. **Bandit** (desperate or opportunistic raider)
8. **Archivist** (lore keeper, seeking artifacts or knowledge)
9. **Settlement Refugee** (fleeing disaster, superstorm, or conflict)
10. **Rival Explorer** (competing for same goal or resources)
11. **Faction Agent** (guild representative, enforcer, or diplomat)
12. **Psychic Seeker** (individual experiencing awakening, needs guidance)

Environmental Events (d8)

1. **Superstorm Approaches** (wind increases, pressure drops, hours until impact)
2. **Auroral Disruption** (electromagnetic interference, psychic feedback)
3. **Thermal Inversion** (temperature gradient reverses, causes chaos)
4. **Dust Storm** (day-side winds carry abrasive particles into twilight belt)
5. **Geothermal Tremor** (ground shakes, heat spikes, risk of eruption)
6. **Wind Shift** (predictable patterns change, navigation unreliable)
7. **Bioluminescent Bloom** (glowcap spores fill air, hallucinogenic effects)
8. **Silent Zone** (wind stops inexplicably, precedes catastrophic storm)

Revision #6
Created 2025-11-28 13:28:26 UTC by zeruhur
Updated 2025-11-28 14:56:25 UTC by zeruhur