Tools

Wind Compass (d6): Mechanical or psychic-enhanced device that reads wind patterns. Essential for navigation.

Resonance Crystal (d8): Amplifies psychic abilities. Used by weather workers, deep bonders, and resonance users.

Bioluminescent Markers (d4): Glowing organisms in sealed containers. Mark paths in Deep Roads or caves.

Heat-Resistant Alloys (d10): Rare materials salvaged from day-side. Used for repairs, trade, or crafting.

Climbing Kit (d6): Pitons, rope, harness. For vertical cities, ruins, or cave walls.

Comm Crystal (d6): Synced to settlement networks. Transmits voice over short-to-medium distances.

Revision #6
Created 2025-11-28 13:27:12 UTC by zeruhur
Updated 2025-11-28 14:55:05 UTC by zeruhur