

Event Tables

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Major Historical Events (d66)

D66	Event
11	A settlement petitions to join the Duskaran Accord, seeking protection or trade access.
12	Ancient Earth technology is discovered in the ruins of the original landing site.
13	A weatherworker guild announces a breakthrough in wind pattern prediction.
14	A superstorm devastates a major settlement, forcing mass evacuation.
15	Deep Roads explorers discover a previously unknown cavern system.
16	Two settlements dispute control over a critical water source.
21	A new interpretation of Earth history spreads, challenging established beliefs.
22	Psychic abilities manifest in a bloodline previously thought mundane.
23	A mining operation on the day-side margins fails catastrophically.
24	Cave dwellers emerge from isolation with unique technological advances.
25	A settlement experiments with radical architectural designs to combat wind erosion.
26	An elder dies, taking irreplaceable oral knowledge with them.
31	Satellite communications briefly reactivate, delivering incomprehensible data.
32	A religious movement declares the eternal twilight to be a test or punishment.
33	Competing Archivists publish contradictory accounts of the same historical event.
34	A thermal exchange system fails, threatening a settlement's survival.
35	Traders discover a new route through the Deep Roads, reshaping commerce.
36	Genetic mutation rates increase in a region near the day side transition zone.

D66	Event
41	A settlement declares independence from the Duskaran Accord.
42	Engineering advances allow construction deeper into hostile zones.
43	A charismatic leader unifies multiple settlements under a shared ideology.
44	Psychic abilities are blamed for a series of unexplained disasters.
45	An expedition into the night side returns with disturbing findings.
46	Resource scarcity forces rationing that sparks civil unrest.
51	A settlement chooses to abandon its location and migrate to safer territory.
52	Ancient pre-crash records are deciphered, revealing uncomfortable truths.
53	A new settlement is founded in a previously uninhabitable location.
54	Wind turbine technology experiences a revolutionary breakthrough.
55	A powerful family dynasty collapses due to succession crisis.
56	Cave dwellers and twilight settlers experience a major cultural exchange.
61	An Archivist is exiled for recording forbidden knowledge.
62	A settlement's entire water supply becomes contaminated.
63	First contact occurs with a previously isolated community.
64	A massive salvage operation recovers Earth technology from the <i>Stellar Horizon</i> .
65	Philosophical debate erupts over humanity's purpose on Duskara.
66	Evidence suggests the tidal lock may not be permanent—but the science is unclear.

Archivist Names (d66)

D66	Name	D66	Name
11	Kael	41	Nyra
12	Maren	42	Vex
13	Thorn	43	Zylah
14	Lyss	44	Korin
15	Verin	45	Salen
16	Ash	46	Thrae
21	Cyra	51	Olan
22	Dray	52	Xen
23	Eryn	53	Vyra
24	Fenn	54	Zeth
25	Grael	55	Aris
26	Hira	56	Bren
31	Isen	61	Calix
32	Jora	62	Dael
33	Keth	63	Elyn
34	Lir	64	Fray
35	Myr	65	Geth
36	Nyx	66	Helion

Pair with a surname from the Duskara Compendium for full names.

Archivist Titles (d66)

D66	Title
11	Keeper of the Wind-Scrolls
12	Guardian of the Crystal Archive
13	Chronicler of the Twilight Belt
14	Recorder of the Deep Roads
15	Scribe of the Accord
16	Voice of the Forgotten
21	Witness of the Storms
22	Tender of the Stone Library
23	Bearer of Lost Names
24	Curator of Earth Fragments
25	Warden of Contested History
26	Interpreter of the Old Language
31	Preserver of the First Laws
32	Scholar of the Crash
33	Archivist of Bloodlines
34	Memory-Singer
35	Walker Between Settlements
36	Keeper of the Forbidden Texts
41	Chronicler of the Geothermal Depths
42	Guardian of the Satellite Hymns
43	Recorder of Psychic Lineages
44	Witness to the Awakening
45	Holder of the Duskaran Cycles
46	Scribe of the Night-Side Chronicles
51	Voice of the Abandoned
52	Keeper of the Migration Records
53	Tender of the Water Treaties
54	Guardian of Weather Working Lore

D66	Title
55	Chronicler of the Expansion Era
56	Preserver of Pre-Crash Memory
61	Archivist in Exile
62	Bearer of Uncertain Truths
63	Scholar of the Convergence
64	Keeper of the Last Testament
65	Chronicler of Things Unnamed
66	The Final Archivist

Form of the Archive (d66)

D66	Medium
11	Wind-scrolls etched on treated fabric, stored in sealed cylinders
12	Stone tablets carved in the old script, sheltered in alcoves
13	Memory-storing data crystals salvaged from Earth technology
14	Oral tradition passed through song and ritualized recitation
15	Digital fragments maintained on decaying servers
16	Woven tapestries depicting historical events in symbolic form
21	Carved bone fragments inscribed with compressed text
22	Glass plates etched with acid, stored in humidity-controlled vaults
23	Living archives—psychically bonded organisms that retain memories
24	Metal sheets pressed with information, resistant to wind erosion
25	Illuminated manuscripts on precious paper, illustrated elaborately
26	Sound recordings on ancient magnetic tape, barely functional
31	Stone circles with engraved rings marking generational events
32	Crystal lattices that store information in molecular structure
33	Shadow archives—records hidden in plain sight as architectural features
34	Thermal plates that reveal text only at specific temperatures
35	Encoded star charts mapping historical events to celestial positions
36	Layered murals painted in geothermal caverns
41	Chain-link memory—physical chains where each link records one event
42	Wind chimes tuned to produce historical data through sound patterns

D66	Medium
43	Preserved biological samples with genetic markers encoding information
44	Resonance chambers where specific sound frequencies reveal knowledge
45	Braided cords using colors and knots as information encoding
46	Fossilized records—information sealed in artificial amber
51	Rotating cylinders etched with spiraling text
52	Sand paintings in sealed chambers, photographed for preservation
53	Psychically imprinted objects that share memories when touched
54	Water-stable ink on synthetic polymer sheets
55	Ceremonial masks carved with historical accounts on inner surfaces
56	Architectural blueprints where building plans encode hidden histories
61	Holographic projections from malfunctioning Earth technology
62	Living crystalline formations that grow with each new entry
63	Thermal-reactive paint that only shows text in specific conditions
64	Brailled surfaces readable by touch in complete darkness
65	Encrypted digital fragments scattered across multiple failing systems
66	The Archivist's own memories—no external record exists

A Truth They Preserve (d66)

D66	Truth
11	Humanity arrived on Duskara by accident, not by choice.
12	The <i>Stellar Horizon</i> was never meant to come here.
13	Earth still exists somewhere among the stars.
14	Psychic abilities emerged from environmental radiation, not divine gift.
15	The original settlers spoke multiple Earth languages now mostly lost.
16	Early Duskarans attempted to leave but failed.
21	The crash killed thousands who never woke from cryogenic sleep.
22	Duskara's orbit may eventually decay or destabilize.
23	The first generation practiced strict genetic planning to ensure survival.
24	Ancient power structures were far more authoritarian than admitted.
25	Early settlements failed repeatedly before stabilization occurred.
26	Cave dwellers were initially exiled criminals and dissidents.
31	Pre-crash Earth was experiencing environmental collapse.
32	Some of the original crew deliberately sabotaged the mission.
33	The Duskaran Accord was founded through violent conflict, not diplomacy.
34	Weather working was initially feared and persecuted.
35	Early Archivists were executed for recording unpopular truths.
36	Entire settlements vanished without explanation in the early centuries.
41	Native Duskaran life forms show signs of rudimentary intelligence.
42	The satellites still receive signals from an unknown source.
43	Some psychic abilities allow glimpses of alternative timelines.

D66	Truth
44	The tidal lock occurred gradually over centuries, not instantaneously.
45	Deep Roads were partially built by something other than humans.
46	Genetic engineering was practiced extensively in the first generations.
51	The true purpose of the <i>Stellar Horizon</i> mission was never disclosed.
52	Early Duskarans briefly achieved interplanetary flight before losing the knowledge.
53	A faction deliberately destroyed records of pre-crash Earth.
54	Weather working can influence human minds, not just wind patterns.
55	The original landing site contains technology too dangerous to recover.
56	Some settlements practice selective breeding to enhance psychic abilities.
61	The stars visible from Duskara do not match any known Earth constellations.
62	Ancient treaties were signed under psychic coercion.
63	The Archivists once held absolute power over all settlements.
64	Deep beneath the night side, something vast and alive was detected.
65	Not all of Duskara's original settlers were human.
66	The crash was not an accident.

A Secret They Carry (d66)

D66	Secret
11	They have falsified records to protect someone they love.
12	They discovered evidence that a revered historical figure was a tyrant.
13	They possess a map to the <i>Stellar Horizon's</i> intact core systems.
14	They know the location of a forbidden archive but dare not access it.
15	They have psychic abilities they hide from their community.
16	They inherited records proving their family's bloodline is fabricated.
21	They witnessed a crime committed by a powerful leader.
22	They know a settlement's water supply will fail within a generation.
23	They deciphered a warning in ancient Earth language: "Do not wake it."
24	They discovered their predecessor Archivist was murdered, not naturally deceased.
25	They have been bribed to omit specific events from the chronicle.
26	They possess a device that could restore Earth communication—but it would destroy a settlement's power supply.
31	They have psychic visions of the future but cannot prove their accuracy.
32	They know who deliberately caused a major disaster.
33	They are recording events that never happened to cover up what truly occurred.
34	They belong to a secret society that controls information across settlements.
35	They found evidence that humans have lived on Duskara far longer than believed.
36	They know the exact date when the satellites will fail permanently.
41	They possess pre-crash Earth music that contradicts official historical narrative.

D66	Secret
42	They discovered their own birth was part of a genetic engineering program.
43	They know which settlements will survive and which will fall—but cannot warn them.
44	They intercepted an encoded message from someone claiming to be off-world.
45	They have been ordered to destroy specific records but have secretly preserved them.
46	They know the Duskaran Accord is preparing for civil war.
51	They possess a substance from the day side that grants temporary psychic enhancement.
52	They discovered their settlement was built atop a mass grave.
53	They have been recording in a language only they can read.
54	They know the true purpose of the Deep Roads—and it terrifies them.
55	They possess a functioning Earth weapon that could devastate multiple settlements.
56	They are dying and have no successor to pass their knowledge to.
61	They have proof that some psychic abilities are artificially induced through technology.
62	They know which Archivists altered historical records and why.
63	They discovered a chamber beneath their archive where voices speak in darkness.
64	They possess the only complete copy of Earth's cultural library.
65	They have been communicating with an entity that lives in the planet's core.
66	They are not the Archivist they claim to be.