♣ Clubs (Conflict & Challenge)

How does this event involve struggle against environment, opposing factions, or internal discord?

Card	Prompt
A	A new threat emerges—superstorm intensifies, day-side mining operation turns hostile, disease spreads
2	Settlements must unite—against environmental disaster, external pressure, or mutual enemy
3	Rivalry develops—between weatherworker guilds, Archivist lineages, competing settlements
4	Defenses are tested—windbreaks fail in storms, Deep Roads collapse, settlement walls crack
5	Minor conflict erupts—trade disputes, border skirmishes, ideological arguments within councils
6	Suspicion spreads—psychic abilities blamed for disasters, Archivists accused of falsification, strangers mistrusted
7	A difficult decision divides opinion—whether to abandon a failing settlement, how to interpret ancient records
8	External pressure intensifies—environmental conditions worsen, neighboring settlements make demands
9	Internal rebellion—cave dwellers challenge twilight authority, factions dispute Accord leadership
10	Major confrontation—settlements go to war over water, violent uprising against corrupt leaders
J	An agitator appears—radical weatherworker challenging traditions, revolutionary questioning the Accord
Q	Strategic resistance—guerrilla tactics in Deep Roads, careful preservation of forbidden knowledge
K	Authority is challenged or asserted—Accord dissolves or strengthens, tyrants rise or fall

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