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Overview

Duskara: Children of the Twilight is a GMless tabletop RPG for 1+ players about building community in the twilight between worlds. You are settlers in a linear city stretched across Duskara's habitable band, descendants of a lost colony ship learning to thrive on a tidally locked world that was never meant to be home.

Eight hundred years after landfall, your people have adapted, developing psychic abilities, mastering wind and thermal systems, forging bonds with native life. But adaptation is ongoing. Every cycle brings storms that test your infrastructure, questions about how to balance Earth traditions with Duskaran realities, and the choice between mere survival and building something worth passing forward.

This is planetary romance in the tradition of Le Guin: thoughtful, cultural, exploring what it means to become native to a place. Through cycles of nurturing (cradle) and protection (ward), you'll guide your community through challenges both practical and philosophical, creating a living story of people learning to belong to their world.

Philosophy

You are the wind-shaped people, keepers of memory and makers of new traditions. Your settlement clings to the twilight belt, that narrow band where life can flourish between scorching day and frozen night. The eternal wind howls at your walls, storms gather where temperature extremes collide, and every drop of water is precious. Yet you have not just survived; you have adapted, evolved, created beauty in your communion with this world's fierce rhythms.

Through cycles of nurturing (cradle) and protection (ward), you face the questions that define any culture: How do we remember Earth while becoming children of Duskara? What technologies serve life, and which merely delay reckoning? How do we balance individual gifts (the thermal sensors, weather workers, bonded ones) with collective needs? Do we preserve the old ways, or embrace transformation?

This is not a game of apocalyptic survival. It is a story of people learning to live well in a place that demands everything and gives back strange gifts. Your settlement will grow, struggle, adapt, and transform. Whether it thrives or fractures depends on your choices, not heroics, but the daily work of building something worth continuing.

The framework prioritizes:

- **Harmony over conquest** (Duskara cannot be dominated, only understood)
- **Adaptation over preservation** (the old ways must evolve or ossify)
- **Community wisdom over individual power** (psychic gifts serve the whole)
- **Sustainability over exploitation** (every resource has limits)