

# CRADLE — Nurture and Build

Cradle actions invest in the settlement's future: growing food, repairing infrastructure, teaching skills, preserving culture, building relationships. These are proactive, generative actions that create capacity and sustainability.

## Duskara-Specific Cradle Examples:

### Agricultural & Resource:

- Expand vertical farms with new growth tiers
- Develop drought-resistant crop varieties from Earth seeds
- Establish new atmospheric moisture collectors
- Cultivate native edible plants in controlled environments
- Create seed vaults to preserve genetic diversity

### Infrastructure & Technology:

- Repair and upgrade wind turbine arrays
- Extend thermal exchange networks to new buildings
- Reinforce storm barriers before the next superstorm
- Salvage and restore equipment from the *Stellar Horizon*
- Build new water purification systems

### Cultural & Social:

- Teach children both Earth languages and Duskaran wind-songs
- Document oral histories before the elders forget
- Create festivals celebrating both homeworld and current world
- Establish formal training for psychic talented
- Build archives preserving technical and cultural knowledge

### Ecological & Adaptation:

- Study native life forms for potential bonding or symbiosis
- Map safe passage routes through dangerous terrain
- Develop better thermal suits for day-ward expeditions
- Create windbreaks using native vegetation
- Establish protocols for sustainable resource extraction

### Cradle Success Outcomes:

- **Failure:** Resources wasted, knowledge lost, opportunity missed; **+1 Tension**
- **Partial:** Some progress but complications or unexpected costs
- **Success:** Solid foundation built with minor limitations

- **Overwhelming:** Major advancement, surplus generated, new opportunities created; **-1 Tension** possible
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