

Initial Conditions

Starting Resources (choose 2-3)

What does your settlement have in abundance or reliable access to?

- **Wind Turbine Array** — Stable power generation from the eternal winds; lights stay on, systems run smoothly
- **Deep Aquifer Access** — Reliable underground water source; you're never thirsty, can afford irrigation
- **Vertical Farm Complex** — Multi-level agricultural system; food security and surplus for trade
- **Thermal Exchange Network** — Sophisticated heating/cooling using temperature differentials; comfortable living spaces
- **Storm Shelters** — Reinforced deep structures; your people weather superstorms safely
- **Data Crystal Archive** — Extensive preserved knowledge from Earth; technical and cultural information
- **Psychic Talent Pool** — Unusually high number of thermal sensors, weather workers, or bonded individuals
- **Deep Road Connection** — Direct tunnel access to cave settlements; regular trade and cultural exchange
- **Native Life Sanctuary** — Protected area where Duskaran creatures thrive; potential for bonding and study
- **Salvage Stockpile** — Recovered components from the *Stellar Horizon* or ancient mining equipment

Starting Challenges (choose 1-2)

What problems or tensions already exist?

- **Failing Infrastructure** — Critical systems (water pumps, power grid, storm barriers) showing age and wear
- **Resource Rationing** — One essential resource (water, food, power) insufficient for current population
- **Superstorm Damage** — Recent massive storm destroyed part of the settlement; rebuilding ongoing
- **Cultural Fracture** — Deep disagreement between Earth Rememberers and Duskara-Born about the community's direction
- **Psychic Unrest** — Gifted individuals (sensors, workers, bonded) feeling marginalized or exploited
- **Isolation** — Cut off from other settlements by broken Deep Roads or political tensions

- **Ancient Mystery** — Discovery of inexplicable structure or phenomenon nearby; some want to investigate, others fear it
- **Population Pressure** — Too many people for available resources; decisions about who can stay becoming urgent
- **Generational Divide** — Young and old unable to agree on settlement priorities
- **Boundary Dispute** — Conflict with neighboring settlement over territory, resources, or jurisdiction

The First Question

Pose one open question about your settlement's future to frame early play:

Sample questions:

- "Can we repair the failing thermal exchange before winter-side temperatures become unbearable?"
- "Will the Earth Rememberers and Duskara-Born find common ground, or will the settlement fracture?"
- "Should we investigate the ancient structure in the scorched lands, despite the dangers?"
- "How do we manage the growing population without exhausting our aquifer?"
- "Can the psychic talented be integrated as honored community members rather than feared outsiders?"
- "Will we reach out to the isolated cave settlements, or remain separate?"

Revision #22

Created 2025-11-28 13:24:07 UTC by zeruhur

Updated 2026-02-02 16:31:06 UTC by zeruhur