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.

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