Phase 2: Growth

Duration: From first Queen until first King

Tone: Expansive, confident, ambitious

Focus: The settlement thrives. Projects advance, population grows, relationships with neighbors develop. There's momentum and optimism, but also growing complexity. Success brings new challenges—managing abundance, dealing with growth pains, exploring beyond safe boundaries.

Mechanical Notes:

- More characters emerge; settlement feels populated
- Projects become more ambitious
- Challenges test systems but feel surmountable
- External relationships (other settlements, exploration) become prominent

Queen Effects (when first drawn):

- **Queen of Hearts** — A celebration or cultural triumph; community bonds strengthen
- **Queen of Diamonds** — Resource abundance or technological breakthrough; new capacity unlocked
- **Queen of Spades** — Deeper understanding of Duskara emerges; adaptation accelerates
- **Queen of Clubs** — A mystery revealed or transformation embraced; the settlement evolves

Phase Ends: When any King appears, read that suit's Crisis Phase entry below, then transition to Phase 3.

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