Overview

In the year 2137, the colony ship Stellar Horizon departed Earth bound for Kepler-442b. After a critical malfunction in their navigation systems during a stellar storm, the ship drifted off course for decades while its passengers slept in cryogenic stasis. When the emergency systems finally initiated revival protocols, they found themselves approaching an unknown star system. With failing life support and no way to correct their course, the crew brought the ship down in a controlled emergency landing on Duskara, a tidally locked world that barely met the minimum requirements for human life. The ship came down whole, and its stores and fabricators became the seed of the colony. Now, some eight hundred years later, their descendants piece together their past while they build a future on this hard but beckoning world.

In the narrow band between eternal day and endless night, humanity has made a home on Duskara. This tidally locked world was never meant to be their home - they are the descendants of a colony ship that went terribly off course generations ago. The exact circumstances of their arrival are lost to time, though fragments of their history persist in shared memories and sacred data crystals.

Here, in a habitable zone barely 300 kilometers wide that circles the planet's meridian, civilization runs along a single arc, some 6,000 kilometers from end to end. To one side lies the day face - an expanse of radiation-blasted rock where temperatures climb past 200°C. To the other stretches the night face - a frozen wasteland of ice and darkness, broken only by the faint glow of aurora and the dim red light of geothermal vents in deep caverns.

The eternal wind howls between these extremes, spawning massive storms where hot and cold air masses clash. Humans have adapted here, and they have changed. Within a few generations latent psychic abilities awakened in them, for reasons nobody knows: thermal sensing, weather working, water finding, and the deep bonding that connects them to Duskara's native life forms.

Their settlements form a chain along the twilight band, each one built to turn the wind, with soaring towers and deep roots. In the great caves of the night side, other communities gather around geothermal warmth, developing their own distinct culture. They are all bound together by their mastery of wind and water - every drop precious, every breeze understood.

Technology here is a careful balance of preserved knowledge from Earth and innovations born of necessity. Wind turbines and thermal exchangers power their civilization, while ancient satellites still orbit overhead, their purposes largely forgotten. Energy is plentiful: the wind never stops and the deep rock is warm. Matter is not. Every machine is made to last, and the great works of the cities and the Whisper Roads belong to many generations, kept in repair and never thrown away. Some customs echo Earth's past, others are unique to this strange world where dawn never comes.

This is a world of:

- Constant twilight and eternal winds
- Psychic abilities shaped by environmental pressures
- Linear cities stretched along the habitable zone
- Cave dwellers who have never seen the stars
- Ancient mysteries from Earth and new enigmas native to Duskara
- A civilization rich in knowledge and energy, and careful with matter
- A culture shaped by water that passes through and must be held

For all its extremes, Duskara is home. Its people have developed a deep connection to their world's rhythms - the wind patterns, the temperature gradients, the flow of precious water through their carefully maintained systems. They have created beauty in their adaptation, strength in their communion with the planet's forces, and a good life in a place where their ancestors only hoped to stay alive.

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