

Trade

Trade networks are the arteries of Duskaran society, facilitating the flow of goods and resources between settlements. Wind caravans—heavily windproofed vehicles or sleds powered by the planet’s unrelenting gales—travel across the twilight belt, linking cities and outposts. In the caves, the ancient Deep Roads serve as a vital underground network, connecting geothermal hubs to the surface and enabling safe transport in regions where the winds are too fierce.

Certain settlements act as trade nexuses, bustling hubs where goods and information converge. These hubs are overseen by Merchant Guilds, which regulate pricing and ensure fair practices, safeguarding the delicate balance of the Duskaran economy. Trade agreements are common, fostering alliances between settlements. Twilight cities exchange processed goods such as clothing, tools, and preserved food for the raw minerals and geothermal energy provided by cave settlements. Water caravans, transporting precious ice or extracted water from the night side, often travel under armed escort to deter theft, highlighting the high stakes of these exchanges.

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