

Creating Custom Content

- [Designing New Settlements](#)
- [Creating Factions](#)
- [Inventing Creatures](#)
- [Developing Psychic Abilities](#)

Designing New Settlements

1. Choose Scale: 50,000-150,000 (cave/outpost), 200,000-500,000 (mid-size), 500,000-2,000,000 (major city)

2. Define Location:

- Twilight belt position (closer to day or night?)
- Cave system or surface
- Proximity to resources (geothermal, water, ice, mines)

3. Establish Specialty: What makes this settlement unique?

- Resource: water management, ice harvesting, mining, agriculture
- Service: trade hub, research center, military garrison, pilgrimage site
- Culture: weatherworking tradition, Earth preservation, experimental governance

4. Create Conflict: Every interesting settlement has internal or external tension:

- Resource scarcity vs. neighboring claims
- Traditional faction vs. progressive reformers
- Isolation vs. integration with broader Duskara
- Psychic abundance creating social hierarchy

5. Add 3-4 Key Locations: Market, government center, unique landmark, dangerous underbelly

Example: Windrift Station (Population: 180,000) - Twilight belt settlement built on ancient bridge spanning kilometer-deep canyon. Specializes in wind energy research and aerial courier service. Internal conflict: canyon erosion threatens structural integrity; mayor refuses to evacuate despite engineer warnings. Key locations: The Suspension Market, Canyon's Edge Observatory, The Anchor Towers, Sub-Bridge smuggler dens.

Creating Factions

1. Define Core Goal: What does this faction want?

- Control resource (water, energy, knowledge, psychic training)
- Ideological mission (preserve Earth culture, embrace Duskaran evolution, expand settlements)
- Practical objective (profit, survival, political power)

2. Establish Methods: How do they pursue goals?

- Diplomatic: negotiation, alliance-building, legal frameworks
- Economic: trade manipulation, resource control, employment
- Militant: sabotage, raids, threats, open warfare
- Subversive: espionage, propaganda, blackmail

3. Create Internal Divisions: Factions are never monolithic

- Moderate vs. radical wings
- Generational disagreements (elders vs. youth)
- Regional chapters with competing priorities
- Personal rivalries among leadership

4. Establish Relationships: How do they relate to other factions?

- Allies: who do they cooperate with?
- Rivals: who competes for same resources?
- Enemies: who actively opposes them?
- Neutral: who do they ignore or coexist with?

Example: The Horizon Accord - Faction believing humanity must prepare to leave Duskara and find new world. Goals: decode *Stellar Horizon* systems, build interstellar capability, preserve genetic diversity. Methods: aggressive artifact acquisition, radical research, recruiting engineers and psychics. Internal division: "Returners" want to find Earth; "Seekers" want any habitable world. Allied with Archivists (knowledge exchange); rivals with Weatherworking Guilds (distraction from Duskaran adaptation); enemies with Wind-Kin (see Duskara as temporary prison).

Inventing Creatures

1. Choose Niche: What role does this creature fill?

- Predator (hunts humans or other fauna)
- Prey (food source, companionship)
- Symbiote (mutual benefit with humans or environment)
- Hazard (environmental feature that happens to be alive)

2. Adapt to Environment:

- Day side: extreme heat resistance, radiation tolerance, heat-seeking
- Twilight belt: wind adaptation, thermal flexibility, storm survival
- Night side: cold resistance, bioluminescence, cave navigation
- Deep Roads: vibration sense, darkness adaptation, stone-boring

3. Add One Weird Trait: Make it memorable

- Absorbs psychic energy
- Fossilizes when killed (valuable resource)
- Changes color based on atmospheric pressure
- Communicates via ultrasonic song
- Hibernates during superstorms

4. Define Human Interaction:

- Dangerous: threat level, vulnerability
- Useful: resource harvested, service provided
- Neutral: indicator species, ecosystem role
- Bondable: requirements for psychic connection

Example: Pressure Slug - Twilight belt creature (size: 20-50 cm). Feeds on atmospheric pressure differentials. Appears before superstorms, frantically feeding on pressure changes. Vibrates rapidly, producing audible hum. Domesticated by weatherworkers as storm warning system—hum frequency indicates storm intensity. Harvested mucus used in barometric instruments. Weird trait: explodes if exposed to stable pressure for more than 48 hours. Neutral to humans unless threatened.

Developing Psychic Abilities

1. Choose Sensory or Motor: Does it enhance perception or allow manipulation?

- Sensory: detect something humans normally can't (metal, water, emotions, future echoes)
- Motor: manipulate something physically or psychically (gravity, minds, biology, time)

2. Tie to Duskara: How does this ability relate to the environment?

- Survival advantage on tidally locked world
- Evolution from specific Duskaran radiation/pressure
- Connection to native life, geological features, or atmospheric phenomena

3. Establish Limitations: Overpowered abilities break tension

- Range limits (touch, line of sight, 100 meters)
- Duration limits (seconds, minutes, hours)
- Exhaustion (stress per use, requires rest)
- Conditions (only in specific environments, requires focus)

4. Add Drawback: Interesting abilities have costs

- Psychological: paranoia, empathy overload, temporal disorientation
- Physical: nosebleeds, tremors, temperature sensitivity
- Social: feared, envied, ostracized
- Practical: attracts predators, disrupts technology, damages user

Example: Pressure Sight - Sensory psychic ability. User perceives barometric pressure gradients as visible "flows" in air. Allows prediction of wind direction, storm formation, and optimal wind energy placement. Range: line of sight. Limitation: requires concentration; combat makes it unusable. Drawback: constant headaches from atmospheric noise; users become irritable and isolation-seeking. Exhaustion: 1 stress per hour of active use. Tied to Duskara: evolved from generations navigating twilight belt's chaotic wind patterns.