

Introduction & Setting Overview

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Before We Start

Content Warning: Environmental peril, resource scarcity, survival themes, psychic phenomena.

Before you start, define lines that should not be crossed. Pause or rewind the game if something uncomfortable happens during a session. Always make sure everyone is comfortable with the direction of the story.

Welcome to the Twilight

Eight hundred years ago, the colony ship *Stellar Horizon* limped into orbit around an unknown world. Navigation systems shattered by a solar storm, life support failing, the crew had no choice but to land on the only marginally habitable planet they could reach: Duskara.

This was not the promised world of Kepler-442b. This was something else entirely.

Duskara is **tidally locked**—one face forever scorched by its sun, the other frozen in eternal night. Between these extremes lies the **twilight belt**, a narrow band 200-300 kilometers wide where temperatures allow liquid water and human survival. Here, in perpetual dusk, humanity has not merely survived—it has adapted, evolved, and thrived.

A World of Extremes

The Day Side: Temperatures exceed 400°C. Radiation scours the rock. No human can survive unshielded. Robotic mining operations push into this hellscape, extracting rare alloys and crystals while fighting constant equipment failure. Salvage crews—"daywalkers" with exceptional thermal resistance—venture to the margins when machines fail, risking their lives for premium compensation.

The Twilight Belt: Home to 80% of humanity. Linear cities stretch along the habitable zone, their architecture harmonizing with the eternal wind. Temperatures range from temperate to moderately warm. Vertical farms grow crops in controlled microclimates. Every settlement is fortress and garden both, resilient and beautiful. But the wind never stops, and where hot meets cold, superstorms rage.

The Night Side: Frozen darkness broken only by auroras and geothermal vents. Cave-dwelling communities of 50,000 to 150,000 cluster around warmth sources, developing distinct cultures and psychic abilities tied to resonance and vibration. Ice harvesting sustains the twilight belt. The Deep Roads—ancient tunnel networks of uncertain origin—connect scattered outposts through kilometers of stone.

The Awakening

Duskara's harsh conditions and unknown radiations awakened latent abilities in humanity. These psychic gifts—thermal sensing, weather working, deep bonding with native fauna—represent evolutionary communion with a new home.

Weather workers shape wind to guide ships and protect settlements. **Thermal sensitives** navigate day-side margins where others would perish. **Deep-cave dwellers** communicate through resonance, voices carrying through stone. **Beastwalkers** bond with wind serpents and thermal lizards. These abilities are celebrated, taught, and integrated into daily life—but overuse leads to psychic burnout.

Eight Centuries of Adaptation

The *Stellar Horizon* carried perhaps a few thousand survivors. Now, 40 million descendants live across the twilight belt and caves. Population is tightly regulated—birth quotas maintain balance with carrying capacity. Superstorms, resource wars, and auroral disruptions have prevented unchecked growth.

Culture blends Earth traditions with Duskaran innovations. Time is measured in wind cycles, not day and night. Architecture flows with environmental forces. Festivals celebrate the Storm Seasons, Thermal Shifts, and Geothermal Awakenings. Ancient Earth satellites still orbit, their data streams partially decoded but fragmentary.

Technology is sophisticated but sustainable: wind turbines, thermal exchangers, water reclamation systems. Every drop of water is precious. Every settlement depends on its neighbors. When one falters, the entire chain feels it.

What You'll Do

In **Duskara: Stormtide**, you'll navigate this world of scarcity and wonder. You might:

- Escort caravans through superstorm-threatened routes
- Scavenge the Deep Roads for ancient Earth technology
- Mediate water disputes between rival settlements
- Track predators bonded to rogue weather workers
- Investigate psychic aberrations manifesting in storm fronts
- Salvage day-side mining operations before equipment is lost
- Explore alien structures that predate humanity's arrival
- Protect settlements from bandits exploiting resource crises

Survival requires more than strength—it demands ingenuity, cooperation, and the willingness to catch your breath and face complications head-on.