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.

Revision #6
Created 2025-11-28 13:27:54 UTC by zeruhur
Updated 2025-11-28 14:55:45 UTC by zeruhur