

Glossary of Duskaran Terms

Auroral Disruption: Night-side aurora intensification causing electromagnetic interference and psychic feedback.

Beastwalker: Individual with psychic bond to native fauna (wind serpents, thermal lizards).

Catch Your Breath: Game mechanic where skills reset but new complication is introduced.

Daywalker: Day-side specialist with exceptional thermal resistance. Salvages mining operations.

Deep Bonding: Psychic connection to native creatures, allowing communication and shared senses.

Deep Roads: Ancient tunnel network beneath Duskara's surface. Origin unknown.

Deepkin: Night-side cave-dwelling culture. Communicates via resonance.

Duskaran Accord: Political confederation uniting twilight belt and cave settlements.

Geothermal Warmth Circle: Deepkin community centered around geothermal vent.

Glowcap: Bioluminescent fungus. Primary food source in caves.

Psychic Burnout: Mental/physical exhaustion from overusing psychic abilities.

Resonance: Psychic ability to perceive and manipulate vibrations through stone.

Shadow Walking: Psychic ability to move unseen in low-light environments.

Stellar Horizon: Colony ship that brought humanity to Duskara in ~2250 CE.

Superstorm: Catastrophic weather event with winds exceeding 150 km/h. Common where hot and cold air masses collide.

Thermal Sensing: Psychic ability to perceive heat signatures and temperature gradients.

Twilight Belt: Habitable zone 200-300 km wide circling Duskara's meridian. Home to 80% of humanity.

Water Judge: Resource arbiter managing water distribution and resolving disputes.

Weather Wraith: Psychic manifestation in storm fronts. Echoes of dead weather workers.

Weather Working: Psychic ability to sense and influence atmospheric patterns—wind, pressure, storms.

Wind-Kin: Alliance of Beastwalker communities and bonded creature populations.

Revision #6

Created 2025-11-28 13:28:44 UTC by zeruhur

Updated 2025-11-28 14:56:46 UTC by zeruhur