Major Settlements

Aetherion (Population: 1.2 million)

Largest twilight belt city. Built around the *Stellar Horizon* crash site. Central hub for trade, politics, and Earth archive preservation.

Key Features:

- Vertical farms produce 40% of twilight belt food
- The Vault of Echoes: repository of data crystals and Earth artifacts
- Weatherworking Academy: premier institution for psychic training
- The Windspire: kilometer-high tower for storm observation and wind energy

Hooks:

- Rival factions vie for control of Earth archives
- Storm season threatens to overwhelm defenses
- Mysterious signal from *Stellar Horizon* wreckage activates after 800 years

Khal-Rim (Population: 500,000)

Fortified settlement near day-side margin. Coordinates mining operations and salvage expeditions.

Key Features:

- Thermal forges produce heat-resistant alloys
- Daywalker guilds train specialists for extreme conditions
- The Scorched Gates: massive shield walls deflecting day-side heat
- Black market for illicit day-side artifacts

Hooks:

- Mining claim dispute escalates to violence
- Salvage crew discovers functioning day-side structure
- Thermal forges malfunction, threatening settlement's economic base

Lumina Caverns (Population: 150,000)

Largest night-side cave settlement. Built around extensive geothermal vent network.

Key Features:

- Deepkin culture emphasizes resonance and collective memory
- Mushroom farms and thermal agriculture sustain population
- The Deep Roads: ancient tunnel network of unknown origin
- The Resonance Chamber: psychic training facility

Hooks:

- Geothermal vents show signs of instability
- Deep Roads section collapses, cutting off ice harvesting routes
- Ancient structure discovered deeper than any previous exploration

Aurora Bastion (Population: 300,000)

Twilight belt settlement specializing in ice harvesting and night-side trade.

Key Features:

- Ice caravans supply entire twilight belt
- Mixed surface/cave architecture bridges day and night cultures
- The Frost Market: trade hub for night-side goods
- Auroral Observatory: studies night-side phenomena

Hooks:

- Ice harvesting grounds claimed by rival settlement
- Auroral disruption causes mass psychic feedback
- Night-side predators migrate toward settlement

Revision #6
Created 2025-11-28 13:27:25 UTC by zeruhur
Updated 2025-11-28 14:55:16 UTC by zeruhur