The World of Duskara

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Overview

Duskara is a tidally locked planet where one face eternally burns under a K-class star while the other freezes in perpetual darkness. Only the **twilight belt**, a narrow band 200-300 kilometers wide, supports human life.

The Three Faces

The Day Side: A radiation-scorched wasteland where temperatures exceed 200°C. Robotic mining operations extract rare materials from the margins, but human presence is impossible. The extreme heat drives the planetary winds that define all life in the twilight belt.

The Twilight Belt: The habitable zone where 80% of Duskara's population lives. Linear cities stretch along this narrow band, their architecture shaped by constant winds. Settlements cluster around geothermal vents, underground aquifers, and wind-harvesting arrays. Temperatures range from -5°C to 40°C depending on proximity to day or night. Superstorms are frequent. Water is precious.

The Night Side: A frozen abyss where ice sheets kilometers thick cover the surface. Temperatures plunge below -100°C. Life exists only in deep caverns warmed by geothermal activity, where cave-dwelling communities have developed their own distinct culture, trading with twilight settlements through the Deep Roads: ancient tunnel networks that span the dark.

Human Adaptation

Eight hundred years of exposure to Duskara's environment have awakened latent psychic abilities in its people:

- **Thermal sensing**: Reading temperature gradients and heat signatures
- **Weather working**: Limited influence over local wind patterns
- **Deep bonding**: Psychic connection to native life forms

Technology balances preserved Earth knowledge with necessity-born innovation. Wind turbines and thermal exchangers power civilization. Ancient satellites orbit overhead, their purposes half-forgotten. Water reclamation is sacred. Every settlement is a fortress against the wind.