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.

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