

Inspirational Media

These works capture the spirit of *Duskara*—planetary romance, environmental adaptation, psychic evolution, and the struggle to thrive in extreme conditions.

Books

Science Fiction:

- *Dune* by Frank Herbert (planetary ecosystems, psychic abilities, cultural adaptation)
- *The Left Hand of Darkness* by Ursula K. Le Guin (exploration, cultural difference, environmental challenge)
- *Red Mars* by Kim Stanley Robinson (colonization, terraforming, political tension)
- *A Memory Called Empire* by Arkady Martine (cultural identity, lost knowledge, political intrigue)
- *Planetfall* by Emma Newman (isolation, secrets, environmental mystery)
- *The Expanse* series by James S.A. Corey (resource scarcity, inter-settlement politics, survival)
- *Children of Time* by Adrian Tchaikovsky (evolution, adaptation, communication)
- *The Steerswoman* series by Rosemary Kirstein (exploration, knowledge-seeking, mystery)

Planetary Romance:

- *A Princess of Mars* by Edgar Rice Burroughs (classic planetary romance)
- *The Dying Earth* by Jack Vance (strange worlds, ancient mysteries)
- *Durdane* trilogy by Jack Vance (alien cultures, environmental adaptation)

Solarpunk & Eco-Fiction:

- *The Ministry for the Future* by Kim Stanley Robinson (climate adaptation, cooperation, innovation)
- *Ecotopia* by Ernest Callenbach (sustainable societies)
- *Walkaway* by Cory Doctorow (post-scarcity communities, resilience)

Films & TV

- *Dune* (1984, 2021) — environmental adaptation, psychic abilities, planetary survival
- *The Expanse* (TV series) — resource scarcity, inter-settlement politics, realistic sci-fi
- *Nausicaä of the Valley of the Wind* (1984) — environmental harmony, psychic connection to life
- *Avatar* (2009) — psychic bonding, indigenous resistance, environmental themes
- *Interstellar* (2014) — survival, sacrifice, exploration

- *The Mandalorian* (TV series) — frontier life, isolated communities, resilience

Games

- *Journey* — wordless cooperation, environmental storytelling, pilgrimage
- *Subnautica* — exploration, survival, environmental adaptation
- *Sable* — open-world exploration, coming-of-age, environmental beauty
- *Outer Wilds* — discovery, mystery, interconnected systems
- *Citizen Sleeper* — resource management, survival, community bonds
- *Terra Nil* — environmental restoration, ecological balance

Comics & Graphic Novels

- *Prophet* by Brandon Graham — strange worlds, evolution, exploration
- *Saga* by Brian K. Vaughan and Fiona Staples — multi-species societies, cultural conflict
- *Invisible Republic* by Gabriel Hardman and Corinna Bechko — frontier settlements, political intrigue
- *The Wicked + The Divine* by Kieron Gillen — psychic powers, cultural mythology

Music & Soundscapes

- Brian Eno — *Ambient* series (atmospheric, meditative, environmental)
- Sigur Rós — expansive, ethereal soundscapes
- Carbon Based Lifeforms — ambient sci-fi atmospheres
- Jon Hopkins — immersive, rhythmic, exploratory
- Stellardrone — space ambient, isolation, wonder

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