Example of Play

- Session Zero
- First Echo Cycle
- Second Echo Cycle

Session Zero

Players: Alex and Morgan
Windcallers: Isarn (Alex) and Saeli (Morgan)

Initial Setup:

Alex: "Isarn is a weatherworker who speaks in clipped, technical language—field reports more than poetry. Thermal Sight. From Aetherion, but in the present day."

Morgan: "Saeli uses song and metaphor. Deep Bonding—she connects with the wind serpents. Speaking from... let's say 50 years ago, before something happened."

Map Generation:

They drop dice. Results:

- Near meridian: 3 (Settlement) → "Aetherion"
- Dayward: 1 (Ruin) → "The Glass Fields"
- Nightward: 5 (Natural) → "Echo Pool"
- Off page: 2 (Ruin) → "The Breach" (in the Storm Walls)

They draw connections between Aetherion and Echo Pool (old trade route), and a dotted line toward The Breach (where Saeli disappeared).

The Bond:

Alex: "What did we never finish? We were mapping a route through the Storm Walls."
Morgan: "What do I carry of yours? Your resonance staff. I shouldn't have taken it."

First Echo Cycle

Cycle 1, Fragment 1 (Morgan as Saeli):

Audio recording, crackling with interference

> "Isarn. Testing. The Breach. Three days from Aetherion.
>
> The wind serpents won't come closer. They circle, but they won't cross. There's something... the resonance here is wrong. Your staff keeps humming—E-flat, sustained. It shouldn't do that without a weatherworker holding it.
>
> If you're listening to this later, I've gone deeper in. The maps are wrong about the Storm Walls. They're not just weather. There are *structures* inside.
>
> Find Echo Pool. Calibrate from there. I'll leave markers.
>
> The staff is yours. I'm sorry I—"
>
> *Recording cuts to static*

Morgan updates the map: Adds "The Breach Entrance" with a note: "Structures inside?"
Echo Tokens: 3/3

Cycle 1, Fragment 2 (Alex as Isarn):

Field log, dated 50 years later

> FIELD LOG #1047—AETHERION ARCHIVE
> Sky Pressure: Stable
> Aurora Strength: Minimal
>
> Recovered Saeli's last transmission from Archive Server 7. Audio dated GC 2934. I was nineteen. I don't remember her going to the Breach. Wind take me, I don't remember *her*.
>
> Cross-referenced with settlement records: No one named Saeli trained at Aetherion's weatherworking guild. No expedition to the Breach authorized that year. But the recording is authentic—verified by crystal signature.

> The staff she mentions sits in my quarters. I've had it since my initiation. Standard resonance staff. It doesn't hum. It never has.
>
> Why would someone I don't remember leave a message *to me*? Why do I still have her—your—staff?
>
> Tomorrow I'm traveling to Echo Pool. There's supposed to be a shrine there, old Windcaller site. If you left markers, maybe they're still there.
>
> Maybe I'll remember.
>
> —I.

Alex updates the map: Adds "Aetherion Archive" overlapping with existing Aetherion.
Echo Tokens: 3/3

Second Echo Cycle

Cycle 2, Fragment 3 (Morgan as Saeli):

Torn journal page, water-damaged

> Day 6. Structures confirmed. Not ruins—they're *growing*. Crystalline formations responding to wind patterns. The serpents won't approach because they recognize something I don't.
>
> Found an echo pool inside the Walls—natural amphitheater where sound loops forever. Spoke your name into it. Isarn. Isarn. Isarn. It's still playing. Will you hear it fifty years from now?
>
> The staff's hum is louder. Three tones now: E-flat, G, B-flat. Storm chord. Impossible without three weatherworkers.
>
> I understand now. The Breach isn't a place. It's a *when*. The Storm Walls don't just divide day from night—they divide time from time.
>
> I'm leaving your staff at the Echo Pool shrine. If I don't come back, maybe you'll find it before you gave it to me. Maybe you'll understand before I do.
>
> [The rest is illegible]

Morgan: "I want to spend 1 Echo token to Contradict a Memory. The staff Isarn has *isn't* the one I took. It's a different staff. The one I took is still at the Echo Pool shrine, waiting."

Echo Tokens: 2/3

Storm Event Check: 4 total fragments = Storm roll
Morgan rolls: 5 — Psychic Surge

Both players gain 1 Echo token and describe a shared vision:

Both Windcallers, separated by fifty years, simultaneously see the Echo Pool shrine. In the vision, two figures stand at different times in the same space, reaching for the same object.

Alex and Morgan's Echo Tokens: Both now 3/3

Cycle 2, Fragment 4 (Alex as Isarn):

Map annotation on official survey chart

> [Marked on the map: Echo Pool location, with extensive notes]
>
> Echo Pool reached. Shrine confirmed. Inside: One resonance staff, heavily weathered but functional. Not mine—crystal signature reads "S. Thornvale." Saeli Thornvale.
>
> It hums. E-flat, G, B-flat. Storm chord.
>
> Settlement records searched further. Found her: Saeli Thornvale, Windcaller, lost in Storm Walls expedition GC 2934. Memorial stone in Aetherion plaza. I walk past it every day.
>
> The shrine has an inscription. Old script. Reads: "For the one who taught me to listen before I met them."
>
> I don't understand. But I'm starting to remember something that hasn't happened yet. A voice in the wind. Teaching me weatherworking before my master ever did.
>
> Saeli. Were you my teacher? Across time?
>
> I'm taking your staff. I think I'm supposed to. I think this is how I learned.
>
> I'm going to the Breach.

Alex updates the map: Draws a new connection between Echo Pool and The Breach, labeled "Path Through When"
Echo Tokens: 3/3

[Play continues...]