

Introduction

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A Game of Distance, Memory, and Wind

Duskara: Echoes in the Wind is a duet roleplaying game for two players. It's a story of connection stretched across impossible distances—of voices carried by storms, of lost rites rediscovered in broken journals, of memories etched into stone or light, and the echo they leave in someone else's heart.

You play **two Windcallers**. Once, you may have walked side by side—siblings in the same rite, lovers divided by duty, teachers and students who lost each other in the storm. Now, one of you is gone. Time, distance, or catastrophe has pulled you apart.

But fragments remain.

Wind-touched recordings. Ritual journals. Dreams carried on aurora. Symbols etched into shrine walls. Each fragment is a message. A call. A clue. A wound.

Together, you build a story told entirely through **messages**—not direct conversations. One player creates a fragment. The other replies, later in time. Every message alters the world. Every echo shifts the map. Slowly, something bigger emerges: a forgotten rite, a broken accord, a buried truth.

This is not a game of fast-paced action. It is slow. Meditative. Emotional. Ideal for quiet evenings, for long-distance friends, for lovers separated by miles. It plays like an exchange of letters with psychic resonance.

What You Need to Play

- Two players
- A way to record or write fragments (audio, voice notes, paper, email, shared doc)
- Six-sided dice (at least 6d6) for map generation and storm events
- Playing cards for optional prompts
- A printed or digital version of the game
- Paper and pencil for tracking the map and Echo tokens
- A willingness to **listen deeply**, **build patiently**, and **change the map**

Play Duration

A complete story typically takes 8-12 Echo Cycles (4-6 cycles per player), which can be completed in:

- **One sitting:** 2-4 hours for live play
- **Over days/weeks:** Perfect for asynchronous exchange
- **Extended campaign:** Some pairs play across months, letting real time mirror fictional distance

Themes

- The persistence of memory
- Longing and legacy
- What it means to be known across distance
- Wind as voice, wind as witness
- The erosion and endurance of connection

You don't need to play all at once. In fact, it's better if you don't.