

The Map of Duskkara

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What the Map Represents

The map in *Echoes in the Wind* is not a traditional geographic tool. It represents the **psychic landscape** of your story—the places that matter to your Windcallers, weighted by memory and emotion.

Physical locations appear on this map only if they carry narrative significance. A major settlement might be absent if neither Windcaller has ties to it, while a small shrine could dominate the map if it's where you last saw each other.

The map is **mutable**. Locations shift. Names change. Places that were real might become metaphorical. The map erodes and transforms with each fragment, mirroring the unstable nature of memory across distance.

Generating the Initial Map

Before your first fragment, create the map together using the **dice drop method**:

Step 1: Define the Meridian

Draw a vertical line down the center of a blank page. This represents the **Twilight Meridian**—the habitable band of Duskara.

Mark the top as **Dayward** and the bottom as **Nightward**.

Step 2: Drop the Dice

Each player takes 3d6. Roll them onto the page from a height of about 6 inches, letting them scatter naturally.

Wherever dice land, they become **locations**. The number showing indicates the location's type:

- **1-2**: Ruin or Lost Place
- **3-4**: Active Settlement
- **5-6**: Natural Feature (shrine, storm nexus, geothermal vent)

If a die falls off the page, that location exists beyond the known map—perhaps on the day side, deep night side, or in the Storm Walls themselves.

Step 3: Name the Locations

Working together, name each location based on its position and type:

Near the Meridian: Temperate settlements (Aetherion, Harmattan's Reach)

Dayward: Heat-touched places (Scorch Ridge, Glass Fields)

Nightward: Cold places (Lumina Caverns, Frozen Archives)

Off the map: Mythical or dangerous (The Breach, Echo's End)

You can also add 1-2 canonical settlements from the Duskara Compendium if you wish to anchor your story.

Step 4: Draw Connections

Draw lines between locations that are connected by:

- Trade routes
- Psychic links
- Shared history
- Storm paths

Not all locations need connections. Isolation is meaningful.

Step 5: Mark Your Origins

Each player places a symbol marking where their Windcaller originated or currently resides. These may be different locations or even different eras of the same place.

Changing the Map

As fragments progress, the map evolves:

Adding Locations: When your fragment introduces a new place, roll 1d6 near an existing location to place it, using the same type chart. Or, simply draw it where it feels right and note its type.

Shifting Locations: Spend 1 Echo token to move an existing location's position on the map, representing changed memory, metaphorical drift, or actual physical change.

Erasing Locations: When a location is destroyed, abandoned, or forgotten in the fiction, cross it out but leave it visible beneath. Ghost locations remain on the map as scars.

Merging Locations: If two fragments refer to the same place by different names, they may be the same location seen from different perspectives. Draw them overlapping.

When the Map Collapses

The map collapses—and the game ends—when one of the following occurs:

- More than half the locations are crossed out
- No clear path remains between the Windcallers' positions
- Both players agree the psychic landscape has become unnavigable
- A location appears in two contradictory states simultaneously with no way to reconcile them

A collapsed map represents total disconnection—when memory can no longer bridge the distance.