The Windcallers

- Who You Were, Who You Are
- Step 1: Name and Voice
- Step 2: Attunement
- Step 3: Origin
- Step 4: The Bond
- Step 5: The Burden

Who You Were, Who You Are

You are both Windcallers—psychic mystics attuned to the breath of Duskara. You were trained to listen to storms, mediate between settlements, and commune with the forces that most cannot see.

You were not soldiers, though sometimes you were sent into danger.
You were not priests, though your rituals held power.
You were not prophets, though the wind sometimes spoke through you.

Now, you are something else.

One of you speaks from a time of crisis. The other from before—or after. You are separated. But your messages are still being received.

You will each create your Windcaller at the start of play, using the following prompts.

Step 1: Name and Voice

Choose a **name** and describe how your Windcaller communicates.

- Do they speak plainly or ritually?
- Do they write in poetry, diagrams, or song?
- Are their messages formal, emotional, raw, fragmented?

This style will shape the tone of your fragments.

> *"I write only in the old sigils. If you've forgotten them… perhaps you are not who I thought."*

Step 2: Attunement

Choose **one psychic attunement**—your Windcaller's deepest resonance with Duskara.

- **Weatherworking** — Shape storms, calm winds, invoke rain
- **Thermal Sight** — See heat, life, and emotional residue (also called Shadow Sight among Deepkin)
- **Deep Bonding** — Empathically connect with native fauna
- **Waterfinding** — Detect hidden moisture and underground aquifers

Your attunement will color your memories, your rituals, and how you perceive the fragments left behind.

Step 3: Origin

Define where or when your Windcaller speaks from.

- A known settlement (e.g. Aetherion, Lumina Caverns, Harmattan's Reach)
- A ruined outpost long lost to the maps
- A drifting refuge in the upper air
- The edge of the Day Side, waiting for the flame to rise
- Centuries later, in a world where Windcallers are myth
- Deep in the night-side caves with the Deepkin

You can begin in different eras. You might even contradict each other. The fragments are the only truth you share.

Step 4: The Bond

Define your prior connection.

Answer one or more of the following:

- What did I once promise you?
- What did we never finish?
- What do I regret?
- What do I still carry that once belonged to you?

This bond should remain unnamed in the fragments—something felt, not explained. Something the wind knows.

Step 5: The Burden

Every Windcaller carries a weight.

Choose one or write your own:

- I broke the storm that should not have been broken.
- I swore never to forget. I have failed.
- I kept the memory alive too long.
- I lost the child.
- I remember what never happened.

Let your burden guide your tone, your doubts, your silences.