

Duskara: Echoes in the Wind

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Introduction

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.

Safety and Boundaries

Lines and Veils

Before beginning play, discuss your comfort levels. This game explores themes of loss, separation, grief, and emotional vulnerability. Use the Lines and Veils framework:

Lines are hard boundaries—content you absolutely do not want in the game. If something crosses a Line, we stop immediately and rewind or redirect.

Veils are content that can exist in the story but happens "off-screen." We acknowledge it happened without describing details.

Common topics to discuss:

- Death or dying (especially of the Windcallers themselves)
- Romantic relationships and their intensity
- Child endangerment or loss
- Psychological trauma or breakdown
- Betrayal between the Windcallers
- Body horror or transformation

Write down your Lines and Veils before Session Zero. You can add to them anytime during play.

Pause and Check-In

Either player can say "**Pause**" at any time to:

- Check if the other player is comfortable
- Discuss if something is approaching a Line or Veil
- Take a break
- Adjust the game's direction

This is not a failure of play—it's responsible storytelling.

How to Play

How to Play

Rituals of Exchange

Echoes in the Wind is a game played through **fragments**—short entries that may be letters, recordings, visions, maps, or memories. These are exchanged between two players in **turns**, with each turn called an **Echo Cycle**.

One player creates a fragment. The other receives it, sits with it, and replies. This continues until the story comes to a natural or dramatic end.

Structure of Play

Each player takes on a role:

- **The Sender** creates the current fragment.
- **The Receiver** reads/listens and then responds with the next fragment.

You will alternate these roles throughout play.

Each fragment must:

- Be grounded in the world of Duskara (you'll define where and when).
- Reference or respond to the previous fragment, directly or obliquely.
- **Change something**: Add to the map, alter a truth, shift the relationship, or modify a memory.

The **Receiver** may also introduce **a new question**—a mystery, a contradiction, a symbol. The story builds through layers of partial understanding.

The Fragment Can Take Any Form

- A letter scratched into a shrine wall
- An audio recording buried in a wind archive
- A diagram sketched on stormglass
- A psychic vision felt during meditation
- A torn page from a ritual journal
- A half-heard lullaby echoing in a flooded ruin
- Map annotations marking lost places
- Ritual instructions with missing steps

How to Play

Ways to Play

Live / In-Person

Take turns writing entries and reading them aloud, or exchange physical notes/artifacts. Expect 2-4 hours for a complete story.

Asynchronous

Send voice memos, emails, letters, or images across days or weeks. Let time pass. Let the wind breathe. Perfect for long-distance play.

Mixed Media

Use photos, sketches, sound, handwriting. The more personal the fragments, the more real the memory feels.

This is not a competitive game. There are no secrets, only layers. You are not playing to win. You are playing to remember.

The Echoes of Duskara

The Echoes of Duskara

A World Held in Wind and Twilight

Duskara is not Earth. It is not even Earth-like. It is a planet of brutal contrast—locked in place, its day side scorched beyond reason, its night side frozen and silent. Life clings to the narrow band in between, a twilight belt of storm and resilience.

It is here that you once walked.

And it is here, or beyond it, that you now write from.

Your fragments drift through the wind—not the wind of air alone, but the wind of memory, of psychic trace, of auroral thread. Across settlements, across centuries, across collapse and renewal, something connects you still.

You may no longer know each other.

You may no longer be alive.

But the wind remembers. And so do you.

Key Concepts of the World

- **The Twilight Belt:** The only habitable zone, 200–300 km wide, where temperature and light permit life. This is where most Windcallers are born, train, and serve.
- **The Day Side:** A sun-blasted desert of vitrified rock. No one survives here without shielding. Some still believe it holds ancient truths beneath the glass.
- **The Night Side:** A frozen wasteland pierced by geothermal breath. In its caverns dwell the Deepkin—keepers of bioluminescent lore and whispered rites.
- **The Storm Walls:** A colloquial name for the perpetual cyclonic zones where hot day-side air meets frozen night-side winds. These raging barriers make travel between hemispheres deadly, but sometimes truth crosses here—delivered in lightning.
- **Windcallers:** Trained mystics who serve as diplomats, weatherworkers, and memory-keepers. They feel the wind like blood. They record what others forget. They carry the burden of knowing.
- **Fragments:** Messages left behind—rituals, visions, recordings, or maps. Not all are meant to be understood. Some were never meant to be found.

The Echoes of Duskara

Your Connection

The two of you were once bonded:

- Perhaps you trained together.
- Perhaps you were rivals.
- Perhaps you loved each other.
- Perhaps you were never meant to meet at all.

You are separated now by time, distance, loss, or death. One of you writes from the aftermath. The other from before the fall. Or maybe neither knows what really happened.

Across cycles, the truth will rise. Or fracture. Or change.

The Echoes of Duskara

Inspirations

This game is inspired by:

- **Letters across time** in *If Found*, *Firewatch*, *Dear Esther*
- The **soft apocalypse** of *Children of Time* and *Annihilation*
- The ritual weight of *Windcallers*, *Fall of Magic*, and *Thousand Year Old Vampire*
- The aesthetic of ruined technology, psychic resonance, and aurora-lit vastness

You are not explorers. You are not heroes.

You are echoes in the wind.

The Windcallers

The Windcallers

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.

The Windcallers

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.

The Echo Cycle

The Echo Cycle

The Rhythm of Play

An **Echo Cycle** consists of:

1. **The Sender** creates a fragment
2. **The Receiver** reads/listens to it
3. **The Receiver** responds with their own fragment
4. Roles reverse

Both players contribute one fragment per cycle. A complete game typically runs 8-12 cycles total (4-6 each).

Creating a Fragment

When it's your turn to send a fragment, follow these steps:

1. Choose Your Medium

Decide what form your fragment takes:

- Letter or journal entry
- Ritual instructions
- Dream or vision
- Map annotation
- Audio recording description
- Shrine inscription
- Psychic echo

2. Ground It in Place and Time

Reference a location on the map (existing or new) and indicate when this fragment originates:

- How long after the last fragment?
- Before or after a specific event?
- In response to what?

3. Make a Change

Every fragment must alter something. Choose one or more:

Minor Changes (most fragments should be this scale):

- Add a new location to the map (settlement, ruin, shrine)
- Reveal a memory or detail about the past
- Shift the emotional tone of your relationship
- Introduce a symbol or recurring image
- Add a question or mystery

Major Changes (use sparingly, 1-2 per game):

- Drastically alter established facts about a location
- Reveal a betrayal or hidden truth
- Permanently transform one of the Windcallers
- Destroy or redeem a major location
- Change the nature of your bond

Forbidden Changes:

- You cannot directly control the other Windcaller's actions or thoughts
- You cannot negate their previous fragment entirely
- You cannot declare their Windcaller dead without agreement

4. Invite Response

End your fragment with something that calls for reply:

- A direct question
- An unfinished ritual
- A symbol requiring interpretation
- A contradiction to resolve
- A location to explore

5. Update the Map

Add your new location or change to the shared map (see Map Generation section).

Fragment Length

Aim for **150-400 words** or **1-3 minutes** of audio. Fragments should be substantial enough to advance the story but brief enough to maintain mystery.

Spending Echo Tokens

You begin play with **3 Echo tokens**. These represent moments of clear psychic connection across distance. Spend them to:

- **Ask a Direct Question** (1 token): Your fragment can break the fourth wall and ask the other player directly about their Windcaller's intentions, feelings, or past. They must answer honestly in their next fragment.
- **Contradict a Memory** (1 token): Reveal that something previously established was wrong, misremembered, or changed. The other player must acknowledge this contradiction in their response.
- **Invoke a Shared Echo** (2 tokens): Create a moment where both Windcallers experience the same vision, sound, or sensation simultaneously—the only true communion in the game.

When you spend a token, mark it off on your character sheet. Both players track their own tokens separately.

Gaining Tokens:

You regain 1 Echo token when:

- You complete a ritual described in a previous fragment
- You answer a question left unanswered for 2+ cycles
- The other player explicitly acknowledges a truth you revealed
- A Storm Event occurs (see below)

You cannot exceed 3 tokens at any time.

The Map of Duskara

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.

Storm Events

Step 1: Roll for the Storm

The player who just received a fragment rolls 1d6:

Roll	Storm Effect
1	Ritual Failure — A rite mentioned in the last 2 fragments goes catastrophically wrong. Describe the consequences in your next fragment.
2	Inverted Truth — Something previously believed true is revealed to be false or misremembered. Choose one established fact and reverse it.
3	Scrambled Voice — Your next fragment must be partially corrupted, illegible, or interrupted. Parts of your message don't reach the other Windcaller.
4	Collapsed Location — A place on the map is destroyed, abandoned, or made inaccessible. Cross it out together.
5	Psychic Surge — Both Windcallers experience a shared vision or sensation. Describe it together, then both gain 1 Echo token.
6	The Wind's Mercy — No disruption. Instead, both players gain 1 Echo token and may ask one clarifying question out of character.

Step 2: Resolve the Effect

The **Sender** of the next fragment must incorporate the storm's effect into their message. Work together to determine what this means for the story.

Storm Events cannot be prevented or negated, but you can spend Echo tokens to shape how they manifest.

Conflict Resolution

When Players Disagree

In *Echoes in the Wind*, there is no GM to arbitrate. If players disagree about the fiction, use this framework:

Type 1: Contradictory Facts

If fragments present contradictory information about the setting or events:

First, consider: Are both true from different perspectives? Unreliable narration is a feature, not a bug. Perhaps one Windcaller misremembered, or time has changed the truth.

If irreconcilable: The player who introduced the contradiction must either:

- Spend 1 Echo token to make it true (using "Contradict a Memory")
- Revise their fragment to align with established facts
- Add language suggesting their Windcaller is uncertain or mistaken

Type 2: Tonal Mismatch

If one fragment feels tonally out of place (too comedic, too dark, breaking the fourth wall inappropriately):

Pause. Say: *"That doesn't feel right to me. Can we adjust?"*

The sender revises their fragment to better match the established tone. This is not a failure—it's calibration.

Type 3: Boundary Violation

If a fragment crosses a Line or pushes a Veil too hard:

Pause immediately. Use the words: *"I need to invoke my boundary."*

The sender revises or retracts their fragment completely. No questions asked. No explanation required.

Type 4: Narrative Dead End

If a fragment seems to leave no room for response or closes off interesting story directions:

Out of character: Ask "*Where do you see this going?*" or "*What are you hoping I'll explore?*"

Discuss briefly, then the sender may add an additional sentence or two to open the door wider.

The Golden Rule

Both players must consent to major changes. Before introducing something that drastically alters the game's direction, ask:

"I'm thinking of [X]. Does that work for you?"

A simple check-in prevents hours of misaligned play.

Ending the Game

Agreed Endings

- **The Rite Is Complete:** A ritual introduced early in play is finally finished across both Windcallers' efforts
- **The Question Is Answered:** The central mystery or unfinished business is resolved
- **The Map Collapses:** As described in the Map section
- **Reunion or Final Separation:** The Windcallers meet again, or one definitively vanishes

Emergent Endings

- **The Fragment Unanswered:** One player sends a fragment so perfect, so complete, that no response is needed. The other player simply says, "*I have no words left to send.*"
- **Exhaustion:** All Echo tokens are spent by both players, and the wind falls silent
- **The Story Told Itself:** Both players feel a natural conclusion without a dramatic climax—the fragments have said all they needed to say

The Wind Offering (Optional)

If you wish to create a formal ending, after the final fragment:

Together, write one last collaborative piece—not a fragment from either Windcaller, but an external observation. This might be:

- A future historian analyzing your correspondence
- The wind itself speaking
- A third party discovering your fragments centuries later
- A description of where each Windcaller is now

This offering stands outside the game, a shared reflection on what you created together.

Appendix: Tools and Templates

Echo Tokens Tracker

ECHO TOKENS: ☐ ☐ ☐

Spent on:

- _____
- _____
- _____

Regained from:

- _____
- _____
- _____

Fragment Checklist

Before sending a fragment, verify:

- ☐ It's grounded in a specific place and time
- ☐ It references or responds to the previous fragment
- ☐ It changes something (adds to map, reveals information, shifts tone)
- ☐ It invites a response (question, symbol, mystery)
- ☐ It respects established boundaries
- ☐ Length: 150-400 words or 1-3 minutes audio

Card-Based Prompts (Optional)

If you're stuck for inspiration, draw a playing card from a standard deck:

Hearts (♥) — Memory

Fragments of past connection, longing, and loss.

1. **Ace** — "I remember your voice, but not your face."
2. **2** — "We stood here once. The wind was calmer then."
3. **3** — "Do you remember the vow we never spoke?"
4. **4** — "I found something you left behind. I don't think you meant to."
5. **5** — "Everyone here remembers you differently. One of them is lying."
6. **6** — "The wind carried your name today. It burned when it touched me."
7. **7** — "I dreamed of a memory I'm not sure is mine."
8. **8** — "This place still echoes with your laughter. Or someone else's."
9. **9** — "I told them the story of our first storm. I changed the ending."
10. **10** — "Something about this ritual feels... familiar. Like you taught it to me."
11. **Jack** — "A child here knows your name, though I never spoke it."
12. **Queen** — "I've rewritten our history three times. This version is truer."
13. **King** — "I forget you on purpose, sometimes. It helps me listen."

Spades (♠) — Map & Change

Revelations that alter the world, its geography, or truths.

1. **Ace** — "This settlement isn't on any map. It was never supposed to be."
2. **2** — "The shrine moved. I swear it."
3. **3** — "I crossed the ridge again. It's gone now."
4. **4** — "The storm wall has shifted. Everything downstream will suffer."
5. **5** — "This place no longer answers to its name."
6. **6** — "The old road you marked now leads to a crater."
7. **7** — "They rebuilt the temple. It faces the wrong direction."
8. **8** — "A new landmark has appeared. It hums your tune."
9. **9** — "The Wraiths are drawing new borders in the sand."

10. **10** — "They renamed the lake after someone else. I said nothing."
11. **Jack** — "I found your trail, but it ends before it begins."
12. **Queen** — "The map we once drew together is folded differently now."
13. **King** — "The storm erased a city. I don't remember which one."

Clubs (♣) — Ritual & Symbol

Echoes of the sacred, psychic, or strange.

1. **Ace** — "I performed the rite from memory. The wind laughed."
2. **2** — "The chimes played a pattern I've never heard before."
3. **3** — "Someone is repeating your rituals incorrectly. It's changing things."
4. **4** — "Your old offering bowl is still here. Empty. Waiting."
5. **5** — "I drew the glyph backwards. It revealed something hidden."
6. **6** — "The stars aligned over the altar. Just like the first time."
7. **7** — "I found a second version of the rite, written in your hand."
8. **8** — "The aurora mirrored your last words. I traced them in salt."
9. **9** — "Your wind-scar tattoo has begun appearing on others."
10. **10** — "The stormglass cracked when I lit the incense. A name escaped."
11. **Jack** — "A child danced the ritual unprompted. No one taught her."
12. **Queen** — "The wind refuses to carry your tune."
13. **King** — "I buried your tool where no one will find it. Unless they're listening."

Diamonds (♦) — Tone Shifters

Contradictions, confessions, mood swings, emotional pivots.

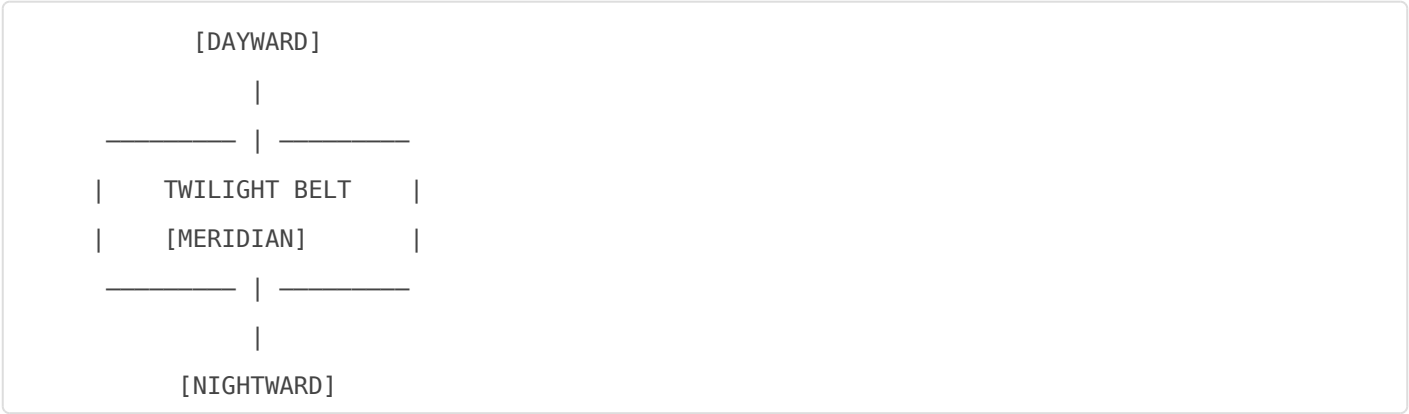
1. **Ace** — "I'm not sure why I'm writing you. Maybe I never was."
2. **2** — "Everything I said before—forget it."
3. **3** — "There is no truth, only ritual."
4. **4** — "I want to believe you didn't mean to lie."
5. **5** — "I'm sorry. But I would do it again."
6. **6** — "I hoped you would never find this."
7. **7** — "Today I don't miss you. I miss who I thought you were."
8. **8** — "I almost erased this. But the wind insisted I send it."
9. **9** — "I've changed. You might not like who I've become."
10. **10** — "I finally understand why you left."
11. **Jack** — "I told them I forgave you. I didn't."
12. **Queen** — "You were right. About the storm. About me."
13. **King** — "I don't need you anymore. That's the worst part."

Jokers — Storm Interference

Treat as automatic Storm Event, roll on the Storm table immediately.

Map Template

Draw this structure on a blank page:



Then drop dice to populate with locations.

Sample Locations by Type

Ruins (1-2):

- The Hollowed Archive
- Echo's Fall
- Broken Spire
- Silence Keep
- The Forgetting

Settlements (3-4):

- Aetherion (Twilight, major hub)
- Lumina Caverns (Night, Deepkin)
- Harmattan's Reach (Twilight, windward)
- Thermal Gate (Night, geothermal)
- Ridge Watch (Day border, mining)

Natural Features (5-6):

- The Glass Fields (Day side, vitrified)
- Aurora Veil Falls (Night, luminous)
- Storm Wall Shrine (Between zones)
- The Deep Roads (Underground network)
- Singing Stones (Twilight, resonant)

Example of Play

Example of Play

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...]

Designer Notes

On Distance and Asynchrony

This game works best when played slowly. The pauses between fragments—whether minutes or weeks—create space for reflection that mirrors the Windcallers' separation. Don't rush to respond. Sit with what you've received. Let it settle.

Designer Notes

On the Map's Mutability

The map's instability is intentional. It represents subjective experience, not objective geography. Two Windcallers separated by trauma or time will remember places differently. The map should feel more like a dream-journal than an atlas.

Designer Notes

On Endings

Some of the most powerful endings happen quietly. You don't need a dramatic climax. Sometimes one fragment answers every question simply by existing. Trust that moment.

Designer Notes

On Echo Tokens

The token economy is tight by design. Three tokens isn't much. You'll need to let some mysteries remain mysteries. You can't force every answer. That's the point.

Windcaller Character Sheet

Name

Voice & Medium

How do you communicate? (poetry, diagrams, audio, sigils, song, etc.)

Attunement

Choose one:

- ☐ Weatherworking — shape storms, calm winds, invoke rain
- ☐ Thermal Sight — see heat, life, emotional residue
- ☐ Deep Bonding — empathically connect with native fauna
- ☐ Waterfinding — detect hidden moisture and aquifers

Origin

Where or when do you write from?

- ☐ Known Settlement: _____
- ☐ Ruined Outpost
- ☐ Drifting Sky Refuge
- ☐ Edge of the Day Side
- ☐ Deep Night Caves (Deepkin)
- ☐ Distant Future (Windcallers are myth)
- ☐ Other: _____

The Bond

Answer one or more. You may write in fragments.

- 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?

The Burden

- ☐ 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.
- ☐ Custom: _____

Echo Tokens

CURRENT: ☐ ☐ ☐

Spent:

- ---
- ---
- ---

Regained:

- ---
- ---

Transmission Log

Fragment Entry

Cycle #: _____

Sender: _____

Date (fictional or real): _____

Fragment Type:

☐ Letter ☐ Field Log ☐ Dream ☐ Ritual ☐ Audio ☐ Vision ☐ Map ☐ Other: _____

Title or First Line:

Summary / Event / Emotion:

Map Changes:

Echo Token Spent: ☐ Yes ☐ No

Storm Event: ☐ Yes (Roll: __) ☐ No

New Questions or Symbols:

Effect on Relationship:

Quick Reference

Each Fragment Must

- ✓ Be grounded in place and time
- ✓ Reference the previous fragment
- ✓ Change something (map, truth, memory)
- ✓ Invite response
- ✓ Respect boundaries

Echo Tokens (Start with 3)

- Ask Direct Question (1)
- Contradict Memory (1)
- Invoke Shared Echo (2)

Regain: Complete a ritual, answer old questions, acknowledge truths, Storm Event

Quick Reference

Storm Events (Every 4 Fragments)

Roll 1d6:

1. Ritual Failure
2. Inverted Truth
3. Scrambled Voice
4. Collapsed Location
5. Psychic Surge (+1 token each)
6. Wind's Mercy (+1 token each)

The Map

- Generate with 3d6 each (1-2: Ruin, 3-4: Settlement, 5-6: Natural)
- Add locations as fragments introduce them
- Cross out destroyed places
- Game ends when map collapses

Game Ends When

- Rite completed
- Map collapses
- Fragment unanswered
- Both agree story is told

Names and Locations

Given Names

Aelith, Ralvek, Saeli, Teshun, Veyna, Dhuvan, Isarn, Zohren, Thira, Lorik, Zoryn, Omet, Nyrel, Feryn, Moraine

Family / Kin Names

Thornvale, Emberlyn, Luyareh, Ashenfall, Velkara, Zyltar, Vosir, Xorath, Myralis, Tynoria

Honorifics or Titles

- The Last Listener
- Warden of Silence
- Flame-Touched
- The One Who Forgot
- Chimebound
- Keeper of Hollow Wind

Canonical Settlements

Twilight Belt:

- Aetherion (major hub)
- Harmattan's Reach
- Storm Watch
- Ridge Keep

Night Side:

- Lumina Caverns (Deepkin)
- Thermal Gate
- The Deep Roads (network)

Day Border:

- Scorch Ridge
- Glass Fields
- Mining Station Seventeen

Fragment Templates

1. Field Log

Windcaller Log #\044 — Aetherion Outskirts Sky Pressure: Rising Aurora Strength: Low

Observed anomaly at the Echo Pool. Sigils matched those seen during the Breach incident.
Possible resonance with Subject [REDACTED]. Further testing required.

Closing note: I heard your voice. It said my name.

— R.

2. Letter

To the one who still listens,

I walked the same ridge again today. The trees haven't grown back.
The air tastes like salt and forgetting.

You left something here. A silence shaped like you.

I've carried it long enough.

– Veyna

3. Ritual Fragment

Binding of the Fourth Breath — Fragment only [Line 1 missing] ...and then the chime is struck thrice, with breath held on the second tone. The name must be written in salt. Not spoken. Never again. Burn the map. It remembers too well.

4. Dream Transcript

Dream #17

The floodplain glowed like glass. You were kneeling in the ruins,
writing symbols on your palms.

When I called your name, you looked at me with someone else's eyes.

The wind laughed.

Then it started to rain inside the room.

Duskara: Echoes in the Wind

A game about what persists when everything else is gone.

Wind remembers. So do you.