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.

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