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.

Revision #6
Created 2025-11-28 13:21:57 UTC by zeruhur
Updated 2025-11-28 14:51:25 UTC by zeruhur