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.

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