

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."

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