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.

Revision #6
Created 2025-11-28 13:21:36 UTC by zeruhur
Updated 2025-11-28 14:51:04 UTC by zeruhur