

# Who You Were, Who You Are

You are both Windcallers—psychic mystics attuned to the breath of Duskara. You were trained to listen to storms, mediate between settlements, and commune with the forces that most cannot see.

You were not soldiers, though sometimes you were sent into danger.

You were not priests, though your rituals held power.

You were not prophets, though the wind sometimes spoke through you.

Now, you are something else.

One of you speaks from a time of crisis. The other from before—or after. You are separated. But your messages are still being received.

You will each create your Windcaller at the start of play, using the following prompts.

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