Appendix: Tools and Templates

- Echo Tokens Tracker
- Fragment Checklist
- Card-Based Prompts (Optional)
- Map Template
- Sample Locations by Type

Echo Tokens Tracker

ECHO TOKENS: ☐ ☐ ☐

```
Spent on:
- _____________________
- _____________________
- _____________________

Regained from:
- _____________________
- _____________________
- _____________________
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Fragment Checklist

Before sending a fragment, verify:

- [ ] It's grounded in a specific place and time
- [ ] It references or responds to the previous fragment
- [ ] It changes something (adds to map, reveals information, shifts tone)
- [ ] It invites a response (question, symbol, mystery)
- [ ] It respects established boundaries
- [ ] Length: 150-400 words or 1-3 minutes audio

Card-Based Prompts (Optional)

If you're stuck for inspiration, draw a playing card from a standard deck:

Hearts (♥) — Memory

Fragments of past connection, longing, and loss.

1. **Ace** — "I remember your voice, but not your face."
2. **2** — "We stood here once. The wind was calmer then."
3. **3** — "Do you remember the vow we never spoke?"
4. **4** — "I found something you left behind. I don't think you meant to."
5. **5** — "Everyone here remembers you differently. One of them is lying."
6. **6** — "The wind carried your name today. It burned when it touched me."
7. **7** — "I dreamed of a memory I'm not sure is mine."
8. **8** — "This place still echoes with your laughter. Or someone else's."
9. **9** — "I told them the story of our first storm. I changed the ending."
10. **10** — "Something about this ritual feels… familiar. Like you taught it to me."
11. **Jack** — "A child here knows your name, though I never spoke it."
12. **Queen** — "I've rewritten our history three times. This version is truer."
13. **King** — "I forget you on purpose, sometimes. It helps me listen."

Spades (♠) — Map & Change

Revelations that alter the world, its geography, or truths.

1. **Ace** — "This settlement isn't on any map. It was never supposed to be."
2. **2** — "The shrine moved. I swear it."
3. **3** — "I crossed the ridge again. It's gone now."
4. **4** — "The storm wall has shifted. Everything downstream will suffer."
5. **5** — "This place no longer answers to its name."
6. **6** — "The old road you marked now leads to a crater."
7. **7** — "They rebuilt the temple. It faces the wrong direction."
8. **8** — "A new landmark has appeared. It hums your tune."
9. **9** — "The Wraiths are drawing new borders in the sand."
10. **10** — "They renamed the lake after someone else. I said nothing."

11. **Jack** — "I found your trail, but it ends before it begins."
12. **Queen** — "The map we once drew together is folded differently now."
13. **King** — "The storm erased a city. I don't remember which one."

Clubs (♣) — Ritual & Symbol

Echoes of the sacred, psychic, or strange.

1. **Ace** — "I performed the rite from memory. The wind laughed."
2. **2** — "The chimes played a pattern I've never heard before."
3. **3** — "Someone is repeating your rituals incorrectly. It's changing things."
4. **4** — "Your old offering bowl is still here. Empty. Waiting."
5. **5** — "I drew the glyph backwards. It revealed something hidden."
6. **6** — "The stars aligned over the altar. Just like the first time."
7. **7** — "I found a second version of the rite, written in your hand."
8. **8** — "The aurora mirrored your last words. I traced them in salt."
9. **9** — "Your wind-scar tattoo has begun appearing on others."
10. **10** — "The stormglass cracked when I lit the incense. A name escaped."
11. **Jack** — "A child danced the ritual unprompted. No one taught her."
12. **Queen** — "The wind refuses to carry your tune."
13. **King** — "I buried your tool where no one will find it. Unless they're listening."

Diamonds (♦) — Tone Shifters

Contradictions, confessions, mood swings, emotional pivots.

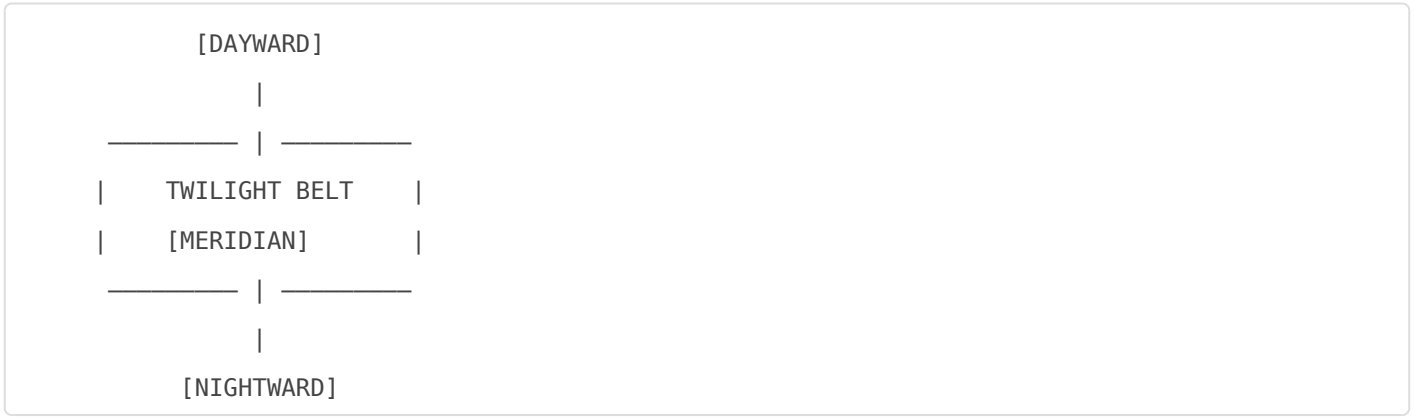
1. **Ace** — "I'm not sure why I'm writing you. Maybe I never was."
2. **2** — "Everything I said before—forget it."
3. **3** — "There is no truth, only ritual."
4. **4** — "I want to believe you didn't mean to lie."
5. **5** — "I'm sorry. But I would do it again."
6. **6** — "I hoped you would never find this."
7. **7** — "Today I don't miss you. I miss who I thought you were."
8. **8** — "I almost erased this. But the wind insisted I send it."
9. **9** — "I've changed. You might not like who I've become."
10. **10** — "I finally understand why you left."
11. **Jack** — "I told them I forgave you. I didn't."
12. **Queen** — "You were right. About the storm. About me."
13. **King** — "I don't need you anymore. That's the worst part."

Jokers — Storm Interference

Treat as automatic Storm Event, roll on the Storm table immediately.

Map Template

Draw this structure on a blank page:



Then drop dice to populate with locations.

Sample Locations by Type

Ruins (1-2):

- The Hollowed Archive
- Echo's Fall
- Broken Spire
- Silence Keep
- The Forgetting

Settlements (3-4):

- Aetherion (Twilight, major hub)
- Lumina Caverns (Night, Deepkin)
- Harmattan's Reach (Twilight, windward)
- Thermal Gate (Night, geothermal)
- Ridge Watch (Day border, mining)

Natural Features (5-6):

- The Glass Fields (Day side, vitrified)
- Aurora Veil Falls (Night, luminous)
- Storm Wall Shrine (Between zones)
- The Deep Roads (Underground network)
- Singing Stones (Twilight, resonant)