

Quick Reference

- [Each Fragment Must](#)
- [Echo Tokens \(Start with 3\)](#)
- [Storm Events \(Every 4 Fragments\)](#)
- [The Map](#)
- [Game Ends When](#)

Each Fragment Must

- ✓ Be grounded in place and time
- ✓ Reference the previous fragment
- ✓ Change something (map, truth, memory)
- ✓ Invite response
- ✓ Respect boundaries

Echo Tokens (Start with 3)

- Ask Direct Question (1)
- Contradict Memory (1)
- Invoke Shared Echo (2)

Regain: Complete a ritual, answer old questions, acknowledge truths, Storm Event

Storm Events (Every 4 Fragments)

Roll 1d6:

1. Ritual Failure
2. Inverted Truth
3. Scrambled Voice
4. Collapsed Location
5. Psychic Surge (+1 token each)
6. Wind's Mercy (+1 token each)

The Map

- Generate with 3d6 each (1-2: Ruin, 3-4: Settlement, 5-6: Natural)
- Add locations as fragments introduce them
- Cross out destroyed places
- Game ends when map collapses

Game Ends When

- Rite completed
- Map collapses
- Fragment unanswered
- Both agree story is told