

# Storm Events

- [Step 1: Roll for the Storm](#)
- [Step 2: Resolve the Effect](#)

# Step 1: Roll for the Storm

The player who just received a fragment rolls 1d6:

Roll	Storm Effect
1	<b>Ritual Failure</b> — A rite mentioned in the last 2 fragments goes catastrophically wrong. Describe the consequences in your next fragment.
2	<b>Inverted Truth</b> — Something previously believed true is revealed to be false or misremembered. Choose one established fact and reverse it.
3	<b>Scrambled Voice</b> — Your next fragment must be partially corrupted, illegible, or interrupted. Parts of your message don't reach the other Windcaller.
4	<b>Collapsed Location</b> — A place on the map is destroyed, abandoned, or made inaccessible. Cross it out together.
5	<b>Psychic Surge</b> — Both Windcallers experience a shared vision or sensation. Describe it together, then both gain 1 Echo token.
6	<b>The Wind's Mercy</b> — No disruption. Instead, both players gain 1 Echo token and may ask one clarifying question out of character.

# Step 2: Resolve the Effect

The **Sender** of the next fragment must incorporate the storm's effect into their message. Work together to determine what this means for the story.

Storm Events cannot be prevented or negated, but you can spend Echo tokens to shape how they manifest.