

Changing the Map

As fragments progress, the map evolves:

Adding Locations: When your fragment introduces a new place, roll 1d6 near an existing location to place it, using the same type chart. Or, simply draw it where it feels right and note its type.

Shifting Locations: Spend 1 Echo token to move an existing location's position on the map, representing changed memory, metaphorical drift, or actual physical change.

Erasing Locations: When a location is destroyed, abandoned, or forgotten in the fiction, cross it out but leave it visible beneath. Ghost locations remain on the map as scars.

Merging Locations: If two fragments refer to the same place by different names, they may be the same location seen from different perspectives. Draw them overlapping.

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