

Creating a Fragment

When it's your turn to send a fragment, follow these steps:

1. Choose Your Medium

Decide what form your fragment takes:

- Letter or journal entry
- Ritual instructions
- Dream or vision
- Map annotation
- Audio recording description
- Shrine inscription
- Psychic echo

2. Ground It in Place and Time

Reference a location on the map (existing or new) and indicate when this fragment originates:

- How long after the last fragment?
- Before or after a specific event?
- In response to what?

3. Make a Change

Every fragment must alter something. Choose one or more:

Minor Changes (most fragments should be this scale):

- Add a new location to the map (settlement, ruin, shrine)
- Reveal a memory or detail about the past
- Shift the emotional tone of your relationship
- Introduce a symbol or recurring image
- Add a question or mystery

Major Changes (use sparingly, 1-2 per game):

- Drastically alter established facts about a location
- Reveal a betrayal or hidden truth
- Permanently transform one of the Windcallers

- Destroy or redeem a major location
- Change the nature of your bond

Forbidden Changes:

- You cannot directly control the other Windcaller's actions or thoughts
- You cannot negate their previous fragment entirely
- You cannot declare their Windcaller dead without agreement

4. Invite Response

End your fragment with something that calls for reply:

- A direct question
- An unfinished ritual
- A symbol requiring interpretation
- A contradiction to resolve
- A location to explore

5. Update the Map

Add your new location or change to the shared map (see Map Generation section).

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