

Step 1: Roll for the Storm

The player who just received a fragment rolls 1d6:

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