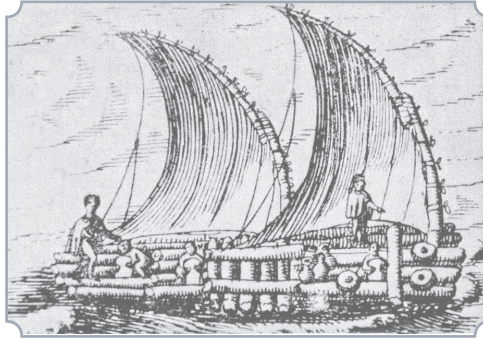


Eyes of The People

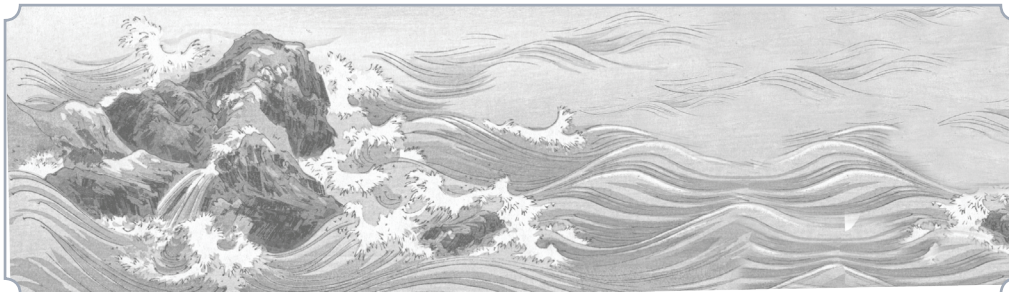
The eyes of the People are keen and unblinking, and spot hidden dangers and opportunities that others miss. *Circle either 1 warning and 3 opportunities, 2 warnings and 2 opportunities, or 3 warnings and 1 opportunity:*

- Be wary of unknown islands. Some float, some think, some hunger... (warning)
- Be wary of the dusk-mist that billows and flows at moonrise... (warning)
- Be wary of shadows-on-water moving against the breeze, for some leviathans are creatures not of the depths but the upper airs... (warning)
- Be wary of the sea's colour. Fear black and crimson, flee opalescent... (warning)
- Be wary of paths of ghost-light. They lead to the fabled Golden City... (warning)
- Be wary of the burnt-eyed mercenaries who line the tall cliffs... (warning)
- Seek for jade-hued water, and find stillness, plenty, and treasure (opportunity)
- Seek where the sea foams, and dive to find oysters, clams, pearls... (opportunity)
- Seek the west wind, and follow it to the riches of the Lost Land... (opportunity)
- When hungry sea-spirits threaten, seek warmth, dawn, sunlight... (opportunity)
- Seek the friendship of the walking-whales: playful, magical, wise... (opportunity)
- Seek the far east, to touch the sun and be blessed with warmth... (opportunity)



The People's voyage across the Endless Sea has a destination. *When the People begin to near their destination, by what signs will they know they have arrived?*

- The watchfires of their people burning amidst the ghost-lights on the horizon
- The storm-serpents playing amidst the fury of the stormclouds overhead
- The head of the octopus that enwraps the whole world, like an island on the sea
- The Stilled Wave, a towering ridge of water so tall it brushes the roof of the sky
- The forest of violet sea-kelp from which the People extract their sacred dyes.



When an encounter presents itself, the person playing the Endless Sea will describe the first signs of it or how it makes its approach. As lead Aspect, describe how the People prepare or investigate and then ask the number of questions (1 or 2) that seems fair:

- Where does this encounter pose the greatest threat to the People?
- How might the People best overcome this encounter without harm?
- How might the People best exploit this encounter to their benefit?
- What dangers does this encounter threaten to the People?
- What opportunities does this encounter present for the People?
- What is the People's best escape route, way through, or way past?
- What, other than the obvious, should the People be on the lookout for here?

When you lead the People through an encounter, choose 1 course of action from below to describe how they meet it:

Confront it indirectly, relying on the cunning tactics of their wayfinders

- Confront it directly, relying on surprise and focusing where it is weak
- Avoid it, sighting it early and taking advantage of their forewarning
- Avoid it, relying on their wayfinding skill to ride the waves away
- Avoid it, relying on planning and strategy to avoid a direct confrontation
- Anticipate it, relying on forewarning from the keen eyes of their scouts
- Anticipate it, relying on their preparations and prior knowledge of such things

Describe what this course of action looks like (but not its success or failure), drawing on the information recorded on the People playbook.

Then, ask the player of the Endless Sea if your course of action works.

Based on their answer, choose another course of action to attempt or choose from among the other Aspects to answer what is lost and what is won.

When you are asked what is lost, choose from the following list or give an answer that makes sense:

- Someone, one of few master wayfinders, loses their vision or is lost
- Someone, one of few master wayfinders, is addled and loses their senses
- Someone, one of few master lookouts, loses their vision or is lost
- Someone, one of few master strategists, is addled and loses their senses
- Someone, young and promising, loses their vision, their hope, or their senses
- Someone, beloved by many, loses sight of hope and gives in to despair
- Someone, respected by many, loses sight of hope and gives in to despair

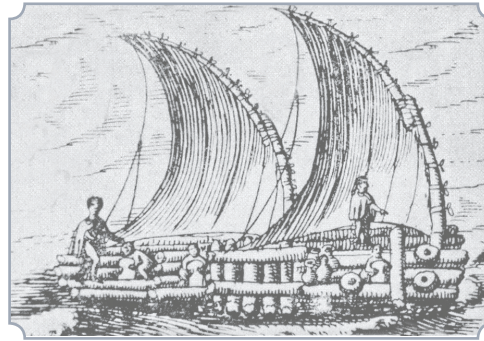
When you are asked what is won, choose from the following list or give an answer that makes sense:

- A seafaring skill (sailing, rowing, steering, fishing) is mimicked or refined
- A navigation skill (map-making, reading stars, reading the sun, reading tides) is mimicked or refined
- A secret is stolen, one that concerns the mystic forces of the Endless Sea
- A secret is stolen, one that concerns the creatures native to the Endless Sea
- A secret is stolen, one that concerns the strange tides and weather of the Endless Sea
- A secret is stolen, one that concerns the wondrous islands of the Endless Sea
- A secret is stolen, one that concerns the peoples who wander the Endless Sea

Memory of The People

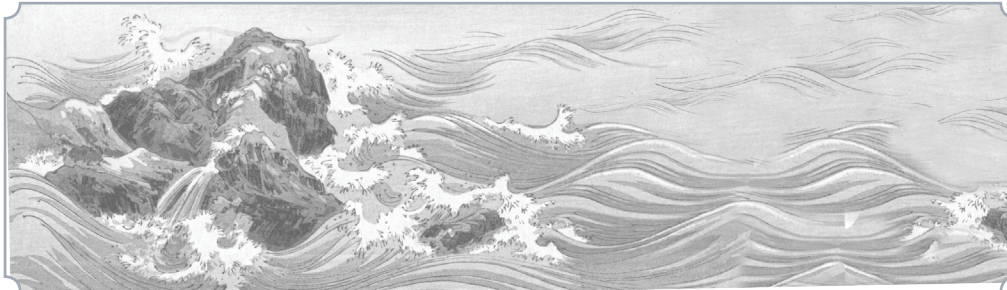
The memories of the People are ancient and well-kept, and many rituals and customs are kept among their number. *Choose 4:*

- A ritual: salt, shell, and wine for the sea; feathers and smoke for the sky
- A ritual: strong winds caught in knotted string woven from your true love's hair
- A ritual: pouring blood and breath into the wind to brew up a savage storm
- A ritual: crushing a lodestone and tossing its dust into the breeze to still the wind
- A ritual: a song and a shark's tooth as tokens of safety to call schools of fish
- A ritual: runes of octopus ink and a riddle-game to breathe water like air
- A ritual: stones and fire at dawn, to unmake the dead into the kelp the People came from
- A ritual: steaming kelp and sprinkled sand to welcome the newborn to the People
- A ritual: dye spilled in the water with a prayer to show the way to the nearest land
- A ritual: bone-weighted nets and sacred smoke to bind/command gods or spirit
- A ritual: blood and flesh sacrificed to the water to call gods or spirits for speech



The People's voyage across the Endless Sea has a destination. *When the People reach their destination*, what ceremony marks the end of their journey?

- A ritual of thanksgiving, sparkflowers and brandy for the Sun and prayers to the gods
- A remembrance of those lost, shorn hair and screams given to the wind for the dead
- A celebration of life: dance and music, tales and drink, wild ecstasy and gratitude for survival
- A storytelling of the journey: the tale of each day and month chanted in turn so none will forget
- A ceremony of welcome: for new companions, for old companions, for the destination they have found once more



When an encounter presents itself, the person playing the Endless Sea will describe the first signs of it or how it makes its approach. As lead Aspect, describe how the People prepare or investigate and then ask the number of questions (1 or 2) that seems fair:

- For what does this thing hunger, or by what has it sated itself?
- Which dead things, gods, or spirits attend this thing?
- What would this thing make the world into if it had the power?
- What storm gathers here, what stirs in its sleep, and what yet waits to be born?
- What or whom does this thing dream of, or have haunting its nightmares?
- What danger has this thing threatened the People with in their long memory?
- What weakness, taboo, or vulnerability do the People remember this thing has?

When you lead the People through an encounter, choose 1 course of action from below to describe how they meet it:

- Confront it, relying on arcane knowledge to guide your actions to success
- Confront it, relying on the strength of the People's rituals to tame or avert it
- Confront it, relying on the potency and will of the People's priests or sorcerers
- Anticipate it, relying on warnings and omens from their store of knowledge
- Anticipate it, relying on divinatory rituals and the visions of priest or shaman
- Approach it, relying on their knowledge and rituals to find advantage in danger
- Approach it, relying on the power of their priests or sorcerers for safety

Describe what this course of action looks like (but not its success or failure), drawing on the information recorded on the People playbook. Then, ask the player of the Endless Sea if your course of action works.

Based on their answer, choose another course of action to attempt or choose from among the other Aspects to answer what is lost and what is won.

When you are asked what is lost, choose from the following list or give an answer that makes sense:

- Someone, loved by many, is transformed, enchanted, or ensorcelled
- Someone, respected by many, is transformed, enchanted, or ensorcelled
- Someone, loved by many, is stricken with a terrible curse, or lost
- Someone, respected by many, is stricken with a terrible curse, or lost
- Someone, one of few who had certain knowledge, is cursed, transformed, or lost
- Someone, one of few who knew certain rituals, is cursed, transformed, or lost
- Someone, one of few with mystical power, is cursed, transformed, or lost

When you are asked what is won, choose from the following list or give an answer that makes sense:

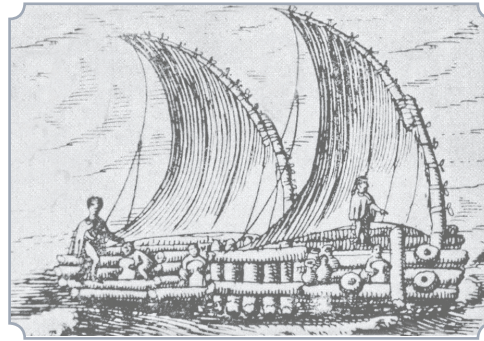
- A curse, sorcery, or enchantment is broken or undone
- A transformation is reversed, broken, or undone
- A known ritual, now mastered or complete in a way it was not before
- A new ritual, unknown to the People and with its purpose still unclear
- A new ritual, known before by reputation and sought for many years
- One of the People wins the favour of a god, spirit, ancestor, or similar being
- One of the People is changed/chosen and becomes a priest or sorcerer

Voice of The People

The voices of the People are rich and haunting, and many tales and customs forgotten elsewhere find life again on their lips. Choose 4:

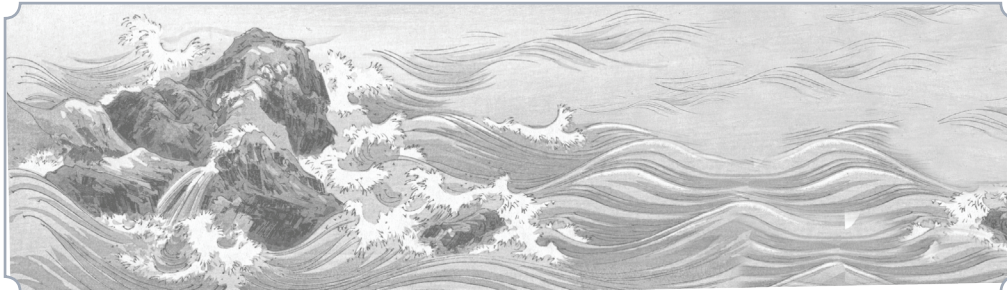
The voices of the People are rich and haunting, and many tales and customs forgotten elsewhere find life again on their lips. Choose 4:

- A tale: how the Spark-Bringer first kindled the Sun, at the Shrine of Sunreturn
- A tale: how the People left their god-smote island, aided by strangers in tall ships
- A tale: how many-hued ink fell from heaven, and set to form the islands
- A tale: how the People were made, from steam and sand and kelp-tangled birds
- A tale: how the jealous stars made the Golden City from stolen sunlight as a trap
- A tale: how Cormorant first stole fish down from the void-sea between the stars
- A tale: how the People failed to bury their first dead, and birthed the dusk-mist
- A tale: how the Lost Land was betrayed by the Salt-Sage, and became forever lost
- A tale: how the giant Tarr halted the Stilled Wave with a word that echoes still
- A tale: how the first Riddler swam down and learned from the World-Octopus
- A tale: how thunder is the singing of storm-serpents and lightning their tongues
- A tale: how the People and the walking-whales slew a leviathan of the upper airs



The People's voyage across the Endless Sea has a destination. As the People make their journey, what do they find has changed along the journey?

- A new island has formed: remote, shrouded, presenting unknown danger or opportunity
- The currents have shifted, growing unpredictable and hard to navigate through
- Lights flicker in the water in hypnotic patterns, the trails of unseen spirits or creatures
- The weather has changed, growing wild and fearsome: storms, wind, hail, thunder
- Rafts sail on pilgrimage, filled with burnt-eyed exiles from the tall cliffs



When an encounter presents itself, the person playing the Endless Sea will describe the first signs of it or how it makes its approach. As lead Aspect, describe how the People prepare or investigate and then ask the number of questions (1 or 2) that seems fair:

- What tales of warning do you know of this thing, or things like it?
- What tales of opportunity do you know of this thing, or things like it?
- What tales of joy or sorrow do you know of this thing, or things like it?
- What patterns or natural laws govern this thing's actions?
- How well known is this phenomenon: recorded, rumoured, whispered, unknown?
- To whom does the spirit of this thing call, and to whom does it whisper?
- What manner of being or process made this thing, or is it its own

When you lead the People through an encounter, choose 1 course of action from below to describe how they meet it:

- Approach it, relying on their beautiful songs and poetry to make a connection
- Approach it, relying on truthfulness and heartfelt whispers to touch its heart
- Approach it, relying on their courtly manners and knowledge of etiquette
- Approach it, relying on their fine trade goods and merchant's cunning
- Approach it, relying on veiled speech and riddles learned from ancestor-spirits
- Confront it, relying on ancient customs and riddles to bind it to their will
- Avoid it, relying on proper offerings of valuables and goods to appease it

Describe what this course of action looks like (but not its success or failure), drawing on the information recorded on the People playbook. Then, ask the player of the Endless Sea if your course of action works.

Based on their answer, choose another course of action to attempt or choose from among the other Aspects to answer what is lost and what is won.

When you are asked what is lost, choose from the following list or give an answer that makes sense:

- Someone, loved by many, grows heartsick with terrible despair or longing
- Someone, respected by many, grows heartsick with terrible despair or longing
- Someone, loved by many, grows hateful and filled with battle-hunger
- Someone, respected by many, grows hateful and filled with battle-hunger
- Someone, one of few master traders, grows hateful or heartsick, or is lost
- Someone, one of few master riddlers, grows hateful or heartsick, or is lost
- Someone, one of few envoys, grows hateful or heartsick, or is lost

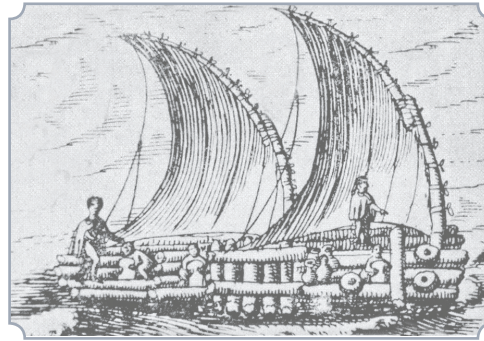
When you are asked what is won, choose from the following list or give an answer that makes sense:

- A new tale, that tells of something known and familiar to the People
- A new tale, that tells of something unknown to the People
- A tale the People already know, in more detail or more depth
- A tale the People already know, correcting falsehoods that had crept in over the generations
- A tale the People already know, one that tells the truth behind the lie they had known
- A new etiquette or custom, known and respected across the Endless Sea
- Warmth returns to one of the People: kindness, love, mercy, or faith

Heart of The People

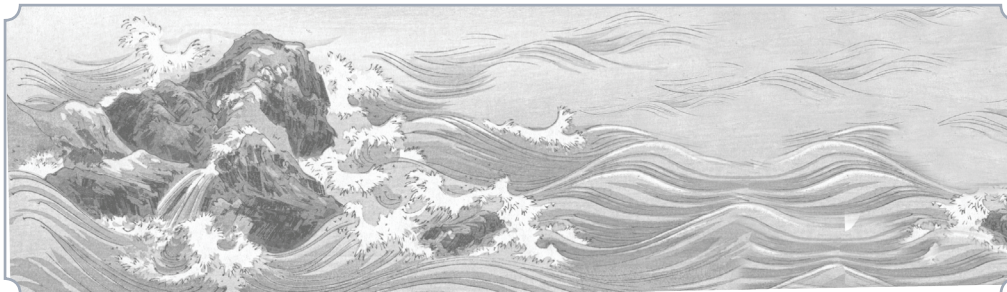
The hearts of the People are deep and wild as the ocean, and many values and virtues guide them in their voyaging. Circle either 1 virtue and 3 values, 2 virtues and 2 values, or 3 virtues and 1 value:

- Bravery, daring, courage even in the face of great fear (virtue)
- Curiosity, wonder, fascination with the mysteries of the world (virtue)
- Loyalty, steadfastness, unbreakable bonds of fellowship (virtue)
- Caution, preparedness, planning for danger to protect the People (virtue)
- Joyfulness, merriment, a zest for life and its passions (virtue)
- Independence, individuality, a fierce love of freedom (virtue)
- A deep respect for the sanctity of life, and the weight of its loss (value)
- A deep respect for hospitality and the ancient ways of the wayfarer (value)
- A deep respect for the terrible beauty and teeming life of the Endless Sea (value)
- A deep respect for the ineffable: spirits, ancestors, gods (value)
- A deep respect for kindness, compassion, a heart open to others (value)
- A deep respect for the products of long labour: skill, knowledge, craft (value)



The People's voyage across the Endless Sea has a destination. *As the People begin their journey*, what is it that they know awaits them at their journey's end?

- Their homeland: lost generations ago, but now ready and awaiting their return
- The yearly festival, where they will meet with their kinfolk from the other Peoples
- Their promised land: a place to settle and live in safety as was promised long ago
- The fishing-grounds, where they will live in luxury and resupply while the fish last
- The Shrine of Sunreturn, where they will pray for winter's end and spring's rebirth



When an encounter presents itself, the person playing the Endless Sea will describe the first signs of it or how it makes its approach. As lead Aspect, describe how the People prepare or investigate and then ask the number of questions (1 or 2) that seems fair:

- What virtues do the People have that will help them meet this encounter?
- What values do the People have that will guide them through this encounter?
- What values or virtues do the People have that might endanger them here?
- Who loves this thing, who fears this thing, and who hungers for it?
- How does it make the People feel: cold with rage, hot with fear, greedy, excited?
- Does this thing conceal a secret heart, or is cold and unfeeling?
- What virtues might this thing possess that the People could learn from?

When you lead the people through an encounter, choose 1 course of action from the following list to describe how they meet it:

- Confront it head on, relying on the courage of their wild and untamed hearts
- Confront it head on, relying on their trust in each other and the world's goodness
- Confront it head on, relying on the fearlessness of their cold cruel hearts
- Approach it, opening their hearts and offering kindness and friendship
- Approach it, opening their hearts and offering compassion and assistance
- Approach it, hardening their hearts and offering only bitter cruelty
- Approach it, hardening their hearts and offering false smiles and cold betrayal

Describe what this course of action looks like (but not its success or failure), drawing on the information recorded on the overall playbook for the People.

Then, ask the lead Threat if your course of action works.

Based on their answer, choose another course of action to attempt or choose from among the other Aspects to answer what is lost and what is won.

When you are asked what is lost, choose from the following list or give an answer that makes sense:

- Someone, beloved by many, is killed or maimed
- Someone, beloved by many, is captured or lost
- Someone, respected by many, is killed or maimed
- Someone, respected by many, is captured or lost
- Someone, paragon of a virtue or keeper of a value, is killed, captured, or lost
- An important virtue is lost: twisted, shown as worthless, or abandoned
- An important value is lost: twisted, shown as worthless, or abandoned

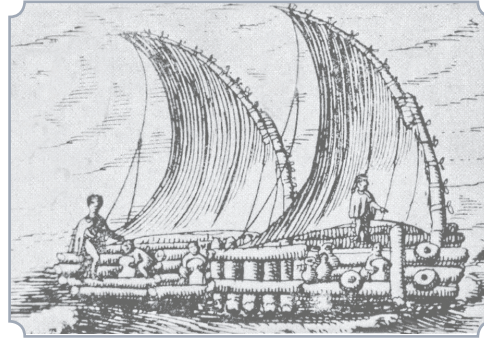
When you are asked what is won, choose from the following list or give an answer that makes sense:

- A new virtue or value, one that makes the People stronger
- A new virtue or value, one that makes the People safer
- A new virtue or value, one that makes the People kinder
- A new virtue or value, one that makes the People wiser
- A new virtue or value, one that connects the People closer to one another
- A new virtue or value, one that connects the People to the Endless Sea
- A new virtue or value, one that connects the People to their destination

Hands of The People

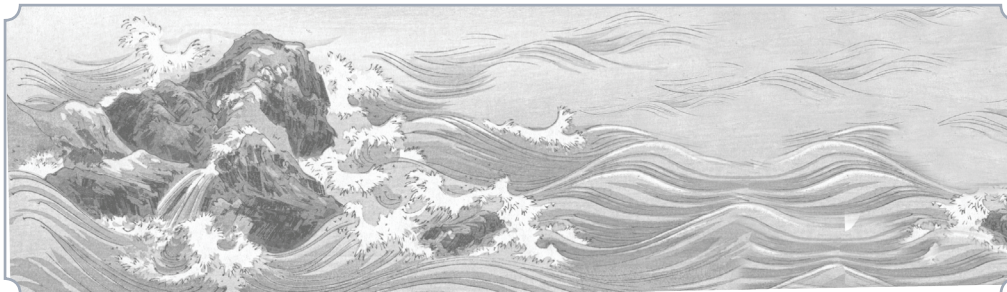
The hands of the People are strong and clever, and *many skills and crafts are represented among their number*. Choose 4:

- Free-diving, swimming, and undersea foraging
- Carpentry, shipbuilding, and green woodworking
- Spear-fishing, net-fishing, and harpooning
- Cold-smithing: beating cold copper into shape
- Weaving, dye-making, and rope-spinning
- Rowing, trimming sail, and climbing rigging
- Wayfinding: navigating by stars, sun, and tide
- Tracking, foraging on hand, hunting with spea and bow
- Writing, map-making, composing tales and chants
- Carving, engraving, and sculpting in bone and ivory
- Shooting, skirmishing, fighting boat-to-boat
- Cooking, smoking and curing, fermenting, brining



The People's voyage across the Endless Sea has a destination. *When the People finally sight their destination*, what last challenge must they overcome to reach it?

- A rough and feral sea, whipped into fury by high winds and driving rain
- A jagged and treacherous reef, a maze of razor-edges and tricky currents
- A thick and impenetrable bank of fog, defying the wind to remain utterly still
- A floating stronghold of mercenaries: greedy, well-armed, and merciless
- A terrible beast of the abyssal depths: ancient, cunning, and hungry



When *an encounter presents itself*, the person playing the Endless Sea will describe the first signs of it or how it makes its approach. As lead Aspect, describe how the People prepare or investigate and then ask the number of questions (1 or 2) that seems fair:

- What do the People already own that will help them meet this encounter?
- What do the People have time to craft that will help them meet this encounter?
- What skills do the People possess that might help them through this encounter?
- What formed this: natural processes, mortal craft, unnatural forces, etc.?
- What properties might this thing possess that could threaten the People?
- What skills might this thing possess that could threaten the People?
- What properties might this thing possess that could be valuable to the People?

When you *lead the people through an encounter*, choose 1 course of action from the following list to describe how they meet it:

- Pull together, working in smooth harmony to the rhythm of the work-chant
- Confront it head-on, relying on the strength of their sun-bronzed limbs
- Outmanoeuvre it, relying on reflexes learned threading savage reefs
- Outrun it, relying on the swiftness that sees them safely flee before the hurricane
- Outlast it, relying on hard-won endurance from hours of rowing against wind and tide
- Anticipate it, relying on the foresight and preparations of the scavengers
- Solve it, relying on the innovation and expertise of their artisans and craftspeople

Describe what this course of action looks like (but not its success or failure), drawing on the information recorded on the overall playbook for the People.

Then, ask the lead Threat if your course of action works.

Based on their answer, choose another course of action to attempt or choose from among the other Aspects to answer what is lost and what is won.

When you are asked what is lost, choose from the following list or give an answer that makes sense:

- Someone, one of few who had an important skill, dies or is lost
- Someone, one of few who had mastered an important craft, dies or is lost
- Someone, a craftspeople of rare skill, suffers scarring injury to their hands
- Someone, one of the strongest or swiftest among the People, is crippled
- A useful resource (bronze, parchment, salt, leather, etc.) is damaged or destroyed
- A valuable resource (parchment, gold, cloth, wine, etc.) is damaged or destroyed
- A necessary resource (water, wood, saltfish, kelp, sailcloth, etc.) is destroyed

When you are *asked what is won*, choose from the following list or give an answer that makes sense:

- A useful resource (bronze, parchment, salt, leather, etc.) in some abundance
- A valuable resource (parchment, gold, cloth, wine, etc.) in some abundance
- A necessary resource (water, wood, saltfish, edible kelp, sailcloth, etc.) in some abundance
- A luxury resource (fresh fruit, dye, silver, glass, silk, etc.) in some abundance
- An oddity from distant lands, wrought from glass and steel and twisted wire
- A treasure of rare value (made from precious metals, intricately patterned, finely-crafted, the work of many skilled hands, etc.)
- A helpful tool or tools, crafted by a master (weapons, hunting gear, sailing gear, other equipment, etc)