

Weather of the Endless Sea



What does this thing look like?

- ☐ strangely coloured
- ☐ unusual material (glass, fire, blood)
- ☐ falling upwards, falling sideways
- ☐ shrouded, obscuring
- ☐ noises (whispers, screams, song)
- ☐ frozen and icy
- ☐ steaming, humid, muggy
- ☐ weirdly-lit, illuminated, glowing
- ☐ dead, still, calm
- ☐ carrying something (petals, dust, nails)
- ☐ thick, driving, heavy
- ☐ raging, savage, fierce
- ☐ playful, gentle, mild
- ☐ drying, coarse, desiccating

What makes this thing dangerous?

- ☐ it is vast, outsized, enormous
- ☐ it is destructive and hateful
- ☐ it is toxic or poisonous
- ☐ it is blinding, disorienting
- ☐ it is frustrating, fueling anger
- ☐ it is miserable, breeding despair
- ☐ it is exhausting, feeding laziness
- ☐ it is cursed, enchanted, magical
- ☐ it inspires madness or dreaming
- ☐ it is inimical to flesh and bone
- ☐ it threatens the People's resources
- ☐ it is inimical to wood and sailcloth
- ☐ it is aware, sentient, malicious
- ☐ it alters course, or overturns rafts



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2. Describe the signs that signal the coming of this encounter. Describe how the People first sight it, and what impressions they get.

(The group will choose a lead Aspect to meet the encounter. Do not participate. In this moment, you are the Endless Sea: strange, mysterious, threatening).
3. The lead Aspect chosen to meet this encounter will ask you questions about it. Answer them, fairly and truthfully. If you do not know what to answer, ask another Facet for help.

(The lead Aspect will make a choice, and describe how the People meet the encounter. Listen closely to what they have to say. After, if something is unclear, ask them questions to get clarity.)
4. The lead Aspect will ask you whether the course of action they have described succeeds. Consider what was described, what they know about the encounter, and choices you may have made that are still secret.

Give an answer, according to what seems fair and truthful:
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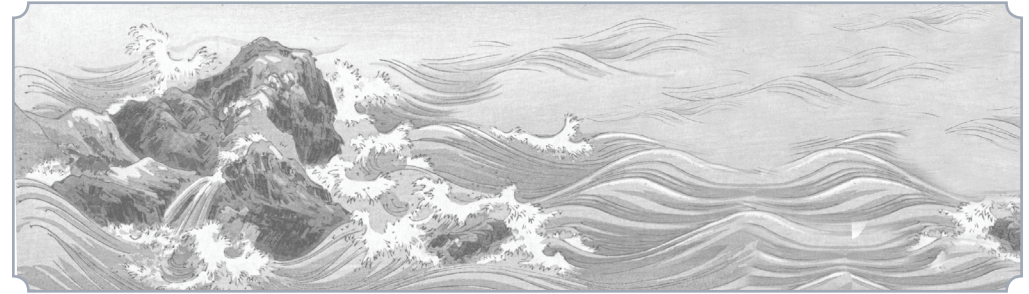
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Then, describe how the situation of the encounter has changed, and tell them to choose a new course of action as the rules from before.
6. Once the encounter has been resolved, discard the encounter prompt.

Waters of the Endless Sea



What does this thing look like?

- ☐ rough, choppy, tall
- ☐ towering waves and high seas
- ☐ still, calm
- ☐ coloured: dark, bright, opalescent
- ☐ mixed with something (blood, oil)
- ☐ frozen, chill, slush-like
- ☐ boiling or steaming
- ☐ viscous, thick, clinging
- ☐ shining, light-eating
- ☐ clear, transparent, unobscured
- ☐ opaque and impenetrable
- ☐ living, moving of its own accord
- ☐ tugging, pulling, dragging
- ☐ made from sand, wine, fish, etc.

What makes this thing dangerous?

- ☐ it pulls or pushes at the rafts
- ☐ it is invasive, parasitic
- ☐ it threatens to capsize or flood the rafts
- ☐ it is aware, sentient, animate
- ☐ it carries something on the tide
- ☐ it is impassable, ensnaring
- ☐ its substance is dangerous to flesh
- ☐ it is fascinating, entrancing, hypnotic
- ☐ its substance is dangerous to wood
- ☐ it seeks to pull the raft down
- ☐ it is toxic or poisonous
- ☐ it is cursed, enchanted, magical
- ☐ it transforms that which it touches
- ☐ it is impossible (no gravity, waves like mountains)



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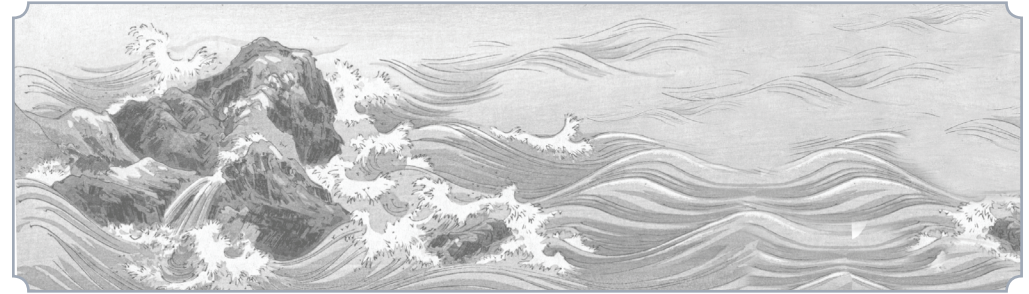
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Dwellers in the Endless Sea

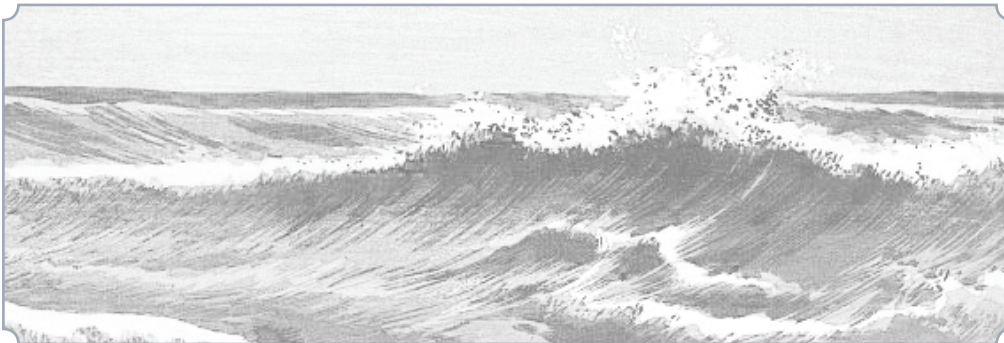


What does this thing look like?

- ☐ scaled, armoured
- ☐ unsettlingly familiar
- ☐ many-limbed, tentacled, writhing
- ☐ slimy, slick, slithering
- ☐ feathered or winged
- ☐ bright-hued, vivid, and alarming
- ☐ spiny, jagged, sharp-edged
- ☐ innocuous, seemingly harmless
- ☐ gargantuan, titanic
- ☐ swarming, in great number
- ☐ faceless, indistinct, featureless
- ☐ many-eyed, cyclopean
- ☐ bioluminescent, all aglow
- ☐ camouflaged, lurking, colourless
- ☐ ethereal, wispy, incorporeal
- ☐ dreadfully intelligent, watchful
- ☐ horrifying, a thing that should not be
- ☐ elemental, not made from flesh

What makes this thing dangerous?

- ☐ it is vast, outsized, enormous
- ☐ it is destructive and hateful
- ☐ it is toxic or venomous
- ☐ it is cursed, enchanted, magical
- ☐ it inspires madness, visions, dreams
- ☐ it is aware, sentient, and malicious
- ☐ it is ravenous, hungry, never full
- ☐ it has control over weather/tides
- ☐ it knows this terrain well
- ☐ it is deathless, immortal
- ☐ it is larger or heavier than the rafts
- ☐ it has reach, striking from a distance
- ☐ it breathes fire, steam, bile
- ☐ it is alluring, enchanting
- ☐ it is dangerous, even deadly, to touch
- ☐ it can pull the People down to drown
- ☐ its voice breaks wood, flesh, minds
- ☐ it strikes from surprise, concealment
- ☐ it transforms that which it touches
- ☐ it is impossible (no gravity, waves like mountains)



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Travellers on the Endless Sea



What does this thing look like?

- ☐ numerous, endless, countless
- ☐ ancient, wizened and bent
- ☐ lonely and few
- ☐ inhuman, with features of animals
- ☐ shrouded and mysterious
- ☐ youthful, wondering, innocent
- ☐ festive, bedecked in finery
- ☐ tall, proud, strong and lithe
- ☐ masked, their faces hidden
- ☐ slight, sickly, pale
- ☐ bright-hued, garish, vibrant
- ☐ somber, in mourning garb
- ☐ injured, suffering, helpless
- ☐ war-like, with hard eyes and faces

What makes this thing dangerous?

- ☐ they carry a curse along with them
- ☐ they carry a disease
- ☐ they are skilled and well-trained
- ☐ they are persuasive, seductive
- ☐ they are deceitful, dishonest, traitors
- ☐ they are well-armed, ready for war
- ☐ they have a witch, or sorcerer
- ☐ they are watched over by gods
- ☐ they are numerous, outnumbering
- ☐ they are cruel and hateful
- ☐ they are desperate, without scruples
- ☐ they are righteous, extremists
- ☐ they are more than human, pretending
- ☐ they are hunted, pursued
- ☐ they are foreign to us, with alien ways
- ☐ they are friendly, likeable



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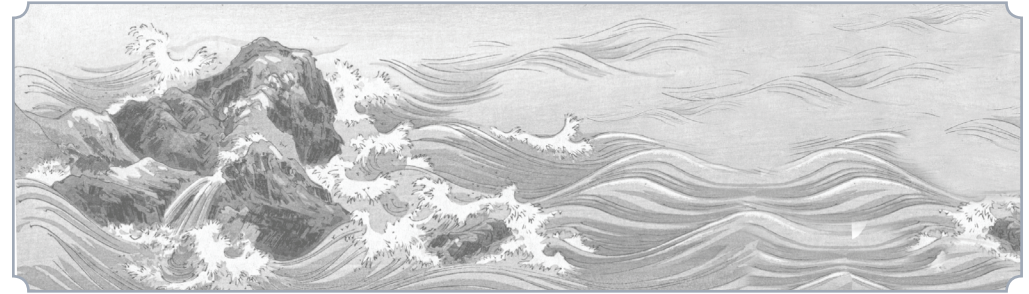
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Islands of the Endless Sea



What does this thing look like?

- ☐ jagged, sharp-edged
- ☐ towering, imposing
- ☐ smooth and worn down
- ☐ unusual weather or climate
- ☐ lush and overgrown
- ☐ unnatural material (glass, ice)
- ☐ bare, barren, rocky
- ☐ obscured, concealed
- ☐ strangely coloured
- ☐ shining, illuminated
- ☐ ruined, deserted, abandoned
- ☐ strange flora and fauna

What makes this thing dangerous?

- ☐ it has hostile spirits or gods
- ☐ it is hypnotic, entrancing
- ☐ it has dangerous or risky terrain
- ☐ it is home to dangerous creatures
- ☐ it has an inhospitable environment
- ☐ it is home to numerous creatures
- ☐ it is soporific, languorous
- ☐ it transforms visitors' substance
- ☐ it is malleable, shaped by dreams
- ☐ it is precious, something to possess
- ☐ it transforms visitors' shapes
- ☐ it is lonely, greedy, or hungry
- ☐ it is cursed, enchanted, magical
- ☐ it is unstable, impermanent
- ☐ it is alive, camouflaged, hunting
- ☐ it has toxic or unsafe resources



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