

Agendas

- Present the Unexpected Mysteries of the Deep.
- Create a Uniquely Non-Human World.
- Test the Characters' Emotional Strength.
- Play to Find Out What Happens.

Principles

- Show a glimpse of the abyss.
- Create cracks in the coral.
- Give every motion a look but not a name.
- Name every creature you meet.
- Chart the sea, but preserve areas that are mysterious & unexplored.
- Be a fan of the characters.
- Keep the story feral.

Reactions

- Reach up from the abyss.
- Show Corruption in action.
- Separate the characters.
- Play to a Condition.
- Ask who or what is damaged by their actions.
- Strengthen the current and rip the tides.
- Ask them what the worst outcome could be.
- Introduce a predator.
- Trigger psychic backlash.
- Dazzle them with a wonder of the ocean.
- After every Move, always ask "What does that look like?", "How does that make you feel?", or "What do you do?"