

The MC

Agenda

Provide the characters with strive both within and without • Play to find out what happens • Ask what it means to be human • Make the Consensus come to life

Always Say

What the principles demand • What the rules demand • What your prep demands • What honesty demands

The Principles

- Riddle the world with hidden magic, unexpected connections, and unrecognized potential
- Create Ephemera
- Use character names
- Stay in the narrative
- Make everyone vulnerable
- Give everyone names and desires
- Demand evocative answers, then follow through
- Sometimes, give them exactly what they're asking for
- Root for the mages
- Think about the bigger picture
- Take some decisions out of your own hands
- **Don't be afraid to be obvious!**

Your Moves

Harder ↑

- Make them Backlash
- Deal damage
- Assign Discord
- Add a Restriction to a Mage's Paradigm
- Adjust a Status Track
- Imprison someone
- Take away things they expect to have
- Change the Battlefield
- Make their move backfire
- Declare something bad has happened elsewhere
- Use a Force move (*from one of your Forces*)
- Isolate them
- Hit them with the static realities of their world

← Softer

- Threaten an Anchor
- Introduce a Lookout
- Raise the Stakes
- Invent a predicament for someone
- Show them the downsides of their Paradigm
- Make them Conjure or Buy
- Slip a Status
- Demand upkeep from an Anchor
- Pit their desires against each other
- Give them an answer they won't like
- Set up a future problem
- Offer an opportunity, with or without a cost
- Tell them the possible consequences and ask
- After every move: "what do you do?"

Starting a Session

- Gather this page, PC summary sheet, Forces, Flags, and Portents
- Look over and read out Flags, note which ones can be changed
- Mark one Code off every Portent Status Track
- Distribute and resolve "love letters"
- Mark one Code off every Anchor Status Track
- Note all slipping Status Tracks
- Review any effects that last session were decided to be extended into this one
- Perform moves triggered at start of session
- Frame a scene and make a soft move

Scene Types

- Anchor Scenes
- Inspiration Scenes
- Force Scenes

Slipping Status Tracks

Owner Track