

The MC

Agenda

Provide the characters with strife 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
 - 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?"
- ← Softer

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