



# THE MASTER OF CEREMONIES



## AGENDA

- ★ Make the darkness unrelenting.
- ★ Make the performers' lives compelling.
- ★ Play to find out what happens.

## PRINCIPLES

- ★ Cover the world in dust and poverty.
- ★ Address yourself to the performers, not the players.
- ★ Shroud your moves in shadow.
- ★ Treat them like freaks, but always offer a promise of more.
- ★ Name everyone; give them all hungers.
- ★ Ask compelling questions and build on the answers.
- ★ Be a fan of the players' characters.
- ★ Show them that darkness lingers.
- ★ Remind them everything rests on their shoulders.
- ★ Put them in their place.

## MOVES

- ★ Get the rubes involved.
- ★ Reveal the darkness within someone trusted.
- ★ Pit characters against one another.
- ★ Present help for the wrong reasons.
- ★ Offer a horrible bargain at the right moment.
- ★ Remind them that they will never belong.
- ★ Isolate, separate, or hurt them.
- ★ Turn a move back on them.
- ★ After every move: "What do you do?"

## THE TOWN

**Name:**

**Industry:**

**Hunger:**

## NOTES:

## NPC NAMES

Billie, Shirley, Gerald, Rudy, Sylvia,  
Wallis, Boyce, Delores, Grace, Mae,  
Eugene, Guadalupe, Miguel, Martha,  
Fernando, Josefina, Jorge, Rosalyn,  
Rhode, Stanley, Ursula, Klaus, Hans,  
Edith, Margot, Annelise, Friedrich,  
Pieter, Bartek, Magda, Pawel, Tomek,  
Clementine, Alma, Beauford, Palmer,  
Gordan, Horace, Minnie, Ulysses, Meta

# APOCALYPSE TRACK

The stars go out one by one until night is only darkness  
 Unspeakable things lurk in the darkness, lonely & waiting



The dead begin to rise, restless & grieving  
 Death can be found walking amongst the living



The sun will glow a bloody red forever more  
 Disease, famine, & war can be found in every home



The darkness snuffs out the red sun  
 The earth opens up, swallowing good & evil alike



A sandstorm blots out the sun  
 A plague of locusts & jackrabbits descend



The apocalypse is complete

## PATH OF REDEMPTION



A prophet awakens whispering the future  
 A scarcity becomes plentiful



A herald awakens bringing hope  
 A gift arrives exactly when needed



A saviour awakens with newfound purpose  
 An enemy becomes an ally when least expected



A weapon is found to smite the darkness  
 An army is formed from those redeemed



A death is undone with the gift of life  
 A monster is given humanity

## PATH OF DESTRUCTION

A harbinger is awoken promising despair  
 A source of comfort becomes poison



A horror is spawned from the earth  
 A child of darkness awakens with newfound power



The beast awakens with dark purpose  
 An ally becomes an enemy when least expected



A safe haven is corrupted wholly  
 A guardian is lured to the darkness and consumed



A loved one becomes an irredeemable monster  
 An army arrives to burn the world

