

Master of Ceremonies *in the pines*

Agenda

- make the dark forest feel dangerous and inviting.
- make the characters see the outcomes they invite.
- play to find out what happens.

Principles

- unfurl the sinister loveliness of the dark forest
- address yourself to the characters, not the players.
- make your move, but keep its secrets.
- show how no one is safe here.
- name everyone, and show their vulnerabilities.
- ask difficult questions and layer them into your answers.
- reveal the complicated nature of friendship.
- be a fan of the players' characters' life, death, and pain.
- know how the dark forest is flourishing in the background.
- sometimes, let the players bury themselves.

MC Moves

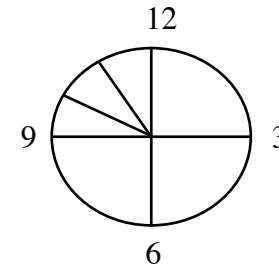
- isolate the characters for temptation or violence.
- expose every detail of the atrocities the dark forest has to offer.
- inflict harm as established.
- bring the dark forest into their body.
- populate the dark forest with those human, and not.
- highlight the environment and how it can help or harm.
- threaten them.
- tell them the consequences and ask.
- offer an opportunity with a delicious cost.
- turn their move back on them.
- make a moon move.
- show them the cost of hesitation.
- after every move: "what do you do?"

The Pomegranate Moon

Highlighted basic move: seduce, manipulate, or nurture someone

Symbols:

- Pomegranates
- Black moths
- Honey
- Bears

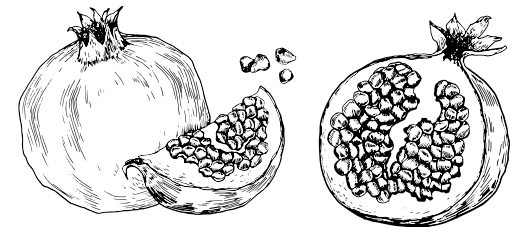


Dark Forest

Form: skeletal bear queen, honey for blood & rotting pomegranates for eyes
Desire: put in stores against a leaner time, care for self

Moves

- bury something - or someone - for later
- disgorge something*
- speak with the forest's voice
- someone proclaims the affliction to be, in fact, a blessing.*
- someone refuses or fails to adapt to new circumstances.*
- someone brings friends or loved ones along.*
- provide evidence
- impregnate someone.
- flourish under their skin.
- consume something dear.
- expose someone's need to be mothered
- let someone's needs drive their actions
- offer something tender, then take it away.



Master of Ceremonies in the pines



names

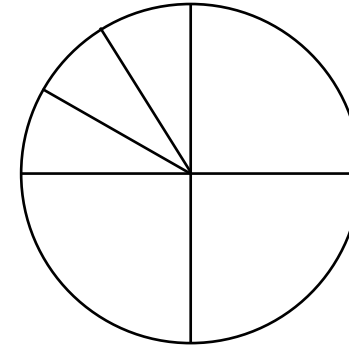
- Abby
- Alexandra
- Alexis
- Alice
- Alicia
- Amber
- Angelica
- Ashley
- Ayisha
- Caitlin
- Cassandra
- Chepi
- Cheyenne
- Chloe
- Christine
- Claudia
- Daniela
- Desiree
- Dominique
- Donita
- Elizabeth
- Emily
- Emma
- Eniola
- Frances
- Hannah
- Helen
- Holly
- Iara
- Imani
- Jacenta
- Jennifer
- Jessica
- Jordan
- Katherine
- LaKeisha
- Lauren
- Letitia
- Luna
- Maria Jose
- Martina
- Mary
- Mia
- Micaela
- Mika
- Nichelle
- Nicole
- Paloma
- Rebecca
- Sadie
- Samantha
- Savannah
- Shameka
- Shannon
- Shelby
- Sonia
- Sophie
- Steffie
- Taylor
- Tia
- Valentina
- Vanessa
- Viviana
- Zatteria

npc desires

- befriend
- betrayal
- bully
- domination
- humiliate
- intoxicate
- isolate
- judge
- kill
- knowledge
- overindulgence
- ownership
- seduce
- victimize
- violence



moon clock



NPCs

- Name
- Desire
- Look

- Name
- Desire
- Look

- Name
- Desire
- Look

- Name
- Desire
- Look