

1

Take turns drawing the instruction cards and reading them out loud.

2

You've all heard stories, the urban legends. But you know she is real.

3

There is a ghost that haunts this town. The stories say that you will meet her twice.

4

When you see her the first time, she looks like an ordinary woman.

5

When you see her the second time, you die.

6

We each met her, once. Now we are haunted by her.

7

Some stories say that she is a terrible monster, tormenting the living.

8

Other stories say that she is a tragic figure, who seeks a way to move on to the afterlife.

9

What did that woman look like when we saw her for the first time?

10

If we don't do something soon, the haunting will destroy us. But there may be a way to escape.

11

We are all returning late at night to the spot where we first met the ghost.

12

Working together, we might be able to find a way to banish or appease her spirit.

13

One way or another, this haunting will end tonight.

14

When the "instructions" cards are finished, we will continue with the question cards.

15

Everyone will take turns drawing questions and answering them.

16

Other players can ask question, suggest details, or find ways to relate characters together.

17

The person who reads and answers the question card always has the last word, though.

18

Let's make sure the X card is visible and accessible to all of us.

19

X CARD : The X-Card is an optional tool (created by John Stavropoulos) that allows anyone in your game (including you) to edit out any content anyone is uncomfortable with as you play. Since most RPGs are improvisational and we won't know what will happen till it happens, it's possible the game will go in a direction people don't want. An X-Card is a simple tool to fix problems as they arise. You can also pass a card that you were supposed to answer to another player, because it would be more interesting as a question for their character.

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When you use the X card on something, that content is removed from the game, like it never happened.

21

When a question card is removed from play, the player who was supposed to answer it can draw a new card and answer that instead.

22

You can use the X card on your own card, or on another player's.

24

When a card says "someone here" or "who here", it refers to another player's character.

25

We play until someone draws the Reckoning card.

26

Each player will answer the questions on the Reckoning card in turn.

27

We are now ready to play. We can take a short break, if anyone wants. Whoever wants to go first can draw the first question card.

What do you fear most in life?

Who here do you fear most?

Who here do you love most?

Who here do you blame for the haunting?

What are your hopes and dreams?

What does the ghost want you to do?

How will the ghost destroy you?

What superstitious ritual do you use to keep the ghost away for a short time?

Who here is your family, by blood or by choice?

What secret are you hiding from someone here? Who are you hiding it from?

What mistake do you most regret?

Who here do you want to protect from the haunting?

Why were you skeptical of the legend of the ghost? What changed your mind?

What technology behaves strangely around you now that you are haunted?

Who that you love is harmed by the haunting's influence on your life?

How much time do we have before the haunting kills us?

How can we tell that time is running out before the haunting kills us?

What natural phenomena acts strangely around you now that you are haunted?

What noises can you hear when you are alone, as a sign of the haunting?

How do you try (but fail) to stay calm, avoid thinking about the haunting?

How does the haunting make your fears come true?

How will the haunting destroy you if you don't do something about it?

Who were the ghost's former victims?

What was the ghost called while alive? What do the stories call her now?

In what isolated place can the ghost be found?

Why were you driving through the ghost's haunt, late at night?

Who here tried to warn you about the ghost? Why didn't you listen?

When did you realize that the woman you met was the ghost from the legend?

What do you think the ghost wants you to do?

What strange rules must you follow when dealing with the ghost?

How have others tried to escape the haunting? How did they fail?

Why must we face this spirit on our own, without outside help?

What is the earliest record you can find of the ghost?

Who would know the secrets of the haunting? Why won't they help you?

How do you investigate the history of the haunting?

What desire must this ghost fulfill before she can be put to rest?

How can you help the spirit move on to the afterlife?

Why does the ghost seek to harm the living?

Who does the ghost seek revenge against?

What past wrong does the ghost seek to set right?

How can you banish or permanently destroy the spirit?

According to the stories, who was this ghost when she was alive?

How did the ghost supposedly die?

What contradictory stories do you hear about the ghost?

Who betrayed this woman when she was alive?

What tragic mistake did this woman make that led to her death?

What keeps the ghost trapped in this world?

Who here has a personal connection to the ghost?

Why do you feel sympathy for the ghost?

How did you help the ghost when you first met her?

How did you anger the ghost when you first met her?

What favor did the ghost ask of you when you first met? Why did you refuse?

Where did the ghost ask you to take her?

What made you wary of her, even before you knew that she was a ghost?

THE RECKONING : It is midnight in the spot where we met the ghost. She appears before you. What do you do? What happens as a result?

28

If one of us doesn't want to include an answer or card in the story, they just touch the X card or point at it or say "I'm going to X card that".

What made the ghost beautiful to you, before you realized what she was?

THE RECKONING : It is midnight in the spot where we met the ghost. She appears before you. What do you do? What happens as a result?