

# Urban Legend

**A DESCENDED FROM THE QUEEN GAME**

**BY NICK WEDIG**

## CREDITS

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DESCENDED FROM THE

QUEEN

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# DESCENDED FROM THE QUEEN

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**TAKE TURNS DRAWING THE  
INSTRUCTION CARDS AND READING  
THEM OUT LOUD.**

**YOU'VE ALL HEARD STORIES, THE  
URBAN LEGENDS.  
BUT YOU KNOW SHE IS REAL.**

**THERE IS A GHOST THAT HAUNTS  
THIS TOWN.**

**THE STORIES SAY THAT YOU WILL  
MEET HER TWICE.**

**WHEN YOU SEE HER THE FIRST TIME,  
SHE LOOKS LIKE AN ORDINARY  
WOMAN.**



**WHEN YOU SEE HER THE SECOND  
TIME, YOU DIE.**

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**WE EACH MET HER, ONCE.**

**NOW WE ARE HAUNTED BY HER.**

6

**SOME STORIES SAY THAT SHE IS A  
TERRIBLE MONSTER, TORMENTING  
THE LIVING.**



**OTHER STORIES SAY THAT SHE IS A  
TRAGIC FIGURE, WHO SEEKS A WAY  
TO MOVE ON TO THE AFTERLIFE.**



**LET'S CHOOSE AN IMAGE OF WHAT  
THE GHOST WOMAN LOOKED LIKE  
THE FIRST TIME WE SAW HER.**

9

**IF WE DON'T DO SOMETHING SOON,  
THE HAUNTING WILL DESTROY US.  
BUT THERE MAY BE A WAY TO  
ESCAPE.**

10

**WE ARE ALL RETURNING LATE AT  
NIGHT TO THE SPOT WHERE WE FIRST  
MET THE GHOST.**

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**WORKING TOGETHER, WE MIGHT BE  
ABLE TO FIND A WAY TO BANISH OR  
APPEASE HER SPIRIT.**

**ONE WAY OR ANOTHER,  
THIS HAUNTING WILL END TONIGHT.**

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**WHEN THE “INSTRUCTION” CARDS  
ARE FINISHED, WE WILL CONTINUE  
WITH THE QUESTION CARDS.**

**EVERYONE WILL TAKE TURNS  
DRAWING QUESTIONS AND  
ANSWERING THEM.**

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**OTHER PLAYERS CAN ASK QUESTION,  
SUGGEST DETAILS, OR FIND WAYS TO  
RELATE CHARACTERS TOGETHER.**



**THE PERSON WHO READS AND  
ANSWERS THE QUESTION CARD  
ALWAYS HAS THE LAST WORD, THOUGH.**

**LET'S PLACE THE X CARD IN THE  
CENTER OF THE TABLE, WHERE IT IS  
VISIBLE AND ACCESSIBLE TO ALL OF US.**

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## THE 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. To learn more, visit: <http://tinyurl.com/x-card-rpg>

**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".**

**WHEN YOU USE THE X CARD ON SOMETHING,  
THAT CONTENT IS REMOVED FROM THE  
GAME, LIKE IT NEVER HAPPENED.**

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**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.**

**YOU CAN USE THE X CARD ON YOUR  
OWN CARD, OR ON ANOTHER  
PLAYER'S.**

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**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.**

**YOU CAN PASS OR X-CARD A CARD  
THAT WAS PASSED TO YOU.**

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**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.**

**LET'S TAKE THE QUESTION CARDS  
AND SHUFFLE THEM NOW.**

28

**TAKE THE RECKONING CARD AND  
INSERT IT INTO THE QUESTION DECK,  
IN THE BOTTOM HALF OF THE DECK.**

**WE ARE NOW READY TO PLAY. WE CAN  
TAKE A SHORT BREAK, IF ANYONE  
WANTS.**

**30**



**WHOEVER WANTS TO GO  
FIRST CAN DRAW THE FIRST  
QUESTION CARD.**

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# TEAPOT DOME GAMES

If you enjoy this game, you might also enjoy other games I make. Find other things I do online at *<https://wheretofind.me/@nickwedig>*

Let me know how the game went at *[nickwedig@yahoo.com](mailto:nickwedig@yahoo.com)*

*Thank you for playing.*

# Urban Legend

**QUESTIONS**

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?



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?

?

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

?

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?

?



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?

?

# ***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?***































