

*An otherworldly interlude  
for your ongoing campaign*

# A SEANCE

*by Nick Wedig*



This is a small *Descended From the Queen* game, made to be inserted into your ongoing roleplaying campaigns. Whenever the player characters conduct a seance, use these cards as an interlude to change the pace and flow of play, to reinforce the strange, otherworldly feeling of the event.

## INSTRUCTIONS





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

Our player characters are breaking the barrier between life and death in order to summon the spirit of someone who died.

## INSTRUCTIONS





In order to highlight the strange, otherworldly nature of the seance, we're going to do something a bit different than our normal game.

While the seance continues, we're going to follow this minigame's rules, rather than our normal campaign's system.

## **INSTRUCTIONS**





We will each have equal say in what happens in the seance, even the gamemaster (if there is one).

We will each play the part of an individual person at the seance. Maybe the same player character you usually play, maybe someone else.

## **INSTRUCTIONS**





When the **Instructions** cards are finished, we will continue taking turns drawing questions and answering them.

## INSTRUCTIONS





When you draw a question, imagine an answer and tell the group. You have free reign to invent new details, so long as you build on what was already said in the seance and what you already know about the characters and the world.

## INSTRUCTIONS





Let's place the **X Card** in the center of the table, where it is visible and accessible to all of us.

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". The content is removed from the game.

## INSTRUCTIONS





THE X-CARD WAS CREATED BY JOHN STAVROPOULOUS



FOR MORE INFO VISIT [HTTP://TINYURL.COM/X-CARD-RPG](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". The content is removed from the game.



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.

## INSTRUCTIONS





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.

## INSTRUCTIONS





We play until someone draws ***The Seance Ends*** card.

When the ***The Seance Ends*** card is drawn, each player in turn will answer the question on the card.

## INSTRUCTIONS





Shuffle the question cards and place them where everyone can reach them.

Let's decide as a group how long the seance will last.

## INSTRUCTIONS





If the summoners are unskilled at necromancy or you want a short seance, insert the **Seance Ends** in the middle or near the top of the question deck, without seeing where exactly.

## INSTRUCTIONS





If the summoners are skilled at necromancy or you want a longer seance, insert the **Seance Ends** in the bottom half of the question deck, without seeing where exactly.

## INSTRUCTIONS





Once the seance ends, we will return to the campaign and rules we used before, but the events of this seance happened to our characters.

## INSTRUCTIONS







Once the seance is over, it will be the responsibility of all players (including a GM, if there is one) to make the information we receive from the spirit true in play.

## INSTRUCTIONS





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

## INSTRUCTIONS

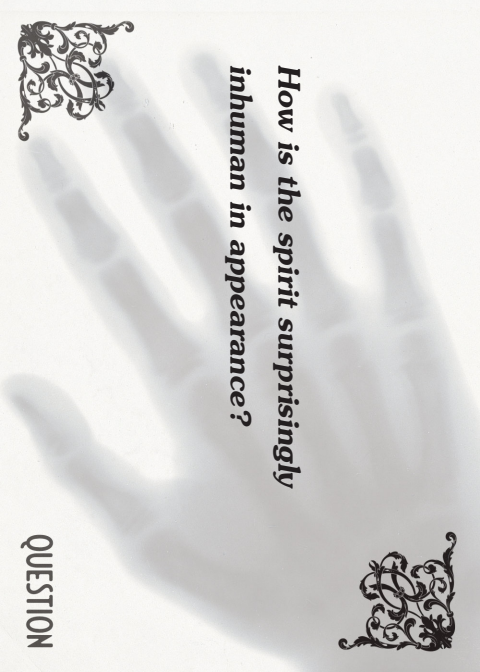




Once the seance ends, we will return to the campaign and rules we used before, but the events of this seance happened to our characters.

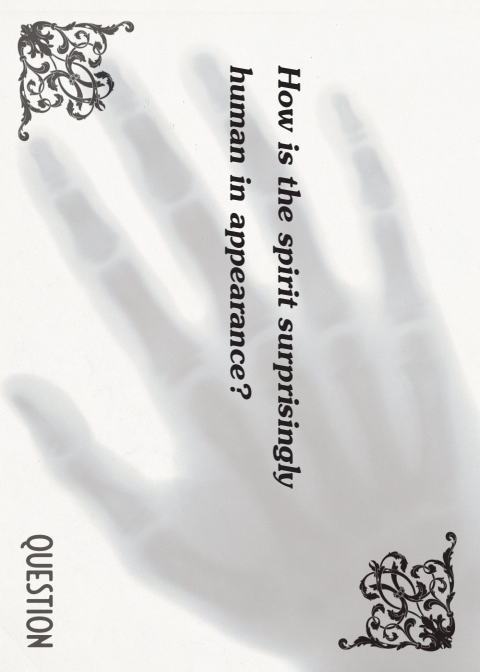
## INSTRUCTIONS





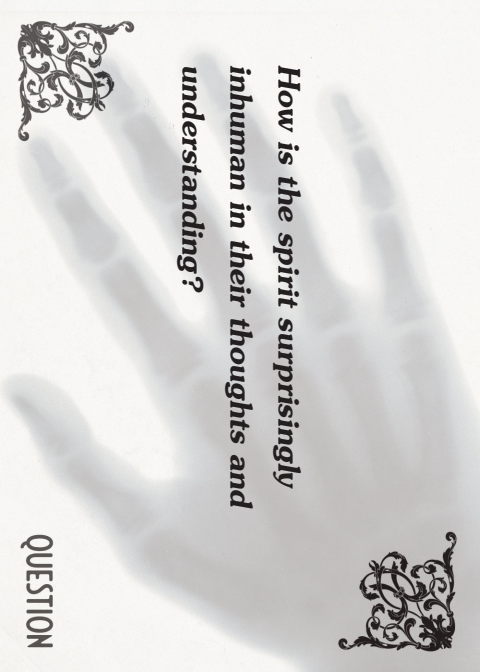
*How is the spirit surprisingly  
inhuman in appearance?*

QUESTION



*How is the spirit surprisingly  
human in appearance?*

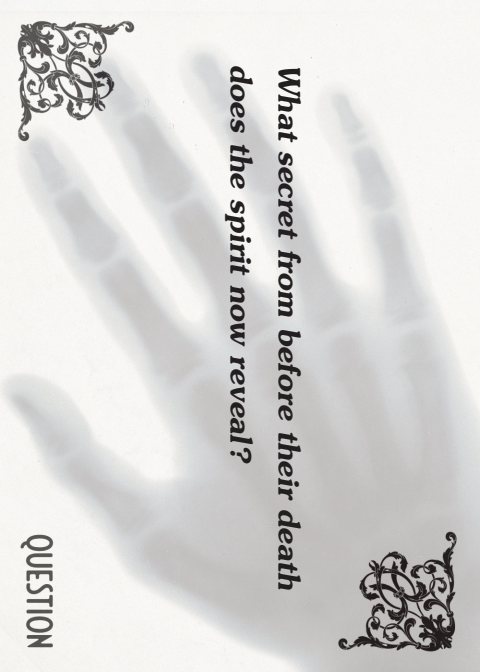
**QUESTION**



*How is the spirit surprisingly  
inhuman in their thoughts and  
understanding?*

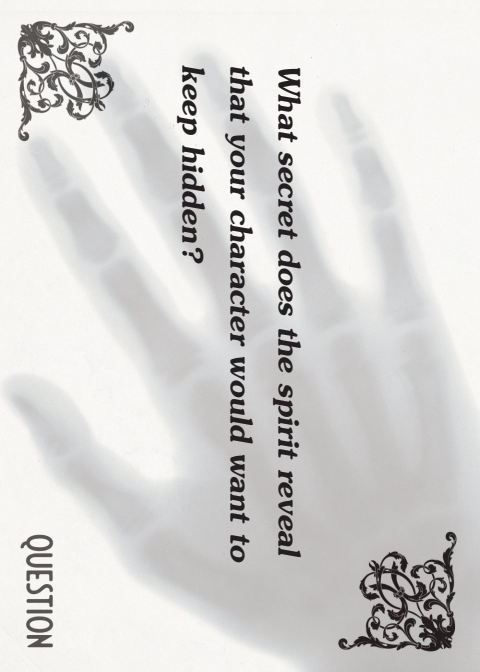


QUESTION



***What secret from before their death  
does the spirit now reveal?***

**QUESTION**




***What secret does the spirit reveal  
that your character would want to  
keep hidden?***

**QUESTION**

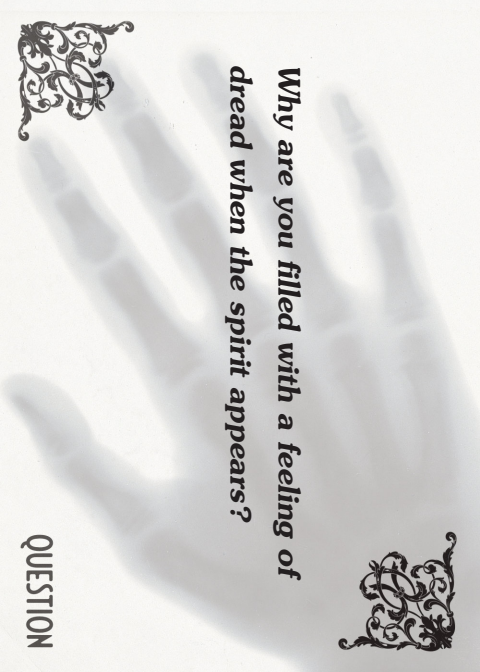






***What supernatural phenomena  
accompanies the spirit?***

**QUESTION**



*Why are you filled with a feeling of  
dread when the spirit appears?*

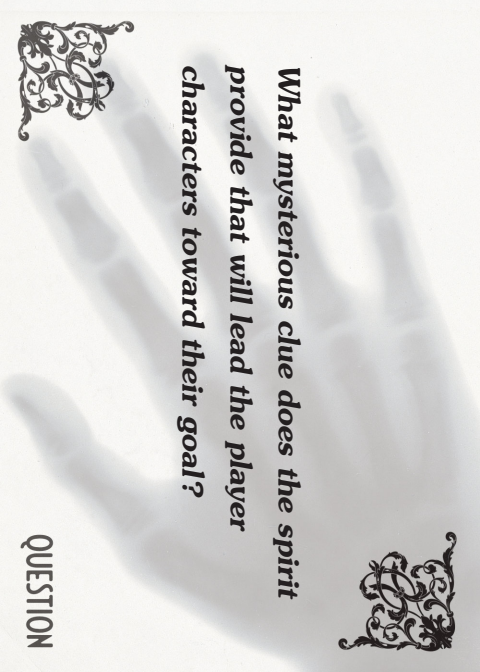
QUESTION





**What does the spirit want from the  
living?**

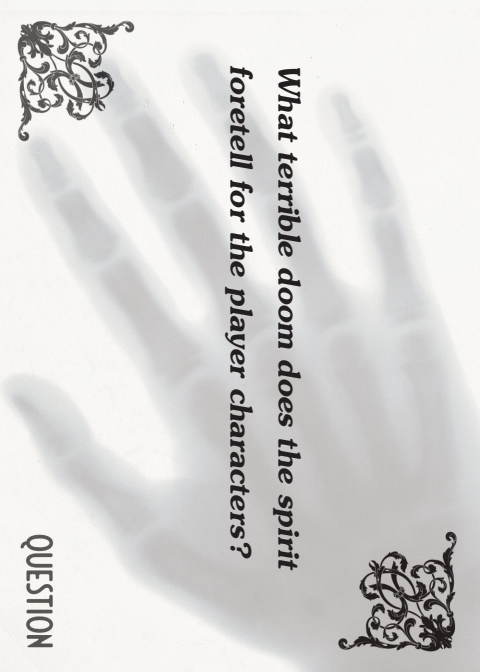
**QUESTION**



***What mysterious clue does the spirit  
provide that will lead the player  
characters toward their goal?***

**QUESTION**

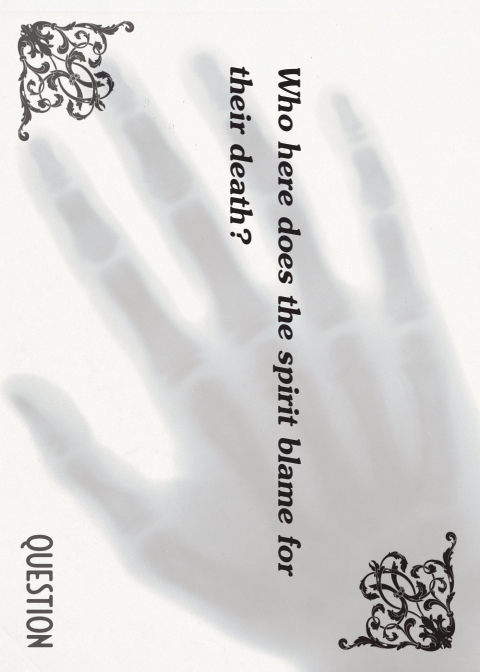




***What terrible doom does the spirit  
foretell for the player characters?***

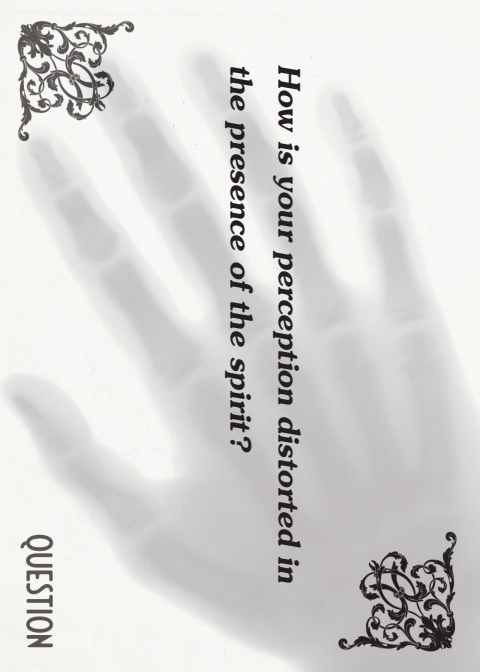
**QUESTION**





***Who here does the spirit blame for  
their death?***

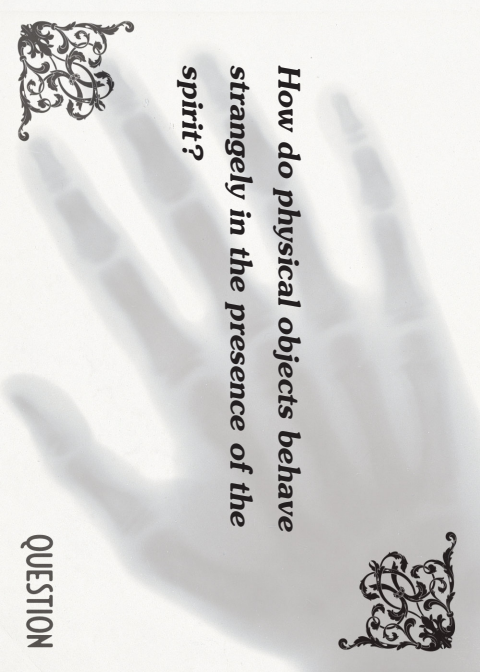
**QUESTION**



*How is your perception distorted in  
the presence of the spirit?*



**QUESTION**




**How do physical objects behave  
strangely in the presence of the  
spirit?**



**QUESTION**

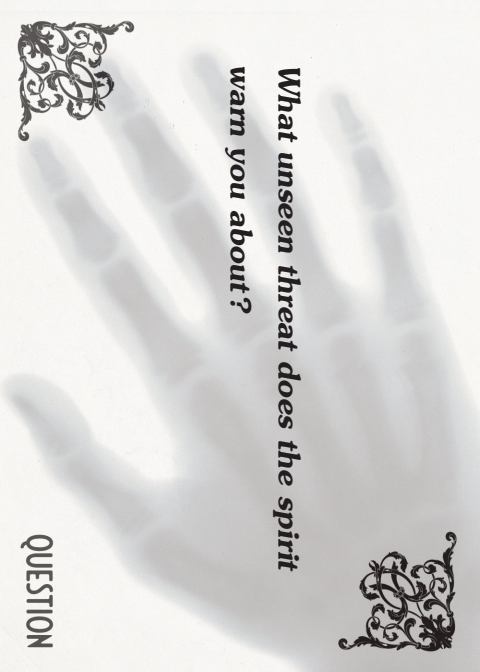




**Who was this spirit in life?**

**QUESTION**

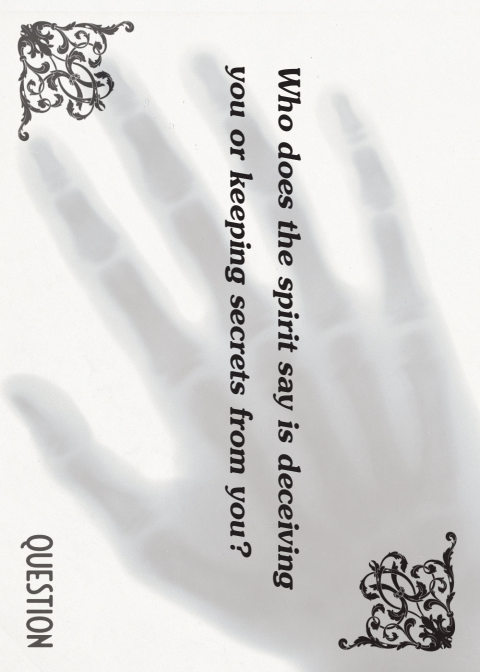




***What unseen threat does the spirit  
warn you about?***

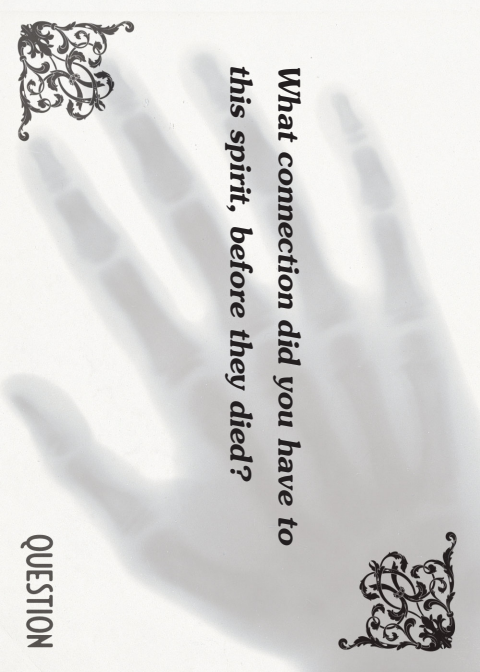
**QUESTION**





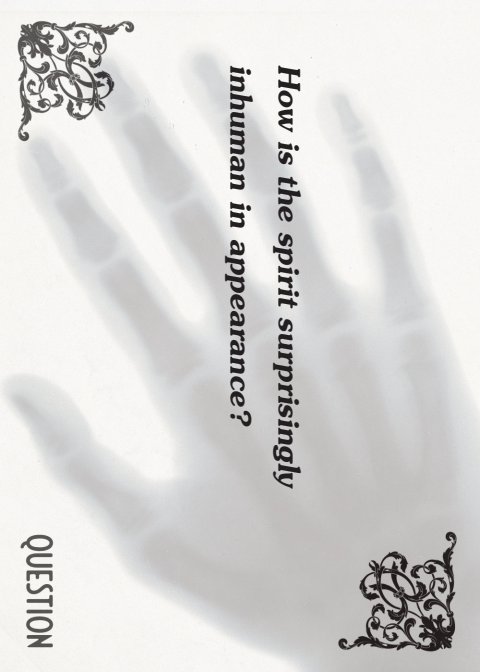
**Who does the spirit say is deceiving  
you or *keeping secrets from you?***

**QUESTION**



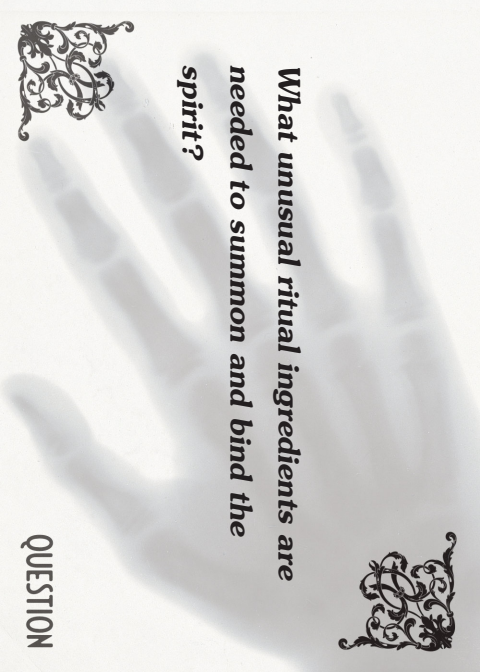
***What connection did you have to  
this spirit, before they died?***

**QUESTION**



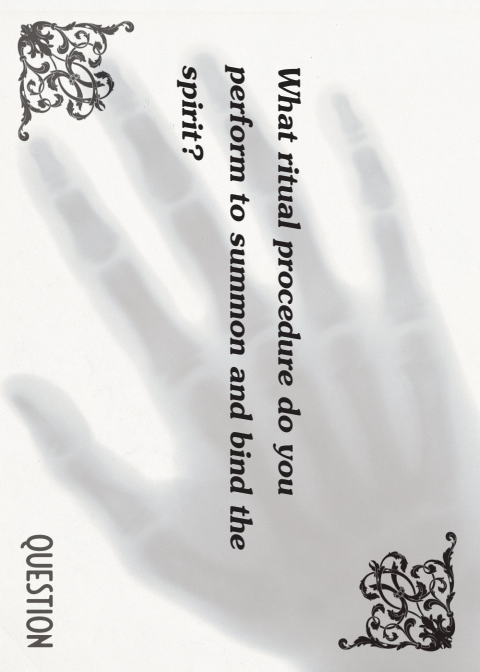
*How is the spirit surprisingly  
inhuman in appearance?*

QUESTION



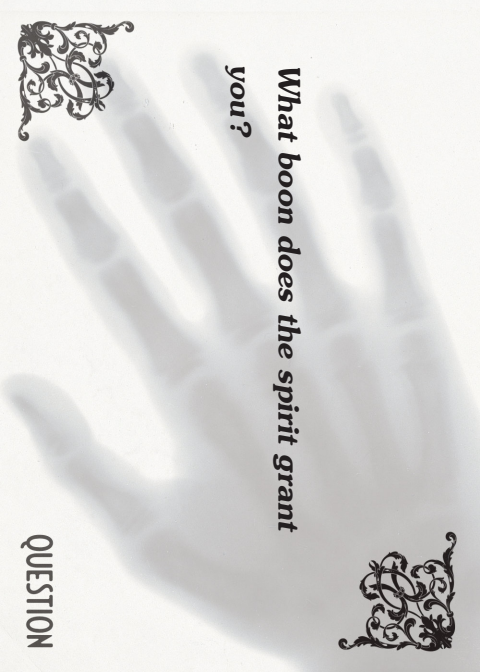
***What unusual ritual ingredients are  
needed to summon and bind the  
spirit?***

**QUESTION**



***What ritual procedure do you  
perform to summon and bind the  
spirit?***

**QUESTION**



**What boon does the spirit grant  
you?**

**QUESTION**



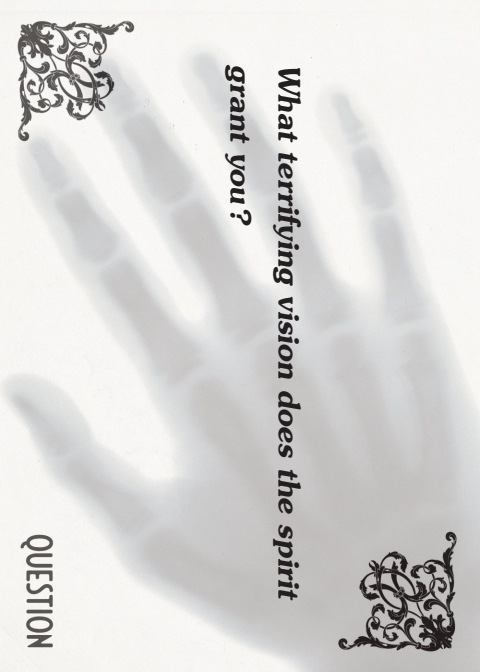




***What part of the summoning ritual  
are you responsible for, and what  
happens when you make a mistake  
in the ritual?***

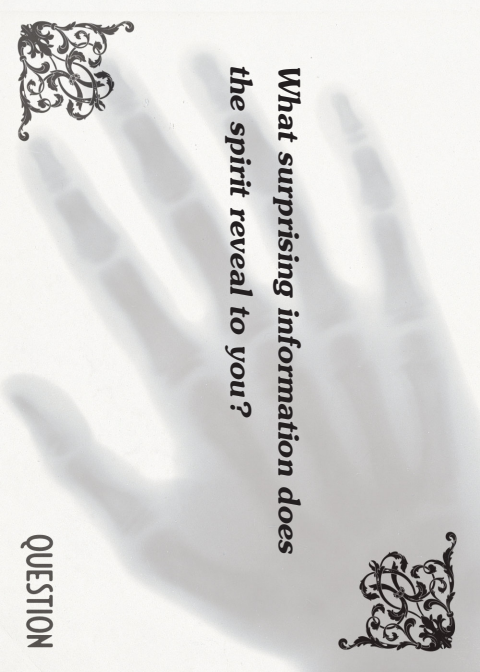


**QUESTION**



***What terrifying vision does the spirit  
grant you?***

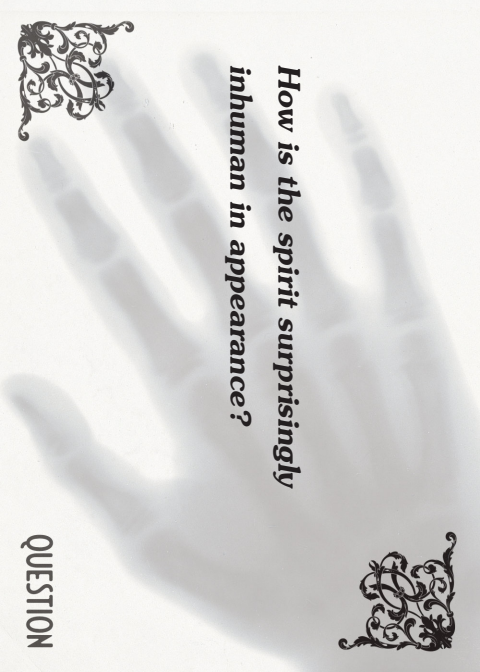
**QUESTION**



***What surprising information does  
the spirit reveal to you?***

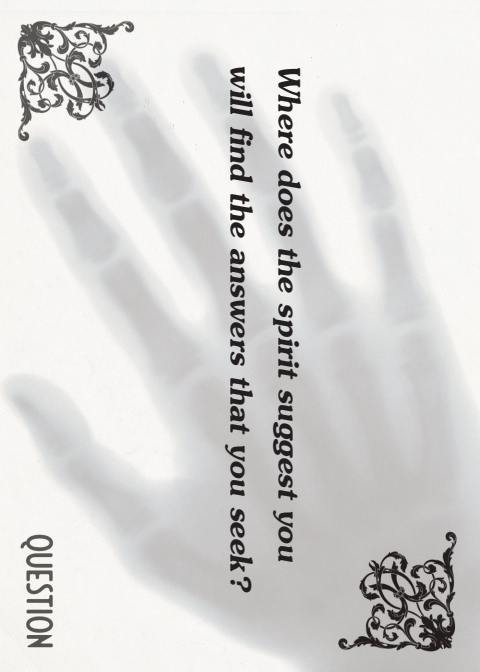
**QUESTION**





*How is the spirit surprisingly  
inhuman in appearance?*

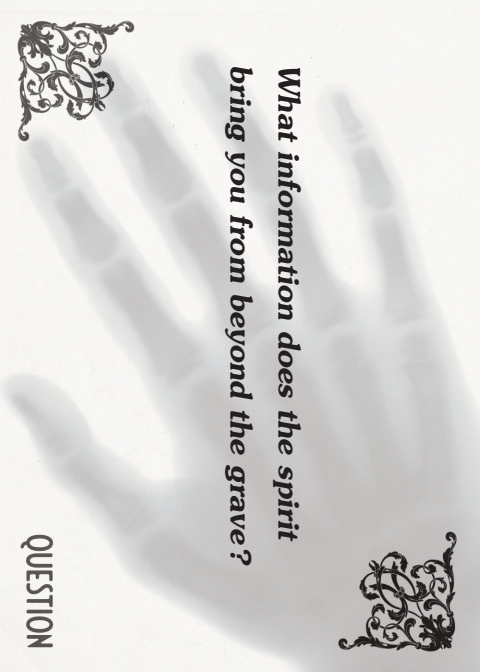
QUESTION



*Where does the spirit suggest you  
will find the answers that you seek?*

**QUESTION**

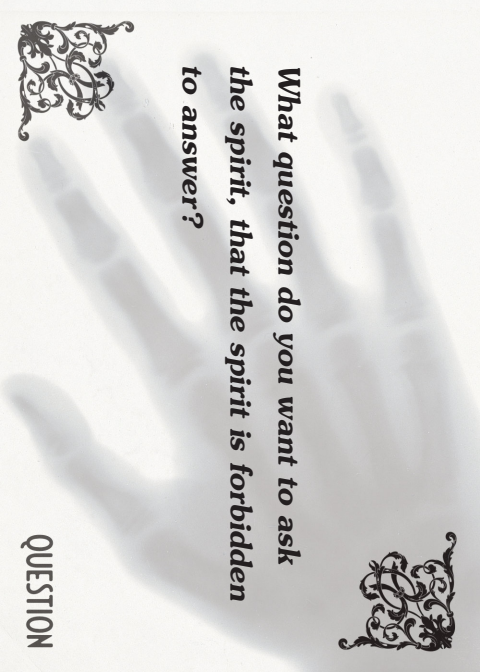




***What information does the spirit  
bring you from beyond the grave?***

**QUESTION**

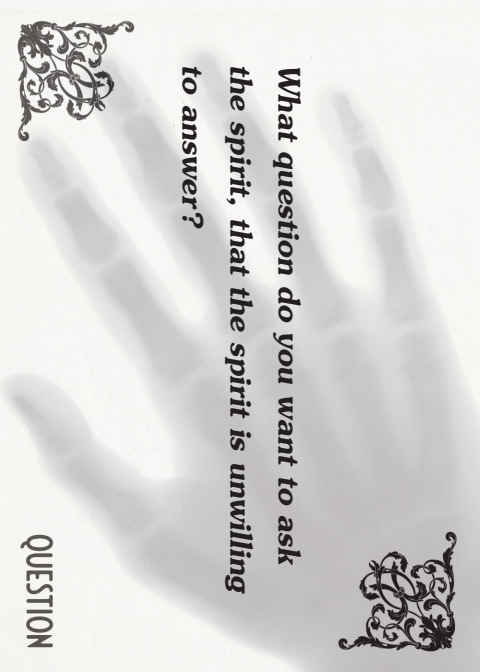




**What question do you want to ask  
the spirit, that the spirit is forbidden  
to answer?**



**QUESTION**

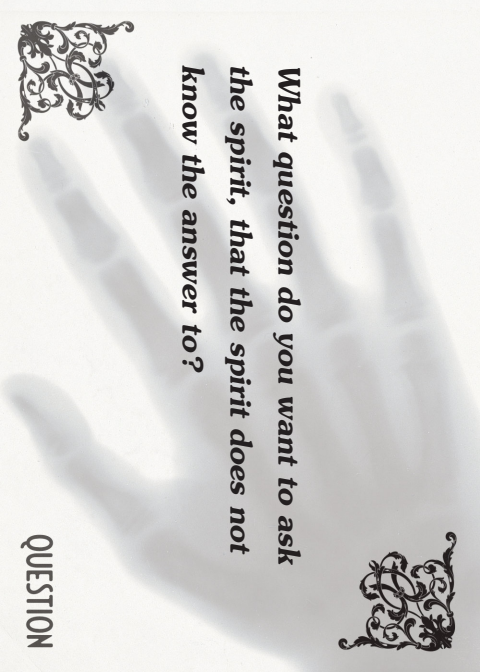


**What question do you want to ask  
the spirit, that the spirit is unwilling  
to answer?**

**QUESTION**



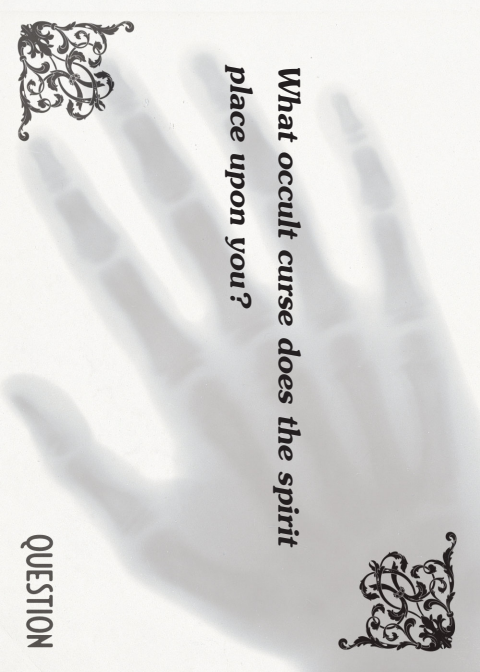




**What question do you want to ask  
the spirit, that the spirit does not  
know the answer to?**



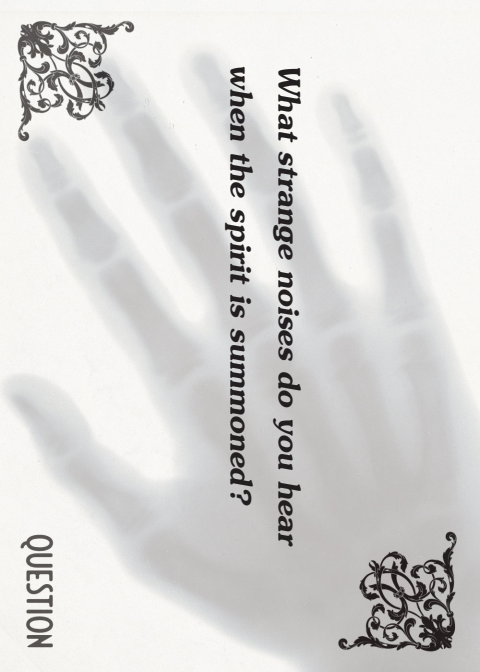
**QUESTION**



***What occult curse does the spirit  
place upon you?***

**QUESTION**

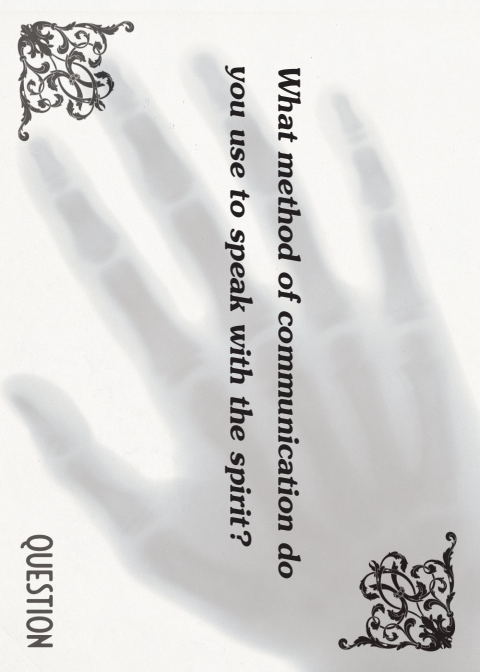




*What strange noises do you hear  
when the spirit is summoned?*

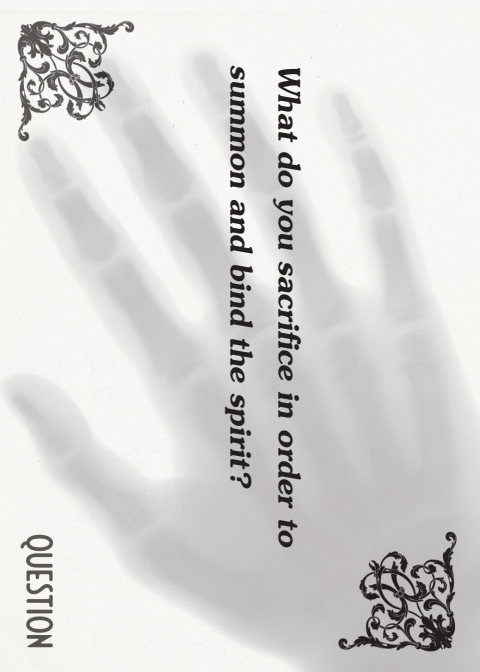
QUESTION





***What method of communication do  
you use to speak with the spirit?***

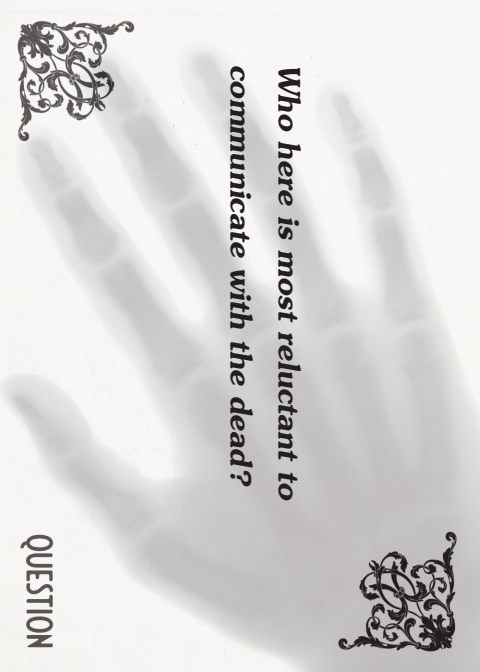
**QUESTION**



***What do you sacrifice in order to  
summon and bind the spirit?***

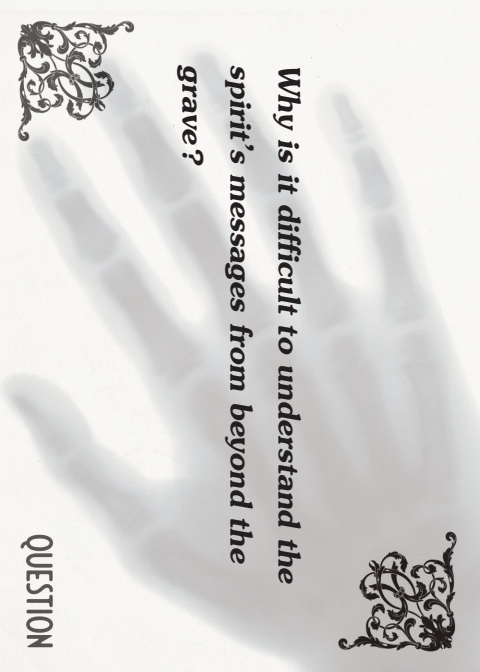
**QUESTION**





*Who here is most reluctant to  
communicate with the dead?*

**QUESTION**



***Why is it difficult to understand the  
spirit's messages from beyond the  
grave?***



**QUESTION**

# SEANCE ENDS







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