

*These rules are written as a script for one player to read out as you play.
There will be a note (♪♪♪) when you should stop reading and play
through the next section of the game.*

Ghosts of the Drowned

Players: 4+

Play Time: ~20 minutes

Props: None

You are the 'Ghosts of the Drowned', gathering by the town clock when the sun goes down and recounting your stories.

In turns, adopt the persona of a character and introduce yourself to the group, stating your name and a little about yourself (but do not mention your death).



Now anyone can ask questions about other characters lives, to be answered by that character's player. Loaded questions are good (i.e. "what drove you to alcohol?" to which the answer shouldn't be 'I wasn't') and incorporating information from other character's stories is also good. Continue for a few minutes until we know a little more about each character and everyone is happy to continue.



Next we explore each character's' untimely end. In the first scene someone should volunteer to play 'Irony'... volunteer if you can think of an ironic way to end one of the other character's lives by drowning, based on what you know of their life. Don't say your idea, just volunteer and say which character it is.



Once we have a volunteer they frame a scene, saying where we are, who is there and what is going on. Stop before you narrate the first action.

The player whose character was selected plays that character, the volunteer plays the irony forces driving them to their doom and the other players are the rest of the world, taking turns to narrate the outcome of actions.

Narration alternates between Irony, narrating a problem for the character, the Character, narrating their attempt to solve it, and the World, who narrate the outcome.

The World should be cruel, a willing accomplice of Irony until such a point as they narrate the character drowning, at which point the scene ends.



We now need another volunteer, to play Misfortune, who will pick a second character to target. The second scene plays out as before but this time it is cruel bad luck that does for our victim.



The final scene is played out with a volunteer to take the role of Injustice, targeting a third character.



The game now ends. Any remaining characters were not ghosts at all but bystanders, who should consider the cautionary tales they have just heard.