

THE GHOSTS OF NPCs PASSED



A SPOOKY STORYTELLING GAME FOR A REGULAR GAMING GROUP!

INTRODUCTION

Little care do we give for the lives of NPCs. Stabbed, shot and beheaded, burned, battered and impaled, NPCs in our campaigns meet their deaths in droves. And what for? Nothing but our own entertainment. Well, tonight is different. Tonight those NPCs who have passed on at the hands of our characters will have a chance to tell their stories.

Yes tonight only – All Hallows' Eve – the ghosts of NPCs passed will burst forth from the afterlife to become for one brief moment....PCs.

The Ghosts of NPCs Passed is a short storytelling game for a regular gaming group. In this game, the players hold a séance by candlelight, and open their senses to the world beyond. Then, one by one the most memorable NPCs the gaming group has killed will possess the bodies of the players, and tell their story.

SET-UP

This is a quick game that can occur before a Halloween session or during a session of a regular roleplaying game. It may even be that a dead NPC has some information to be revealed during their story which is important to the party.

This game takes place during a séance. Those playing can hold the séance either as players, or as their regular characters. They will need to know the structure of the NPC possession before the séance begins. It is up to you whether you wish to discuss which NPCs will appear before hand, or allow them to emerge spontaneously during the game.

You will need:



Some Friends



A Candle



Spirit of a Dead NPC

STARTING THE SÉANCE

Players form a circle. The room fades to black. A candle or equivalent flickering in the center of the circle provides the only source of light.

One of the players explains why they have gathered today. That, on All Hallows' Eve, the day when the dead and living mingle, they are holding a séance to communicate with those they once knew, but who have now passed beyond. Players close their eyes, and together focus their mental energies on communicating with those who dwell in the afterlife. They may wish to chant in whispers or hum.

NPC POSSESSION

The first player to be possessed by an NPC will be the player on the left of the person whose character killed this NPC. The spirit of this NPC emerges from the afterlife and enters the body of the first player. They begin to talk through the speech of this player.

The NPC, through the voice of the first player, says something similar to the following:

“I am [NPC name], called forth from the afterlife. I died a cruel death at the hands of [player character] who [describe how they were killed].”

The NPC will now begin to tell the tale of their life, by possessing the players one by one, until finally they come to describe the circumstances of their death.

The NPC's ghost will move around the circle twice in a clockwise direction, ending on the second time round with the player who killed them. As each player is possessed by the NPC, they will begin their story with:

“I am [NPC name], called forth from the afterlife.”

The first time they move around the circle, the NPC will tell their untold backstory. Each player will share a memory from the life of that NPC. Memories must follow each other chronologically, so the first player should begin with a story from the NPC's childhood.

The second time they move around the circle, the NPC will outline the events of the day that led to their cruel death. Again, the story will proceed in chronological order. Players should ensure they leave enough of the story for those later in the circle to tell. Finally, when the NPC reaches the last player, who was their killer, they will narrate the moment of their death. The NPC ends their story by swearing they will seek revenge (or similar), and disappearing back into the afterlife.

Repeat this process for as many NPCs as desire to return across the void between this life and the next.

ENDING THE SÉANCE

When it seems as if no more NPCs will venture forth to possess the players, a player may end the séance by blowing out the candle. The PCs are the PCs once again.

We hope you enjoyed this Halloween Special. Please feel free to share this document with anyone you like! Have a spooooky night!

♥ Love, Storybrewers



STORYBREWERS ROLEPLAYING

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