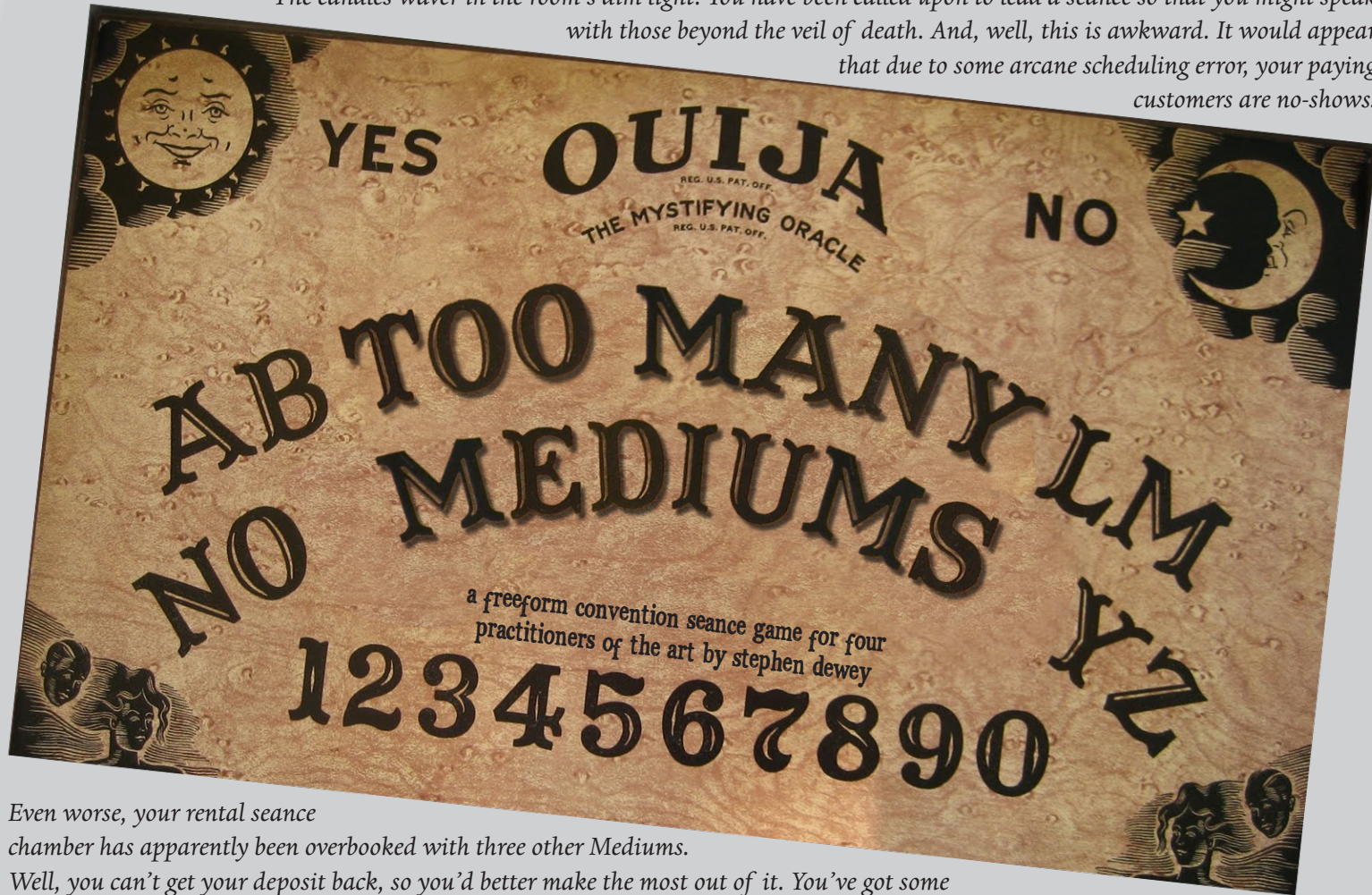


**You are the peerless High Sorcerer Vox Excelisior**  
knight errant of the graves, exorcist extraordinaire, bestselling author of Poltergeists & Profit: Fifteen Business Tricks from Beyond the Grave  
*(view reverse for your words of power and spirits)*

The candles waver in the room's dim light. You have been called upon to lead a seance so that you might speak with those beyond the veil of death. And, well, this is awkward. It would appear that due to some arcane scheduling error, your paying customers are no-shows.



Even worse, your rental seance chamber has apparently been overbooked with three other Mediums. Well, you can't get your deposit back, so you'd better make the most out of it. You've got some spirits you've been meaning to speak with anyways, and it's always less weird if there are other people around.

**You are the adept Medium Aren Vostra**  
conduit of the spectral plain, wanderer of the ethereal, 50% off palm readings on Tuesdays  
*(view reverse for your words of power and spirits)*

Print me double-sided  
on A4! Flip me on  
the short edge!

**You are the humble Seer Mason Sparrow**  
gatekeeper of the ashen way, master of the tarot, is it cold in here or is it just you?  
*(view reverse for your words of power and spirits)*

**You are the practiced Augur Reese Montague**  
speaker for the beyond, scribe of the ninth order, virgo  
*(view reverse for your words of power and spirits)*



## You are the medium Mason Sparrow

You are, well, were a true medium. You've been dead for a few years. At least, that's what they keep telling you. So what if you're *allegedly* a ghost, you feel fine! If anything you've just gotten better at being a Medium since the accident. You haven't *technically* held a proper seance since your "death", but with all these other Mediums in the same place, it drew you right in! Best to keep a low profile though. You don't want them trying to commune with you! That would be awkward! Your **Power Words** are:

**Food, Drink, Victory, Defeat, Ticket, Run, Telephone, Points, Night, Day, Supersition, Next**

### Setup & Gameplay Requires:

- A noisy, crowded space, preferably a convention
- Four players, including you
- This sheet of paper, printed, ideally on parchment paper

*You are trying to contact... your old doctor.*

**(Power Words: Health, Dead, Year)** Make up their name and some ailments you've been having since the accident. Ask for their professional opinion on what you should do to alleviate it.

*You are trying to contact... your mentor.*

**(Power Words: Ghost, Aliens, Rest)** Make up your mentor Medium's name. Ask them what they hear from the spirits, and see how deep *Mediumception* can go.

## You are the medium Vox Excelsior

You are not actually a Medium. You're a total fake. But then, everyone is, right? Ghosts aren't real! But hey, you'll play along. You don't have any "Power Words" for yourself or for the spirits you want to talk to, but you can just pretend to hear one and make something up whenever you want. Just don't go into TOO many "trances" or they'll catch on. Whenever you do enter a trance you can ignore the no-talking rule entirely but whenever you bring back a ghost *you must always mis-translate everything they say*.

Ghosts usually speak in whispers but when a private chat with the dead turns into a conference call, things tend to get a bit loud. Welcome to *Too Many Mediums*, a comedic freeform seance game meant to be played at noisy gaming conventions.

**How To Play:** Review the setup instructions listed in the four corners of this sheet. When you're ready to begin the game, each player takes on the role of one of the four Mediums attending the seance and sits accordingly around the table (sitting in front of the role they desire). Once characters are chosen, players should peek under their character's name onto the opposite side of the sheet (this side). Here, each Medium will find **Power Words** provided for both their Medium and for the two spirits they are trying to contact. Once everyone's had a chance to read over this information, go around the table and introduce your characters. Creating a backstory between the characters is encouraged. When you're ready to start the seance, each Medium should take turns calling out whatever opening phrase they typically utilize to contact the beyond. The more unnecessarily extravagant the better. Once this is done, the seance begins.

**The Seance:** While the Mediums may be sitting in a dark and quiet room, *you* are sitting in the middle of a noisy convention hall. The cacophonous roar of voices around you are the same voices the Mediums hear when the seance begins. You must listen to the voices around you, repeating words or phrases that you hear which seem thematic or important, but what you're *really* listening for are the **Power Words** tied to your Medium and your spirits.

**If You Hear a Power Word (or anything related to it) for:**

- **Your Medium:** The spirits are calling to you. Announce what you have heard and explain the significance of the word or concept to you. Then, you will enter a **Trance** to find a suitable spirit.
- **One of your Spirits:** The spirit you wish to speak with is near. Announce what you have heard and explain the significance of the word or concept to the spirit. Ask for a volunteer to enter a **Trance** and find them for you.

**When You Enter a Trance:** You astrally project yourself into the ether to find a suitable spirit to speak with. To do so, leave the table and wander amongst the dead (the convention attendees). You must convince someone to follow you and return to the table. However, as your essence is seperated from your body and thus has lost access to your voice, you must persuade a spirit to

*You are trying to contact... a salesman.* **(Power Words: Purchase, Gold, Swap)** Make up their name and what you bought from them. How does the "lifetime warranty" work now that they're dead? Ask them for some troubleshooting advice! unrelated to their field. Maybe they'll endorse a new project you're starting up?

*You are trying to contact... a celebrity.* **(Power Words: Photograph, Art, Colors)** Pick a well-known celebrity/historical figure, or make one up. Ask them questions

*You are trying to contact... an old family pet.*

Make up their name and what kind of animal they are. Make sure they're being a good ghost pet. Have them do a trick.

*You are trying to contact... ugh, one of your needy parents.*

You hated calling them when they were living. This is the worst. Ask them some "where's the remote"-style irrelevant questions.

join you through nonverbal means only. If you are unable to do this within five minutes or so, return to the table empty-handed. If this happens to two Mediums in a row, the dead are not being very kind. This causes the game to end. The game only ends successfully if every Medium get to speak with both of their two spirits.

**Note:** Regardless of whether or not you entered a **Trance** after hearing your own Medium's **Power Word** (and are searching for an unknown spirit), or if you voluntarily entered a **Trance** after another Medium heard a spirit's **Power Word** (and are searching specifically for that specific spirit) you may try to coax any willing participant back as the spirit, regardless of age or gender.

**Channeling Spirits:** Once you have convinced a spirit to return to the table with you it is your job to act as a translator between the spirit (who none of the other Mediums can hear) and the Medium who is trying to speak with them. If you brought back an unknown spirit (as a result of hearing your own Medium's **Power Word**), the first thing you should do is determine which spirit it is. Each of the Mediums should ask in turn (through you) if the spirit is one of the spirits they are looking to speak with, providing the names of any as-of-yet uncontacted spirits (the same spirit cannot be contacted twice). Once the spirit's identity is determined, the questioning can begin.

**The Questioning:** Each Medium will have suggestions for questions they are looking to ask their spirits. When speaking to your spirit you may build off of these prompts and ask any other questions you'd like. The Medium who is channeling the spirit should repeat these questions to them, and then relay back any answers the spirit gives in response. They may alter the spirit's responses as needed, giving incorrect or false translations whenever they deem it appropriate. Once your questions are satisfied, thank the spirit and send them on their way. To be clear, at *no* point should you explain to them what is going on.

**Interloping Spirits:** If at any point a random spirit comes over to the table independently of a Medium's invitation and addresses any or all Mediums present, they are an *Interloping Spirit*. The Medium they address, or that's closest to them, is suddenly and dramatically thrown into a trance and must immediately begin mimicing, word for word, everything the *Interloping Spirit* says. This continues until either the *Interloping Spirit* leaves, or until any of the Mediums calls out "Spirit, Begone!" at which point the mimicry immediately ends and all Mediums may ignore this spirit for the remainder of the seance.

*You are the medium Aren Vostra*  
You are a true medium. You have always been in fierce competition with Reese Montague, a charlatan who fakes the art. Your **Power Words** are:

**Undead, Luck, Cats, Villains or Enemies, Sports, Odds, Please Weather, Cats, Costumes, Heroes, Gambling, Dice,**

### Game Setup:

1. Fold this sheet firmly along the dotted lines.
2. Tear off the four corners. Throw these away.
3. Read the rules to everyone.

**Words are:**

**Greeting, Farewell, Turn, Rules, Books, Design, Monsters, Directions, Europe, Map, Schedule, Magic**

*You are the medium Reese Montague*

You are a true medium. You have always been in fierce competition with Aren Vostra, a charlatan who fakes the art. Your **Power**

*You are trying to contact... the cook of your favorite diner.*

**(Power Words: Music, Prize, Late)** Make up their name and the name of their restaurant. Ask them what the secret ingredient was in your old favorite dish. Ask them what the foods like beyond the grave.

*You are trying to contact... a conspirator of yours.*

**(Power Words: Money, Treasure, Play)** Make up their name and what you stole together - something of monetary value to the right people... even if it is a little embarrassing. Ask them where they hid it, who the buyer was, and what they were making the payment in.

Players can and should refer to their characters and spirit information as often as they need to. If playing around a larger table where this is not easy to do, feel free to tear off characters and hand them out to make referencing easier.