

## **Spoon River Seance by Jason Cox**

**Players:** 2-6

**Requires:** A dim room, One flashlight, A copy of Spoon River Anthology (1915) by Edgar Lee Masters

**The Bereaved:** Spouse, Child, Parent, Sibling, Friend, Co-Worker

**Motives:** Money, Sex, Revenge, Guilt, Power, Possessed

Players are “The Bereaved”, and each has a Motive that describes a thing they hope to learn from the spirit tonight. Deal each player one of the Bereaved roles and one of the Motives to each player. Players reveal their role, but not their motive. The player who received the “Possessed” card will be playing the part of the ghost once it is summoned.

To summon the spirit, the group must choose a poem from Spoon River Anthology. Whatever poem they choose, and however they may choose it, their roles declare their relationship with that spirit from when they were alive.

Everyone takes turns reading sections of the poem out loud by flashlight. The players should try and make sure every character has a chance to read. At the end of the poem, the Possessed player is inhabited by the spirit, and takes the flashlight. This state which lasts until each of the other Bereaved has a chance to ask them a question. While they are inhabited by the spirit, the Possessed points the flashlight at the underside of their face. All other players form a circle around the Possessed and hold hands.

Each of the Bereaved may ask one question. The Spirit may respond with their own question or demand of a promise as payment. Any answers given by the Bereaved must be wholly truthful, and any promises given will be fulfilled within a fortnight or the Bereaved will surely die.

Play proceeds until every question has been asked and answered. The spirit is exorcised and the Bereaved release one another’s hands.

BETRAVED  SPOUSE	BETRAVED  PARENT	BETRAVED  CHILD
BETRAVED  SIBLING	BETRAVED  FRIEND	BETRAVED  CO-WORKER
MOTIVE  MONEY	MOTIVE  SEX	MOTIVE  REVENGE
MOTIVE  GUILT	MOTIVE  POWER	MOTIVE  POSSESSED