

# Seance

*A Murder Mystery LARP  
for 4 or more players*

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## **The Scene**

A musty Victorian home. A meadow of lilac. The statue of liberty. You can hold a seance in more places than you might think. You have traveled to this place today to right a wrong. One of your beloved has been murdered and it is up to you to find out who. You must call the deceased back from the great beyond to bring their killer to justice. But, be careful, the murderer could be the person you least expect. It could even be you.

## **The Items**

1. Piece of paper/index card for each player plus two extra pieces
2. Something to write with
3. A hat, bowl, or similar item
4. Some way to keep time

## **The Setup**

On their piece of paper, each player writes:

1. Character Name
2. 3 Central Traits/Goals
3. 3 Observable Traits (these could be anything from long hair to an over-the-top and loud personality)

Tear up a blank piece of paper so you have the same number of pieces as players. On one piece draw a black dot. Have players choose a piece of paper randomly out of a hat/bowl/etc. The player who receives the black dot has been murdered and is now the spirit. Reveal this to the other players and collect their character sheets. No player except the spirit may look at another player's sheet.

The spirit chooses who killed them. **DO NOT REVEAL THE CHARACTER NAME.** The spirit may choose themselves as the killer if they wish. The spirit should make a copy of the killer's character sheet before returning the sheets to their players. If the spirit chooses themselves as the murderer, they should still copy the character sheet so as not to arouse suspicion.

## **The Game**

### *Before the Seance*

Players (not counting the spirit) have 1 minute per player to talk to each other before the seance begins as the more people involved the longer it takes to summon a spirit. So, if there are 4 people playing and one is murdered, the other players have 3 minutes to talk to each other before the seance. Players may reveal as much or little as they want, but they can't lie and must answer questions they are asked directly. All players are allowed to claim they are not the murderer. Players are encouraged to act out their observable traits, rather than state them.

### *The Seance*

Once the spirit arrives, players are no longer able to ask each other questions, but may work together to determine what to ask the spirit. The spirit is not able to speak the name of their killer in the afterlife. They may only reveal clues connected to the observable traits of the killer and the reason they were killed (based on one of the killer's central traits/goals). Each player may ask one question of the spirit. The spirit also may not lie, but they may choose not to answer a question. The spirit may speak for as long as they wish, answer questions as they wish, but cannot state any observable traits or goals of the killer plainly. Ghosts never speak directly to the living.

## **The End**

At any point during the seance players may accuse another of being the killer. If they guess wrong, the accused party has one chance to guess who the real killer is to save themselves from life in prison. When the murderer's name is stated the veil is lifted and the spirit may speak plainly, revealing that this is their killer and more details of their death. If the spirit is accused and did not kill themselves, the seance is over and the murderer goes free. If the murderer is found, the spirit is at rest and justice is served!