

IN HINDSIGHT, MAYBE GHOSTS WERE A BAD IDEA?

A Holiday Play in Three Spirits

Abstract: In Dark Age Somewhere, three spirits are selected by the Scream Specter's Guild/Specter's Equity Association (working titles) to haunt a vain and selfish young monarch in a small demi-fictional European province and reinvest in them the spirit of holiday joy and kindness before it's too late for them and the serfs over which they rule. Unfortunately, the Chosen Spirits might not have what it takes to get the job done.

CHARACTERS

- JOYEUSE** *a roguish Bard in 14th Century Europe, female/male/nonbinary, a roving troubadour and tell-taler who guides us on our journey.*
- THE PLAYERS** *Rimbaud and Verlaine, the only two remaining members of Joyeuse's Miraculous Mystery Tour (Mystery as in Mystery Play), game to play any part but, naturally, a little overworked. They perform every other role.*
- ESPER** *The Spirit of Seasons Past, female/male/nonbinary, young and hyper-enthusiastic, eager to succeed, part of a family of famous spirits and hopeful to carve out their own identity in the world of thematically-resonant hauntings—though it's rumored they only got the "Holiday Spirit" job through nepotism*
- ULFRIC** *The Spirit of Seasons Present, probably male-identifying, blunt and surly, a fill-in spirit, a belligerent warrior ghost (maybe of a Viking!?) who has considerable disdain for Spectral Bureaucracy, doesn't want the Holiday job at all but begrudgingly doing it to score points with the higher ups in the afterlife after a series of misadventures—has literally no experience of non-violent haunting.*
- MARGOT** *The Spirit of Seasons Yet To Come, probably female-identifying, older, a career ghost and professional spiritual temp, whose occupied almost every position in the boo-siness and does so with a sense of candid ennui; a kind of maternal figure to many other ghosts simply because of her experience, she nevertheless carries the weight of all that she's seen.*