

# *This Book is Haunted*

A SOLO JOURNALING GAME

*You begin to suspect the book you're reading is haunted.*

*To play this journaling game you will need:*

- *A 6 sided die*
- *A notetaking method*
- *A book*

*Use this bookmark while you read. When you feel moved to act, roll the die and follow the journaling prompt overleaf.*

*This is your journey, so prompts may be ignored, discarded, or changed as much as you like.*

*You may decide whether the spirit that haunts you is malevolent or kind.*





1. *The spirit attempts to communicate to you using the words on the current page. Attempt to decipher their message. Do you dare reply?*
2. *The spirit compels you to read faster and faster. What do you think they want you to reach?*
3. *You had a dream last night where the spirit drew you into the pages of the book. Describe your time there.*
4. *The spirit stops you from turning any more pages tonight. What do they not want you to discover yet?*
5. *You can't be sure, but you think the spirit keeps changing your place causing you to reread pages. Why are they doing this?*
6. *You hear the spirit calling to be freed from the pages. The words you need to speak are on this page. Can you find them? Do you attempt to speak them?*

