



Story Guide

Event 1: Market of Stars

Welcome to *Enter the Spirit World*, a modern day LARP inspired by folklore, myths, and stories from around the world.

This book contains the story and setting information for *Event 1: Market of Stars*. Each event takes place in different areas of the Spirit World, with new information revealed as it becomes relevant (or discovered) throughout the story.

Contents

Introduction	2
Event 1 Story	3
The Living World	5
The Duobrists	6
The Spirit World	7
Travel Between Worlds	8
Spirits	9
Monsters	10



Introduction

Strange things are occurring in the Spirit World, and you have been drawn here to help resolve them. Prominent spirits are going missing, strange new monsters are wandering in the dark, and an unknown force is slowly growing in the background, threatening the stability of both realms. Will you return things back to as they were, or help shape a new future?

Enter the Spirit World follows a series of strange occurrences within the Spirit World, a world parallel to our own, filled to the brim with creatures from folklore and legends. It is inspired by settings such as the Spirit worlds in *Avatar: the Last Airbender*, *Spirited Away* and *Princess Mononoke*, *World of Darkness's Umbra*, the Celtic Otherworld, the Astral Plane, and various afterlives. Games are almost entirely set here, with any human player characters travelling across from a modern-day Living World at the start of each event, dragged there through a strange portal, unknowingly stepping through the wrong door, or sent by the Duobrist Organisation as they attempt to maintain order between the two worlds.

Overall Campaign

Each event is self-contained, its main storyline able to be enjoyed without knowledge of the rest of the campaign, with the exception of the finale.

The campaign is designed to run for between five and ten main events. Its plotline will become apparent through play as you explore the Spirit World and uncover the truth behind major characters' and organisations' actions, with each event designed around one of these organisations getting closer to their goal until one of them "wins".

Despite being set in the Spirit World, there will be opportunities to travel to specific locations in the Living World during events. These will be limited since the Living World is not the focus of this story and is intentionally vague.

Character Goals

Every character should have a goal or purpose within the game, even if it's as simple as "get back home" or "find out why fate has brought them here" to start with. Throughout the game, all characters will be able to influence pivotal aspects of the story, altering the path of the campaign. NPC's will also give individuals tasks throughout each event. If you're unsure about specific goals but have a vague storyline you'd like your character to follow (whether it's personal development or a certain game plotline you're interested in), note it on your character sheet and the game team will try and work in opportunities for you.

Event 1 Story

Something has gone terribly wrong at the edge of the fox's domain. Blood lines the path to the market town, dripping from the red strings that guide travellers along a safe route. The foxes have vanished, their shrines barren. The spirits occupying the town are nervous, unsure how to proceed. Compelled to travel here by your own strings of fate, it is up to you to find out why you have been brought here, and whose fate you will prioritise.

The first event, Market of Stars, takes players to a once-bustling market town protected by a group of Kitsune fox spirits who have recently gone missing. The Duobrists have found injured Kitsune in the Living World and want whatever's forcing them through to be stopped, local towns have sent for help from nearby spirits to try and restore balance, and there is a great power vacuum that lies in the hands of players to resolve.

Why are you here?

You received a plea for help.

You live in the Spirit World, and have received a letter from a friend living near this town, a direct plea from the townsfolk, or have heard other spirits discussing the issue and decided to stick your nose in.

You might be getting paid for your services, you could owe someone a favour, or you could be trying to take advantage of someone else's bad situation. Either way, you know a bit about what you're getting yourself into, and are ready to face whatever's decided to hunt down the protective spirits of this town.

You begin the game by travelling to the town on foot, or entering through a Portal. Your player pack will contain some rumours you've heard along the way.

You feel compelled by fate to travel here.

You may not know why, but you feel it's important to travel here. Some higher force has sent you, or you're simply following your fate as you let a red string guide you to the town.

Prior to the event, you will have had some strange dreams filled with dead spirits and shadowy figures moving in the undergrowth.

You begin the game by walking up to the town or entering through a World Door from the Living World. Your player pack will have more details about these dreams, and hints as to who - or what - is compelling you.

The Duobrists have sent you to investigate.

You're currently in the Living World, and have been contacted by the Duobrists to travel to the Spirit World on their behalf to investigate a sudden increase in fox spirits fleeing from their homes.

You have some experience with spirits or magic, or are not Human yourself, and this makes you ideal to hire for the task. Your pay is adequate and will be given on your return after a successful mission, with bonuses for those who help resolve what's causing the spirits to flee, or upon evidence of closing the World Doors they're using.

You begin the game in the Living World, waiting for a final briefing from one of the Duobrists, and will receive personal tasks from them in your player pack.

It wasn't intentional!

Sometimes this happens. You were in the wrong (or right) place at the wrong time, and all of a sudden you've found yourself drawn into a plot way above your pay grade.

This is the hardest option to play. You're here by chance, so have no extra information about the strange occurrences happening in-game. You probably just want to get home, and will have to find reasons to stay longer should you discover a way to leave before the end of the event.

If you choose this option, your entry to the event will be determined by your character's backstory.

Other Occurrences

It's not just the foxes who are having trouble; the Spirit World is filled with issues that characters will want your help resolving. Your character can know as much or little of the following as you feel is appropriate, but the information is provided publicly to help you know some of what you can get involved with at the event.

Food for Thought

Without the Kitsune to protect them, the townsfolk have been having trouble with the daily running of the place. From food shortages to violent spirits wrecking havoc, a lot needs to be done to get the town back in regular working order.

Monster Hunters

There have been a number of hunting groups forming in the Spirit World recently, dedicated to killing, capturing, or stealing from powerful monsters and spirits. They're open for hire should you find a way to contact them, but the townsfolk here haven't the money to interest them in helping with their missing Kitsune problem.

A Dangerous Time for Humans

The Spirit World has always been more dangerous for humans, with their lack of magic or abilities to protect themselves. Over the last year this is more true than ever, and the death rate of the human population in the Spirit World has been steadily growing.

Less-than-Legal Trading

Every town has a hidden side, and if you know who to ask, you can enter its underbelly. Since the removal of the town's protective foxes this has been easier, and the less welcome denizens are becoming brazen with their actions.

Uneasy Death

It's common knowledge in the Spirit World that dying doesn't always mean the end, but in the last month far fewer people than normal were able to pass on. They can't all have unfinished business - some are being refused, though they won't say or can't remember why.



The Living World

The game is set in the present day, with time strongly diverging at the turn of the millenia for simplicity. Real historical events may be referenced in-game and may have some changes, but present day politics and events are explicitly excluded from the setting. Any important real world figure from the present day will be replaced with a fictional character.

Spirits and monsters have always existed, though the general population remains ignorant of the truth. It seems strange, considering the amount of evidence for ghostly encounters and magical events, but an unnatural calm keeps the everyday person from believing what they'd prefer not to exist. Player characters, however, are not one of these people (or won't be after a sudden trip to the Spirit World).

Real world religions all exist, but the game will use fictionalised organisations and locations whenever it is necessary to reference one. There is no definitive, irrefutable proof that specific deities exist, and the game will never physically or vocally represent any.

Overall, the Living World is relatively peaceful.

Humans

Humans are as they are in real life, populating the Living World en masse. They do not belong in the Spirit World, but still manage to find their way there regardless. Their reasons for being there are numerous: they may have gone through a door knowingly, accidentally walked through a portal, or been dragged through by another creature. Intentional or not is up to the player, as is how long they have been there.

Humans have the option of beginning the game having just stumbled into the Spirit World accidentally. This will affect which part of the venue they appear at at the start of the game.

Human's clothes may be influenced by many present day cultures. Modern fashion design for streetwear, which extends over both local and foreign fashion labels, is an excellent starting point. Don't be afraid to make things avant garde!

If you would not wear something on the street due to its cultural heritage or historical usage, you should not wear it here. A good rule to follow with traditional items of clothing and makeup is to avoid anything you would have to earn the right to wear or need to explicitly be of that culture to wear in our current society,

The Duobrists

A human organisation based in the Living World, the Duobrist Organisation wishes to maintain balance between the two Worlds. They have a variety of duties, such as returning lost or invading spirits back to where they came from, and operate globally.

If you know of the Spirit World's existence, chances are the Duobrists have appeared in your research. They are known as the largest mass producer of Spirit Seals, and they utilise both magical and non-magical human staff. They will remain neutral in any disagreements between human organisations, only taking direct action when rifts appear between the two Worlds.

Members of the Duobrists are solely human; they do not initiate spirits or monsters into their ranks. Members are prohibited from stepping foot in the Spirit World, so will invite or hire non-members to travel there when they need to investigate something. This is the most common and reliable way for humans to travel to and from the Spirit World.

Due to the rules of the organisation being at odds with the in-game location, it is not possible to play a member of the Duobrists, though you can be affiliated with them.



The Spirit World

A plane of existence parallel to ours yet vastly larger in size, the Spirit World is made up of many different areas which reflect the many different parts of the Living World. Distinct locations in the Living World can create distinct, fixed locations in the Spirit World, though the versions encountered in the Spirit World are often distorted in their appearance. Smaller locations and areas not tied to distinct Living World places also exist, having evolved naturally.

The Spirit World is a mish-mash of modern and historical aesthetics. Time has little meaning to spirits and monsters who have lived for centuries. (While this means characters can be from any specific point in history, please be sensitive with costume.)

There are many issues plaguing the Spirit World. Customs and rules are different and tend to be more... explosive. Violence is not shunned as it is in modern society, with clashes of opinion and doctrine in every region enticing battles. Countless factions exist and skirmishes are fought just as often as residents live and trade in bizarre harmony. The balance of power is always shifting, and Spirits thirsty for control must be prepared to take it from others. Territories are marked out but due to the World's constant movement, border clashes cannot be staved off forever.

There are some who wish to travel through portals to the human world. Some wish to visit, others to stay. Stigma exists commonly as to the moral implications and possible motives of those who "hide" amongst humans in the Living World.

The most important points to remember are these: almost everything is constantly moving and danger lurks beyond the paths. Leave your humanity at the door.

Mapping the Spirit World

The space between populated areas is constantly shifting. A shrine that is close to a town one day may be miles away the next, unless it's tethered to a larger location using **Spirit Cord**, a red rope that is impossible to break by any normal method. Built up areas tend to stay in the same place.

Travel between locations is difficult and often dangerous – there are paths (including roads, trains, and even ferries) that are considered most reliable, direct, and safe. These paths are also lined with Spirit Cord. Although towns are unlikely to move, connecting them with Spirit Cord is the only way to truly guarantee it.

Waypoints looking to attract visitors will crop up along these paths or close to fixed locations, as they are easy for travellers to find. Games will be set in or close to distinct Spirit World locations, where clashes between groups are most noticeable.

As the Spirit World is vast and ever changing, it is designed with a far larger scope in mind than the game could ever directly explore. There is no governmental structure that spans the entire world, and only gameplay-relevant specifics will be codified as events progress.

If you are playing a character from the Spirit World, please do not feel you are limited to pre-written areas for your backstory. You are free to invent your own towns and cities to have travelled to.



An example of Spirit Cord

Travel Between Worlds

The barrier between the Living and Spirit Worlds is considered complex by many. It is known to be incredibly dense and durable, with the capability to mince any being thrown into it by force or attempting to push themselves through. As such, the only safe way to traverse the two Worlds is by using Portals, World Doors, and Tears in reality.

Portals

Portals are commonly used to quickly travel large distances across the Spirit World, though powerful ones can temporarily allow travel to the Living World. All Portals must be powered by a large source of magic.

There is no set look for Portals, but they are usually attached to Shrines and other areas with natural magic. They are invisible, so it's vital for anyone creating or using Portals to clearly mark where they are to avoid accidental teleportation.

World Doors

Doors between the Living and Spirit world are uncommon, and link two fixed locations through a physical doorway. If they are destroyed on one side, the other side is instantly destroyed as well, with the door vanishing.

World Doors can appear on any flat surface in the Living World, but have no restrictions in the Spirit World. If one appears on top of an existing door, that door's appearance will change for as long as both sides remain active.

Tears between Worlds

Tears in the fabric dividing the Living and Spirit Worlds are rare. They require an excessive amount of power to create, and cannot be formed through standard magic or brute force. Physically, they appear as shimmering slices floating in the air or clipping through objects, not abiding by any known law of physics. They cannot be used as a source of magic power.

A Tear can only be used to transport items or characters who can physically fit through them. Slivers might only be able to teleport a piece of paper, but larger tears can allow living beings to travel without restriction.

There is no known way to repair them.

Spirits

Spirits are the strange and wondrous occupants of the Spirit World. They have many names and subcategories, the most common being the Ghost, a deceased Human who has returned as a Spirit. Some are animals who have been blessed by deities, others the essence of nature inhabiting plants. Some are objects that have gained consciousness, others personifications of elements such as fire. They are found in the folklore of the Living World, visitors who cause joy, mischief, and despair in equal measure.

Spirits are not visible in their true forms when in the Living World.

For most, this means being invisible completely. For some, it means appearing as a mundane object or animal. This is the defining trait of Spirit character and is what separates them from Monsters. Whenever parts of the game occur in the Living World, Spirits will wear lights around their shoulders to represent that they are invisible. Parts of their kit, such as an item they inhabit in the Human World, may be visible for interaction.

Appearance

Human spirits are the most common and will have features ranging from a bit unusual to more conceptual. Horns, bright skin tones, odd proportions, extra limbs, ect. are all common sights in the Spirit World. Kit should be reflective of the type of Spirit the character represents, however. Example: A dog Spirit might possess ears and a tail, a fire elemental should wear colours such as red, yellow, and orange.

Will-o-the-Wisps

Will-o-the-Wisps are used in-game to represent referees, and cannot be played as player characters.

Known as 'Wisps' for short, these ghostly creatures appear all across both the Spirit and Living Worlds. They can be seen by all people, Spirit, Monster, or Human. They are incredibly common, and do little more than hover and observe. Humans might follow them, believing the light they give off to be that of a lantern, but otherwise they are harmless and easily ignored.

Their presence is recorded in many different cultures and they are a global folklore phenomenon. 'Will-o-the-wisps' or just 'Wisps' is the most commonly used name for these creatures, originally from Europe.

Wisps are the residual consciousness left behind when Spirits pass on, and are therefore too weak a presence to be vanquished, trapped, or blocked. They cannot be affected by magic or physical means. They are harmless and fade out of existence over time, with new Wisps being created constantly.

Monsters

Monsters occupy a No Man's Land between the Spirit and the Living Worlds. They seem to belong in neither, abominations that are neither Human nor Spirit. Just like humans, they have physical bodies in both the Spirit and Living World, often with long lifespans and supernatural abilities. They are the sources of folklore such as werewolves, vampires, zombies, fae, and other similar creatures.

Monsters may have been raised in either World and have the choice of where to call home. However, they face stigma in both Worlds and don't really belong in either. When in the Living World, they have a physical form identical to the one in the Spirit World, which separates them from Spirits.

While commonly known monsters from media or folklore exist, players do not need to stick to existing creatures and can create their own.

Appearance

A Monster character appears exactly the same in both the Spirit and Living Worlds. As such, their kit may be more restrained than a Spirit in order to blend in, though their monstrous trappings are still present. Modern Human kit may be overlaid with horns, sharp teeth, claws, etc. Those who spend more time in the Spirit World than the Human will naturally be less restrained in displaying their monstrous features. Due to their commonly extended lifespans, Monster characters may also display clothing traits of past eras or outdated fashion styles.

