



Story Guide

Event 2: To the Boneyard

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 2: To the Boneyard*. Each event takes place in different areas of the Spirit World, with new information revealed as it becomes relevant (or discovered) throughout the story.

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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 fantastical world parallel to our own, filled to the brim with creatures from folklore and legends. It is inspired by settings from folklore tales such as Grimm's fairytales, and the Spirit worlds in Avatar: the Last Airbender and Spirited Away.

We are focussing on stories from the Northern hemisphere in this game, mainly European and Asian folklore, and are avoiding heavy religious story points. We realise folklore and religion influence each other, however Spirit World is more about superstitions and the things that go bump in the night.

Players take on the role of a local spirit, a monster, or a human 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.

The first event, Market of Stars, took players to a once-bustling market town protected by a group of Kitsune fox spirits who had suddenly gone missing. The Duobrists found injured spirits in the Living world and wanted whatever forced them through to be stopped. After a large fortified shrine was opened using the lost fox's power and some ancient artefacts were stolen, the player base hunted down the perpetrator Isengrim and bested him in combat, releasing the foxes from his command and allowing them to return home. Along the way, players released some other things too...

The ongoing story will slowly be revealed through play and you explore the Spirit World and uncover the truth behind character's actions, and how all these occurrences are linked. Despite being set in the Spirit World, there may be some opportunities to travel to set locations in the Living world throughout events.

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 2 Story

The Ankou has requested your aid to lift a curse on an ancient battlefield. A miasma surrounds the area, raising the dead and threatening to spread beyond the Spirit World. Can you stop the spread in time, or will the Human World begin falling victim as well?

The second event, To the Boneyard, takes place in an ancient Spirit World battlefield. Its story has been lost over time, and it's up to players to discover its history and remove the curse that has spread over it.

Any character who attended the first event will receive a letter from the Ankou requesting their help. Any Duobrist affiliated characters will also receive a request from the Duobrist organisation. The two issues come at a similar time, and you know better than to presume they're not linked in some way.

This event focuses on folklore surrounding death and revival, and spirits holding power over people. Players may face the prospect of being trapped physically at a location, or at the mercy of characters due to power hierarchies, contracts, and possessions. This being said, Spirit World is a whimsical and slightly creepy game, and the story is not about hopelessness or constant dark situations.

Why are you here?

You accept the Ankou's request.

The Ankou has taken an interest in this area, and has sought out help to go and explore it. You might have received a direct request from them after the first event, or met them in passing in the Spirit World and made a positive impression.

They will be accompanying you throughout this task, and appear somewhat stressed about what's occurring. It's been hard to find help, and they have been reluctant to leave for the mission until they have enough people.

One week before the event, you'll receive a letter with instructions on where to meet them, saying they have waited as long as they can for more help but have run out of time.

Fate has called you 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 following a line of red string, at the end of which is a figure clad in black and a wide brimmed hat.

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 ghosts and undead creatures in a (thankfully) remote woodland.

There are no records of important events happening there; no battles, rituals, or tragedies. No-one who's entered the epicentre of this occurrence has returned.

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 higher than usual and will be given on your return after a successful mission.

You begin the game in the Living World, waiting for a final briefing from one of the Duobrists.

You walked the wrong way and are now trapped.

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.

You will start inside the ancient battlefield with whatever creatures are also trapped there. You all arrived by the same path, days or months or years apart. No-one has been able to leave; there's only one exit, and each time you get close, the next thing you know, you're waking up in the mud at a different part of the battlefield.

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 should be generally avoided in discussion. Any important real world figure from the present day that needs to appear in the game 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.

The Living World is relatively peaceful in comparison to the Spirit World.

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.

