



Rulebook

Game Rules and Mechanics 1.3

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

This rulebook contains the game mechanics that will be in use from *Event 2* onwards, collated separately from setting and gameworld information.

To learn more about the story setting, please refer to the website or each event's *Story Guide*. These will be updated regularly as more aspects of the world become relevant to the campaign, while this mechanics rulebook will remain mostly unchanged.

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Basics

Spirit World is a *low rules, theatrical reaction* style game. In fights, you should react to every hit, roleplaying injuries until a character roleplays healing them or a magical source allows you to recover quickly.

There are no hit points. Just react! Wearing protective clothing and armour will allow you to roleplay being less affected by some attacks.

You die when you feel you should. If someone tries to heal you and you wish to die, prompt them with the phrase:

“It’s too late for me now”.

There is no “one character at a time” rule. You can play each event as a new character if you wish, and bring back previous characters at any point, so long as they have not permanently died.

There is no stat-based character progression, but characters may gain curses or other magical traits during the game that will carry over to future events.

Your character can use any weapons available to you. There are no skills required for this. This game allows larp melee weapons, 30lb bows, and cap-firing guns. (Blank firing guns are not permitted due to their volume)

Death

Death in this game is usually temporary (though this is not common knowledge to characters from the Human World), and will grant you a small personal scene with Death or one of their spectres to decide how you are sent back, how your character might change, and potentially give you a task to complete. Alternatively, they can permanently die.

Option One; Return to the Spirit World

If your story is not yet over, you can negotiate your return. Resurrected souls are those who have regrets, unfinished business, or a task to complete.

Nothing can return as a Human; resurrected souls will be Monsters or Spirits.

If you would like your character to significantly change form after their death, note this on your character creation form and bring extra costume.

Option Two; Pass on

If you allow your character to pass on, they disappear from both the Living and Spirit World **permanently**. Those who pass on cannot be resurrected, contacted, or reappear again. You stop playing them after the scene.

When you die

Any time your character dies, you should **remain as a corpse until:**

- ❖ Players have left the area.
- ❖ Your corpse is replaced with an urn.

If it is unsafe or uncomfortable to remain where you died, move to the nearest safe place. If you leave your position before your corpse is placed into an urn, you must show a referee the location of death and explain the physical state of your corpse in case it’s needed for future scenes.

Corpses and Urns

Corpses are tidied away into urns by some types of spirit, a mechanic that allows the game team to represent corpses without needing a member of crew to pretend to be a dead body for extended periods.

Urn are varied in appearance, and there is no outward way to tell if one has any corpses in or not. However, if there is a paper Seal on one, there’s a good chance something is inside! Any character based on a Death spirit will be able to sense which Urns hold corpses.

Corpses can be removed from urns to inspect in more detail. This requires a character with Magic to roleplay preparing the Urn to release its corpse however they see fit, and then tell a referee where it is so that the corpse can appear. It is not instant, and the magic is broken if the Urn is moved before the corpse appears.

If an urn is smashed, the corpse inside it vanishes.

Standard characters **cannot** put corpses into urns.

Character Creation

Character Details

When submitting a character creation form, you must include the following so we can create a suitable character pack for you each event.

Name

Type of creature

❖ Human, Monster, **or** Spirit.

Real-world inspiration

❖ A folklore creature or character archetype.

Background information

❖ What has your character been doing until now?

Character Hooks

❖ Up to **3 points** summarising motives, desires, and major flaws.

Story Hook *(optional)*

❖ An idea of why your character is at this event or a particular plot idea you'd like to follow.

Type of Creature



Humans

Born in the Living World, they must travel over to the Spirit World through portals or rifts.



Monsters

Born in either World, they are Humans who have been fundamentally changed by magic.



Spirits

Born in either World, they are sentient entities that are either not Human or not alive.

Skill Points

Each character has **3 skill points** to spend at creation, to split between three skills. Each skill point raises the skill's rank by 1, up to rank 3. Each skill starts at Rank 0.

Resistance

You can resist Possessions and Seals that would target you, up to a set Rank. *(Details on Page 7)*

Humans typically have **Resistance**

Mana

You innately have a source of magical power you can use to cast spells. *(Details on Page 8)*

Monsters typically have **Mana**

Possession

You can Possess other characters to influence their actions up to a point. *(Details on Page 7)*

Spirits typically have **Possession**

Custom Ability/Item

You must submit an idea for a special ability or item for your character. This gives you something unique to make you stand out from others, though multiple characters can have the same ability. It is up to you whether your character knows that they have this ability or item.

This customisation will be finalised by the gameteam, but providing a concept will make the end result fit your character better.

Finished ability example:

Vampiric Nature

Can recover from injuries by drinking blood, but will have cravings for it and is prone to bloodlust outbursts if they go a day without drinking any.

Finished item example:

Invisibility Cloak

The wearer is invisible, but can still be heard and touched. Anything under the cloak gains this effect.

Game Effects

Calls

Aura

“*Aura* _____”

An emotional state of an area or object that can be felt and should influence your roleplay.

Irresistible Effects (Referees only)

“*Irresistible* [call]”

The following call **cannot** be resisted.

Magic

“*I cast* _____”

The desired effect must be **clearly described** after the initial call, including the targeted area. The target should react accordingly to the effect described.

(See: *Magic*, page 8)

Possession

“*Possession* [rank number]”

The target is influenced to do as the possessor asks. This is less effective the more out-of character the request is. (See: *Possession and Resistance*, page 7)

Seal/Ward/Banish

“*Seal/Ward/Banish* [item/creature type] [seal rank]”

Activates a seal when placed on an item/creature/area. May be followed by additional information if its exact effect is unclear to the target.

(See: *Seals*, page 6)

Death

The character instantly dies.

Visual Effects

Smoke

Smoke grenades and other SFX of various colours will be used to highlight important occurrences. The smoke itself does **not** have an effect attached unless a referee states otherwise or special instructions are given at the start of the event.

Fairy Lights

Illuminated **fairy lights** denote that something or someone is **invisible** in situations where a hand signal isn't obvious, such as at night or for distant characters, or for hidden items. They are still physically there and can be heard and touched, but not seen.

Hand Signals

One Finger Raised

The character is invisible but still physically there.

Fist Above Head

Anyone with their fist in the air is not currently present in-game and must be ignored. Players should use this signal after their character dies and they need to leave.

X Across Chest

If you are uncomfortable during any roleplay or conversation, you may use this gesture to halt the interaction and address the issue. If someone is touching you they must immediately step away.

Head Down, Shielding Eyes

If a player needs to disengage and immediately leave play for OC reasons, they may use this gesture to do so without being stopped. Tilt your head down and put one hand on your brow as if shielding your eyes from the sun.

Out-of-Character Calls

“*Safety!*”

For any real injury or safety concern that requires the game to be immediately halted. Everyone in the area who is unaffected by the issue must make a path for referees and first aiders to reach the injured person. The game will resume when a referee calls “**Time In**”.

“*Pause!*”

If a fragile item (such as glasses) is dropped during combat, use this call to pause the local scene. Once resolved, those involved should check everyone is ready to continue before resuming the game. If anyone approaches during this time, call “**Pause**” again.

“*Time Freeze!*” (Referee only)

Used to pause the game for plot reasons. Everyone must close their eyes (where safe to do so) and remain quiet for referee instructions or resumption of play. The game will resume when a referee calls “**Time In**”.

Setting Mechanics

Travel in the Spirit World

The Spirit World does not operate in the same way our Living World does.

Shifting Towns

Built-up or populated locations, such as towns, tend to stay in the same place. The space between them, however, is constantly shifting. A shrine that is close to a town one day may be miles away the next.

There are set routes tethering the locations together that are reasonably safe to travel. These are signified by red **Spirit Cord**. These routes do not change while the cord is present, ensuring there is a way to get from A to B.

If the **Spirit Cord** is broken, the locations become untethered and can move apart again.

Portals

Portals can be used to quickly travel between set points within the Spirit World, no matter the distance, and might be invisible to the naked eye. They must be powered by at least **10 Mana**.

World Doors

Doors between the Living and Spirit worlds exist, allowing travel between the two. These are uncommon and look mundane, but might not be a physical door. If they are destroyed on one side, the other side becomes a mundane door again. They may need Mana to open.

Tears between Worlds

Tears in the fabric dividing the Living and Spirit Worlds are rare. It is not common knowledge what they look like, and there is no known way to repair them.

Spirit Cord

- ❖ Spirit Cord is a magical item represented by a **red string**.
- ❖ All red string/cord/rope in the game represents Spirit Cord. Thin red thread does **not**.
- ❖ You may include Spirit Cord in your kit. Whether the character knows what it is is up to you.
- ❖ It **cannot** be cut by any normal item or method.
- ❖ The cord will ideally be strung between trees along paths, but may occasionally be on the floor.

Will-o-the-Wisps (Referees)

Will-o-the-Wisps (or Wisps) are the out-of-character referees of the game. They are visible to all characters and are represented by grey cloaks with the Spirit swirl symbol, and may have white or blue lights with them (especially at night).

If you need out-of-character support, **ask a Wisp**. These conversations should be ignored by other players.

If a Wisp speaks to you or shouts an effect, act as though the instructions came from an unexplained source and the Wisp's presence was coincidental.

Likewise, **if a Wisp moves an object**, that object should be treated as moving on its own.

Wisps **cannot**:

- ❖ Interact with characters
- ❖ Be understood while talking generally
- ❖ Be walked through
- ❖ Be affected by attacks
- ❖ Be targeted by magic
- ❖ Be made to appear or vanish

Seals

“Seal/Ward/Banish [item/creature type] [seal rank]. *Describe the effect now.*”

Seals are written charms that enable someone to create or remove spiritual effects on areas, items, and creatures. When attached to a target, they must be accompanied by a **Seal call** described above. To stop the effect, the Seal must be **physically removed, torn, or destroyed**.

Targets

A Seal can be placed on characters, objects, or areas.

The **target** of the effect is indicated by the **creature symbol(s) on the seal**. If your symbol is shown, and your Resistance is lower than the Seal Rank, you are affected by the Seal if it is attached to you, or you pass its boundary.

Seals cannot be removed or destroyed by any creature who has their creature symbol on the Seal, **or** whose Resistance rank is lower than the Seal's rank. Two or more characters cannot work together to remove a Seal.

Example: There's a Rank 2 Seal targeting Monsters. A Monster with Resistance Rank 2 cannot remove the seal because their symbol is on the Seal, but they can resist its effect. A Human or Spirit with Resistance 2 can remove it. A Human or Spirit with Resistance Rank 1 cannot remove it.

Theoretically, Seals should be able to target humans. In practice, this has never been successful. No seal can currently be made that targets humans.

Effects

These effects must be accompanied by the appropriate call

- ❖ **SEAL:** Locks target in a place or state. Used to trap spirits, lock boxes, and block powers or emotions.
- ❖ **WARD:** Blocks target from entering or passing through an area or gateway.
- ❖ **BANISH:** Teleports target back to the Spirit World, or if already there, far away from the current location.

Seal Ranks

A Seal's rank is equal to the amount of Mana used by the individual creating them. Teamwork to use more Mana will not work.

The only part of the process requiring magic is the writing of the **Rank lines** at the top. This must be done **last**. (The rest of the seal may be created mundanely.) These Rank lines denote the level of Resistance needed to resist the Seal's effect, and for a non-target to remove or destroy it.

Physical Object

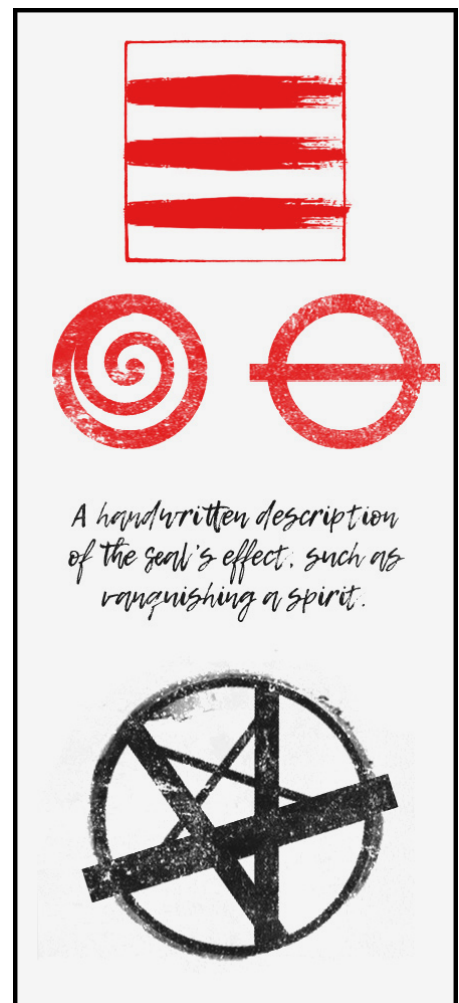
Seal phys reps must:

- ❖ Be made from trees.
(This includes paper, wood, leaves, etc.)
- ❖ Be attachable to a target.
(Via string, clips, etc.)
- ❖ Use **red ink** for Rank and Target.
- ❖ Use **non-red ink** for the effect description and Maker's Mark.

Written Structure

The written structure of a Seal must include:

- ❖ A red box with horizontal lines denoting Rank.
- ❖ Target symbol(s).
- ❖ A description of the effect(s), using one of the 3 effect words.
- ❖ A Maker's Mark.



Possession

“Possession [rank number]. You should open that box.”

All characters with the Possession skill are able to possess other characters and items.

The possessor’s Possession rank must outrank the target’s Resistance.

Using the Possession Skill

Using the Skill

Call *“Possession [rank number]”*.

The possessor must describe how they want their target to behave. The possession lasts as long as the possessor remains in sight of their target and **roleplays being focused on them**.

You can possess multiple nearby targets at once by splitting your Rank between them, but will only be able to focus on one if they move apart.

You **cannot** work with other characters to stack Ranks of Possession to possess something with a high Resistance.

Possessing Items

Unless stated, items have **no resistance** to prevent possession. They can be possessed to carry out their standard mechanical function.

Example: Turning a tv screen off or opening an umbrella.

This **cannot** be used to levitate objects.

Responding to the Possession Skill

This skill allows the possessor to heavily influence the target’s actions and emotions, but the target chooses how to interpret this influence.

The further an action is from the target’s normal behaviour, the weaker the compulsion will be. If the target fights the compulsion, there must be a **visible struggle** against the command.

Forcing a target to knowingly put themselves in immediate danger will **not** work, unless the target thinks it is in-character to do so.

Ending a Possession

When the possessor is no longer focusing on the target or the target moves far enough away to not be in line of sight, the effect ends.

The target can choose to continue acting on the compulsion, but will not receive new commands.

Resistance

The Resistance skill allows characters to prevent something from spiritually affecting them, primarily **Possession**.

It is a **passive** skill, making you automatically resistant to these effects unless you consciously decide not to resist or decide your character is having a moment of weakness.

You may resist any **Possession** Rank or **Seal** equal or lower to your Resistance Rank. You do **not** need to say you have done this.

Magic/Mana

Magic is cast using the “*I cast _____*” call. This must be followed by a clear description of a **physical effect** of your choice. **Magic can technically be performed by anyone**, but requires Mana (supplied by ranks of the skill or items) in order to be successful.

Magic Ranks

A spell's Rank denotes its range, and how much Mana it needs to be cast. The Rank does not need to be stated during casting, but you must clearly describe the target range.

RANK 1: Target limb or small object.

RANK 2: Target person or equivalent object.

RANK 3: Target a small group (Max. 3 people next to each other).

Personal Mana

Mana gained from ranks of the Mana skill is described as personal mana. Using personal mana to cast a spell gives roleplay side-effects which stack with each other. It is safer to use external sources, such as items.

1 Mana: *You gain a small temporary headache.*

2 Mana: *One of your limbs or senses goes numb temporarily.*

3 Mana: *You are physically injured in a thematic way for your spell.*

Teamwork

Through teamwork and items, more powerful spells can be cast. Each character gets side effects based on the amount of their personal mana used.

RANK 4: Target a maximum of 5 people within a few metres.

RANK 6: Target a maximum of 10 people within an area.

RANK 8: Target an entire location.

Casting Limits

There are **no daily limits** or minimum casting times, nor are there set spell lists or a limit on what a character could know; limit your character however you feel is appropriate for their story.

Some scenarios may introduce spells that only work with specific roleplay, using set items, or in fixed locations.

Creating Seals

All Seals require Magic to finish their creation. Once they have been written and follow all the other creation rules, a character with a source of Magic must draw a number of lines in **Red Ink** at the top of the Seal, equal to the Magic Rank being used.

The Magic/Seal Rank lines must be the last thing drawn on the Seal. Nothing can be added after.

Rituals

Rituals and rites to contact higher beings do **not** require Magic to perform, and are entirely roleplay based. You must figure out how to successfully catch the being's attention, as well as performing the ritual in a suitable location. You do **not** need to wait for a referee and will **not** gain instant in-game feedback.

Referees

You do not need to wait for a referee in order to perform your ritual, but must update them as soon as you next see one. This is to enable spontaneous roleplay moments to develop and not be delayed by crew logistics.

If you are planning a ritual at a set time, please notify a member of crew so they can prepare an observer.

Results

Higher beings will notice you if you've done enough to gain their attention, but will not be physically present. Your request may take some time to decide on.

Based on your roleplay and request, you may be presented with a quest to complete to reach your goal, have to prove yourself before being given the item or information, or be subject to the being's wrath.

Safety

Weapon Safety

Prop and Replica Firearms

Any cap-based prop or replica firearms may be used so long as they do not fire projectiles. Caps are required to signal firing a weapon. Calls such as “*bang*” are not used. Target names or descriptions may be used if the target is not looking at the attacker.

Players intending to use firearms must state so on their character creation form. How much ammunition your character starts with will be stated on your character sheet. In-game ammunition does not automatically replenish and must be sought out IC.

LARP Weapons

Latex LARP melee weapons and 30lb bows with LARP foam arrows are permitted, provided they have been checked by a referee to assess their safety before use.

Injection moulded weapons with a core are not permitted.

In-character, you are assumed to be able to make new arrows as needed. You must check collected arrows for damage before reuse.

Food Safety and Edible Items

Any edible item provided by the game will come with a small ingredient list for allergen purposes. If for any reason one isn't attached to an item, a referee will be able to access the list for you.