

# **Spirits**

To keep track of the kinds of spirits found in Beacon

**In the forest-** there are lots of spirits

**In the river-** there's one that might be kind of a fish?

**Green Eyed Spirits** - usually dangerous, cause hallucinations

**On the lake-** following the ferry there was a figure hovering above the water that appeared out of nowhere. It looked sort of human and no intentions dark or otherwise could be sensed from it.

**Above the lake** - Something invisible, may not be a spirit. Hits hard. Doesn't like people flying very much.

**Within the lake** - sort of like giant piranhas. They do what you'd think they'd do. They can eat through a boat, not just people.

## **Soldier's notes:**

Words in quotes are direct quotes from spirits. Conjecture labeled.

- Spirits know they made a mistake in attacking us. Said "we wrong, learn new". Spirits have different idea of danger. Spirits do not consider dying danger because we are all already dead. Conjecture: might not feel pain the same way we do either. Painful wounds did not hinder them during the attacks the way they would hinder one of us. So they did not understand that dying hurts us.
- Green-eyed spirits are bosses of other spirits. Green-eyed spirits are "different" from the other spirits, called "good and bad" and "nasty". Green-eyed spirits give other spirits jobs. Attacking the ones who didn't eat was a job, called "good but hard". Some of them did not want to do it so they hid, said "scared too".
  - Sub-point. Talking to green-eyed spirits in person may not be viable. Daylight and I tried. They did not respond to spoken words or Morse Code except to grab us and try to separate us. Conjecture: talking to other spirits is a better option. They may be able to communicate with green-eyed spirits for us if need be. Maybe also wait for spirits to get back on network since that seemed to work for them during the attacks.
- Spirits are dead like us. Nothing is actually alive here even if it looks alive. The world is dead, not just without light. Spirit said "All dead in dead world".
- If the light comes back and we stop the World Eaters, the spirits will cease to be. Said "with light comes we die". Said "dead stay dead", "only live or only die, not both". Said not to be sad if they die. Was not upset at prospect of us stopping World Eaters, only curious. Said "What is death to a dead thing?"

Conjecture: they may be former residents of Beacon with the purpose of stopping the World Eaters. Cannot move on until purpose complete and world freed?

- Conjecture. This may also be true of us. Did not ask about that at the time. But if all dead things will cease to be if the world comes alive, and we are also dead things, then it could apply to us too.
- Spirits want us to lead them. Said "Lead. Follow we." "All you choose" where and to what. Could not get a clearer answer on what that means. If people can talk to other spirits, they might have alternate ways of explaining that to help make clearer. Conjecture: this is important to our purpose here? Spirit was very firm in this.

## **Important figures**

People who were here before the first ferry and last reset.

**Rastus-** bird, he'll get you stuff. Ask him if you want to borrow a torch from the bonfire.

**Will-** warned us about the World Eaters, he's your guy when it comes to the tablets

**Winters-** deceased

**The lighthouse keeper-** Robin, 17, author of the weekly bulletin. The lighthouse is designed to project a red light at all times because it's the most invisible color for World Eaters!

## **Areas**

Locations and other places.

**The Church** - The ground isn't magically sanctified.

**Boathouse** - Gone since October last year.

**The river(s)-** Dangerous. Use the bridges.

## **Discoveries**

This world is "dead", Beacon wasn't always in total darkness. The World Eaters came one day and consumed all the light.

**Dying** - Statistically you have a 1 in 3 chance of coming back if you die (Rosinante credited for doing the math). Sometimes something goes wrong and there's a "cost". Your lantern is needed to bring you back. If you come back, you arrive in the church with injuries healed.

**Powers** - People with abilities or powers, such as magic, may find they're less effective than they remember. This may apply to physical abilities as well. Flight seems weaker, etc. Not consistently applied (some people don't experience much loss in effectiveness in abilities or powers, if any).

**Resets** - In the last 20 years there have been 25-30 resets, mainly due to a halt in progress to fix the world.

## **Events**

**The Graves** - Grave stones appeared during our first month here for every person who lives in town. They made us want to leave offerings at them and if we did, we saw a vision of the person's death through their eyes.

**The Party, Connecting the Lighthouse**, the spirits freezing up, fleeing, or rampaging when the foghorn sounded. A lot of people died or went missing entirely after.

**Feast** - Spirits put together a feast. Those who ate it slept for 2 weeks and saw visions of Beacon's past. Those who didn't were attacked by spirits.

### **Dreams (during the feast) -**

**Church:** This dream took place in the past while Beacon still had sunlight. The bell was ringing. On the floor of the church was a large symbol of a snake eating its tail, on a world called Earth this symbolizes rebirth. Some event had caused chaos, which in the dream was represented by someone feeling trapped in the church. They tried to get into the trapdoor and went up the belltower (the bell was turned on its side once they got there, covered in dust like it had been there a long time). On the way back down, the stairs and trapdoor showed signs of desperation, like fingernail scratches, as if people were trying to get in or out. The walls oozed black tar and the church smelled of sickness. A note was found in a bible that read "We're all going to die".

They went down the trapdoor. As they went they heard someone coughing and found people covered in sheets who seemed to be praying. One of them was punctured with a screwdriver by one of the people dreaming, and this sheeted person melted into ooze. The ooze then came back down the tunnel from the church (yeah, it's confusing). The other figures didn't respond. Peter said he died right after and that the ooze doesn't play well with flesh and bones. Sorry, Peter.

**Radio Tower:** Lots of dead birds, no signs of life in this dream. Only Kol, Daylight, and Sarissa in this version of Beacon in the past, just as the World Eaters were approaching.

The radio tower had been sending out a recording from a Sheriff, Daylight provided the details: *"Comm check. This is Sheriff Owen Hobough. We've got 34 survivors here, along with medical supplies and fresh water and food. We're located at 45.717643, -86.667802."*

*Dr. Solis is here, and she can keep us alive. She's found a way to... temporarily rehouse a person's life force. If anyone's still alive out there, send us a signal. We might just be able to save this world yet."* No one had answered the signal.

Riku's note: Could this be talking about the lanterns? Is Dr. Solis still alive or did she pass on the knowledge to someone else? If it is the lanterns, could she be who lives in the basement of the church? (Confirmed December)

**Research Facility:** Ignis, Scarlett and Castiel found a place called "Solis Labs", run down, surrounded by forest and scrap metal (probably not the scrapyard but might be worth a look). Inside were a lot of computers, tools and wires. A printing machine was also there and a lot of formulas written on a board. The power was still running in this building. A computer had several programs on it: Museum catalog, a printing program, a research log, and a program called "sun".

The research log talked about a portal being built in 1969 summertime. Builder unknown. They traveled back and forth through dimensions, taking items back as proof, which are housed in the museum. About a year later "something" spotted the scientist. Last entry: "It wasn't worth it". Ignis believes this something followed the scientist to this world. Much of the other data was encrypted and lost.

The Sun program killed Ignis upon running.

This needs information on the other programs and what happened after Ignis died.

**The Lake:** May be where the portal and research facility are located now. Someone else who had this dream fill this part in.

**Town Hall:** There was a map of Beacon from before all of this. It included as of yet unexplored areas such as a medical center (west), downtown (east), furnaces, farm, and a train station (towards mountains).

There was the same dog-head statue, but this time it had a plaque that read "Woofington Von Bone: Beloved Mayor, Husband, Father. Funded by the citizens of Beacon in honor of his many accomplishments." Down the hallway we discovered hand written notes from his children (Pawlina, Puppette, and Barkley). The notes mentioned the father being over-worked, the mother being sad, and Puppette being tired. The more curious note mentioned that several people (including Puppette and Barkley) had disappeared, the mayor hadn't been seen in a long time, and that there were whispers from the public along with the community actively avoiding Pawlina. Obviously a lot of details and specifics are still lacking about this incident. In the mayor's office there was a flier mentioning an amusement park. The roller coaster was dizzying and came with this message: Propel into a better tomorrow with you and your loved ones! Peaceful, humane, and designed to accommodate children of all ages!" Something bad happened to the children if the Mayor's wife's howling was any indication.

The rides at this amusement park were intended to end the lives of people peacefully. It's awful. Says a lot about how much despair and hopelessness they must have felt.

**The Mines:** (Note: *Hi! This is Daylight. I'm writing this down with Molly's permission.*)

Molly, Mr. Aziraphale and one more person were down in the mines, surrounded by supplies and lanterns. There was a helmet with bloodstains nearby.

They came across something that possibly had tendrils but Molly was unsure of its appearance. He described it as such: 'They didn't really look like *anything*.'

Whatever they are, they aren't friendly. Upon running across them, the thing attacked the group. They ripped Molly's eyes out, tore Mr. Aziraphale's wings off of his body and ate one of them alive. Molly woke up after this.

Please be careful when going to the mines! Molly described the thing as 'collecting pieces.'

**Colored Lanterns** - Some lanterns also took on a cracked or damaged appearance -- based on light's intensity of color, effects included:

- Green: Various shades. Hallucinations. Hearing voices and voice sounded different to myself, but no one else. Some reacted violently
- Blue: Various shades. Acting strangely compared to normal? Need more information.
- Red: Various shades. Physical, exterior changes to a person. Extra appendages or growths, the change seems to be consistently painful or no one mentioned a change that wasn't painful in some way. The following were mentioned, though the extent of transformation is unknown: horns, spikes, tentacles and claws. Most shapes I was told about were "monstrous."

Robin, regarding lantern colors:

*"I've never encountered this kind of this specifically, though that doesn't mean it's never happened before - in fact, I guess it kinda has? I've been researching in the archives I got up here and there's some records of similar events happening in past resets. I didn't see anything about color changes, but there have been cases of lanterns changing in appearance that result in weird effects kinda like the ones we're dealing with."*

*"From the sound of it, sometimes the effects are one-and-done, like, they'll go away after the event is over? Buuuuuuut sometimes they stick around for a long time, or they come and go randomly."*