



hosts are disembodied souls that remain on Kethira for some time after the death of their bodies. Human cultures protect the souls of their dead from the chill void of death by means of a funeral service. If all goes well, the soul is escorted into Yashain for an eternity of service and reward that may have some similarity to the teachings of that god's church. Souls not committed to one of the gods through a baptism ritual must find a deity to protect them or spend eternity in peril of Bukrai.

A soul that is denied its chosen afterlife may still be accepted into another. Most require a petition, but some do not. Ilvir cleanses and recycles souls into Ivashu. Morgath will take all souls, to be utterly destroyed in the eternal maelstrom of Bukrai. Both of these gods have agents on Kethira that search for disembodied souls. Only Morgath's agents can wrench a soul from its living body by defeating it in Mental Conflict, and only Bukrai can destroy a soul.

Although most ghosts exist because they have been denied entry into an afterlife, some also decline their death-journey until some condition is fulfilled. Bereft of their bodies, ghosts remain on Kethira until they can succeed in a death-journey, or are harvested by one of Ilvir's Ivashu, or face destruction in the fury of Bukrai.

Dispelling a Haunt

Ghosts can be dispelled in several ways. The most common is to perform a successful Passage of the Soul ritual (see: HårnMaster Religion). This requires a god who will accept the soul and sufficient piety to summon the minions to retrieve it. Ghosts who accumulate enough Piety Points can usually make the journey unaided. An eternity to pray is enough time for most to accept some introspection and reconciliation.

A ghost may not want to be dispelled. An unwilling ghost may attempt to trick, frighten, or even kill the would-be dispeller. Ghosts may be captured by gulmorvrin or other agents of a deity. Some Ivashu have the ability to capture or recruit souls for Ilvir. Contact with souls and spirits is considered witchcraft and is punishable by banishment or death in most kingdoms.

Souls and Spirits

Souls are the ethereal or spiritual component of a corporeal creature. Spirits are purely ethereal, and only have bodies in the case of temporary possession of a corporeal being.

Dispelling and Exorcism

Exorcism expels an occupying spirit from the body of another. All ghosts are capable of Mental Conflict, and can attempt to possess a body. In cases of possession, the ghost must be exorcised before it can be dispelled. Exorcism has no effect on a haunted site.

Other Spirits

Ghosts are not the only denizens of the spirit world. Aulamithri, asiri, and many others exist mostly or solely in the spirit world. These beings can and do interact with ghosts.

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