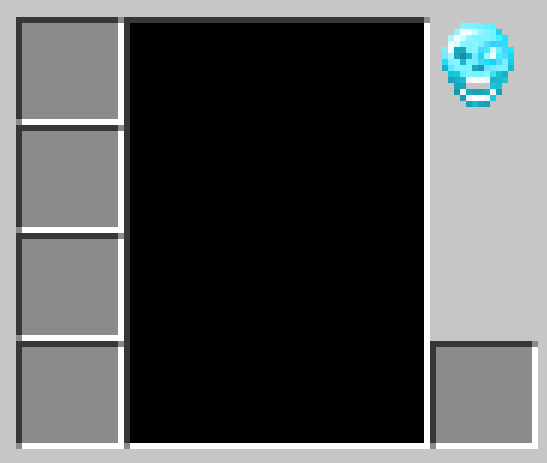
DISSOLUTION 0.7 / / PUPPETS UPDATE

**Removal of:**

* Passeress shrine

**Addition of:**

* States of Soul: States of Soul defines how you will be able to exit your soul state after death.
  + Strong soul: Having a strong soul triggers the mod’s death system for the player. Upon death, the player’s soul leaves the body, and the player has to find a new puppet as a body (possessing undead mobs no longer being a possibility). The strong soul also grants the ability to possess Snowmen and Iron Golems. This is the mod default state of soul proposed the first time the player joins the world.
  + Lich curse: Obtaining this state of soul requires having a strong soul. Grants the ability to the dead player of possessing undead mobs as a new body. However, choosing this option will block the possibility of using puppets as a new body.
* GUI: In the inventory is displayed the current state of soul of the player. Hovering the logo displays the name and tooltip of the state of soul. If the player has the vanilla death, no logo is shown. Example for a strong soul player and a lich cursed player:

**Items:**

* Watcher in a jar
* Puppet item: When right-clicking with a puppet item on the ground, spawns the corresponding puppet entity. Upon player death, if the player has a strong soul and is not lich cursed, the strongest puppet in the inventory automatically places itself.

**Blocks:**

* Empty spawner: Obtained by breaking a mob spawner. Has no effect when placed.
* Soul lantern: Obtained by right-clicking an empty spawner with a wisp in a jar. Lures undead mobs into the zone (32 blocks effect radius). Gives an empty spawner when mined.
* Lurking lantern: Obtained by right-clicking an empty spawner with a watcher in a jar. Renders all undead mobs passive in a 32 blocks effect radius. Gives an empty spawner when mined.

**Entities:**

* Soul faerie: When a faerie and a wisp are both close to each other (at least 6 blocks close), they will attract each other, and combine into a soul faerie. When collected (by just approaching her), she disappears and triggers the state of soul changing dialogue. The player can then choose to acquire the strong soul state of soul (removing the previous state of soul) or get rid of its state of soul and return to the vanilla death.
* Watcher: If the player possesses a strong soul or a lich cursed soul, watchers may appear in caves below depth 16. They are characterized by the apparition of an eye on the texture of a block. When the block is broken, the watcher gets out of the block and moves like a faerie. If the player doesn’t have the lich soul curse, the watcher can be collected like a soul faerie, triggering the lich soul curse dialogue. The player can then accept (or refuse) to exchange its strong soul for a cursed lich soul. Watchers can be captured in a jar if the player’s soul is already lich cursed.
* Puppet entity: Used to regain a body when the player is dead and has a strong soul, but not infected by the lich soul curse.
  + Wooden puppet: 10hp, takes x2 damage from axes.
  + Clay puppet: 10hp, takes x2 damage from shovels.
  + Iron puppet: 20hp, takes x2 damage from pickaxes.
  + Diamond puppet: 40hp, constant fire protection, takes x2 damage from pickaxes.
  + Obsidian puppet: 40hp, constant fire / arrow / explosion protection, can only be damaged from diamond tools, takes x2 damage from diamond pickaxes.