**Post Animus**

**The Two Spirits of Living:**

**Spirit of the Individual:**

An individual’s personality, essence, and the sum of their knowledge. Through mortal life and after, this spirit grows. This is what continues on to The Unknown Lands.

**Spirit of Life:**

Vigor and Vim, the joy of youth. This spirit slowly fades from conception on through time. If a Spirit of Life is not used to pass on to the Unknown Lands, it’s remnants mindlessly animate bodies seemingly dead and may last many years.

**The Nature of the “Death of Intelligent Creatures:”**

For an intelligent creature, both the Spirit of Life and the Individual are required to pass on completely away from mortal life. To what? No one knows where spirits come from or eventually go to, it’s best name is “The Unknown Lands.” The compelling feeling to pass on to The Unknown Lands after death is strong and desirable.

**Unknown Lands:**

A dying Intelligent creature uses the last of their Spirit of Life to power their passing over to what Venerators call "The Unknown Lands."**\*** Living beings who refuse or are denied the final use of their Spirit of Life get stuck in a limbo on the Spirit plane and become part of “The Sea of Souls.”

***\*****Various religions and beliefs have different planes and places defined, but they are all beyond the Venerator's power to reach or know.*

**The Spirit Realm:**

This is the plane all intelligent creatures first come to as they leave mortal life.

Most Spirits of the Individual pass through quickly and unnoticed as they continue on to The Unknown Lands.

**The Spirit Realm also contains:**

“The Sea of Souls” which is where the “Spirit of the Individual” of intelligent creatures who get stuck in limbo wander and congregate.

**The Sea of Souls:**

The “Spirit of the Individual” of those who have not passed over to The Unknown Lands become known as “Souls.” Young Souls are disoriented to the point of mindlessness.

Souls are created when an intelligent being enters the spirit realm without the small amount of “Spirit of Life” required to pass on. This may be because it was denied its own spirit of life (Undead/Living dead manipulation) or because it refused due to unfinished business.

These “Souls” are stuck on The Spirit Realm plane until they are able to pass over.

It is thought that Souls are the very essence of The Spirit Realm and it would not exist without them.

**Sentient Souls:**

As stated, the Spirit of the Individual continues to grow. Over hundreds of mortal years, Spirits of the Individual begin to become aware, and they naturally segregate into Cohort groupings within the mindless horde within the Sea of Souls.

Cohorts form around each era. *Knowledge and wisdom are much more easily shared and accessed amongst spirits of similar age.*

A Sentient Soul contacted through the Commune Spell “Petition Ancestor” cast by a Venerator who is a direct descendant may be asked to become an “Ancestor Spirit Guide.”

Spirit Guides eventually attain the power to pass over through their Venerator’s Ae’Em connection. (see below)

***(Note: “Paging” is the next lowest level Commune spell for Venerators, after “Petition.”***

**Sentient Souls may be “Paged or Delved” for information by Spirit Guides.**

Through a Spirit Guide, Paging or Delving accesses a Sentient Soul’s knowledge on a specific Topic,

in return the Sentient Soul gains sufficient “Spirit of Life” energy (through the caster’s Ae’Em) to pass over.

Sentient Souls may refuse to provide information until a specific task is performed.

(Most often, this task is related to their original resistance to pass over.)

*Any time a Sentient Soul gives knowledge, the asking Spirit Guide may be “passed on” at the same time as the Sentient Soul. A critical fail on the Spirit Guide’s save roll means they pass on and leave the Venerator’s service.*

**Spirit Guide:**

A Spirit Guide is a Sentient Soul who is Ae’Em bonded to a Venerator.

Spirit Guides act on the Venerator’s behalf in the Spirit Realm. (They are the go-between to Sentient Souls.)

When Paging, a Spirit Guide sails above their cohort within the Sea of Souls, whispering the spell topic.

Sentient knowing souls light up in response.

The save roll represents whether or not they contacted a Sentient Soul with relevant information.

When Delving, a Spirit Guide sails above all the Sea of Souls, whispering the spell topic.

Sentient knowing souls light up in response.

The save roll represents whether or not they contacted a Sentient Soul with relevant information.

*Any time a Sentient Soul gives knowledge, the asking Spirit Guide may be “passed on” at the same time as the Sentient Soul. A critical fail on the Spirit Guide’s save roll means they pass on and leave the Venerator’s service.*