

Truths of the Afterlife (1/4) (Immobile) (Room C)

The Afterlife is place of many fates, which can be reached in many ways. Here, truth is not as concrete as it is on Earth. Does God exist? Do *gods* exist? What happens after people die? The answers to these questions are not so much based on objective truth, but rather on the collective beliefs of the countless people who come to the Afterlife.

Truths of the Afterlife (2/4) (Immobile) (Room E)

It is nearly impossible for souls to be destroyed. The only way for souls to cease to exist is when they enter Oblivion. Anything else — weapons, words, the entities known as gods — can do nothing more than transport them. Souls enter the Afterlife when their first death rips them from their bodies. Souls appear to keep the forms of the bodies they were previously in, but this is nothing more than an illusion caused by the beliefs of the soul itself and the souls around it. Thus, a soul's appearance can change as the beliefs about its appearance change, although this generally can only happen over a long period of time.

Truths of the Afterlife (3/4) (Immobile) (Room D)

The Afterlife is divided into many sections. An infinite number, in fact. Souls can move between a few of them by “dying” in the way their bodies might; the destination of the soul then depends upon the type of death. However, most destinations can only be reached by those who know the proper rituals. The nature of the ritual, like the nature of the destination, is generally determined by the collective belief of millions of people, and often requires praying for the help of those that mortals call gods.

Truths of the Afterlife (4/4) (Immobile) (Room F)

The ability of a soul to move within the Afterlife becomes limited with time. When souls first enter the afterlife, they can travel relatively freely. They can then tie themselves to a certain section of the Afterlife, which will allow them to stay there permanently. However, if they do not consign themselves somewhere soon after they arrive, they will remain restless and frayed, drifting between, unable to remain anywhere.