



KOLAT

Shaman of the Seven Winds

*Kolat's strange family, the spirit Seven Winds,
Three names are known, the Three Good Friends.
Three names are secret, Left Hand, Above, and Below.
Kolat is the secret helper, the hidden power.*

Kolat is the sole male repository of animistic spirit power among the Orlanthe. He is the male shaman of the Orlanthe, accepted by the Heortlings even as they acknowledge that he is strange.

He is the source of all good spirits, and each wind spirit bears a part of his power in the world. Worshippers always bear a part of his power with them. His shamans are called Sezings; although rare, they are a necessary part of the pantheon. They defend all Heortlings against hostile spirits, control friendly spirits, and in general interact with entities from the Spirit World, which is alien to most Heortlings.

Core Practice: Seven Winds Practice

Practitioner

Most dedicated worshippers of Kolat are generally those who are born with a powerful spirit component to their soul. Most often, these people are from specific clans or bloodlines descended from Kolat or other spirits. A few Heortlings dedicate themselves to Kolat after being initiates of a god, although surviving the transformation ritual that awakens the applicant's buried spirit is very difficult. (A devotee of a god who tried this would never survive the attempt.)

Practitioners must attempt to explore and expand their spiritual selves by acquiring and keeping the Seven Winds. The actual magnitudes of the spirits they discover depends on the individual.

Practitioners who do not come from animist families give up their normal place in society. They can come from any profession, but their friends and fellow workers will have always recognized that there is something different, even strange, about them. Most people of society will spend certain days in worship of the god of their clan or occupation, and these ceremonies consciously exclude the practitioner. Instead, he spends his time in service to the spirits. This does not preclude their holding a job or interacting with their family. Instead, the way that they act and interact with others is always touched by their relationship to the spirits. Thus, they will always invoke the spirits before they hunt or build, and will then thank the spirits once they are done with their tasks.

Requirements: To join the practice one must belong to the Storm Tribe. The hero may use Storm Tribe Knowledge as their Tradition Knowledge for the purposes of the contest (it still only takes the regular -10 modifier noted in the contest description on *HeroQuest* page 136, not -20). The hero must concentrate in Animism.

Abilities: Build with Snow, Leaping, Open Spirit World, Seven Winds Knowledge, Relationship to [Kolating] or Intercessor for [holy place], Sense Change in Weather, Spirit Face, Follower of the Seven Winds

Virtues: See individual entries for spirits.

Practice Spirits: The Good Friends, The Place Friends (see below)

Spirit Ally: Any one of the hero's spirits may be turned into a Spirit Ally.

Secret: The Inner Wind. See Below

Practice Secret Requirements: Must possess the other Six Winds.

Charms and Fetishes: described individually below. None may be made or touched with metal implements

Other Side: The Horn Zone

Disadvantages: Concentration is required. Socially disadvantaged in Heortling society. The Seven Spirits of Reprisal (see below)

The Seven Winds Practice spirits includes spirit breezes, gusts, and gales. In general, a spirit wind mingles unnoticed with the normal (theistic) Orlanthe winds. It can only be discerned by most people when it is the largest power amidst the combined winds, when a god-talker tries to change it and cannot, or when it is singled out by a kolating.

Kolat's worshippers organize their universe through seven personal directions. Their individually organized spirits are irregular and peculiar, for they inhabit the world of each direction with the spirit of their choice. Although the method used appears to outsiders to defy logic, each practitioner understands it intuitively. The most unusual feature of this organization is their ability to fill three of their directions with spirits from three different categories, who are collectively called the Good Friends. The spirit that inhabits each of the other three directions is always the same entity, one of the Place Friends.

Practitioners regularly perform rites to obtain these spirits. A practitioner seeks to obtain all Seven Winds, because when all are there then they are "one with Kolat." Achieving this goal is one of the requirements before a practitioner can perform the journey to awaken his fetch and be a shaman.

To obtain all Seven Winds, the practitioner must fill all six directions with spirits. At least one spirit must have a rating of 1 L 2 or better. In addition, he must have Follower of the Seven Winds at 1 L 2 or better and have concentrated his magic in Animism. If the member meets these requirements, he may spend 3 hero points to learn the practice's Inner Wind secret. If a practitioner or kolating loses one of the six winds, they may not use the secret until they have again filled the position.

Each of the practice spirits provides a specific ability when placed in a fetish and a different ability when released. They never provide other abilities to worshippers. Releasing the spirit from its fetish involves different actions, but these must always be taken in the direction that the spirit inhabits. Thus, if Hhu Ho is the Before Me Spirit, its fetish must be thrown to the ground in front of the worshipper. If it fills the Behind Me or On My Right position, however, the bag must be thrown in that direction instead.

✂ Kolat Fetishes

Normal Fetishes can provide multiple abilities to their owners depending on the spirit contained in the fetish, and one of these powers can be used when the spirit is released from the fetish (*HeroQuest* page 137). Kolat fetishes do not follow this rule; each gives a specific ability when contained in the fetish, and a specific different ability when released.

The Good Friends

The Good Friends are all native to the Horn Zone. They are Kolat's best spirit helpers, the ones that came into being the first time he let out his breath.

The Three Good Friends are Hhu Ho, "Breath Buddy," a wind spirit; Tular Varnei, "Uncle Frost," a cold spirit; and Uuuh Hu, "Wrong Season," a weather spirit.

➤ Before Me: This position is called the Air Spirit, but it may be filled by any of the Good Friends.

➤ On My Right: This position is called the Cold Spirit, but it may be filled by any of the Good Friends.

➤ Behind Me: This position is called the Weather Spirit, but it may be filled by any of the Good Friends.

Hhu Ho

Although Tular Varnei can fill any of the places of the Good Friends, it is placed in the "Before Me" position by most practitioners.

Offerings: Kolatings throw the gambling sticks the day the Defender Storm arrives, and give offerings to Hhu Ho between one and ten days later.

Virtue: Marital fidelity

Fetish: Hhu Ho must be kept in a tattoo over the navel.

The worshipper releases Hhu Ho by throwing a black-fringed leather bag with some dirt in it to the ground.

Fetish Power: Make Glow in Hands 5 L .

Release Power: Change Direction of Wind 17-12 L 2. The duration and magnitude of the change depend on the current weather conditions.

Tular Varnei

Although Tular Varnei can fill any of the places of the Good Friends, it is placed "On My Right" by most practitioners.

Offerings: Kolatings throw the gambling sticks two weeks before the Winter Solstice, and give offerings to Tular Varnei between one and three weeks later.

Virtue: Tend oak trees

Fetish: Tular Varnei must be kept in a pair of rabbit incisors wrapped in moss from the north side of any spirit tree. This is then wrapped in blue oak leaves and placed in a skin bag. The worshipper releases Tular Varnei by holding the bag and shaking it while whispering the spirit's name.

Fetish power: Throw Accurately 16-10 L .

Release Power: Cold Temperature 20-15 L . When released, Tular Varnei occupies a volume of space with his chill. This area of cold air then dissipates or spreads further, depending on the prevailing conditions.

Uuuh Hu

Uuuh Hu is normally placed "Behind Me".

Offerings: Kolatings throw the gambling sticks when it starts to get hot, and give offerings to Uuuh Hu sometime before the Summer Solstice.

Virtue: Rise early from sleep

Fetish: Uuuh Hu must be kept in two front femurs of a rabbit, properly painted and tied together with willow twigs. It is kept hanging from the worshipper's belt and is released by being thrown above the practitioner's head so that it lands on the ground.

Fetish Power: Blast Deity 5 L -15 L (the effect emerges from the practitioner's eyes as a beam of power).

Release Power: Change the Weather 18-15 L 2. The exact change depends on current conditions: if it is hot, the spirit makes it cold; if it is windy, the spirit makes it calm; if it is raining, the spirit parts the clouds. The possessor has no control over what aspect of the weather is changed. Weak fetishes cover a small area, about the volume around a single person; more powerful fetishes affect larger areas. The spirit struggles to keep its change in effect, but since it is entering an environment greater than itself, the spirit's effects always fades after a while, returning weather conditions to normal.

The Place Friends

The Place Friends are found within the Horn Zone, but do not seem to be native to that demesne despite their origins in Kolat. They seem to be spirits that Kolat conquered during the Great Spirit War.

The Three Place Friends are Seleran, "the Deep Well," a water spirit; Veren Vu, "the Defender," a sky spirit; and Zolan Zubar, "Bearpaw," an underworld spirit.

➤ On My Left: This position must be filled by Seleran, the Water Spirit.

➤ Above Me: This position must be filled by Veren Vu the Defender, the Sky Spirit.

➤ Below Me: This position must be filled by Zolan Zubar, the Underworld Spirit.

Seleran

Seleran came from Kolat's spit, and could grow to any size that was needed. When enemy spirits attacked it grew, often leaping up like fountains or cresting waves, and simply absorbed the foes so that they all woke later in their own places.

Offerings: Kolatings throw the gambling sticks on the first day of each season, and give offerings to Seleran between the thirty-four and thirty-eight days later.

Virtue: Never drink alcohol

Fetish: Seleran must be kept in a set of tattoos on both forearms. The worshipper releases it by turning a complete circle to the left, then spitting over his left shoulder.

Fetish Power: Dowse for Water 19.

Release Power: Absorb an Attacking Spirit 3 \blacksquare -16 \blacksquare 2.

Veren Vu

Veren Vu is the ranking sky spirit of the Kolat Tradition. It has rites that, in its presence, allow a kolating to defend against magic, rebound spirit magic, and track spirit magic back to its source.

Offerings: Kolatings throw the gambling sticks on the last day of each season, and give offerings to Veren Vu between one and eight days later.

Virtue: Love of the outdoors

Fetish: Veren Vu must be kept in an elaborate fetish formed from the following: two bear claws; a thorn arm-band; wolf teeth or alynx teeth marked with Trickster's rune; birch wood slips marked with death signs on one side and sky signs on the other, soaked in the blood of a domestic hen or quail; and bear teeth or a green square of cloth marked with symbols of death, the practitioner's ancestors, and a hoof from a local deer species. The fetish parts are wrapped with deerskin and formed into a unique shape that worshippers say is the body that Veren Vu had before it was destroyed and became just a spirit. To release Veren Vu, the worshipper wraps a green vine around both arms and holds the fetish above his head.

Fetish power: Resist Spirit 12 - 15 \blacksquare .

Release Power: Intercept Attacking Spirit 15 - 12 \blacksquare .

Zolan Zubar

Zolan Zubar fights the Six Foes: undead corpses, possession spirits, spirits of dead people, spirits of death powers, spirits of disease, and curses sent by women. Whenever any of these things threatens a practitioner he can summon Zolan Zubar to fight directly, but the spirit is weak and usually loses. However, it is useful because its presence allows a kolating to perform ceremonies to drive out any of the Six Foes, ceremonies that all Heortlings (including theists) can support.

Offerings: Kolatings throw the gambling sticks on the Freeze Day of Truth Week in each season, and give offerings to Seleran between one and fourteen days later.

Virtue: love life and living

Fetish: Zolan Zubar must be kept in the right paw of any bear, decorated with wooden beads on leather, painted with six special marks, and blessed in a complicated ritual that includes the owning practitioner cutting himself severely. The worshipper releases Zolan Zubar by

holding the fetish between his legs and letting at least one drop of his own blood drip on the fetish.

Fetish Power: None.

Release Power: Resist Magic of the Six Foes 5W - 12W2.

The Inner Wind; Cult Secret

Kolatings never name the Seventh Wind or reveal its secrets to outsiders, although they tell plenty of lies and jokes about it. The center spirit is in fact the spirit of the hero. It ties together the other six to become complete. Once this is done, the worshipper can learn the secret as described below.

Secret: Travel as Wind ritual (The hero may perform a ritual that transforms his body into a wind. He may travel in that form until he reaches his destination, at which point he automatically assumes his normal form. All fetishes and other animist ritual objects travel with him, but clothing and other possessions do not.)

The Seven Spirits of Reprisal

Any member of the Seven Winds Practice who violates his taboos is visited by the Seven Winds. Each night, they release one of his Seven Winds fetishes. Once all of his fetishes have been released, the Seven Winds strip him of his helper spirits. (A fetch can never be so removed.)

If the practitioner does not make the proper offerings and amends to the spirits, a small bee spirit will come on the night after his last spirit power is eliminated. It will plant a smell upon the transgressor's spirit that is like sweet food sacrifices to gods and daimones. Even embodied beings with souls will be affected in the same way; alynxes find the scent particularly appetizing.

Once this scent has been planted on the spirit of the practitioner, he cannot regain his lost spirit powers. Spirits from most other traditions will recognize the transgressor and will not trust him, although enemy spirits may protect him and have their shamans actively seek to recruit him into their own tradition.

Seza (Shaman Practice)

Sezings are the shamans of the Kolat Tradition. Dedicated practitioners who possess a fetch will be identified by a Sezing, who will take them as an assistant and teach them more about the Spirit World in general and Kolat in particular. After many years of service and training (during which time the assistant will master his six spirits as part of the Seven Winds Practice), the Sezing will take the assistant to the Horn Zone and leave him there. If the assistant survives, he returns with his awakened fetch to the Inner World as a shaman. A kolating fetch is a Seza, a special wind spirit that often appears or acts as if it was a great bird of prey. Although in Kolat stories Seza is sometimes treated as a separate entity, it is actually a part of Kolat.

A kolating who awakens his fetch during play must pay 3 hero points to gain the Fetch at a rating of 12. It costs him an additional 3 hero points to raise the rating of the Fetch by one point. However, he always uses all of his shamanic abilities at the Fetch rating, and does not have to increase them separately. Unusually, a Sezing can manifest his fetch as a wind in the Inner World even when he is not in the Spirit World. This

allows each Sezing a unique shamanic ability; some blow as a hot or cold wind, others howl terribly, and some can hunt specific animals or spirits. The hero and narrator should work out the details of this unique magical ability.

Entry Requirements: Must have been born with a fetch and be a member of the Seven Winds Practice (see above). There is no gender discrimination.

Abilities: Follower of Seza, Open Spirit World, Seza Practice Knowledge, Spirit Face, Endure Weather

Virtues: None

Practice Spirits: None

Special Spirits: None

Secret: Awaken Seza (Fetch wind spirit).

Practice Secret Requirements: Spirit Face, Seza Practice Knowledge, and Follower of Seza all at 1W2 or better

Shamanic Abilities: Shamanic Escape, Spirit Sight, Spirit World Travel, [Wind ability].

Charms and Fetishes: Medicine Bundle: Each shaman returns from the Spirit World the first time with his medicine bundle, which he uses to worship and call forth his fetch. The contents vary depending on the shaman and his relationship to his seza, all contain several different stones, wood coals from a sacred fire, and other sacred items. The stones, coals, and other items are wrapped in a piece of deer skin which is wrapped tightly with a necklace of alynx teeth.)

Special Rituals

Kolat defended the Heortlings during the Great Spirit War. Three spirits in particular endangered the Heortlings and the whole world, and Sezings spend much time performing the rites that continue this protection. Some of these rites include all of the Sezing's dedicated worshippers, but others are performed in secret. The communal Heortling rites held on Good Winds Day (see *Thunder Rebels* pg. 115) incorporate the rituals that defend against Karjakan.

Worshippers only rarely gain magic from these rites, and can never learn a secret from an Enemy spirit. If a worshipper seeks to gain magic from an enemy practice he must actually join that practice at the normal hero point cost and effort. He will most likely be declared an outlaw if this becomes known. Otherwise, there is no cost to participate in these rites.

Ƨ Karjakan

Almost every Kolat rite includes a part where Karjakan is recognized, attacked and driven away, and a fetish made that is left behind when the rite is completed. In some rites, this procedure consists only of a few sounds, a couple of words, and a series of gestures ending with a mark in the dirt. Other rites require that the kolating make a straw body ahead of time, with intricate decorations and long invocations.

☞ Malia

Four times Kolat defeated Malia, the terrible Great Disease. Now kolatings have four rites that they perform during the year, each of which offers a lamb and a fawn to Malia. Dates vary from shaman to shaman, but the rituals are performed in the same sequence each year. The worshippers propitiate Malia, feeding her the lamb, fawn, and some secret things that the shaman supplies. This done, Malia keeps the four disease families from afflicting Kolat's people (this nominally includes anyone who attends these ceremonies).

Sometimes a new or rogue disease spirit strikes, or a disease spirit will afflict a Heortling who refuses to worship Kolat. When this happens, kolatings have two ways to deal with it: exorcism or healing spirits. In either case, the patient lies within a leather hide laid over a leather net, the shaman engages in a long ceremony, and in the end triumphs or fails. If he fails, no Kolating will try again.

Ƨ Thed

At certain wasp nests that only they can identify, kolatings perform a rite to summon the spirit Be'e. Be'e rides a wasp to its own secret place and warns Thed that the kolating is alerted. Thed always kills the bug. Afterwards, when the kolating is threatened by broos, a wasp appears to him and alerts him to the threat. Another wasp alerts the broos by stinging it, and they always sense the warning that Thed received from Be'e. If they attack the shaman or his followers despite this warning, a huge swarm of wasps fly out his mouth and attack the broos.

