

# Way of the Koleris

## Introduction

The Koleris seek to attain the Seed by committing acts of slaughter and bloodshed. However, with the closing of the Fold, most of them have lost the ability to move to new host bodies and thus a strict code was developed to avoid attrition of the Koleris forces. After the loss of their Prince, the Koleris of Monn have become little more than fierce animals, constantly longing to live out their desires but forced to restrain themselves.

## History

The first Koleris entered the poorer quarters of Mannheim forming doomsday cults, violent street gangs, and instigating violence and riot. When the Fall came, the Koleris jumped from body to body, enjoying killing and being killed while civilisation around them crumbled. When the traitorous Nomads closed the fold, they took a while to realise they were trapped in the material world and many died and became ghosts and spectres. By the time of the camps, the Koleris organised in Orders and established one of the strictest codes of honour among all Z'Bri. When the Schism and the Liberation came, the Koleris Prince P'Hal was slain by the Faceless Duke and the remaining Koleris now serve as mercenaries for the two factions of Z'Bri.

## Major Orders

There are 5 orders of Koleris, each divided into warbands and ruled by a Captain. While warbands within an order usually do not fight against each other, they sometimes meet for formal

duels, enjoying a fight to the death if their Captain agrees to reincarnate them in a new body. Only in times of dire need, does the Captain call together all the Champions of all warbands and the order rides as one.

### The Crimson Riders

The Crimson Riders are oriented towards cavalry, using heavily modified serfs as mounts. The exact nature of these mounts varies by warband, ranging from Gargoyles to skinned horses with teeth of steel. The symbol of the riders is bright red armour.

### The Plague Bows

The Plague Bows enjoy using arrows imbued with disease. They are highly mobile and rarely enter close combat. This makes them highly suspicious in the eyes of the other orders but their great skill makes them a favourite of potential employers. The symbol of the Bows are the three flies.

### The Poison Blades

The Poison Blades are avid users of small venomous daggers, blowguns, and other tools of assassination. While expert murderers, they are also quite effective in the field, striking from hiding and then vanishing again into the shadows. The poison blades have black banners with the symbols of the warband represented as a white border.

### The Flesh Banner

The followers of the Flesh Banner are warrior-scholars, who enjoy a fierce melee as much as experimenting with flesh crafting. They make heavy use of unnatural weapons and have strong ties to various Melanis orders. Each warband has a banner made of a skinned serf which is still alive and screams obscenities at their enemies.

## Knights of Noise

The Knights of Noise favour heavy armour, often bolted directly to their bodies. The Knights are the strictest adherents to the Code and are known to hunt those who openly violate it. They are expert close-combat fighters and use their unholy voices to stun their enemies.

## The Role of Serfs

Serfs are little more than cattle, used for torture or as food. The typical life expectancy of a Serf is 23 years. There are a few which are Chosen and become warriors allowed to fight besides their masters. The Chosen are usually shaped to be effective in combat and to look fierce and brutal. The Serfs believe that their masters are their only chance to avoid becoming ghosts after dying and that the burial rituals of the Free People will just lead to the destruction of the soul as it is impossible to cross the Fold into the spiritual realm.

The Serfs' rituals are short and revolve around blood. There are rituals for granting strength before battle, protection against injury, and other things related to combat. The rituals are held in secret for the Koleris do not tolerate their servants to use any kind of magic but actually, the rituals are most often not really effective.

## Captains of the Koleris

There are 5 captains amongst the Koleris who rule over the 5 orders. They are being of exceptional power and are said to be responsible for the death of the Fatima Thor.

- **Captain Huitzlopok** is the leader of the Crimson Riders. He is 3 meters tall and has the lower body of a horse. His lance made of human bone melded together is said to suck the blood from those it strikes. He is

known as a berkserker who cares little for the body he currently uses, always having a spare one hidden away somewhere.

- **Captain Ho-Ut** is the leader of the Plague Bows. His body is covered with sores and ulcers and his eyes have been cut from their sockets. Ho-Ut can use his hearing to locate anybody within 200 metres and uses his mighty bow of bone and sinew to fire arrows which look like skinned snakes. He seems incredibly sad and reluctant to join battle.
- **Captain Burush**, the leader of the Poison Blades, looks like a skeleton covered with red leather and the tail of a scorpion. He never speaks but his aura of hate shows what he really feels.
- **Captain Belfoi** leads the Flesh Banner. He look very human except for his missing ears and glowing eyes. Belfoi uses a greatsword which is as sharp as a scalpel and has been known to pause in battle to vivisect a particularly interesting enemy.
- **Lord-Captain Nitz** is the lord of the Knights of Noise. His bright green armour and harp-shaped shield make him easily reconisable. His high pitched screams are said to be able to burst blood vessels.

## Important Iv'Chet

The Iv'Chet are Koleris of lesser power, who have lost their power to switch to other bodies and therefore have to rely on their Captains to reincarnate. This fact makes them bitter for they usually have to restrain themselves in combat. The most famous Iv'Chet are Steiner, a Crimson Rider, the tentacled Tuhl'hu of the Flesh Banner, and the Punisher, a Knight of Noise who seeks out those breaking the Code.