

SCAND 340: *Kalevala*
Keywords 10/19/10

Tietäjä (Shaman): Lit. a 'knower' A community leader who possesses a vast repository of cultural, ecological, medical, etc. knowledge. Shamanistic in nature, but not a true shaman, the tietäjä can induce a trance-like state through which s/he can access knowledge or communicate with and induce favor from nature spirits. Male or female, a tietäjä also plays the role of healer, caring for both the spirit with magical rituals and incantations, and the physical body with homeopathic/herbal remedies. Väinämöinen and Lemminkäinen's mother are the most emphatic representations of the tietäjä in *Kalevala*.

Animism: A pre-modern belief system attached to shamanism wherein all aspects of life--regardless of modern science's determinations of 'living' and 'non-living'--are inhabited, and 'animated' by some totemic or other spirit. These spirits generally exist in a 'parallel world' to natural phenomena; they are supernatural. The spirits can however be communicated with and propositioned for aid. Examples include Tapio and his maiden forest spirits, but also more specific things such as stone, fire, water, and iron all are inhabited by patron spirits. Knowing the origins of these spirits is the key to inducing their favor.

Drum: The shaman's most important possession. The drum is in fact a musical instrument, though its uses are generally not for entertainment performance per se. The drum is the primary instrument used in trance-inducement rituals by the shaman, and is therefore also a metaphoric vehicle for transportation to the spirit world. Generally created by its individual user, on the drum's skin is represented the tri-partite cosmology of shamanistic beliefs, where the world is divided into the upper spirit world, the middle world of life and natural phenomena, and the world of the dead. Through the drum, the shaman is able to traverse the boundaries between the worlds.