

INTRODUCTION

What follows is a brief summary of what your character knows about the world around them. Most of this material has been taken from “HårnPlayer: A Player’s Guide to HårnWorld” by Columbia Games. Do not share this material with other players. While most of this material is common knowledge, part of it is specific knowledge of your character and others may have a different point of view.

FEUDAL NOBILITY

The distinction between gentle (noble) and simple (common) birth is the most significant in Hårnic society. The exclusive rights and privileges of the gentry include the right to bear arms, ride warhorses, organize military forces, hold fortifications, and dispense justice at feudal courts. Any simpleman who trespasses on these rights can expect harsh punishment.

Gentlefolk receive better treatment before the law, which protects the privilege of rank. In a dispute between a noble and a simple person, there is rarely doubt as to the outcome.

A person whose parents are gentle has gentle status. Few commoners are admitted to this exclusive group, but it is possible by adoption or marriage, generally only when one parent is gentle, or by grant of knighthood, the most likely advancement. Gentle birth has somewhat more status than obtaining gentility by marriage or knighthood, although the grantor lends some of their own status to the grant – a man knighted by the king has more status than one knighted by an impoverished knight-bachelor.

FEUDAL TITLES

Earls and Barons have heritable titles. These remain with the family unless formally stripped by higher authority. Loss of a heritable title is an extreme punishment reserved for grave crimes against the crown, such as treason or sedition, and is generally accompanied by a death sentence or at least banishment.

EARLS

Earl is the highest feudal noble (on Hårn). An earl’s seat will usually be a castle, sometimes a keep, and he will (typically) owe the king military services of 60-120 knights depending on the size of his holding. Roughly 80% of the earldom will be subinfeudated to vassal barons and knights. The rest will be held directly by the Earl, managed by appointed constables or bailiffs.

The Earls of Kaldor are Earl Curo of Gardiren, Earl Dariune of Kiban, Earl Caldeh of Minarsas, Earl Meleken of Qualdris and King Elendsa, who is also the Earl of Olokand.

BARONS

The word *baron* is a generic term on Hårn for any major landholding noble with less status than an earl. A barony usually contains a keep and anywhere from 10-30 manors. Regardless of the size of a barony, a few manors will be held directly by the baron, managed by his bailiffs, but most will be held by vassal knights. Some barons are vassals of an earl; some are tenants-in-chief, holding directly from the king.

The Baron near Tashal is Baron Tesla of Esenor and his liege lord is Earl Curo of Gardiren.

KNIGHTHOOD

Knighthood is not a feudal title. All barons and earls, and even the king, are knights. Anyone may theoretically be knighted, most often for exemplary military service to the crown, but most knights are born to the station.

The training for knighthood (apprentice knights are called squires) is undertaken when the young son of a knight is invited to foster at the household of another knight. Boys begin training at twelve, learning the “knightly virtues”, skill at arms, heraldry, and horsemanship. If all goes well, the squire can expect to be knights around the age of twenty-one.

Knighthood is an honor conferred on a person for his life only, and is not heritable. The son of a knight is gentle, but the status will lapse in the next generation, unless another knighthood is conferred. There are some female knights, but not many.

CHIVALRY

The knight is expected to adhere to certain standards of behavior and morality and these standards are called *chivalry*. The chivalric virtues are prowess, generosity, courtesy, loyalty to one’s lord and one’s clan, and service to church and society. Because knights are human, it is accepted that most will fall short of the ideal. Sometimes the virtues conflict with each other or with the nature of society; loyalty to clan, lord, and church may blur in the political games played in most states. In some regions, chivalry has been replaced by religious and political imperatives, but everywhere, lip service is paid to the ideal.

COURTLY LOVE

The practice of Courtly Love is far from uniform on Hårn. Ideally, it is a pure form of sexless love between a man and a woman of gentle birth; the chaste respect given by a vassal to the wife of his lord is one example. In practice, Courtly Love often leads to illicit intimacies, but is acknowledged as the virtue from which all others flow, the true source of nobility and morality.

Poetry and music are the language of Courtly Love. There are elaborate schemes of meter and rhyme for each mood and season. Courtly Love is an art form beloved of bards and minstrels; their songs describe virtue and harmony, conflict and tragedy.

KNIGHTS BACHELOR

The number of knights on Hårn far exceeds the number that can be granted fiefs. While some knights will inherit or marry into land, most are landless *Knights Bachelor*. Some realize their burning ambition of obtaining a fief, but most spend their lives as the retainers of great nobles, or (gods forbid) by adventuring.

TASHAL

TOWN CHARTERS

There are two different kinds of town on Hårn; *freetowns* and *feudal* towns. Tashal is a feudal town held directly by the king. All towns tax their citizens and pay aids / taxes to the king or state.

The street names are not posted and they tend to be a matter of oral rather than written tradition so they change from time to time. Houses are not numbered. There is no official post office and mail is carried privately at considerable expense. At night, the streets are dark and dangerous. Policing is in the hands of a

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corrupt and incompetent garrison. Riding horses or carrying weapons (other than a dagger) on town streets is illegal except to gentlefolk and those known to the authorities.

ALDERMAN

An alderman is a custodian and expounder of the law and member of the town court. The sovereign (or his representative) must invest alderman in their office, but the office is often inherited, since this is the way that knowledge of customary law is passed from one generation to the next. Tashal has twelve aldermen; Seperlyne of Kail (physician), Rosak of Kass (innkeeper of the Iron Bell), Kuvel of Charin (weaponcrafter), Lorin of Lorinsen (apothecary), Haber of Sarlis (clothier), Bae of Rysten (glassworker), Chymel of Veriel (potter), Iame of Sediel (embalmer), Saryse of Naradas (lexigrapher), Korin of Merlyme (perfumer), Lasar of Taldirien (jeweller) and Horidon of Tabral (mason).

MAYOR

Only freetowns have mayors, as such, but all others have some official who is responsible for administering civil and financial affairs. Mayors are usually appointed by the aldermen, often from a short list of candidates supplied by the crown. This official will run a sizeable bureaucracy, including tax assessors and collectors. In Tashal, Shotro of Quiribor (litigant) holds this position.

WARDEN

The warden is the officer commanding the city garrison and responsible for maintaining civic law and order. A major expense for any city is its military budget. In Tashal, Karsin Ubael (son of the baron of Kobe) is warden by appointment of the crown.

HÂRNIC COINS

Coins are struck at official government mints, or freemaster jewelers are awarded a license to strike coins for a fixed period. The penalty for making coins without such a license is death.

There are no bronze or copper coins minted on Hârn. The Khuzdul (dwarves) of Azadmere mint a gold coin called the Khuzan Crown, but most people have never seen one. The coinage system in use throughout Hârn is based on a single coin, the silver penny.

The farthing (f) is a silver penny divided (literally) into four quarters. The shilling (12d) and the pound (240d) are not coins, merely quantities of silver pennies. Coins contain about 75% of metal value, the difference due to the cost of minting and the addition of 10% tin for strength.

MILITARY WAGES

Military wages are traditionally paid quarterly. Considering the danger, wages are low, but there are some perks such as booty. Traditionally, a soldier may keep 2/3 of booty collected, giving 1/3 to the next highest rank, who gives 1/3 to the next highest rank, and so on. The commander of a large army can acquire quite a tidy sum in this way.

BEARING ARMS

THE RIGHT

In the strictest sense, only those explicitly granted the right or those who can trace their right to a grant of arms from the sovereign, through his vassals, have the right to bear arms. The practice, however, is more liberal. Like knighthood, the right to

bear arms may be delegated by anyone who possesses it, so that a gentleman can arm his retainers, as long as they are in his employ

Towns charged with their own defense are usually given charter rights to organize militia and / or hire mercenaries. To assure themselves of legality, however, they nearly always hire knights to take charge.

DEFINING WEAPONS

One of the main difficulties is in defining weapons and armor. What constitutes a weapon and what a tool? Which is clothing and which armor? There are two subclasses of weapon, chivalric weapons which may only be used by gentlefolk and common weapons which can be used by everyone else.

THE UNFREE

The unfree have no right to bear arms or wear armor, except as granted by their liege-lord and gentlefolk are extremely hesitant to grant this right. The unfree have certain rights in exchange for their servitude. The most important of these is the right to the protection of their lords. A lord who conscripted his unfree tenants for onerous military service would probably be violating the contract between his family and theirs.

SIMPLE FREEMEN

The gray areas has always been for simple freemen. Most gentlefolk acknowledge that it is appropriate for simple freemen to bear common (not chivalric) weapons. A modestly armed freeman will rarely be challenged. Many freemen make a point of carrying some visible symbol of their right to bear arms, a shortsword for example, on the theory that asserting a right is the best way to retain it.

THE GENTRY

The right to bear arms is most easily defined for the nobility. They can bear whatever weapons and armor they please. The social elite do, however, have social restraints. Nobles prefer to express their class, in part, with the weapons they bear, namely chivalric weapons, and woe betide any simple man who bears such weapons.

Gentlefolk consider certain weapons to be dishonorable. No gentleman would, for example, carry a bow; they are cowardly weapons that kill at long range and a true gentleman fights only hand to hand, close enough to his opponent to introduce himself.

Although gentlefolk consider bows beneath their own dignity, the less conservative are willing to accept the presence of a properly-disciplined contingent of longbowmen. These at least require some skill to use. Even so, most knights deem it inappropriate for archers to shoot at knights – this sets a poor precedent, simplefolk killing gentlefolk.

Crossbows are loathed by nearly all gentlefolk and even by most common soldiers. A crossbow is a coward's weapon, used by thieves and murderers from ambush, or occasionally by a hunter with warped sportsmanship, but never by a gentleman and rarely by a simple soldier of "good virtue". Bearing a crossbow is likely to be met with a violent challenge by any noble.

RELIGION

The majority of Hârnians believe explicitly in the existence of Gods. With inevitable variations and prejudice due to culture and location, most of the religious movements of western Lythia

share a common of metaphysical beliefs, although all modify them to suit their ways.

THE GODS OF HÂRN

The inhabitants of Hârn (and most of Lythia) are pantheistic; they believe in the existence of ten major (and hundreds of minor) duties, but most worship only one of these. The ten major deities are named below:

Agrik (AG-rik): *Lord of the Four Horsemen*

Halea (ha-LEE-uh): *Mistress of Hearts and Loins*

Ilvir (il-VEER): *Prince of the Fatherless Multitude*

Larani (la-RAH-nee): *The Lady of Paladins*

Morgath (MOR-gath): *Lord of Chaos*

Naveh (NAH-vay): *Lord of the Pitch Shadows*

Peoni (pee-OH-nee): *Lady of Truth and White Virtue*

Sarajin (sah-rah-YEEN): *King of the Icy Wind*

Save K'nor (SAH-vay-kuh-NOR): *Keeper of the Var-Hyvrak*

Siem (see-EMM): *Lord of the Blessed Realm*

THE CHURCH OF HALEA

The Empress of Opulence

Queen of Pleasures and Self-Fulfillment

Maker of Bargains

Guardian of the Treasure Hoards of Heaven

Enslaver of Hearts and Loins

Mistress of the Stolen Moment Forever Lost

Unchast Lady of the Ten Forgotten Arts

Golden Temptress of the Crimson Chamber

Halea is commonly portrayed as a perfectly proportioned, sensuous, human female. Her true form drives men mad with passion. Halea has many aspects, among them the helpless maiden, the worldly sophisticate and the canny usurer. Non-adherents have a tendency to perceive Halea as a goddess of little wisdom and her church as a shallow and spiritually bankrupt institution, but they underrate this shrewdest of schemers.

Halea is deemed an easy deity to worship, for she demands no conventional morality of her adherents and is willing to bargain for her favors. The highest ethic for a Hlean is fealty to the goddess. Traditional concepts of social evil, right and wrong, have little bearing.

Calendar

Haleans celebrate Low Mass (Shesneala Day) on the 7th, 17th, and 27th of each month. High Mass (Shesneala) is celebrated on the 7th of each month and an annual festival (Banquet of Delights) occurs from the 1st to the 7th of the month of Halane.

A Prayer of Sacrifice

“O Mistress, accept this offering, and grant me blessings equal to my devotion”.

A Daily Prayer

Said while counting one’s wealth, “O Mistress, I believe that each coin will beget seven pleasures, enhance all my senses and keep me mindful of your mysteries, that I may give pleasure as well as I get, and that one day I may do the same with you in Corsilea”.

ASTROLOGY

TAI: The Lantern Bearer

Savor 4th – Ilvin 2nd

The lantern bearer, also called the guide, is a mystical symbol of knowledge and of the quest for it. An air sign, Tai is ephemeral and mysterious, the essence of “mind” which seeks the truth. Tai is also an autumn sign, the leaves are dry and dying, transitory if the mundane and earthly are neglected.

Taians are intellectually inclined and possess an insatiable curiosity. Their interests may lead them to neglect important day to day activities and they can be thoughtless of others. But they are not without compassion. They regard the greatest gift as being knowledge and are often all to willing to guide others. They are teachers who love to share their learning with friends and strangers. They are not demonstrative; strong emotion will confuse or embarrass them. Those born under Tai, although they treasure and seek knowledge, may well be naïve.

CHELNI

FRIED PIKE

Servings: four as main dish @ 1d 3f

Ingredients

4 lb. Pike (4d)

1 egg, beaten (2d 2f)

salt

dry breadcrumbs (1f)

flour (1f)

Scale and clean the pike thoroughly removing the head and tail. Cut the fish into slices and cover with very cold water. Remove when the fish feels firm. Dry well and rub lightly with salt and flour. Brush the slices of pike with the beaten egg, then coat in breadcrumbs. Fry in shallow fat for about 30 minutes until tender.

PEASE PUDDING

Servings: two as side dish @ 4d 3f

Ingredients

8 oz. Dried green peas (1f)

1 oz. Butter

sprigs of mint (3d)

salt

sprigs of thyme (6d)

Boil the peas in water with the herbs until soft and the skins are well loosened. Drain thoroughly and put through a sieve with butter. Add salt to taste. Press into a well-greased pudding basin, cover tightly with foil and steam for 1 hour. Turn out carefully and serve with meat.

“Take your chickens and cut their throats.

Scald them and pluck them, being careful not

to tear the skin. Parboil them. Take a tube,

push it between the skin and the flesh, and

blow the chicken up. Cut it between the two

shoulders, without making too large a hole, and

pull out the innards, leaving the thighs, wings,

neck with all the head, and feet with the skin.”

PORRIDGE

Servings: If per serving

Ingredients

1 pt. Water

2 oz. Oatmeal

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a pinch of salt milk and honey to serve
Bring the water to the boil and add salt. Sprinkle in the oatmeal very gradually, stirring well after each addition, then bring to the boil. Boil gently for 20 minutes if using fine oatmeal or 30 minutes for course. Serve with cold milk and honey if desired.

THARDA

LIQUAMEN

Ingredients (salty sauce for other dishes @ 1d 1f Tbs.)

2 Tbs. Strong red wine (2f) 3 anchovies (1f)
3 oz salt (1f) 1 tsp. dried marjoram (4d)

Mix all the ingredients in a saucepan. Boil gently for ten minutes. Cool and strain through muslin. Store in a jar ready for use.

“If thou offerest the cup, never touch with the thumb the upper edge of the bowl. Hold the bowl at the under end...He who holds it otherwise may be called boorish.”

CABBAGE AND LEEKS

Servings: four as main dish @ 2d, six as vegetable @ 1d 2f

Ingredients

1 lb. Cabbage (2f) ½ tsp. Cumin (2d)
½ lb. Leeks (1f) ½ tsp. Caraway seeds (2f)
1 tsp. Liquamen (2f) ¼ tsp. Coriander (1d)
1 Tbs. Wine (1f) ¼ tsp. Black pepper (3d)
1 Tbs. Oil (1f)

Cook cabbage and leeks in boiling salted water for about ten minutes. Drain well. Place leeks on top of cabbage in an oven dish. Mix remaining ingredients and pour on top. Cook for about twenty minutes. Can then be served with chicken.

“To make water for washing hands at table: Boil sage, then strain the water and cool it until it is a little more than lukewarm. Or use chamomile, marjoram, or rosemary boiled with orange peel. Bay leaves are also good.”

MUSHROOMS

Servings: 5d per serving

Ingredients

¼ lb. Mushrooms (1f) ¼ tsp. Lovage (1d)
¼ tsp. Black pepper (3d) ½ tsp. Liquamen (1f)
½ tsp. Honey 1 tsp. Olive oil (1f)

Slice mushrooms, place in shallow pan, add other ingredients and cook for five minutes.

CHEESECAKE

Servings: six as desert @ 1d 3f

Ingredients

3 eggs (7d 2f) 1 pint milk (2f)
4 Tbs. Honey (1f) a little pepper (1d 1f)

Whisk eggs and almost boil honey and milk together. Whisk the eggs and milk into a smooth mixture. Strain into a baking tin, pouring in a little water. Cook in a moderate oven for about an hour. Serve warm with the usual sprinkling of pepper.

“Ill does the hand which hurries to take a larger help out of a dish in common...Do not

poke about elsewhere...He who turns and pokes about on the platter, searching is unpleasant, and annoys his companion at dinner.”

BOILED HAM

Servings: six as main dish @ 2d 2f

Ingredients

3 lb. Ham (6d) 3 bay leaves (3d)
½ lb. Figs (5d) Oil (1f)
1 lb. Flour (2f) ¼ lb. Honey (1f)

Whisk eggs and almost boil honey and milk together. Whisk the eggs and milk into a smooth mixture. Strain into a baking tin, pouring in a little water. Cook in a moderate oven for about an hour. Serve warm with the usual sprinkling of pepper.

RISSOLES OF MUSSELS

Servings: four as main dish @ 15d 3f, six as side dish @ 10d 2f

Ingredients

1 pint/20 oz. Mussels (1d 1f) ¼ pint liquamen (6d 1f)
4 oz. Oatmeal (1f) 4 oz. Pine kernels (48d)
2 eggs (4d) ½ pint water
dash black pepper (1d 1f) 4 Tbs. White wine (2d)

Boil the mussels in half a pint of water for ten minutes, drain, retaining the liquid and use this to cook the oatmeal. Remove the sinews from the mussels and chop finely. Pound together in a bowl the oatmeal and mussels, then add two well beaten eggs, a dash of pepper and the pine kernels. Mix well, adding just liquamen to make a pliable mixture. Form into small round shapes, grill or fry in hot fat and, when ready to serve, pour over each a little white wine.

“Put not back thy knife into the sheath before the time...Perhaps something else is coming to table which thou dost not recon for.”

HERBAL

[48] ALL-HEAL (VALARIAN)

Broad, deep-gashed, blackish-green leaves; square, branched stalk about two feet high; blue and white spikes of flowers. Grows in wastes and ruins. Flowers in the month of Nolos. [VERY COMMON]

EFFECTS

It kills and expels worms in the belly, strengthens as well as corrects the diseases of the stomach, liver and spleen. It heals all wounds, both inward and outward, stays bleeding and, used with honey, heals old ulcers. Used with lard, it helps the swellings and pains in the secret parts.

[31] ASARABACCA

Large, round leaves, each on it's own stalk, of dark green on top and light green underneath. Sweet smelling and sharp of taste. It grows frequently in gardens and seeds ripen in late summer. [Common]

PREPARATION AND DOSAGE

The common use hereof is to take the juice of five or seven leaves in a little drink to cause vomiting. The leaves and root being boiled in lye, and the head often washed therewith while it

is warm, comforteth the head and brain that is ill affected by taking cold, and helpeth the memory.

[177] HEMLOCK

A green stalk grows four or five feet high that is sometimes full of red spots. At the joints are very large sad-green, winged leaves, one set against the other and dented about the edges. The white flowers grow in clusters and have a strong, heady, ill-flavored scent. [COMMON]

PREPARATION AND DOSAGE

Bruising the leaves and laid on the forehead is good for red or swollen eyes.

EFFECTS

Hemlock is very dangerous if taken internally. It may be safely applied to inflammations, burns and swellings of any part of the body.

ANTIDOTES

Pure wine is the best antidote.

[46] LADIES' SEAL (BRIONY)

Grows rampant upon the hedges with many rough, broad leaves in five partitions, many white star-shaped flowers and red berries. It flowereth in Nulus and Larane. [COMMON]

PREPARATION AND DOSAGE

An electuary made of the roots and honey doth mightily cleanse the chest of rotten phlegm and wonderfully helps any old strong cough, to those that are troubled with shortness of breath, and is very good for them that are bruised inwardly, to help expel the clotted or congealed blood. The root bruised and applied of itself to any place where the bones are broken, helpeth to draw them forth, as also splinters and thorns in the flesh.

[250] NETTLE

It is creeping, stalk is rigid and grows a yard or more in height, beset with little prickles or stings, with a perforation at the point and a bag at the base. The leaves are large, broad, oblong, sharp pointed, serrated and covered with the same prickles. The flowers are greenish. It is common by way-sides and in hedges. It flowers in Nulus. [COMMON]

PREPARATION AND DOSAGE

The root or leaves boiled, or the juice of either of them or both, made into an electuary with honey is a safe and sure medicine to open passages of the lungs, which is the cause of wheezing and shortness of breath, and helps to expectorate phlegm. It likewise helps swelling of both the mouth and throat if they be gargled with it. The seed being drunk is a remedy against the bites of mad dogs, the poisonous qualities of hemlock, henbane, nightbane, mandrake or such herbs as stupefy the senses. The juice of the leaves, or the decoction of the root is good to wash either old, rotting or stinking sores or fistulas and gangrenes.

BACKGROUND

Born a scant 20 seasons ago, Thrrid is the second of three boys born to Rydal and Reltidim of the Tynath clan in the northern city of Habe. Clan Tynath is a wealthy and powerful clan that operates a mercantylar and userer business in the mostly human

settlement. The clan is lead by Thrrid's great uncle Rymakel, who additional overseas the Mercantylar Hall and Habe market.

Thrrid, unlike most of his family, was not the brightest, and just did not have a head for numbers. While most of the family liked "Little Thrrid" (A name he hates to this day), most knew he wasn't cut out for the clan business. As Thrrid began to grow, he really began to grow. He quickly grew bigger and stronger than even his eldest brother. Soon, his father Rydal, found where Thrrid could assist the clan. Since all Userer's and Mercantylar's needed guardsman and protection, what more loyal a guard could one have than clansman. Thrrid was quickly sent to join the Habe militia with the other teen boys of Habe.

Since Habe was a town of mostly Jarin, the strong, young Khuzdul began to best most of the others in the militia in all manners "martial". Most of the time, his main impetus was the impression of the fair Khuzdul lass, Kaylan of the Hazama Clan. While he did not see her often, their infatuation with each other became well known.

As he grew stronger and more skilled, many nights were spent around the clan hearth hearing of brave tales of Tynath's that had gone before him. Those that fought in the Atani Wars and fell during the Battle of Sorrows, those that fell during the Carnage of Kiraz and the battle against Lothrim and his foulspawn, and the betrayal of the Khuzan by the Sindarin in both those conflicts.

During his eighteenth summer, he went off on an excursion against some local gargun tribes, his father and older brother along as well. The group of twenty men was mostly human with only a handful of Khuzdul. The traveled for two nights before finally camping in a rocky crag in the mountains. Here they were caught in a gargun swarm. Easily five score more than their numbers came out of the night and broke upon the camp. The militia group fought valiently, defeating most of the gargun, but at a terrible cost, including the life of Rydal. The party limped home with their dead and dying and there was great mourning in the Tynath clan for the loss.

After the death of his father, Great Uncle Rymakel became the father figure that Thrrid looked to for help and advice. The clan business continued on, and Thrrid slowly fell into his role as one of the clan "guards" as it were. He was able to spend more time with Kaylan, but the loss of his father weighed heavily on him. If he had been more skilled, perhaps he could have stopped the mang that cut his father down. This only drove him that much harder to practice and train to be the best guard he could. He would not let another clansman fall if he had anything to do with it.

Great uncle Rymakel decided that Thrrid needed to get out of Habe and "experience the world". Recently, the daughter of a Kaldoran weaponsmith had saved the masons in Ovendel from undead and then saved some reckless miners at the Ambarin tin mine from Gargun. Now, had this daughter, Berina by name, been a Khuzdal lass, it would be understandable...but a human woman saving Khuzdul. That just would not do. Thrrid was to travel to Oblas the Weaponsmith and Tashal and find his daughter, Berina. Thrrid would serve this human woman and show her truly what Khuzan were made of. They were not

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cowardly and reckless, hiding from danger and needing rescue from the humans...no, they were from the roots of Kethrira and would show this Kyfa clan what it meant to be a Khuzdal.

To assist him on the task, his Great Uncle handed him the very weapon that his great had carried with himself during the great battles against the foulspawn after the defeat of Lothrim himself, and the very mace his father had been wielding when he was killed. With this mace, Thrid was to show the world of the might and honor of the Tynath clan. After a quick farewell to his clansman and Kaylan, he began the long trek south to Tashal.