

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.

KIBAN

TOWN CHARTERS

There are two different kinds of town on Hårn: *freetowns* and *feudal* towns. Kiban is a feudal town held by the Earl of Balim. 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 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.

TOWN MARKET (MANGAI SQUARE)

The heart of the town is the marketplace, the place where money and goods are exchanged more or less freely. It is illegal to sell anything within five leagues of the town except within the marketplace. Impromptu highway sales within this zone are forbidden by royal laws – the minimum penalty is confiscation. The market itself is administered by the *Mangai* who rent space for a penny per day. Vendors can sell from their own carts, tents or stalls, or rent them from tentmakers or woodcrafters.

Local guildsmen are the only ones permitted to freely sell their goods within the town. Goods imported into the town are subject to payment of hawking fees and, if they are covered by a local guild monopoly, they must first be offered to local guildsmen handling such wares, to be marked up and resold.

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. Kiban has six aldermen; Josith of Asaka (jeweller), Evida of Noss (mason), Dorrall of Dalgla (mercantylor), Caro of Nyosn (weaponcrafter), Illion of .Bydarf (innkeeper) and Killassan of Nillta (lexigrapher)

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 Kiban, Crissam of Devis 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 Kiban, Scina Dariune is warden by appointment of the crown.

HARBORMASTER

The harbormaster is the officer in charge of the port appointed by the mayor. He is either a retired member of the pilots’ guild or a political appointee who hires a master pilot as an assistant. Duties of a harbormaster include supervising port maintenance, providing pilotage services, and collecting maritime taxes such as pilotage, wharfage and vessel registration fees. Orkon of Olod is the harbormaster for Kiban.

BONDMASTER

The official responsible for the administration of the city bonding house and the collection of hawking taxes and import duties is called the bondmaster. Appointed by the mayor, the bondmaster is usually a member of an important guild and may have assistants. The Warden will provide guards. Unniso of Azam is the bondmaster for Kiban.

THE GUILDS

A guild is a brotherhood of craftsmen banded together to control economic activity in specific trades or professions. Throughout Hårn virtually all significant commercial and professional activities are within the monopolies of powerful international guilds whose rights are protected by law. Towns are dominated by the activities of the guilds.

THE MANGAI

The Mangai is the association of all guilds. The Mangai’s principle function is to regulate guilds, settle disputes between them, organize and regulate town markets and fairs, and lobby with governments concerning guild rights and privileges. The Mangai operates under the Charter of the Mangai, a law enacted by most civilized governments, which fosters and protects the monopolies of guilds.

A Mangai chapter is comprised of (at least) one representative of each local guild. This assembly generally elects an executive council. Although it wields enormous power, the Mangai stays out of politics. Governments respond by limiting their involvement in guild affairs to taxation. In Olokand, the executive council is led by Haselun of Elathel, innkeeper of the Standing Bear.

GUILD FRANCHISES

Guilds have one prime purpose: to provide economic security for their members. To achieve this objective they employ their legal monopolies to limit competition. This is done mainly by restricting the number of *franchises* in a specific market. A franchise is a license granted by a guild to own and operate a business within a specific area.

HARPERS’ GUILD

Harpers are accomplished musicians, most of whom earn their living as performers, although some specialize in the crafting of

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fine musical instruments such as the harp, flute, drum, horn, and lute. Truly great harpers can make instruments of seemingly awesome enchantment, and some can coax any emotions they wish from their listeners. Harpers play an important role in the conveyance of news, tales, legends and oral histories, Minstrels from afar are in great demand for their songs and tales of strange folk and faraway places. Ivinian skalds are noted for their epic, heroic tales. While they rarely play for outsiders, the Sindarin are, without doubt, the best harpers, known for beautiful but often unfathomable songs.

GUILD RANKS

APPRENTICE

Apprenticeship is a privilege, most often granted to the eldest child of a master. The guild may also permit (or sell) additional apprenticeships to the younger offspring of Masters, or to non-guildsmen able to pay the most. An apprenticeship in the Innkeepers' Guild lasts five years and the equivalent training in the Lia-Kavair lasts three years. To ensure strict discipline, apprentices are rarely permitted to serve under their own parents. Typically, two masters in nearby settlements exchange their apprentice children. Wealthy guildsmen often try to place their children with highly skilled masters, paying such mentors a fee for this privilege. The treatment received by apprentices varies; frequent beatings and long hours of menial labor are normal and are only avoided by the influence of a large or powerful clan. Apprentices receive only room and board; some get pocket money from generous masters.

Ye shall swear to be good and trewe to our sovereign Lord King and to his heirs. And well and trewly ye shall serve your master for the term of your apprenticeshood. And ye shall be obedient unto the wardens and to all the fellowship of the Mangai. In reverence the secrets of the said fellowship ye shall keep and give no information to no man but of the said Fellowship. An if it fortune that ye part from the mistery ye shall not serve anyone out of the fellowship without license of the wardens. And in all these things ye shall well and trewly behave you and secretly keep this oath to your power by the gods, the goddesses and the book of the concordance."

Apprentice oath

JOURNEYMEN

The rules governing promotion from apprentice to journeyman vary from guild to guild. The candidate may have to pass a practical and / or oral examination before the guild's Board of Syndics, but the simple vouching of a master is generally sufficient. The professional guilds have the most stringent requirements. Some masters intentionally deny advancement to their apprentices because of the cheap labor they represent, but the guild usually prevents this from going on too long.

Journeymen, in addition to room and board, are entitled to a small wage, ranging from one third to two thirds of the Bonded Master rate depending on experience. They are expected to travel from one location to another, working for different masters of their guild. After a proscribed period (3-5 years) the journeymen may apply to and Board of Syndics for promotion to the rank of master. This requires the recommendations of at

least three masters under whom the journeyman has served, and often some kind of oral / written examination.

MASTERS

There are two kinds of master within most guilds, *Freemaster* and *Bonded Master*. A Freemaster is one who holds a *franchise*, which is simply a license granted by the guild to operate a business in a particular location. A Bonded Master works under contract for a wealthy person or institution. Unemployed masters who do not hold franchises are called simply masters. All masters tithe 10% of their incomes to the guild as dues.

Newly created masters are not automatically granted a franchise; these must be inherited or purchased. Many new masters return home to work alongside their parent until they inherit the family franchise, while others seek employment as bonded masters until they can afford to purchase a new franchise. The fees to buy a new franchise are stiff, ranging from two to ten years' income of a master, plus the customary bribes. Some masters, by choice or poverty, never obtain a franchise.

Most guilds seek to preserve the security of their Masters by limiting the number of franchisees and establishing "fair price" guidelines for wares of specific qualities. A master who sells high quality wares cheap, or low quality wares dear, will receive a visit from guild officials. They will, politely at first, be reminded that fines can be imposed, and ultimately, a franchise can be revoked.

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.

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Susi has sworn allegiance to Lord Karison Dariune, Earl of Balim and she has been gifted with five acres for her support. In return, she is expected to provide 90d for annual rent and 11d in annual fees. These can be paid by her entertainment services at the rate of 1d 3f per day. Any additional days of service will be paid for at the rate of 1d 3f per day (this is approximately equal to 58 days per year or 5 days per month).

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 have 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.

VENDETTA LAW

Although the vendetta system is fading from Hrn, it is the seed from which many of western Lythia's legal institutions have grown. The foundation of the system is the belief that most crimes are private matters between families. If a man is killed or injured, it is the duty of his kindred, both the paternal and maternal clans, to take vengeance or exact "weregild" (man-

price) compensation. The power of the clan, the fear of its retribution, is the principal force for the maintenance of social order.

THE WEREGILD

The weregild varies according to the status of the victim and the degree of his injury. Although negotiable, this is never less than the value of his labour for a year, more often three, six, or ten times this amount. The entire family of the accused are liable unless they disassociate themselves by casting him/her out. This is the origin of the terms "outlaw" and "inlaw".

CRIMES & PUNISHMENTS

The following is a guide to what are considered appropriate penalties for various crimes on Hrn. It should be noted that "aiding and abetting" (accessory to a crime or lending succor to a criminal) will generally bring the same penalty as the actual crime.

STATE CRIMES

State crimes, or felonies, concern actions against the sovereign. They are generally deemed the most serious of all crimes and are usually the only laws that are enforced against nobles. These are all felonies.

- Treason (citizens only): "action detrimental to the crown, sabotage of crown property, membership in a treasonable or seditious organization", banishment, death by various means.
- Sedition: "encouraging others to commit treason, disputing the authority of the crown", banishment, death by various means.
- Espionage: "sabotage of crown property, spying", death by various means.
- Rebellion: "taking up arms against a lawful liege or denying his rights or privileges", loss of title, banishment, death by various means.
- Regicide: "killing, or attempting to kill, a member of the royal family", death after torture.
- Assassination: "murder, or attempted murder, of a noble or lawfully appointed official", restitution and/or death.

PRIVILEGE CRIMES

Privilege crimes concern the abuse or usurpation of some kind of privilege, obligation or right, an offense against the social order. Many of these are considered felonies; those that are not, require an accusation to be brought by the offended party.

- Breach of the privilege of rank: "bearing chivalric arms without lawful right thereto, impersonation of a noble, usurpation of the customary or lawful rights of a noble, lack of proper respect for a person of noble birth or rank or lawfully appointed official, laying hands on such a person in a disrespectful manner or without permission", flogging, branding, imprisonment, death by flogging.
- Abuse of trust: "abuse of office or position, including graft, embezzlement, accepting bribes, failure to properly execute customary or legal obligation, dereliction of duty", loss of

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office, title, property and privilege, imprisonment, banishment, death by various means.

- Oathbreaking: “perjury – lying under oath – or oathbreaking, breach of contract”, fine, restitution, confiscation of property, loss of privilege, title, and office, banishment, severing of the tongue, scolding, death by stoning.
- Obstruction of justice: “hindering an officer/noble in the performance of his duty”, fine imprisonment, pillory, hanging.

TEMPLE CRIMES

Temple crimes are tried under temple law in religious courts. Only crimes against legally recognized churches are dealt with under temple law and only after the accused has been bound over by the secular authorities (likely after the appeal options have been exhausted). Temple courts must obtain secular consent to any death penalties. Temple courts often use trial by ordeal. The penalties handed out by temple courts will vary from one temple to another; the church of Peoni, for example, never causes any permanent harm to offenders. None of these are considered felonies; accusations must be made by the injured party.

- Breach of temple privilege: “impersonation of a priest/cleric, usurpury of temple rights”, scolding, flogging, banishment, burning at the stake, impalement.
- Desecration of church property: “disrespect for, or theft of, the property of a lawfully recognized church or the relics/artifacts of a lawful deity”, flogging, branding, mutilation, burning, impalement.
- Blasphemy: “lack of respect for a lawfully recognized deity”, scolding, removal of the tongue.
- Heresy: “denial of a lawful church’s status as arbiter of its deity’s will, denial of the authority of a temple or cleric, disputing church doctrine”, scolding, removal of the tongue, mutilation, burning, impalement.
- Witchcraft: “conjuring or consorting with demons, disposing of souls, casting inimical spells for the purpose of unlawful personal gain” impalement, burning, drowning, hanging.
- Unlawful religious practice: “catch-all to stamp out dubious religious practice not dealt with other temple law”, scolding, removal of the tongue, drowning, burning.

SOCIAL CRIMES

Social crimes are generally crimes of violence against commoners. As a rule, only common folk will suffer the more sever penalties given below; a noble’s liability is unusually limited to restitution in cash or kind, if that. Some are felonies, others require action by the injured party.

- Battery: “attacking a person causing injury”, restitution, pillory, flogging.
- Rape: “sexual assault of a maiden”, flogging, restitution, imprisonment, castration, death by stoning.

- Murder: “killing, or attempting to kill, a commoner without due cause or provocation”, death by hanging, restitution, fine, slavery to family of the deceased.
- Manslaughter: “accidental slaying of a commoner”, restitution, fine, imprisonment.
- Cannibalism: “eating or skinning human bodies”, death by starvation or being thrown to wild dogs, burning at he stake.
- Abduction: “detention of a person against his will, without good or lawful cause”, restitution, fine, imprisonment, mutilation.
- Obscene practice: “engaging in some proscribed and immoral act such as prostitution, indecent exposure”, fine, pillory, imprisonment, death by stoning.
- Libel/slander: “false accusation, malicious gossip”, scolding, removal of the tongue, restitution, flogging.

ECONOMIC CRIMES

Economic crimes are secular crimes that cause only economic harm. With some exceptions, action must be initiated by the injured party. Most are not deemed felonies.

- Breach of guild privilege: “usrrpury of the customary or lawful rights of a guild or guildsman, impersonating a guildsman, violation of guild monopoly”, confiscation of property, fine, restitution, banishment.
- Petty larceny: “minor theft of 12d or less”, penalties: pillory, restitution, fine, flogging.
- Grand larceny: “major theft of more than 12d”, pillory, restitution, fine, flogging, mutilation, hanging.
- Horse theft: “theft of a warhorse”, death by hanging.
- Poaching: restitution, fine, flogging, severing of the hand, banishment, death.
- Hoarding: “hoarding food in time of famine, violation of any rationing laws that may be in effect”, flogging, death by starvation.
- Tax evasion: “avoiding payment of any lawful toll or tax”, restitution, fine, pillory, flogging.
- Forgery/fraud: “counterfeiting coins or forging documents, possession of same, obtaining benefits by misrepresentation”, fine, restitution, pillory, loss of property, brivilege and office, severing of hand, imprisonment.
- Smuggling: “engaging in transportation, selling, or in possession of any proscribed or contraband goods”, fine, imprisonment, pillory, hanging.
- Piracy/highway robbery: fine, pillory, imprisonment hanging.

RELIGION

The majority of Hårnians 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) deities, 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.

SOCIAL MISSION

The church provides guidance, loans, financial advice, and contacts for members, allowing talented women to rise socially superior positions. It promotes and caters to lusts of all types, using sexual pleasures to tempt, reward and instruct. Hlean clerics habitually use bribes and sexual favors to win support from secular authorities.

SYMBOLS & REGALIA

The priestesses of Halea dress in thin robes of all colors, although purple, crimson or gold tend to dominate.

The number seven is particularly significant to Hlean, and is believed to be symbolic of good fortune. Bells, stylized genitalia and coins are also potent symbols of worship. The standard architectural motif in Hlean temples is the circle; most temples are at least partly circular in design and the hall of ritual is almost invariably circular or oval.

CALENDAR

Hlean 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”.

ATTITUDES OF THE OTHER GODS

Agrik is a warrior deity. His followers fight for power, for the desire of every Agrikan is to enslave all others. Art, music, and fine food are to be pillaged, not enjoyed. Sex is to be taken, not shared. Agrikans delight in inflicting pain and suffering on those at their mercy. Agrikanism is an empty faith.

Ilvir makes no demands of his worshippers at all. Ilvirans worship their god purely out of foolish admiration. With their temples bankrupt and their priests destitute, this religion has no practical benefit.

Larani claims that loyalty and honor in battle are the highest virtues. Laranians are too often restricted by moral dilemmas. Mindless loyalty serves a master’s soul but not your own. Honor is a fine thing if your opponent obeys the same rules. But how many do so in the heat of battle.

Morgath delights in destroying all things that give you pleasure. He seeks to bring chaos to the beauty of creation. Worse, he offers nothing in return except unending doom and undead, a fate too horrible to contemplate. Morganthians are utterly damned and must be feared and suppressed.

Navehans are thieves who hide in the night. While they have no false morality, their god makes them no promises in this life. They do not know for what they strive, nor to what ends they work. Navehans are cunning, deceitful and dangerous. Oppose them with every means available.

Peoni believes the greatest virtue is to forgive. If some treasured item is stolen from you, will this virtue return it? Forgiveness merely encourages others to take advantage of you. Devout Peonians also seek to restrict pleasures of the flesh outside of marriage, only to suffer guilt when they, as most do, lie with another. And what can be said about a faith that favors vows of poverty. Very Little!

Sarajin’s worshippers fight for pleasure and hope for nothing more than to die a glorious death in battle. Seeking pleasure in death is strange enough, but it is made worse because Sarajin prizes only this one form of pleasure. That is a fatal weakness for such narrow thinking is a False Bargain.

Save K’nor and his followers claim they are wise, yet in reality they are foolish. They deny themselves sexual companionship, retain a tight willful control over their senses, and permit themselves little in the way of comfort. They perform many

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empty rituals which serve no useful purpose. The followers of the “Blind Guide” wander lost, puzzling over issues with no relevance to life, talking in jargon that conceals their lack of useful knowledge.

Siem followers, it is said, take joy in the beauty of nature, yet they ignore the pleasures and bounty of nature. By denying wealth and worldly pleasures, they can never attain true fulfillment.

ASTROLOGY

LADO: The Galley

Morgat 2nd – Nuzyael 3rd

Lado symbolizes returning, a completion of the Pvaric cycle. Made from Ulandus, the product of the land, upon the sea, seeking land again after a long and difficult journey. In this sense, Lado is symbolic of fulfilment. In the depths of winter, lies the seed that will thrust forth in spring, bloom in summer, and perish in autumn. In winter it sleeps, but this is merely a stage, the last act before the circle is drawn. The sea is peril and death, but Lado floats upon it, even if the ship is wrecked, its parts will not be sucked into the depths. This is symbolic of one version of eternal aura or soul. Just as important is the manner of Lado’s survival. The ship does not oppose the sea, it attempts to harmonize and unify the elements. It yields and triumphs.

Those born under Lado harmonize with their surroundings, seek to compromise and are tolerant of other viewpoints. They are brave, but also have a firm grasp of reality and are able to stay afloat or sink with equanimity. It is difficult to defeat a Ladoan; he will seem to sink, but rise again. He will yield rather than perish and in this way he may rise again.