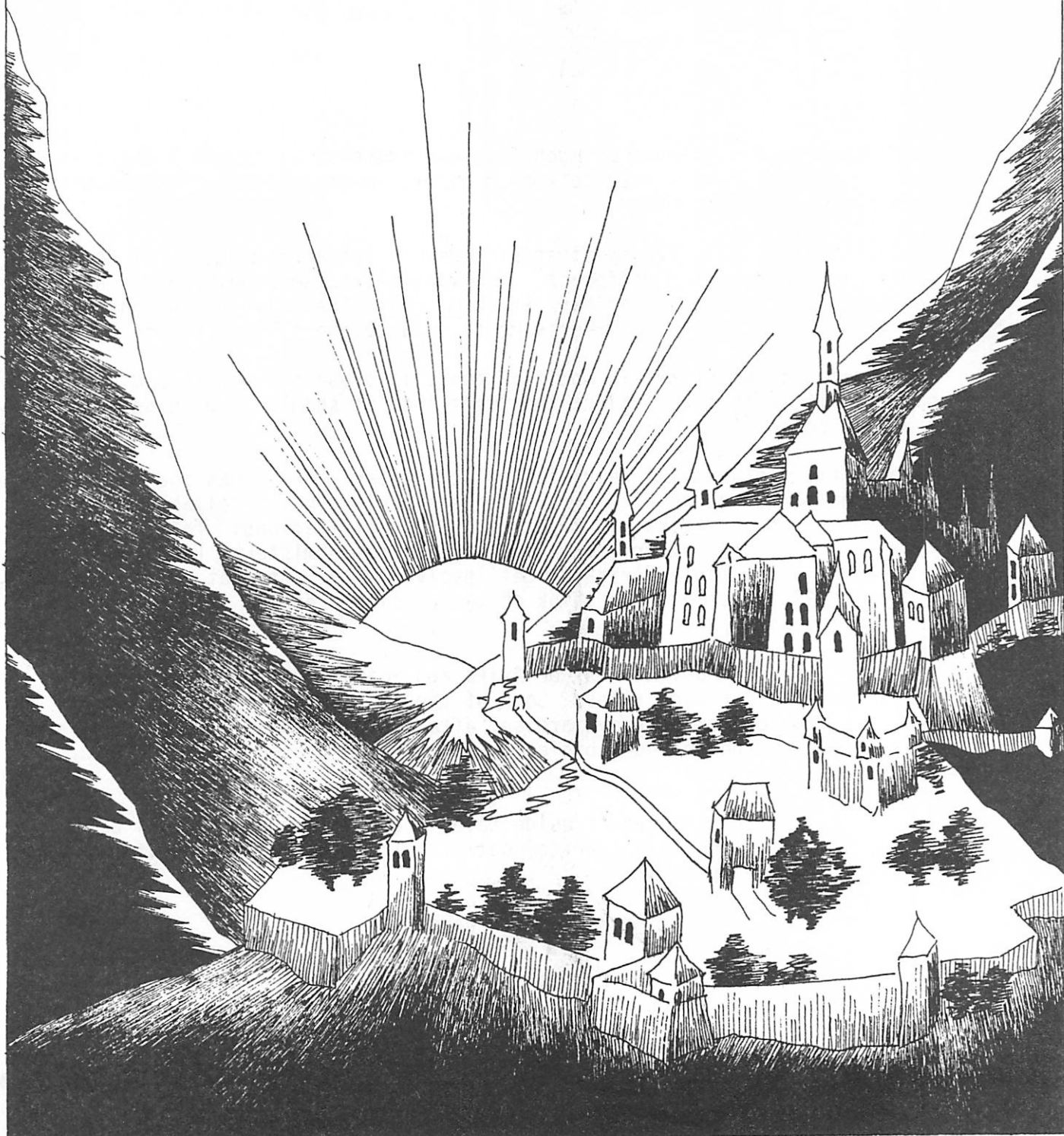


ARAKENYO



ARAKENYO

BY CAROL WALSKE

PREFACE - by Fern Marder

If you haven't gathered as much from our address, Carol and I share an apartment. Have you ever tried to keep a secret--much less a secret project-in-the-works--from your roommate?

In August of 1977, for my first birthday in the apartment, Carol decided she wanted to do something different. Not knowing what was going on, I hounded her--especially when she locked herself in my room (the only room we have where you can lock yourself in) and ordered me to "play piano till it's done."

The project, with certain modifications, is presented here. I'm pleased to share it--the effort and talent that went into it shouldn't be hidden in the files of one person.

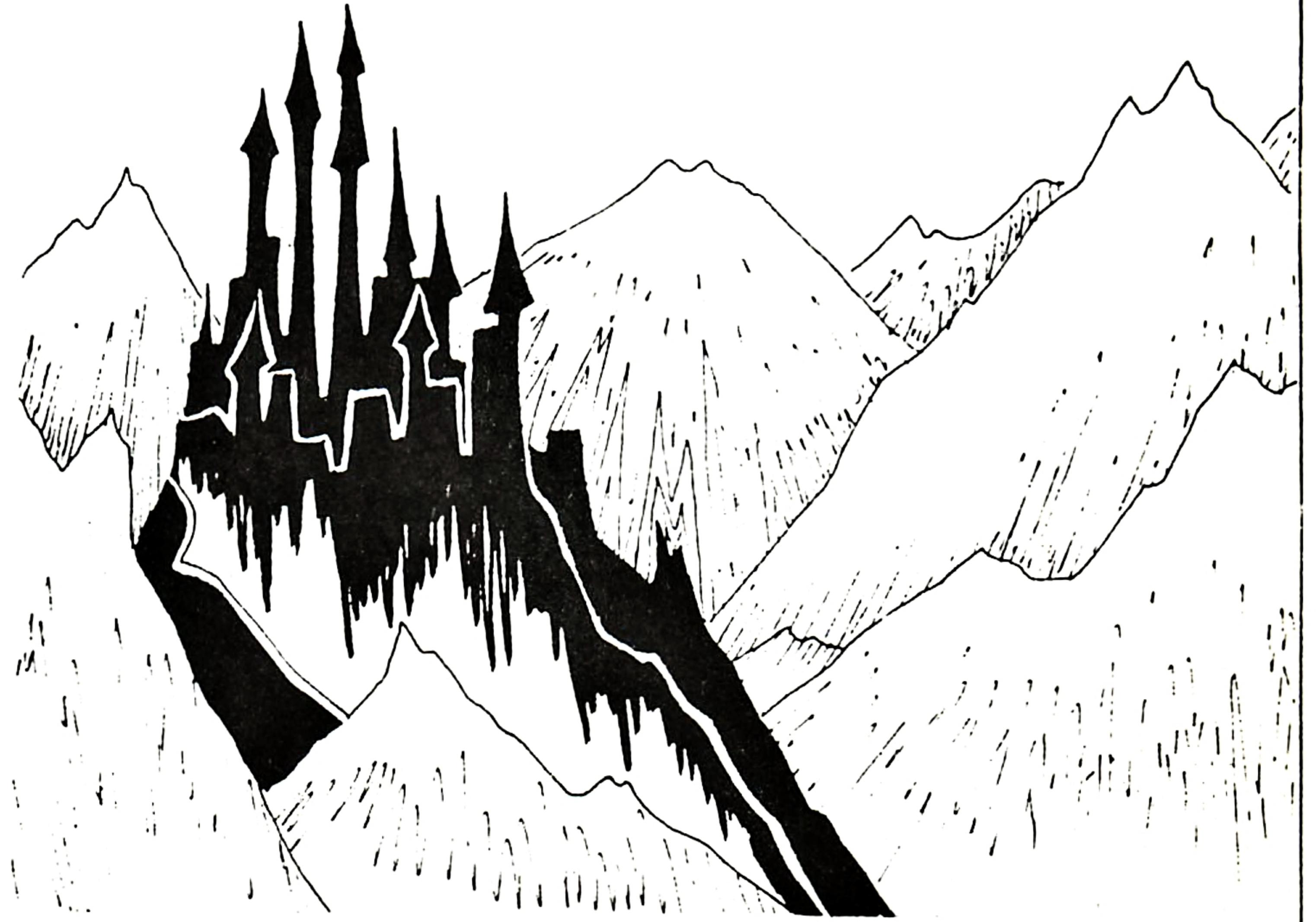
About the story--Arika Keorl is 'my' character. Arika was the first character that I worked on with Carol when she invited me to collaborate on the series. You might say Arika was created to my specifications: father--Kang Keorl; mother--Koshira Kothir (Kor's sister); status--Emistekka (first daughter). Carol asked me who I wanted Arika to get involved with. At that point (back in about May of 1976) I only could think of two possible people: Roan/Kirin and Karras. So I chose Roan.

Since then, the 'adventures' of Arika and Roan, and Karras, have been bouncing around in our back files. Some of the story surfaces in The Homecoming. The events at the end of Arakenyo are set after The Homecoming. Hope you won't mind our revealing the ending a bit early--but even a close reading of a *Nu Ormenel* timeline does that.

Arakenyo is a kilingaven fireside tale, a court legend, a visual ballad. Carol keep insisting she "can't write poetry." If this doesn't qualify as poetry, I'll hang up my pen.

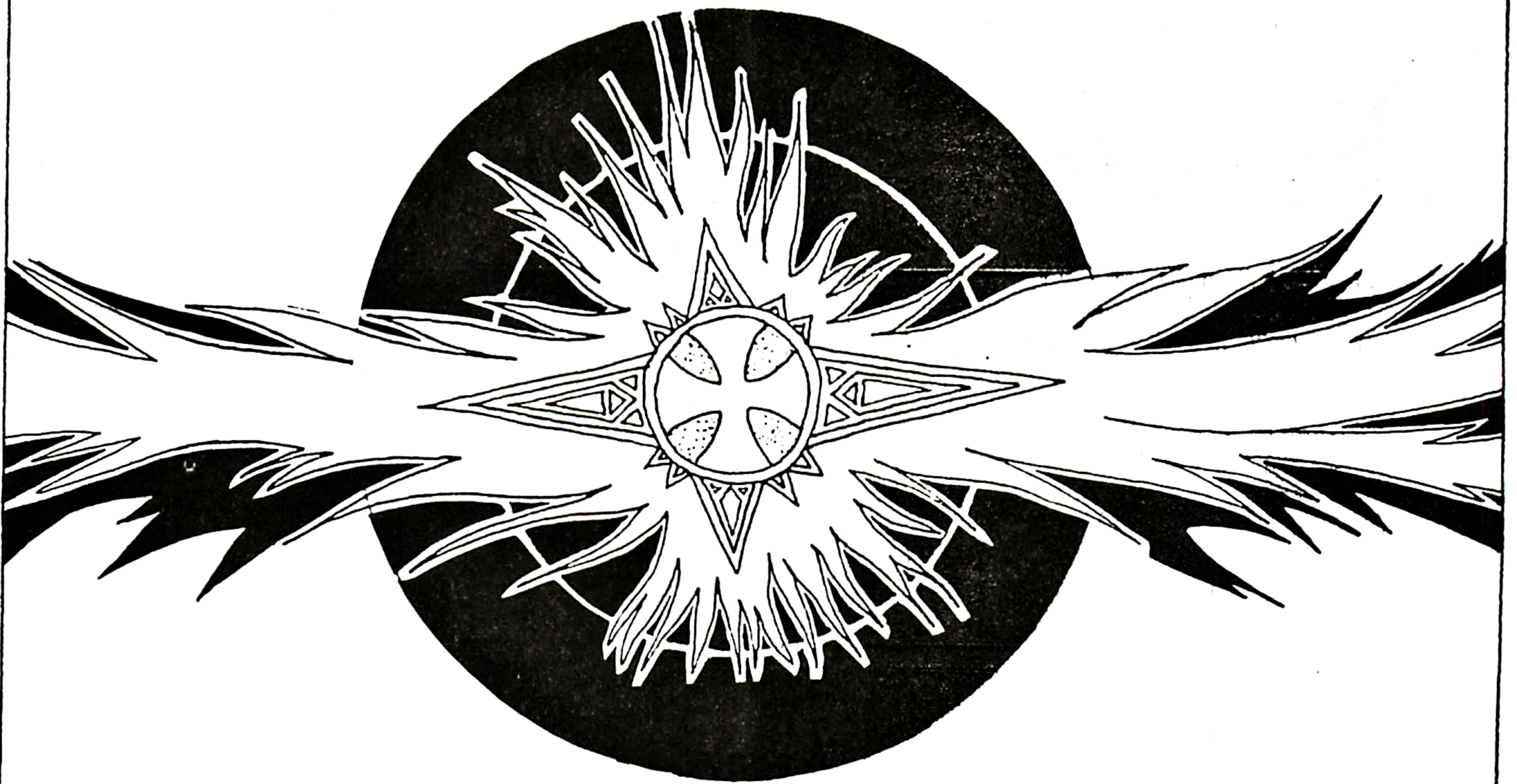
I hope you will enjoy Arakenyo as I have.

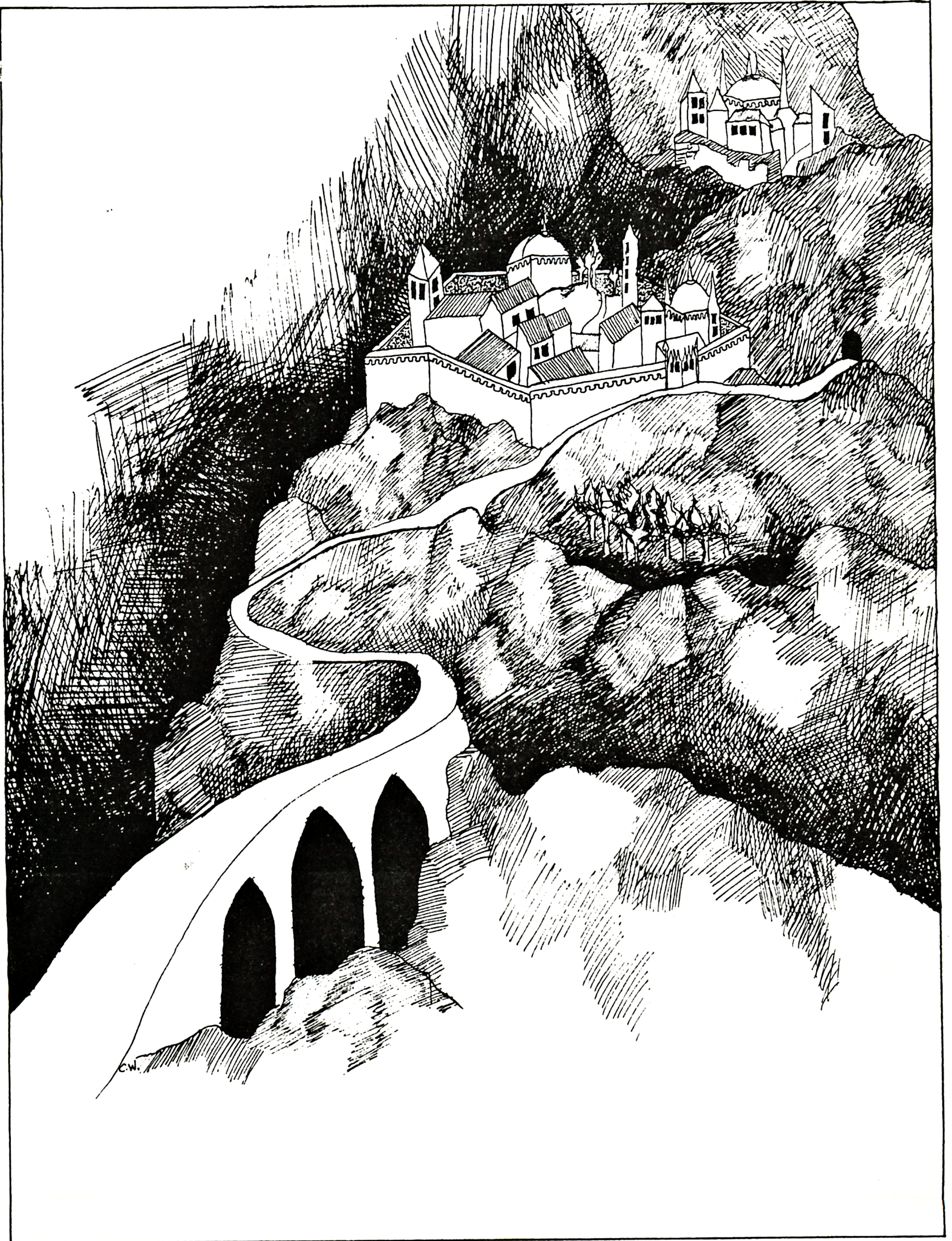
Far away in the mountains



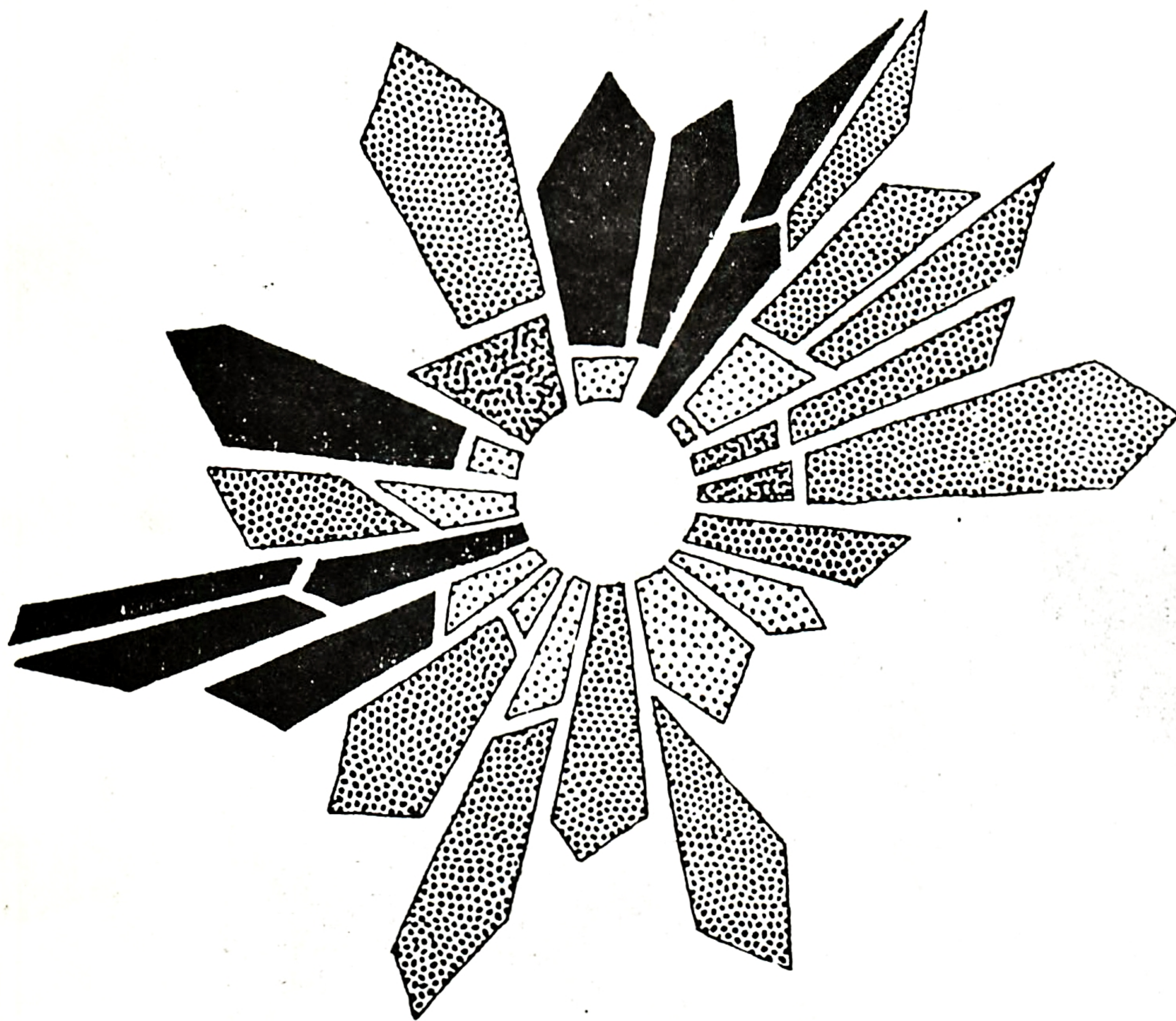
lies a Krasaia known to
all the Ormenei
as the Krasaia
of the Hunters of Boar.

Spear-Fighters dwell there
in the
Citadel of the Jagged Spear.





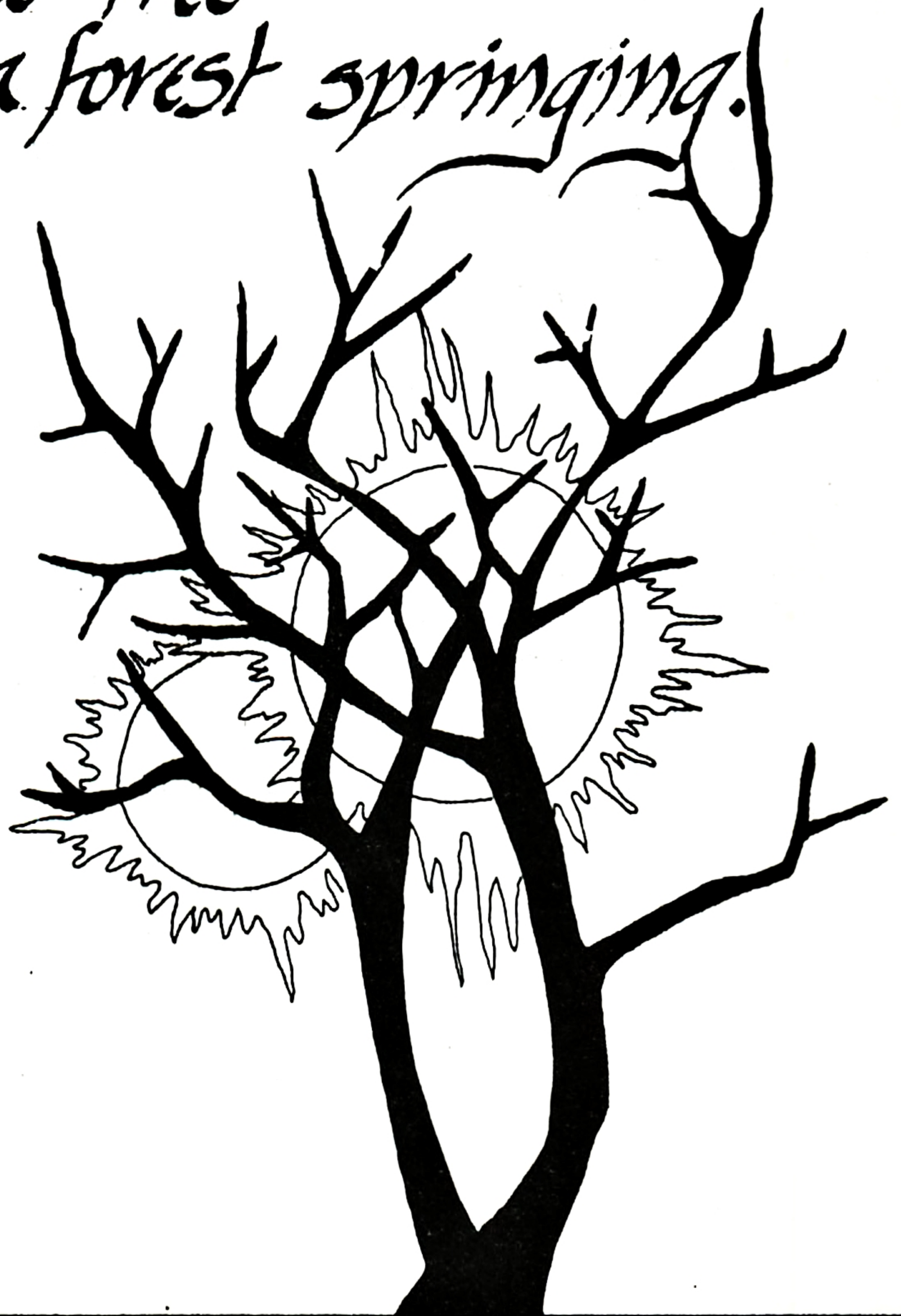
C.W.



This noble House
was founded
many krasaia generations ago,
by First and Fortunate
Great-Hunter-of-Boar,
famed warrior and
friend of the Foremost.

He built a krasaia
that would grow and flourish
like the budding of a seed
into a tall tree,

and from that tree
a forest springing.

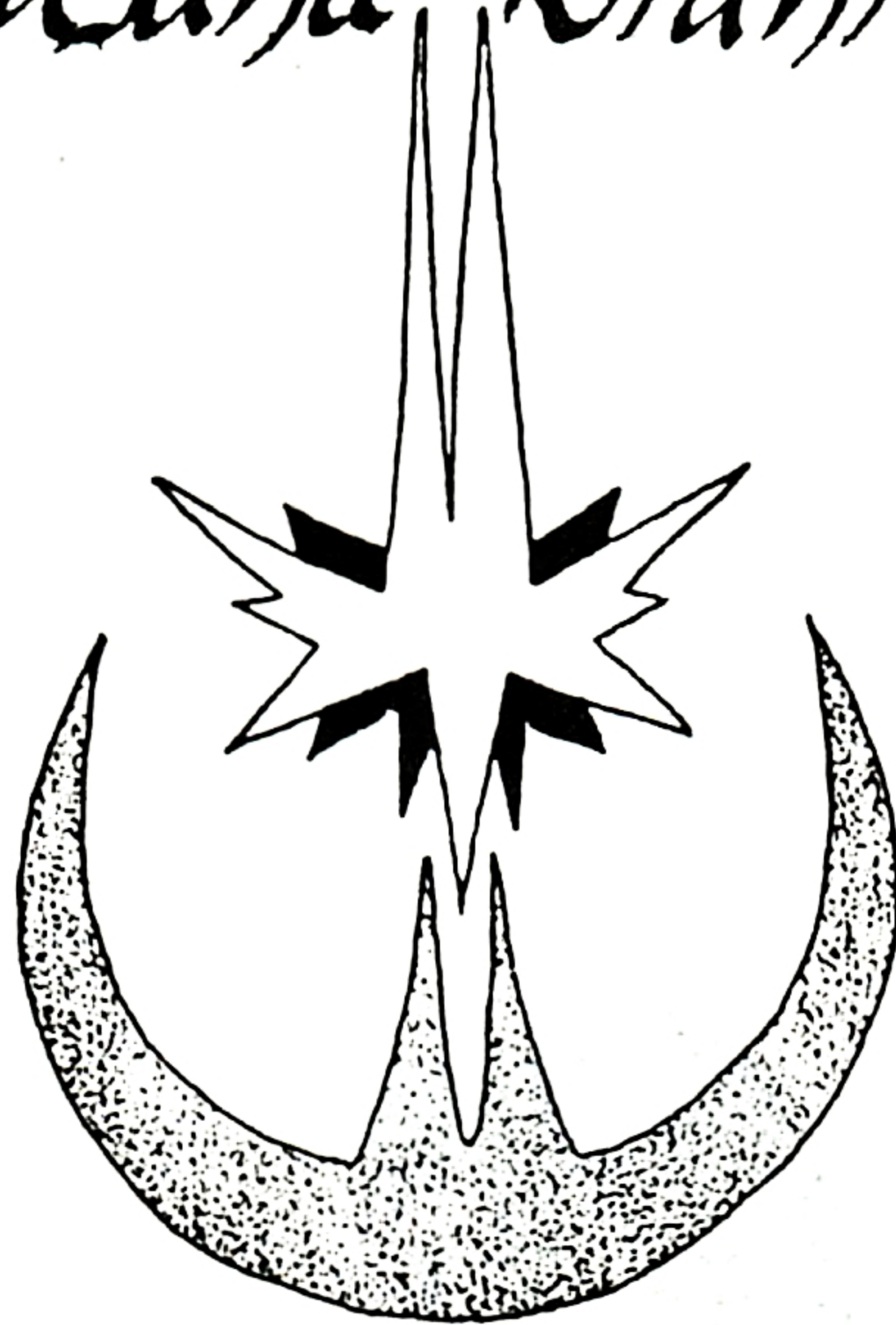




The Twenty-first Ennis
 of the Sun-Mountain Krasasia,
 Friend of Battle,
 was a great and wise leader.

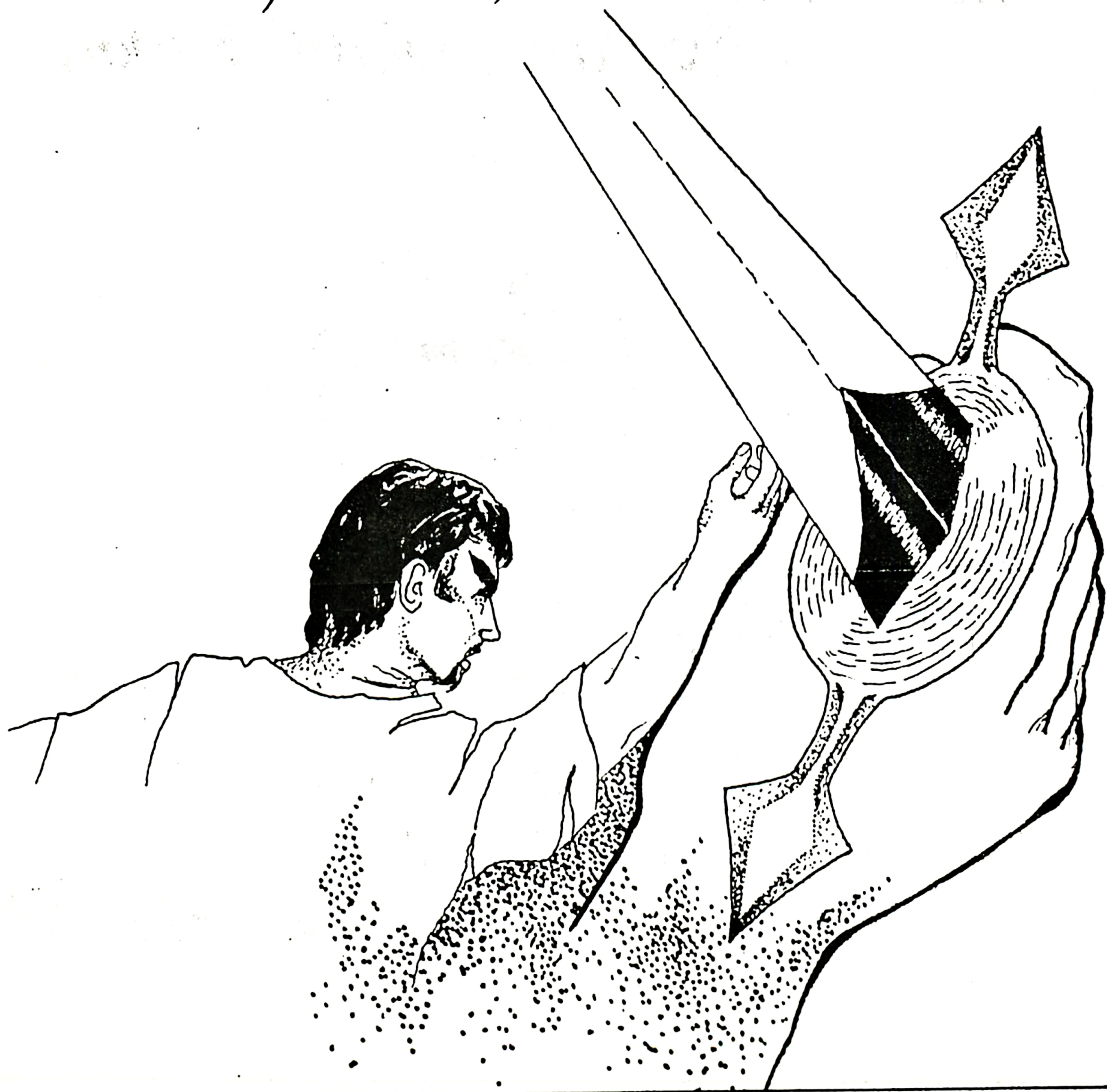
He saw deeply and with perception
 into the hearts of Kitani;
 he fought well and bravely;
 he guided the work of his domain
 surely and deftly
 through the
 Time of Troubles.

His children were few:
 only three in number,
 but in their importance
 to the world and history,
 their value was of
 a thousand kitami or more.



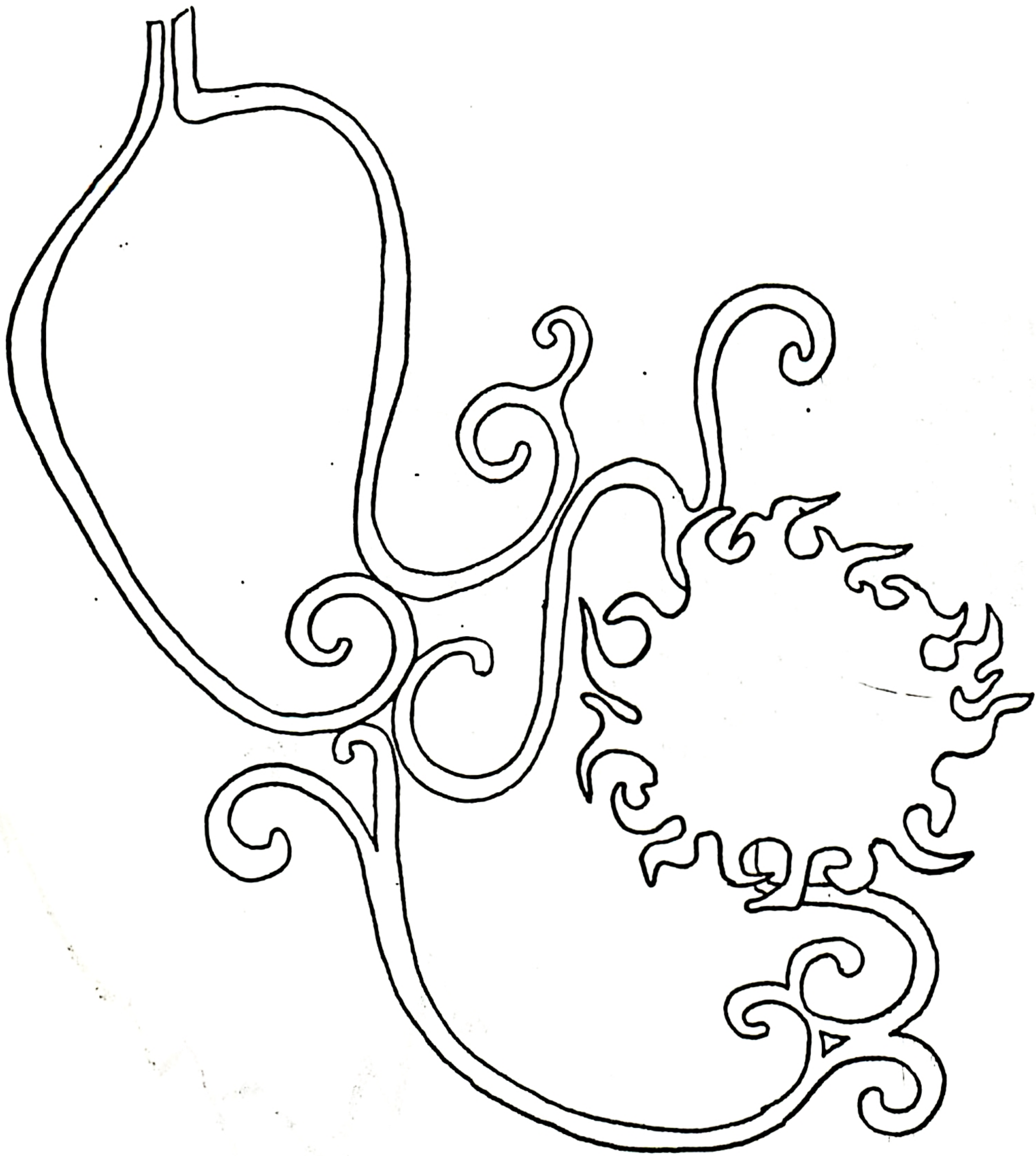
They were:
 Fortunate Warrior, eldest;
 Protected-by-Wolves and
 Source-of-Joy,
 brother and sister twins.

The second son of the Emis,
a proud man
who quickly attained
the highest rank
of Sword-Master,
felt a deep and abiding love
for his home.



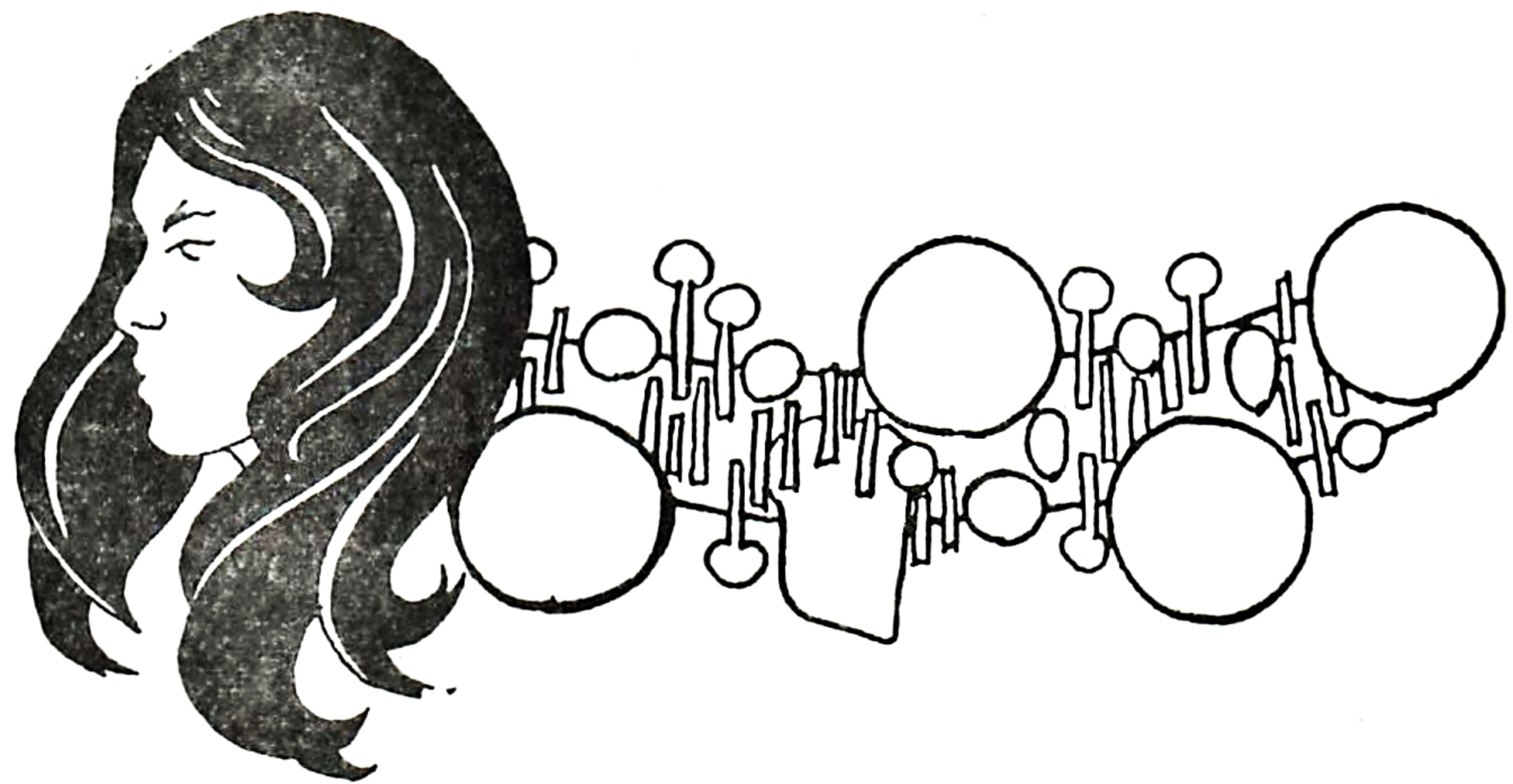
His strength came
From the thrusting heights
of the mountains;
his blood boiled and rushed
like the springing
mountain wells.





He gave His legacy
to his children:
to his son First Sword
and his daughter
Gifted Ruler.

This daughter was like
 to the Huntress Kerrekwasarm
 in valiant spirit
 and high-minded heart.



She was all that was best
 of the many years
 of the Krasata's existence:
 she was the essence
 of all the Kitani
 who had given their lives
 to the domain.



From her mother,
she knew mastery over words
and the way into Kitani hearts;
from her father,
she knew skill with
all manner of weapons
and crafts;
from her father's fathers,
she knew wisdom.

In these younger days

This noblewoman
of the
Boar Hunters' krasaia
met a stranger to her House,
a man of mysterious demeanor.

He claimed no krasaia,
yet the marks
of the Wolf and Wanderer
showed in his heart.
He was Outcast, Challenged,
and a brother
to the Foremost.

A unique presence
in the Universe,
he disturbed the
Huntress-of-Boar.

She challenged herself
to know his mind and body.

She won the Challenge,
and found
that she was lost
to her own prize.

The Sword-Warrior's daughter
brought the changing Stranger
to her homeland.

He reaffirmed
the fealty of his heart
to his brother the Foremost;

he, like that former Wanderer,
had stopped roaming
and come home.

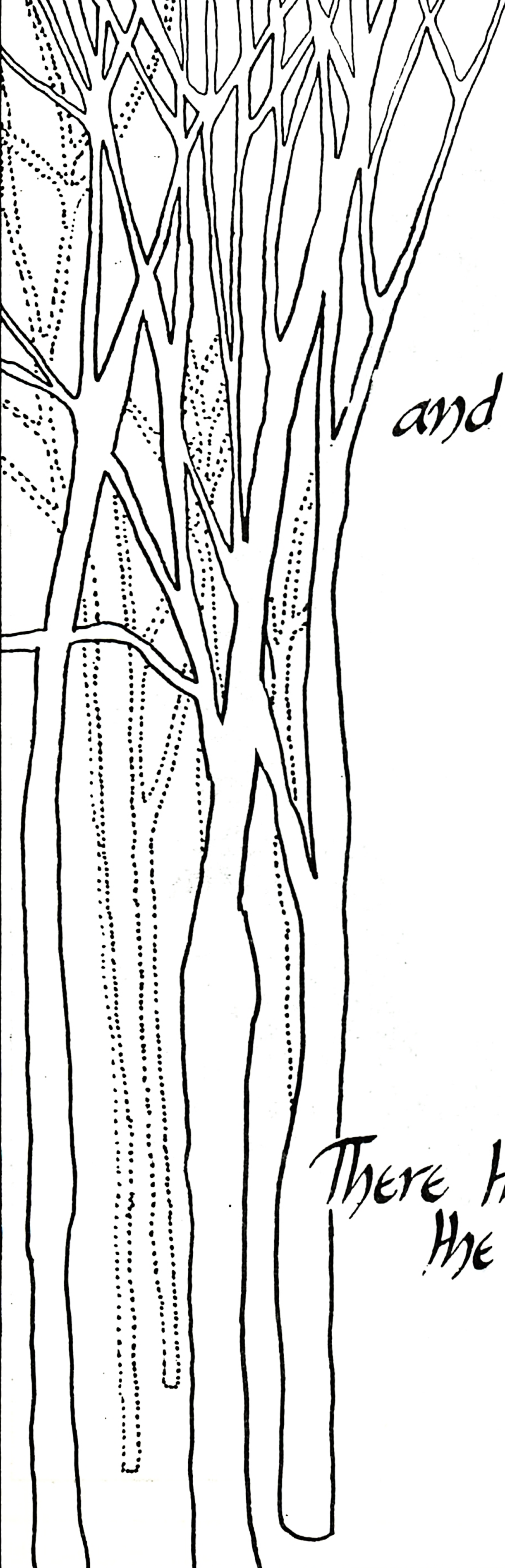


The Changing Lord
 went to the Spear-Mountain Krasaia,

and there affirmed
 fealty of word and deed
 to the Brothers,
 the Fortunate Warrior
 and Protected-by-Wolves.

Then the Wanderer,
 renamed the
 Life-that-Grows-
 in-Barren-Places,
 and Kisu's daughter,
 the Strong and Gifted Ruler,

swore fealty of heart and blood
 to each other,
 over the Knife,
 over Spice Flame
 and by Water,



and went to dwell
in the Mountains
of the Moon.

ARAKENYO

There they lived in Arakenyo,
the Valley of
Fruit of the Sun.





So it was
that the Oldest Krasaia
gave forth to a new, young Krasaia,
that flourished in the sun
and that gave heat and shelter
to many generations
of Warrior-Hunters
who were full
of grace and intelligence
and mystery,
Kitani of high honor all.

KURSUNAU KRASAIA TERTEMISAR

Krosmoien Karushirsin

Arika Ka Keorl

EMISTEKKA Kang Keorl

Krifar Tasrakirs

Tarikh Kikome

Kirin Ar Rifalkarin

EMISRAFKIR Kor Alkarin

Kestakfar Tasrakirs

Rasethi Sarin

*Musturi aska Tuthemuri**1038 8 Gir**Rasethi Sarin*