

# BORKIN THE ARCHER



*Frej Wasastjerna*

Borkin the Archer



# Borkin the Archer

a novel of renaissance-style war in  
a remote part of the multiverse

by

Frej Wasastjerna

Any resemblance to real persons, living or dead, or to real events in our universe is coincidental. The events described here took or will take place in some other part of the multiverse, so distant in time, space or whatever dimensions may separate universes, that the distance cannot even be defined, much less measured.

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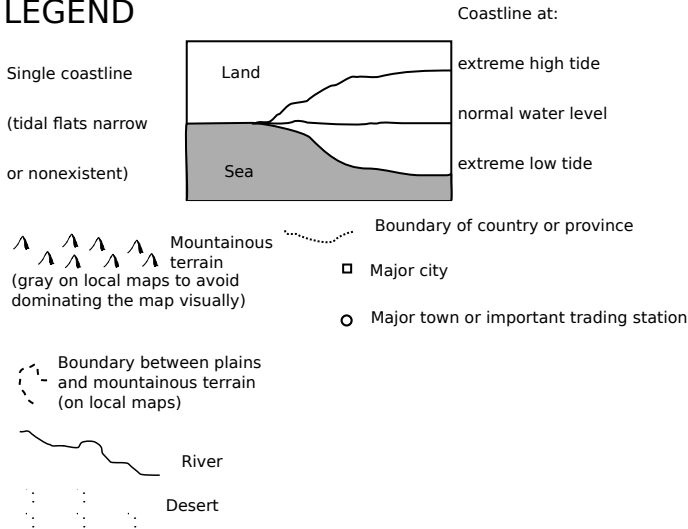
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Publisher: BoD – Books on Demand, Helsinki, Finland

Printer: BoD – Books on Demand, Norderstedt, Germany

ISBN: 978-951-568-138-6

# LEGEND



**VALLAN** Name of continent or ocean

**NEW SEA** Name of lesser natural feature

**NURASAG** Name of country or province  
(note that Roshdekadar, Kasididar and Kardesht are Nurasagi possessions)

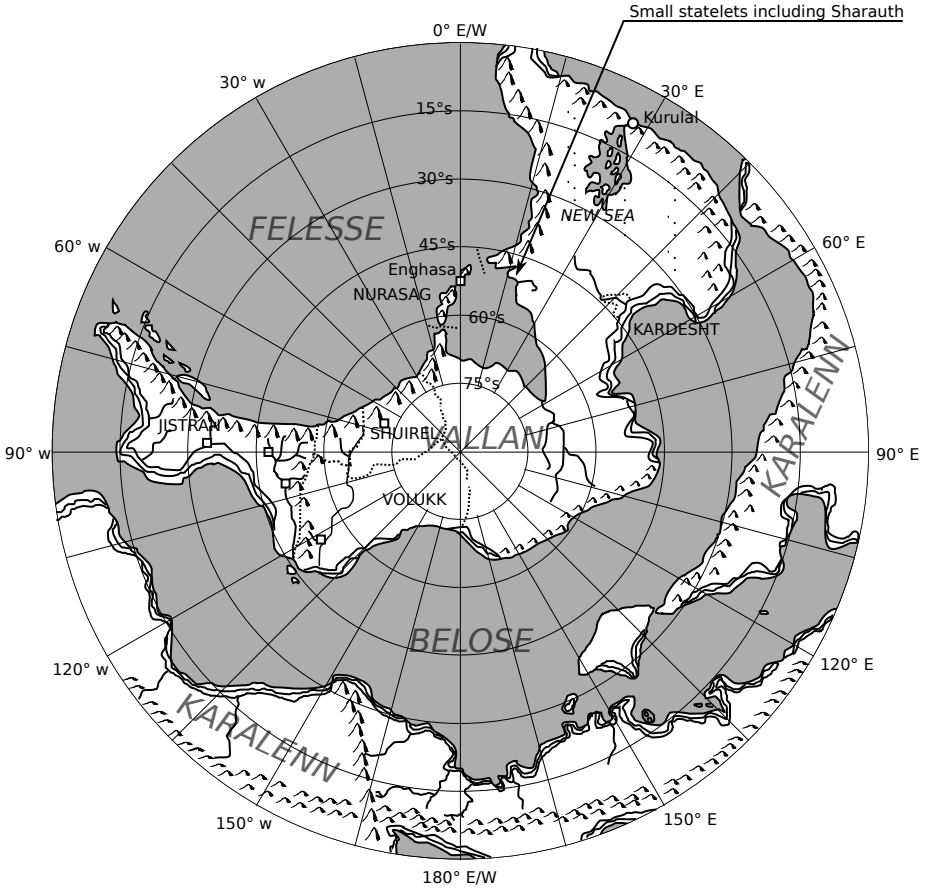
**Enghasa** Name of city, town or trading station

In Borkin's time most of the continent of Vallan and the nearby islands was inhabited, but most of the states covering that continent are not shown. They were too small to be shown in a small-scale map and/or they are irrelevant to the story and would just clutter up the map.

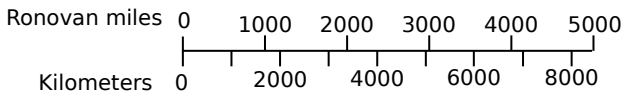
Karalenn was uninhabited except for the Nurasagi colonies. Eskasag was entirely vacant.

# Southern hemisphere of Ernall

Azimuthal equidistant projection

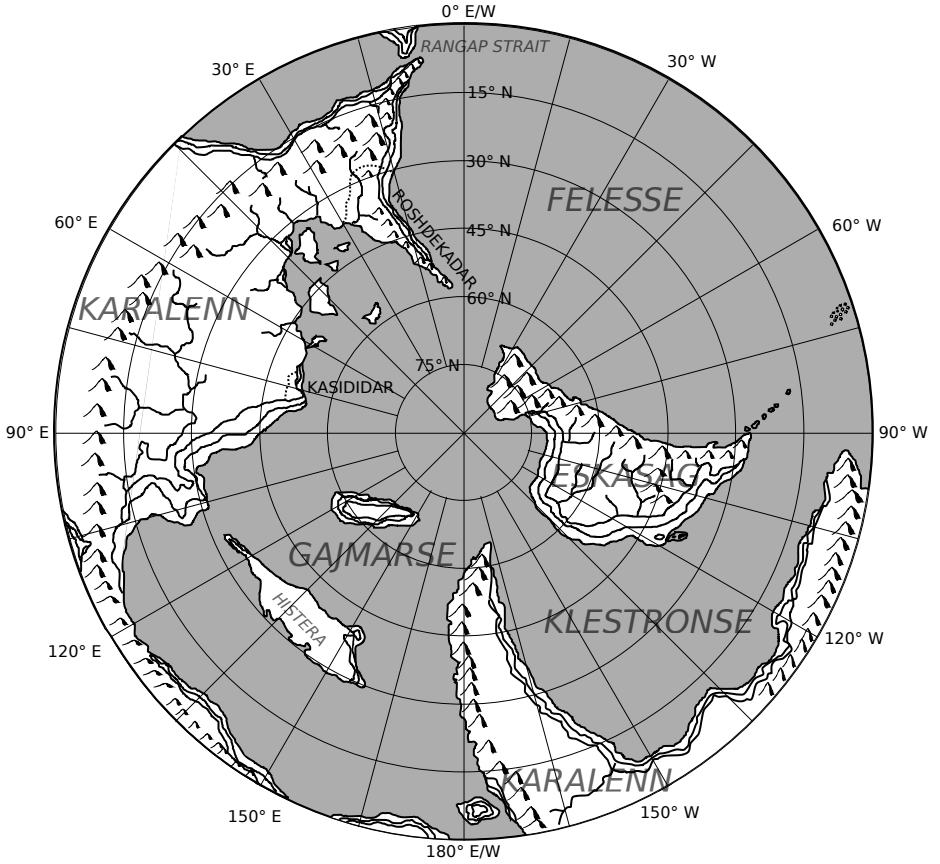


Scale along the meridians or near the poles:

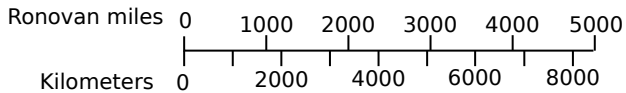


# Northern hemisphere of Ernall

Azimuthal equidistant projection

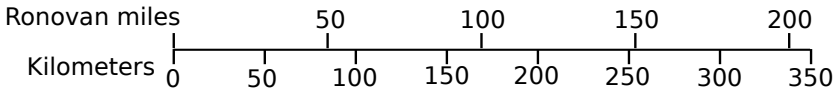
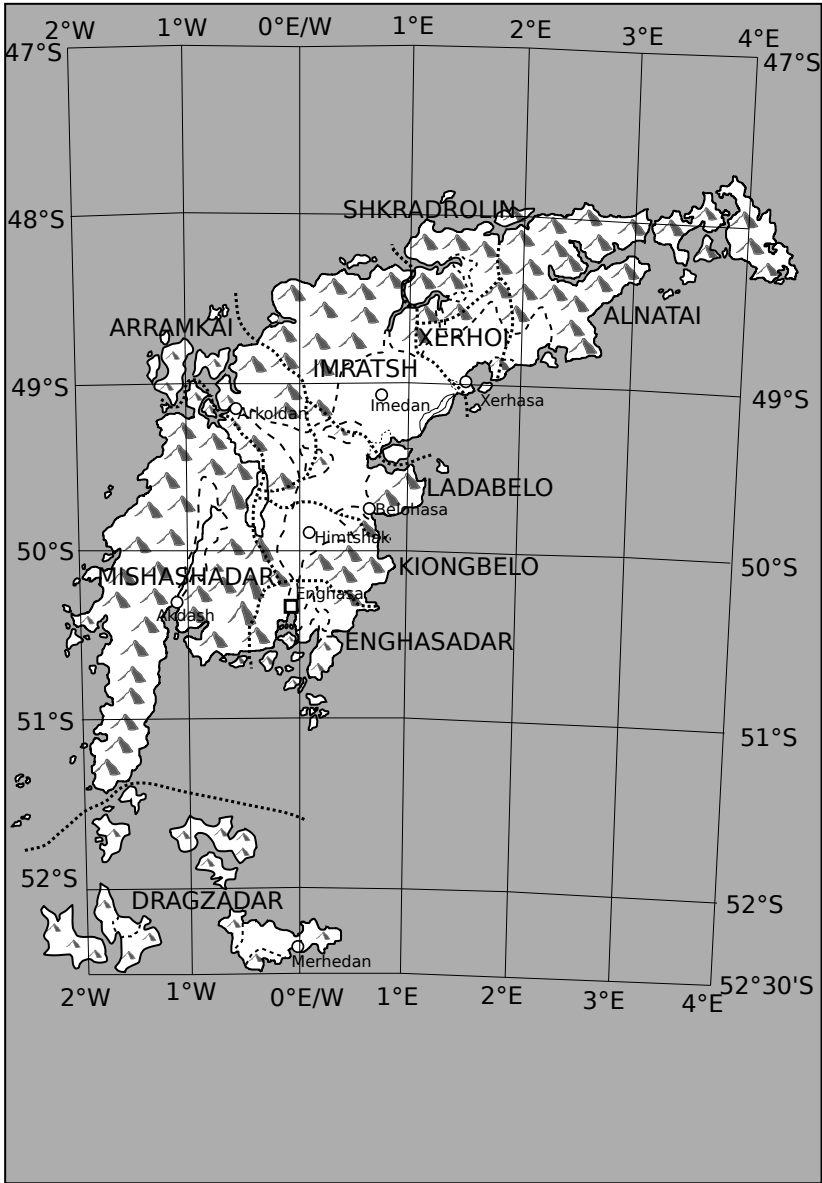


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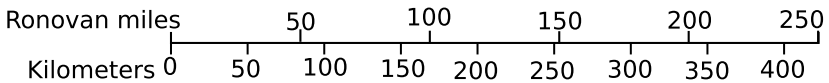
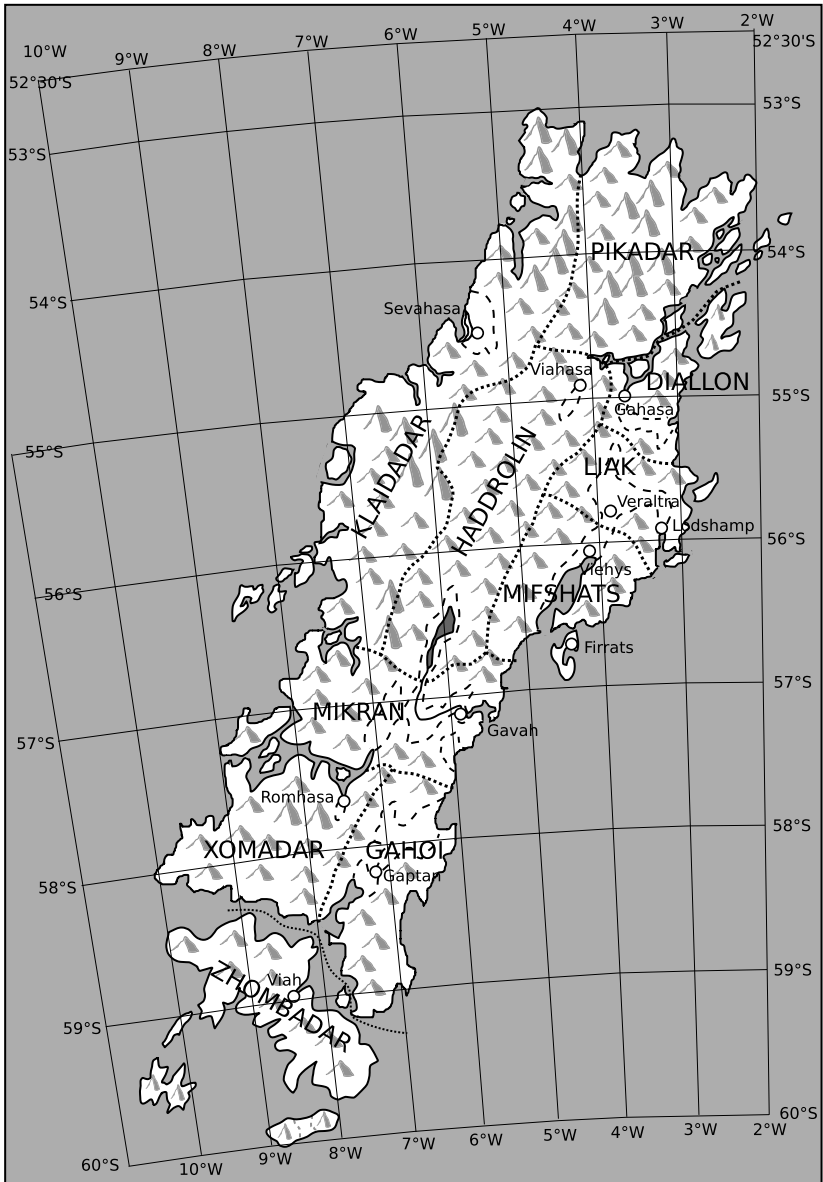




# HOSPERA (northern Nurasag)



# KRAHATSING (southern Nurasag)



## Author's note

While Borkin Krauk, a major character in Ernallian history, would certainly deserve a proper biography, this isn't it. Instead, this is a fictional view of a pivotal era in the history of Nurasag, a small but culturally important country on the planet of Ernall, seen mostly through Borkin's eyes but to some extent also through the eyes of other people. Accordingly, I have tried to make it vivid rather than absolutely accurate – in other words, I have used a lot of poetic license.

I thank all the people who helped me find out what happened or helped me write about it, especially the following:

Fredrik Lindroos

Ville and Eero Hurmalainen

Niko Mikkanen

Tommi Vainikainen

Steve Hand

Walter Nelson

Mike Mc Morris

Bob Lyle

Ulla-Maija Lonka

Hilla Saarela

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Readers who wish to know something about the world described here before they enter it are encouraged to read at least Appendices A through C first. Those who want to know how to pronounce the names should read the second part of Appendix D. Those who would rather plunge straight in are welcome to do so.

## Dramatis personae

Generally only characters mentioned in at least two chapters have been included. The positions given here are those they occupied when first mentioned.

Banat, Gastag	Liberal Chief of Intelligence
Benaron, David	Berger's successor
Berger, Germut	Commander of Jistrani expeditionary force
Elbailor, Dhagur	Head of a Syndicate family, cousin of Helman Varkazhkei
Eldraktash, Kylyn	Shuirelian colonel
Estrenha, Jair	Admiral of the Syndicate navy
Faris	King of Magahalin
Fedresh, Garhan	Commander, Nurasagi Standing Army
Fytesh, Hosson	Sailor
Geios, Maris	Leader of Volshan mercenaries
Gontha (1st name)	Borkin's original girlfriend
Haimesh, Sora	Gendarme, fighting for the Syndicate
Harons, Ejwin	Sharauthian mercenary longbowman
Hurashastra	Prophet, founder of Nurasag
Ifital, Arnai	Scion of a Syndicate family
Korazhden, Akrat	Commodore in the Syndicate navy
Kostravang, Dhagur	Chairman of the Far Trade Syndicate
Koviratsi, Pirok	State Notary of Nurasag
Kratshel, Uval	Sharauthian company commander
Krauk, Aral	Leader of Sharauthian mercenaries, Borkin's uncle
Krauk, Borkin	Sharauthian mercenary longbowman, Aral's nephew

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Kuartsha	Saushan (spiritual and temporal leader) of Nurasag
Lieni Harlalsdaughter	Slave girl
Lomborsh, Hrakir	Governor of Imratsh, Orthodox rebel leader
Lomborsh, Istrif	Shuirelian general
Marana	Former Grand Duchess of Sharauth
Redkim, Ivrin	Governor of Imratsh, successor of Hrakir Lomborsh
Redkim, Riki	Ivrin's daughter
Santfyld, Shamat	Governor of Haddrolin
Shatrik, Tengrir	Governor of Mishashadar
Shawas, Dursa	Kuartsha's secretary
Talakar, Betshylet	Acting governor of Kiongbelo
Tenshin, Jamin	Commodore in the Syndicate navy
Urke, Dus	Ivrin Redkim's physician
Varkazhkei, Helman	Governor of Xerhoi, cousin of Dhagur Elbailor
Varsha, Ilf	Explorer
Vorzaka, Kylyn	Sailor
Wapinias, Shishok	Admiral of the Syndicate navy, Estrenha's successor
Wibarag, Kaxin	Scientist
Zamawara	Painter of a famous mural

# *Frej Wasastjerna*

## Prologue

*Cycle 1*  
*Month Ashvest*  
*Day Furkat*  
*(1-2-21)*

Hurashastra stood near the bow of the fishing vessel *Vinstret*, his left foot on a coiled hawser and his left hand on the raised knee. His right hand grasped a stay. He kept his gaze firmly fixed forward, where the promised land of Nurasag lay far beyond the horizon. He didn't so much as glance aft, where the mountains of Shuirel, the country where he had until now spent all his life, slowly vanished from sight.

\* \* \*

Actually nobody knows exactly what Hurashastra did at this time, but this is the way he is shown in the famous mural by Zamawara in the saushan's palace in Enghasa. What is a matter of historical record is that he and his eighty thousand followers reached the previously uninhabited islands of Nurasag. Here they founded a theocratic state where they could worship Auramaz, the Good Lord, and were free of the Ronovan invaders who had conquered Shuirel some decades ago. This state prospered in peace for three hundred and fifty years, until Kuartsha became saushan...



*Frej Wasastjerna*

Borkin Krauk, a young longbowman on the planet Ernall, enlists as a mercenary to fight for religious freedom. Over a period of eleven years he fights in three wars. In time, he learns that it is less clear than he thought who are the good guys and who the bad ones.

A strange event catapults him into a position of great political influence. But how far does his power extend, and how can he use it to further conflicting ideals?

The book may be of special interest to wargamers, since it describes about a dozen battles on both land and sea. But it also gives the reader a glimpse of an era of discoveries and intellectual ferment. Nine appendices, constituting about one tenth of the book, give additional information for readers who want to know more about Ernall.

