



HÖHENARÉ

VORANGÉ

MORVAEN

ZIRHAINE

MALGOREEM

VIRUELANDIA

KHORSAR

HYRKHALLA



Ciyra  
Yram  
Groth  
WOLF TREES  
Succubi Plains  
Hyaen  
Araxes  
Succubi River  
Lonely River  
Great Wander

Dragon Wall

Silver Boar Plains

BRISTLE BACK WOOD

RAINBOW MTN

EVER HOWL FOREST

BLUE WOOD

BOAR MTNS

SILVER BOAR

SILVER



# Hyrkhalla

**Location:** H5-I5

**Capitol:** Hyrcania

**Population:** 3,850,000

**Demographics:** Human 80%, Amazon 6%, Elf 4%, Orc 3%, Dwarf 3%, Hobbit 3%, Other 1%

**Government:** Monarchy [unstable]

**Technology:** Low

**Magik:** Medium

**Religion:** Tyl-Rhaen (state religion), Megalon, Machichrondahr, Bhar-Kanis, Temple of Iron [Fenris, Loki, Odin], Amarydion

**Symbol or Heraldry:** Hellhound savaging a wingless dragon

**Allies:** Khorsar, Malgoorem

**Enemies:** Morvaen, Viruelandia, Höhenaré, Zirhaine, Vorangé

Hyrkhalla is a bloody, vibrant nation with a checkered history of broken promises and aggression. Its people are well known for their savagery in battle and ruthless diplomacy.

## Society

Hyrkhalla is sometimes called Wolf's Land, primarily due to its soldiers who wear the full pelt of wolf: head, tail and all, and wear the teeth, claws, and eyes as accouterments. Their savagery in battle is matched only by their fierceness of culture. Hyrkhallians dwell under a loose form of monarchy with a king that switches every few years due to the many bloody skirmishes that break out over the wolf's head crown. Monarchs are usually drawn from the domains among what Hyrkhallians consider nobles, though this is not always the case. Attaining nobility in Hyrkhalla tends to lean towards slaying whoever is in charge of the area you want to claim and declaring yourself in charge instead. Equally as common is the usurpation of lands through the strength of arms or dominance of politics. The Hyrkhalla practice Lgarytiet, where one noble with enough power can subjugate another and form a bond of servitude. Those bound to service under the Lygarytiet are considered one with their Srlminyör (lord) as far as an accounting of lands,

warriors, or goods. Such bonds are only broken by death of both oath takers or the passage of ten generations between them.

Hyrkhalla has no strong social divide outside of the gulf between those free and those who dwell in slavery. Their society breaks approximately along three lines: the nobility (including the King and his immediate family), the commoners (freemen, merchants and small landholders), and the enslaved. Nobility are the primary landholders and tend to possess the most sizeable expanses of land. They are directly responsible to the current king (under Lygarytiet any noble beholden to another is considered one and the same as the Srlminyör in the relationship of the two) and collect taxes, muster troops and upkeep the land. The king maintains a large central army and no noble can exceed or match the size of its garrison (though some come close). Nobility are given great leeway (mainly because most kings find it is next to impossible to control them) in their affairs. A few things are considered sacrosanct and within the authority of the king alone. These are the right to declare peace between nobles, but this is only done during a state of war with another nation. The right to demand troops is also the king's right and while nobles can delay they cannot refuse in providing them without invoking the enmity of all other nobles in the land and paving the path for the king to declare them a hndyn-conryl, or diseased wolf. Lastly, the king has the right to demand a noble provide a show of force. When a Hyrkhallian King demands a show of force, he is checking a noble's loyalty. The king sends an amount of his own troops to garrison the noble's lands and protect them from any harm while the self same noble musters his own soldiers and appears on the Succubi Plains (if in the north) or the Silver Boar Plains (in the south). This tactic has been used several times in Hyrkhalla's past to end more than one presumptuous noble's life.

The intrigue and scandal often found in other courts is generally lacking in Hyrkhalla. They are direct to the point of bluntness and often coarse in speech and manner. They are aggressive to one another and to outsiders, and



their system of law is as aggressive and final as their culture. Strength and power matter more than truth or justice, and all too often those with either of the two can get away with murder, rape, theft, and other criminal activities. Disrespect, however, is one arena where all are seen as equal, especially when it concerns women. While men are often openly contemptuous towards one another as a display of bravado or companionship, this does not apply to women, even women warriors. No Hyrkhallian will brook disrespect towards a woman. If she bears arms, she is expected to seek her own justice. If she does not, then those who do and witness the act will do it for her. Aside from this archaism, women of the land are considered the same as men in all ways—fighting and living equally with the same rights to nobility and the continuation of their line. Such early Amazon influences are seen in surprising amounts in their culture, such as a total lack of slaving within the boundaries of the nation. The only slaves are those taken in war, raids or by combat and these are treated fairly and humanely. Such slaves provide the bulk of most manual labor. Another Amazon influence is the use of the Amazonian tongue for writing.

Wolflings are rare in Hyrkhalla but considered children of the gods, and treated with a near semi-divine reverence. This depth of feeling is a sword that cuts both ways though. Hyrkhallians expect from a Wolfling all those traits they imagine and venerate: almost divine ability in battle, courage and daring. A Wolfling can find a golden path in Hyrkhalla, the Wolf Land, but will find almost all Hyrkhallians testing them at every opportunity until their prowess is widely proven. Totally Opposite of the Wolflings is Deodanth: who are hated, reviled, and bitterly attacked on first sight. The 'Black Demons that Walk on Two Legs' are universally despised and given no mercy by any lest they be given the same punishment levied upon the Black Demons. Deodanth are shriven, quartered, burned, and the ashes of their remains thrown into the rivers that cross the land. They have no rights under the law.

Passage to adulthood is only obtained through a rite requiring the youth to hunt and slay single handedly one of the Succubi Plains' wolves and return with its pelt and teeth. These rituals are held only once every three years to prevent the

killing off of all the beasts. Should a youth slay a more powerful beast then his ranking is that much higher. Women share equally in this ritual. Another passage to maturity is to ride with a war band and live through three battles. Those who do so are given the scar of the sword on their right arm and the wolf of Hyrkhalla pressed into the opposite arm as proof of their deed.

Less given towards tilling the land, most Hyrkhallians generally depend more on animal husbandry of cattle, goats, sheep, and pigs than agriculture. They do not use horses overmuch but have them in ample amounts on the plains, allowing them to run wild. They also practice a very loose form of possession, where having something in hand is everything. Thieves have to be caught in the act, with the item in their possession or they cannot be charged with anything illegal. Animals are often branded, held in clearly marked spots, and guarded well.

Hyrkhallians congregate in hill forts, with impressive ditches, moats and heavy fortifications. The hill-forts are usually placed on a steep riverbank in a place difficult of access, usually on a promontory at the juncture of two rivers. The capitol, Hyrcania, sits on the juncture of the Succubi and Silver Boar rivers, located on a massive man-made mound. Villages and towns usually surround such hill forts and sometimes stretch between two or more if the land is particularly savage or is frequently attacked. Hyrkhallians build well if simply and do not have an inspired taste for architecture. Their engineering is sound and they are well versed in architectural techniques, but they are more inclined to military application than to invoking beauty or charm.

Hyrkhallian garb is rustic and simple when compared to more flowery dressing of Morvaen or Viruelandia, and the Hyrkhalla tend to be snide in their distaste for different nations' garb. Standard garments for Hyrkhalla are sturdy trousers with an open tunic fastened by a belt, often studded with metal or stones to show wealth or status. Hyrkhallians in general are not inclined towards non-military accouterments but do still seem to enjoy small, unembellished ornaments of ivory, bone, and like materials, especially fillets and holders for their hair, which they wear in long braids.



## Customs

Chief among the many customs of the Hyrkhalla are the great horse sacrifice rituals where they sacrifice 100 horses and then fall upon the raw meat in a great feast. This is usually done to commemorate the onset of a great battle and is used as a rite to inspire confidence and to ease tempers, which too often fray before the beginnings of great battles. Outside of such sacrifices, Hyrkhallians treat animals very well, often respecting them more than their slaves! Their retribution for the mistreatment of animals, even dumb beasts, is ugly, and an angered Hyrkhallian is implacable; death may slow him down but it sure won't stop him! Hyrkhallian song and literature is full of such retributions for this, for shame, and for discourtesy. These songs are almost as plentiful as the Hyrkhallian taste for vengeance, wild fighting, and other brutal and savage pastimes.

Another widely practiced custom is that of wolf-marriage, or marriage by abduction. Seen as a common and honorable way to marry this tradition is practiced by both male and female Hyrkhallians alike and great pride is taken by both the abductor and abductee for their part in the deed. Once the marriage is consummated, any retribution is impossible.

Another quirk of Hyrkhalla is that they view red hair as a sign of weak character. The origins of this strange view are uncertain and are as equally mysterious their belief that hazel eyes are a mark of luck and good fortune.

'Revels' always accompany festivals, and are where people good-naturedly wrestle, push, and shove each other to show off strength. A number of women are chosen as the wolf-maidens of the revel, and are given their choice from the strongest mates for the evening festival rites.

## Education & the Arts

Hyrkhallian is a spoken tongue only; they use Amazon for writing, and what books and volumes exist usually come from sources outside of Hyrkhalla. In addition to their own tongue, Amazon, Morvaenian, and Viruelandian are commonly spoken in the country.

According to Hyrkhallian beliefs, a person is expected to grasp what they can in life,

and little is given or handed over to a Hyrkhallian. What education they receive is what they are given by their family, earn by their effort, or steal. Writing, reading, and arithmetic often fall to the side in the face of survival and the necessity of violence to survive in the conflict rich homes of the Hyrkhallians.

Hyrkhallians make and wear ornaments of horn, ivory, bone or parts of animals. Perhaps their one true art form distinct from more martial expressions, these ornaments are carefully carved or made, as they represent the vitality of the creature they are taken from, and are often of more value to Hyrkhallians than gold, silver, or precious metals. True or not, Hyrkhallians see them as a form of magik, one that works only for them. They tend to wear them close in battle and outside of it.

Guilds, Colleges and such institutions have no overt sway in Hyrkhalla. The presence of such institutions is often subtle and never blatantly seen as the nobles, the government, and the majority of Hyrkhallian thought is against such organizations having power. The main religion of the land, Tyl-Rhaen dominates the religious spectrum and actively squeezes out the others through a variety of means ranging from religious dissent to political incursion.

## Military

The Hyrkhallian infantry, the wolf soldier, is both feared and admired for their unwavering tenaciousness and ferocity. They are a medium infantry unit but move with the rapidness of a light infantry on the field due to exquisite training and an almost religious inspiration. Every wolf soldier knows the wolf father awaits them at death and the teeth of fate have already sealed their doom. Thus, they know no fear and are known to cast themselves on spears or lances to allow their comrades to strike a deadly blow, or to sacrifice their lives in bloody last stands or berserker charges. Hyrkhalla uses little beyond these feared soldiers, as they use the axe, sword, bow, and spear for devastating effect on enemies.



## Commerce

Hyrkhalla trades in coal, wool, tobacco, oil seeds, hides, and livestock and makes extensive use of pottery. It imports a wide variety of goods even from its enemies. The commerce system in place in Hyrkhalla is at a bartering level in the smaller villages and hamlets but is a full system of economics in the good-sized villages and higher. Military goods and the trades that support the military system are the most robust economically.

No trading companies native to Hyrkhalla exist though foreign companies do have a place here and there in the larger cities.

## Landmarks

Dragon Wall — This is sprawling, long wall between the Rainbow and Gryndyk Mountains, where it straddles a frequently fought over valley between Hyrkhalla and Morvaen. The wall actually sits north west of the town of Ityos, and the giant structure is over 14 miles long and more than 200 ft. tall. It holds the petrified remains of a two hundred eighty-foot long dragon-like creature found in the Sardonyx Mountains. The stone remains of this dragon creature are a major part of the propaganda of the wall, and there is a legend that it will rise to defend Hyrkhalla should Morvaen breach the wall. While the wall was tested greatly during the First War of Dragon Wall, it was not overcome. In the Second War of Dragon Wall, however, when the wall was almost breached by Morvaenian explosions, the mouth area of the dragon creature breathed forth sprays of arid fumes, decimating the Morvaenian troops and further adding to its legendary capability. Morvaen has attempted to destroy the wall since and in the Third War of Dragon Wall bombarded the wall with cannon from afar in an attempt to level it. While they damaged one portion of the wall and shattered the tail tip of the ‘dragon’, the



Hyrkhallians were able to silence the canon and repaired the wall to near its full condition afterwards.

The Snarling Wolf Statue of Hyrcania — Constructed from ivory, jade, gold and the finest black stone this giant statue adorns the courtyard of the palace. Under the shadow of its snarling mouth, every king is given the wolfshead crown and only once has the statue of the wolf moved during such an event, and that was to devour the supposed king! There are many legends around the statue and each king adds to its magnificence in some fashion, usually by adding adornments of precious metals to its exterior. However, in 50 CY Phatellus, king Myreth changed this by feeding the statue the powerful magikal weapons taken off the field from the most recent battle with Viruelandia. His actions started a trend, which has continued since the event, and the aftermath of every battle of note Hyrkhalla fights sees soldiers combing the battlefield afterwards for weapons.

## Regional History

Heir to a bloody and violent history, Hyrkhalla sits north of Viruelandia and contests with that great nation as well as all of its neighbors. The fighting is almost good-natured on the part of the Hyrkhallians, and they bear no grudges if they loose, which happens more often due to internal strife than anything else. More than once Zirhaine, Viruelandia or Höhenaré has felt the savaging of Hyrkhallian teeth, only to find them leaving the field to deal with some internal strife not too long after.

Compiling a history of the nation is nigh impossible since the Hyrkhallians have never had a penchant for writing or for remembering history. The only account of Hyrkhalla’s early days is the long list of military acts done by their ancestors and kings. Like the present day, Hyrkhalla’s degree of internal strife bleeds back deep into history and grew from the combination of several disparate wandering tribes into one out of the need for survival. The events surrounding the combination of these tribes are the roots of the current society. The culture, while vibrant is brutal; compassion is not a favored emotion. Savagery and conflict defined their early culture



and its stamp has never left. Its visibility lies in their traditions, their worldview, and their aggressive attack on life. The rise to prominence of Tyl-Rhaen's religion enhanced this savagery even more but also built an untamed, if somewhat erratic sense of honor in them as well. This is seen in their seemingly casual respect for animals and reverence for women but total disdain for what most consider a code of honor, civilized morals, or 'laws' of war. It's the Hyrkhallian penchant of going straight for the jugular that makes other nations around them uneasy in their presence. If not for their strong fighting abilities, robust and abundant reproduction rate, and heavily defended nation, other nations would have gathered their forces to wipe them out long ago.

Hyrkhalla's latest history is a perfect example of their previous reckoning. Current events revolve around a series of attacks that started when the desert nomads flooded into Zirhaine and Höhenaré. Feeling the two nations were weakened by the invasion, several nobles in Hyrkhalla took advantage of the opportunity and drove deeply into both nations' territories, taking the Valley of Owls and a good portion of the Sardonyx Mountains. A change in monarchs weakened the drive forward however, and after two cycles (30 years) of fighting, Höhenaré recovered most of its lands and drove the Hyrkhallians back through the Valley of Owls. Zirhaine and Hyrkhalla locked horns over the territory gained in the Sardonyx Mountains, neither one giving much. Then they were forced into a hasty pact of peace when Viruelandian troops invaded north into both countries. This allowed Höhenaré to regain all of its lost lands as well as some forestland in Hyrkhalla south of the Valley of Owls. This is also how Hyrkhalla was catapulted into wrestling with them once again, somehow managing to fight a two-front war.

The struggle between the nations of Viruelandia and Hyrkhalla, and the battles between Höhenaré and Hyrkhalla finally ended at the start of this cycle. The pause seems more like a breather between battles than a true peace. Little to no territory was gained for any of the nations, and little was gained beyond drenching the lands in blood, filling the purses of the merchants, and culling the best and brightest from the ranks of society in each of the countries. Only

the wolves of Hyrkhalla and the power hungry nobles of Viruelandia look forward to a continuation of this warring. The rest are wearily preparing for another clash of forces, preparing for the worst while hoping the wars will not come.

The new monarch who took power during  
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initial fighting near three cycles ago, a Wolfling no less, has finally consolidated his power in the kingdom. While time has aged him, the drive he began with is not lessened one bit. He is expected to raise the banner of war and drive the Viruelandians and Höhenaré back into their kingdoms. Many lords are flocking to his banner, especially since numerous Wolflings have arrived in the last year or so to support the new king. Their presence is seen as a powerful omen of war and greatness for Hyrkhalla.