

# Arken

## The Hylands

### Government

The Hylands has a monarchy, ruled by the Alarys since before memory. The line has grown for millennia, and the current rule belongs to Laik Alary and his wife Zelda. After them it will pass to their daughter Twilight and her husband Fogg, then to their daughter Teresa and her husband Auberon, then to their daughter Phaedra, then to her daughter Claudia, then to her daughter Rilla. Beyond that the line is unknown.

Beginning with Laik and Zelda, The Hylands have always had a faerie high steward. The first was Marci, along with her husband Surtus and son Shadsplint. Beyond that the line is unknown.

### Values

Family, growth, skill

### National information

#### National Colors

Green and bronze

#### National Symbol

Eagle

### Magic

#### Talismans

##### The Morning Star

The Morning Star has only been seen twice in all of Arken's history. It falls only when a time of great need arises, and it's only good for one time use. It can do anything you ask it to do, but you must be careful with it lest you waste its (autocorrect is annoying) one life.

##### The Heather Tome

Written by the Dewinen of The Hylands in 10 AE, the Heather Tome holds a myriad of magical secrets, spells, and histories unwritten elsewhere. Given the fact that the Dewinen are brought from countries all over Aleruus, it holds knowledge since unmatched on every country represented. It was written in Old Elvish to ensure it wouldn't be read by the wrong eyes, so only magicians or historians can read it.

#### Hereditary Magics

##### The Alary Magic

The Alary line carries magic with it only through its females. It generally manifests itself every one or two generations and in the interim shows its presence by doing weird things with the gene-bearer's hair. Zelda's changed color when she passed puberty, Twilight's naturally has dark purple streaks in it, Claudia's never goes grey, and Katrissa's has red streaks. The magic's power can manifest in pretty much any way it likes; Teresa had fire powers, Phaedra could shapeshift, Rilla could influence anyone with her voice, and any others will be developed as they come.

## **Flora**

The Hylands has a lot of flora, considering the large forests across the country. They have all sorts of trees, flowers, ground cover (clover is almost more common than grass), and other shrubbery. Their national flower is the morning glory and their national tree is the elm.

## **Fauna**

Deer and rabbits are the most common mammals in The Hylands. All sorts of birds are native to the kingdom, as well as various other woodland creatures and small rodents. Rays are common around the coast. The national animal is the deer and the national bird is a golden eagle.

## **Technology**

### **Communication**

Hylanders communicate via courier or via messenger eagles (if you're really well-off). Couriers travel on horseback most of the time and always ride red roans so that they're set apart.

### **Transportation**

Most people ride on horseback or walk. Wagons are also common modes of transportation, generally uncovered.

### **Medicine**

All medicine is natural, drawn from the plants and other substances found in the earth. These have proven to be the best, and generally people don't trust any artificial treatments that some doctors experiment with.

## **Education**

School begins at age five and continues through age seventeen. Children are taught math, Arkannen ("English"), Severen (equivalent in importance to "Spanish"), basic science, and history. Science can be explored further by interested students, but it's not required past a certain point. Magical science and history are electives, and music is a required class. Music has several sub-classes, so to speak, including chorus, orchestra (for lack of a better term), and songwriting.

Almost anything can be studied in more detail if desired, and any extracurricular studies submitted are accepted for credit.

## **Religion**

The majority of Hylanders are Athairan. Some, however, either don't claim a religion at all or worship the gods of Zidor or Katar (see said countries for further information). Athairan is the

national religion and thus the one that has formal celebrations. These celebrations include Provedan (celebrating Athair's death and resurrection) and Naissan (celebrating the creation of the world). Athair is the one true God, and he's primarily known as a father and a savior. (Also a bunch of other things, but those in Aleruus mainly know him by these attributes.) He created everything, watched everything fall apart as people made terrible choices, and then allowed himself to be executed and came back to life to defeat sin and death and give people a chance at eternal life.

## Rites and Rituals

### Birth

Parents generally go straight to a doctor's clinic when a woman goes into labor. When the child is delivered the doctor makes sure there's nothing wrong with the baby before sending them all home. They spend a day at home before taking the baby to a priest to promise that the parents will raise the baby as an Athairan (assuming, obviously, that the parents are Athairan). This is a private ceremony. After this, the family generally introduces the baby to the extended family and there's a big party, but this can happen anywhere from directly after the dedication to a full month after.

### Coming-of-Age

At age twenty, Hylanders are considered adults. There's no specific culture-wide rite-of-passage, but most families have their own rite-of-passage, a tradition passed down for generations and generations. Once a Highlander becomes an adult they may become an official part of the military, volunteer to work at the palace, drink alcohol, and get married.

### Marriage

Marriages can be two-day events that take up the entire city square or one-evening ceremonies that include only close family and friends. Whatever the scope, weddings involve a priest declaring the couple married, vows sealed in pen, and family. (I.e. they basically look like modern weddings, but they sign their wedding vows so they're official and supposedly unbreakable.)

### Death

When a Highlander dies, there's a private family ceremony and the deceased is buried in the forest (because dead bodies make amazing fertilizer). There's generally singing, celebration of the person's life, and then the eldest men in the deceased's family take them into the forest to bury them. Sometimes a stone marker is left, but generally not.

## Laws & Legalities

TBD

## Work

Common jobs TBD

## Most prestigious occupation

Archer

## **Military**

The Hylands' strength lies in its archers, first and foremost. Not only can the military archers fight, but everyone in The Hylands has some skill with a bow, and many have trained extensively, making them ready and able to fire upon enemies should the need arise. Second in strength are its infantry, and many of its archers are almost as capable with a sword as with a bow. Third come its cavalry, saved as a last defense. The navy is rarely necessary and would be largely ineffective if it came to naval warfare, considering it's mainly composed of merchant vessels; these could still shoot, but they'd be too few to do any real damage.

## **Weapons**

Longbows, shortbows, and crossbows are all common, as are longswords and shortwords. Wood is easy to come by in The Hylands, and iron is easily imported from close neighbor Remera.

## **Armor**

Hylian armor is fairly simple, usually consisting of a green tunic with brown leather breastplate, boots, and pants. Bracers are common to protect from bowstring scrapes.

## **Housing**

TBD

## **Clothing**

Green dyes are the easiest to come by in The Hylands (part of the reason it's one of their national colors), so it's the most commonly seen in apparel here.

## **Men**

Loose green tunics with brown leather belts of various styles are common, often paired with brown leather pants and boots.

## **Women**

Women often wear green tunics and brown leather pants, boots, and belts like the men, but they have more variety as well. Also common are green vests over loose linen shirts, brown leather corsets over green tops, and green dresses that are fairly loose to be practical.

## **Children**

Children wear the same things as their parents.

## **Accessories**

Leather pouches, satchels, and belts are seen everywhere. Cloaks in brown, black, or dark green are also common.

## **Bows and Arrows**

Many Hylanders wear their bows and quivers as fashion statements. Yew, ash, elm, and hornbeam are common bow woods here. Fletchers take pride in their bow work and decorate their bows with

intricate designs; fletchers often have signature designs that identify their work (vines, flowers, tree branches, etc.).

Quivers are often made of simple brown leather, and arrows are fletched with turkey feathers.

## **Economy**

### **Currency**

A platinum coin is the highest-ranking coin. There are four gold coins to a platinum, ten silver, twenty bronze, and one hundred iron.

### **Taxes**

TBD

### **Imports**

Iron, from Remera.

### **Exports**

Wood, green dye

## **Entertainment**

TBD

## **Important Figures**

Laik Alary, King

Zelda Alary, Queen

Twilight Alary, Princess/Queen

Elk Elfbourne, Prince

Sarabrina Elfbourne, Princess

Leafman Elfbourne Alary, Prince

Saria Elfbourne, Princess

Fogg Canty, Dewin/King

Teresa Alary, Princess/Queen

Auberon Kertar, King

Sphene Andromeda, Dewin

Kiandra Phaendar, Dewin

Gypsum Eliavar, Dewin

Liberty Vestan, Dewin

Verona Naril, Dewin (f.k.a. Jessie)

Fenian Katir, Dewin

Keran Naril, Dewin

Tarron Wayfold, Dewin

Respen Gynnelis, Dewin

Alea Quinnlan, Dewin

Dasria Mayar, Dewin  
Corym Adra, Dewin  
Mikaya Wayfold, Dewin

## History

TBD

## Landmarks and Monuments

TBD

## Relationships

### **Relationship with Remera**

Good allies and trade partners.

### **Relationship with Katar**

Allies and occasional trade partners.

### **Relationship with Zidor**

Allies and trade partners.

### **Relationship with Pareenna**

Tense allies. They'd be enemies if they interacted more.

### **Relationship with Soren**

They interact very little, but they're allies.

### **Relationship with Teradel**

They don't interact much, but when they do it's amiable.

### **Relationship with Scythia**

They don't interact a lot, but they're allies.

### **Relationship with Thienid**

Thienid is little more than a fascinating rumor in The Hylands, and they've never interacted.