

- Halcova World Summary
 - Overview
 - The Metaphysical Spine
 - Economic Principles as Reality
 - Psychological Principles as Reality
 - Explore Related Topics
 - Planetary Parameters
 - The Star and Sky
 - The Five Moons
 - The Five Seasons
 - Geography
 - The Five Regions
 - Polar Mysteries
 - The Magic System
 - The Five Arts
 - Additional Systems
 - The Loom
 - Governance and Law
 - Political Philosophy Problems
 - Regional Approaches
 - Legal Tensions
 - Society
 - Economics
 - The Warden Order
 - Historical Mystery
 - File Structure
 - Development Status
 - Complete
 - To Be Developed

Halcova World Summary

Overview

Hálcova (HAHL-ko-vah) — "The Death-Between" — is a dark fantasy ice world orbiting an orange dwarf star. Every person carries a **Sórscad**, a five-part fate pattern that determines who they are and what they'll become. Something answers when this pattern is read. That something may be divine, may be Elsewhere, may be both. Nobody knows for certain.

The world runs on death. **Pattern Residue** — the energy released when fates dissolve — fuels [Magic Systems](#), industry, and civilization itself. It also absorbs heat, making the world cold. Peace is expensive. War is productive. Some people are worth more dead than alive, and everyone knows the math.

40,000-50,000 years ago, Hálcova was warmer. Something changed it. Ancient structures at both poles hint at deliberate engineering. The five moons orbit in suspiciously perfect resonance. Whoever built the world's systems is gone, but their work persists.

This wiki collects all major aspects of the world, including its [Metaphysics](#), [Magic Systems](#), [Fate System](#), [Society](#), [Governance](#), [Planetary](#) details, and [Conlang](#). Use the sidebar to explore each section.

The Metaphysical Spine

Hálcova isn't a world with an economy—it **is** an economy. Economic and psychological principles are the literal physics of reality here. See more in [Metaphysics](#).

Economic Principles as Reality

Principle	Primary Expression	Horror
Opportunity Cost	Fate Threading	Spending your own possibilities
Sunk Cost Fallacy	Core Binding	Can't let go of the dead
Moral Hazard	Pact Summoning	Others pay your price
Asymmetric Information	The Loom	They know you better than you
Principal-Agent Problem	Warden Order	Enforcers serve themselves

Principle	Primary Expression	Horror
Externalities	Residue Economy	Death's costs are socialized
Hyperbolic Discounting	Colony Hosting	The colony waits
Prisoner's Dilemma	Substitution Market	Coordination failure as harvest
Tragedy of Commons	Residue Harvesting	Importing death from elsewhere
Mechanism Design	The Loom's Origin	Someone built this trap

Psychological Principles as Reality

Principle	Primary Expression	Horror
Cognitive Dissonance	Warden Attunement	Believing because you sacrificed
Attribution Error	Pattern Essentialism	Character vs. circumstance

- **Determinism vs. Free Will:** The Loom predicts choices. Does prediction remove choice?

Explore Related Topics

- [Metaphysics](#)
- [Magic Systems](#)
- [Fate System](#)
- [Society](#)
- [Governance](#)
- [Planetary](#)
- [Conlang](#)
- **Ship of Theseus:** Magic transforms identity. At what point are you no longer you?
- **Experience Machine:** The Elsewhere offers unlimited sensation. Why not accept?

Planetary Parameters

Geography, climate, and moons are covered in [Planetary](#).

Parameter	Value
Star	Sárgvas (K-type orange dwarf)
Day Length	36 hours
Year Length	350.667 local days (526 Earth days)
Seasons	Csend (76d), Olvadás (76d), Láng (77d), Hanyatlás (76d), Köd (45-46d)
Moons	5 (Lélek, Hús, Kötél, Vég, Fonál)
Temperature Range	-70°C (polar) to +20°C (Middle Waters)
Axial Tilt	~20°
Orbital Eccentricity	~0.15

The Star and Sky

Sárgvas casts amber-gold light. The sky is teal-tinged blue. Sunsets linger in deep amber and blood red. Vegetation evolved dark to absorb available light—black polar, purple-red temperate, red-orange tropical. Auroras are extreme and correlate with Pattern Residue concentration.

The Five Moons

Each moon corresponds to a Sórscad circle and a magical practice. The orbital resonances are too perfect to be natural—someone arranged them.

Moon	Association	Character
Lélek	Soul/Core Binding	Largest, pale gold
Hús	Flesh/Flesh Shaping	Medium, reddish
Kötél	Binding/Pact Summoning	Medium, dim grey
Vég	Death/Colony Summoning	Small, bright white

Moon Association	Character
Fonál Fate/Fate Threading	Smallest, distant

The Five Seasons

- Csend** (Silence): Deep winter, 76 days. Death, endurance, debt settlement.
 - Ol vadás** (Thaw): Dangerous transition, 76 days. Disease, opportunity.
 - Láng** (Flame): High summer, 77 days. Conflict, harvest, fate's height.
 - Hanyatlás** (Decline): Urgent preparation, 76 days. Last chances.
 - Köd** (Veil): Strange season, 45-46 days. Elsewhere bleed at the poles.
-

Geography

The Five Regions

Region	Character	Pattern Role	Governance
Heartlands	Orthodox center, Great Loom Node	Central (certification required)	Theocratic monarchy
Middle Waters	Warm archipelago, contested	Varies by controller	Colonial patchwork
Vent Lands	Volcanic, heat-independent	Secondary to expertise	Guild federation
Far Shelf	Frontier, heterodox	Rejected	Decentralized autonomy

Polar Mysteries

Northern Cap: The Wound—where Elsewhere connects to Hálcova. Köd bleed is leakage.

Southern Cap: The Prison—something is contained here. Structures designed to hold.

The Magic System

The Five Arts

Art	Cost	Horror
Core Binding	Pattern Residue, self-erosion	Echoes don't know they're dead
Pact Summoning	Your soul (or substitutes)	The entity is honest about eating you
Fate Threading	Your future possibilities	Eating your own potential
Colony Summoning	Biomass, identity	Partnership becomes absorption

Additional Systems

- **Behavioral Alchemy:** Applied economics as manipulation
 - **Residue Engineering:** Processing death-energy into useful forms
 - **Pattern Interference:** Manipulating fate directly (possibly mythical)
 - **Echo Architecture:** Networks of bound dead
 - **Colony Engineering:** Shaping fungi for purpose
 - **Prediction Markets:** Trading on future outcomes
-

| Circle | Domain | Associated Moon | | Léilcrù | Soul/Core | Lélek | | Húslaimh |
Flesh/Body | Hús | | Cóitcai | Binding/Connection | Kötél | | Hálmaht | Death/End | Vég |
| Sórscad | Fate/Path | Fonál |

The Loom

Distributed network that reads, records, and predicts fate. Something called "The Attendance" answers queries. May be divine, may be Elsewhere, may be both. Predictions are accurate far beyond statistical chance—the uncertainty is whether it's reading or creating fate.

Governance and Law

Political philosophy and legal frameworks are detailed in [Governance](#).

Political Philosophy Problems

In a fate-real world:

- What does **justice** mean when actions were predicted?
- What does **consent** mean when choice may be illusory?
- What **legitimizes authority** when the Loom could identify "leadership patterns"?

Regional Approaches

Region	Legitimacy Basis	Pattern in Law	Warden Status
Far Shelf	Community autonomy	Rejected	Illegal

Legal Tensions

- **Pattern evidence:** Admissible? Dispositive?
 - **Pre-crime intervention:** Can you punish predicted-but-uncommitted crimes?
 - **Pattern-weighted sentencing:** Should predicted recidivists serve longer?
 - **Residue from executions:** The justice system produces fuel
-

Society

All traditions accept the Loom's accuracy. They disagree about why it works:

- **Orthodoxy:** The Weaver assigns patterns with divine purpose
- **Threadists:** Fate is still being created; choices participate
- **Hollow Saints:** Fate is a prison; selling your soul is liberation
- **Fleshwrights:** Fate is biology; transcend the meat
- **Colony Cults:** Individual patterns are fragments of an original whole

- **Ancestor Speakers:** The dead advise; binding is dialogue

Economics

The Warden Order

Enforcement arm of Loom orthodoxy. Attuned to the Loom through a process that resembles a pact. Hunt deviation, manipulation, evasion. Full authority in Heartlands; contested elsewhere.

- **Flora:** Black (polar) → purple-red (temperate) → red-orange (tropical)
 - **Fauna:** Cold-adapted, mostly Residue-avoiding, some specialized feeders
 - **Colony organisms:** Unique Residue relationship, basis for hosting magic
-

Historical Mystery

40,000-50,000 years ago, Hálcova was warmer. Pattern Residue began accumulating. The poles froze. Ancient structures at both poles may have caused or been built to manage the change. The builders disappeared. The moons may have been arranged at this time.

File Structure

```
I:\My Drive\Worldbuilding\Hálcova\
├── WORLD_SUMMARY.md (this file)
├── Magic\
│   ├── THE_FIVE_ARTS.md
│   ├── THE_SORSCAD.md
│   └── THE_LOOM.md
├── Society\
│   ├── THE_WARDEN_ORDER.md
│   ├── RELIGION.md
│   └── ECONOMICS_AND_CLASS.md
└── Planetary\
    ├── PLANETARY_PARAMETERS.md
    ├── GEOGRAPHY.md
    ├── FLORA_AND_FAUNA.md
    ├── ATMOSPHERE_AND_SKY.md
    └── LUNAR_SYSTEM.md
```

```
    └── CLIMATE_HISTORY.md
    └── Metaphysics\
        ├── METAPHYSICAL_SPINE.md
        └── ADDITIONAL_SYSTEMS.md
    └── Governance\
        ├── POLITICAL_PHILOSOPHY.md
        ├── LEGAL_FRAMEWORKS.md
        └── GOVERNANCE_STRUCTURES.md
```

Development Status

Complete

Core Systems: Magic, fate, Loom, Wardens, religion, economics, class

To Be Developed

- Specific nations/kingdoms/polities within regions
 - Major cities and locations
 - Named characters and factions
 - Historical timeline of key events
-
-

Welcome to Halcova. The world between deaths. Everything has a price. The universe keeps ledgers. The debt always comes due.