

# **Book of Merova**

---

**Book of Merova**

---

---

# Table of Contents

I. Overview .....	1
1. Distilled Down .....	3
2. # Physical Environment .....	4
Geography .....	4
Climate .....	4
Resources .....	5
Wild Trees .....	5
Cultivated Trees .....	6
Wild Plants .....	7
Cultivated Plants .....	7
Wild Fauna .....	7
Cultivated Fauna .....	8
Dogs .....	8
Horses .....	9
Livestock .....	10
Esoterica .....	10
3. Language .....	11
4. Calendar .....	12
5. Merovan History .....	13
Merovan Pre History .....	13
Merovan Historical Memes .....	13
Merovan ZZZ .....	13
II. Merovan Deities and Religion .....	14
6. Seigneurie et Damedé (Sagnoree et Dam) .....	16
Priests and Priestesses .....	16
Customes and Rituals .....	16
Temples .....	16
Shrines .....	16
Orders .....	16
7. The Living Tides .....	17
III. Merovan Institutions .....	18
8. Merovan Government .....	20
Curia Regis .....	23
.....	23
.....	23
.....	23
.....	23
9. Power Sources and flows .....	24
Sources of power .....	24
How the power flows .....	24
10. Legal System .....	25
11. Taxation .....	26
12. Education .....	27
13. Citizenship .....	28
14. Military .....	29
IV. Social Structures and Social Relations .....	30
15. Classes and Divisions .....	32
Major Classes .....	32
Social Mobility and Class Transitions .....	32
Economic and Wealth Distribution .....	32
Power Hierarchy .....	32

16. The AAA Class .....	33
What distinguishes the AAA class .....	33
.....	33
17. The AAA Community .....	34
What distinguishes the AAA class .....	34
.....	34
V. Social Norms and Customs .....	35
18. Morals, Mores, and Values .....	37
19. Family structure .....	38
20. Gender Roles .....	39
21. marriage and inheritance .....	40
22. Etiquette and manners .....	41
23. cultural taboos and laws .....	42
24. Entertainment and leisure .....	43
25. Childbirth customs and traditions .....	44
Childbirth Traditions .....	44
Childbirth Rituals .....	44
Childbirth Expectations .....	44
Childbirth Success or Failure .....	44
26. Childhood customs and traditions .....	45
Childhood Traditions .....	45
Childhood Rituals .....	45
Childhood Expectations .....	45
Young Adult Education .....	45
Handling the Childhood 'Why?' .....	45
Childhood Success or Failure .....	45
27. Young Adult customs and traditions .....	46
Young Adult Traditions .....	46
Young Adult Rituals .....	46
Young Adult Expectations .....	46
Young Adult Expectations of Work .....	46
Young Adult Expectations of Sex .....	46
Young Adult Conformismn and Rebellion .....	46
Young Adult Success or Failure .....	46
28. General Adult customs and traditions .....	47
General Adult Traditions .....	47
General Adult Rituals .....	47
General Adult Expectations of Work .....	47
General Adult Expectations of Sex .....	47
General Adult Conformismn and Rebellion .....	47
General Adult Success or Failure .....	47
29. General Adult customs and traditions .....	48
Old Age Traditions .....	48
Old Age Rituals .....	48
Old Age Expectations of Work .....	48
Old Age Expectations of Sex .....	48
Old Age Conformismn and Rebellion .....	48
the cost of aging .....	48
Old Age Success or Failure .....	48
30. Death customs and traditions .....	49
Death Traditions .....	49
Death Rituals .....	49
Death Expectations .....	49
Death Success or Failure .....	49

VI. Science and Technology .....	50
31. Level .....	52
32. Engineering and infrastructure .....	53
33. Communication .....	54
34. Travel .....	55
35. Metallurgy .....	56
36. Weaponry .....	57
37. Healing .....	58
38. Esoterica .....	59
39. Education .....	60
VII. Arts and Literature .....	61
40. Graphic Arts .....	63
41. Performance Arts .....	64
42. Written Arts .....	65
43. Body Arts .....	66
44. Body Presentation .....	67
45. Architecture .....	68
46. Music and Instruments .....	69
47. Fashion and Dress .....	70
VIII. Law, crime, punishment .....	71
48. Legislative Power .....	73
49. Judicial Power .....	74
50. Enforcement .....	75
51. Justice .....	76
52. Common Crimes and Punishments .....	77
53. Role of Honor and Reputation .....	78
54. Role of Class .....	79
IX. Economy and Trade .....	80
55. XXX .....	82
X. Daily Life and Routine .....	83
56. XXX .....	85
XI. Warfare and Conflict .....	86
57. XXX .....	88
XII. Warfare and Conflict .....	89
58. Relations with the Hairochan .....	91
59. Relations with Koth .....	92
60. Relations with Thenea .....	93
61. Relations with the Vair .....	94
62. Relations with the Dale .....	95
XIII. Cities and Settlements .....	96
63. Meara .....	98
Book of Merova Index .....	99
World of Tanah Glossary .....	100

---

## List of Tables

2.1. Cob .....	9
2.2. Trotter .....	10

---

# Part I. Overview

---

---

## Table of Contents

1. Distilled Down .....	3
2. # Physical Environment .....	4
Geography .....	4
Climate .....	4
Resources .....	5
Wild Trees .....	5
Cultivated Trees .....	6
Wild Plants .....	7
Cultivated Plants .....	7
Wild Fauna .....	7
Cultivated Fauna .....	8
Dogs .....	8
Horses .....	9
Livestock .....	10
Esoterica .....	10
3. Language .....	11
4. Calendar .....	12
5. Merovan History .....	13
Merovan Pre History .....	13
Merovan Historical Memes .....	13
Merovan <i>ZZZ</i> .....	13



---

# Chapter 1. Distilled Down

## *A Darker, Rougher Camelot*

Settled in the cool green hills of the eastern coast, Merova presents a picture of Knights and Men at Arms. The absolute core of Merova is Meara Bay and the King's lands around it. Surrounding the Kingsland is a set of 39 Ducal fiefdoms. On the outskirts of all the Ducal fiefdoms are the Marches which act as a buffer to the outside world. The Dukes have the population and the wealth while the Marches have the arms and the pride. Their only real common ground is the king. The king is from a small neglected branch of one of the Ducal families (Almost Native is the phrase....). Merovans are built like the Norman French with many brunettes and ash blondes.

In addition to the settled Marovans, there are the Native Borne. Smaller and slighter of build the Native Borne have curly black hair. Back when the Marovans first settled, the Native Borne clan leaders, swore allegiance directly to the king.

### **Note**

Merova has an established relationship of trade with the Hairochan. In addition, they have a strong ruling tradition over the existing Native Borne population who act as the serf population of the Dukedoms and Marches. It is not obvious to outsiders that Merovan culture involves a strangely strong, and sometimes uneasy, relationship between three cultures: Merovans, the Hairochan, and the Native Borne. The Merovan "Settled" know that the Hairochan are more than they seem but try not to talk about it. And all of the Settled know that while the Native Borne negotiated the role of servant for themselves it might be catastrophically dangerous to push them. They all have the feel of that gypsy wise woman that you don't want to transgress against.

---

# Chapter 2. # Physical Environment

## Geography

The geography is filled with rugged hills and valleys. It is bounded on the western boundary by a sheer mountain range with a few passes through to the valleys to the west. There are moraines, high ridges formed from glacial debris especially in the northern areas of Merova. The southern islands especially are composed of that kind of moraines. Many of those moraines have ridges cut out by meltwater streams often framed by large boulders at the base. There is a significant number of valleys filled with rivers, lakes and ponds. Glacial till (a mix of sand, clay, gravel, and rocks) left behind poor, rocky soil in much of the region, though river valleys often have fertile floodplains.

The southern and eastern border are edged in rocky coastline with peninsulas, islands, and estuaries. Most of the coastline is edged in rock, not sand. There are two large bays in the region, Meara Harbor, and Badger Bay (Narraganset). Merova is easily accessed via small boats throughout the coast.

There are a set of Torgan roads running east to west and north to south. The largest, the *King's Road* is a 16m wide road that runs from Meara Harbor in the east to the Great Doors in the westward pass. It has 1-2m high walls on each edge. Periodically there are Trivia. The roads enable a very high rate of individual and cargo travel.

On the far western edge of Merova lies the Western Wall, a sheer mountain range which has very few passes that are usable. The most commonly used pass is the Great Gate which is guarded by and managed by the Uru, who charge tolls for passage,

## Climate

The climate is characterized by four distinct seasons, including cold winters, warm summers, and moderate precipitation throughout the year. The region's climate is influenced by its latitude, proximity to the Ocean, and varying topography.

**Winter.** Winters are cold and dry inland but moderated along the coast by the Ocean. Averages range from 10°F to 30°F (-12°C to -1°C) in the north and 20°F to 40°F (-6°C to 4°C) in southern coastal areas. Subzero temperatures are common in the northern regions, especially at night. Heavy snowfalls are typical, with annual snow accumulations of 60–100 inches (1.5–2.5 meters) in the northern and mountainous areas. Coastal areas receive less snow but can experience intense nor'easters (winter storms bringing snow, wind, and coastal flooding).

**Spring.** Gradual warming, with highs ranging from 40°F (4°C) in March to 70°F (21°C) in May. Rainfall increases, and melting snow can lead to flooding in some areas. Spring is often unpredictable, with a mix of snow, rain, and warm, sunny days. Budding trees and blooming flowers mark the season.

**Summer.** (June to August). Daytime highs average 75°F to 85°F (24°C to 29°C) across the region, with cooler temperatures in the mountains and along the coast. Heatwaves can push temperatures above 90°F (32°C), especially inland. Summers are humid, especially in southern Merova. Frequent thunderstorms, particularly in the late afternoon and evening. Summers are warm and humid, with plenty of sunny days for outdoor activities.

**Autumn.** (September to November). Crisp, cool weather with clear skies makes autumn one of the most popular seasons in Merova. Cooling from 70°F (21°C) in September to 40°F (4°C) by November. Has vibrant fall foliage, with trees displaying brilliant shades of red, orange, and yellow.

## Resources

**Rivers and Streams.** Abundant rivers are used for transportation, trade, and as sources of fresh water. Fast-flowing rivers power water mills for grinding grain and sawing lumber.

**Coastal Waters.** The ocean provides opportunities for near shore fishing, some deep sea fishing, and trade. Bays and harbors, like Meara Harbor, supported shipbuilding and commercial activity. Merova's waters, particularly the Grand Banks, are rich in cod, which are a cornerstone of the economy. Lobsters, clams, and oysters are also significant food and trade sources. In addition, the more shallow waters are used to form fish weyrs to farm fish and some shellfish in.

**Soil and Agriculture.** The soil is rocky and less fertile compared to the southern polities, making large-scale farming difficult. It typically takes around 3-7 acres of land to feed a family, with most farms ranging between 50 and 100 acres, as the rocky soil and harsh climate limits the amount of crops that can be grown, requiring families to focus on subsistence farming to feed themselves directly.

**Granite and Slate.** Abundant Granite quarries. Granite is used for building foundations, mills, and grave-stones.

**Metals.** Iron Ore found in bogs and streams, iron is smelted for tools, nails, and household items. There are also large deposits of Lead, Copper, Tin, and Antimony, Coal, Zinc

**Precious metals and gems.** There are large silver deposits with smaller gold and mercury ore fields. Merova is blessed with multiple, easily accessible gem Tourmaline, Spinel, Sapphires and Rubies, Zircon rose quartz, garnets, beryl, amethyst, rhodonite and garnets, quartz crystals, beryl, lepidolite

**Talc and Asbestos.** Asbestos is known for its fire resistance and durability and it is used for rudimentary fireproof cloth and insulation for indoor ovens and stoves. In a few situations it is used for Wicks in tepls. Talc in Colonial America Talc is a soft mineral that is used for its smooth texture and absorbent properties. It is used for personal hygiene powders – Finely ground talc is used as a body powder to reduce moisture and friction under heavy robes or armour.

## Wild Trees

Merova is heavily forested, with a mix of old growth conifers and deciduous trees. The types of trees vary based on the region's soil, climate, and elevation. Below are some of the most common trees found in Merova.

**White Pine.** A tall, straight tree growing up to 200 feet, with soft, lightweight wood. Highly valued for ship masts as well as Timber for construction, furniture, and export. Resin used for making pitch and tar.

**Spruce.** Medium-sized evergreen trees with dense, needle-like foliage. Timber for building and ship planking. Resin for pitch and tar. Native Borne Spruce beer made from its needles

**Hemlock.** A shade-tolerant evergreen tree with soft needles and scaly bark. Bark used for tanning leather (high tannin content). Wood for framing and fuel

**Fir.** A fragrant evergreen with short, soft needles. Firewood and basic construction. Resin used for medicinal purposes and sealing.

**Oak.** A strong, durable hardwood tree with many species, such as white oak and red oak. Shipbuilding (hulls, keels, and frames). Furniture, tools, barrels (cooperage), and construction. Firewood, as it burns long and hot.

**Maple.** A medium-sized tree known for its striking autumn foliage and sweet sap. Sap for making maple syrup and sugar. Wood for furniture, tools, and flooring.

**Birch.** A fast-growing hardwood tree with white, yellow, or gray bark. Wood for furniture, tools, and firewood. Bark used by Native Americans for canoes and containers.

**Beech.** A large, smooth-barked hardwood tree. Durable wood for furniture and tools. Nuts provided food for wildlife and humans.

**Chestnut.** A tall hardwood tree producing edible nuts. Timber for building, as it was resistant to rot. Nuts were a significant food source for colonists and livestock.

**Elm.** A tall, graceful tree with a spreading canopy. Wood for wheel hubs, furniture, and construction. Popular for shade and ornamental purposes in colonial towns.

**Ash.** A tall, straight tree with strong, flexible wood. Handles for tools, baseball bats, and other items requiring durability. Construction and firewood.

**Hickory.** Valued for its strong wood and as fuel for high-heat fires.

**Willow.** Found along rivers and wetlands, used for baskets and medicinal purposes.

**Poplar.** Used for light construction and firewood

**Black Walnut.** They are found primarily in southern Merova, though less commonly in the northern parts of the region due to colder temperatures. Produces edible nuts enclosed in a green husk. Eaten by colonists and used as a food source, though extracting the meat from the tough shells was labor-intensive. Highly prized for its rich, dark color, black walnut wood was used for furniture, cabinetry, and gunstocks. The husks of the nuts were used to produce a dark brown dye.

**Butternut (White Walnut).** More common than black walnut in northern parts of Merova, as it is better adapted to colder climates. Wood: Used for furniture, paneling, and small crafts, though it was softer and less durable than black walnut. Nuts: Butternut nuts were sweeter and easier to process than black walnuts, making them a popular food source. Dye: The husks were used to create a yellowish-brown dye.

Pine, Hemlock, Tamarack, Spruce, Cedar, Juniper, Fir, Sycamore, Witchhazel, Locust, Paper Birch, River Birch, Smooth Alder, Hophornbeam, Green Alder, Hazelnut, Beech, Black Oak, Pin Oak, White Oak, Chestnut, Cottonwood, Weeping willow, Red Mulberry, Black Cherry, Shadbush, Mountain Ash, Slippery Elm, Basswood, Smooth Sumac, Red Maple, Horse-Chestnut, Staghorn Sumac, Silver Maple, Sugar Maple, Boxelder, Black Tupelo, Flowering Dogwood, Northern Catalpa, Black Ash, Walkingstick, Downy Hawthorn

## Cultivated Trees

...

**Apple.** Apples were grown for eating, cooking, and fermenting into cider (a staple beverage). Seeds and saplings were brought by Merova settlers and quickly became a staple of agriculture.

**Pear.** Cultivated for eating and cooking, as well as cider, though less popular than apples. Hardy and adaptable to Merova's climate

**Cherry.** Valued for their fruit and ornamental appeal. Sweet cherries and sour cherries were both introduced by Merovan settlers

## Wild Plants

**Elderberries.** Found along rivers and wetlands

**Wild Plums.**

**Wild Grapes.**

**Nanny Berry.**

**Ground Nuts.**

**Hazelnuts.**

**Chestnuts.**

**Acorns.**

**Sage.**

**Yarrow.**

**Brabeans.**

**Squash.**

**Pumpkins.**

**Corn.**

**Potatoes.**

## Cultivated Plants

...

**Barley.**

**Oats.**

**Rye.**

**Wheat.**

**Cabbage.**

**Asparagus AKA Spear Greens.**

## Wild Fauna

...

**Fisher Cats.**

**Beaver.**

**Catamount.**

**Black Bear.**

**Rattlesnake.**

**Deer.**

**Moose.**

## Cultivated Fauna

### Dogs

**Alaunts.** A hunting dog breed that is expensive to buy and maintain. A sight hunter used as a large game



catch dog, as a war and guard dog.

**Mastiffs.** A hunting dog breed that is expensive to buy and maintain but excels as a trainable guard and war dog. Height: Males 62–70 cm; Females 58–66 cm. Weight: Males 45–50 kg (100–110 lb) Females



40–45 kg (90–100 lb)

**Wulfhund.** Large sight hound used to hunt dangerous game. Very popular in the Marches. Height ranges from 79 cm to 86 cm for males. From 71 cm to 86 cm per females. Weight ranges

from 40 to 50 kg for females and 54 to 75 kg for males. Lifespan is from 5 to 12 years.



**Diggers.** Also called Creuseurs. Small scent hound (About Beagle size) used to hunt rodents and burrowing creatures. It's height varies from 33 to 42 cm. Weight ranges from 9 to 11 kg for the females and 10 to 14 kg for the males. Average lifespan is about 12 years.

## Horses

**Merova Cob.** Typically used as war horses (though sometime as draft houses), Cobs are generally gray or black in coloring with white verigation. The head has a straight profile, broad forehead, large eyes and long thin ears. T he chest is deep and wide and the croup long and level. The legs are heavily muscled, and the lower legs generally have heavy white feathering. Enthusiasts describe the temperament as alert, and members of the breed are considered intelligent, willing workers with good dispositions, and easy keepers.

**Table 2.1. Cob**

Attribute	Stallion	Mare
Height	18-21 hands (182-213 cm)	16.5-19 hands (168-193 cm)
Weight	540-1270 kg	417-950 kg
Walking Speed and Range	3-8 kph, 7 hrs, 21-56 km	
Trotting Speed and Range	13 – 19 kph, 2 hrs, 26-38 km	
Canter Speed and Range	10-17 kph, hrs , 6 km	
Gallop Speed and Range	30-45 kph, 3 km	
Average Lifespan	25 to 30 years	

**Merova Trotter.** Primarily used as a riding and harness horse is usually brown to dark brown in color. It has a very high endurance and are able to travel up to 75 km per day, usually outstripping the endurance of their riders.

**Table 2.2. Trotter**

Attribute	Stallion	Mare
Height	15 to 17 hands (152-172 cm)	15 to 16.5 hands (152-168 cm)
Weight	540 to 1,270 kg	500-1200 kg
Walking Speed and Range	3-6 kph, 9 hrs, 27-54 km	
Trotting Speed and Range	14–21 kph, 3 hrs, 42-63 km	
Canter Speed and Range	17-25 kph, 6 km	
Gallop Speed and Range	33-48 kph, 3 km	
Average Lifespan	25 to 30 years	

## Livestock

**Cattle.** Several breeds brought by Merova settlers. Used for meat, and farmers trained oxen to pull heavier loads.

**Pigs.** Several breeds brought by Merova settlers.

**Sheep.** Several breeds brought by Merova settlers.

**Chickens.** Raised in coops

**Ducks.** Raised in fenced-in yards

**Otters.** Tamed by settlers after they arrived in Merova

**Beavers.** Tamed by settlers after they arrived in Merova

## Esoterica

Merova is a region filled with esoteric energies especially mana, spirit and the divine

**Ley Lines.** It is common knowledge that Merova has several large ley lines of great strength and that they often follow the Torgan roads..

**Eruptions.** There are period *eruptions* of Ley lines throughout Merova when they come to the surface where they are more easily accessible

**Still Pools.** Still pools of mana can sometimes be found deep in the woods of Merova. It is not uncommon for Native Borne they have a village surrounding such a still pool.



---

## Chapter 3. Language

In general the language of Merova is predominantly the Merovan of the settlers with a broad collection of Native Borne loan words and phrases. This is especially true for particular areas and domains. Especially notable is that any of the terms or phrases related to the citric field of spirit will all come from the Native Borne language. In addition, many of the names of local flora and fauna are taken from the Native Borne language.

---

# Chapter 4. Calendar

...

---

# Chapter 5. Merovan History

A culture's history, including colonization, wars, migrations, and revolutions, impacts its identity and traditions..

...

## Merovan Pre History

## Merovan Historical Memes

...

## Merovan ZZZ

---

## **Part II. Merovan Deities and Religion**

---

---

## Table of Contents

6. Seigneurie et Damedé (Sagnoree et Dam) .....	16
Priests and Priestesses .....	16
Customes and Rituals .....	16
Temples .....	16
Shrines .....	16
Orders .....	16
7. The Living Tides .....	17

---

# Chapter 6. Seignorie et Damedé (Sagnoree et Dam)

## *The Lord and the Lady*

The Settled worship of the Lord and the Lady

## Priests and Priestesses

Are priests and philosophers full-time workers, or do they need day jobs?

If they are full-time, who supports them — the congregation, a wealthy patron, the temple's investment fund, the god they serve?

Impacted by Class System ?

Impacted by Education ?

Impacted by Family Dynamics ?

Impacted by Gender Roles ?

## Customes and Rituals

## Temples

## Shrines

## Orders

---

# Chapter 7. The Living Tides

The Native Borne of Merova practice a religion deeply tied to the sea, the mountains, and the cycles of nature. Their faith—often called "The Faith of the Living Tides" — honors a dualistic divine pair, the Lord and the Lady, alongside a vast pantheon of ancestral spirits, sea guardians, and nature forces.

---

## **Part III. Merovan Institutions**

---



---

## Table of Contents

8. Merovan Government .....	20
Curia Regis .....	23
.....	23
.....	23
.....	23
.....	23
9. Power Sources and flows .....	24
Sources of power .....	24
How the power flows .....	24
10. Legal System .....	25
11. Taxation .....	26
12. Education .....	27
13. Citizenship .....	28
14. Military .....	29

---

# Chapter 8. Merovan Government

The current Merovan government fuses Merovan feudalism with Native Borne communalism. Above all, there is the king and their Tenants in Cheif : the Dukes, Marches, Barons and Clan Leaders who owe him fealty. The Native Borne clan leaders swear their allegiance directly to the king. The Dukes, Marches, and Barons have the fealty of the freeborn commoners and any debt peonage. The Native Borne clan leaders are accountable for all of the Native Borne.

## THE GREAT COMPACT

Merovan feudalism is a hierarchical system of governance, landholding, and social organization. Merova is rooted in mutual obligations and relationships between different social classes, with the king at the top flowing downward through the Dukes and the Marches down to the lower vassals. Here's a breakdown of its structure and key features.

The King is at the apex of the system. The king holds all the land in the realm and distributes it to loyal followers (nobles) to hold in exchange for their service. The king provides overall governance, protection, and the right to occupy and farm the land through his nobles. He is the ultimate authority and arbiter. The current king is Kelwyn Derian Lusignan

The Vassals Principal (Dukes and Marches). These are the most powerful nobles who hold the land directly from the king, known as "Demesne" <sup>1</sup>. The Vassals Principal are obligated to the King to provide military service of Knights and Men-at-Arms. Participate in the king's court and provide counsel. The Vassals Principal act as local arms and voices of the King over their territories, administering justice and overseeing the land.

The Magie Principal (Grand Magicien and Grand Sorcier). These are the most powerful nobles who hold the land directly from the king, known as "demesne" <sup>2</sup>. The Vassals Principal are obligated to the King to provide military service of Knights and Men-at-Arms. Participate in the king's court and provide counsel. The Vassals Principal act as local arms and voices of the King over their territories, administering justice and overseeing the land.

Vassal Armes (Knights and Sergent Principal) The Vassals Principal hold their land divided their land among loyal vassals in exchange for further military service. Knights who owe mounted service of themselves and some men-at-arms. Sargeants Main who owe training service (Knights and men-at-arms) Obligations to the Vassals Principal: Serve as warriors for their lords in times of conflict. Provide loyalty and support in governance and administration. Privileges: In return, knights and nobles received protection and income from the land they managed (often through the labor of peasants).

Vassal Magie (Magicien and Sorcier) The Magie Principal hold their ..TBD..

The merchants and such owe their serviuces via..TBD..

a. Land as the Basis of Power All land technically belonged to the king, who distributed it in exchange for services. Land was divided into manors, each controlled by a lord who governed the local population. b. Mutual Obligations Feudalism was built on the principle of reciprocity: Lords provided land, protection, and justice, while vassals and peasants provided labor, military service, or loyalty. c. Castles and Military Control Norman feudal lords constructed castles to assert their dominance over the land, maintain military power, and protect against rebellion or invasion. Castles also served as administrative centers for the local area. d. Feudal Justice Lords exercised judicial authority within their domains, holding courts to resolve disputes, enforce laws, and collect fines. e. Hereditary Nature Titles and land were usually passed down through inheritance, solidifying the power of noble families over generations.

---

<sup>1</sup>Day-Meen

<sup>2</sup>Day-Meen

The Great Compact.. with the Hairochan

The Land Compact.. with the Native Borne

### **Dukes of Merova**

- Amis . Quincy
- Amond. Lynn
- Beauchamp . Salem
- Beaufort . Gloucester
- Beaumont . Northhampton
- Boudreaux . Pittsfield
- Challis. Springfield
- Champlain. Lawrence
- Chauncey. Newburyport
- Courtenay. Haverhill
- D'Arcy. Amherst
- D'Burgh. Leominster
- D'Norris. Nashua NH
- Devereux. Manchester NH
- D'Gascur . Brattleboro VT
- D'Quincey. N. Adams
- Duchene. Warwick
- Estelle Exeter, NH
- Fortescue. Providence
- Fortmayne. Worcester
- Freemantle. Framingham
- Gascoyne. Greenfield
- Gaston. Warwick
- Granville. Taunton
- Harcourt. Newport
- Keynes. Hartford CT
- Lavigne. New Haven, CT

- Levere. Westerley RI
- Mallory. Portsmouth NH
- Mandeville. Keene NH
- Mayeux. New London CT
- Moran. Vineyard
- Rochelle. Pawtucket
- Sant Clair. Fall River
- Sant John. Waterbury
- Sant Leger. Norwich CT
- Sudamore. Newton
- Taillefer. Middleton CT
- Vasey. Billerica
- Vavasour. Revere

### **The Marches of Merova**

- Golden Badger . Aka or blaireau
- Blood Hawk. Aka faucon de sang
- White Horse. Aka cheval blanc
- Red Stallion. Aka rouge Etalon
- Stone Dagger. Aka Pierre Dague
- Wolverine . Aka carcajou
- Death Wolf . Aka mort loup
- Demon Boar . Aka Sanglier démon
- Cat of the Mountain . Aka Chat de la montagne
- Shadow Eyes . Aka Yeux ombre
- Silver Spear . Aka Argent Lance
- Fox . Aka renard
- Mongoose . Aka mangouste
- Saber . Aka sabre
- Terror Cat . Aka chat terreur
- Giant Bear . Aka géant ours

- Sea Dragon . Aka dragon de mer
- River Terror . Aka Terreur du fleuve

## Curia Regis

The Curia Regis functions as the source of Justice and Governance: The court deals with matters of justice, governance, and royal revenue.

The court itself is composed of several key figures

**Duke of the Horse.** The General of the Levees. who, during wartime effectively operates as Archduke

**Duke of the Fleete.** The Admiral of the Fleet (such as it is).

**Master of the Ring.** The Baron Leader of the merchant guilds

**Hearth Keeper.** The Native Borne clan head accountable for settling clan disputes, mediating between nobles and clan members, and Leeds clan councils

**Oathsworn.** The Hairochan bodyguard of the King

**King's Champion.** ...

**Chancellor.** Chief diplomat, advisor on treaties and legal matters, and manager of written records.

**Exchequer.**

Receiving and Issuing Money: The Exchequer handles the king's finances, collecting taxes and managing royal revenue.

Auditing Royal Officials: The Exchequer audits the accounts of royal officials, such as reeves, to ensure they are collecting and paying the correct amounts

Keeping Records: The Exchequer keeps detailed records of financial transactions which are a key source of information about the kingdom's finances.

Feudal Matters: The Exchequer also dealt with disputes and crimes related to feudal obligations (but not Criminal actions).

---

# **Chapter 9. Power Sources and flows**

...

**Sources of power**

**How the power flows**

---

## **Chapter 10. Legal System**

---

# Chapter 11. Taxation



---

## Chapter 12. Education

---

## Chapter 13. Citizenship

---

## Chapter 14. Military

---

## **Part IV. Social Structures and Social Relations**

---

---

## Table of Contents

15. Classes and Divisions .....	32
Major Classes .....	32
Social Mobility and Class Transitions .....	32
Economic and Wealth Distribution .....	32
Power Hierarchy .....	32
16. The AAA Class .....	33
What distinguishes the AAA class .....	33
.....	33
17. The AAA Community .....	34
What distinguishes the AAA class .....	34
.....	34

---

# **Chapter 15. Classes and Divisions**

## **Major Classes**

## **Social Mobility and Class Transitions**

## **Economic and Wealth Distribution**

## **Power Hierarchy**

---

# Chapter 16. The AAA Class

...

## What distinguishes the AAA class

how do they dress?  
how do they speak?  
how do they behave?  
any distinguishing symbols, tattoos or marks

---

# Chapter 17. The AAA Community

...

## What distinguishes the AAA class

how do they dress?  
how do they speak?  
how do they behave?  
any distinguishing symbols, tattoos or marks



---

## **Part V. Social Norms and Customs**

---

---

## Table of Contents

18. Morals, Mores, and Values .....	37
19. Family structure .....	38
20. Gender Roles .....	39
21. marriage and inheritance .....	40
22. Etiquette and manners .....	41
23. cultural taboos and laws .....	42
24. Entertainment and leisure .....	43
25. Childbirth customs and traditions .....	44
Childbirth Traditions .....	44
Childbirth Rituals .....	44
Childbirth Expectations .....	44
Childbirth Success or Failure .....	44
26. Childhood customs and traditions .....	45
Childhood Traditions .....	45
Childhood Rituals .....	45
Childhood Expectations .....	45
Young Adult Education .....	45
Handling the Childhood 'Why?' .....	45
Childhood Success or Failure .....	45
27. Young Adult customs and traditions .....	46
Young Adult Traditions .....	46
Young Adult Rituals .....	46
Young Adult Expectations .....	46
Young Adult Expectations of Work .....	46
Young Adult Expectations of Sex .....	46
Young Adult Conformismn and Rebellion .....	46
Young Adult Success or Failure .....	46
28. General Adult customs and traditions .....	47
General Adult Traditions .....	47
General Adult Rituals .....	47
General Adult Expectations of Work .....	47
General Adult Expectations of Sex .....	47
General Adult Conformismn and Rebellion .....	47
General Adult Success or Failure .....	47
29. General Adult customs and traditions .....	48
Old Age Traditions .....	48
Old Age Rituals .....	48
Old Age Expectations of Work .....	48
Old Age Expectations of Sex .....	48
Old Age Conformismn and Rebellion .....	48
the cost of aging .....	48
Old Age Success or Failure .....	48
30. Death customs and traditions .....	49
Death Traditions .....	49
Death Rituals .....	49
Death Expectations .....	49
Death Success or Failure .....	49

---

# Chapter 18. Morals, Mores, and Values

The social mores and unwritten rules that govern acceptable behavior in a society. Examples: Greetings, table manners, dress codes, and etiquette.

---

# Chapter 19. Family structure

YYY

---

# Chapter 20. Gender Roles

YYY

---

# Chapter 21. marriage and inheritance

YYY

---

# Chapter 22. Etiquette and manners

The social mores and unwritten rules that govern acceptable behavior in a society. Examples: Greetings, table manners, dress codes, and etiquette.

---

## **Chapter 23. cultural taboos and laws**

YYY



---

# Chapter 24. Entertainment and leisure

YYY

---

# **Chapter 25. Childbirth customs and traditions**

YYY

**Childbirth Traditions**

**Childbirth Rituals**

**Childbirth Expectations**

**Childbirth Success or Failure**

---

# **Chapter 26. Childhood customs and traditions**

YYY

**Childhood Traditions**

**Childhood Rituals**

**Childhood Expectations**

**Young Adult Education**

**Handling the Childhood 'Why?'**

**Childhood Success or Failure**

---

# **Chapter 27. Young Adult customs and traditions**

YYY

**Young Adult Traditions**

**Young Adult Rituals**

**Young Adult Expectations**

**Young Adult Expectations of Work**

**Young Adult Expectations of Sex**

**Young Adult Conformismn and Rebellion**

**Young Adult Success or Failure**

---

# **Chapter 28. General Adult customs and traditions**

YYY

**General Adult Traditions**

**General Adult Rituals**

**General Adult Expectations of Work**

**General Adult Expectations of Sex**

**General Adult Conformismn and Rebellion**

**General Adult Success or Failure**

---

# **Chapter 29. General Adult customs and traditions**

YYY

**Old Age Traditions**

**Old Age Rituals**

**Old Age Expectations of Work**

**Old Age Expectations of Sex**

**Old Age Conformismn and Rebellion**

**the cost of aging**

**Old Age Success or Failure**

---

# **Chapter 30. Death customs and traditions**

YYY

**Death Traditions**

**Death Rituals**

**Death Expectations**

**Death Success or Failure**

---

## **Part VI. Science and Technology**

---



---

## Table of Contents

31. Level .....	52
32. Engineering and infrastructure .....	53
33. Communication .....	54
34. Travel .....	55
35. Metallurgy .....	56
36. Weaponry .....	57
37. Healing .....	58
38. Esoterica .....	59
39. Education .....	60

---

# Chapter 31. Level

YYY

---

# Chapter 32. Engineering and infrastructure

YYY

---

# Chapter 33. Communication

YYY

---

# Chapter 34. Travel

YYY

---

# Chapter 35. Metallurgy

YYY

---

# Chapter 36. Weaponry

YYY

---

# Chapter 37. Healing

YYY



---

# Chapter 38. Esoterica

YYY

---

# Chapter 39. Education

YYY

---

## **Part VII. Arts and Literature**

---

---

## Table of Contents

40. Graphic Arts .....	63
41. Performance Arts .....	64
42. Written Arts .....	65
43. Body Arts .....	66
44. Body Presentation .....	67
45. Architecture .....	68
46. Music and Instruments .....	69
47. Fashion and Dress .....	70

---

# Chapter 40. Graphic Arts

YYY

---

# Chapter 41. Performance Arts

YYY

---

# Chapter 42. Written Arts

YYY

---

# Chapter 43. Body Arts

YYY



---

# Chapter 44. Body Presentation

YYY

---

# Chapter 45. Architecture

YYY

---

# Chapter 46. Music and Instruments

YYY

---

# Chapter 47. Fashion and Dress

YYY

---

## **Part VIII. Law, crime, punishment**

---

---

## Table of Contents

48. Legislative Power .....	73
49. Judicial Power .....	74
50. Enforcement .....	75
51. Justice .....	76
52. Common Crimes and Punishments .....	77
53. Role of Honor and Reputation .....	78
54. Role of Class .....	79

---

# Chapter 48. Legislative Power

YYY

---

# Chapter 49. Judicial Power

YYY



---

# Chapter 50. Enforcement

YYY

---

# Chapter 51. Justice

YYY

---

# **Chapter 52. Common Crimes and Punishments**

YYY

---

# Chapter 53. Role of Honor and Reputation

YYY

---

# Chapter 54. Role of Class

YYY

---

## **Part IX. Economy and Trade**

---

---

# Table of Contents

55. XXX ..... 82

---

# Chapter 55. XXX

YYY



---

# Part X. Daily Life and Routine

YYY

---

---

# Table of Contents

56. XXX ..... 85

---

# Chapter 56. XXX

YYY

---

# **Part XI. Warfare and Conflict**

**YYY**

---

---

# Table of Contents

57. XXX ..... 88

---

# Chapter 57. XXX

YYY

---

## **Part XII. Warfare and Conflict**

**YYY**

---

---

## Table of Contents

58. Relations with the Hairochan .....	91
59. Relations with Koth .....	92
60. Relations with Thenea .....	93
61. Relations with the Vair .....	94
62. Relations with the Dale .....	95



---

## **Chapter 58. Relations with the Hairochan**

---

## Chapter 59. Relations with Koth

---

## Chapter 60. Relations with Thenea

---

## Chapter 61. Relations with the Vair

---

## Chapter 62. Relations with the Dale

---

## **Part XIII. Cities and Settlements**

---

---

# Table of Contents

63. Meara ..... 98

---

# Chapter 63. Meara

YYY



---

# Book of Merova

## Index

### G

Great Gate, 4

### T

Torgan Road, 100

### W

Western Wall

West Shelf, 4

---

# World of Tanah Glossary

## Torgan Roads

Torgan roads are found everywhere on the continent. Ranging from 2 meters wide to 24 meters wide in a few places. The roads are built with layered construction. Like Roman viaducts, they are often accompanied by aquaducts carrying water, and interspersed with different features, such as widened plazas and fountains. The roads are usually edged with walls that vary from half a meter tall on the smaller roads to 2 m tall on the larger ones. Often the roads rise up on elevated structures consisting of a series of arches, spans, or piers designed to carry a road over a valley, lowland, or other obstacles like rivers and wetlands. The roads are built with a slight arch or camber to allow water to run off into ditches on either side, preventing flooding and erosion. Deep side ditches collect and direct rainwater away from the road with culverts and drainage pipes were built under the road when needed.

## Trivium (plural triva)

A trivium is a widened plaza, usually found on a Torgan road usually containing some combination of stone benches, walled stalls, and fountains. Often a combination of meeting place and open market for Torgan cities.