

The World of Mer

By Jonathan Snyder



Introduction

This is a small setting I have created as a world for someone to use, but also as an example to accompany a blog post published on FudgeRPG.com. This is just the basic setting to show the key components of creating a setting.

Merlania

Merlania is the collective name of six underwater cities where the merpeople live hidden from the land dwellers above. Secretive, the Merpeople (also calling themselves the Merfolk) live happily under the water peaceful and content.

The Six major cities are Mer'tala, Nym, Wa'nea, Uaara, Yilim, and Talis.

Mer'Tala

The great underwater city of Mer'Tala is considered one of the most important to all people of Mer. It was the original city built by the first settlers and is the largest compared to the other cities under the ocean. Filling at least 20 miles of ocean floor in the deepest parts of the pacific ocean, Mer'tala is the beacon of their civilization.

Mer'Tala is also the home of the great Mer-King Turis who rules the land and defends it from predators like sharks and giant squids to their arch nemesis, the Rak'ka of the deep trenches.

Nym

The city of Nym is in the Atlantic ocean near the center and is a hub of merchants for all creatures in the ocean.

Wa'nea

A small city well renown for it's smiths and it's work in the mines. Enterprising young mermen

and mermaids come here

to work and earn money or pick up an apprenticeship in one of the many trades.

Wa'nea is found in Indian ocean where the temperate water makes it easy to live and to make things.

Uaara

Uaara is a military city sitting on the edge of Mer territory near the Rak'ka. Many mermen come to this city to train in the art of war and to join up with bands of hunters and other sorts of military operations.

Yilim

Yilim is the second largest city in the Pacific ocean as is considered a resort for the more rich and well established Merpeople. Home of many fancy houses and beautiful parks, Yilim is definitely the place to go for attractions.

Talis

Talis is the smallest city high up in the Artic ocean and is the home of the white merpeople. These merpeople have adapted to their terrain and do not mind the cold water as much. Many of other Mers try to stay away as they hate the cold preferring the tropical water.

Home of some of the most beautiful ice sculptures, preserved in the cold depths,

Talis is the farthest frontiers that their civilization goes.

The Rak'ka of the Deep

The Rak'ka are half human half squid people who live in the deep trenches of the ocean and who also sport the strongest hatred for the people of Mer. Living in the darkness they are characteristic with their sleek squid bodies and



eyes that are white and large also luminescent in the deep to help them see.

Living in a tribal setup, the Rak'ka have been known to make war on the smaller settlements away from the main cities and will try their best to kill the Mer as quickly as they can.

No one really knows why the Rak'ka hate the people of Mer so much, but it is guessed that in the ancient times the Mer might have forced them in to the trenches for some reason or another.

The People of the Surface

Humans are rarely ever seen by the people of Mer and they are held as a curiosity; creatures who live above water and not equipped to breath underneath. Some of the most curious Merpeople have ventured up to the surface at night to try to get a look at them, while others have approached their ships off at a distance.

The general consensus is that the Humans would kill or capture a Mer as quickly as they could as they only focus is greed and money.



A Telepathic connection

The people of Mer have what many believe is a telepathic sense to all creatures under the ocean. They have the ability to communicate basically with different life forms in the water. The mermaids friends are the dolphins whose high intelligence and fun loving nature like to play with the Mer people and also warn them of coming Rak'ka or shark attacks.

The Psychology and Physiology of the Mer

The people of Mer are mammals by scientific classification with some features of aquatic life. One of the two unique things of a these people is that they are able to breath like a human or like a fish.

Along the waist line protected in the back by the fins is slim membrane that absorbs oxygen through osmosis, these are protected by a loose set of scales that allow water to move across with no issue. The people or Mer are also well known to hold their breath for 12 hours while they sleep.

While above water, they have a pair of lungs like humans and can breath the air. This allows the legendary singing ability to be heard.

The people of Mer have a very optimistic outlook on life enjoying the simple pleasures of playing and working on their projects. They have a strong fear of animals that can attack them like Sharks or squids and have an extremely shy nature to anything not of them.



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Fudge is a role playing game written by Steffan O'Sullivan, with extensive input from the Usenet community of rec.games.design and other online forums. The core rules of **Fudge** are available free on the Internet at <http://www.fudgerpg.com> and other sites. **Fudge** was designed to be customized, and may be used with any gaming genre. **Fudge** game masters and game designers are encouraged to modify **Fudge** to suit their needs, and to share their modifications and additions with the **Fudge** community.

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