

*The  
World  
of  
Memoria*

# *The World of Memoria*

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Our world is called *Memoria*. It is an incredible world that is situated on a giant metaphysical clock. Divided into a total of eight realms, there are four human realms situated on the clock face. These are: *Fortuna*, *Tiyata*, *Cambiare*, and *Kabila*. Three of the remaining four realms are devoted to the afterlife. These are *Illyria* or *Paradise*, *Interrum*, also known as *The Medium* or *Purgatory*, and *Levithia*, which is also called *The Abyss* or *Hell*. The final realm of Memoria is *The Realm of the Gods* where Memoria's pantheon of gods resides. But there are strange and dangerous politics at play which have brought about the beginning of a horrifying and terrible cataclysm that threatens to destroy every realm, one by one.

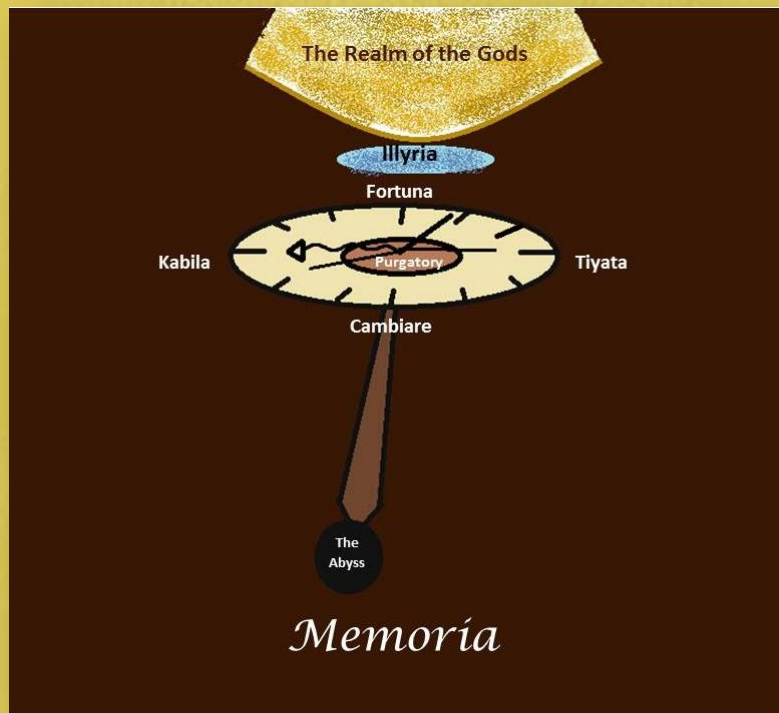


Figure 1: Depiction of Memoria

## *Fortuna*

Identification: one of the four human realms of Memoria

Physical location: at the 12 o'clock position of the Memoria clock face



Physical description: Giant city, organized into three concentric rings representing each of the three major social classes of the city (upper, middle, and lower). In the inner most ring reside the upper class citizens of Fortuna; the buildings in this ring are very tall, magnificent, and clean. In the next most inner ring resides Fortuna's middle class; here, the buildings are of moderate height and beauty and are outlined by cobblestone streets. In the outer most ring resides Fortuna's lowest class; this is where the slums and factories of Fortuna are; here, the streets are narrow, peppered with sprawling buildings and shacks. Just outside this ring, there are forests and mines.

Social organization: Highly stratified according to socio-economic status. There are three major closed social classes of the city: upper, middle, and lower. The relationship between these classes is somewhat strained; high class citizens look down on low class citizens while the low class dismisses the high class for what it sees as insanity and over-indulgence and frivolity. The high class tends to act more indifferently towards the middle class since many in the high class have to do business with people in the middle class.

Political organization: Aristocracy; political power is determined by the amount of money a person has.

Economy: Highly industrialized, tightly controlled; primary goods and services: mining, manufacturing, investment, and technology. Currency: gold, silver, and copper gears.

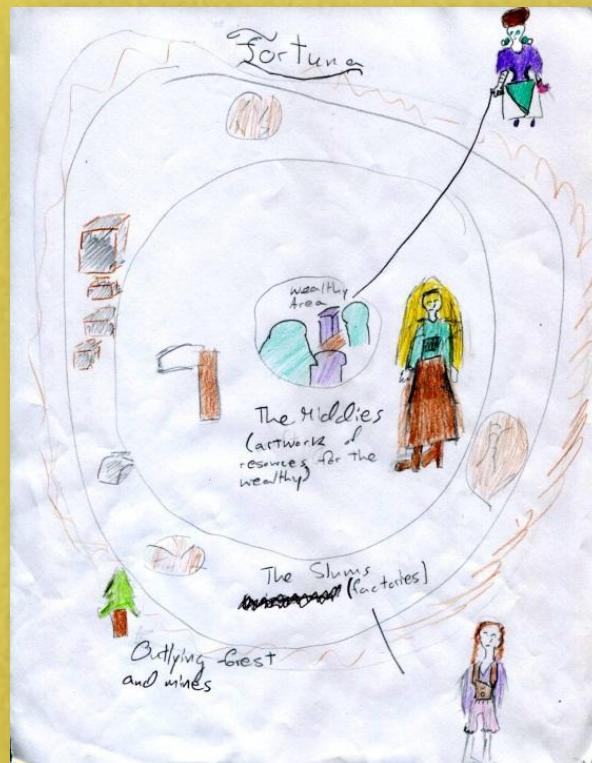


Figure 2: A map of Fortuna



Figure 3: Depiction of Fortuna's upper class area

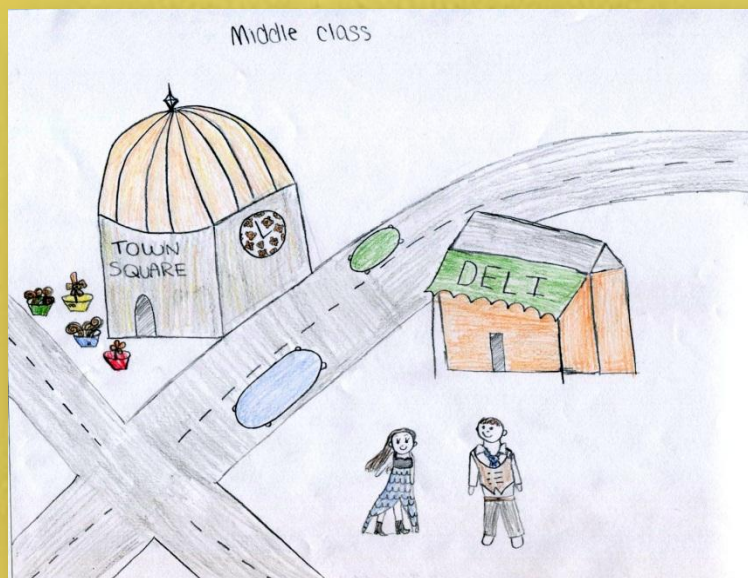


Figure 4: Depiction of the middle class area

**Religion:** The people of Fortuna worship a pantheon of deities known as the Gods of Memoria (see *The Gods of Memoria* section). Though the people believe in each god and goddess equally, the various social classes and groups have taken to adopting specific gods and goddesses of the pantheon as their patron deities. For example, people of the upper class (being very fortunate and well-off) favor *Laetitia*—goddess of merriment—and *Amontillado*—the god of abundance. People of lower classes have adopted *Artifex*—the god of craftsmanship—and his attendants as their patron deities.



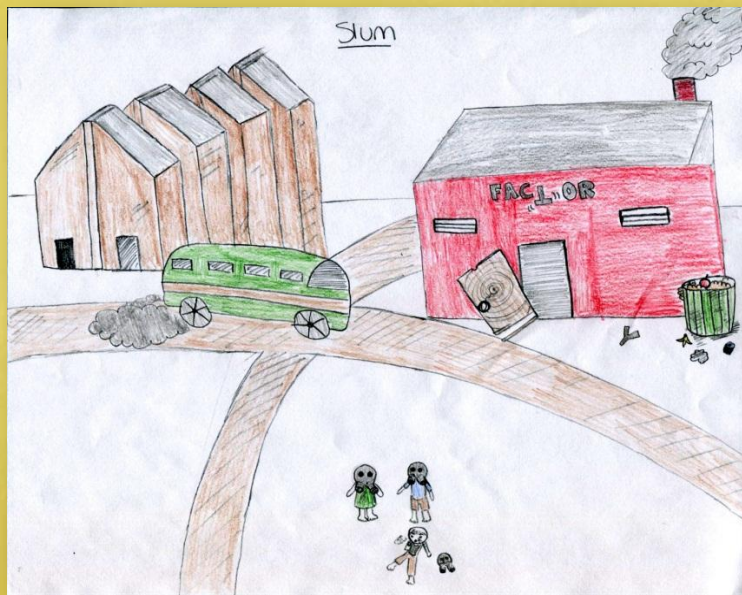


Figure 5: Depiction of the lower class area

*Current social trends:* The upper class, while being very obsessed with being clean, experiments with what could only be described as “crazy fashion”. In addition to wearing lots and lots of metal jewelry and strange gaudy clothes, many of the upper class tend to think it more fashionable to cut off their own limbs and replace them with mechanical ones. It is also common for the upper class citizens to have robotic servants. The middle class citizens are described as being normal in terms of their dress; they do not wear as much metal or gaudy clothing. They also tend not to exchange their limbs for biological ones like the upper class. The lower class citizens tend to be seen wearing facemasks due to the overwhelming pollution emanating from their factories; being more of a working class, they wear jeans and are very dirty most of the time.

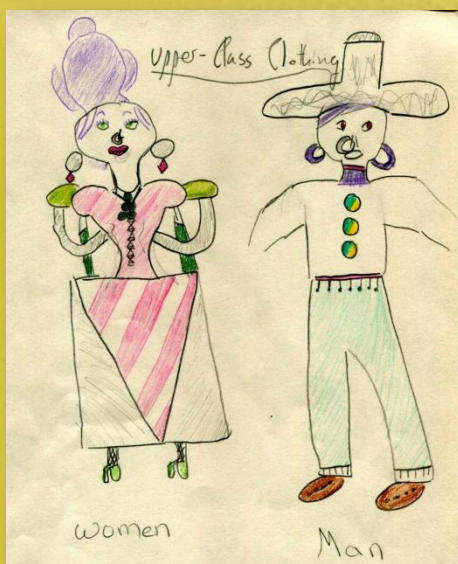


Figure 7: Depiction of Fortuna upper class fashion



Figure 6: Depiction of Fortuna middle class fashion





Figure 8: Depiction of Fortuna lower class fashion

**Biology:** A number of different animal species can be found in Fortuna. There exist the *volpes*, which is a rat-ferret-like creature, the *migales*—a rat-bear-like creature that lives in pipes, and the *colubra*—a flying feathered lizard which can be commonly seen on leashes as pets of people of the upper class. Due to the amount of pollution in Fortuna, there exists no plant life in the city proper. To cope with this dilemma, the city has created and distributed mechanical plants which perform the same respiration process as biological plants in order to compensate for the lack of oxygen in the air.

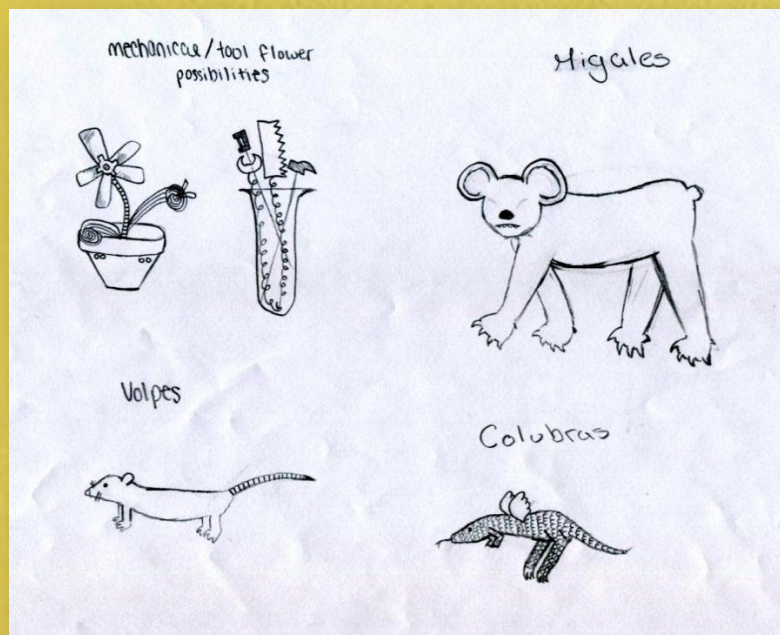


Figure 9: Depiction of the species of Fortuna



## ***Tiyata***

Identification: one of the four human realms of Memoria

Physical location: at the three o'clock position on the Memoria clock face

Physical description: In the center of the realm is the *Middle City of Muna* which is situated upon a lake. Surrounding Muna as well as to the west and immediate south is rainforest. Moving northwest from Muna, one enters the *Highlands* which feed into the *Xiuectil Mountains*. To the southeast of Muna exists another mountain range, the *Cha'l Hills*. Immediately to the southeast of these mountains is the *Kayaute Desert*. To the east of Muna are the *Lowlands*. Originating from the Xiuectil Mountains is a river which courses through the realm and forms a delta to the east of Muna. Scattered throughout the realm are various city states.

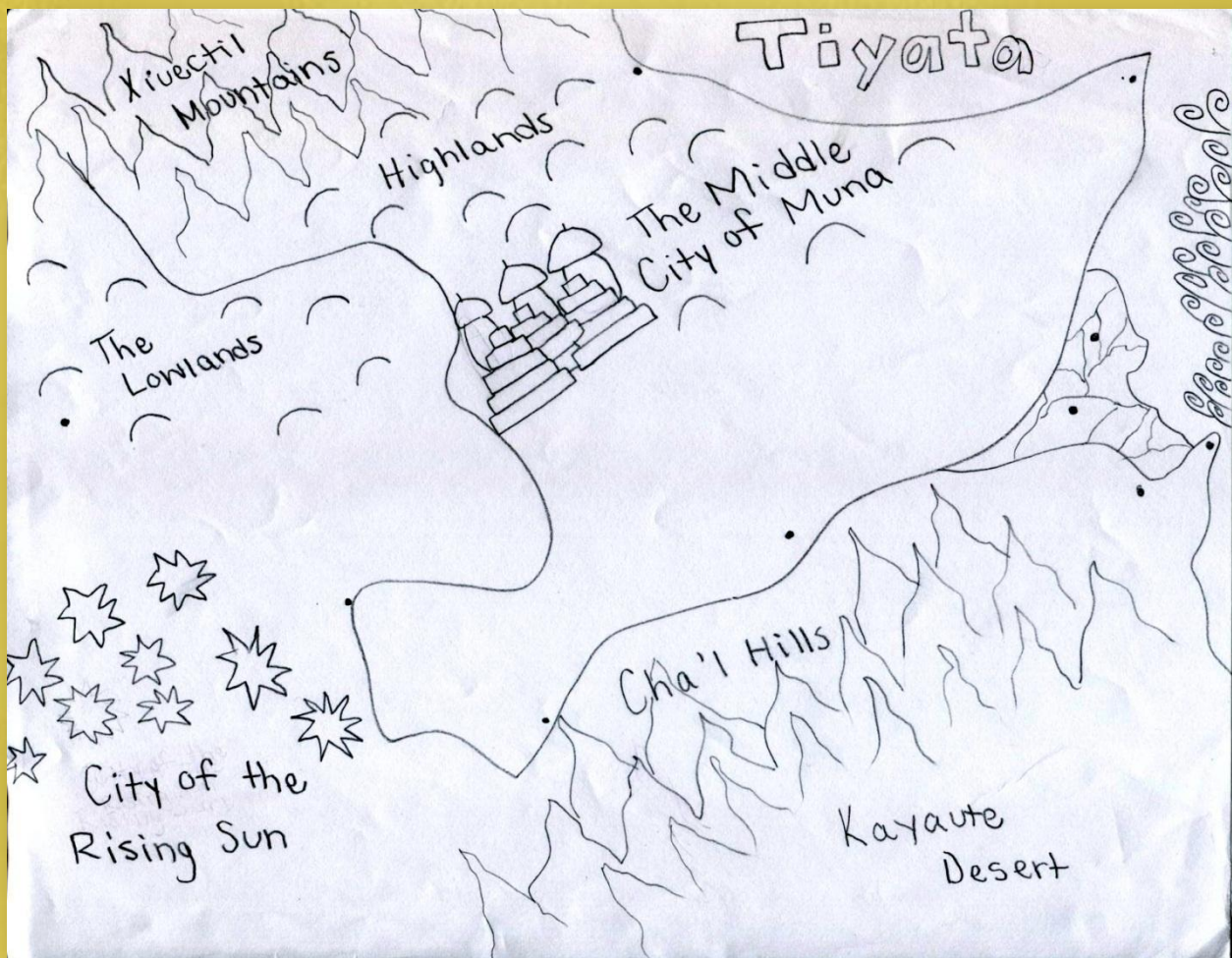


Figure 10: A map of Tiyata



*Social organization:* Tribal-elder hierarchy

*Political organization:* The realm is divided into adversarial city-states with Muna being the most important and powerful. In each city-state, the government is an Oligarchy-Republic; a select group of tribal matriarchs elects men to serve on a legislative-executive council that makes decisions for its people.

*Economy:* The Tiyatan economy does not reflect a high level of industrialization; its main goods and services pertain to agriculture and textiles. Coffee beans and swatches of elaborately made fabric are used as currency.

*Religion:* The people of Tiyata worship a pantheon of deities known as the Gods of Memoria (see *The Gods of Memoria* section). Favored gods include Celine, Aelius, Amontillado, and Axira.

*Current social trends:* Although Tiyata is not very industrialized, it has made some important strides in the area of technology; some of their achievements has been harnessing the energy from the sun and utilizing bioluminescent rocks as night-lights. Despite these advances in technology (of perhaps because of them), the city-states of Tiyata are frequently at war with each other, though their wars never last more than a couple of weeks.

*Biology:* A number of different types of plant and animal life can be found in Tiyata, particularly in the rainforests. Examples of common flora are the giant flowers and the cannibalistic plants. Some examples of common fauna are small hairy pigs, feathered serpents, and dinosaurs.



Figure 12: Depiction of the Quezala--a feathered serpent, and the Tapera--a small hairy pig.



Figure 11: A depiction of a giant flower.



## ***Cambiare***

Identification: formerly, one of the four human realms of Memoria

Physical location: at the six o'clock position on the Memoria clock face

Physical organization: deserted metropolis

Social organization: N/A

Political organization: N/A

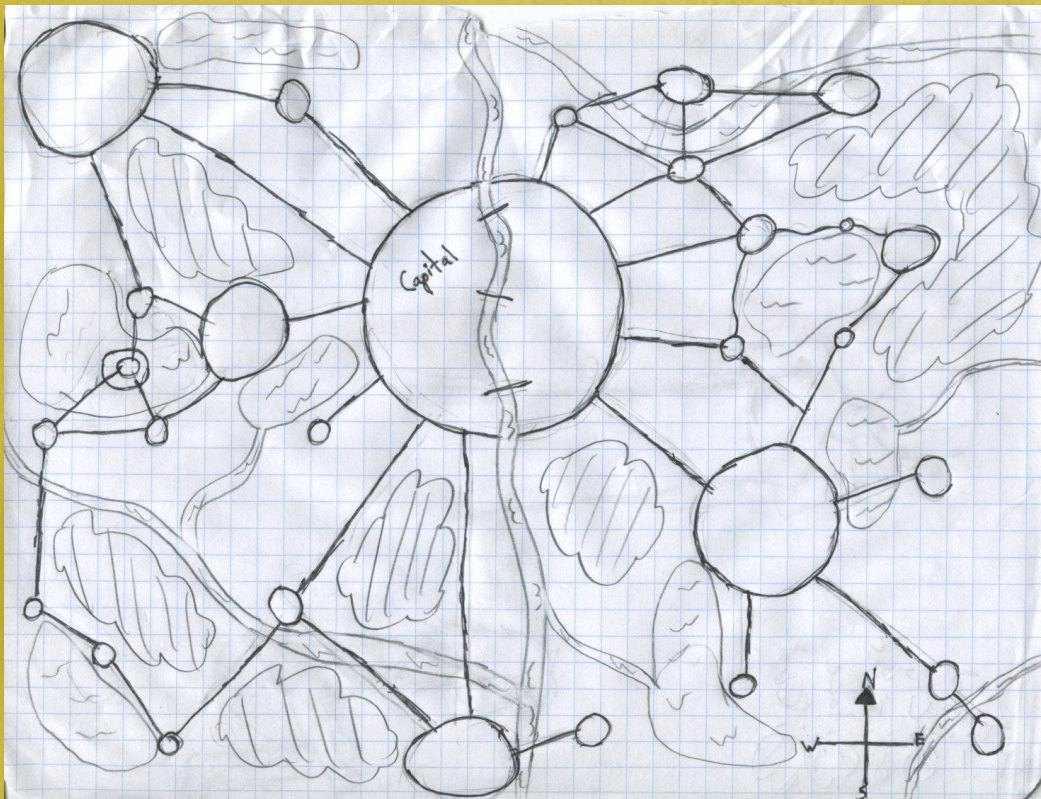
Economy: N/A

Religion: N/A

Current social trends: N/A

Biology: varying species of plantlife

**For more information about Cambiare, see the passage entitled “The Tragedy of Cambiare” under The Mythos of Memoria Section.**



**Figure 13: A map and key of Cambiare**



## ***Kabila***

Identification: one of the four human realms of Memoria

Physical location: at the nine o'clock position on the Memoria clock face

Physical description: Kabila is a geographically diverse realm; it contains deserts, plains, and rainforests.

Social organization: Kabila is divided into five tribal groups each named for one of five common animals of Kabila: the scat, the mouse, the snake, the frog, and the beetle.

Political organization:

Economy: The people of Kabila use berries as currency.

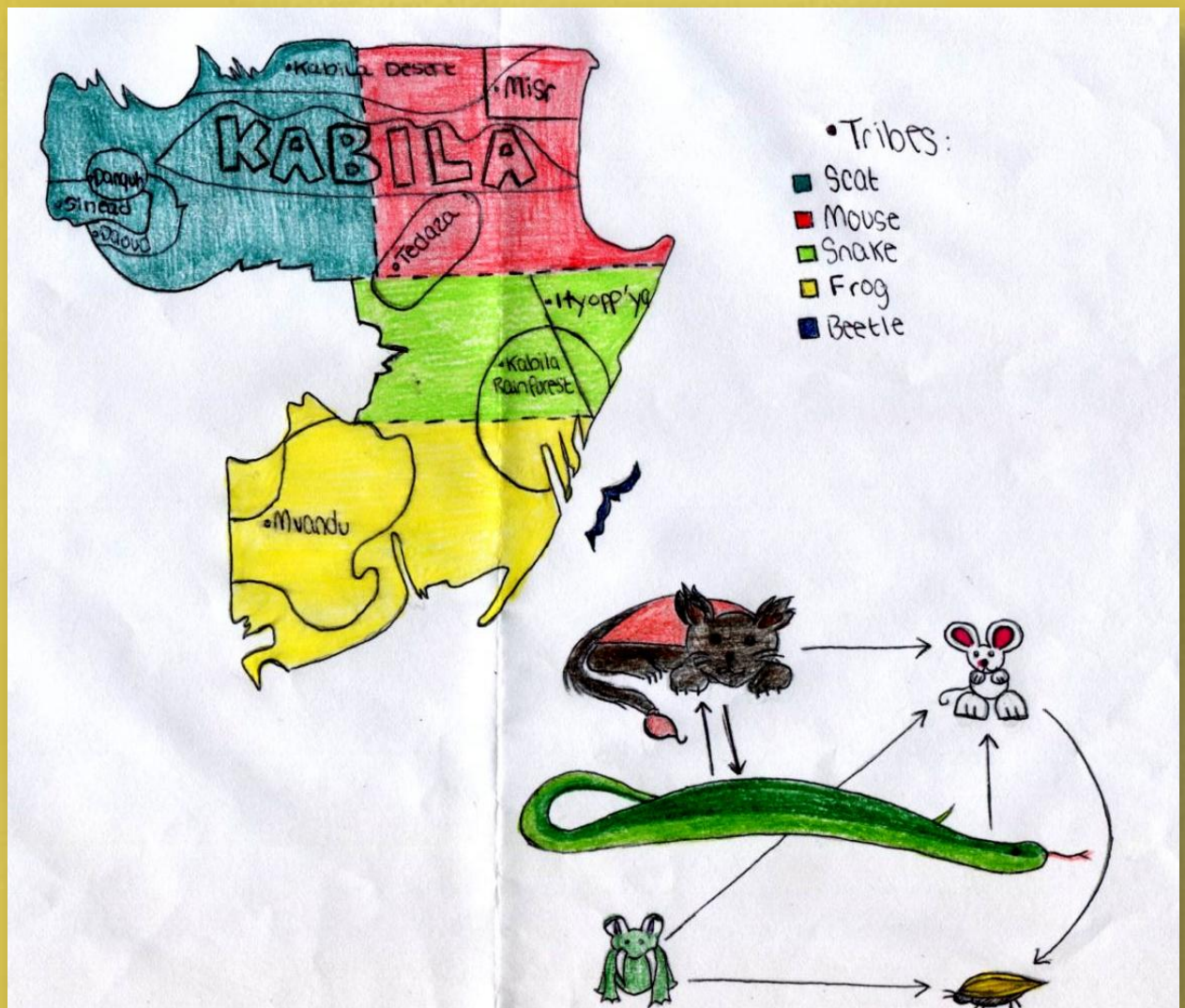


Figure 14: A map of Kabila depicting the distribution of the Kabila tribes; the Kabila animal-food chain



Religion: The people of Kabila worship a pantheon of deities known as the Gods of Memoria (see *The Gods of Memoria* section).

Current social trends:

Biology: Kabila is home to many different kinds of animal life; five common species of animal are the scat, which is a cat that has the tail of a scorpion, the big-eared mouse, the snake, the saber-toothed frog, and the beetle.

## ***Illyria***

Identification: Also known as *Paradise*, Illyria is one of the three realms of the afterlife. It is where the souls of virtuous humans go after they die; many of the minor gods live here also.

Physical location: Illyria is situated just above/beyond the center of the Memoria clock face

Physical description: Illyria does not have one specific physical appearance; its appearance is subject to what a particular person would imagine Paradise to be.

Social organization: Illyria is inhabited by both humans and minor gods.

Political organization: N/A

Economy: N/A

Religion: N/A

Current social trends: N/A

Biology: N/A

## ***Interrum***

Identification: Also known as the *Medium* or *Purgatory*, Interrum is another realm of the afterlife. It is the place where souls wait after dying to be sent either to Illyria or Levithia.

Physical location: Interrum is situated in the very center of the Memoria clock face.

Physical organization: In Interrum, there is only thick mist and a clock that constantly ticks and chimes the hours.

Social organization: Human souls reside here temporarily.

Political organization: N/A

Economy: N/A

Religion: N/A

Current social trends: N/A

Biology: N/A

### ***Levithia***

Identification: Also known as the *Abyss* or *Hell*, Levithia is yet another realm of the afterlife. It is where the souls of unrighteous humans go to live after they die; it is also the realm of demons and shapeshifters.

Physical location: Levithia is centered underneath the Memoria clock face.

Physical organization: Levithia does not have one specific physical appearance; its appearance is subject to what a particular person would imagine Hell to be.

Social organization: In Levithia exist unrighteous human souls, shapeshifters, and demons.

Political organization: Levithia is governed by Axira—goddess of death—and her subordinates.

Economy: N/A

Religion: N/A

Current social trends: N/A

Biology: N/A

### ***The Realm of the Gods***

Identification: This is where the Gods of Memoria reside.

Physical location: It is positioned directly above Illyria.

Physical organization: N/A

Social organization: In the Realms of the Gods, there exist the Clockmaker, Mother and Father, and the Twelve Major Gods of Memoria. Mother and Father serve as mediators during counsel sessions of the Twelve.

Political organization: The Twelve Major Gods of Memoria form the governing body of the whole of Memoria.

Economy: N/A



Religion: N/A

Current social trends: N/A

Biology: N/A

***The Memorian Pantheon:***

In the world of Memoria, there are a total of fifteen deities. They are: the Clockmaker, Mother, Father, and the Twelve. While most have a title, the Twelve are special in that they have numbers that they are associated with which correspond to number positions on a clock face.

Name: The Clockmaker

Title: The Lord of Time

Domain(s): Memoria, the Realm of the Gods, the Cycle of Time

Additional information: The Clockmaker is described as being an eccentric old man. Though some rumor him to be scary, others attribute this to the fact that not many people have talked to them.

Name: Father

Title: The Father of the Twelve

Domain(s): Memoria, the Realm of the Gods

Additional information: Father acts as a mediator during the Twelve's council meetings.

Name: Mother

Title: The Mother of the Twelve

Domain(s): Memoria, the Realm of the Gods

Additional information: Mother acts as a mediator during the Twelve's council meetings.

Name: Meroquoio

Title: The God of Love

Domain(s): The Cycle of Courtship, Romance, and Love

Additional information: The number associated with Meroquoio on the clock face is one. Meroquoio has the power to seduce anyone regardless of gender; he is also known to have a number of children conceived as a result of his many romantic exploits.



Figure 15: A representation of Meroquoio



Figure 16: A representation of Celine and Aelius

Name: Aelius

Title: The Goddess of the Day

Domain(s): The Cycle of the Day

Additional information: The number associated with Aelius is two. Her sister Celine is the Goddess of the Night.

Name: Celine

Title: The Goddess of the Night

Domain(s): The Cycle of the Night

Additional information: The number associated with Celine is eight. Her sister Aelius is the Goddess of the Day.



Name: Viden and Kaval

Title: The Twin Gods of Knowledge

Domain(s): The Cycle of Discovery, Learning, and Wisdom

Additional information: Viden and Kaval are twin gods; the number associated with them is three. Though Viden and Kaval are twins, they are considered as one entity. Viden is female while Kaval is male; this represents the belief that one gender by itself cannot be completely wise without the wisdom of the other. They have the ability to change how old they look at will; this represents the different stages of learning and wisdom at different ages.



Figure 17: A representation of Viden and Kaval



Figure 18: A representation of Cheveyo

Name: Cheveyo

Title: The God of the Hunt

Domain(s): The Cycle of the Habitat, the Mating Cycle

Additional information: The number associated with Cheveyo is four.



Name: Kova

Title: The Goddess of War

Domain(s): The Rise and Fall of Nations

Additional information: The number associated with Kova is five.



Figure 19: A representation of Kova



Name: Axira

Title: The Goddess of Death

Domain(s): The Cycle of Life

Additional information: Axira and her subordinates govern Levithia. The number associated with Axira is six.

Figure 20: A representation of Axira



Name: Itazura

Title: The God(dess) of Mischief

Domain(s): The Cycle of Fortune

Additional information: Itazura has the curious ability to switch his/her gender at will. The number associated with Itazura is seven.



Figure 21: A representation of Itazura



Figure 22: A representation of Laetitia

Name: Laetitia

Title: The Goddess of Merriment

Domain(s): The Fermentation Cycle, the Cycle of Happiness

Additional information: The number associated with Laetitia is nine.

Name: Artifex

Title: The God of Craftsmanship

Domain(s): The Cycle of Creativity and Production

Additional information: The number associated with Artifex is ten.



Figure 23: A representation of Artifex



Figure 24: A representation of Kalite

Name: Kalite

Title: The Goddess of Water

Domain(s): The Water Cycle, The Tides, The Fountains of Memoria

Additional information: Kalite is in charge of the Fountains of Memoria which are used for transportation between the four human realms of Memoria. The number associated with Kalite is eleven.



Name: Amontillado

Title: The God of Abundance

Domain(s): The Cycle of Wealth

Additional information: The number associated with Amontillado is twelve.



Figure 25: A representation of Amontillado

### ***The Mythos of Memoria:***

#### *The Beginning of Time*

*“Before there was time, there was the Clockmaker—the Lord of Time. This Clockmaker, this Lord of Time created a world on a giant clock, calling the world Memoria; this point in the Memorian mythos was known as the Beginning of Time. After creating Memoria and the various realms within and the people within those realms, the Clockmaker created four elder gods to govern Memoria on his behalf. These gods were known as the Seasons, but they weren’t very good rulers because they weren’t very orderly, interrupting each other and acting on their own volition, independently. In order to prevent the destruction of the world, the Clockmaker took away the Seasons’ powers and sealed them away in an additional hand that he created on the clock. This way, the cycle of seasons was put under the control of the Clockmaker and made to follow in an orderly fashion. Thus, with their powers having been stripped from them, the Seasons were no longer gods; shamed and outcast, the Seasons fled to the four realms of man to hide and wait for a future in which they might be able to recover their powers.*

*Meanwhile, the Clockmaker was still in need of a group to govern the realms of Memoria, so he created Mother and Father, the parent gods. These gods in turn gave birth to twelve gods and goddesses who became known as The Twelve Major Gods of Memoria, or The Twelve, for short. These gods, each in charge of his or her own domain, would together govern Memoria with their Mother and Father acting as mediators among them.*

### *The Tragedy of Cambiare*

*“Cambiare, now known as The Empty City, is a moderately small realm filled with Gothic architecture. There are a few large cities, mainly the former capital Siirtaa, and some small towns made entirely of brick. There is no macrobiotic life whatsoever except for some plant life slowly taking over the small towns. This land is the former residence of the shapeshifters, who lived there peacefully alongside regular humans until about 250 years ago. The minor god of dark creatures, angry at the shapeshifters for not being under his dominion, released parasites into the realm that infected the shapeshifters and put psychosis-inducing chemicals into their system. Under the influence of the powerful chemicals but still retaining their human cunning, they killed all the regular humans and uninfected shapeshifters, and were cursed by the god of the hunt to remain in animal form. They were then placed under the beast god’s rule in an area of the Abyss, with the exception of a few random packs that managed to escape.”*  
—Andy Scull

### *The Revival of the Seasons and the Coming Danger:*

*The Seasons, once Elder Gods, embittered by their downcast state, reasoned themselves to find a way to recover their powers. To achieve this, they recruited some of the minor gods to forcibly persuade the Clockmaker to give them their powers back. One of the allied minor gods, the God of Beasts, released the shapeshifters from the Abyss into the human realms, granting them the ability to shaftshift once again. This shift in power has consequences of apocalyptic proportion as the elder gods and their allies threaten to wreak havoc in the world. The elder gods and their allies now reside in Cambiare, the empty city*

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# *Finis.*



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Figure 1 by Aimee Hyndman

Figure 2 by Maya Greenberg

Figures 3-5 by Lindsay May and Hope Rogers

Figure 6 by Lindsay May

Figure 7 and 8 by Maya Greenberg

Figure 9 by Hope Rogers

Figures 10-12 by Kelly Choyce

Figure 13 by Susan Nichols

Figure 14 by Hope Rogers

Figures 15-25 by Susan Nichols

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vii

Memoria

ix

iii

vi