

Port Royal --------- 32.3791° N, 80.6926° W
St. Mary's Island ----- 13.3792° N, 74.6733° E
Tortuga ---------- 10.9336° N, 65.3095° W
Clew Bay ---------- 53.8333° N, 9.8000° W
New Providence ------ 25.0443° N, 77.3504° W
Barataria Bay ------ 29.3947° N, 89.9440° W



~~Flint~~
- Tobacco
- Polish
- Oil
- ~~Dry brush~~
- File
- Bait



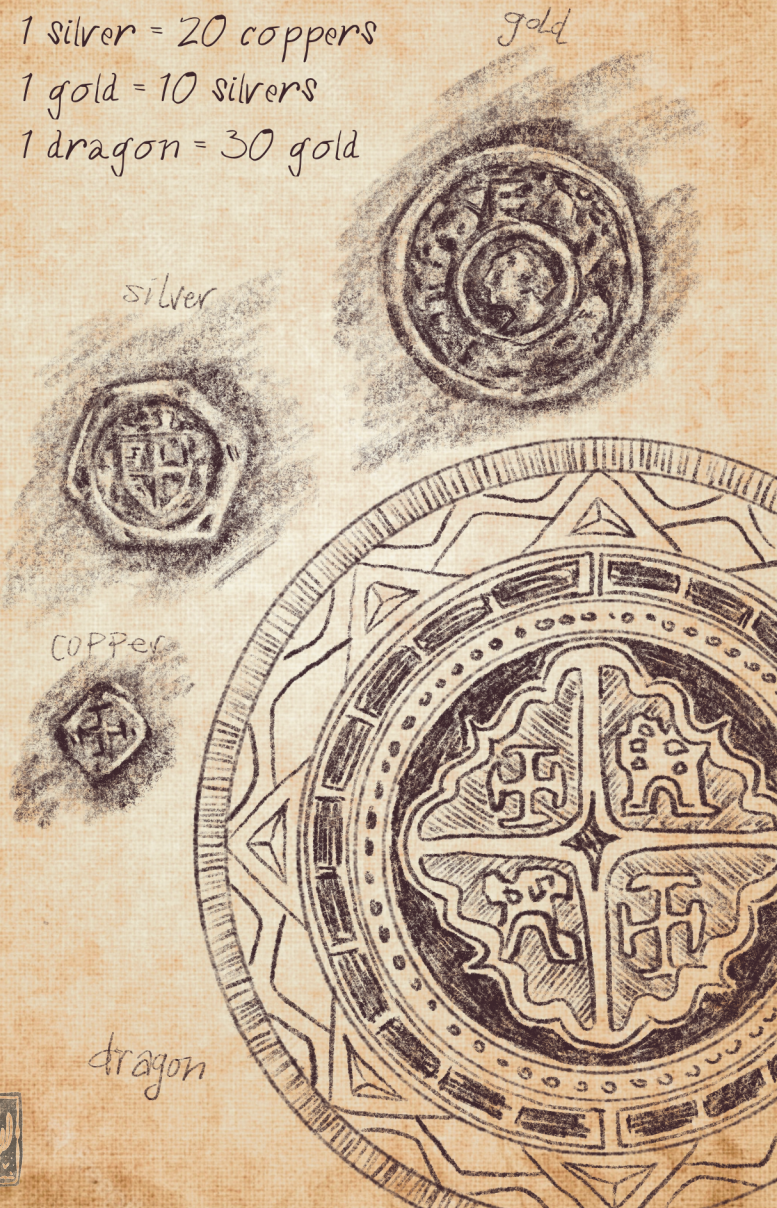
17 Sun's Dawn, 1242 AD

4 Sun's Dawn, 1246 AD

3 Sun's Dusk, 1219 AD

23 Sun's Height, 1225 AD

1 silver = 20 coppers
1 gold = 10 silvers
1 dragon = 30 gold



"It was first light when we finally spotted the great rock spires and piled shores of Naren on the horizon. The island was mountainous and covered in a lush green forest, looking much like an emerald set in the silver prongs of a giant ring."

Kingdom	The Pale Kingdom
Sea	Farnian
Sovereign	Emperor Phostos
Capital	Ceylan
Inhabitants	Humans, Akuji



The isle of Naren is a small, lush, and mountainous one located in the vast Farnian Sea. It boasts many large rock spires that surround its shores, which bear a striking resemblance to the great horns of a ram. Because of this, it is believed that Rameses, God of Wind and Strength himself, guards the isle, and it is often referred to as Rameses' Emerald due to its appearance when approaching its shores by sea. Its beaches are covered in smooth, black sands due to many ancient volcanic eruptions that formed the island in its infancy. This activity is primarily responsible for the highly fertile soil found throughout and the small gemstone mines that dot the isle. The weather is temperate, not experiencing snow during the winters, but many heavy rains instead.

It is sparsely populated and predominantly inhabited by humans, referred to as Narenese by foreigners, who speak a guttural, French-sounding language by the same name. The humans that live there are shorter than average, with men only reaching 5'5" and women being closer to 5' and, in some cases, as short as 4'10". Most of them have varying shades of brown colored hair and eyes with light to medium olive-tan skin. Given the appearance of their home isle, most humans here worship Rameses and Shanta more devoutly than Orran, though there are instances in which an individual may worship all three. It should be noted that Naren's first settlers were not human but dwarves who, after some generations, relocated to the nearby archipelago of the Hefredies Isles. It is believed that interracial relations between humans and dwarves are the primary cause of the short stature of the Narenese, though no official texts or records support this claim.



The Narenese are hearty, humble people who live off the land, most known for their keen horse breeding and horseback riding abilities. This skill makes their primary and preferred mode of transport the specially bred Ayla horse. These horses are small and hearty, known for their extraordinary ability to navigate mountainous terrain with ease and responsiveness to reinless riding. Those who are not horse breeders often make their living as farmers, builders, miners, and on rare occasions, seafaring traders. Seafaring traders travel in sailless longboats, usually rowed by ten to twelve men, that only travel for short distances. Their primary destination is usually the neighboring island of Jala, known for its game meat export.

This lack of travel makes Naren a highly self-contained economy and society, with many of its residents never setting foot outside its shores. Because of this, the population is small, and many of its native traditions have been preserved. The most notable is the animal sacrifice ritual of the Ageday Sacrament. This ritual involves the sacrifice of a ram when a child is born. All parts of the animal, except the meat, are used to create vestments and good luck charms for the new child. The meat and organs are cooked using traditional methods and fed exclusively to the child's mother for a swift recovery during her confinement period after childbirth.

The animal's skull is cleaned and kept safe for the child throughout their life, until their death, when they are interred cradling the skull. This is meant as a final offering to Rameses so that he may guard the individual's soul in the afterlife. Oftentimes these skulls are also displayed during momentous occasions in an individual's life: marriages, the birth of children, and the losses of family members. This is done in reverence to Rameses so he may bare witness to their struggles and triumphs, granting the individuals strength as they move into their new phases of life.



"The architecture was tall and had many dips and sharp points that scraped the sky above as if a crown were rising from the desert sands. Between the many crowded buildings were lizards, robed in all manner of colors, sliding past one another to hum the great capital city of X'chifostla to life."

Kingdom	*The Holtep Empire*
Sea	*Farnian / Ofler's*
Sovereign	*Emperor Quetza*
Capital	*X'chifostla*
Inhabitants	*Lizardfolk, Humans, Dwarves, Elves*





Although in close proximity, neither Taltan nor Galta are territories of The Holtep Empire.

The Holtep Empire is a vast, desert continent that shares its eastern border with the Farnian Sea and its western one with Ofler's Sea. Most of the land is blanketed in large sand dunes, though some areas are rockier and present geological formations like canyons, buttes, karsts, and mesas. Given the topography and the arid climate, traditional agricultural methods are ineffectual unless conducted in specially-made greenhouses that can be found in most cities and towns. Small oases are scattered throughout the territory though many are non-viable and colloquially known as icelakes. These mock oases contain highly acidic water that melts flesh from bones when entered and is the primary cause of death for less knowledgeable travelers passing through remote areas of The Holtep Empire. However, a dense concentration of viable oases can be found in the northwestern region, which forms small, jungle-like ecosystems with unique fauna as compared to the rest of the continent.

Lizardfolk are the primary inhabitants of The Holtep Empire and are often referred to as lizards or Holtepians. They speak various dialects derived from their three mother languages: Anatolian of The House of War, Tlaxlian of The House of Law, and Hamatian of The House of Dreams. However, this does not mean the mother languages are outmoded. Most Lizardfolk know their local dialect and the mother language of their House; however, male members of the nobility are required to know all three mother languages. Lizardfolk can range from 6' to 8' in height, are bipedal, and completely hairless.

Unlike the other Common Races of Oepus, they lack sexually dimorphic traits, save for a smaller waist present in females. They possess a variety of biological ornamentation, such as fins, combs, feathers, horns, and spikes, and come in all colors visible to the naked eye. Despite the variety of their physical traits, Lizardfolk uphold the belief that they are crafted in Kava's superior image and worship her exclusively. It is believed this is the primary reason they continue to practice enslavement of other races within their borders.



Holtepians adhere to a patriarchal caste system that highly values order and hierarchy. This permeates all aspects of their lives and is especially apparent in their political structure. At the center of this structure are the three main Houses: The House of War, The House of Law, and The House of Dreams. These Houses are comprised of Major and Minor clans, ranked as such based on their histories and level of influence. This means that the older clans, like Clan Oleander, Clan Oxlo, and Clan Shafa, tend to be the highest ranked and are often nominated to represent the interests of their House. A single individual from the representative clan is then selected to be the House Leader.

The three House Leaders are responsible for governing the territories and individuals belonging to their House and personally serve The Emperor in matters of governance over The Holtep Empire as a whole. This means that most House Leaders are expected to relocate to the capital city of X'chifostla to carry out their duties and often leave delegates in their place to govern over their home strongholds.



In olden times, The Holtep Empire also contained the now-annexed region of Galta. This territory was taken during a war waged and lost against The Pale Kingdom during the Heftah Dynasty some centuries ago. It is now primarily inhabited by humans, making border tensions high as the citizens of Galta vehemently denounce the continued practice of slavery within The Holtep Empire. Due to this, the border is highly guarded on both sides to prevent these tensions from escalating to violence. Thus far, these patrols have been largely successful in maintaining peace though the Lizardfolk soldiers are known for taunting their human neighbors by having their slaves dote on them while they stand guard.

Clan Oxlo Family Record



Names are significant to Lizardfolk, both to boast birthrights and rank and also, to pay homage to their lineages and ancestors. Their names evolved from a two-part convention to the more complex four-part system used today. However, there are many remote clans, such as the ones located in the region of Balera, that still use the ancient naming conventions. The modern four-part system is explained below.

The first or given name is chosen by the individual's parents when they hatch. For nobility, this is also the name preceded by the title of 'Lord' or 'Lady' once they have completed their ikismal *ceremony. When used sans honorifics, it is the most intimate form of address, usually reserved for nuclear family, certain relatives, lovers, or spouses to demonstrate closeness. However, this is only permissible in private settings; public settings demand formality, even from those closest to that individual, else being referred to by first name only is considered disrespectful and usually meant as an insult.*



The middle name is assigned based on gender. In the case of a male, it is assigned as the first name of their paternal grandfather. In the case of a female, it is assigned as the first name of their maternal grandmother. This practice primarily honors maternal lines, which are often erased and absorbed, as Lizardfolk society is highly patriarchal. However, because of this patriarchal aspect, men are not assigned or permitted to carry any part of a woman's name. It is considered shameful and demeaning to do so and is often punishable by disownment or ex-communication.

The last or clan name is the name of the clan the individual was born into. These clans are categorized as either Minor or Major within their respective Houses. Major clans command respect from Minor clans all across The Holtep Empire, regardless of House allegiance, and ones whose influence often extends to foreign lands. They are often characterized by long, well-documented lineages often going back to the nascent days of The Empire. Minor clans tend to be less powerful and often ally themselves with Major clans of their Houses in an attempt to grow their influence. This makes clan names a cornerstone of pride for Lizardfolk, especially if an individual belongs to a Major clan.



Due to their patriarchal system, a woman's birth clan name is replaced by her husband's upon marrying, while men retain theirs throughout their life unless they are exiled or otherwise disowned. In the case of the disowned, the divorced, the orphaned, or those of illegitimate birth, they are assigned the clan name, Pvaak, meaning 'outcast', and are considered beneath other citizens of The Empire.

Location names vary based on marital status and physical location, meaning they are variable throughout a lizard's life. If a lizard is married, the first location is the city or place where they have settled with their spouse to start a family, while the second is the name of the place where they were born. If an individual has not left home after marriage (i.e., married within the same town/territory) and both location names are the same, they are condensed to a single name followed by the suffix -vey (includes the hyphen). In the case of unmarried individuals, this is simply the name of the place where they were born. Whenever a lizard with two location names moves, the first location name is updated to reflect their new residence.



Four-Part Convention

- Lord Axtapor (first/given name) Rehteus (paternal grandfather's first name) Oxlo (clan name) of Ihama (birth city)
- Lord Sraekex: Lord Sraekex (first/given name) Kaufas (paternal grandfather's first name) Oxlo (clan name) of Ihama-vey (birth and marriage city, condensed)
- Lady Fisla: Lady Fisla (first/given name) Vorma (maternal grandmother's first name) Oxlo (clan name) of Ihama (marriage city) and Rhanta (birth city)

Two-Part Convention

- Kirik: Kirik (first/given name) of Balera (birth city/region)

Fig.1



"The ferry rides along the many channels between The Hefredies Isles have been described as an observer's paradise. The shores of the many isles are littered with peoples of all kinds, carrying on with their daily rituals and seeming to ignore we rabble who arrive as surprise guests."

KINGDOM
The Pale Kingdom

SEA
Farnian Sea

SOVEREIGN
Emperor Phostos

CAPITAL
Dalton

INHABITANTS
Humans, Dwarves, Elves, Lizardfolk, Akuji



The Hefredies Isles are an archipelago of islands located in the warmer and more temperate waters of the Farnian Sea. The four main islands, Aipha, Hefria, Lotan, and Maratz, experience mild weather year-round, with scattered showers and cooler temperatures during winter. The terrain is lush with native jungle flora and is naturally hilly; however, the settlement of diverse peoples in the region has permanently altered these traits.

Non-native flora like grapevines and olive trees have been introduced to the area, as well as deciduous trees and shrubs, like willows and hydrangeas. Much of the land has been terraformed to create settlements and towns; as such, many man-made meadows exist in place of its steep hills. However, there are some areas where the land's natural features have been preserved, largely for the sake of maintaining the privacy of its more noble inhabitants, who favor those areas when purchasing land and building their estates.



It is one of the more bustling centers of The Pale Kingdom; as such, all races can be found here, except Faefolk and Dragons. Due to this, The Pale Kingdom has sanctioned that each race may establish boroughs reminiscent of their native homelands. This is an uncommon decree, honored here and nowhere else in The Pale Kingdom, likely due to the area's high reliance on tourism-based income.

These boroughs largely function as independent city-states, including their own centers of trade, houses of worship, residential communities, and unique agricultural, septic, and irrigation systems. These sanctions extend to allowing architecture and designs of each race's motherland, making The Hefredies Isles one of the most visually and culturally diverse areas in all of Oepus. Despite this, tensions are relatively low due to the marked presence of Knights of the Order of Rameses and regular visits from dignitaries of The Pale Kingdom.

Aside from its diversity, The Hefredies Isles are also known for hosting many celebrations on its shores. It is commonly known as the Land of Festivals since inhabitants and visitors celebrate some kind of holiday nearly every month of the year. These celebrations include holidays and events usually only observed in each race's stronghold, such as Lizardfolk Ikismals, Dwarven Nameforging, Human Orran's Day parades, and the ancient Elven practice of mo'alecta, or ritual blood-letting. However, the most significant of these celebrations is Solas Week, instituted by The Pale Kingdom in honor of the late Empress and Lizardfolk Allmother, Mother Mazvah.

This week-long nighttime festival begins on 1 of Sun's Dawn and concludes on the night of Solas Day with the traditional weaving of cords. It brings an influx of celebrants in the thousands in the weeks leading up to the festival and is by far the region's most profitable time of year. The Imperial Tour of Territories typically follows this celebration, wherein the Emperor of The Pale Kingdom visits his most prominent lands. The Tour usually begins with The Hefredies Isles due to their general prosperity and densely populated nature following the conclusion of Solas Week.

Dearest H,

I pen your response from my gardens as I enjoy a blend crafted in your name. It is woody in flavor and altogether comforting, like the reassuring gaze of your lovely, wrinkled eyes. What I wouldn't give for such a look, my lord, and to hear from your lips that treasured phrase: "All will be well"!

These are strange times, what with tensions rising in Galta to the north and the murmurs of war growing louder by the day... I am so stricken with worry that we shall see the bloodshed of old repeat itself and that you may be dragged into the scheme by the Emperor as before. I should not like to see you or your clan fall from grace, my lord, the way that Clan Iftam once did. Please promise me, for the sake of my heart's health and happiness, that you shall remain on the right side of things as you always have and lobby for peace amongst those warring voices.



Alas, even now that my words of caution have been delivered, I cannot seem to write about happy things. My grandson has returned to these shores. (I trust there is no clarification needed as to which grandson I am referring to if you have been paying our correspondence 'the most careful of attentions' as you claim!) As you know, he is rather free, coming and going as he chooses, but it is that very freedom which unsettles me, my lord, for he has yet to visit me.

I received word from my son that he returned some weeks ago and is currently under the tutelage of Seer Rojundrog himself. What little reassurance. I have taken it upon myself to seek him out, but I have been denied entry to his castle and continue to be dismissed if I so much as speak his name! It agitates me to pain that I am refused the simple knowledge of his welfare! And I am frightened. My sons are not so gentle or patient. Could it be that their denial is an indication of their success in that wretched deed?



I can scarcely sleep, my lord and my appetite has gone! Perhaps you may think me a fanatical old woman, doting on a grandson in so devoted a manner when such a thing is not commonplace, but please understand, my lord, he is like a son to me! Please, say that you will offer a prayer to Kava on his behalf. Say that you will and quell the worry in my heart!

With that request, I seal this letter and its envelope with a kiss, sending not just this message but my most sincere wishes for your continued health and safety along with it. Please look after yourself, my lord. The world has become a frightful place.

Forever yours, F.



Caramels

Ingredients

- Butter
- Sugar
- Milk
- Vanilla

In a pot of the right size, lightly boil butter and sugar
for some minutes.
Add milk in splashes for thrice that time, erstwhile stirring.
Add vanilla and let settle in a cool place under night's cover.
Cut and serve it forth.





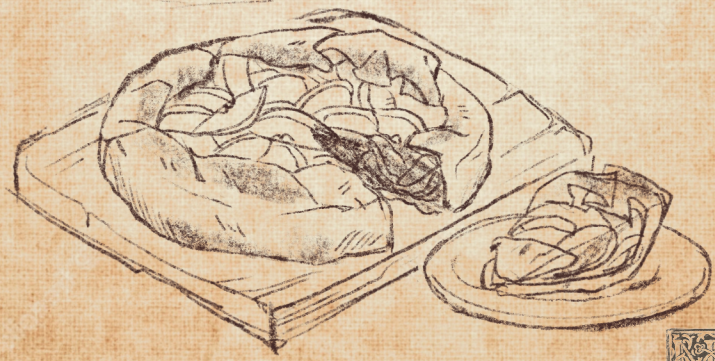
Apple Galette

Ingredients

Crust	Salt
Apples	Fine sugar
Sugar	Egg stirred with milk
Spices	

Wash and slice the apples, thereof thicker than paper but thinner than a sturdy canvas.
In a fine wooden basin, blend the apples, sugar, and spices.
Lay apples in the crust with care and roll said crust closed along the edges.
Spread egg mixture over the rolled mass and bake. Shake fine sugar atop it and serve it forth.







I wish for you and I to always be honest with each other.
We will be.

I wish for ye and I to do everythin' in life together.
We will.

I wish for you and I to learn from one another.
We will.

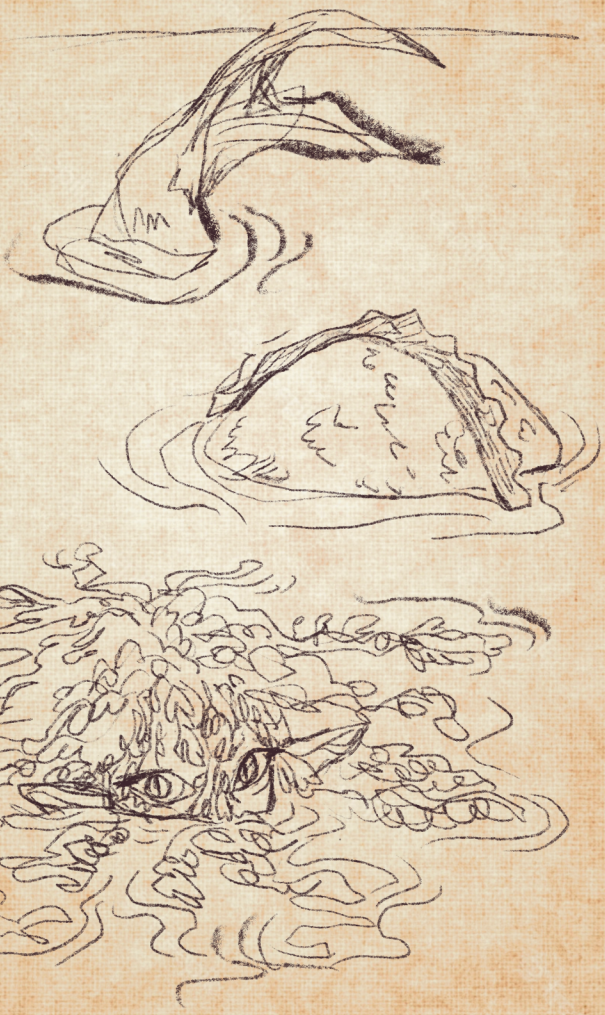
I wish for ye and I to always be free.
We will be.

I may know what comes, but be it storms or blue sky,
will ye stay with me?

Yes.
In this life and any other, I will always be with you.
So, come what may, will you stay with me?

Aye.
Here, The Realm, Anywhere.
Always.

DERO



Grilled Fish

Ingredients

Fresh caught fish	Water
Salt	Garlic
Pepper	Chilis
Limes	Sugar
Oil	Herbs

conserve innards for sweetheart!

Take up the fish and slice along the belly.
Rub salt and pepper on skin and inside, and stuff with limes.
Break chilis and garlic and add to a mortar and pestle with herbs, sugar, and water.
Pound with might. Grill and serve it forth with the above sauce.



Buildin' a Fire

To build a fire proper ye been needin' of four thin's:

- x Tinder (dry leaves, cotton, fur, seeds)
- x Kindlin' (twigs and sticks)
- x Burnin' wood (thick as 'bout three/four fingers and dry been best)
- x Flint and steel or matches

We'll start on with a basic fire. This been the easiest to make and master.

1. Start by makin' a wee pile of tinder. Nay pack it tight, else the fire will no find air.
2. Add yer kindlin'. Build it as a wee tent over yer tinder. Start with the wee bits first then add the bigger sticks.
3. Usin' flint and steel or matches, strike a fire on yer tinder. Blow on it right gentle so it catches. Ye can light more parts of the tinder to help it catch right quick.
4. Keep addin' kindlin' so it grows and once it been big enough, add yer burnin' wood.




1.


2.


3.


4.



To build a fire if'n ye nay have so much wood, set the wood as a star.

1. Set yer tinder as 'fore.
2. Add yer kindlin'. Build it as a wee tent over yer tinder.
3. Take yer burnin' wood and 'rrange it as a six-point star round yer kindlin' tent.
4. Light yer tinder and let it burn.

If'n the weather been bad, ye must shelter the fire so it nay goes out.

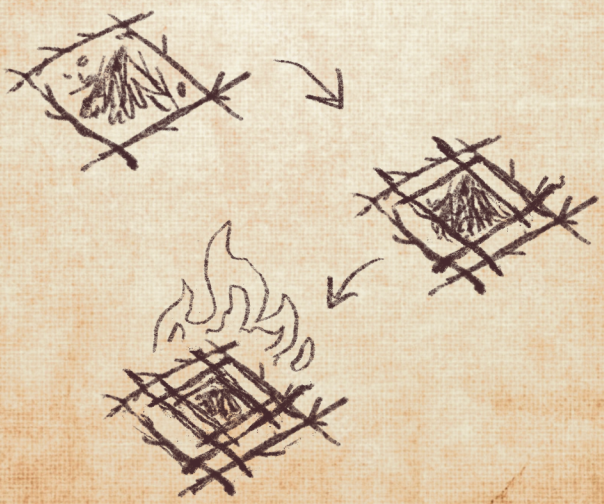
1. Set a heavy log (abouts the size of yer arm) and tuck yer tinder 'hind it.
2. Lay yer kindlin' over the tinder to make a wee lean-to.
3. Light yer tinder and tend to it as 'fore.





To keep a fire ye nay have to watch so much, ye must use a stack of sticks so the fire been well fed.

1. Set yer tinder as 'fore.
2. Take yer kindlin' and set two sticks opposite each other to frame the tinder.
3. Add another two sticks opposite ways, stackin' on the first two to form a box 'round the tinder.
4. Keep on with this pattern to build a wee tower and add few twigs on top.
5. Light yer tinder and let it burn.



Pitchin' Shelter

To pitch a tent ye been needin' of three thin's:

- x Rope
- x Four stakes
- x Two long sticks

1. Find yerself two trees, with space 'tween 'em to lay yer tent.

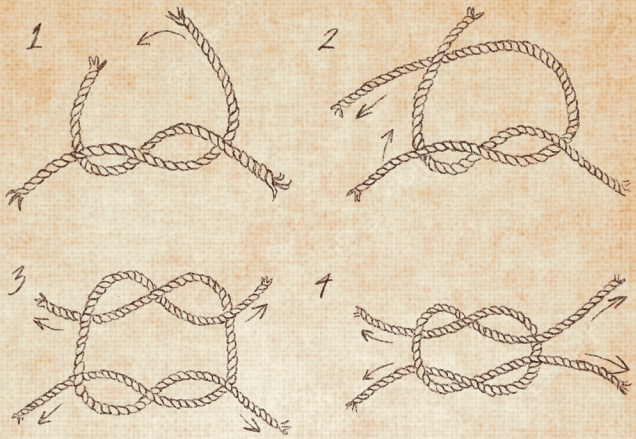
2. Rig yer rope 'tween the two trees usin' a two-half hitches knot on each side. Must be high enough to keep yer tent taut when ye stake it.

3. Lay yer tent over the rope and stake the corners down proper.

4. Add yer sticks to the open sides and use the ties on the flaps to close the sides.

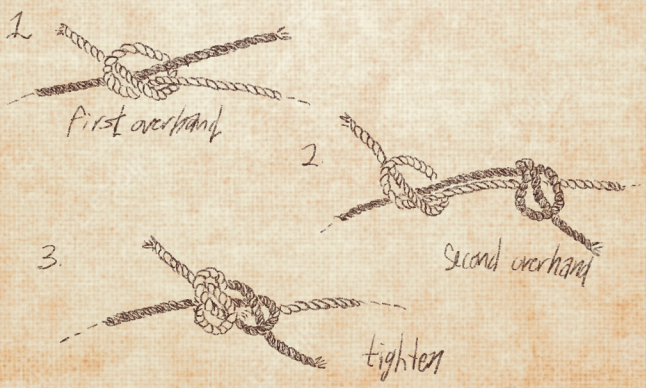


Reef Knot



Nay use this to secure anythin' with load, will give right easy. This been useful for thin's like bandage tyin'.

Fisherman's Knot



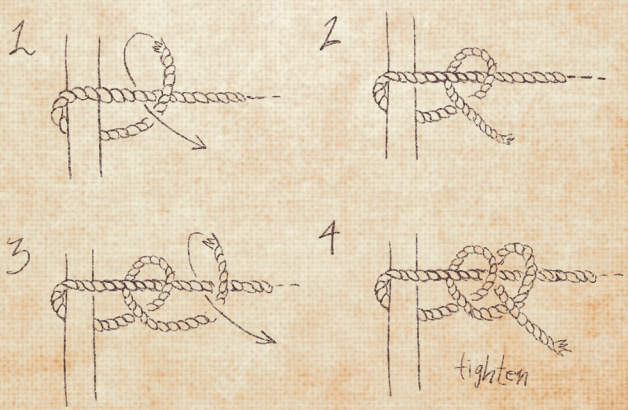
Use this if'n ye be needin' to secure two lengths of line. Been right sturdy, will no come undone when it be wet either.

Bowline Knot



Good for moorin' boats, hoistin' or haulin' thin's.

Two Half Hitches

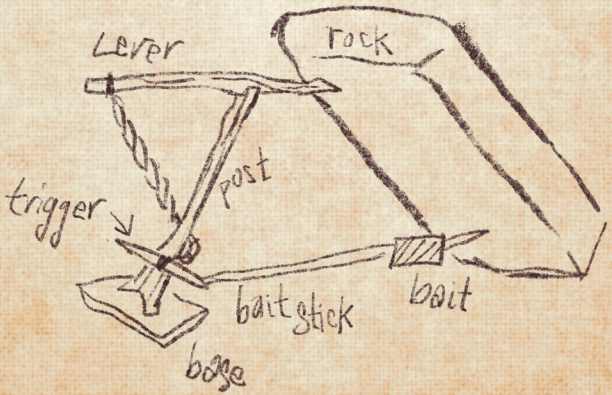


Good for fastenin' thin's to posts, trees, rings, etc.

How to Set Traps

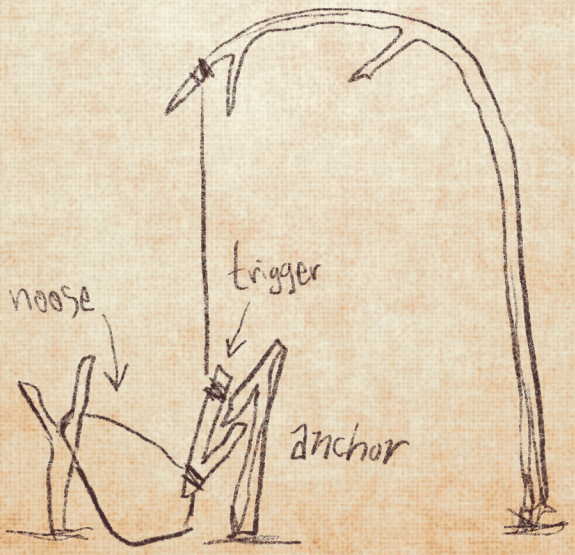
Deadfall Trap

1. Find two sticks that be thicker than yer finger to be yer lever and post
2. Fetch two wee twigs, one been yer trigger pin and the other been yer bait stick
3. Cut notches into yer lever and post
4. Bind yer trigger pin with a wee bit of line to the end of yer lever
5. Gather a big rock that been right flat on bottom
6. Find a flat place to set yer trap and place yer bait stick



Rollin' Snare

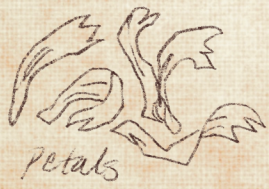
1. Collect three 'Y' shaped sticks.
2. Stake yer anchor right deep in the soil.
3. Make a noose 'bout the trigger stick.
4. Find a limber lookin' branch near'bouts the ground.
5. Secure the other end of yer trigger stick to yer limber branch.
6. With care, set yer trap by lockin' the trigger to the anchor.
7. Set yer noose open usin' the third 'Y' stick.



Calendula

This yellowy bloom can be easily found in spring and early fall; it does not prefer the heat of summer. They can be found in most meadows as they tolerate most types of soil. Its petals can be used to treat wounds and combat infection.







Calendula Salve

Steep fresh calendula petals in a cup of olive oil, preferably in direct sun, for one week. Strain the oil into a quarter the amount of beeswax. Pour into jar and seal. Let harden before using.

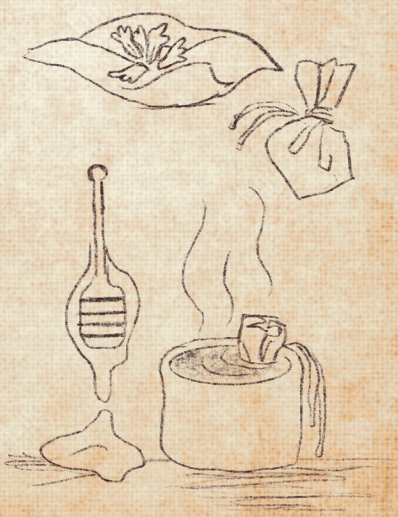
Lavender



This purple sprig of flowers enjoys hot, sunny, and dry climates. It can be found in rocky or sandy soil, usually growing in small bunches or bushes. It can be used to calm the mind and help one to sleep.

Lavender Tea

Add fresh lavender buds or dried flowers to a small linen cloth or handkerchief. A few pinches will do. Steep in a cup of hot water for some minutes. The brew strengthens over time. Remove the linen and add honey or sugar for flavor.







Poison Dart

If'n the need 'rises, share the bark of bricklespine with a file till ye draw oil. Soak yer darts in 'em for 'bouts five ticks. Will drop a stout man right quick. Ye can find bricklespine anywhere there been weeds, break a few pieces into yer pocket for safekeepin'. Nay be poisoned 'less the oil been drawn.



Star Lake

Star Lake is a rocky and remote island located at the southern extreme of the Farnian Sea. The terrain is made up of rolling hills that gradually become steeper, forming pointed mountains nearest the island's center. Due to its closeness to the frigid Bala Sea, the island experiences high winds, harsh winters, and relatively cool summer months. These conditions mean that most plant life struggles to thrive here save for the hardy straw-like grass found throughout. Its most unique feature is that of its namesake, a lake within a dormant and collapsed volcano at the center of the island. This lake has been observed to be still as glass and runs deep into the old volcano, creating a cavernous system of rivers and other lakes just beneath it.

The island also features four large springs located at each of its corners. These springs are not filled with fresh water but salt water. This is because Star Lake itself is disintegrating into the sea. Scholars first observed the occurrence in 1000 AD during the first of many explorative expeditions. The land just outside the capital city of Alves collapsed into the sea, taking with it 300 lives. Since then, many inhabitants have abandoned the isle, leaving it relatively desolate. Those who remain are scholars and researchers who continue to observe the phenomenon with great interest.

Given its lack of population and remote location, it is scarcely visited by tourists and members of the Imperial Family. Postings of Knights of the Order of Rameses are rare here, though a detachment exists at the northernmost part of the island. Their primary duty is to ensure the safety of the island's researchers during their ongoing expeditions of the lake inside the mountain. However, funding has been diverted from research efforts in the last decade due to public outcry at the dangers of continued expeditions.



The many cave systems beneath the lake are unstable, often collapsing without warning, trapping or killing researchers. Even those who survive spelunking in those subterraneous systems report "feeling strangely" once they return to the surface. Recorded symptoms include acute depressive tendencies, the feeling of being watched, random bouts of skin puckering, and in severe cases, auditory hallucinations of cries for help being heard in the dead of night.



"These lonely shores are characterized by great cliff faces and many rocky, treacherous beaches. But the beauty of this place is what rest within its highest peak and the namesake of this place: a lake so still one may view the stars from it."

Kingdom	*The Pale Kingdom*
Sea	*Farnian Sea*
Sovereign	*Emperor Phostos*
Capital	*Alves*
Inhabitants	*Humans, Akuji, Lizardfolk*

It has been observed that recurring entry to the caves exacerbates these symptoms, eventually resulting in severe paranoia of the outside world. This inevitably leads to death, as visitors refuse to leave the caves and do not accept food or drink, citing that the offerings are poisoned by "the hands of the first traitor". It is unknown what causes such an odd and specific pattern of symptoms, and there exist no records of successful recovery once visits to the caves begin. The most widely accepted opinion is that the caves are hexed by black magic and should be avoided at all costs.



THE MIRAGE

"It has been said that any who spot this ship on the horizon have not lived to tell the tale. Be advised, seek not this vessel, for surely ill tidings will follow."

KINGDOM : ?
SEA : ?
SOVEREIGN : Captain Anara
~~*CAPITAL : ?*~~
INHABITANTS : Humans, Lizardfolk



The Mirage has been dubbed by many as the fastest and most dangerous vessel on the seas of Oepus. To date, there exist no other ships like it, neither in size nor construction. It features three masts and is crafted of dark and nearly black, perhaps oil-stained wood with similarly dark sails to match. Its decks are elongated and more narrow than traditional three-mast constructions and, curiously enough, are not armed with canons or ballista. Its primary method of defense is the rumored bow spike just beneath the bowsprit. However, the design and the material it is crafted of have never been confirmed, so it cannot be stated with certainty whether this weapon truly exists. Historically, the vessel has not been observed taking prisoners, so it is unknown the size of its brig or interior.

From the few scattered records available, it would seem that The Mirage has always operated as a pirate vessel. Many speculate it was built for the purpose of pirating, and given its unique design, such a conclusion is quite plausible. However, there is no confirmed evidence to support this claim. Bills of sale nor schematics have ever been uncovered, and no region or private company has ever come forth to declare ownership of the vessel. Despite this, scholars have determined its date of construction to be roughly around 500 AD. This figure is based on its first recorded sighting in 505 AD by sailors off the coast of the Savanic territory of Ka'halecta.



Given these dates and its proximity to Ka'halecta, the most prevalent belief is that the ship is of an old and abandoned Elven armada design that managed to survive The Burning of 495 AD. This event was not only responsible for the devastating loss of printed works belonging to the Elves of The Savaniels but also sparked the Savanic Clash of 506 AD. This war between the forces of The Savaniels and The Pale Kingdom ended with the scattering of the once-united Elven kingdom to The Savaniel Forests that exist today.

Its murky origins are further muddied by its long history of captains, each of whom is merely a name and nothing more. Despite this relative anonymity, her captains have all enjoyed reputations of cruelty and a type of garnered respect amongst other pirates. Its most recent captain, Captain Anara, continues with this long-standing tradition to an excessive degree. ~~He~~ She is often hailed as the cruelest pirate to sail the seas of Oepus, outdoing ~~his~~ her predecessor, Captain Odell, well-known for his love of keelhauling. By contrast, some accounts accuse Captain Anara of cannibalizing ~~his~~ her victims and having a fascination with collecting their bones. It is therefore advised by many authorities to avoid contact with this vessel at all costs.

Grilled Fish

Ingredients

-1 red snapper of size, scaled and cleaned

-Salt and white pepper

-Lime juice and olive oil (will be applied while grilling)

-Reserve used limes to place inside fish

Sauce:

-6 tablespoons lime juice

-3 tablespoons water

-2 tablespoons fish sauce

-1 tablespoon sugar

-Salt and white pepper to taste

-6 cloves of garlic

-4 Thai red chilis

-5 sprigs cilantro

-1 tsp brown sugar



Method

Fish

1. Rinse fish and pat dry.
2. Make two cuts on each side.
3. Rub with the desired amount of salt and pepper. Apply to the inner cavity as well.
4. Squeeze lime over both sides and place used lime segments inside the cavity.
5. Let the fish rest, and make the sauce. If using a charcoal grill, now is a good time to light it!
6. Grill fish for 15-20 minutes on each side. Be mindful not to burn the skin. Do not turn constantly or turn before ready, as it will fall apart.



Sauce

The chop for the ingredients is coarse, so to prepare, you may use a mortar & pestle, a food processor, a small blender, or simply a knife.

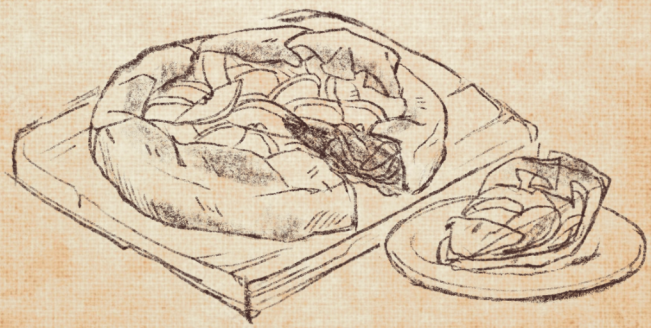
1. Peel and chop garlic.
2. Chop chilis and cilantro.
3. Add chopped ingredients to a bowl.
4. Add lime juice, water, and fish sauce.
5. Add sugar, brown sugar, salt, and pepper.
6. Mix and taste. Adjust to taste as needed.



Apple Galette

Ingredients

-1 puff pastry sheet
-2 apples (Granny Smith)
-1/8 cup white sugar
-1/8 cup brown sugar
-1/4 tsp Cinnamon
-1/4 tsp Cardamom
-1/4 tsp Nutmeg
-1/4 tsp Allspice
-Pinch salt
-Powder sugar for dusting
-Egg wash (1 egg w/ 1tbsp water or milk)



Method

1. Preheat oven to 375F.
2. Thaw the puff pastry sheet and rolled out width-wise.
3. Peel and core apples, slice them into thin wedges, and place them in a large bowl.
4. Add sugar and spices to the apples. Fold them together gently.
5. Arrange apples to the center of the puff pastry sheet, leaving about an inch to fold inward.
6. Once folded, brush with egg wash. If you don't have a brush, fold up a paper towel and dip the end to use as a brush.
7. Line a baking pan with parchment paper, apply a non-stick spray, or grease the pan with butter, and lightly dust with flour to prevent sticking.
8. Bake for 30-40 minutes or until golden brown.



Caramels

Ingredients

- -1 cup butter
- -4 cups white sugar
- -2 cups light corn syrup
- -24 oz evaporated milk
- -1 tsp vanilla
- -Heaping pinch of salt



Method

1. Line desired pan with parchment paper and grease with a non-stick coating. The smaller the pan, the thicker the caramels will be.
2. Add butter, sugar, and corn syrup to a large pot and melt to combine at medium heat.
3. Bring to a light boil for 5-10 minutes.
4. Gradually add milk in small batches. It should take about 30-40 minutes to fully add the milk. Take care not to add it all at once, as it will curdle.
5. Stir constantly, ensuring it doesn't boil over until the caramel reaches 245F (firm ball stage). To test this, drop a bit into ice water and mold it with your fingers. The caramel should come together into a ball.
6. Remove from heat, and add in vanilla and salt.
7. Pour into pan and set into the fridge overnight.
8. Cut into squares or the desired shape and serve.



MEF

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A.R.O.