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Locations of Note

- ★ **Hokusai Island** is considered a vestigial island due to the fact it has a small visible surface, yet hostile water at the coast. The surface itself is the host of numerous protected species on the verge of extinction. It has been marked as a natural reserve under the jurisdiction of Vernes. Most of the money accumulated through the extravagant auctions of limited mystery goodies and other items are spent maintaining the coast guard, which prevents trespassers from disturbing the reserve. The trees of this island are said to be the sturdier and lightest for building ships. However, their harvest is fully illegal, since Tealdrop trees are almost extinct and a pillar of the local biodiversity.
 - There is a harbor located onto the island itself, which has an abandoned manor which belonged to a man who tried to colonize the island by himself. This fine establishment now serves as a sanctuary for rare and wounded animals. There is actually a family of Pecheurs who lives there full time and works toward trying to save species from extinction. They tend to stream the cutest animals in order to gain more donations. This has proven to be efficient, alongside the merchandise of the baby animals.
- ★ **Hokusai Nation** is an independent nation considered exterminated at the end of an ancient war. However, it is striving quite well, despite being culturally isolated from the

other nations. It is a gigantic underwater nation which is half a network of caverns, where they hold their housing and half wide landscapes protected with a technological dome. According to rumors there is an entrance to the nation hidden on the surface of the Island which shares the same name. It was once the tip of a mountain. The true size of the nation is unknown, as there are many spirit beasts who act more aggressively than normal due to the presence of the protective fields. Their technology differs greatly from that of the outsiders. It is rumored that they have replicated the famous portal which allows them to jump between worlds, but it is simply a legend told by ancient Pecheurs who survived the war. No contact has been made so far.

- The architecture is said to be carved from the walls of the cavern themselves in ornate details. The lighting of those gigantic cities is provided by bioluminescent plants and fungi naturally growing in the dark of their surroundings. There are historical records of widespread algae farms which serve as the base of their clothes, which effectively renders them resistant to water and solid enough to withstand blades. This specific algae they used for their armors is considered extinct.

★ **Klimt** is a strategically well placed island located between Mucha and Vernes. It has a tropical climate and a year long summer weather. There are a great number of windmills on this island as winds are known to be quite strong. The energy produced by these winds serves to feed most of the factories of the industrial side of the Island, which is notoriously known for its production of essential goods. The island is actually split in half with a natural barrier of mountains. The second side of the island is considered the Cultural side, as it has many different academies and the finest educational possibilities. This island is well known for its prosperous businesses and high presence of nobility.

- A notorious part of the island is the prestigious Surcouf Academy, which trains the Navy recruits of the future generations alongside regular soldiers, officers and other employees who have the official permit to hold firearms, which are strictly restricted due to their lethal ability. It is seen as an honor to have attended such an academy.
- The Beaudelaire Academy is the most well known private institution to train the new generations of the elite. It offers the most distinctive classes including ancient languages and archaic culture. It is considered the best of the best for well paid jobs in most circumstances, excluding the medical field. It is usually filled with noble spoiled brats.
- The Sartre Academy is the most known institution which trains the newer generations of scientists, doctors, surgeons and other professionals who deal with lives and save them. The fees are high, but so is the quality of the formation.

- There are other institutions but most young ones who travel to Klimt come for the prestigious academies and a certain future filled with shiny dreams and no monetary worries. Many arrive with bright hopes, but find themselves unable to withstand the onerous living rate. Those unfortunate souls often find themselves working in the shady factories of the Industrial side.

★ **Vernes** is an island known for its social stardom, business practices and adoption of new trends. This is where most social media influencers from the younger generations reign supreme and where fashion is praised on a high pedestal. Actions made by the citizens are mainly dictated by the social impact it may have, thus the reflection of self is the biggest factor in any decisions. The Mayor of the island, who took this trendy title instead of the old fashioned Governor, despite being the highest authority of the sterile island, is the number one social media star here, and if you don't follow him, well you definitely should. The waters around Vernes also tend to have some of the most aggressive spirit beasts for reasons unknown to them (The Hokusese barrier of Corral) in all of the sea surface, and they have created a teleportation portal that is linked to the island of Klimt, their biggest commercial ally for convenience and safe travels. You need to have a Bubble Pass, paid in monthly wages to be able to use the teleportation device. There are multiple bundles of passes which has a difference with the speed of travel, as it gives more money back to the Mayor.

- Vernes has many absurd museums which praise the new technology and trends. Their existence is more than often temporary, alongside their numerous cultural events. If it is trendy, they will adopt it and showcase to the other Isles how advanced they are compared to them.
- They also are the capital of Fashion, with the biggest names of the industry, who belong to the aristocratic rich class establishing themselves on the rocky island.
- At one point there was a volcanic eruption onto the island which made the soil completely inapt to withstand agricultural crops. The acidity of the soil is so great that the only trees which grow there are of an intense shade of dark purple.
- These have a reputation of being trustworthy for ship building, as they are known to float above water despite their heavy weight. Boats built with such wood, called the Dawnbringer, will be impossible to sink, as they will just flip themselves back onto the right side.
- They have an exclusive secret business relationship with a species from another world, which had been established by Algae Corps, which is owned by the mayor himself.

★ **Mucha** is an island which, due to unknown circumstances, possesses a denser quantity of Nightmares, which finds itself gathered within the natural barrier of winds and fog. It is said that this phenomenon used to cause every ship which traveled too near to sink and crash onto the coral reefs which served as an underwater barrier to the island. Nowadays, with the use of Dawnbringer in Boat craftsmanship, this is fortunately no longer an issue. The unstable energy from these Nightmare and aggressive Spirit beasts are said to be the reason behind the harsh climate of Mucha, which sees itself covered with snow for half of the year, with the other half being mostly rainy. Surprisingly, this unique weather found itself to be ideal for the production of lilac maple syrup, a staple of their local cuisine. During the fair half of the year, soils are covered with a wide array of unique vegetation and the most beautiful flowers one may lay their eyes on. However, due to the fact the concentration of Nightmare is so high, it is almost toxic for regular Pêcheurs, many of these plants are lethal if ingested or touched.

- Most of the island is covered with wildlands, since their cities are all established onto the coasts. It is more strategic for them to be able to travel on a whim. The biggest factor in their economy besides the production of the “Lilac liquid Dream” lies in their natural talent as fishermen. They are the most talented hunters known within Merveilleux, as they have been culturally isolated for a great amount of time.
- Their culture is impacted by the harshness of their environment as they tend to be loyal and quite efficient in the tasks they are given, taking everything at heart. They usually find Vernes to be way too loud for their tastes, as they strongly believe in the sacred status of traditions inherited from their ancestors.
- They possess their own military force, called the Peace Squadron, whose purpose is mainly to scare away potential threats and make sure no crimes are committed within the soils of Mucha. They also double as the best unit of coastal guards and wildlife protectors. They often find themselves used as mercenaries to protect natural reserves.
- Not much is known about their Governor, besides the fact that they are a strong defender of Nature. Not unlike the rest of the Cauchemars, they are sturdy but quite secretive. They find it extremely hard to trust strangers, and use magical charms in order to conceal their unique appearances. These are made using an exclusive metal called the Muchatryll and a rune made with a bit of water magic.

★ **Aquasomnia** is a strictly underwater nation located in the far South of Mucha. It is surrounded by an artificially made barrier of water which is located near the greatest Coral Reef of Merveilleux, which expanded to this point by using the sunken ships as anchors for their own establishment. It doubled as an underwater graveyard for those who had fallen while in duty. It's principal function is to ward off the aggressive Spirit beasts which find themselves influenced by the Cauchemar concentration of the Mucha

waters. Although the phenomenon of aggressive creatures wandering too close are not a common occurrence, they prefer to be safe rather than risk the lives of their citizens. This barrier is maintained by the strongest magic adepts within the population and is considered among the most prestigious positions one could be. They are considered Government employees and get huge social benefits within Aquasomnia.

- The architecture is strictly created from gigantic coral formations and finely carved into buildings they can live in with no problems. As they are always under water, their civilization is built around the farming of sturdy but soft algae which can be used in order to make clothes, furniture, paper and any other essential items which need a flexible material. Their farms are among the most efficient recorded ones, as they have perfectly adapted themselves to their underwater way of life.
- They also mastered the art of echolocation in order to tame specific aquatic species which assist them in their tasks. Notorious examples of such would be the Greater Volcanic Snails, which serves to carry heavy equipment in the stead of its master. There are known rings of Capricorns races as their speed and loyalty makes them fine mounts to possess. They have farms of Sturgeons and salmon which tend to lay fresh caviar. These specific fishes have altered reproductive behaviors and do not need to be slaughtered as they will produce infertile eggs almost every day out of love for their owners. Their alimentation is based around their farms.
- Their fashion is usually around tamer colored algae, light draped clothes and ornaments, colorful accessories made out of seashells and coral shards. The more accessories one wears, the higher the social rank of an individual.
- They obey the orders of their beloved Queen, the daughter of a Strategic prodigy and general who fought to death in order for their nation to gain their independence, with success.
- Their nation harbors refugees with open hands, but does not see the political situation of Merveilleux with a good eye. They are unable to live on the surface and do not want to have partnership with most of these nations. They especially perceive the alliance of Vernes and Klimt negatively. They sometimes strike business with Mucha, as their earthy culture is closer to their own beliefs.

★ **Gogh** is an island with a modest size, located at the south of Vernia. It is only composed of flat plains with vast crop plantations. The quality of the harvest they produce once per season is greater than any other island. Despite being the smallest community, the hyper fertile soil and good weather brings unique conditions which allow their plants to produce as much as five times more than their counterparts of the other islands. Locals say that a specific harvest spirit blessed their island with the best conditions after a poor farmer spared its life. If this tale is a truth or simply fiction, there is no denying the exceptional

soil of this rural island. It is mainly covered with agricultural farms and small harbor villages. Their architecture can be jarring for those from outsiders as they have a symbiotic relationship with local trees. Their housings are built within the branches' network of the eldest gigantic local trees, which leave every surface at the ground available for producing crops. They use their water magic to slowly alter the movement of branches, thus forming living bridges which connects each household with each others.

- Their household has huge windows in order to let the natural light within and the roofs are built using dead branches. They build them flat as a way to allow more space to put soil. They use the maximal efficiency possible in order to produce more crops. Their technology mainly rests upon the natural sunlight and moonlight, which they absorb within special panels. These redirects the light in the darker areas of their towns, as a way to ensure every vegetable and fruit grows to their optimal sizing.
- They have dug wide galleries of tunnels underneath their cities. These secret pockets are illuminated with solar energy and used to hold their fish and fungi farms, as they serve as their main sources of proteins, besides bugs, which are locally considered delicacies.
- This island generally has way less technology than its neighbor, but they still have access to cellphones in cases of need.
- There is a pond at the center of the island which is said to be inhabited by a legendary Spirit which can grant miracles for those who pray in their shrine.

★ **Monet** is an island located in the further southern area, underneath the modest Gogh. Considered as the plain island, it has a deserts area with an oasis shimmering with dreams. The vegetation is mostly tropical in nature, with a majority of cacti, which are a staple source for their well known painting pigments. This island is known for its quiet style of life and old population. Families who want to be far from cities and fast-paced technology advances tend to establish themselves on the rural areas of Monet, considered the safest island among the archipelago. Another wide percentage of the population is composed of artists who find themselves inspired by the serenity of the calm seas surrounding Monet.

- Most buildings are mostly made of glass as a way to allow sunlight inside the houses. These are usually built as separated one floor houses where multiple generations of the same family live together. They have multiple centers which are adapted to gather the war veterans who are unable to work due to various traumas. Their health centers are the most notorious among Merveilleux.

- There are many art studios spread upon the shores as the majority of artists which are not from the trend of Avant-garde live upon Monet as a way to be closer to the raw materials they are using.
- There is an academy named Dali which is specialized for traditional art techniques and traditions.

★ **Beginning** is an artificial island whose location always varies through the months. It is composed of an entire fleet of ships tied together with tight ropes. They all belong to an infamous pirate captain who calls themselves the Dream Reaper. Despite their real identity being unknown, there is a hefty prime above their head, as they have successfully ward off the navy for centuries. Each year, the fleet grows larger as more citizens flee the lands in hope to find shelter within the Beginning, which is not affected by the laws of the King.

- It is forbidden to fight within the fleet, unless it is in specific fighting rings, where many like to prove their valors. The fleet has four other rules. 1. Do not kill innocent lives. 2. Do not bring harm to your own bloodline. 3. Do not disclose the location of the fleet if the password has not been provided. 4. Beginning is a neutral territory so rivalries must be kept outside the fleet.

★ **Roilune** is a small private isle shrouded with mist which is located at the south of Klimt and is deprived of any singular wild lifeforms. It is notoriously known for its moon crescent shape and crystal clear waters. It is only inhabited by the most estimated members of the court of the King. It is onto this island that the royal court was built, in a way to ensure additional protection for the pure blood of the family. Every Political decision is made on this island with the aid of the newest technologies.

General Information

You know when you wake up from an excellent dream, and as soon as you wake up you immediately forget the whole thing? Well, the reason is because a Pêcheurs De Rêves came and collected it. Why exactly do they do this? Well you see these children use dreams as a currency in their world for everyday things, and well even paying rent! Some dreams are worth more than others, and certain Pêcheurs De Rêves have preferences on what types of dreams they like to keep, obtain, and trade. Some of these little darlings even manage to hook nightmares.

Pêcheurs De Rêves have a variety of traits that make them stand out. The most obvious of which is their fishing line tail, and their hook at the end of their tail. However, there are a

number of blessed individuals that have an anchor instead of a hook that allows the boat to keep from drifting. The second most important trait for them is their retractable fins that can be on various locations of their body including their arms, legs, and back. These fins extend when they are in the water, and when out of the water retract to their bodies and appear like markings on their body. Though it is rumored that they may even have finned ears or head fins as well. When one of these individuals are in the water, their body has bio luminescent markings that only appear in the water. Additional traits many of these beings have are wisps that appear on the head, and bobbers on the fishing line tail, but not everyone has those. It seems their eyes, wisps, bioluminescent markings tend to all be the same color. It is also found that those who have glow in the dark fishing lines the glow matches the same color.

Now you may be wondering, how exactly do they collect these dreams? In their world there is an Ocean, called the Dream Ocean. This Ocean connects their world to the Dream world through a portal. The dream fisherman has to cast their fishing line tails into the Dream World using the portal. The specialized hooks they have allow them to be able to capture dreams. After they capture the dream they collect them in orbs, and have specialized bags that allow them to carry an unlimited amount of Dream Orbs. These Dream Orbs are what are used as currency to purchase all manner of goods.

The people have a monarchical society. There is a king and queen that rule over all of the islands, and each island has a governor that enforces the rules of the king. Under the governors there are a number of nobles. Despite the monarchical society there are some shady mafia members that lurk in the shadows of the black market.

Now, not all Pêcheurs De Rêves decide to do the fishing themselves. Piracy is rampant in the Isles, and to combat that the naval force was raised to subdue and quell them. Each naval force is run by the governor but there is a Royal Navy Force that is strictly run by the king. There are some rowdy pirates out there that will try to steal the dreams from the everyday fisherman. They ran amok for a very long time without opposition except for pirates. Eventually, the country decided to hire and enlist a Naval Force to attempt to combat and protect the average fisherman against these thieving pirates. Though, not all who vowed to protect the people have been honest individuals. Some who have risen through the ranks have allowed greed get in the way of their morals.

These people reside on the Isles of Merveilleux, which is a collection of six islands. The land has an unusual teal color, while their trees typically are a lilac in color except for one island that has a bright teal wood. The world itself has two moons, at night both shine brightly against the water. Their water has a multi-colored galaxy-like appearance that has a portal below the depths to the dream world. It is rumored that it may be possible to travel outside their island homes through the dream portals, but no one has dared to try... or have they?

Pêcheurs have no gods, and they themselves are essentially immortal. Now, that's not to say they can not die. Pêcheurs can be killed, but they will not die of old age. When a Pêcheurs dies, the friends and family perform a burial at sea. They believe that when they die they need to return to the water which gives them life. There is a split in beliefs about what happens to a soul or spirit of a passed Pêcheur. Some believe that they turn into sea form, while others believe that they become a spirit beast in the ocean. This had caused many debates amongst the people.

About Their Magical abilities

Pêcheurs has a natural affinity toward water. Despite some outsiders who heard of Pêcheurs believing they could manipulate the temperature of water, thus creating ice or steam, this was proven to be impossible for their anatomy. Their magic is actually based upon the manipulation of ambient hydrogen present in their air in a higher quantity than most other realms. The higher the amount of wisps a Pêcheur possesses above their head, the more affinity one would have toward the hydrogen. Those wisps naturally react with the gas and ignite more intensively near the seas, as its air has a denser amount of floating hydrogen. This in return makes their magic stronger near aquatic surfaces.

In most cases, the amount of wisps will remain the same throughout their whole life, while maintaining a similar size and density. However, the opacity of those wisps will vary based upon the quantity of Hydrogen nearby. There are cases where one would gain or lose wisps, but these only occurred in cases where one would have failed an interdimensional jump or remained within a realm which does not possess as much hydrogen as theirs. The wisps are called this way because of their similarities with will O the wisp, despite these being organs. There are scientific correlations with disease immunities and quantity of wisps.

In most cases, Pêcheurs can liquify the ambient hydrogen or move around surfaces of water around themselves. They seem to be more efficient while using salted water which has residual shards of Dreams within. With proper training, which takes up to decades to master, they can form shapes with the aquatic surface they are manipulating, up to the extent of forming weapons or shields. As opposed to superstitions, Pêcheurs are unable to create water from nothing. They actually need the presence of an equivalent quantity of hydrogen to the amount of water they wish to manipulate.

There are rumors of isolated populations which have pushed the control of the Hydrogen in other directions than the versatile manipulation of water, but in every case, there was proof that it still counted as hydrokinesis. Notorious cases include citizens of Mucha who trap speckles of hydrogen within traditional runes engraved within a specific metal which allows them

to tamper with the perceptions of those around them. The contact between the Muchatryll and the Hydrogen produces a chemical reaction and a subsequent gas whose effects seem to only affect regular Pecheurs through their Wisps. It is said that Pecheurs who have no wisps are less affected by this specific use of water magic.

There was a rumor about an old crazy lady who could manipulate blood instead of water through the use of the hydrogen present in their veins, but it has been proven to be a hoax, as the lady simply used red dyed water and puppetry. Pecheurs are unable to manipulate any liquids which are not water. Even if lava bending would sound rather impressive in theory, most adult Pecheurs are actually glad that it is not something within their grasp, because it would cause so many explosions if it interfered with the Hydrogen, which is essential for their magic.

A natural talent possessed by every single Pecheur, even those without wisps, is to travel within the depths of the Dream Ocean Vortex and reach the ancient portal which connects them with other worlds. By using echolocation, they are able to pinpoint their exact desired destination. However, only those who possess wisps are able to control the time period they will travel to. The higher amount of wisps one possesses, the more time one can remain outside it's native realm. They will always find themselves emerging from a wild water body such as an ocean or a lake. This does mean that they will never appear in someone's pool or bath, as they are fully artificial.

There are specially made talismans made with the same technology of the Mucha charms which allows a Pecheur to conceal their appearance as a regular human. In most cases, they will hide their true nature, unless there is a deep trust. Most Pecheurs do not desire their species to be discovered due to their unique affinity toward fishing dreams and the fact they are almost immortal, thus unable to die, even if left outside their homeworld. However, remaining more than a few months for those with the greatest potential can have ever lasting consequences. There used to be open communication between their species and others but a great tragedy occurred and the portal was sunk at the bottom of the ocean as a way to protect their world from outside threats.

There are very few recorded cases of Pecheurs suffering from the Magical Disturbance Syndrome, or MDS for short, after traveling for too long within realms which possess a concentration of magic so high it actually becomes toxic for them. These unfortunate souls find themselves unable to manipulate water the regular way, and usually lose their sanity in the process, as they gain different abilities so unstable that their use can be a threat for themselves and those around them. A recorded case told the tale of a Pecheur whose magic was altered to be localized in their throat instead of their wisps. This in return made them able to emit higher frequency pitched noises by causing vibrations among the floating hydrogen. This caused so many issues for the health of those around them that it was forbidden for this Pecheur to even utter a word, as they did not hold any control over this disease. Cases varies from case to case, but none are seen in a positive light and all imply hydrogen in a way or another.

Politics in Merveilleux

★ **The Merveillese Archipel of isles**, composed of Mucha, Klimt, Vernes, Gogh and Monet , all put under the supervision of Roilune forms the principal nation of the world of Merveilleux. The system is a patriarchal monarchy since generations of kings who preserve the purity of their bloodline with pride. Atop of the social pyramid lies the king, Bruit Poisson who had the throne since the last 200 years. Still a youthful king, he reigns with a hand of iron and not a single speckle of doubt lingering. He has absolute confidence and surrounded himself with loyal and trustworthy advisors.

- Each island which belongs to the Kingdom is ruled by a governor who was hand-picked for their absolute loyalty and competence. Even if some have doubts regarding some of the choices, especially upon comparing the controversial Mayor of Vernes with the stoic Governor of Mucha, each of them possess a peculiar talent.
- The Governor of Klimt is an old friend of the grandfather of the current King whose family bravely fought against enemies of the nation and helped the greater expansion by providing his military knowledge. He is also known for having rather eccentric sons who are following in his steps. The Governor of Klimt is also the Minister of Finance.
- The Governor of Mucha is said to have served in the military as well , but their identity remains a mystery, even for the Mucha citizens. They are notably known for their stoic nature and respect of traditions to the letter. Despite always sending their right hand lady in their stead, they are taking their work by heart. They double as the Minister of National Security.
- Gogh's Governor is the founder of the colony himself, and the oldest member of the Governing table. However, there is no Pecheur wiser than this ancient man who fertilizes the soil by himself. It is no surprise to hear that he is also the Minister of Agriculture. Many have sought his intensive knowledge in order to help the growth of their own crops.
- Monet is governed by the only confirmed female governor, a lady who is as beautiful as she is deadly. This woman is a well-known writer and painter who won numerous prizes for her exceptional diplomatic skills. She has recently replaced her father in this position of power dominated

by males. She has been nominated as the Minister of outsider affairs, due to her stark tongue. Her brother in law is her right-hand man and doubles as the Minister of Health.

- Vernes the eccentric is governed by the Mayor of Vernes, a quite controversial but charismatic man who has taken the public opinion and turned it into a fine weapon. He has been personally nominated to his post by the current King and has a permanent post as the Minister of Culture and technological advancements.

★ **Aquasomnia Independent Nation** is a monarchy currently ruled by a queen which surrounds herself with a cabinet of ministers who were engaged based upon their merits rather than their origins. As most Pecheurs will never stumble within the frontiers of Aquasomnia, not much is actually known about their culture.

★ **Hokusai Allied Clans** is a widespread network of ancient clans of Hokusese Pecheurs who allied themselves under a single banner. Once per year, every head of the clans gathers in the central Capital where they meet with their emperor for political discussions. Each chef has their full independance and set of laws. Not much is known about the mechanics of their political system as they are said to have been exterminated during the Merveillese-Hokusese war, which ended exactly 10 000 years ago.

About Dreams

After a Pecheur has collected a dream orb, they have the ability to review the dreams that are contained in the orb by staring into it. No other known species is able to do this, and to

the untrained eye they just look like fancy glass orbs. These dream orbs are the size of the average palm and can be resized for ease of carrying them to the size of a marble. This is just the natural ability of a Pecheur to do this.

There is a company in Klimt that has technology similar to VR in which they can insert a dream orb into a machine and be able to have a Pecheur experience the dream as if they were the ones in the dream. This is a very sought out experience, but can be rather pricey. Normally, Pecheurs like to do this as a type of vacation or for a thrill. There is a catalog of dreams available to experience.

Dreams have a texture that feels similar to glass when you touch it. Smooth and cold to the touch. The dream orbs if broken actually act similar to ice, but they not melt unless heated to an extremely high temperature. Pecheurs have the ability to eat and process dreams, though it's not a super common thing. There is a bakeshop that exclusively uses dreams in their baking. It's considered a delicacy.

About Cauchemars

Cauchemars are one of the subspecies of Pecheurs, however like any other subspecies not too many people are aware they exist. The royal family has kept this information hush hush from the outside world. As far as the everyday pecheurs are aware, the islands of Vernes, Mucha, and another island (that is not even on the map) are off limits and considered extremely dangerous and no one should go there. Mucha is the island where Cauchemars reside.

This subspecies in particular is associated with the nightmare orb. The reason this is the case is all around Mucha is prime fishing for Nightmares in particular. These waters are extremely tumultuous and even the bravest sailor doesn't want to go near. The island has an extremely different climate than most other islands. While all the other islands have tropical weather, Mucha is often hit with massive snow storms. Six months out of the year the island is covered in snow. Which makes growing crops extremely difficult. They have found some ways around it, but it is limited.

Over 1000 years ago, Pecheur's crash landed on the island of Mucha. Not only were they too scared to try to navigate the waters again, they were also having a lot of difficulty getting together the needed items to even attempt to leave and make it back home. Over time, these Pecheurs slowly became maddened by the nightmares that plagued them. This over time corrupted them into the first Cauchemars. After many years and many generations later it is only rare for them to be impacted by madness from the nightmares. They have learned to adapt over time.

Any Pecheur that would come across cauchemars are rather confused, indifferent, or scared of these unnatural species.

Holidays

January - Regeneration of Life Festival

On January 1st is held the Regeneration of Life Festival which was instilled long ago to celebrate the end of a calamity which took too many lives in its grasp. However, there are no archives of such an event, thus the true nature of that source is now lost to time. The last library which held documents recording that time period was burned down by a mad Pecheur who said it was heresy against his god. No one knew what creature he called as such, most believed it to be the name of a Spirit of sorts or an imaginary friend.

The actual tradition is to burn algae masks in a fire as a way to ward diseases away from the household. Many will chant prayers while doing so, as it is said to increase the odds of a successful warding. According to old documents there is a correlation between consuming Fishora brand beer and protection against lethal rare diseases. It was not proven by the medical community and they refuse to answer the question in official meetings.

Many will use the occasion of the paid day off to make a thorough clean out of their home with the whole family. When evening comes, families gather in their backyard and watch the fireworks shows when listening to a local band performing in the public plaza so loudly no one is able to sleep. A quite unfortunate occurrence which happens quite frequently is for a new band to perform, thus causing headaches. More often than not, due to the Fishora drinking superstition, they are completely drunk while performing. The quality of the music is never the best. There seems to be a correlation between noise level and horrible quality of sound.

February - Social Awareness Day

An ancient celebration of love re-introduced by the mayor of Vernes, who felt that the absence of local celebration on Vernes was not good for publicity, the Social Awareness Day is an equivalent of Valentine's Day. Set on Feb 14, Citizens are meant to immortalize their loved ones, platonic or romantic, through the use of social media. Each year, the means to celebrate gets wilder as technology evolves. This was intended to renew an old celebration into the modern era, without the weight that the ancient one had. The goal of this celebration is to go all out making collages, and planning out extravagant activities with their close ones, going out to eat, and just all out take the highest amount of pictures. On the following day, polls are made where citizens have to vote for the best picture. The winning one gets to be immortalized in the Mediaseum (Media Museum) which possesses an interactive moving gallery. Outside of Vernes

and among old school Pecheurs, the tradition is to exchange handmade gifts as a proof of love. Verneses usually calls them Boomers.

March - King's Day / Day of Beginning

On the first Sunday of March, citizens will gather in public plazas with their most formal outfits and listen to the annual announcement of the King, regarding the new laws and regulations of the Year. It is mandatory for every citizen to partake in this event, as soon as they reach majority. The citizens are handed a bunch of documents which renew all their licenses. It is also the day where they have to pay their taxes to the King while thanking his generosity. A long time ago, a herald was the one who would read the will of the King. Nowadays, with the rise of modern technology, it is a screen which streams the speech of the King. In recent years, the younger generations use the rest of the day to celebrate changes in their lives and rebellion. Those who are against the law secretly gather on a specific undisclosed floating artificial land made out of ships and celebrate the freedom they have with alcohol and bets. The location of the "Beginning" changes every year, as a way to ensure it remains hidden from the Navy.

April - Celebration of Eternal Life

April 30th marks the local celebration of life and it's eternal cycle. As Pecheurs are almost immortal, being only killed through natural means, especially because of wounds or rare diseases, they do not see Life in the same way as humans do per example. On this specific day, it is the tradition to prepare a specific meal, composed of algae, fish, potato and a stew of various sea fruits gathered at the coast or bought at the local supermarket. The whole family gathers around the table and prays to the Spirits to grant them another year of health and ward off the terrifying harpoon of Death.

With the exception of hospitals, drug stores and essential stores, including every store which sells food, every store must be closed for the day. This does include the virtual stores. Every citizen has their day off and a generous pay to accompany it. As an additional measure to ensure every citizen celebrates the right way with the respect of traditions, Aquanet Chromatic is disconnected from every server besides the essentials. Thus, it is impossible to host streams or share content on social media.

In the past years, many tried to dodge the restrictions, but they got arrested and given huge fines which were so efficient no one dared protest in the following years. There is a rumor of a specific underground circle where they possess an illegally imported server host which bypasses the limitation. The location of this miraculous apparel changes every year and the fees to join the vip club is quite hefty. It is also notoriously owned by the same group which owns the "Beginning".

May - Finnas / Finnata Party

Being a merfolk is a wonderful thing. Finnas focuses on the wonders of the water, and being a merfolk. All citizens tend to spend the day in water parks, oceans, and lakes. Children love to hose each other down or spray each other with water guns. The motto is Swim now, Fins Out.

Since May is the month of the pride of being a Merfolk, Vermese found this month to be the perfect occasion to insert a new holiday, since sales were not as good through the month, since people were spending time outside instead of purchasing new goods. This in result caused a reunion among the most prosperous business folks of Vernes and Klimt in order to artificially create a new tradition and, with it, the need to make as many purchases as necessary.

Their consensus became known as the Finnata party, on May 15, the celebration of water. Their strategy worked so well that the famous bath bombs needed to be thrown in the yard for luck sells out two month beforehand. After all, Pecheurs want only the best for their family and it is said that they sometimes hold lucky prizes. It kind of became the annual lottery among most Isles. Parents buy paper fish filled with surprises for children called Finnatas (finned Pinatas). These cost a hefty sum of money, but they are seen negatively if they do not partake in the new trendy celebration.

Among the citizens of the hidden nation of Aquasomnia, May 15th marks the celebration of their independence toward the nation of Merveilleux, 300 years ago, after a treaty of peace. This calm Holiday is filled with prayers for blessings of the Spirits which protects their nation against intruders. They tend to pray at their local altar for the peace of those who are in need of a home and who are unable to roam the lands. It is a tradition for the Queen of the nation to launch the prayer through their network of echolocation radios so every citizen can partake as one, united in the quiet. She also honors the memory of her father whose sacrifice was the price for their freedom at last.

June - The Prideful Carnival

On June 24th starts a 48 hour long masked Carnival in every street, where music rings loudly and food is widely distributed, no matter the origin and social rank of the Pecheur. There are contests for the most beautiful costumes and best dancers. The brighter the colors and the more prideful one appears during the Carnival, the more chances they have to win. It is said that this Carnival was first introduced in secret by couples of the same gender as a way to be able to flirt with each other in secrecy. It soon became a staple of pride as their union was recognized by all. It also serves as a non-official celebration of the development of the famous labs which

allows same-sex couples to have children of their own blood. Rainbows are quite popular as colors for fireworks.

Naturally, as LGBT Pride became rather trendy after it became widely accepted by the majority of the population, Vernes had to come up with a better holiday than a simple old fashion Carnival. They hold their celebration for a whole week where every street is decorated with the most extravagant pride themed merchandise. There are numerous stands which sell limited edition collector pins , which are hidden in gacha boxes and other items highly sought after by the citizens. There are numerous parades which get expanded by the passing days, until no one is able to sleep due to the loud environment of Vernes. As with any other Vernese variants, there are wild coverages of every event through social media platforms. The lucky soul who will have bought the yearly one-of-a-kind pin with the rainbow head of the mayor, with his signature gets to dine with him at the closing ceremony of the Carnival, which will be streamed for the pleasure of every citizen.

July - The Victory of the Battle of Hokusai Celebration / National Lucky Fish Day

On July 4th is hosted the annual celebration of the victory of the Mervellese nation over the sunken nation of Hokusai, whose tiny residual isle serves as a wildlife sanctuary. On this day, fishermen compete in order to fish near Hokusai, since it is said that a rare specific fish can be found only during this month. One who would be able to catch it would be blessed with luck for the following year. In the evening, sailors gather in the public plaza and loudly tell their exploits of the day before there are alcohol distributions and loud fireworks. It is said that a way different celebration is held within the Hokusese citizens, but there are no records to prove this theory beside few old dirty parchments stashed away in universities.

In truth, July 4th is a day of mourning for the hidden nation of Hokusai which actually retained their freedom and independence by sinking their vast island underwater. They gather in the larger cavities of their caverns and have a march with music as a way to honor their fallen comrades who gave their lives for the freedom of the majority. They dress up in their most fancy outfits, usually handsewn using algae fibers and pray to their local Guardian, a Spirit which protects the surface part of their nation against intruders. It is also a day where young couples unite their lives through secretive ceremonies of weddings. No Pecheurs have gazed upon the Resight of the traditions of the lost nation, as those who trespass onto the natural Reserve of Hokusai are never found again.

August - Monet National Dream Day

On August 7, it is said that the sea is always tender toward those who seek a generous amount of dreams, as the spirits are said to be sleeping, as per magic. The surface of the water near the coasts of Money seems to have a golden shimmer, which is the sign that the year will

be prosperous for those who fish the precious dreams. It is the tradition to decorate the harbors of the towns with golden ornaments and play music as a way to bless the sailors who will go to sea. It also doubles as a celebration of artists who were inspired by the Dream they saw. Each year, in the capital of Monet is held the most prestigious artistic competition. The winner in each category is invited to the court of the King to present their work. It is said to be a lifetime honor to have won at least once.

On the same day, Vernes hosts the biggest sale of the year with one-day exclusive gachapon boxes with tiny paintings and figures based upon celebrities, influencers, criminals and fictional characters. These specific figures made of a plastic made out of recycled algae (it's seen with a better eye by the public if it is recycled and good for the environment) are called the Finnko Pop. In the two last year they introduced a digital equivalent called the Not Dream trademarks or NDT for short. The reception of these are quite controversial as they are found to be harmful toward the environment and against most artists' rights. There are protests from the other Isles to ban such. (Note we do not support NFTS, this is more of a joke) They also have the Moderneum (Modern Museum) opened for the day where they display the most avant-garde pieces of art found online. Some of these are hidden in a special room called the Horni jail. These pieces are auctioned off for charities. The highest selling one went for 2.5 Million Dreams and represented two male fictional characters used as mascots from rivaling industries in a tender embrace while holding a watermelon. It is said that this piece is owned by the Governor of Klimt.

September - Starlight Gogh Harvest Festival

On September 21, most farmers will celebrate a variant of the Harvest Festival, which originated on the Island of Gogh, which is well known for their generous crops and pleasant weather, which is perfect for agricultural development. Traditionally, communities would form huge buffets with their proudest crops and everyone would enjoy their food while thanking the generosity of the King for allowing them to own these lands. With the spreading of the celebrations and the discovery that this specific night was the one where citizens would witness the greatest amount of stars and constellations in the sky, it became the tradition to wait til night time to eat the food while gazing at the sky. This is why it bears this specific name.

Vernes is notoriously known for having soils unfit for agricultural purposes, so they do not celebrate the harvest festival the typical way. Instead, they adapted this celebration as a festival of fine cooking and competitions where the best chefs will compete on live streams. The winner will receive the prestigious Goldon Fishsey prize, named after the prized goldfish familiar of the mayor, with the honor to be considered an elite chef. Many travelers who enjoy the finest cooking books visit the hotels of the big cities of Vernes months in advance for a chance to be among the public for these competitions and have a chance to taste these masterpieces. It is

the biggest culinary gathering of the year. The only merchandise they sell are star-related, as a way to make a nod to the second aspect of the Holiday.

October - Night of Soul Honor / Ward of Spirits Night / Mucha Festival

On the 30th of October, Pecheurs gather at the nearest ports, beaches, or closest body of water to send off little handmade boats with a lit candle or paper lantern out into the water as a way to honor their loved ones which have passed away. They proceed to do so by making small household shrines with pictures of those who had passed on with small offerings for the person who passed away. It is traditionally a homemade dessert cooked by the whole family together. It is said to be a way to appease the spirits who would prevent the peaceful passing of those who left the living during the year. This celebration is said to have been created by the loved ones of the ship who sank near Mucha.

The following night, the children dress up as all sorts of creatures and monsters to scare off any lingering spirits who would have not accepted the offerings. It is a tradition for neighbors to give candies and sweets to these hard working children as a way to thank them for their crucial effort. It is not a secret that this holiday is one of the favorites of the young ones.

On Mucha itself, October 31st is celebrated differently. It is their national day celebrating the establishment of their colony and their transformation into Cauchemars. It is the tradition for adults to dress up in the scariest way possible with elaborate costumes and roam the streets in order to scare children who are still awake after their sleep hour. They usually tend to gather and tell each other scary tales while making haunted mansions for those foolish enough to try to brave them. It is also the last day before the arrival of snow onto the Island.

November - National Navy Day / The Navy Festival of Klimt

On November 11th of each year, citizens of every nation will have a whole minute of silence to honor the King and the efforts of the Royal navy against all threats. It is the tradition to make donations in dreams in specifically placed boxes in order to get the favors of the Navy for the following year. Furthermore, in the island of Klimt specifically, there is a week long festival with a military march around the whole island where every member who got promoted or joined during the year has to join. The towns are having various competitions with their decorations and the food they prepare for the soldiers. At the end of the festival, a winning town is nominated and it holds the Royal Trophy of hospitality for the following year. It is said to be a sign of prosperity and pride for the citizens.

Among Vermese citizens, November 11th is considered the holiest day for shopping for new supplies for feeding their social media addiction. It is a day where prices are so aggressive, many will fight for the newest technologies and the limited edition collector merchandise. From

signed Holographic phones to bath water used by the influencer of the instant, there are finds for every taste. This specific variant of National Navy Day was instilled as a way to protest against the Military, by showing that business could be way meaner.

December - Pecheurmas

On December 25th , most Pecheurs will celebrate Pecheurmas, which is the day upon which the Spirit of Giving rises from the depth of the seas in order to distribute joy and hope. Young children tend to leave self made cookies and glasses of milk on the counter of the kitchen in hope to get more joy. They also traditionally hang fishing nets near the door of the house, into which parents will deposit sweets and small gifts as a way to thank their children. In every household a planted tree is decorated with ornaments and attached pieces of paper, usually silver in color, upon which wishes are written through the month. No Pecheurs knows why, but wishes which are to be fulfilled through the following year will appear with a red stamp onto it on the following morning.

Over the span of a year, most Pecheurs will have a decent amount of Dreams saved up. They will typically purchase or make personalized gifts for their loved ones as a symbol of appreciation. While children prefer materialistic presents, parents tend to exchange their favorite dream they have collected throughout their year.

Citizens of Vernes pushed this idea even further by making a contest out of this concept. Among those who have access to a Virtual reality system or a Dream Converter, which is a technology obtained from their business partner from who knows where (it is a Vermese secret), they tend to make live streams onto their social platforms to proudly showcase their best finds. Naturally, they will try to gather the most possible views. There is a temporary Dreameum (Dream Museum) which only opens from December 26 to 31th where citizens can see the top streams of the year alongside buying exclusive merchandise, which is on an aggressive sale.

Popular Social Media/Webbsites

- ★ **Finstagram**
- ★ **Blurb (Twitter)**
- ★ **SplishSplosh (TikTok)**
- ★ **Fishbook**
- ★ **Splashchat (Snapchat)**
- ★ **Splashart (DA)**
- ★ **Koitube (Youtube)**
- ★ **Bauble (Tumblr)**
- ★ **Finaffinity (Furaffinity)**
- ★ **Hookhub**

- ★ Findr (Tinder)
- ★ Splasher (Grinder)
- ★ Coral34 (Rule34)

Companies / Other Sites

- ★ Algae Corp (Apple)
- ★ Angler Chrome (Google)
- ★ Microplankton (Microsoft)
- ★ Waterdog (FireFox)
- ★ Solesung (Samsung)

Important Pêcheurs of Note

- ★ King Bruit Poisson
- ★ Queen Poisson
- ★ Governor of Klimt
- ★ Governor of Mucha
- ★ Governess of Monet
- ★ Governor of Gogh
- ★ Mayor of Vernes
- ★ Queen of Aquasomnia
- ★ Genevieve's Dad
- ★ Genevieve
- ★ Miraj
- ★ Enzo

Places to Visit

- ★ Clamulous Lounge