

L'ÉORZÉENNE

LORE & RP 2023 COMPILÉ



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ÉORZÉENNE CHRONICLES

Gridania and Its Secrets

-Emeraude-

Along the shimmering waters of the Jade Stream, New Gridania stretches proudly to the south of the city. After years of continuous work to modernize lifestyles shaped by decades of tradition, its buildings live up to their name, displaying a freshness that sets them apart from the rest.



Gridania

Chronicles of the Sylph and Nophica's Cradle

This month, in the very first issue, I invite you to (re)discover Gridania. You have been there at least once, haven't you? But do you truly know this charming place and its history?

Built largely from trees blessed by the Elementals, Gridania is also renowned for its waterwheels, which harness the power of the rivers of the Jadeite Thick to sustain local industries.

To us, Gridania simply lies at the heart of the Black Shroud, but to its natives, and to some of us as well, it is also known as the Sylph. Some hold the curious belief that the Elementals themselves draw their essence from Nophica, the goddess of fertility and abundance.

The white lily borne upon the Gridanian standard symbolizes the very first pact between humankind and the Elementals, while the golden backdrop evokes lands suffused with their power.

The entwined serpents trace their origins to the ancient underground passages of Gelmorra, heralding the goodwill and unity between the Elezen and the Hyur in the founding of Gridania.

Flag

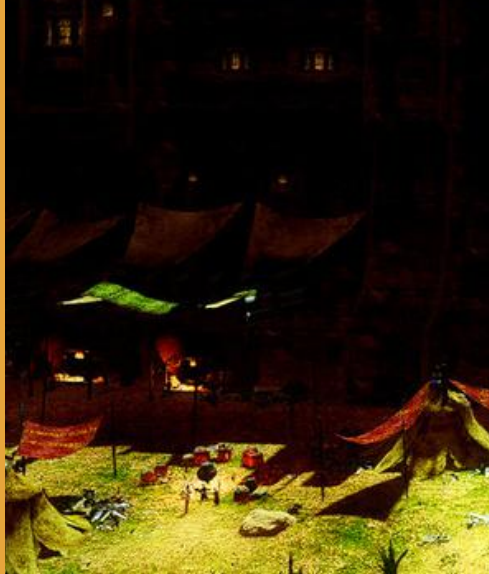
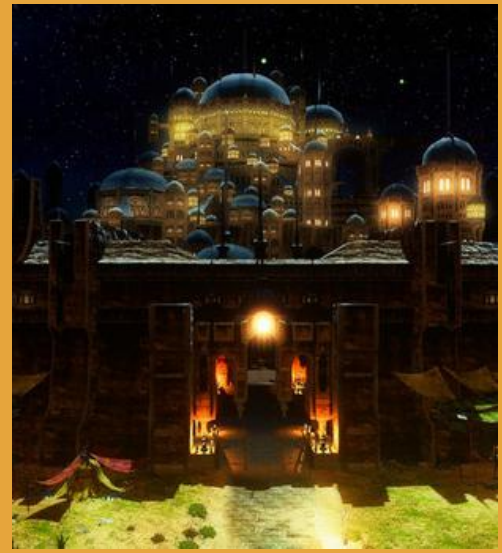


Gridania, located to the south of the city, is distinguished by a system of governance led by the Seedseer Council, composed of learned conjurers who share the teachings of the Elementals in order to make matters of state. The council gathers at the Lotus Stand, an open air site that reflects the close bond with the Elementals and allows these entities to take part in the deliberations. While decisions are officially put to a vote, policy is at times guided more by the will of the Elementals than by the opinions of the conjurers themselves. During the Seventh Umbral Calamity, however, faced with the threat of the Garlean Empire and the need to rebuild the city, the council temporarily relinquished its authority to Kan-E-Senna so that decisive action could be taken without delay or prolonged debate.

The conjurers, an elite among elementalists capable of hearing the voices of the Elementals, are led by the Seedseers, the most eminent among them, called to duty by the great one, the eldest of the forest spirits who reigns over the Twelveswood. This unique governmental structure stands as a testament to the deep connection between Gridania, its people, and the mystical forces that guide the forest city.

Throughout its history, Gridania has endured major trials, among them the Autumn War, a conflict that erupted in 1468 of the Sixth Astral Era when Manfred, king of Ala Mhigo, abruptly laid claim to the East Shroud. Gridania responded by dispatching the Gods' Quiver and the Wood Wailers against the invaders. Although the first engagement, known as the Battle of Tinolqa, ended in an Ala Mhigan victory, Gridania appealed to the other city states and secured the support of Ishgard, Ul'dah, and Limsa Lominsa. With this alliance, Gridania drove the Ala Mhigan army back to the Fringes, in the eastern reaches. During the second Battle of Tinolqa, the allied forces achieved a decisive victory with the death of the Ala Mhigan general Gylbarde. The Autumn War demonstrated Gridania's resolve to answer the call of the Elementals and to defend the Twelveswood from those who would threaten it.

Later, during the imperial occupation of Ala Mhigo, Gridania was forced to scale back its efforts to contain Garlean expansion, leaving its future uncertain. Another trial arose with the return of the Ixal, exiles from the Twelveswood who had sought refuge in Xelphatol along the Abalathian mountain range. Unable to hunt and suffering from famine, the Ixal contemplated a return to the forest. Around the year 1360, they attempted to resettle, but were driven back at the forest's edge by the Wood Wailers. Despite this victory, Gridania established the Gods' Quiver to watch over the borders of the Twelveswood and prevent future incursions. Thus, the history of Gridania is defined by hardship, conflict, and an unwavering determination to preserve the forest from external threats.



UL'DAH - LA CITÉE DE L'OR

In the very heart of the Thanalan desert rises the mighty city of Ul'dah, sheltered behind its imposing walls.

-Altani-



Ul'dah

Greetings, dear readers, and welcome to my first chronicle. Today's entry is dedicated to Ul'dah. On the agenda are an introduction to the city, a summary of its history, and an overview of its strengths. The city is renowned as the region's center of commerce and industry, thanks in large part to its many mines and to its textile creations, which are exported throughout Eorzea.

Ul'dah boasts a fascinating history that stretches back to the Sixth Astral Era and the fall of Belah'dia. Upon the untimely death of Belah'dia's last ruler, the question of succession sparked a rivalry between his two sons, Sasagan and Sasewefu, which ultimately ignited a civil war. This conflict led to the birth of two nations: Ul'dah, founded by Sasagan, and Sil'dih, founded by Sasewefu. Though the brothers' hostilities seemed to have come to an end, a fratricidal war would erupt once more only a few years later.



The city state offers a wide variety of forms of entertainment for both its residents and its visitors.



However, the situation was turned on its head when the mages of Sil'dih accidentally transformed their population into zombies. Sasagan's forces then launched a crusade to purge the city of the undead, bringing an end both to the conflict and to the very existence of Sil'dih.

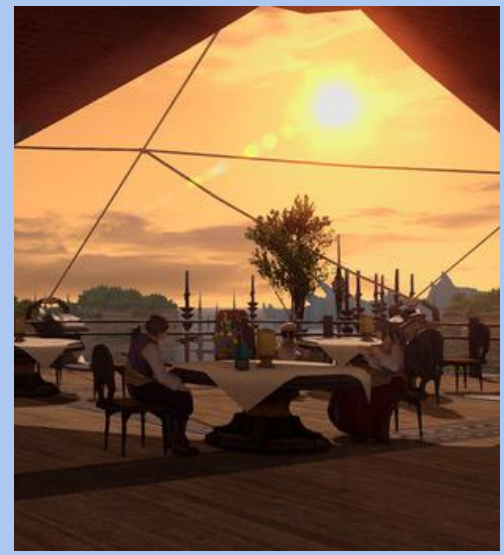
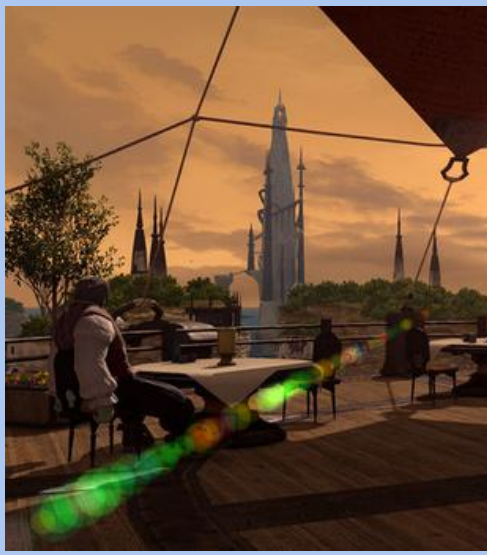
Among the many forms of entertainment found there, two are especially popular and well known: the gladiatorial combats that rage within the arena, where the most seasoned warriors clash before a roaring crowd, and games of chance, where gamblers can try their luck in dedicated establishments or out on the streets themselves. Yet the richness of life in Ul'dah is not limited to these pursuits alone. The city's bustling streets offer a constant spectacle, as merchants and artisans sell their wares, street dancers perform their routines, and musicians play their melodies without pause.

The governance of Ul'dah and its territories falls under the authority of the Sultana of the royal Ul dynasty, alongside the city's most influential cartels. The current ruler, Nanamo Ul Namo, is the seventeenth and final descendant of the royal line.



Flag description: Ul'dah's banner bears a pair of golden scales upon a black field, weighing the jewel of prosperity on the left and the flame of power on the right. This emblem traces its origins back to Belah'dia, where the scales once measured power and wisdom.

Thus, the two heirs of this ancient civilization each adopted a symbol of their own: Ul'dah chose the flame, while Sil'dih claimed the grapes of knowledge.



LIMSA LOMINSA – THE FLOATING CITY

Whether its reputation be fair or foul, one must admit that the city has endured the ages despite the adversity it has faced. Allow me, then, to recount once more the story of one of Eorzea's nations.

– Altani –

LIMSA LOMINSA

By Altani

The history of piracy

Do you know the city of Limsa Lominsa? It is one of the city states that make up the Eorzean Alliance. That is not all: the city is also renowned for its maritime power, which has only grown stronger through the ages, its heavy legacy of piracy, and the trade it conducts throughout the world.

The history of Limsa Lominsa begins during the Sixth Astral Era, in the year 874, with an armada of ships fleeing after a failed coup, led by the Galadion, the flagship. Following their defeat, the crew set out in search of new lands on which to build a new home. It was at the end of a long voyage that the fair Vybrand established the first colony. It did not take long before the island's native inhabitants, the Kobolds, drove them back from the coast.

Forced to adapt to their situation, the settlers transformed the surrounding islets and their ships into floating settlements, which would later become the city we know today.

Piracy was the sole source of stability and economic viability for this thorny and impassable city. This period came to an end when, under the leadership of the moment, Trachyr, in 904, the Sea Wolves were created. From then on, the Lominsan navy and the Yellowjackets, the land forces and city guards of Limsa, were established to ensure its continued prosperity.

The colonization of La Noscea's lands resumed over time, along with renewed conflicts with the local population.





It was toward the end of the Sixth Astral Era, in 1572, with the creation of the Grand Company of the Maelstrom under its current leader, Merlwyb Bloefhiswyn, that the Galadion Accord was enacted. This accord is chiefly known for putting an end to piracy against the ships of Eorzea's nations, with the exception of Garlean vessels, as well as any ships that extended the reach of the Maelstrom. Following the end of the war with Garlemald, the forces of Limsa Lominsa turned their efforts toward colonizing the surrounding isles.

This thalassocracy has its own form of government, notable for its distinctive approach to choosing a new leader. This method is known as the Trident. It consists of a competition between crews to determine who will become the next Admiral, pending her death. In this way, the Trident prevents wars of succession. Limsa Lominsa being a maritime city, it does not possess as many land based activities as the other city states, but it makes up for this in other ways. One can find within the city the Bismarck, a renowned restaurant throughout Eorzea where one may dine at the Missing Member, or enjoy a drink while the regulars spin their tales.

For the most enthusiastic fishing enthusiasts, the city regularly hosts fishing competitions aboard ships. You can find them at the docks of the city and in many corners of the world.

To conclude this chronicle, Limsa Lominsa is a city oriented toward the outside rather than inward, due to its geography and its ideological outlook. The majority of its inhabitants are themselves seasoned sailors, having sailed the seas since early youth, and they would much rather share stories of activity than compare them to other cities.

The banner of Limsa Lominsa bears an obsidian ship that recalls the city's founders: the fierce pirates who once ruled the northern seas. The blood red field of the banner symbolizes the sacrifice of companions lost throughout the city's history.





SHARLAYAN

Discovering Sharlayan
A Treasure of Knowledge
– Melonna –



From distant horizons, a mysterious and scholarly land has slowly emerged, capturing the imagination of adventurers and scholars alike. Sharlayan, a nation nestled among the clouds, is far more than a simple place of constant learning. It is an invaluable source of knowledge, magic, and tradition. Founded centuries ago, Sharlayan is a remarkable civilization that has succeeded in balancing magic, scientific research, and the teaching of foreign disciplines. As a distant offshoot of the city state of Ishgard, Sharlayan has proven itself both exploratory and inquisitive, constantly pushing back the boundaries of knowledge. Its history is marked by great discoveries in the fields of magic, astrology, geomancy, and the art of summoning.

The Sharlayan nation is renowned not only for its intellectual prowess, but also for its learned scholars and vast libraries. Sharlayan scholars, often clad in elegant robes and distinctive capes, travel the world in search of knowledge hidden behind mysteries and secrets. These scholars are the guardians of knowledge and take pride in sharing their discoveries with the rest of the world. Among the most famous libraries stands the Noumenon.

This majestic structure sets Sharlayan apart. It houses countless tomes, scrolls, and artifacts. Here, knowledge hungry adventurers can delve into dusty archives to uncover ancient accounts and forgotten magical theories.

Access to Sharlayan and its treasures of knowledge, however, is no simple matter. The nation has put strict procedures in place to ensure that those who aspire to explore its libraries and immerse themselves in its teachings are worthy of this opportunity. At the heart of these procedures lies the complex and enigmatic concept of the Noumenon, guardian of the Gates of Sharlayan.

The Noumenon is a body of principles and rites that govern access to Sharlayan. It is designed to filter individuals according to their devotion to knowledge, their understanding of Sharlayan teachings, and their ability to contribute to the intellectual enrichment of the nation. By following these esoteric rites and demonstrating a deep comprehension of Sharlayan academic domains, candidates for the Noumenon may aspire to obtain authorization to enter the sacred halls of Sharlayan.

THE THREE CIRCLES OF THE NOUMENON

The Noumenon is structured into three distinct circles, each symbolizing a level of understanding and commitment to Sharlayan teachings.

The Outer Circle: This is the first level of initiation into the Noumenon. Aspirants learn the foundations of Sharlayan philosophy, become familiar with academic practices, and begin to understand the importance of the quest for knowledge. This is the stage that may be opened to the least initiated, those proposing works on any subject of study.

The Inner Circle: Once initiates of the Outer Circle have proven their dedication and comprehension, they may be invited to join the Inner Circle. Here, more advanced knowledge is shared, and aspirants explore specific fields of learning such as magic, astrology, geomancy, and more.

The Ultimate Circle: The Ultimate Circle is reserved for an elite of researchers and scholars who have demonstrated exceptional mastery of Sharlayan teachings and have contributed significantly to the advancement of knowledge. Members of this circle are granted access to the most profound and closely guarded secrets of Sharlayan.

Authorization to access Sharlayan through the Noumenon is both an honor and a responsibility. Sharlayans firmly believe in the dissemination of knowledge, yet they are also keenly aware of the power their teachings hold.

Thus, those admitted into the circles of the Noumenon are bound to respect Sharlayan principles, never to misuse knowledge, and to actively contribute to the intellectual growth of the nation. Ultimately, authorization to enter Sharlayan and the enigmatic Noumenon reflects a delicate balance between the individual pursuit of knowledge and collective contribution to society. It is a quest that demands not only a curious mind, but also deep respect for the traditions and wisdom of Sharlayan, which have endured through the ages.

The influence of Sharlayan is not limited to its academic heritage. Sharlayans also play a crucial role in global events, particularly in battles against the Primals and shadowy threats. Their mastery of magic and technology has helped shape the course of wars and alliances, while remaining true to their ideals in the quest for knowledge.

Sadly, Sharlayan could not escape the upheavals that shook the universe. As new challenges arise and nations evolve, Sharlayan too must adapt. Nevertheless, its cultural and intellectual legacy remains a constant source of inspiration for adventurers. In the end, Sharlayan endures as a shining star in the sky of the FFXIV universe, offering a guiding light to all who seek discovery.

Whether you are an adventurer in search of epic revelations or a scholar eager for insight, Sharlayan awaits you, ready to unveil its most singular secrets and carry you away on an unforgettable journey.





K U G A N E

A window onto an isolated archipelago
-Altani-



Othard's Jewels

Greetings, readers. A new month brings a new chronicle and a new city. Today, let us turn our attention to one of the most powerful cities of the Far East: Kugane, capital of the Hingashi archipelago. This region lies off the coast of the Othard continent, on the shores of the Ruby Sea.

Hingashi is ruled by an emperor who entrusts the governance of the archipelago to his generals and advisers. For many generations, the imperial family has been supported by the Mitsurugi clan, a clan that has provided numerous charismatic leaders throughout the reign.

For a long time, the government chose to close itself off from interaction with the rest of the world, mainly due to civil wars, internal power struggles, and a deep seated mistrust of outsiders. Once these internal conflicts came to an end and a climate of understanding was established between the various clans, Hingashi turned outward by opening Kugane to foreign markets.

Kugane possesses samples of goods from across the entire archipelago. Kimonos and clothing manufactured there are just as precious as those crafted elsewhere, thanks to materials and dyes found nowhere else.

The art of working iron in the eastern style gave rise to the most renowned weapon of Hingashi: the katana. Many blacksmiths attempted to recreate this weapon, but none have succeeded in matching the perfection of the originals forged by the clans of Hingashi. As their craftsmanship is unmatched, the price of katanas can reach astronomical heights.

One also finds in Kugane the staple food of the region: rice. Local restaurants will mostly offer dishes made with rice, as it is a common element of the local cuisine.





The port is primarily a hub of trade and industry, though merchants also give tourists the opportunity to try out local activities. The hot springs are one such attraction. Many people delight in the experience while sampling local alcohol, with sake often served at the same time. Another popular pastime is the tea salons, where it is possible to enjoy local sweets alongside a hot drink. The most renowned tea establishment by name is the Salon de thé d'Umineko. This modest venue offers some of the finest brews and sweets in the region.

The city also benefits from the presence of numerous foreign embassies. One may note, for instance, those of Radz-at-Han or Garlemald. The presence of a Garlean building is explained by a non-aggression pact signed between Hingashi and the Empire, ensuring the archipelago's neutrality in the conflict.

In conclusion, Kugane is a city belonging to a government centered on isolationism and neutrality. However, it is impossible to deny the advantages brought by international trade. From an external perspective, the port is seen as a showcase that reveals only a fraction of Hingashi's craftsmanship to the rest of the world.

The banner often associated with the government of Hingashi, a white circle bearing three black waves within it, is not in fact the national flag, but the standard of the Mitsurugi clan.





GARLEMALD

The Empire Strikes Back
-Altani-



Once the greatest nation in the world, the Garlean Empire was originally a small state in northeastern Eorzea whose inhabitants were unable to wield aether. Their expansion truly began some fifty years ago with the discovery of magitek technology. Powered by ceruleum, this technology allowed Garlemald to subjugate and stand equal to the great nations, most notably the most powerful city state of Eorzea at the time, Ala Mhigo.

For roughly a decade, the Garlean Empire pursued its ambitions of conquest before launching its first assault on the rest of Eorzea. This advance was quickly brought to a halt at Silvertear Lake above Mor Dhona. The battle with the Father of Dragons destroyed the Allagan seal that bound the Primals. The appearance of these beings curbed the Empire's ambitions, yet its general continued to pursue the Meteor Project. This plan consisted of using Bahamut to destroy the Primals and the forces of Eorzea. The project ultimately failed. Following the failure of the Meteor Project, the emperor withdrew from Eorzea and chose no longer to attempt an invasion of the realm.

Despite the emperor's lack of interest in further engagement in Eorzea, a general by the name of Gaius van Baelsar, commander of the Fourteenth Legion, decided not to underestimate the primal threat. Convinced that action was necessary, he personally led his legion in the Ultima Campaign. This initiative sought to recover an ancient Allagan relic, the Ultima Weapon, with the goal of absorbing the power of the Primals and thus conquering Eorzea. This plan ultimately led to the formation of an alliance between the great city states and their armed forces.

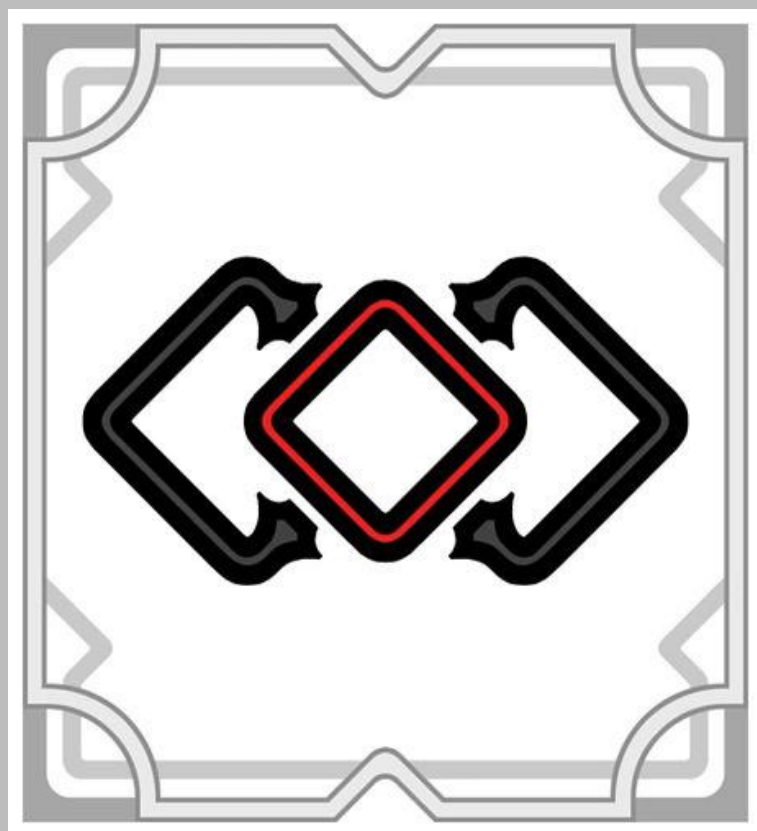




The Eorzean Alliance continued its offensive, liberating Ala Mhigo in the aftermath of the occupation, and was soon reinforced by forces from Doma. Once their armies were united, they launched a decisive strike against the imperial capital, plunging it into a full scale civil war. During the Eorzean offensive, a shift in power took place within the Garlean government. Emperor Varis zos Galvus was killed, leaving his son and heir, Zenos yae Galvus, to assume power.

This change of emperor gave rise to internal conflicts among the population, weakening Garlean society as a whole and opening the way for the Eorzean Alliance to put an end to Garlemald's tyranny across the world.

The emblem featured on the Garlean banner is a stylized chain. It symbolizes the value granted to sons and daughters of Garlemald: unity and strength through number. Likewise, the cross formed by the central link represents all those who have perished in the name of the Garlean people.





G O L D S A U C E R

- The Eorzeans' favorite place of entertainment -

-Altani-



Welcome to the Gold Saucer, the famous amusement park and casino located in the heart of the Thanalan desert. The Gold Saucer is one of the largest points of interest in the region. Founded by the Manderville family under the leadership of Godbert Manderville, the Gold Saucer is a true jewel of the desert. Godbert himself is a fascinating figure. An eccentric goldsmith, he played a major role in building the family's fortune. Despite his overwhelming strength and legendary speed, Godbert is a kind hearted and conscientious man. He firmly believes that personal prosperity must be rooted in the well being of the community, a philosophy that has proven essential to the wealth of the nation.

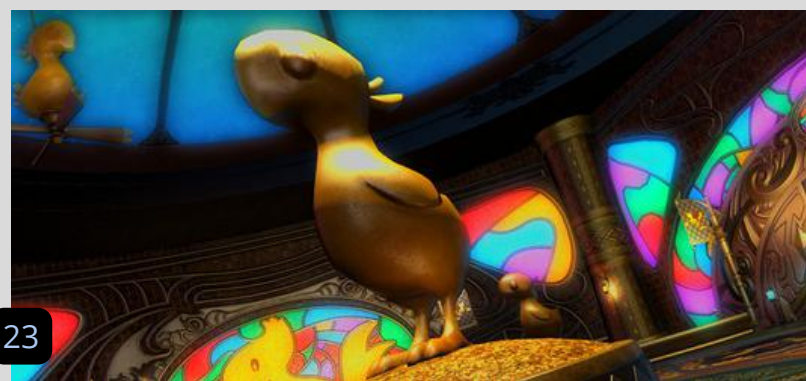
His son, Hildibrand Helidor Maximilian Manderville, known as the "Gentleman Detective", continues to enjoy great popularity. He is often accompanied by his faithful associate Miqo'te, Nashu Mhakaracca, as well as his parents, Godbert and Julyan Manderville.

The Gold Saucer complex is accessible via several airship landings, including one from Ul'dah.

Once inside, visitors are welcomed by staff members eager to guide newcomers and help them discover the many attractions on offer. The park is divided into four main districts, each devoted to specific activities.

The first district visitors encounter is the Hall of Attractions, where a wide variety of amusements await. At the center of the Gold Saucer stands the main counter, where guests can exchange gil for MGP, the currency used to participate in the park's activities. Games such as scratch cards, Cactpot, and prize exchanges can also be found there.

The duelist hall, home to the Triple Triad enthusiasts, is housed in a welcoming alcove. Tournaments of all levels are regularly organized there, with decks provided by the establishment, allowing anyone to take part regardless of experience.





The Square of Wonders, the southernmost district, offers several activities. The most notable are fashion shows and the Mahjong domain. From Friday to Tuesday, fashion experts may take part in judging outfits according to a given theme. The Mahjong domain, open from morning to night, is located nearby. The most strategic visitors to the amusement park will enjoy debating over a drink if they so wish.

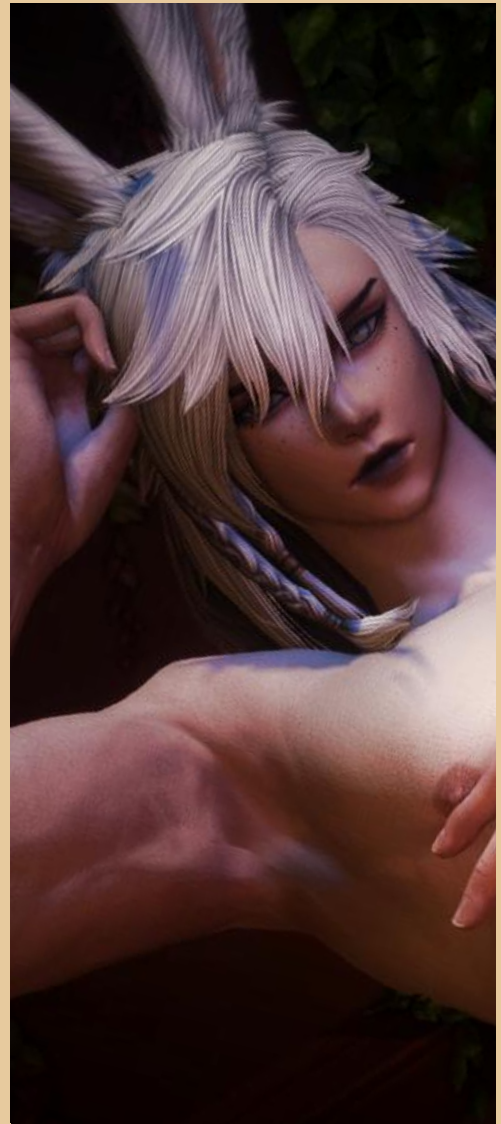
The Event Square is the perfect place to watch or take part in performances. Its most famous attraction is the master samurai Yojimbo, who never fails to amaze the crowd with his katana. Another notable spectacle is the master Typhon, who delights in soaking the audience with his mastery of wind. Every Saturday, the Mega Cactpot drawing is also held here.

The Round Square is a place to rest between activities. Lush greenery and a calm atmosphere offer a welcome break from the bustle of the rest of the park. It is also here that one finds the activities known as Jacta, which are faster paced and more accessible than those found elsewhere in the Gold Saucer.

Let us not forget the additional floor, accessible via lift. Both districts are represented there. Visitors may watch or take part in chocobo races at the square of the same name. Adjacent to this area, mascots benefit from their own dedicated spaces. The small creatures may also receive treatment thanks to casino machines, at their owner's discretion. The experience is thrilling and filled with excitement.

The Gold Saucer is a place where entertainment and amusement reign supreme. Whether you are a seasoned player or a visitor in search of discovery, this unique amusement park in its genre is sure to delight you in countless ways. So do not wait any longer and come experience unforgettable moments at the Gold Saucer.





VIERAS ORIGINS & CUSTOMS

WHERE TO FIND THEM?



There are two styles of Viera. The Rava, like Emeraude, have dark, sun kissed skin that allows them to blend more easily into the forest. They live primarily in the Golmore Jungle. Then there are the Veena. With skin as pale as the snow covered peaks that rise over the region, they have settled in the forests bordering the southwestern foothills of the Skatay Range. The Veena are highly skilled hunters and gatherers.

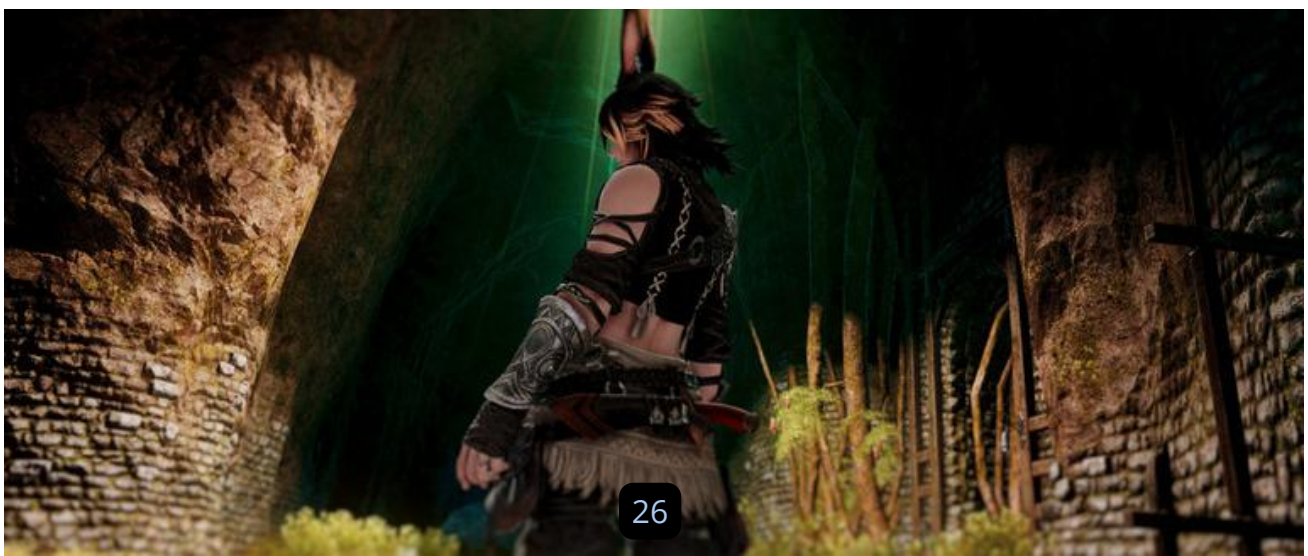
Women of both clans, like the men, have duties to fulfill within the hamlet. Some are adept huntresses, others patrol and guard the village, while some tend to their homes or care for the children. The men, meanwhile, serve as guardians of the forest, forming the first line of defense to protect the villages and uphold the order of nature itself.

VERY DISTINCTIVE GIVEN NAMES

There are two categories of given names among them: sylvan names, bestowed at birth in their mountains or jungles and inspired by Icelandic, and so called city names. Let me explain.

Viera use their sylvan name as long as they remain within the sacred lands of Golmore or the Skatay Range. As a Viera's sex is not determined at birth, a point we will address later, parents choose a name without any gender connotation. They do not hesitate to alter it upon reaching adulthood, either to better reflect their gender or, at times, deliberately to choose one that contrasts with it. As a result, it can be difficult to determine whether one is addressing a female or a male Viera based solely on a given name.

They do not possess family names, but instead adopt the names of their villages, which they are, in theory, not permitted to mention outside their forests or mountains. It is also known that a strong hierarchy exists based on age: the younger show deference to their elders, and even though the men do not live within the villages, they care deeply for their women and will generally return once a year to visit them and their children.



HOW DO WE EVOLVE?



It is impossible to determine whether a Viera will be male or female at birth. In fact, parents themselves do not know until the child reaches adolescence, more precisely between the tenth and fifteenth year, and not during gestation. This means that a Viera child is practically considered female until puberty. This period generally lasts until around 250 years of age, though in some cases it may extend to 350 years, after which the aging process begins at a much slower pace. A Viera child grows quickly and displays the appearance of a twenty year old by the age of fourteen.

During early childhood, education lies at the heart of preparing the individual's future and interests. Once their sex is known, boys and girls are taught differently. For women, this stage is rather straightforward and precise. For men, however, it is more complex. They must leave their hamlet and are taken in by male Viera elders, who train them for their new life, as well as for the defense of their territories, known as "the Green Word". Unfortunately, certain areas are now considered inaccessible. Once they are recognized as adults and independent, they become forest guardians.

They return to their hamlets every three to five years to take part in what is called "the reproduction". This takes the form of a celebration where men seek female partners with whom to reproduce. It is never done randomly, as couples are carefully selected. To ensure optimal genetic diversity, reproduction is primarily regulated by effectiveness while preserving bloodlines. As a result, the clans are mostly composed of women, who number around seventy to eighty percent, a ratio that helps explain the rarity of male Viera.

From birth to death, they follow a strict code governing how they must maintain a certain distance from civilization, favoring life within forests. This code also shapes customs, preserving ancestral traditions. Far from civilization, they cultivate a close bond with the forest, which serves as their sacred refuge. While clans encourage personal independence, if individuals so wish, they may venture beyond their hamlets to explore the world.

However, this path is not always well received. Certain individuals are banished from their clan for their choices, whether due to personal desires or divergent ambitions. Once exiled, they are strictly forbidden from returning to their forests, and are henceforth considered strangers and outsiders.

The Viera are quite reserved when it comes to details of their way of life. Aside from these broad outlines, little is known, and even among those who share their knowledge, some are exiled. They do not speak openly of their customs. I believe I have already shared enough information, and I could neither nor wish to say more.



THE ARCHERS AND THEIR SECRETS

A closer look at the Archers' Guild.
Interview with Kira, a young archer who is lively and spirited.

Archers' Guild



Greetings to all enthusiasts reading these lines. In this new edition, I set out to explore the charming lands of Gridania, focusing on a guild that some of you may already recognize: the Archers' Guild. You may rightly wonder why I chose to spotlight archers rather than conjurers. After all, throughout my travels, I have often encountered practitioners of the elements, yet bow wielders were far rarer and therefore all the more intriguing to me.

The art of archery that flourishes in Gridania has its roots in two distinct traditions. The first was developed by the Elezen, former rulers of the forest, while the second once belonged to the nomadic Miqo'te. These two peoples, as I mentioned in the previous issue of this magazine, ultimately made their home in the Sylve, more commonly known as the Black Shroud. Initially rivals, they gradually learned to live together in perfect harmony. Over time, their exchanges gave rise to two schools of archery that eventually merged, shaping the art of the bow as we know it today.

It was only a matter of time before bows, once used solely for hunting, evolved into a true martial art. The Archers' Guild, established in ancient Gridania, works in close cooperation with the headquarters of the Gods' Quiver, also known as the Quiver. This is a military organization of archers devoted to the defense of Gridania and the majestic Twelveswood.

Have you ever explored the skills of these virtuosos of ranged combat? Their area of expertise lies primarily in stealth and agility, combined with mastery of the bow in all its forms, whether shortbow, longbow, or composite bow. Their excellence in this art depends largely on the practitioner's dexterity, a quality in which they are particularly well endowed. With no reliance on aether, their training focuses entirely on physical prowess, with no prior requirements.

Some archers, however, pursue slightly different paths by blending aether, music, and archery, a fusion better known as the Bard. Archery is a martial discipline in which arrows draw their power from the energy released by the bow itself. One of the archers' greatest advantages lies in their ability to fight at range. Unlike spear wielders who engage in close combat, this allows them to suffer less damage and to choose strategic positions.

Those who devote themselves to mastering this discipline can contribute in many ways: slowing enemies by striking their legs, inflicting lasting wounds with poisoned darts, or firing warning shots. The most talented among them can unleash a rain of arrows over a wide area. Archers use distance to their advantage on the battlefield, maintaining an overview of the situation in order to make the most effective shooting decisions.



MAY THE WILL OF THE FOREST BE DONE.

The origins of the Archers' Guild date back to the earliest days of the Sixth Astral Era. Initially, it was the League of Trappers that dictated the moments and places for hunting. Over time, hunters began to organize friendly archery competitions, and gradually, a group broke away to pursue this passion exclusively. This founding group became the pioneering members of the Archers' Guild.

INTERVIEW

Now that I have explored the hidden history of the archers, I set out in search of an emeritus member of this renowned Gridanian guild. Believe me when I say it was no small undertaking. Its members are either constantly on the move, too reserved to answer questions, or firmly determined to preserve their anonymity, an attitude I fully respect. Still, perseverance bore fruit, and I was ultimately granted one of the most sincere, direct, and enlightening interviews this guild has ever offered.

Melonna: How long have you been a member of the Archers' Guild?

Kira: Around ten years. I joined at sixteen, and I am twenty six now.

Melonna: Why choose this guild rather than spear fighting or elementalism?

Kira: I discovered early on that I was more naturally suited to the bow than to the spear. In any case, I am barred from joining the city's major groups: the Wood Wailers, the Gods' Quiver, the conjurers.

Melonna: Why is that?

Kira: Because of my choices. As an Elezen of Gridania, I chose to form close ties with a Hyuran Mhigoise.

Melonna: So becoming a bard is not an option for you?

Kira: That decision does not belong to Gridania itself. It is passed from master to student. And it has nothing to do with official institutions.

Melonna: I see. Then what does your life within the guild consist of?

Kira: Following the path of water. Learning to feel it. Training through target practice, repeated drills, and field exercises. There is no fixed position and no true salary, but I bear no resentment for that. I am simply good at what I do, and that is enough for me.

Melonna: Do you feel you have grown? And do you love Gridania?

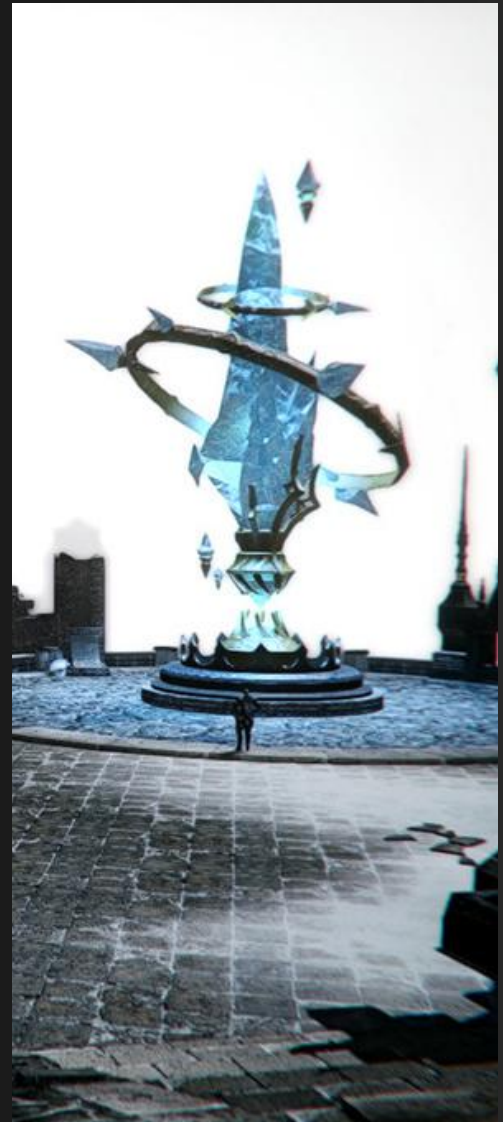
Kira: I believe so, but I cannot fully belong because of my mixed heritage. Gridanians were already conservative, and since the liberation of Ala Mhigo, they have grown even more so. Life in Gridania is not unpleasant, there is a rhythm to it, the spirit of the forest, but its people can be deeply obstinate. Still, one can always lower one's head and walk one's own path.

Melonna: Would you ever leave Gridania to try your fortune elsewhere?

Kira: I could not. The guild is the city, and the city is the guild. It is the gateway to everything I am.

Melonna: How would you describe archery as a martial discipline?

Kira: It demands perfect physical condition. Many believe archers to be fragile, yet drawing a bow requires great strength, as well as precision. Above all, what matters most is intuition and openness of mind, the ability to consider as many perspectives as possible.



DARK KNIGHTS

Dark knights are warriors who reject the conventions of traditional chivalry, wielding occult powers fueled by their inner darkness and acting to bring justice to the oppressed, all while facing the constant risk of losing control over that power.

- Melonna -



WHO ARE THEY?

Dark knights are warriors who wield greatswords and reject the traditional image of knighthood. They have no formal or standardized method of training, and may be initiated either by other dark knights or through possession of a soul crystal. Though their origins trace back to Ishgard, they are by no means exclusive to that region. Dark knights are neither inherently good nor evil; instead, they embrace darker emotions to awaken their occult strength. Often marginalized by society, they are willing to make personal sacrifices in the name of justice. They follow their own code and act outside established authorities.

The soul crystal allows dark knights to channel their inner darkness, but such power demands control lest it overwhelm its bearer. To wield their abilities, they must draw upon intense emotions, which tend to lean toward sorrow, anger, and despair.

THE HISTORY THAT REVOLUTIONIZED KNIGHTHOOD

In the distant year 960 of the Sixth Astral Era, a humble man named Tryphaniel, devoid of wealth or status, was knighted in Ishgard for his courage on the battlefield. This young Elezen, driven by a profound sense of justice, never ceased to defend the most vulnerable, even after rising to nobility within Ishgardian society.

One day, he noticed an ecclesiastic leading a lost child through the shadowed alleys of the Brume. Troubled, he chose to follow them. His suspicions were confirmed when he discovered them within the priest's secluded dwelling, where the man was committing vile acts upon the kidnapped child. Startled by Tryphaniel's sudden arrival, the ecclesiastic attempted to justify his depravity by invoking a supposed "exorcism." Enraged, Tryphaniel drew his blade without hesitation and answered the stammered excuses with a single, fatal strike.

Unfortunately, his companions did not view his actions as heroic or brave. He was condemned for killing a member of the Holy See and was forced to fight for his life in a trial by combat. Though he survived, he was stripped of his title of knight and banished from his city. Faced with accusations of having fallen into darkness, Tryphaniel stood firm and declared that he was willing to abandon any title if it meant refusing to ignore the suffering of a child. Casting aside his shield, he continued his quest in defense of the people, unconcerned with taboos or the fears of others. His just actions inspired a handful of courageous souls to embrace the forbidden path, thus giving birth to the legacy of the dark knights.

Those who chose the way of the dark knight cultivated within themselves a share of darkness. Abandoning the symbols of traditional chivalry, these shadowbound justiciars favored the greatsword and relied upon occult powers to carry out their grim mission. Today, very few dark knights remain, yet their unyielding resolve to deliver their own vision of justice has not wavered with the passing of years.

The power of the dark knight is born from the fear and anger that burn within them. They draw upon darkness to strengthen their attacks and to manipulate aether. Such power, however, comes at a cost. Should they lose control, they risk being consumed by entropic energies. The first dark knights were skilled wielders of the greatsword, but over time they developed additional techniques. They are capable of conjuring arcane barriers and summoning circles of shadowed blades to terrify and overwhelm their enemies.

Dark knights may also endure grievous wounds thanks to their resistance to pain, yet this resilience carries its own dangers. The darkness they wield is neither inherently good nor evil, but is instead nourished by emotions such as fear, regret, anger, and suffering. Dark knights must learn to channel these emotions with discipline. If they fail to do so, the power they command can become utterly destructive.





GIL



-Melonna-



The History of Gil

Gil (ギル, Giru), also translated as Gold or abbreviated as G, is the currency used throughout Eorzea. Originally, this coinage was employed by the ancient Allagan Empire and bears the name of the Gilbert family of Damcyan. It was established during the reign of Gilbert Chris Von Muir, an elegant prince and successor to his country's throne, though largely isolated from everyday life.

[HRP: Gil is loosely inspired by the Japanese yen (円) or ancient Chinese coins. As a reference, 1 euro is roughly equivalent to 159 gil.]

Gil was officially adopted by the city states of Eorzea in the year 1477 of the Sixth Astral Era as a means of strengthening commercial relations in the aftermath of the Autumn War. A council of experts from all nations agreed to adopt neutral concepts, ones not rooted in the traditions or cultures of any single nation, in order to avoid unnecessary debate.

To this end, the visage of Nymeia, the Spinner, was chosen to adorn the one hundred gil coin.

Gil coins thus came to bear the image of one of the Twelve. Over the years, gil received several other designs, including commemorative coins featuring the faces of leaders of the Grand Companies. The most widely minted coin remains the one bearing Nymeia's likeness.

An official monetary symbol for gil also appeared: a sign shaped like the letter "P," resembling a stylized, inverted "G."





Othard and Kugane use the Shishu Koban as their currency, though gil may still be exchanged at currency counters and is also accepted in First establishments due to its standardized nature. This oblong gold coin was once widely circulated throughout Hingashi and the eastern provinces of Othard.



Other forms of currency also exist, such as company seals, Allagan tomesstones, and Ixali oaknods. These, however, are notably not accepted at the Gold Saucer, as gil and MGP are treated as entirely separate currencies there.

At the Gold Saucer amusement park, MGP is used to pay for many attractions, while others require gil. MGP can also be spent on purchasing items within the park. It generally cannot be exchanged directly for gil. However, a man may occasionally appear outside the park and sell MGP vouchers at the price of one hundred gil each. Otherwise, MGP can only be obtained by winning the mini games offered at the Gold Saucer.



Turali uses its own currency, known as the pel, rather than gil. However, in recent times, Turali merchants have begun accepting gil from foreign traders as well. Ten thousand pel is approximately equivalent to one million gil.



STARLIGHT CELEBRATION

A dive into celestial wonder
-Melonna-



As the stars shine brightly across the night sky of Eorzea, an atmosphere of magic and celebration spreads throughout the land. The Starlight Celebration, an iconic event, offers adventurers and citizens alike the opportunity to gather, honor ancient traditions, share joy, and celebrate the spirit of camaraderie.

The Starlight Celebration is a harmonious blend of enchanting lights, music, and merriment. Across the cities and villages of Eorzea, shimmering decorations illuminate streets and plazas, creating a warm and festive atmosphere. Glittering garlands, adorned trees, and twinkling lights form a captivating tableau that carries participants into a dreamlike world.

At the heart of the celebration lies a central theme of generosity and goodwill toward others. Adventurers and residents of Eorzea come together to exchange gifts and presents, symbols of a camaraderie that transcends borders and differences.

These offerings are often chosen with care to reflect the tastes and preferences of their recipients, strengthening the bonds between participants.

The Starlight Celebration also offers a wide variety of activities and entertainments to suit every taste. Carnival games, special theatrical performances, and delectable treats delight visitors. Dance festivals, spectacular fireworks, and decoration contests provide countless opportunities to celebrate and enjoy the festivities. Not to be forgotten is the choir, which invites all to sing at the top of their lungs and fill Gridania's amphitheater with harmonious voices.

It is a cherished moment when adventurers from different city states, tribes, and nations gather to celebrate unity and harmony.

The event embodies the idea that, despite the challenges that may arise along their paths, the peoples of Eorzea can come together to share moments of joy and comfort. The Starlight Celebration shines like a guiding beacon, offering everyone the chance to immerse themselves in a magical world of festivity, sharing, and friendship. As the stars glitter overhead, adventurers and citizens of Eorzea gather to create memories that shine just as brightly as the stars themselves.

Certain figures have become emblematic of the celebration, such as the Starlight Bear, the Ursine of Starlight. Clad in a shimmering mantle and surrounded by a radiant aura, this endearing bear embodies the spirit of generosity and sharing at the heart of the event. It encourages adventurers to take part in games and charitable acts in order to help the people of Eorzea.

Another central figure is Amh Garanjy, a renowned adventurer who is often involved in organizing and planning the festivities. Her boundless energy and infectious joy make her a symbol of the celebration itself. Amh is frequently tasked with offering special games that lead participants across the realms of Eorzea, providing captivating adventures and unforgettable moments throughout the Starlight Celebration.



Jihli Aliapoh, Matriarch of the Sisters of the Faith, is also a key spiritual presence during the Starlight Celebration. She brings a sacred dimension to the event by presiding over ceremonies and symbolic rituals. Her connection to the heavens and the stars lends an air of mystery to the festivities, while her wisdom inspires adventurers to reflect on the deeper meaning of the celebration.

Ultimately, the encounters shared during the event transcend the limits of time and become cherished memories. The stories, interactions, and unique roles of each participant add a deeply human dimension to the celebration, making the Starlight Celebration a truly memorable and heartfelt experience.



Bestiary

OPO-OPO



Almost all of us have crossed paths with an opo opo at the bend of a trail, often without giving it much thought. And yet, few creatures of Eorzea reward patient observation as richly. For the opo opo, beneath its familiar appearance as a small primate with an oversized tail, reveals an unsuspected complexity to those willing to linger.

It can be found in many regions, but it is in the dense forests of the Black Shroud that it seems most at ease. There, among gnarled roots and rustling canopy, it moves with an almost insolent agility. Its morphology lends itself perfectly to this environment: nimble hands, a prehensile tail, and a light body capable of vanishing in an instant among the branches. In La Noscea, it can also be encountered, sometimes closer to inhabited areas, a proximity that is not without consequences for local populations.

For the opo opo is never alone. This is perhaps the first misjudgment made by unwary travelers. Where one believes they are facing a single curious creature, an entire colony is often hidden nearby, perched in the heights or concealed behind a curtain of foliage. These groups, sometimes numbering several dozen individuals, follow a strict social structure. A leader dominates, watches, and decides. The others follow, observe, and learn. This cohesion explains their formidable efficiency when it comes to feeding or defending their territory.



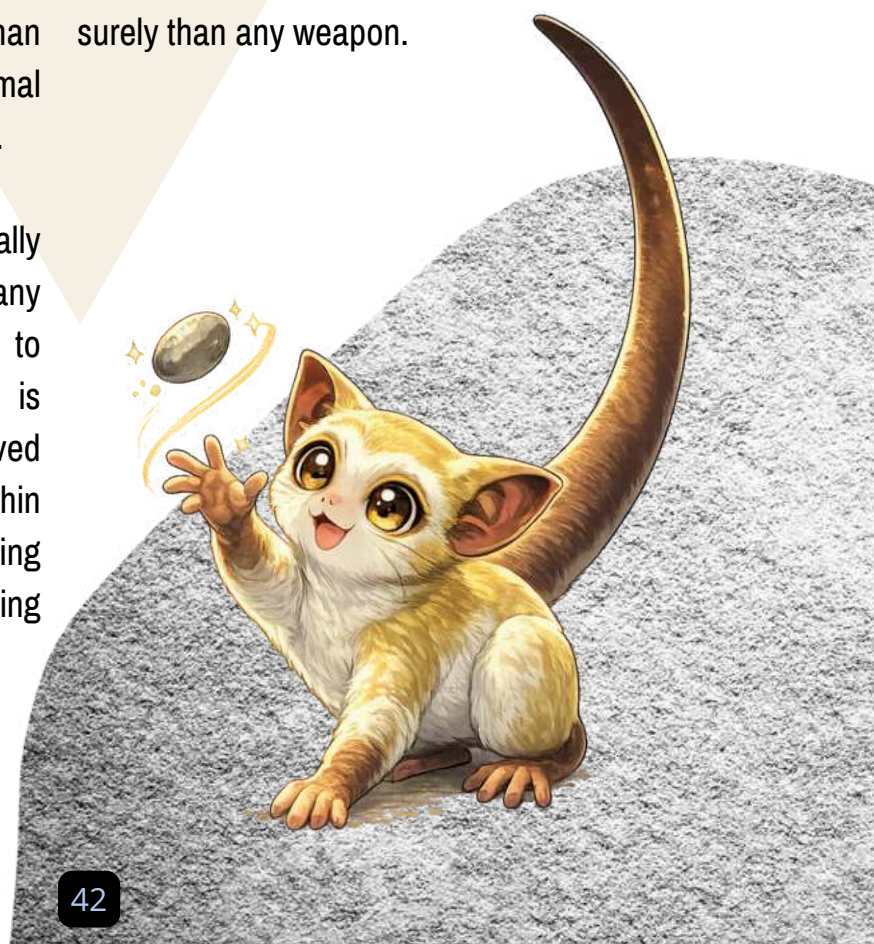
Originally frugivorous, opo opos appear to have developed, over the years, a remarkable ability to adapt to the most readily available resources. Fruits, nuts, seeds... but also, and above all, human crops. Farmers' accounts are numerous and strikingly consistent: entire fields stripped bare in a single night, harvests methodically plundered, as though the animals had grasped where minimal effort yielded maximal reward. This aptitude for exploiting their surroundings largely accounts for the poor reputation that clings to them.

It would be reductive, however, to regard them as mere pests. Their intelligence is unmistakable. Some observers report elaborate defensive behaviors, including the use of objects picked up from the ground to drive off an intruder who ventures too close. Whether such behavior is systematic or situational remains debated, but it recurs often enough to warrant mention. One thing is certain: the opo opo is neither passive nor foolish, and it knows how to make it clear when one is not welcome.

Perceptions of the creature vary from region to region. In Hingashi, in particular, the opo opo partially escapes this image of a ravager. There, it has entered local folklore, oscillating between a bringer of good fortune and a troubling figure in popular tales. At times mischievous, at times dangerous, it embodies an ambiguity that reflects the complex relationship peoples maintain with wild fauna. Its small stature, large expressive eyes, and unsettling ability to mimic certain human gestures heighten the impression of an animal poised between the familiar and the strange.

Another trait, more discreet yet equally revealing, lies in its social bonds. Unlike many group living species, the opo opo appears to favor lasting partnerships. Monogamy is frequent, even predominant, within observed colonies. These pairs then coexist within broader communal structures that bring together several family units, further reinforcing the stability of the group.

Ultimately, the opo opo is less a curiosity of the wild than a mirror of our own presence in untamed lands. Opportunistic, intelligent, and adaptable, it thrives wherever our paths intersect with its own. Whether one loves it or loathes it matters little: it is there, observing as much as it is observed. And should you ever wish to ease a meeting that has grown a little tense, know that a simple fruit from the Black Shroud can sometimes lower barriers more surely than any weapon.



GOBBUES

It is impossible to travel for long across Aetherys without eventually hearing tales of the gobbue. Some speak of it with awe, others with fear, and many with a mix of both. I myself first encountered one not far from a quiet watering place, its immense bulk resting motionless as though it were nothing more than a moss covered boulder. Only when it stirred did I understand how deceptive that impression can be.



Gobbues are found across a wide range of regions, from La Noscea and Thanalan to Coerthas, and in earlier times even within the Black Shroud. Their size alone commands attention. A fully grown gobbue may reach an average height of six fulms, its massive body supported by thick, pillar like limbs. Yet despite this imposing stature, they possess a calm, almost placid demeanor that often lulls observers into a false sense of security.

Their most striking feature is the vegetation that grows upon them. Mosses, lichens, and small plants cling to their backs and heads, forming a living mantle that serves multiple purposes. This growth provides natural camouflage, allowing gobbues to blend seamlessly into wetlands and forested areas.

In return, the creature's body retains moisture during dry seasons, effectively turning the gobbue into a moving reservoir that sustains the vegetation it carries. This symbiotic relationship is one of the clearest examples of nature's balance made manifest.

Despite their seemingly gentle presence, gobbues are formidable predators when threatened. Beneath their calm exterior lies immense strength. They are capable of uprooting entire trees, gliding or ramping their heavy bodies forward with surprising speed, and unleashing devastating force through their cavernous mouths. Though their diet consists primarily of plants and fruit, gobbues are omnivorous by nature. The taste of blood does not deter them, particularly among females defending their kin.

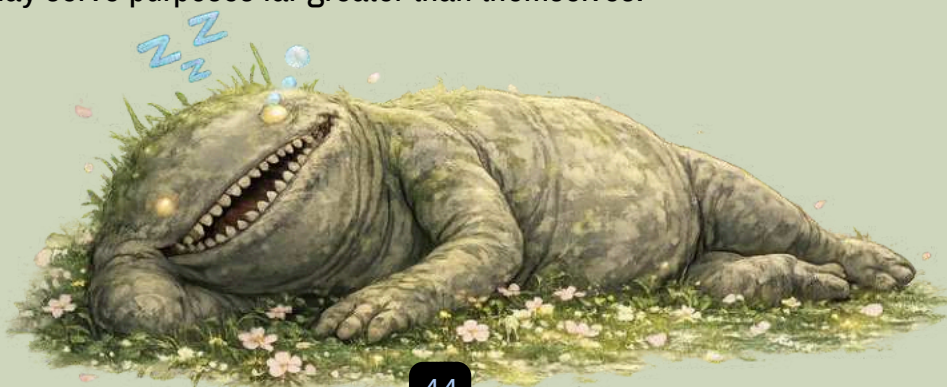


It is important to note that gobbues are rarely truly alone. While one may encounter a solitary individual, this is often a male ranging farther from its group or a temporary separation. Most gobbues live in small family units, typically composed of three to five individuals, with strong bonds between them. These groups are territorial but not aggressive without cause.

Sadly, their sheer size and the richness of the vegetation they host have made gobbues prime targets for poachers. The mosses and lichens that grow upon them are highly prized for use in medicines and potions. Hunters often immobilize the creature, strip it of these valuable growths, and abandon it afterward, leaving it weakened and deprived of the very resources that sustain it. As a result, gobbues have grown increasingly wary, and encounters that were once passive are now more likely to turn hostile.

Those who care for the natural balance of Aetherys should see gobbues not as monsters, but as keystone creatures. They act as living sanctuaries for plant life and as natural guardians of the wetlands and forests they inhabit. To protect a gobbue is, in many ways, to protect the land itself.

There is one tale from eastern Thanalan that lingers in my thoughts. Near the Camp of the Bone Dry, travelers speak of the remains of a colossal gobbue, perhaps the largest ever seen. Its body now lies covered in flowers not native to the region alone, but drawn from Coerthas, Thanalan, and even the Black Shroud. It is said the creature wandered there during the Calamity, collapsing at last upon the slopes of Coerthas as the land itself changed. In death, it restored what had been lost. Its body became a carpet of seeds, transforming a barren stretch of desert into a flowering paradise. Aetherys is full of such quiet wonders. One only needs the patience to observe, and the humility to understand that even the largest beings may serve purposes far greater than themselves.





CHOCOBOS



Few creatures are as deeply woven into everyday life on Aetherys as the chocobo. Whether as mount, courier, beast of burden, or loyal companion, it is difficult to imagine our roads, battlefields, or trade routes without the steady presence of these long legged birds. Even with the rise of airships and magitek conveyances, the chocobo has never lost its place. It remains, quite simply, the most faithful ally of the traveler.

The chocobo is instantly recognizable: a tall, powerful avian with strong legs built for endurance, a keen intelligence, and an adaptability that borders on the extraordinary. Though often perceived as docile and familiar, it is a creature of remarkable complexity, shaped by centuries of coexistence with the peoples of Aetherys.

According to historians, archaeologists, and natural philosophers, the earliest chocobos are believed to have originated in Dravania, within what is now known as the Chocobo Forest. Fossil remains found in the region suggest that their ancestors were larger and more robust than the birds we know today. It was in Ishgard that the first systematic breeding and training of chocobos began, primarily for military and logistical purposes. Over time, chocobo husbandry spread across the continent, diversifying as the birds adapted to new climates, terrains, and human needs.

The modern chocobo is primarily herbivorous, feeding on grains, vegetables, fruits, and greens. This simple diet, combined with its calm temperament and social nature, made it an ideal candidate for domestication.



Yet to mistake the chocobo for a simple beast would be a grave error. It is intelligent, perceptive, and capable of forming strong emotional bonds with its handlers. Many seasoned riders will attest that a chocobo understands far more than it can express. One of the most striking aspects of the species lies in its incredible variety of plumage. Today, at least seven color variations are commonly recognized, each associated with specific traits developed through adaptation rather than coincidence.

The yellow chocobo remains the most widespread and versatile. Balanced in strength, speed, and temperament, it serves as the standard companion for travel and transport across nearly every region of Aetherys. Its adaptability allows it to thrive in forests, plains, and roads alike.



The black chocobo, most famously associated with Ishgard, possesses the rare ability to glide for short distances. Raised in mountainous regions battered by wind and snow, it has developed powerful wings and exceptional resilience. Contrary to popular belief, it cannot truly fly, but its ability to descend safely from great heights makes it invaluable in rugged terrain.

The red chocobo is perhaps the most feared. Highly territorial and aggressive, it is often classified as a combat oriented strain. Its strength and ferocity are matched only by its difficulty to train. Without proper authorization and expertise, attempting to handle a red chocobo is extremely dangerous, as many unfortunate stories attest.

The blue chocobo excels in mountainous regions and cold climates. Strong, enduring, and sure footed, it thrives where paths are steep and treacherous. Its stamina makes it a favored companion for long expeditions.

The green chocobo is adapted to forested and uneven terrain, capable of navigating dense undergrowth with ease. Agile and alert, it is often employed by scouts and messengers. The purple chocobo, rarer still, displays remarkable agility and speed, particularly in open terrain. Its plumage is often linked, by scholars, to an increased sensitivity to ambient aether.

And then there is the white chocobo. Extremely rare, often believed to be the result of albinism, it is surrounded by legend. Those who have observed one closely speak of an unusual calm, an almost otherworldly presence. Some claim it possesses unique abilities, though no definitive proof has yet been recorded. Whether myth or truth, the white chocobo remains a symbol of purity and mystery.

There are accounts, too, of a dark chapter in chocobo history. A mysterious blight once afflicted populations across the land, altering their abilities and forcing many city states to halt breeding programs. Over time, the affliction waned, and strict measures were put in place to regulate chocobo exportation, ensuring the survival and stability of the species.

It is worth noting that chocobos are social animals. They form bonds not only with their riders but with each other. Herd structures are common, and separation can cause visible distress. When threatened, chocobos are capable of remarkable feats of defense, using speed, strength, and in some cases, elemental affinity to escape danger.

Ultimately, the chocobo is far more than a mount. It is a living testament to coexistence between people and nature. Intelligent, resilient, and endlessly adaptable, it has shaped our roads, our wars, and our journeys. To understand the chocobo is to understand a part of Aetherys itself.

And if you ever doubt their depth, watch how a chocobo looks back at you. There is recognition there. Memory. Trust. Perhaps even judgment.



Bombo



Among the many creatures that roam the wild places of Aetherys, few inspire as much equal parts dread and fascination as the bombo. Its very name evokes an explosive presence, and indeed this strange life form occupies a curious spot in the natural order. Known to scholars as a kind of bomb entity, the bombo is less an ordinary animal and more a volatile manifestation of elemental aether and gas that has taken on a semblance of life, heated by flame and driven by a kind of primal instinct.

To the casual observer, a bombo might first appear as a floating orb of flame and smoke, its roughly spherical form betraying none of the complexity hidden within. Yet those who have studied them closely speak of an almost sentient behaviour. When threatened or provoked, a bombo will erupt in bursts of flame and may ultimately detonate, sacrificing itself in a violent release of fiery aether that can devastate a surrounding area. Witnesses recount tales of bombos growing to immense size in moments of heightened rage, their flames belching outward without regard for friend or foe.

In the deserts and semi-arid lands where they are most commonly encountered, bombo populations seem drawn to sources of oil or fat — whether plant, animal, or otherwise — as though these materials serve as fuel for their internal fires. Naturalists who have observed their behaviour theorize that bombo physiology requires frequent replenishment of this fiery essence in order to remain stable and animate.

Though often regarded with fear, bombo are not merely destructive forces. Their existence points to a deeper connection between the physical and the aetherial, a kind of being formed where elemental energy and volatile gases intermingle. In some traditions, especially in more remote regions, they are seen as incarnations of raw fire, spirits of flame that both give warmth and demand respect.



Descriptions of bombo behaviour suggest a surprisingly varied taxonomy. Some are slight of stature, little more than flickering spheres that haunt the cracked earth. Others, rarely seen, loom large and slow, like rolling furnaces that seem to feed upon the very air around them. In all cases, the threat they pose is proportional to their energy: the more volatile the internal aether, the more destructive the resulting detonation.

It is this capacity for self-destruction that has most captured the attention of scholars. Bombo do not merely explode when killed; they appear to store aether and combustible gas within themselves, releasing it in one cataclysmic moment when pushed beyond a critical threshold. This has led some theorists to compare them to living incendiaries, embodiments of pressure and heat that can neither be fully tamed nor easily predicted.

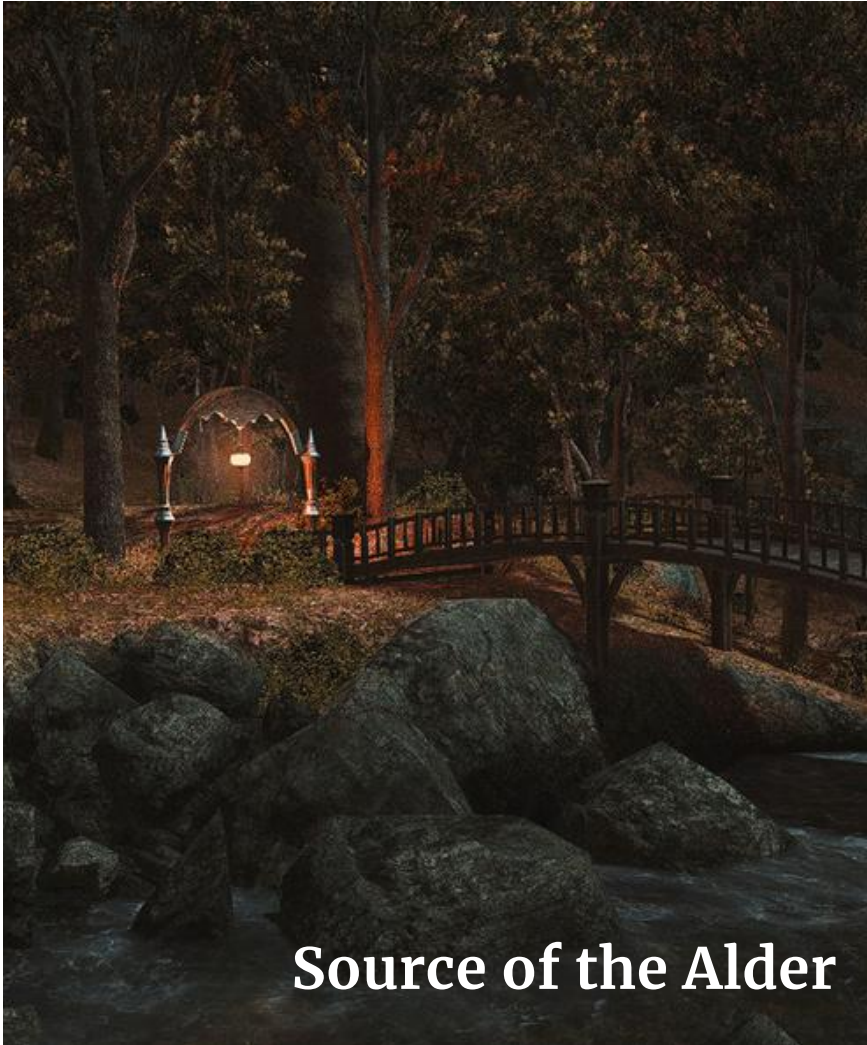
Despite their fearsome reputation, unusual sightings and local lore suggest that not all bombo are identical. Some are reported to emit different colours of flame or to react differently to environmental stimuli, hinting at subspecies or elemental variation. Whether such distinctions are literal or simply folk interpretation remains a subject of debate among researchers.

Interactions between bombo and other creatures are rare but dramatic when they occur. Predators seldom approach them, and most civilized societies avoid deliberate contact, preferring to observe from afar rather than risk a spontaneous detonation. Yet in some cultures, the bombo has been woven into seasonal rites, metaphors for flame's dual nature: life giving and destructive, unpredictable and awe-inspiring.

From a biological perspective, categorizing the bombo remains challenging. It exhibits no clear digestive or reproductive systems and seems unconcerned with plant or animal sustenance in the conventional sense. Instead, it thrives on aether and combustible materials, sustained by forces that blur the line between creature and elemental phenomenon.

Ultimately, the bombo serves as a reminder that the world of Aetherys is not governed solely by the laws of flesh and bone, but also by the dynamic interplay of energy, aether, and environment. To encounter a bombo is to witness a fragment of that interplay made manifest — beautiful, terrifying, and profoundly enigmatic.

Aetherys Balade



Source of the Alder

Alder Springs is a subregion of the North Shroud, a land shaped as much by memory as by nature. Once known for its towering alder trees and abundant vegetation, the area bears little resemblance today to the forest it once was. During the calamities that scarred the region, the original grove was consumed by fire, leaving behind a landscape stripped of its former life. What remains is a quiet, austere expanse, where the name endures long after the trees themselves have vanished.

The terrain is marked by scorched earth, scattered stones, and the occasional trickle of water that still rises from the springs beneath the soil. These waters continue to surface despite the devastation, a reminder of the resilience of the land even in its most altered state.

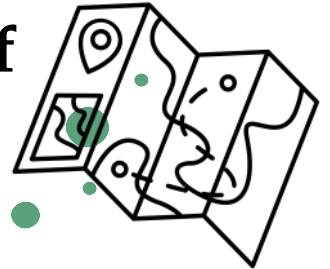
The absence of dense foliage allows sound to travel freely, lending the area an unusual stillness broken only by wind and distant movement. Alder Springs lies within a region of strategic importance to Gridania. The North Shroud serves as a defensive frontier, frequently patrolled by the Gods' Quiver to guard against ixal incursions and other threats. As such, travelers passing through Alder Springs may encounter signs of ongoing vigilance rather than leisure. The area is less a place of respite than one of quiet reflection, where the scars of past conflict remain visible.

Despite its desolation, Alder Springs possesses a stark beauty. The contrast between what once stood and what remains invites contemplation. It is a place where history is felt rather than seen, where the silence speaks of loss, endurance, and the long passage of time. For travelers seeking to understand the deeper layers of the Black Shroud, Alder Springs offers a solemn but meaningful stop along the road.



North Shroud

The Gates of Gelmorra



Situated in the northern reaches of the Black Shroud, the region known as the North Shroud forms a rugged borderland between the deep forest and the highlands of Coerthas. It serves as a strategic frontier for the forces of the Gods' Quiver, who defend the forest from external threats and maintain vigilance along its edges.

Among the features that give the North Shroud its enigmatic character are the remnants of ancient civilization — most notably the ruins attributed to Gelmorra. These crumbling stone structures, now largely reclaimed by the wild, hint at a time when a powerful society once stood in this region long before the founding of the present forest settlements.

The location often referred to as the Gates of Gelmorra is distinguished by the presence of worn stone archways and immense tree roots that surround and intertwine with the aged masonry. These roots speak of centuries of growth and decay, as towering trees have gradually embraced and absorbed the old walls, lending the site a striking and almost reverent silence. While not much is explicitly recorded about the original purpose of these constructions, their weathered state suggests they were once part of a significant thoroughfare or ceremonial entrance, possibly leading toward deeper ruins or subterranean complexes associated with the ancient Gelmorran people.

What sets this area apart is its palpable sense of history. The massive roots that encircle the stonework are more than mere botanical growth: they are a testament to the forest's slow reclamation of land once shaped by civilization. The scale of these roots, thick and gnarled, implies centuries of quiet dominance, as nature has steadily woven itself into every crevice and broken arch. The effect is a blend of quiet beauty and subtle melancholy, inviting reflection on the passage of time and the impermanence of even the grandest works.

Travelers passing through the North Shroud may find the Gates of Gelmorra both mysterious and evocative. Though the site is no longer more than a fragment of its former self, its roots and stones remain silent witnesses to an era long past. The atmosphere is one of deep stillness, broken only by the whisper of forest winds and the distant murmur of wildlife.

For those journeying through the Black Shroud, this place offers a rare opportunity to witness the forest's ancient memory etched into stone and wood. It stands as a reminder that even in wilderness, traces of forgotten ages endure — not in grand monuments, but in the quiet interplay of nature and history.

Sources confirm that the North Shroud is a distinct part of the Black Shroud, connected to Central Shroud through Alder Springs and marking the forest's northwestern reaches toward Coerthas; it contains several noteworthy locations including Fallgourd Float and the ruins associated with Gelmorra.





South Shroud Bentbranch Meadows (Wood Wailer Mill)

Bentbranch Meadows lies within the South Shroud, just south of the Calebash Curtain, and stands as one of Gridania's most important forest settlements. Built at the heart of a dense woodland, the area is defined by its integration with the surrounding environment. The buildings, including cottages and storage houses, are constructed almost entirely from local materials, their thatched roofs often covered in moss, giving the impression that they have grown from the forest rather than been imposed upon it.

The settlement is bathed in filtered light, as towering trees soften the sun's rays and cast shifting patterns of shadow and illumination across the earthen paths that wind between the structures. Unlike fortified outposts, Bentbranch Meadows remains open and welcoming, its layout designed around movement, trade, and daily life rather than defense.

Despite its peaceful appearance, Bentbranch Meadows is a vital crossroads. It serves as a major point of passage for travelers moving between the South Shroud and other regions of the forest, as well as a hub for commerce and logistics. The constant flow of merchants, adventurers, and Wood Wailer patrols gives the area a quiet sense of purpose beneath its calm exterior.

One of the most distinctive features of Bentbranch Meadows is its network of wooden bridges. These elegant structures span clear flowing waterways, linking different parts of the settlement while preserving the natural courses of the streams below. The water is remarkably transparent, revealing smooth stones and gentle currents that reflect the careful stewardship of the land.

At the center of this arrangement stands a circular pavilion set upon a small island, accessible by bridges from multiple directions. This structure serves as a gathering point and place of rest, offering shelter to travelers and locals alike. Its arched design and natural materials reinforce the sense of harmony between settlement and forest, a defining characteristic of Gridanian architecture.

The atmosphere of Bentbranch Meadows is shaped by sound as much as sight. The murmur of running water, the creaking of wooden bridges, and the distant calls of birds replace the noise of crowded city streets. While active throughout the day, the area retains a sense of balance and restraint, reflecting the Gridanian ideal of coexistence with nature.

Bentbranch Meadows exemplifies Gridania's approach to settlement: functional without excess, serene without stagnation, and deeply rooted in the forest that sustains it. For travelers, it offers not only a place to pass through, but a moment of calm and clarity amid the winding paths of the South Shroud.

Central Coerthas — The Observatory Village



Perched high amidst the snow-touched ridges of Central Coerthas lies a place of unexpected serenity: the Observatory Village. Cloaked in winter's hush, this settlement stands as a testament to the austere beauty of cold landscapes, where stillness reigns supreme and the rhythm of life slows to match the whisper of falling snow.

A VILLAGE CARVED FROM ICE AND TIME

Unlike the forested hamlets further south, the Observatory is shaped by its snowy plateau and its dramatic surroundings. Stone cottages stand sturdy against the harsh winters, their heavy white roofs mottled with frost and gleaming under pale sunlight. The architecture speaks to generations of hardy inhabitants accustomed to snow-burdened skies and fierce winds: low eaves, thick walls, and reinforcing buttresses that echo the ancient masonry found throughout Coerthas.

The settlement derives its name not from views of the stars alone, but from its historical function as a watch post overlooking the high plains. For centuries, lookout towers and signal fires marked this high ground as a vantage point for both travelers and defenders. While most of those old towers have since fallen into ruin, their memory remains etched into the village's layout and lore.

WINTER'S AMBIENCE AND DAILY LIFE

The palette of the Observatory is one of subdued tones: slate grey stone, powder blue skies, and the glitter of fresh snow. Footprints in the frost trace patterns of daily passage, while crystalline flakes drift endlessly through the air, sometimes lingering like tiny stars suspended in the pale winter light. At dusk, lanterns are lit and their warm glow reflects softly upon the snow, giving the village a peaceful, almost enchanted quality.

Daily life here bends gently to the rhythm of the season. Residents maintain narrow but well-tended paths between homes, clear snow from essential walkways, and gather in communal hearths to share warmth and stories. Hunters and traders bring goods from lower lands, their arrivals marked by the crunch of boots and sleigh runners upon hard-packed snow.

NATURAL SURROUNDINGS AND ROUTES

Central Coerthas itself is a region defined by contrast: stark fields of frost give way to formidable cliffs, crystalline lakes sit beneath soaring peaks, and frozen waterfalls hang in dire stillness along the valley walls. The Observatory sits where these natural features coalesce — a nexus of highland environment and human adaptation.

For travelers, the area offers both challenge and reward. Trails leading from the village ascend toward drifting ridgelines, offering vantage points where one can gaze upon the vast, snow-covered expanse below. Wildlife adapted to the chill — hardy deer, snow foxes, and grazing ibex — may be spotted on distant slopes, their coats blending nearly seamlessly with the winter landscape.

LORE AND LEGACY

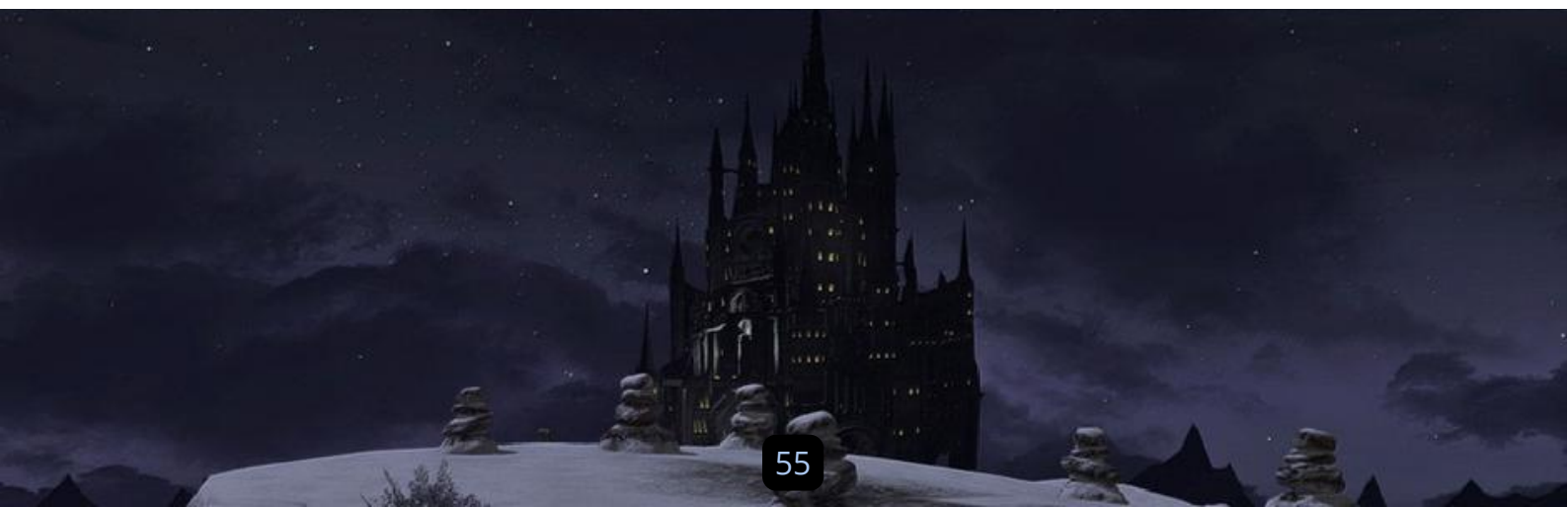
In local tradition, the cold itself is often treated as a companion as much as an adversary. Songs and tales recount how the land tests those who pass through, yet rewards those who show respect and resilience. It is said that the ancient peoples of Coerthas honored the icy winds as guardians of high places, and that echoes of those beliefs still shape festivals and seasonal rites observed in the region.

Though the Observatory Village is not a bustling hub, it is far from forgotten. Its longevity speaks to the human capacity to find warmth within hardship and community amidst isolation. Scholars and visitors alike find here a space for quiet reflection, a living example of a settlement in harmony with its demanding environment.

A PLACE OF QUIET DISCOVERY

In all, the Observatory is a destination less for thrill seekers than for those who appreciate stillness and wonder in equal measure. Its winter silence is not empty, but layered with sound: distant winds, the occasional bird call, and the soft settling of snow. Together, these shape a place that is both stark and alive, austere yet rich with character.

For those journeying across the highlands of Coerthas, a stop at the Observatory Village offers not just shelter, but perspective — a moment to encounter the profound beauty hidden within frost and stone.



Rising above the frozen highlands of Central Coerthas, Whitebrim Ridge stands as one of the region's most striking natural landmarks. Located near Providence Point and within sight of Steel Vigil, this elevated area offers sweeping views over snow covered plains and distant fortifications, immediately conveying both the stark beauty and the strategic weight of the Ishgardian hinterlands.

The ridge is shaped by altitude and exposure. Snow blankets the land year round, sculpted by relentless winds that carve sharp lines into stone and ice. The light is severe yet remarkably clear: by day, the pale blue sky contrasts sharply with the brilliant white of the snow, while by night, the landscape sinks into shadow, lit only by starlight reflected across the frozen ground.

Central Coerthas – Whitebrim Ridge



Serving as a natural boundary between forested slopes and open highland terrain, Whitebrim Ridge emphasizes the vastness and isolation of Central Coerthas. From its heights, the scale of the surrounding region becomes fully apparent, reinforcing the sense of distance and vulnerability that defines life in these lands.

At the edge of the ridge lies a dense winter forest known as the Whitebrim woods. Tall conifers rise like pillars, their branches weighed down by snow and ice, while the forest floor remains largely untouched, marked only by the tracks of cold adapted wildlife. Sound is muted here, softened by snowfall and thick needles, lending the area a deceptive calm that can quickly shift with changing weather.

Though harsh and often unforgiving, Whitebrim Ridge possesses a quiet, enduring beauty. It reflects the Coerthan understanding of hardship as a test rather than an obstacle, a place where discipline, preparation, and respect for the land are essential. For travelers, the ridge is less a destination than a moment of perspective, where human presence feels fleeting against the ancient strength of snow, stone, and wind.



Fashion Report



Valentione

For Men





Valentine

For Women





Emeraude





Yshitare





Orient's Style

For Women





Orient's Style

For Women





Spring





Proœuf







Emeraude





Ystare



YSHTARE EMERAUDE FEI-LYN



Heir Lyn



G. merande

Yshtare





Emeraude



Yshtara

Fei Yu



Emeraude





Ystare



Fei-Lyn

Ystare





Emeraude





Fei-
An

AUTUMN

MODELS : EMERAUDE | YSHTARE



A character with red hair and glasses stands in a forest with vibrant autumn foliage. She is wearing a white, quilted winter coat with brown leather-like accents on the collar, cuffs, and hem. The coat features large, dark, circular buttons and a pocket with a key. She is also wearing dark, lace-up boots and a small white hat. The background is a dense forest of trees with orange, yellow, and red leaves under a clear blue sky.

PROMENADE

MODEL : YSHTARE

GENTLEMAN



MODEL: EMERAUDE

SWEET INNOCENCE

MODEL : EMERAUDE

LUNE SUCRÉE

MODEL : FEI-LYN

BLEUET

MODEL : FEI-LYN





NEIGE

MODEL : YSHITARE

CERISE

MODEL : IRIS

MODEL : IRIS

STARLIGHT CELEBRATION





Gmeraude





Ystare





Fei-
Fur



L'BRIC À BRAC D'FEI !

KEEP YOUR COMPANION ANIMAL HEALTHY

Treat parasites the natural way

The love we have for our companion animals is priceless. But sometimes, these four-legged friends end up dealing with parasites like fleas, ticks, and lice. Instead of relying on harsh chemical products, there are natural ways to keep your animal healthy and comfortable.

Natural treatments for companion animals:

Fleas, ticks, and lice

Apple cider vinegar:

Apple cider vinegar is a solid natural option against fleas. Mix equal parts apple cider vinegar and water, then lightly spray it on your animal's coat. Avoid the eyes and muzzle. Repeat regularly for best results.

Essential oils:

Some essential oils, like lavender, peppermint, or tea tree, are known to help repel fleas and ticks. Mix a few drops with water and lightly spray or apply to your animal's coat. Always dilute properly, as essential oils can be irritating if used incorrectly.

Flea comb:

Use a fine flea comb to physically remove fleas. Gently comb through your animal's fur, making sure to catch and remove every flea you find.

Natural care doesn't mean doing nothing.

With a little patience and consistency, you can protect your companion while keeping things gentle, safe, and chemical-free.



Environmental treatment: Diatomaceous earth

Diatomaceous earth is a natural product made from fossilized diatoms, which are tiny aquatic organisms. It's commonly used to control parasites in the environment, including inside the home.

How to use it

Sprinkle diatomaceous earth in areas where your companion animal spends time, such as carpets, pet beds, and corners of the house. Make sure your animal does not inhale the powder, as it can irritate the airways.

How it works

Diatomaceous earth acts mechanically. Its microscopic particles damage the protective outer layer of parasites, causing them to dry out and die. There are no chemical reactions involved, just a physical process.

Safety tips

Diatomaceous earth is non-toxic for pets and humans, but it should be used carefully to avoid inhalation. Wear a mask when applying it, and let the powder sit for a few hours before vacuuming.

Treating parasites naturally is not only better for your companion's health, but also for the environment. Natural methods such as apple cider vinegar, essential oils, and diatomaceous earth offer effective alternatives to harsh chemical products. Always consult your veterinarian for advice tailored to your animal and your specific situation.



L'BRIC À BRAC D'FEI !

CHILI & HARISSA COOKIES FOR YOUR DOMESTIC DRAGON

Ingredients :

- 2 cups flour
- 1/2 tsp baking powder
- 1/2 tsp salt
- 1/2 tsp chili powder (adjust to your dragon's heat tolerance)
- 1 tbsp harissa
- 1/2 cup softened butter
- 1/2 cup sugar
- 1/2 cup brown sugar
- 1 egg
- 1 tsp vanilla extract



Instructions :

Preheat your oven to 180°C (350°F) and line a baking sheet with parchment paper.

In a bowl, combine the flour, baking powder, salt, and chili powder. Set aside.

In a separate bowl, beat the softened butter with the sugar and brown sugar until creamy and smooth. Add the egg and vanilla extract, then mix well until fully incorporated.

(Continue by gradually adding the dry ingredients to the wet mixture and proceed as desired.)

A spicy treat fit for a fire-breathing companion.

Add the harissa to the wet mixture and stir until fully incorporated.

Gradually add the dry mixture (flour, baking powder, salt, and chili powder) to the wet ingredients. Mix until you get a smooth, even dough.

Using a tablespoon, scoop portions of dough and roll them into balls. Place them on the prepared baking sheet, spacing them far enough apart so they don't touch while baking.

Bake the cookies in the preheated oven for about 10 to 12 minutes, or until the edges are lightly golden.

Remove the cookies from the oven and let them cool on a wire rack for a few minutes.

Once cooled, you can offer these delicious chili and harissa cookies to your domestic dragon. Make sure they are completely cool before serving, as heat could be dangerous.

You can also adjust the amount of chili and harissa depending on your dragon's tolerance for spice. Enjoy, and bon appétit to your fire-breathing companion.

Safety note:
Always make sure the ingredients used are safe for domestic dragons. Consult a veterinarian specialized in dragon care to learn which foods are appropriate for their diet.



L'BRIC À BRAC D'FEI !

Glow-Up Tips for a Stunning Summer Tan Using Natural Products

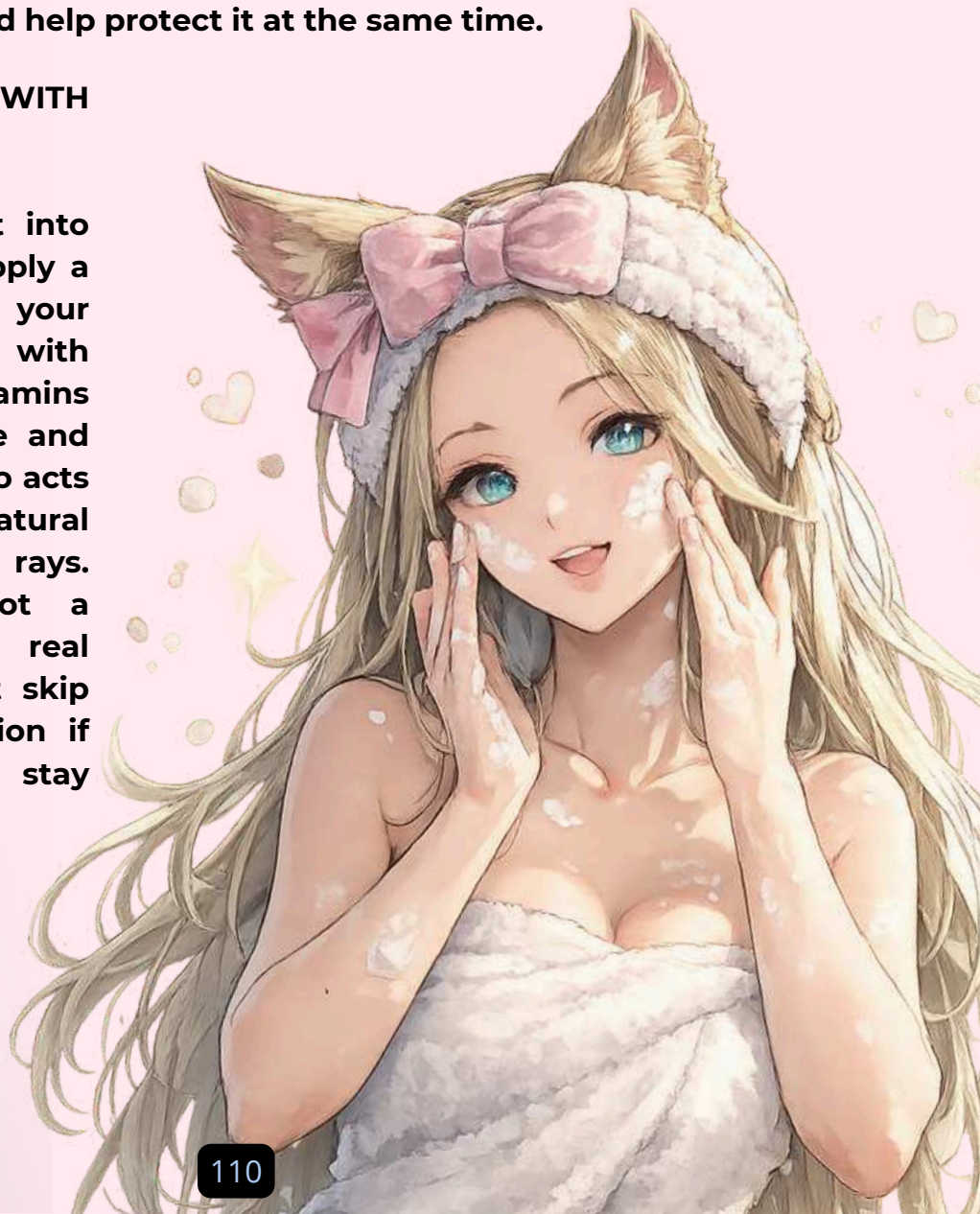
Summer is the perfect time to soak up the sun and get that golden glow. But protecting your skin from harmful UV rays is a must. If you want a nice tan while keeping your skin happy and healthy, here are a few easy, natural tips you can try with stuff you probably already have at home.

HYDRATE YOUR SKIN

Hydrated skin is the secret to a smooth, long-lasting tan. Using a lightweight moisturizer helps keep your skin elastic and prevents flaking. Plus, well-hydrated skin reflects sunlight better, which can actually boost your glow. For a natural option, go for coconut oil or shea butter. They nourish your skin and help protect it at the same time.

PREP YOUR SKIN WITH OLIVE OIL

Before heading out into the sun, you can apply a bit of olive oil to your skin. It's packed with antioxidants and vitamins that deeply hydrate and nourish. Olive oil also acts as a very light, natural barrier against UV rays. That said, it's not a replacement for real sunscreen, so don't skip proper sun protection if you're planning to stay out for a while.



SOOTHE SUNBURNS WITH NATURAL REMEDIES

Even when you're careful, sunburns can still happen. If your skin feels irritated, there are natural remedies you can use to calm things down. Aloe vera, for example, is a classic go-to. Applied fresh directly to the skin, it helps reduce inflammation and discomfort. Plain yogurt, rich in lactic acid, can also help soothe the skin and ease redness when applied gently.

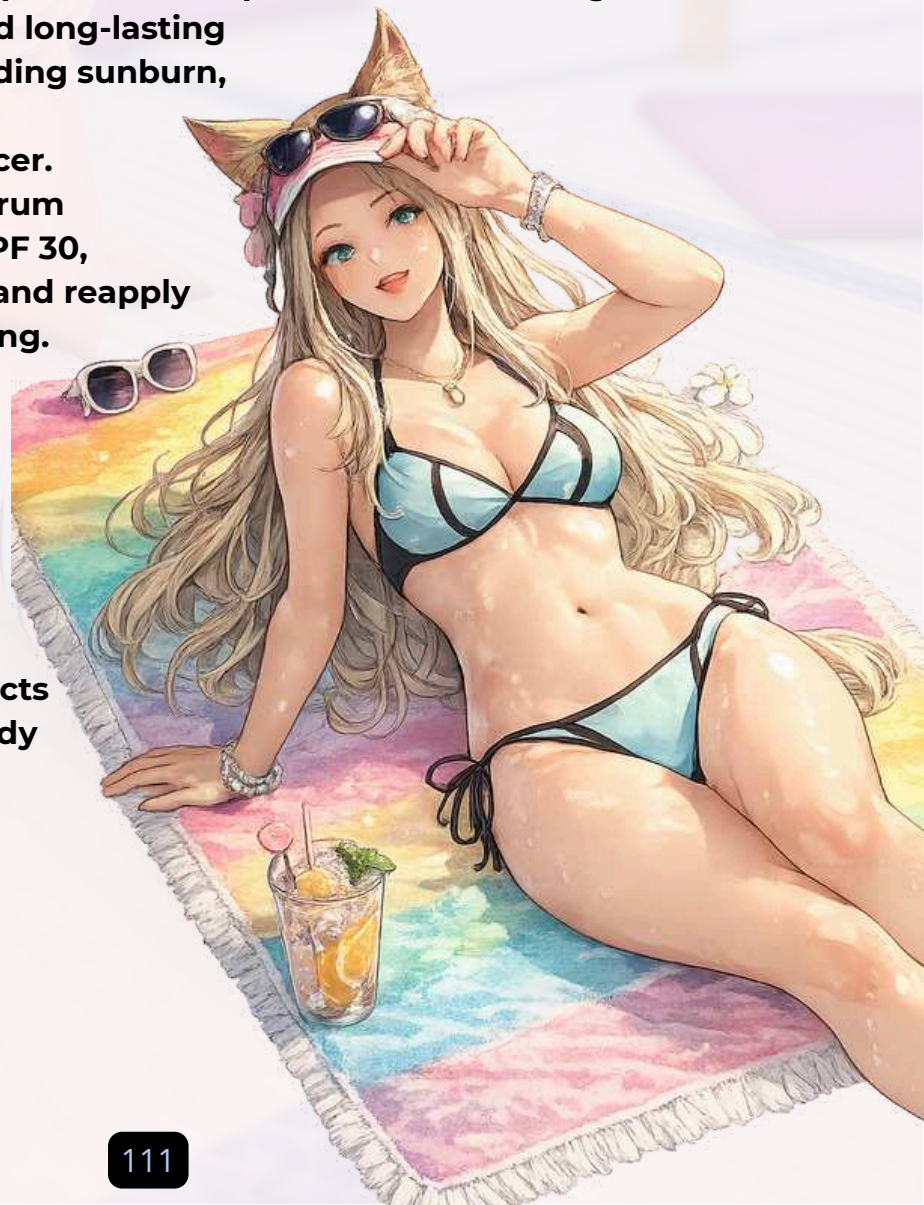
GO NATURAL FOR A RADIANT TAN

If you want to boost your tan naturally, some ingredients can give you a little extra glow. Black tea, known for its natural pigments, can slightly tint the skin. Brew a strong infusion, let it cool completely, then apply it to your skin using a cotton pad. Let it dry and repeat a few times to enhance the effect.

NEVER SKIP SUN PROTECTION

Even when using natural products, sun protection is non-negotiable. UV rays can cause serious and long-lasting damage to the skin, including sunburn, premature aging, and an increased risk of skin cancer. Always use a broad-spectrum sunscreen with at least SPF 30, reapply every two hours, and reapply after swimming or sweating.

With these simple habits, you can enjoy the sun safely while keeping your skin healthy, hydrated, and glowing. Take care of your skin, stay protected, and choose natural products that respect both your body and its beauty.



Five Natural Products and DIY Recipes to Prep Your Tan and Help Soothe Sunburn

Carrot Oil

For tanning:

Mix one tablespoon of carrot oil with one tablespoon of coconut oil. Apply the blend to your skin before sun exposure to enhance your natural glow.

For sunburn relief:

Mix carrot oil with fresh aloe vera gel. Apply gently to soothe, hydrate, and calm sun-exposed skin.

Plain Yogurt

For tanning:

Combine plain yogurt with one teaspoon of honey and one tablespoon of olive oil. Use as a body mask and leave on for about 15 minutes before rinsing with lukewarm water.

For sunburn relief:

Apply plain yogurt directly to the skin to reduce heat and irritation. Leave on for about 20 minutes, then rinse with cool water.

Green Tea

For tanning:

Brew a strong green tea infusion and let it cool completely. Use it as a facial toner by applying it with a cotton pad.

For sunburn relief:

Soak a cloth in cooled green tea and gently press it onto irritated areas to calm redness and discomfort.

Aloe Vera Gel

For tanning:

Mix fresh aloe vera gel with a few drops of coconut oil. Apply to deeply hydrate your skin and help extend your tan.

For sunburn relief:

Apply a generous layer of fresh aloe vera gel directly to the skin. Let it absorb fully. Reapply as needed for maximum soothing.

Coconut Oil

For tanning:

Mix coconut oil with a few drops of vanilla essential oil. Apply before sun exposure for a lightly scented, natural glow boost.

For sunburn relief:

Combine coconut oil with lavender essential oil. Gently apply to soothe and repair sun-damaged skin.

Important Reminder

Before using these recipes, always make sure you're not allergic to any ingredient. Just as important: natural products don't replace sunscreen. Always pair them with proper sun protection to prevent UV damage and keep your skin healthy.



L'BRIC À BRAC D'FEI !

Get a Flat, Sculpted Summer Core with a Simple Plank Exercise

INTRODUCTION

If you want a strong, balanced body, it's important to train all your muscles evenly, including your abs. The plank is a super versatile exercise that targets your core directly while delivering real results. In this article, we're breaking down a simple but effective ab plank you can do anywhere, no equipment needed. Ready to level up your core and get that sculpted summer look? Let's get into it.

THE AB PLANK EXERCISE

STARTING POSITION:

Lie face down on the floor. Place your forearms on the ground, perpendicular to your body, with your elbows directly under your shoulders. Keep your arms parallel and your hands relaxed or lightly clenched. Extend your legs straight behind you, toes pressed into the floor.

ENGAGE YOUR CORE AND GLUTES:

Tighten your abs and squeeze your glutes to stabilize your body in a straight line from shoulders to ankles. Keep your hips level and your back flat throughout the exercise. Make sure your shoulders stay aligned above your elbows and focus on controlled breathing as you hold the position.



HOLDING THE POSITION

Hold this plank position for as long as you comfortably can, while keeping your breathing steady and controlled. Make sure your hips stay aligned with your body and avoid letting your glutes rise or your stomach sag.

INCREASE THE DURATION GRADUALLY

If you're a beginner, start by holding the position for 20 to 30 seconds, then rest for a few moments before repeating. Over time, try to slowly increase how long you hold the plank, aiming for intervals of 45 seconds to 1 minute.



Tips for Proper Form

- Keep your gaze directed toward the floor to maintain good posture.
- Avoid rounding your lower back or arching it too much.
- Don't hold your breath. Breathe steadily throughout the exercise.
- Always warm up before starting to prepare your muscles and prevent injury.

Conclusion

The ab plank is an effective way to strengthen your core and sculpt your abs. By practicing it regularly, you'll improve your stability, balance, and posture. A strong core also plays a key role in supporting other physical activities and helping prevent injuries.

So don't wait. Add this planking exercise to your workout routine and stay consistent to see real results. Stay motivated, keep pushing, and you'll be rewarded with a solid, toned core.

L'BRIC À BRAC D'FEI !

DIY Tutorial: Make a Black Rose Crown for All Saints' Wake

Halloween is almost here, and with it comes one of the best times of the year. If you're looking for a dark, elegant way to decorate your home or complete your Halloween costume, you're in the right place. This DIY tutorial will show you how to create a black rose crown that adds a gothic, mysterious vibe to the season.

Materials You'll Need :

- A metal crown base (available at craft stores)
- Black artificial roses (quantity depends on the size of your crown)
- Floral adhesive or strong glue
- Scissors
- Wire cutters
- A hot glue gun
- Artificial leaves (optional, for a touch of greenery)

Steps :

Step 1: Prepare your materials

- Gather everything you'll need before starting. Make sure you have enough black roses to fully cover the metal crown base. This crown is perfect for Halloween, photoshoots, cosplay, or just embracing your dark aesthetic for the season.



STEP 2: ATTACHING THE ROSES

- Take a black rose and cut the stem to about 5–7 cm long.
- Use floral tape to attach the trimmed rose to the metal crown base.
- Make sure to wrap the tape tightly around the stem so it's secure.
- Repeat this step with the other roses, spacing them evenly around the crown.
- You can also slip in some artificial leaves between the roses if you want a bit of extra texture or contrast.

STEP 3: CREATING THE BASE

- Cut a length of green floral wire and bend it into a circle. This will act as the base of your rose crown.
- Attach the metal crown base to the wire circle using a hot glue gun.
- Make sure everything is firmly fixed and doesn't move.

STEP 4: FINISHING TOUCHES

- Once the glue has fully dried, check your crown to make sure all the roses are securely attached.
- Feel free to customize it with extra decorations like ribbons or beads, depending on your personal style.
- Your black rose crown is now ready to wear for Halloween, whether it's for a costume, a photoshoot, or even as a gift for someone who loves gothic aesthetics.

Don't forget to share your creations on social media using the hashtag #BriquabraqueDeFei so we can admire your spooky creativity. Enjoy the season and rock your black rose crown. Happy Halloween 🖤🌹



L'BRIC À BRAC D'FEI !

EASING DIGESTIVE ISSUES AFTER THE HOLIDAYS

The holidays usually mean amazing food, big portions, and way too many seconds. But let's be real, all those rich meals can leave your stomach feeling heavy, bloated, or just not okay. The good news? There are simple, natural ways to help your digestion reset and feel better after festive feasts. Here are some easy tips to get your gut back on track.

Stay Hydrated

Water is your digestion's best friend. After a big meal, make sure you drink enough water to help your body break down food more efficiently. Herbal teas like peppermint or ginger are also great options. They're known for calming the stomach and reducing that uncomfortable bloated feeling.

Take a Post-Meal Walk

A short, relaxed walk after eating can seriously help digestion. Light movement gets your abdominal muscles working and helps food move through your system faster. It's an easy way to avoid that "I ate too much" heaviness.

Go for Digestive Teas

Some herbal infusions are especially soothing for your stomach. Chamomile, fennel, and peppermint are well known for their calming and digestive benefits. A warm cup after a heavy meal can help ease discomfort and support digestion.

Keep Meals Light Afterwards

In the days following big holiday meals, try to keep things lighter. Go for foods that are easy to digest, like cooked vegetables, fresh fruits, and lean proteins. Avoid overly greasy or spicy foods, which can make digestion harder.

Add Yogurt and Probiotics

Probiotics help balance your gut flora, which is key for healthy digestion. Foods like yogurt, kefir, and other fermented options can support your digestive system and help regulate your gut after a few indulgent days.

Consider Digestive Enzymes

Digestive enzyme supplements can help your body break down nutrients more easily. If you're thinking about adding supplements, it's always best to check with a healthcare professional first, especially if you have any existing health concerns.



Gentle Belly Massage

A soft abdominal massage can help get things moving and reduce gas. Gently massage your stomach in a clockwise motion for a few minutes. It's simple, relaxing, and can really help calm digestive discomfort.

Avoid Late-Night Heavy Meals

Try not to lie down right after a big meal. Give your body some time to start digesting before going to bed. Ideally, eat your last meal at least two to three hours before sleep to avoid bloating or reflux.

Cut Back on Alcohol and Caffeine

Alcohol and caffeine can irritate your stomach and make digestion worse, especially after rich meals. Try to limit them when your stomach already feels overwhelmed.

Know When to See a Professional

If digestive issues stick around or get worse, it's important to talk to a healthcare professional. Problems like acid reflux, chronic constipation, or ongoing stomach pain may need proper medical advice.

After festive meals, taking care of your digestion really matters. By adding these easy habits into your routine, you can ease discomfort and help your gut recover naturally. Listen to your body, keep your eating habits balanced, and don't hesitate to get professional help if needed. Getting back to a healthy routine will help restore comfort and keep your digestion feeling good long after the celebrations are over ✨



L'BRIC À BRAC D'FEI !

Soothing Recipe: Mint and Ginger Infusion



Ingredients:

- 1 tablespoon of fresh or dried mint leaves
- 1 teaspoon of fresh ginger, sliced
- 1 teaspoon of honey (optional)
- Juice of half a lemon
- 1 cup of hot water

INSTRUCTIONS:

1. Heat the water: Bring one cup of water to a boil.
2. Prepare the ingredients: While the water is heating, prepare the mint leaves, the fresh ginger, and the honey.
3. Infusion: Place the mint leaves and ginger in a cup. Pour the hot water over them and let steep for about 5 to 7 minutes.
4. Add flavor: Add the honey (optional) and the lemon juice. If you wish, add a teaspoon of honey to soften the taste. Squeeze the lemon half into the cup.
5. Rest and taste: Stir the infusion well and let it cool slightly before drinking.

BENEFITS OF THE INGREDIENTS:

1. Mint: Mint soothes the stomach, helps digestion, and relieves bloating.
2. Ginger: Ginger has anti-inflammatory and anti-nausea properties, ideal for calming the stomach.
3. Honey: Honey adds natural sweetness and can help soothe stomach irritation.
4. Lemon: Lemon adds a touch of freshness and stimulates bile production, making digestion easier.

ADDITIONAL TIPS:

1. Drink slowly: Sip the infusion slowly to allow your stomach to adapt.
2. Avoid heavy meals: Choose light meals after the infusion to aid digestion.
3. Stay hydrated: Drink water throughout the day to stay hydrated and support digestion.

ELEGANCE AND IDENTITY: SCHOOL UNIFORMS ACROSS THE COUNTRIES

In the vast world of Ætherys, where diverse cultures intertwine, school uniforms are not merely items of clothing. They are symbols of tradition, style, and identity. From the majestic city of Ishgard to the glittering desert city of Ul'dah, and onward to the scholarly nation of Sharlayan, school uniforms reflect the values, ambitions, and history of each society.

ISHGARD: TRADITION AND HERITAGE

In the city of Ishgard, nestled atop snow-covered mountains, school uniforms evoke a deeply rooted sense of tradition. Ishgardian schools strive to preserve ancestral customs while encouraging academic excellence. Uniforms are generally made of rich fabrics in sober colors, reflecting the austere nature of this feudal society.

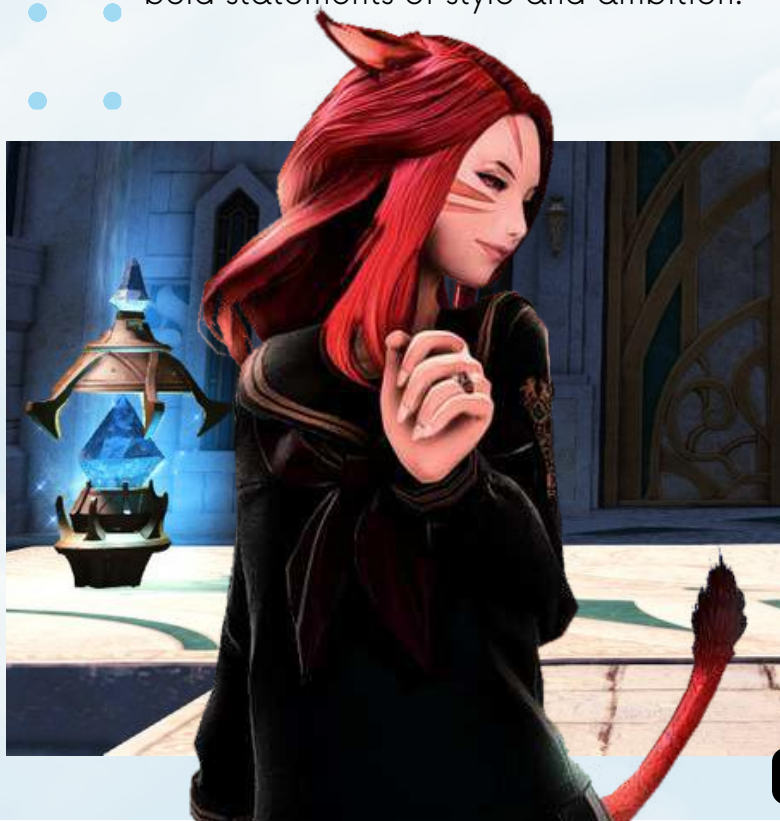
Ishgardian school uniforms often feature elaborate details, such as complex embroideries representing religious or familial symbols. From a very young age, students learn the importance of respecting traditions and the values that shaped their nation.

UL'DAH: ELEGANCE AND AMBITION

In contrast to the cold mountains of Ishgard lies the dazzling desert city of Ul'dah. Here, school uniforms become bold statements of style and ambition.

Within the sparkling streets of Ul'dah and its academically oriented institutions, such as those influenced by the mercantile and wealthy culture of the city, appearance plays a central role.

Ul'dahn uniforms are often crafted from light and luxurious fabrics, enhanced with golden or silver accents. Fashion is considered an art of living in Ul'dah, and students are encouraged to express their individuality while still respecting school norms. Uniforms may vary depending on the institution, reflecting the city's cultural diversity, often supported by the prestigious guild of tailors.





SHARLAYAN: KNOWLEDGE AND WISDOM

Far from the political turmoil of Ishgard and the opulence of Ul'dah, Sharlayan is a nation devoted to knowledge and magic. Sharlayan school uniforms embody the pursuit of wisdom and the thirst for learning.

They are often simple yet elegant, emphasizing functionality while remaining refined. Neutral and calming tones, along with subtle accessories, symbolize students' dedication to the scholarly life. In this intellectual society, uniforms are more than garments: they represent a commitment to study and understanding the world.

In conclusion, school uniforms go far beyond simple attire. They embody the values, traditions, and identities of each region. Whether steeped in history in Ishgard, expressive and stylish in Ul'dah, or marked by wisdom in Sharlayan, these uniforms remind us of the importance of cultural diversity and personal identity.

POINT CULTURE

OBON



Obon, also known as the Hingashian Festival of the Dead, is an annual celebration honoring deceased ancestors, held in Hingashi. Families from across the country return home once a year to pay respect to those who came before them. Celebrated throughout Hingashi, the Obon festival marks the return of ancestral spirits to the world of the living.

Beliefs surrounding the bond between the living and the dead trace their origins back to ancient times. Most scholars agree that the celebration is rooted in the Buddhist sutra Urabon-kyō. According to the sacred texts, one of the Buddha's disciples discovered his mother in the Realm of Hungry Ghosts, an afterlife where spirits suffer from endless hunger and thirst. When he reached her and offered a bowl of rice, it burst into flames. The Buddha then instructed him to make offerings of food and drink to his deceased parents and to present offerings to monks on the fifteenth day of the seventh moon.

According to the teachings, this expression of gratitude and respect is believed to free the spirits from their infernal suffering. Faithful to the Sutra, Hingashian families return to their homes from the 13th to the 15th of the Fourth Umbral Moon (August) — or July in some regions — to perform a series of rituals and celebrations. The purpose is both to honor the dead and to release restless spirits, such as hungry ghosts, from their torment.

The celebrations last three days and traditionally begin with mukaebi, the lighting of fires and lanterns to guide the spirits back to their homes. While local observances vary from region to region, most Hingashian families erect two shōryō-dana, altars adorned with fruit, incense, and flowers: one for their own ancestors, and a second for spirits who have not yet found peace.

Other widely observed rites include ohakamairi, the cleaning and decoration of ancestral graves, prayer services held at temples, and the preparation of special meals. A regional folk dance known as Bon Odori is one of the festival's defining features. The movements are simple so that everyone can participate, regardless of ability. Dancers, dressed and made up as popular folkloric figures, form a circle around a raised platform where musicians and taiko drummers perform.

The final night of Obon concludes with okuribi, the lighting of bonfires and floating lanterns to bid farewell to the spirits. The earliest Obon celebrations date back to the flourishing Asuka period, though the festival is believed to have been popularized in the twelfth century with the spread of Buddhism. Today, Obon is celebrated by Hingashian communities throughout the world.

While the dates of Obon vary by region, most areas of Hingashi officially observe the festival in mid-August. Some regions, however, continue to follow the old lunar calendar and celebrate Obon at different times between June and August. During Obon in Hingashi, daily activities are suspended for three to four days, though rituals and preparations begin on the first day of the month and continue throughout the event.

Hingashian families visit and clean graves at cemeteries, cleanse the butsudan altars that house the Buddhist memorial tablets of the deceased, and prepare a special altar to welcome the spirits of the dead during their stay in the mortal realm. Offerings of food, incense, and flowers are prepared, and sutras may be recited by a Buddhist monk. The 13th day marks the lighting of lanterns to guide the spirits upon their arrival.

The 15th and 16th days are marked by Bon Odori dances, during which Hingashians rejoice in their reunion with their ancestors and with spirits temporarily freed from the torments of the underworld. These dances take place in public spaces illuminated by countless lanterns. Finally, on the evening of the 16th day, the spirits of the deceased return to the afterlife, accompanied by the living, who light great bonfires or set lanterns afloat upon rivers.

The first Obon held for a deceased individual takes place no earlier than forty-nine days after their passing.



Depending on the region, the family, and the space available, the following elements may be present on the altar prepared to welcome the dead during their earthly stay for Obon: a dan no uruchi; fruits; rice; rice cakes (mochi and dango). If the family has an inclination toward Shinto practices, the altar may also include sake, candles, sprigs of sakaki, salt, water, sea products such as kelp or fish, and agricultural produce such as vegetables and eggs, as well as any other dish once favored by the deceased. Incense is also offered.

Funerary tablets representing the deceased ancestors may be displayed. A small ikebana arrangement may be included, along with bamboo stalks marking boundaries and suspensions of hōzuki (Chinese lantern plant) whose shape resembles a lantern.

Shōryō-uma, symbolic means of transportation for the spirits, are considered essential. A cucumber and an eggplant, pierced with four toothpicks or chopsticks to serve as legs, represent a horse for swift travel and an ox for slower journeys or for carrying offerings on the return. In recent times, this custom has evolved to include small toy cars or other objects imitating modes of transport, reflecting the known preferences of the deceased.

While Obon is primarily a family observance, certain public events are held, such as fireworks and Bon Odori dances. In Hingashi, one may attend Obon celebrations in major cities, particularly in Doma, which marks the festival with special events. Buddhist temples and shrines are also ideal places to experience the atmosphere of Obon through their illuminations and rituals.



All Saints' Wake

LIGHTING THE NIGHT – A JOURNEY INTO ALL SAINTS' WAKE IN OUR WORLD

As shadows grow longer and the nights deepen, a gentle light of hope and remembrance rises on the horizon. All Saints' Wake, a sacred and contemplative observance, offers the people of Eorzea the opportunity to honor loved ones who have passed on and to reflect upon the mysteries of the afterlife.

More than a simple celebration, it is a time of introspection, quiet gathering, and spiritual connection with those who have departed this world. During this period, it is believed that the boundary between the realm of the living and that of the dead grows thin, allowing spirits to briefly brush against our reality. This belief shapes the rituals and traditions that define All Saints' Wake.

LANTERNS OF REMEMBRANCE

One of the most striking practices of All Saints' Wake is the use of lanterns to honor the departed. Adventurers and citizens alike light specially crafted lanterns, often engraving them with the names of those they have lost. These lanterns are then released into the night sky, forming a luminous procession of light and color above the city-states.

Each lantern represents a memory, a prayer, and an enduring bond with those who are no longer among us. As they rise into the darkness, they serve as silent messengers, carrying grief, love, and remembrance beyond mortal reach.





RITUALS ACROSS THE CITY-STATES

Throughout Eorzea, the city-states hold various rites and ceremonies during All Saints' Wake. Special altars are erected to honor the gods and the ancestors, and offerings are made to soothe wandering spirits. These acts are not born of fear, but of respect, acknowledging the unseen forces that share our world during this sacred time.

Through these traditions, All Saints' Wake reminds us that remembrance is a light that endures even in the deepest night, and that the bond between the living and the departed is never truly severed.

Adventurers are often called upon to take part in special commissions, leading them through intimate stories and encounters with those who mourn lost loved ones. These moments of shared remembrance form a core aspect of the observance. Yet All Saints' Wake is not defined by sorrow alone. Eorzea balances reflection with levity through the Festival of Phantom Pranks, a tradition that invites citizens to don the guises of playful spirits and engage in harmless mischief, reminding all that joy may still exist alongside memory.

In this way, the Veillée becomes a meeting point between realms, drawing the living and the departed together in collective reflection. By lighting lanterns, offering prayers, and sharing personal stories, the people of Eorzea honor those who came before them while remaining anchored in the present.

As night falls, the celebration casts a distinctive glow across streets and sanctuaries. Flickering candles and drifting lantern light give rise to fleeting silhouettes, adding a quiet emotional depth to the observance.

Guiding these rites is the Lantern Bearer, a figure sometimes seen as a spiritual custodian, sometimes as a wandering enigma. Through quiet guidance and shared recollections, this presence embodies the purpose of All Saints' Wake: remembrance, reflection, and the enduring bond between the living and the dead.

During All Saints' Wake, wandering souls are among the most moving figures one may encounter. They are often spirits bound to tragic or unfinished stories, seeking a final chance to reach out to the living. Adventurers may be called upon to help these souls find peace by resolving lingering matters or completing tasks left undone. Such encounters offer powerful moments of empathy and compassion.

Both the young and the elderly take on particular significance during this time. Children often embody innocence and the fragility of life, while elders represent wisdom and experience. Through their stories and interactions, they offer unique perspectives on life and death, reminding adventurers of the depth and complexity of existence.

At times, the fleeting figures encountered during All Saints' Wake bear familiar faces, such as members of the Scions of the Seventh Dawn. Whether they appear as lost friends, mentors, or departed loved ones, these encounters lend a profound emotional weight to the observance. Their rare manifestations allow people to reconnect with emblematic figures who have left a lasting mark on their past journeys.

As a subtle counterbalance to emotion, mischievous spirits also play their part during All Saints' Wake. Inspired by the traditions of the Festival of Phantom Pranks, these figures bring a playful and humorous tone to the observance. Their lighthearted tricks serve as a reminder that even in moments of mourning, there remains room for smiles and shared joy.

In the end, All Saints' Wake is far more than a simple celebration in Eorzea. It is a time of deep connection, reflection, and gratitude toward those who walked before us, illuminating the night with memories, lantern light, and a renewed understanding of the fragility and beauty of life.



Personality Test

It's All Saints' Eve. You might not know which costume is right for you.

Let us help you find the monster that suits you best.

WHEN YOU SAY HELLO TO SOMEONE, YOU:

- A. Lick their cheek.
- B. Slap them.
- C. Avoid eye contact.
- D. Bite them until they bleed.
- E. Pray for them.

IF YOU OWN A TREASURE, WHAT DO YOU DO?

- A. You dig a hole and bury it.
- B. You stand guard with a threatening look.
- C. You set traps all around.
- D. You use it as bait.
- E. You share it with the most destitute.

TO GO OUT IN THE EVENING, YOU:

- A. Wear a big fur coat.
- B. Cut up the first rag you find to make an outfit.
- C. Douse yourself in love potion.
- D. Dress in an elegant and charming style.
- E. Play the sobriety card.



YOUR FAVORITE GAME:

- A. Ball fetch.
- B. Hide and seek.
- C. Action or truth.
- D. A round or two of sunshine.
- E. Hopscotch.

YOU ARE THE TYPE TO:

- A. Be hairy, no underwear at my place.
- B. Wear old clothes.
- C. Be the most beautiful.
- D. Brush your teeth three times a day.
- E. Pray before going to bed.

AT A PARTY, YOU ARE:

- A. Friendly, shouting "pat pat".
- B. Transparent, in a corner.
- C. Calculating and manipulative.
- D. Draining all the energy.
- E. The good friend who listens.

YOUR GREATEST FEAR:

- A. Poachers.
- B. Old books in Latin.
- C. Fire.
- D. Garlic and sharp objects.
- E. Science.

YOU JUST BROKE SOMETHING:

- A. You bury it, unknown to all.
- B. You act like nothing happened.
- C. You try to fix it.
- D. You ask someone to pick it up, whatever the cost.
- E. You pray for a miracle to happen.

YOUR IDEAL RELATIONSHIP:

- A. A polyamorous relationship.
- B. A one night stand.
- C. A toxic love.
- D. A passionate love.
- E. Celibacy.

YOUR LIFESTYLE:

- A. Living in a pack.
- B. Being as discreet as possible.
- C. Needing to control everything.
- D. Loving to seduce.
- E. Simplicity and modesty.



Count the letter you chose most often.

You are mainly:

- A. Werewolf
- B. Ghost
- C. Witch
- D. Vampire
- E. Nun







KUCHISAKE-ONNA

Once, in a remote village of Hingashi, a terrifying legend circulated among the inhabitants. It told of a ghostly woman who roamed the streets at night, stopping passersby to ask them to lend her their shoes. Those who refused were said to be struck by a curse, condemned to a life of misfortune and misery.

The tale claimed that the woman had no feet of her own. She wandered endlessly, searching for shoes that would finally allow her to walk like an ordinary person. If someone agreed to lend her their shoes, she would begin to weep. Yet the moment the shoes touched her phantom limbs, she would transform into a hideous creature and devour the unfortunate soul, leaving only their feet behind, which she claimed in a futile attempt to make them her own.

The villagers lived in constant fear of the ghostly woman. Each night, they barricaded their doors and windows, praying she would not come for them. Some attempted to drive her away by burning shoes in the streets, hoping to distract her, but nothing seemed to work. She continued to wander, endlessly searching for footwear to borrow.

One day, a brave traveler arrived in the village. Upon hearing the legend, he decided to stay the night to see whether the ghost was real. He made sure to carry a pair of old, foul smelling shoes in his pack, just in case he encountered her.

As night fell, the ghostly woman appeared, her pale silhouette emerging from the darkness. She approached the traveler and asked him to lend her his shoes. Unwilling to share the fate of the others, the traveler replied, "I am sorry, but I cannot lend them to you. I suffer from highly contagious plantar warts."

At once, the ghost recoiled, horrified at the thought of catching such an affliction. She muttered her apologies and hurried away in search of another victim.

The traveler had uncovered the secret to escaping the ghost. He remained in the village for several days, sharing the solution with the inhabitants. From then on, the villagers spread the rumor that plantar warts were rampant throughout the region, and no one ever again lent their shoes to the ghostly woman.

In time, the spirit vanished, condemned to wander forever, unable to find shoes that would allow her to walk again. The village was finally freed from its terror. Yet the legend of the ghostly woman and her cursed shoes continued to haunt the minds of its people, reminding all of the fragility of the human soul and the secrets that linger within the shadows of the night.

By Emeraude





ALL SAINTS' WAKE

At the heart of the dark forest of Gridania, where shadows twist and whisper among the trees, lived an evil witch known as Morwena. She was the terror of the surrounding lands, a creature steeped in dark aether, driven by an insatiable hunger for mortal flesh. Yet she was never what she seemed at first glance.

The night of All Saints' Wake was the most dangerous of all. It was said that on this night, the veil between masks and monsters grew thin. Morwena would leave her hidden lair to hunt, cloaking herself in illusion. She mastered the art of deception, often appearing as a harmless little grandmother, white-haired and warm-smiled, the very image of comfort.

One All Saints' Wake, a young girl named Fei-lyn lost her way beneath the forest's darkened canopy, confused by drifting mist and warped aether. There, she met the kindly old woman. Trusting her gentle voice, Fei-lyn followed her to an isolated cottage, deep within the woods. She never saw the trap until it was too late.

Fei-lyn was locked inside a shadowed cage, left to await her grim fate. Morwena fed her rich, unnatural meals, seeking to fatten her, for the girl was frail, and the witch desired her prey strong and full. When Fei-lyn grew weak beneath the excess, Morwena forced her to drink a strange potion brewed with corrupted aether. It erased memory, not instinct. Her name, her past, her sense of self slowly faded.

One night, after Morwena had gorged herself and fallen into a deep, unnatural sleep, Fei-lyn felt something stir within her. Fear remained, even without memory. Guided by instinct alone, she found the strength to break her cage. Silent and shaking, she fled the cottage and vanished into the marshlands beyond.

But the marshes were ancient, thick with wild aether that twisted spells and swallowed tracking magic whole. Morwena awoke in a rage and gave chase, her screams echoing through the dark, yet her power could not pierce those depths. Fei-lyn hid where even magic failed, unseen and untouched.

By dawn, she reached the city. Her mind bore the scars of terror, but her memories never returned. As for Morwena, she still prowls the marshes, waiting, patient and hungry, for the next soul foolish enough to wander too close.

So beware the forests of Gridania during All Saints' Wake. For beneath the masks and lantern light, some monsters are very real, and Morwena still waits in the shadows.

Par Fei-Lyn

Fanfiction

MELONNA INIS



My Jogger Friend

MY JOGGER FRIEND

My name is Makoto, a woman with a simple, uneventful life. I am content to go to work, to do my daily chores, and then go jogging in the morning. You have already understood where I am going with this story, haven't you? You can probably already guess a black cheval mirror, or something like that. I won't give you more to chew on about that. But be reassured, this is not a dark tale. Rather, it is sweet and cheerful. Similar to everything I touch in the end, but a little less so, since it is not about magic. Still, it remains strange, above all today, because I run with someone who does not tell me that he is a spirit following me. This person talks a lot, certainly, but I never see him. Only the reflections of our bodies passing by, which you have just heard about. What should I say about it? I try to listen to him fully and I smile, but I feel a certain discomfort in myself.

One morning, we set off, as usual, running together, and there he says to me: "You see, he is there. He is next to this mirror on the street corner. But I don't know if I should go see him." He must have perceived my doubts, because he reassured me right away, constantly talking. He was convinced that the ghost was following him and showing itself to him in the mirror, telling him that it was for him. We kept running together every day of the week, and each time he passed in front of the mirror, he worried, but I saw nothing.

One day, he could not come running with me, so I ended up stopping in front of that famous mirror. Then I thought: it was a simple object reflecting what was passing by, to act as a guardian of the light. It is supposed to reflect the sun, I suppose, to illuminate the corner. It did not appear evil, it seemed just functional. I plunged my gaze into it again and again. Nothing seemed reflected, except that I, who was hesitating. I was tired, sweaty from my run. But then I looked closely, and there was a woman leaning down on the ground a little farther behind me. I turned around and decided to go see her.

- Hello, what are you doing here?
- I am laying down a bouquet of flowers for my deceased lover.
- Oh! I'm sorry to hear that, but why here?
- He was stabbed right here, they found him here, his eyes fixed on the mirror.
- That really is terrible... When did it happen?
- Yesterday, it was June 5 today. The guards on duty did not allow me to put his photo here, only the wall and I place flowers every morning, but yesterday I didn't see him.

The woman, her sad face, in pain, shows me a small photo on the wall that she gently strokes. I step closer to the man's photo. My eyes widen, my breath catches, a chill runs down my spine. The man in the photo is none other than my friend with whom I run every morning.

Fanfiction

MELONNA INIS



The Seagull and the Shrimp





THE SEAGULL AND THE SHRIMP

A bold seagull flying over Brumée noticed an object cleaning the polluted beach. Curious, the seagull landed on the beach. One day, as the seagull was walking along the shore of Brumée, it noticed a strange object lying among pieces of sand. It was a small robot made from recycled waste.

It was then that it spotted a small crustacean, a shrimp, who was watching it and called out, "Idea!" The two companions decided to clean the beach together. The first time, the shrimp touched a glass bottle hidden in the sand. The seagull then used a soda can that had fallen onto the sand. The seagull understood that the shrimp was armed with a redoubtable weapon against pollution. From then on, the seagull and the shrimp threw soda cans with precision at all the polluters on the beach.

The adventures, misadventures, and exploits of the two frightened visitors reached Brumée and its inhabitants, and the beach regained its former beauty. The seagull became a true hero in the eyes of the people of Brumée, who admired it for its courage and kindness.

The shrimp became the symbol of the fight against pollution, a small crustacean that made cleaning possible in a fun way. The story showed everyone that it is possible to change things with simple and creative ideas, and that it is essential to protect our environment to preserve the beauty of our planet.

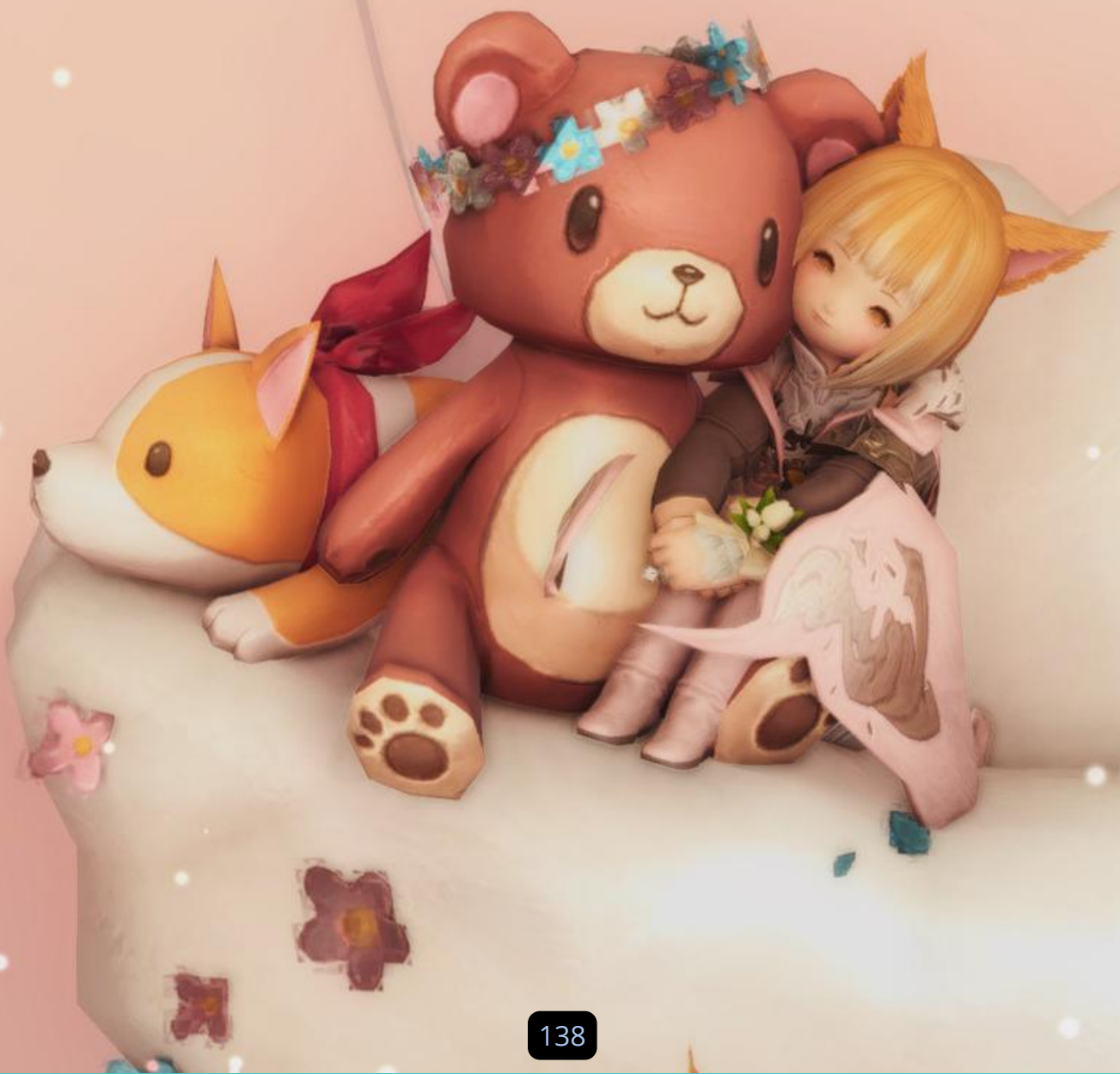


Fanfiction

1^{er}

MELONNA INIS

The Strange World





THE STRANGE WORLD

In a world where everything is strange,
Where hats speak and trees eat,
Where clouds dance and stars laugh,
I met you, my love, you, my balance.

You are my rainbow unicorn,
My cat that speaks in verse and honey,
My mountain that turns into a balloon,
My love, you are my unreal champion.

We ran together on the Moon,
We sailed along a river of plum,
We climbed a mountain made of cheese,
And all of this, without ever being wise.

You are my absurd love,
My dream turned into unheard-of reality,
In a world of madness and delirium,
I love you even more, my love, no joke.

And now we sail toward infinity,
On a flying boat above Paris,
We kiss beneath a midnight sun,
My absurd love, you are my delight.



Festive Faux Pas

Of the Starlight Celebration

Par Melonna



How to avoid ruining your festivities!!

Ah, the Starlight Celebration! That time of year when friends gather to celebrate, share warm moments, and exchange gifts. However, it is far easier to end up on the “naughty” list than the “nice” one if you choose the wrong Starlight gift. So get ready to discover the worst gifts to avoid!

01 Socks and Underwear: A Lukewarm Gift

Let's start with a classic: socks and underwear. Yes, we know, everyone needs undergarments, but offering them as a Starlight Celebration gift is practically an open admission of laziness. And really, how well do you know this person's preferences when it comes to underwear? This gift screams "I didn't know what to get you."

02 Diet Gifts: our Direct Ticket to the Naughty List

Giving a diet or food restriction set as a Starlight Celebration gift is like saying, "I noticed you've gained weight." Even if your intention is to support someone's health journey, the result is almost guaranteed to miss the mark. Choose something creative and genuinely delightful instead. Nothing kills the holiday spirit faster than a gift that suggests self control over joy.

03 Household Appliances: A Gift with Double Meaning

No one wants to receive a vacuum cleaner or cleaning supplies for the Starlight Celebration. It sends the subtle message of "clean up your mess," which is rarely well received. Worse still, it risks reinforcing outdated expectations, especially when directed at women. If you value peace during the holidays, skip household appliances and opt for something that actually brings joy.





04 The “For Me, For You” Gift: Disguised Selfishness

A “for me, for you” gift is something you clearly want for yourself but try to pass off as a present. For example, giving your grandmother a weapon you secretly want to borrow after your next hunt may feel like a win, but it will likely end up being used as clothesline rope. Be honest with your intentions and generous in spirit during the Starlight Celebration.

05 The Last Minute Gift: A Sure Way onto the Naughty List

If you wait until the very last moment to do your Starlight Celebration shopping and hand over a rushed, uninspired gift, prepare for disappointment. No one wants to hear “I meant to do it earlier” as an excuse. A late gift feels like a lack of care. Plan ahead to make sure you have enough thoughtful presents to share.

06 The Weird Gift: Be Original, Not Awkward

Giving something unusual can be fun, but beware of crossing into awkward territory. An extinguisher or an oculist? That’s probably not the vibe. And why would you gift someone a knight’s chainmail if they are not a knight? Even if you think you’ve discovered the perfect, ultra specific item, remember: flowers never fail. Keep it simple and heartfelt.

The Starlight Celebration is not a contest to see who can give the most expensive or extravagant gift. Gift competition only creates unnecessary tension among loved ones. What truly matters is the intention, the affection, and the meaning behind the gift, not its price.

And remember, Starlight Celebration isn’t the only occasion where festive missteps can ruin the magic. There are countless celebrations where a poorly chosen gift can instantly shatter the mood. So get ready to avoid these interstellar faux pas!

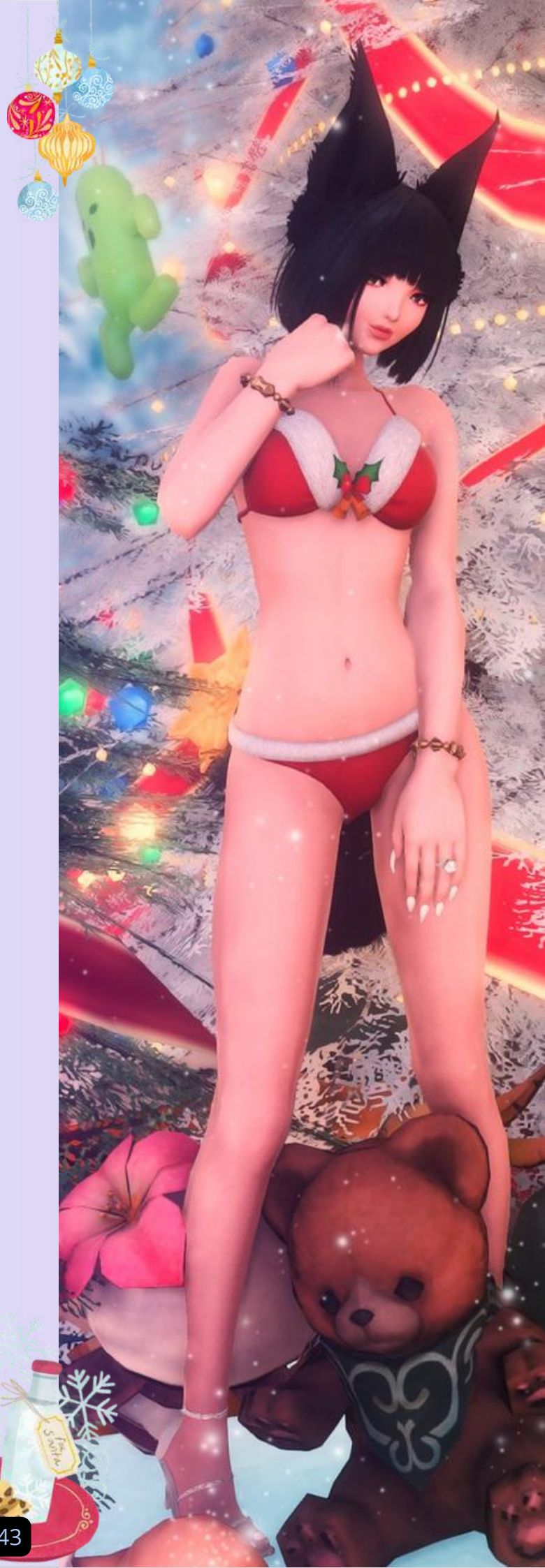
There is nothing worse than turning a warm family meal into an intergalactic battlefield. Arguments about food, recipes, or culinary preferences can quickly spoil the mood. Hot chocolate or spice-heavy dishes, remember: the Starlight Celebration is about unity, not division. Ask about preferences in advance to avoid unnecessary drama. Decorating your home for the Starlight Celebration is a lovely tradition, but be careful not to go overboard. Too much decoration can ruin the atmosphere. And don't forget that by the end of the evening, nothing should look like a disaster zone, so stop poking everyone's eyes with oversized table decorations.

Political conversations can easily ruin the festive moment. Some topics are explosive and become dangerous during the Starlight Celebration. Avoid turning dinner into a gladiator arena and focus on lighter, more positive subjects. And no, diving into heavy debates to "solve the world's problems" is not the right move.

Excessive use of "humorous" anecdotes can also be a threat. Avoid getting lost in embarrassing stories you would never dare share in public, especially when they involve the private lives of your loved ones. Remember Uncle Jean who gave you socks? Or your aunt who is just one step away from throwing a punch at the table? This is not the time to provoke. The Starlight Celebration is a precious moment meant to reconnect with family and friends, share joy, and create warm memories worthy of a grand epic.

May the Starlight Celebration be an unforgettable and heartfelt adventure.

Happy Starlight Celebration to all!



Les Laitiers Vos Amis Pour La Vie

MOO!



Poifull





BIÈRE
<KÉKETTE>
6.2°
75cl.

*Bière blonde à boire
jusqu'à la dernière goutte !*



FEI-LINE[©]

6 

COMBO SPOT-ON MIQO'TE

Fipronil 10% p/v + [S]-methoprène 12%p/v

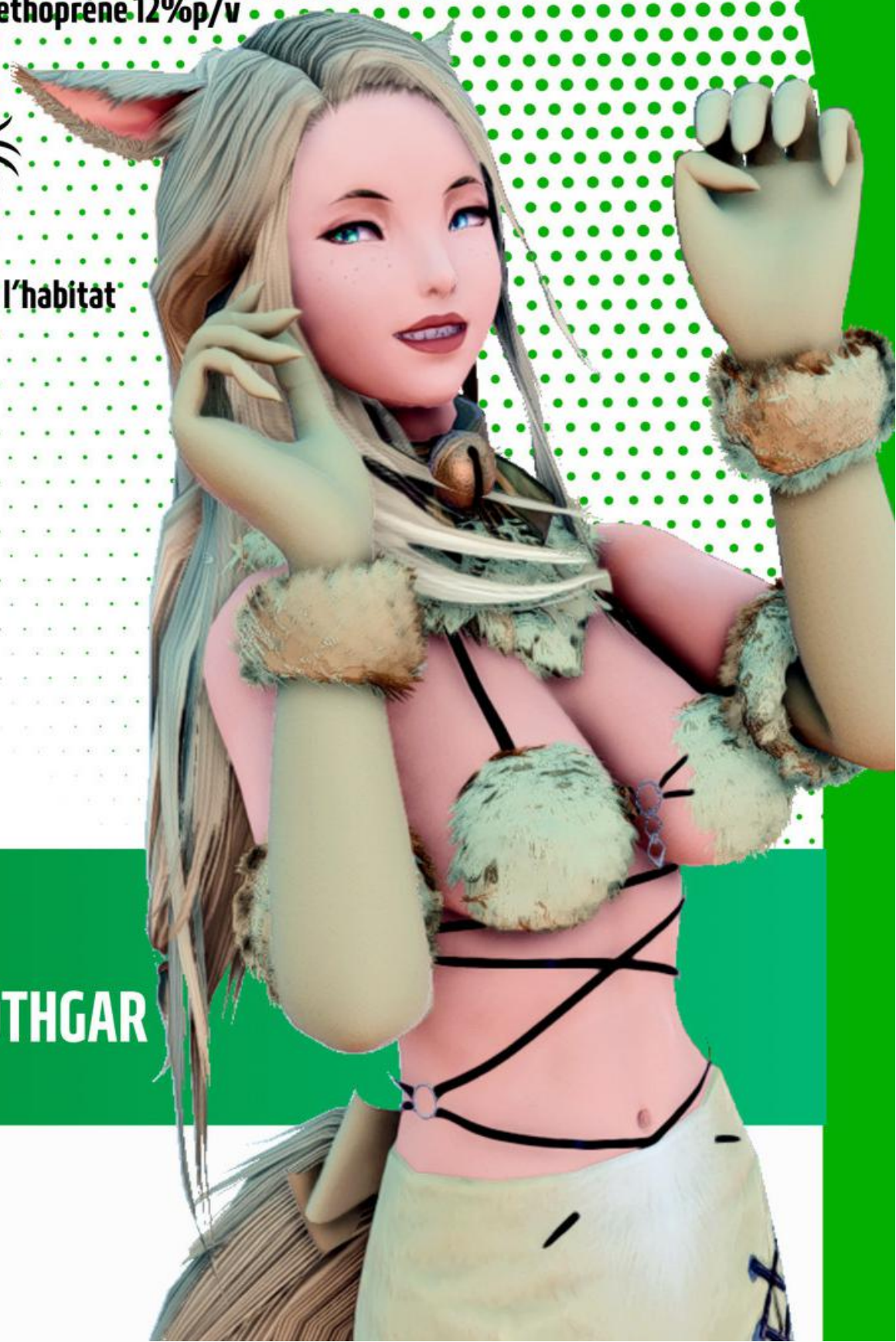
Solution pour Spot-On



Puces, tiques, et poux

Evite la contamination de l'habitat

POUR
MIQO'TE & HROTHGAR





MORINAGA

4 つの味 パクパクとまらない!

ハイチュウ mini (ミニ)

ぶどう オレンジ オレンジ香料使用 メロン メロン香料使用 ソーダ

写真は味のイメージです

The bottom section of the advertisement features a collage of images including a bunch of blue grapes, an orange, a cantaloupe melon, and a glass of soda with ice and a straw. The text is overlaid on these images.

Nestlé[®]
KitKat[®]



Have a Break...
Have a Kitty Cats



Pocky

Glico

“Play
Pocky Game
with me.”





Nestlé®
la Litière®



YSL

YVES SAINT LAURENT





Le menu enfant? Profitez en avant qu'il soit trop grand Après faudra casquer!!

KING JUNIOR



Chez Éorzéa Lotterie Immobilier

Ils en ont vraiment des

**BIEN
GROSSES...**

Enfin, si vous avez de la chance quoi...

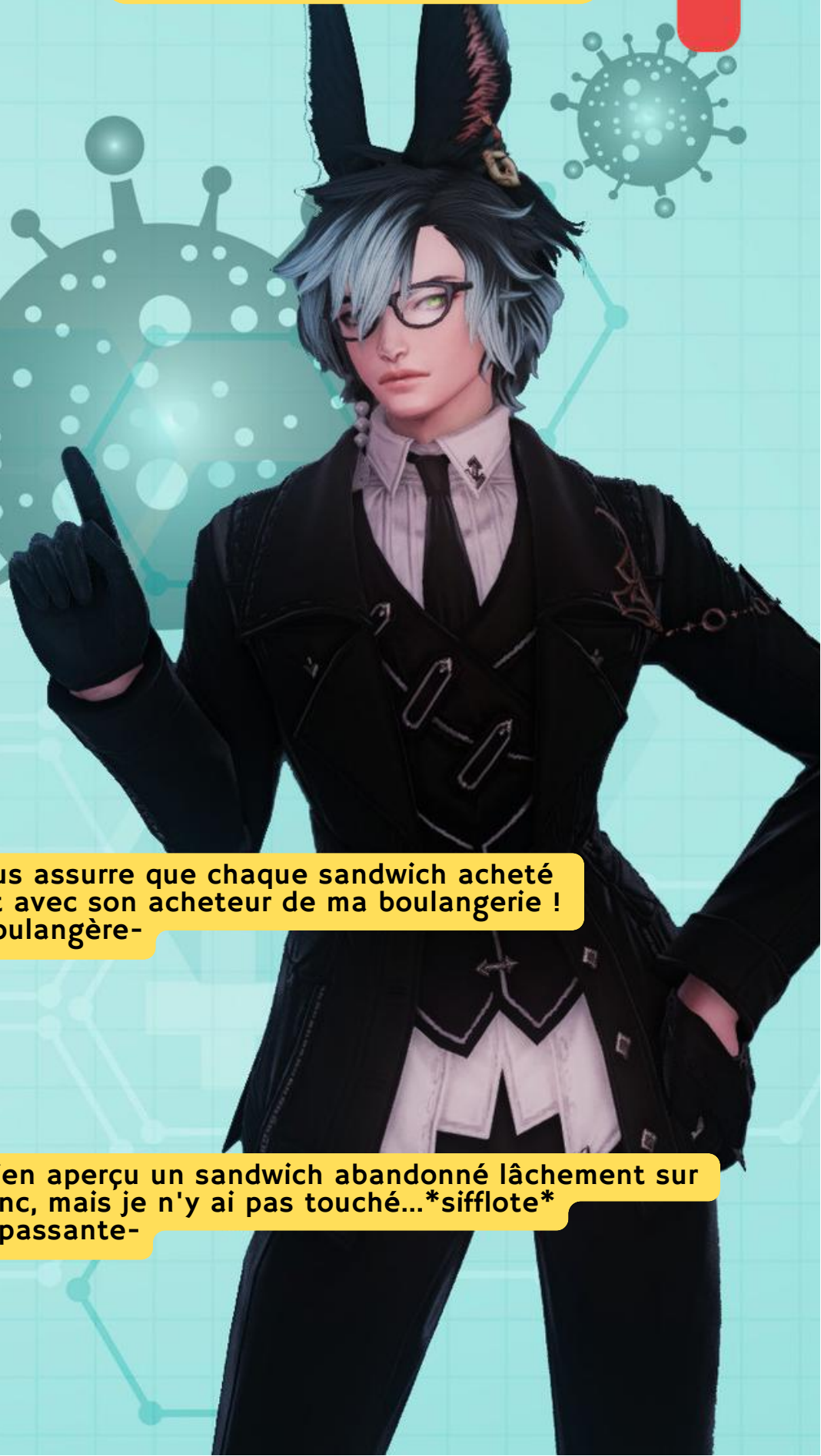




alerte sanitaire



Ne mangez pas les
sandwichs trouvés
n'importe où !



Je vous assure que chaque sandwich acheté
repart avec son acheteur de ma boulangerie !
-La boulangère-



J'ai bien aperçu un sandwich abandonné lâchement sur
un banc, mais je n'y ai pas touché... *siffle*
-Une passante-

YSL

YVES SAINT LAURENT



Journée porte ouverte à la SPL de La coupe

Offrez-vous
un Lalafell !

Adoptez-nous!

Un lalafell n'est pas un jouet
Si vous adoptez, c'est votre
responsabilité!!

Rendez un Lalafell HEUREUX



Et Hop !!



**Sans Clous
ni attaches !!**



Super Glue 4 !!
Elle fait des miracles !!

GUIDE DES MODS ET PLUGINS FFXIV

PAR
IRIS

VERSION

ÉCRIRE À IRIS
EN MP



evlan.

Life is potatoes





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Life is potatoes





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Life is potatoes



1ÈRE DES
CLINIQUES
SPÉCIALISÉE



FANTASIA

LES FILTRES D'ILLUSIONS

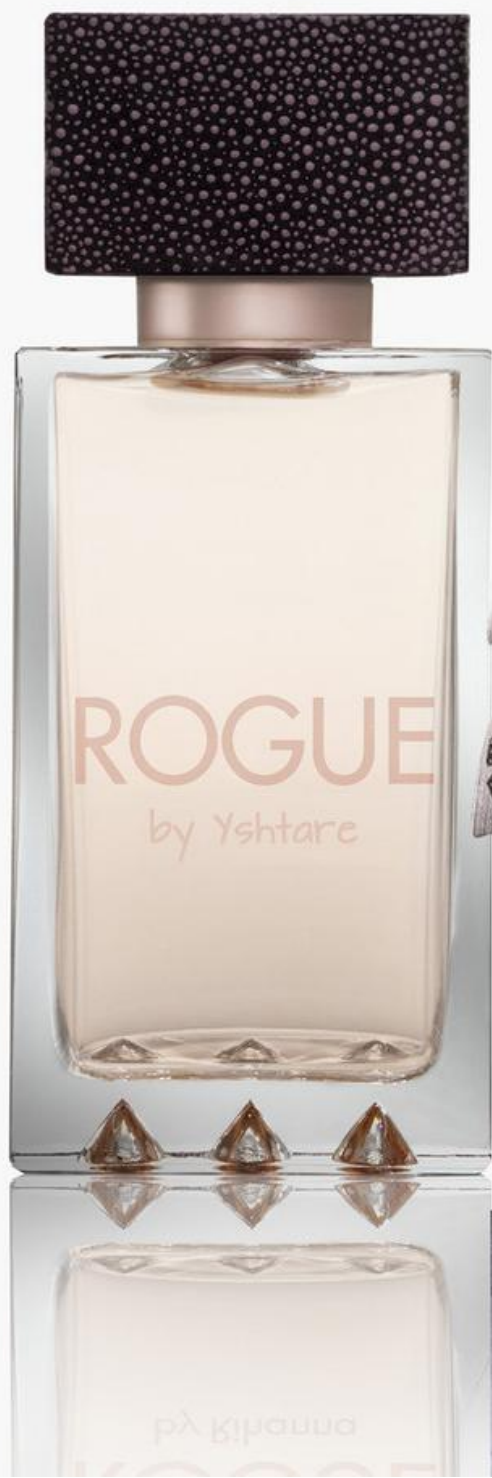
NUMÉROS 1 DU MARCHÉ
UN NEZ CROCHU? NE CHERCHEZ PLUS!
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CEUX QUI SE TROUVENT MOCHES!!!



Offre non remboursé, sans
garantie, si vous vous loupez des
frais équivalent à une nouvelle
prestation seront imputés.

ROGUE

by Yshtare





Pas d'argent
pour le
coiffeur?!



Utilisez Fructis
Bande de
pauvres!



Offre non échangeable ni remboursable



PENSEZ Y ! ...

Certaines choses pourraient ne pas exister ...

Une Nouvelle Grève
A frappé!!

Vous n'en reviendrez pas vivant!!



SNCF

V5

bientôt sur vos écrans

Ce film vous est présenté par «GRAND MERE» alors bois son putain de café!!!



**GRAND'
MÈRE**

Toi aussi rencontre
des **VRAI** meufs
près de chez toi!

Hi darling!

Côte orientale d'Othard

Yanxia

Hi boy!

Île de Zek

Rase

Faceapp'
change gender

your photo

IDIOT au 4 44 44*

*1250Gils / sms + prix du sms. 15 sms pour l'inscription
+ coût de l'appel suite à l'inscription 5000gils/seconde

EN SEULEMENT 1 MOIS !

toi aussi tu peux y arriver.

AVANT



APRES



*Rajeunissez et montrez
à tous à quel point
vous êtes belle*

avec notre programme exclusif!

Cours de photoshop





Gratouiller c'est gagner !





NIKÉ

J' a i m e ç a !



Pampers



*© Notre meilleure protection
pour les fesses des lalafells*

Slurp!



"
J'EN N'AI JAMAIS VU D'AUSSI
Longue"

8.6 Elle va vous Surprendre



N°4
CHATNUL
UL'DAH
PARFUM



Melia Ricci

Phytte d'amour



Vous ne pourrez plus résister



SERVICES SHIVA

EMPLOYÉ(E)S DE MAISON (BONICHE)



Vous êtes crado ?

**Vous aimez les maisons propres,
mais ne vouliez pas bouger le petit
doigt ? Et en plus,
vous avez de l'argent ?**

SHIVA EST LÀ POUR VOUS !!

Surtout si vous avez beaucoup d'argent*

shiva

**Vous allez adorer
rentrer chez vous**



REALITY SUCKS.

**ÉORZÉA
VOYAGE**

**VENTE
FLASH**
À DURÉE LIMITÉE



9 Gils
SEULEMENT !!



**Savoureux et odorant,
vous n'en reviendrez pas vivant !**




Where dreams come true

La vie
est belle
IRIS ABSOLU



JANCÔME
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AMOR AMOR

POUR HALLOWEEN PORTEZ DU ROUGE !



**SORTEZ
COUVERTES !!**

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TAMPAX



DEPUIS QUE J'UTILISE TAMPAX ET SON SUPER APPLICATEUR, JE N'EN PERD PLUS UNE GOUTTE !!

**AVEC SA NOUVELLE FORMULE DE RECYCLAGE ECO-RESPONSABLE
TOUT LES TAMPONS SONT ENVOYÉS AUX VAMPIRES DU MONDE ENTIER!!
DÉCOUVREZ LE CYCLE SUR TAMPAX-VAMPIRE-ECO-RESPONSABLE.FR
ET PARTICIPER À L'OPÉRATION UN REPAS POUR TOUS !!**





EMERALAUDE

As editor-in-chief of L'Eorzéenne and a model, I hope to offer you evolving and entertaining content. The goal of the magazine is to share and highlight personalities as well as establishments. Everyone has their own story. When I arrived in Eorzea, I discovered a new way of seeing the world. My universe once stopped at the forest and my brothers, but here, every person has a unique story, sometimes dark, sometimes radiant, and every individual is a world of their own. Despite a few unfruitful encounters, as we all experience, I love people, and I want to share all those personalities that make our lives so uniquely rich.

I'd like to say that my journey has been quite unconventional, but I think that's true for just about everyone. laughs I left Golmore a little over a year ago with my older brother. Since he's a hero, I wanted to make things easier for him, so I quickly started working to cover our expenses. I'll admit, a bit selfishly, that I wanted to regain a sense of comfort that I lost rather quickly once it was known that I was a boy.

Even today, I'm still learning a lot about social interactions, primals, aether, magic, everything that makes this world so rich and vast. That's actually how the idea for the Eorzean Chronicle was born, for those who don't have the time to travel, or don't know where to go or what to do. I hope this column will inform you and inspire you to set out and explore.



Career

I started out as a bartender in a bar called N'3. The owner was incredibly kind and even let my brother and me sleep on his couches when we were homeless. Thanks to my wages, I was eventually able to buy an apartment for the two of us. I wasn't very social back then, and honestly, I was especially afraid of women. laughs But that job taught me how to better understand people and helped me develop strong professional instincts.

I went into debt to buy the apartment, so I quickly looked for additional work. Alongside the bar, I worked as a handler in a game center, which has since closed. Once I was free of debt, I wanted to open my own flower shop, because I truly love plants and flowers. Over time, I made that dream a reality.

It isn't always easy to understand yourself or know how to act around others, and throughout my journey, I often found myself alone and misunderstood. I eventually ended up in a nightclub, stiff and awkward as I was, then sitting at the bar, standing straight as a post. laughs That's when a Hyurgoth named Wade offered me a speedo. At first, I thought it was a joke and felt extremely embarrassed. But after enough drinks, laughter, and conversation, I went along with it.

People noticed me, and that's how I left my job behind the bar to become a dancer. (If you don't know what a speedo is, I might explain it in a future issue, but for now, it will remain a secret.) Once I was on stage, I felt free and confident. I let the atmosphere carry me away, and I still love it, passionately. Being able to bring support and dreams to my clients made me feel truly fulfilled. I think that was the day I found meaning in my life, and a family.

I also tried my luck with Fascination to pursue more modeling work, as I had mostly been posing for the club and private clients before. Today, I am still a model and a dancer, and I am now venturing into publishing alongside running my flower shop.



Emeraude | Iris

JARDIN D'EMERAUDE



Collection Emeraude

FLEURISTERIE | SPA

Born from the passion of a botanist and alchemist, The Emerald Garden is a discreet, family-run florist destined to grow over time.

Its founder, Emeraud, a Viera from Golmore, studied culinary arts and alchemy before dedicating his knowledge to the plant world. After many years of hard work, he opened his own shop, driven by the desire to share both his expertise and his creations.

The Emerald Garden offers a wide variety of flowers sourced from all corners of the world, suitable for every kind of occasion. The shop also carries plants, roots, fruits, and vegetables, carefully selected for their culinary, medicinal, or alchemical properties.

In addition, the establishment provides hunting supplies, poisons, and books dedicated to fauna and flora. Emeraud also crafts a range of personal care and beauty products, all handmade by him and developed through his own research and experimentation.

Products related to hunting and poisons are subject to strict regulation. Their sale requires registration in a sales ledger to ensure full traceability. In the event of fraudulent or criminal use, particularly in cases such as assassination, these records will be handed over to the appropriate authorities.

At the crossroads of botany, alchemy, and craftsmanship, The Emerald Garden aims to be a place of trust, knowledge, and respect for the living world, welcoming those who seek authentic, useful, and responsibly made products.



IRIS

Working behind the scenes on all those little things you don't notice at first glance, but that make your reading experience smoother and more enjoyable.

Enjoy an accessible experience.



Editorial Engineer

The attention to detail that makes all the difference

69-3

Emeraude: You already made an appearance in volume 9 of L'Eorzéenne. Today, we're not talking about your spa, but rather about your work as a member of L'Eorzéenne. Could you summarize your role and tasks for us?

Iris: I joined the adventure right from the beginning, alongside you, Emeraude. My first mission was to set up the Memocartz network, and I still maintain and improve it today. Beyond that, I try to represent our technical considerations as clearly as possible and support the team to the best of my ability. I also have a proofreading role. I read through the magazine carefully, trying to see it through the eyes of our readers. From there, I handle proofreading and corrections. If Tammy is very focused on spelling, I also take care of typography, layout, page numbers, and readability, among other things.

Emeraude: That's right, that's phase three of the magazine's correction process, and Tammy even goes a step further with spelling. And without you, the final checks would be a real nightmare. You've even had to step in on team projects or advertisements. What do you think of these experiences?

Iris: I truly loved them. I can't officially commit as a model because I'm not independent. I don't really have an artistic eye, whether for choosing outfits, sets, or framing. But whenever I can lend my image to professionals to help create beautiful photos, like in volume 11, I take on the role with the greatest pleasure.

Emeraude: And I honestly want to say that having my wife take part in these projects is a real joy for me. It reminds me of all the time we spend together and the daily support you give me. How do you see L'Eorzéenne evolving in the future?



Iris: You support me too, and so much more, in my life. I think we've found a good rhythm. Today, after almost a year, we've found our formula, and I don't think there's any need to change it drastically.

So I'd say that in the future, we'll probably see a few adjustments within the team, but with a strong core. And we'll continue to highlight wonderful projects and refine our magazine month after month, little by little.

Emeraude: What do you think about projects that disappeared or were modified? Like mail for readers that received very few messages, or fiction and stories that seemed to please but didn't get much participation? We always try to involve readers, and we've seen several flops in ideas that nevertheless seemed promising. What do you make of all that?



Iris: It's a complex subject. In a way, it's real social engineering. L'Eorzéenne is a magazine made for its readers, so even if some interesting projects disappeared, it was only to focus on what truly speaks to our audience. On the other hand, the carton model worked very well. I think we simply need to keep trying and remain attentive to readers' feedback. And to those reading me, don't forget that all criticism, even negative, can be valuable as long as it's constructive.

Emeraude: And also, use the idea box if you have suggestions to help us offer you more interaction. And yes, I still haven't found an automatic system for counting cookies for the dragon. Are there any topics you'd like to address?

Iris: Well, I've already spoken about feedback from readers. I think I can conclude by saying that working on this magazine is truly a wonderful and enriching adventure. It allows me to discover many projects and meet countless amazing people. Like any work, there are more difficult moments, but I will always hold it close to my heart to produce these few dozen onion-layered pages, just for you.



Le petit spa d'Iris



Hi, I'm Iris! I grew up in Gridania, and I've been studying elementalism since I was a kid. I specialize in healing, including combat medicine. But what really matters here is my passion for well-being and personal care.

Emeraud: Would you say you care for people through all these skills? Do you think elementalism shaped that part of you, or was it always there?

Iris: I think elementalism helped bring out something that was already inside me. And yes, I truly love taking care of people. I'm very empathetic, and there are few feelings as rewarding as receiving genuine gratitude, even a simple thank-you, from someone I've helped.

Emeraud: How long have you been running your spa?

Iris: Just over a year now!

Emeraud: Since moving into the Emerald Garden, the atmosphere and treatments seem to have evolved. How do you feel about that fusion?

Iris: I was instantly won over by the new space. You can really feel how much our interior designer has grown, and I'm confident everyone will enjoy it too. The fusion feels very natural. Beyond sharing resources, it gives our visitors a calm, soothing environment that truly invites relaxation.

Emeraud: You also work at Enaya'de as a masseuse and assistant. That opportunity came partly because you already ran your own spa. Is juggling both roles difficult?

Iris: Not at all. They actually complement each other, even though they're very different. The Little Spa really lives up to its name, it's small and intimate. I only see clients by appointment, or I offer private bookings. Those sessions never conflict with Enaya'de, where we welcome more people at fixed times. At my spa, I focus on very personalized care, while Enaya'de offers a beautiful setting to relax with friends.

Emeraud: Your services are appointment-only to preserve privacy and calm. How do you see your spa evolving in the future?

Iris: Keeping that peaceful, private atmosphere is my top priority, even if it means limiting growth. I don't want to expand endlessly or hire large teams. What matters to me is maintaining high-quality, personalized care.

Emeraud: Is there anything specific you'd like to share in this interview, maybe a message for wellness lovers?

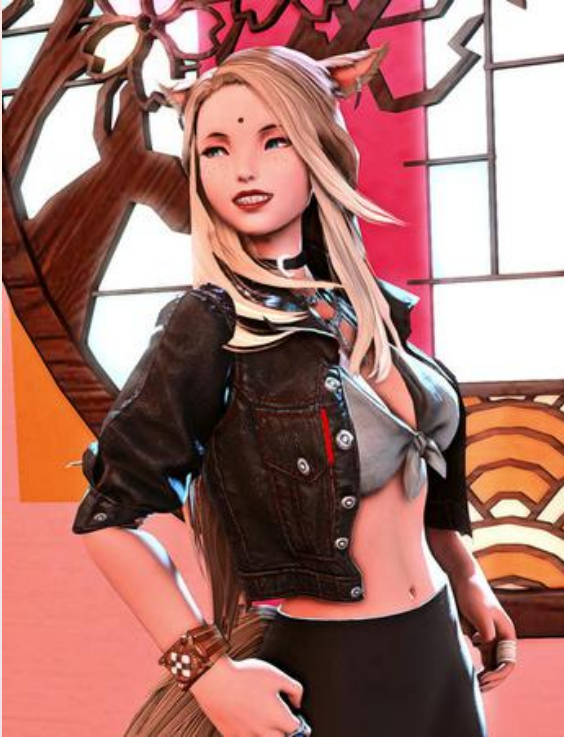
Iris: Even though we have a service menu, my goal is for everyone to find what truly suits them. Never hesitate to share your wishes or ideas. We can build your perfect moment together.

Emeraud: Thank you. Do you have a final word for our readers?

Iris: I wish you all a wonderful day, and don't forget to take time for your well-being.



Fei-Lyn *The Mystery*



Emeraude: Hello Fei'lyn, you begin this interview by describing yourself as a “genetic error.” That’s surprising! Is that related to your day-to-day work? Because it seems to me that you’re not only a model at L’Eorzéenne, but also a dancer at the Factory.

Fei'lyn: Hello, I don’t think it’s something that bothers me, because it doesn’t really have an impact. In general, I don’t talk about it and I don’t invent stories to explain my life. Honestly, people don’t really care that much.

Emeraude: That’s original. Could you tell me about your journey to joining the Factory?

Fei'lyn: I think it was pure chance. I came across an ad. At first, they seemed to be looking for dancers and hosts, but since I didn’t really understand what it was, I answered the ad and went to introduce myself. After that, I was simply recruited.



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Fei'lyn: I don't know yet. I'll see. For now, I don't really know what it means to have "more" in my life. Honestly, I've only been aware of my own existence for nine months.

Emeraude: I see. Sounds like a big inner journey ahead of you. So you're planning to start with travel and meeting new people?

Fei'lyn: I've already had a few encounters, actually, at the Factory. I loved dancing next to Zaïg's and Eren's decks. Then there's you at L'Eorzéenne, Ciri, Eka, tons of people really, I can't list everyone here. I don't know how long I'll live, so I might as well enjoy the time I have and make as many memories as possible.

Emeraude: Would you like to do interviews to meet more people and travel?

Fei'lyn: Doing interviews? I don't know if I'd be able to do that.

Emeraude: What do you like most about your work as a model?

Fei'lyn: What I like most? I'd say my coworkers. It's fun taking photos with them, really fun actually.

Emeraude: And your biggest difficulties?

Fei'lyn: Standing still until the click? Or maybe you just have to shoot me in burst mode. Resisting the urge to make a funny face too. Sometimes that's hard.

Emeraude: If you could give our readers one piece of advice on becoming a model?

Fei'lyn: I'd say don't be afraid to go for it, and above all, stay natural. And don't forget to quote the line: "I will be your star."

Emeraude: I hope some people get the reference. Is there anything else you'd like to share with our readers?

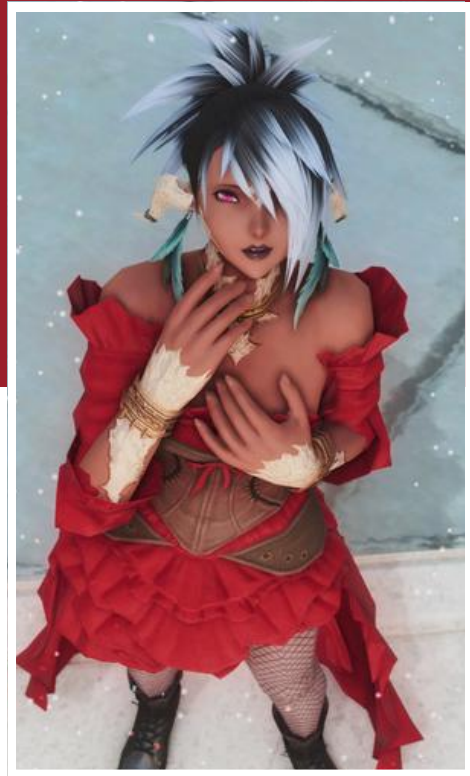
Fei'lyn: Anything else? Don't be afraid of people, even if they look intimidating. In life, you have to dare, with the right amount of chipoterie. Yes, I'm inventing a word, I'm allowed. And keep a hint of kawaii attitude too!

Emeraude: A final word?

Fei'lyn: A huge thank you to everyone who takes the time to read the magazine, and especially for putting up with my silly columns. Come on!! Give us some AMAZING photos in "Model-Me" so I can pose with as many of you as possible! Sending you all hugs and kissy-cuddles! Hearts to all of you! And also, give Emeraude a big hug, because doing an interview with me is intense!



Yshtar Interview



Melonna: Hello miss, I'm Melonna, your interviewer for L'Eorzéenne. I was told you use an artist name. What is it?

Yshtar: Hello, nice to meet you... uh, yes, it's Yshtar. [slight smile]

Melonna: Oh wow!! That has a real impact! Could you tell us what inspired that name? Our readers are curious!

Yshtar: Well, it was simply my code name when I was part of the army. My weapons master explained that it was the name of a femme fatale, representing life, but above all, death. Besides, the Empire wiped out the small people who believed in her, to prevent them from turning her into a primal, and the name of a deity, a woman, suited me well.

Melonna: A femme fatale, then! That fits perfectly with the magnificent outfit you prepared for the upcoming Valentione's Day. What were your inspirations?

Yshtar: Well, it's important to remember that the main goal of such an event is, above all, hearts. Valentione's Day is the perfect moment to invite the one who makes your heart race. [laughs] As I told myself, wearing red meant portraying someone who had the courage to invite others, to take risks and face danger. [light laugh] And to finish, I couldn't choose any other shade than the color of passion. [wink]

Melonna: I see, you went for courage and something classic. It's true that some people don't have the courage to confess. What would you say to those who are afraid of being rejected, as advice to take the leap and confess their love?

Yshtar: Well, it would be lying to say that it's enough to just go for it... Of course, if the person who makes your heart beat doesn't share your feelings, it's hard to face, because rejection hurts. But tell yourself this: if that person has never seen you as a potential partner, they never will. At least by showing your feelings, you become a possible option. Confessing is a risk, yes. But once you do, the first thing the other person thinks when receiving a confession is, "Why not?"

And then, that person will inevitably see you as a potential partner. It will be up to you to show your best side. Then, if nothing happens, it would be a shame, but you won't have missed your chance. On the other hand, if your feelings are shared, you gain everything. So to conclude, I would say: observe the signs to know whether love is mutual, because those signs never lie.

Melonna: Mmh yes, the signs!! Always quieter than geese... but those creatures sure know how to bite! Anyway, I understand you've wanted to become a model for quite some time. Why is that? And most importantly, how do you feel now that it's finally happened?

Yshtare: Mmmh, let's say it was mostly thanks to advice from others. When I arrived in Eorzea, I didn't really know what to do with my life. I was just completing commissions here and there, but one thing kept coming up: people often complimented my outfits and encouraged me several times to pursue a career in fashion. So I thought, "Why not?" I looked into it, and it genuinely caught my interest. As for how I feel now that I'm here... I'm not entirely sure yet. I still have trouble realizing it. I believe nothing is ever guaranteed, and I still have to prove myself, especially since I have so much left to learn. But I fully intend to do my very best.

Melonna: Yes, yes, learning is essential, though I personally never liked studying! Nyahaha! May I conclude with a more personal question?

Yshtare: Yes, of course.

Melonna: Do you have cellulite?

Yshtare: Uh... no, I don't think so. [light laugh]

Melonna: Oh!! Do you have an anti-cellulite secret?

Yshtare: Not really. I suppose my training in the cold might have something to do with it. So I'll just give the good old advice everyone repeats: eat a balanced diet, exercise, and above all, take care of yourself and your body.



Melonna: Well then, I'll take some very serious notes, even if it sounds more like weight-loss advice! To wrap up this interview, is there anything you'd like to say to our readers?

Yshtare: Mmmh yes, I'd like to speak to everyone reading this. Not long ago, we all went through troubled times. We all crossed a desert that seemed endless. But today, we can finally see the light at the end. That's why I want to share this message: let's not let our guard down. This long-awaited happiness will only truly exist if we all contribute to it. No matter our race, our origins, or our past, let's build the world of peace for which so much blood has been shed. Let's do it together, and don't give up. I'm sorry to end on such a serious note, but it felt important to say it. I wish you all a wonderful Saint Valentine's Day.

Melonna: How moving... your words truly touch me. Thank you for your time, and I wish you a long and happy career.

Yshtare: Thank you, and hopefully, see you very soon.



ALTANI

Altani: Nice to meet you, I'm Altani, a Raen who's way too small for her own taste. I have a passion for photography, climbing, and exploration. I love listening to the people I care about. And to finish my introduction, I spend far too much time with my plush toys. I've spent a large part of my life traveling with my mentor, to the point where we sometimes settled in buildings in the Brume.

Emeraude: Is that the famous mentor who gave you a taste for travel?

Altani: Yes, that's right. We rarely stayed in the same place. My mentor spent most of his time trading, buying in one city to resell in another. I saw many different landscapes, and it made me want to see more of the world and to capture it, so I could pass those images on to others.

Emeraude: So it's the desire to preserve memories of your travels that developed your passion for photography?

Altani: Exactly. Photos are a way for me to better remember the landscapes, people, and events I experienced, while also highlighting the subject being captured.

Emeraude: What was your very first photograph?

Altani: It was a close-up of my own face, taken with a friend's camera. It was nothing special, but I wish I could see that photo again to show it. Unfortunately, it's been years since I last found it.

Emeraude: And you've specialized in a particular style?

Altani: I love capturing scenes. Watching actors in costume, in poses that tell a story or leave room for imagination.

Emeraude: You were also chosen to photograph the Five Stars Event, to capture the atmosphere and the people on site. Had you ever covered that kind of event before?

Altani: No, I had never covered events like that before.

Altani: I've seen many photographers cover major events, and I've always wanted to try it myself. I have to admit, I'm really looking forward to it and excited to cover the event.

Emeraude: Do you hope this experience and this interview will lead to future photography requests?

Altani: I have to admit, I'd never really thought about it. I mostly take photos for myself and for a few friends. But if I do receive requests, I'd be happy to take them on.

Emeraude: In what context did you start climbing alongside all this? Would you say this passion helps you with photography, for example by putting yourself in certain positions to capture a better view?

Altani: I first started climbing simply for the thrill. It was only later that I began using it for photography. Knowing how to climb lets you reach breathtaking panoramas that would otherwise be completely inaccessible.



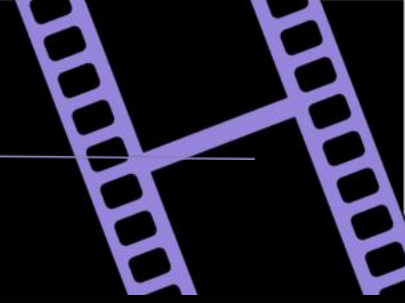
Emeraude: What are the things you pay the most attention to when taking a photo?

Altani: Composition and framing. I really dislike it when one color is too dominant in a photo. Framing helps highlight certain elements of the shot.

Emeraude: What advice would you give to someone who wants to get into photography?

Altani: I'd say you need to arm yourself with patience. Patience, because it's an art that takes time to master, especially today with all the techniques and tips available. Taking a photo is easy, but truly excelling at it is much harder. I'm still far from being a master of this art myself.





“Stay beautiful and soft, that’s how I love you!”



GAME CENTER

クラウン

GAME CENTER CROWN



The Crown is a tourist spot all about life, leisure, and chill vibes. It started as a small Hingashi-style inn called Tenshi no Ryokan, and grew into a go-to reference for good taste and vacation paradise energy. While keeping its cozy inn spirit with services like baths, massages, and deep relaxation, this luxury venue leveled up with a game center in its main hall, packed with games and attractions for all ages, plus a show bar on the ground floor.

The stage regularly hosts artists, musicians, and exhibitors, and also makes a perfect setting for parties or weddings. A dormitory is available for travelers on a budget, even with luxury suites on site.



MELO'S WORDS

I know I'm a huge source of inspiration for a lot of people. The Mok, a venue that's now closed, was inspired by the Crown, with the idea of keeping games and good vibes alive by offering fun activities for everyone. Since Nephrite was my employee at the time, I gave him permission to use my ideas.

One of them, the Miqu'te Course, got its name as a tribute to a Miqu'te client who taught it to me. I remember asking my employee's ex-boyfriend, "So my dear, how did the idea for the MOK come about?" And he answered, "Nephrite and I wanted a house, then we thought, why not open a venue? At first, we struggled to find an idea. We wanted something original, not just another restaurant... So I took inspiration from the Crown and Nephrite's love for games, and that's how the MOK was born."

The escape game part, however, was added later by the venue's owner. I wasn't smart enough to come up with puzzles. But I do remember that Nephrite loved playing the game master and creating stories for their escape rooms. He also handled all the room decorations.

Many other encounters and projects were born at the Crown. But I eventually gave up the idea of marrying the Manderville heir to marry a man who has always loved me with his whole heart. That's why the Crown will soon be closing its doors. I thank everyone who keeps their inner child alive and keeps playing across the continents, with joy and good vibes.



STAFF



EMERAUDE JULIETTE



CIRINA



IRIS



クラウン

MELONNA



Melonna is a Miqo'te with bright, upbeat energy and an almost naïve charm. Born in Doma to a Sun Seeker father and a Moon Seeker mother, she grew up in luxury. Her parents, once fierce rivals on the markets of Ul'dah, fell in love and built powerful trade routes between Eorzea and Doma, amassing great wealth through rare goods and delicacies.

That life collapsed when Garlemald conquered Doma. To survive, her family submitted to the Garleans, using their trade skills in exchange for their lives. Melonna was promised in a forced marriage to a Garlean dignitary. The night before the wedding, she escaped with Hatsu, an opportunistic Miqo'te, and fled to Kugane, where they changed identities.



Using her parents' money, Melonna opened a small onsen, secretly a front for scamming wealthy men. When the Garleans uncovered her hideout in Lavender Beds, she fled to Eorzea and founded Tenshi no Ryokan, tied to the TRN group. As it grew, the ryokan shifted focus toward helping the less fortunate gain independence and soon evolved into a popular game center known as the Crown.

Melonna dreamed of surpassing the Gold Saucer and catching Hildibrand Manderville's attention, hoping for marriage and greater influence to help those in need. She married Hatsu for anonymity, despite loving him deeply. Once he no longer needed her, he betrayed her to the Garleans.

During this time, she reconnected with a Garlean soldier, the man she had once been meant to marry. They grew close. Though she once chased ambition, she finally chose love. Melonna closed the Crown and left it all behind to live freely with Melia, embracing a life of passion, travel, and discovery.

Bhaldwyn



Bhaldwyn: I caught the travel bug from my parents, that need to explore and live adventures. My dad is a traveling merchant, and my mom used to be a gladiator. I spent most of my childhood on the road with my family.

Melonna: That explains a lot. And how did blacksmithing enter the picture? Did you train somewhere specific, maybe in Limsa?

Bhaldwyn: When you've been roaming around for that long, you learn a lot just by working alongside others. An old Briscard taught me some solid basics of the forge. After that, I learned on my own, experimenting as both a craftsman and a fighter, since each forge has its own way of doing things. That said, I'd say I'm a mid-level blacksmith. I still have a lot to learn.

Melonna: I've heard a lot about your forge, even though I'm not really into weapons myself. Do you have any particular anecdote about your work?

We sat down with Bhaldwyn Zeinklesyn, better known as Bhal. A Roegadyn mercenary with over a decade of experience and the owner of a modest forge, Bhaldwyn is a familiar face to travelers and adventurers alike. Between steel, contracts, and long roads, he agreed to share a bit of his story with us.

Melonna: To start things properly, could you introduce yourself to our readers?

Bhaldwyn: Sure. My name is Bhaldwyn Zeinklesyn, but everyone calls me Bhal. I'm in my thirties, and I've been working as a mercenary for about thirteen years now. Alongside that, I also run a small forge.

Melonna: So you're definitely multitasking. Where does that taste for travel and adventure come from?



Bhaldwyn: Not really anything special. I mostly make pretty classic stuff, though there's sometimes confusion about what falls under a blacksmith's work versus an armorer's.

Melonna: So people sometimes come to you with requests that don't quite match your craft?

Bhaldwyn: "Off" isn't quite the word. I do get requests for armor sometimes, or odd things like my prosthetic arm. But I mostly specialize in metalworking, tools, and blades. I can always point people toward artisans who are more skilled in other fields.

Melonna: Speaking of that arm, and the way you communicate using aether, it's something people notice quickly. Do you want to talk about it?

Bhaldwyn: I won't dodge the topic. It's something I learned while traveling. I won't go into too much detail, but it lets me use my aether to shape words. It's more practical than carrying a slate around, though it can still cause communication issues. Not everyone can read, let alone understand sign language.

Melonna: Fair point. These days people type on linkpearls or shout at ducks, so it's all relative. But about your right arm... what actually happened?

Bhaldwyn: It started a bit before the troubles in Ishgard, during what people call the Dragonsong War. I was escorting a merchant to Mor Dhona with a few companions. Snow was falling heavily, visibility was terrible. Bandits usually avoid the roads in those conditions, but that day, something else crossed our path.

Halfway through the trip, we ran into a wyvern. I think it was injured, because it attacked us out of desperation. At first, the fight went pretty well. Then things turned bad. At one point, I wanted to use a grenade to drive it back, but the wyvern lunged at me and bit down on the arm holding it. I had a split-second choice: try to pull free and drag the fight out, or set the grenade off right there and make sure the group survived. I think you can guess what I chose.

Melonna: That kind of choice stays with you. Despite everything, you always seem to get back up, and you even keep building and diversifying. If you had one piece of advice for our readers, what would it be?

Bhaldwyn: Never stop learning. Knowledge can save you, even when it seems pointless. Knowing how to prepare, not rushing headfirst into trouble. I'm not saying you shouldn't act, but preparation and know-how help you act the right way.

Melonna: That's solid advice. Well, I think our classifieds channel is about to explode. To wrap things up, is there anything else you'd like to share?

Bhaldwyn:

There's a line that comes to mind. It might sound a bit clumsy, but: someone should appreciate you for who you are, not for who they want you to become.

Melonna:

That really resonates with me. I'm sure it will with our readers too.



Carbunclub

ODIN - LA COUPE
26 - 12

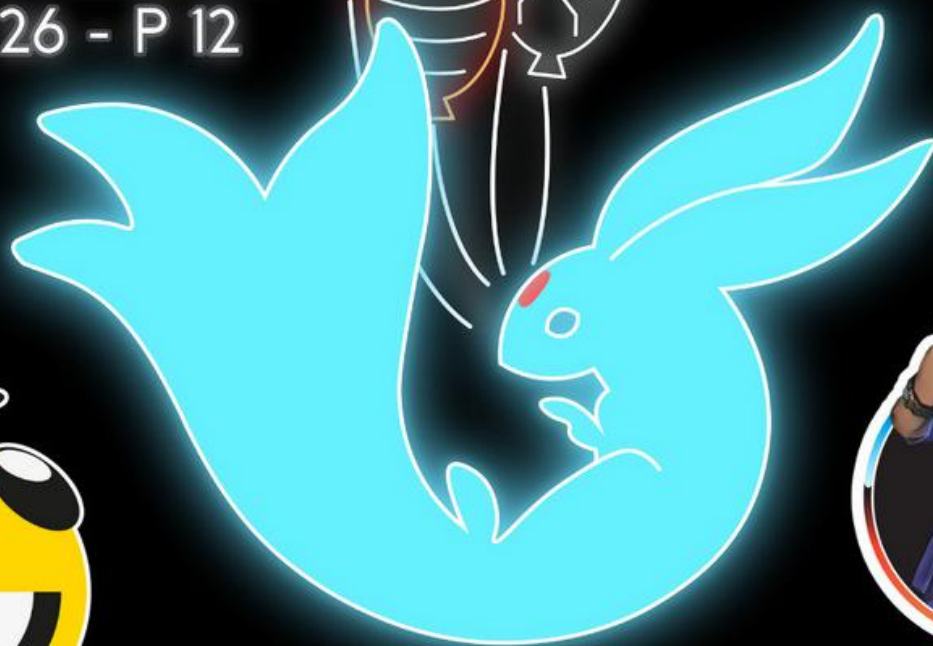


JOUÉZ-DANSEZ

Carbun Club

Arcade & nightclub

Odin - Goblet
W 26 - P 12



LEGENDARY LAARIE



24 Juin 2023

DE 20:00 À 00:00
(HEURE PARIS)



CARBUNCLUB

THE NEW GAMING REFERENCE

TSYNAH, OWNER OF THE CARBUNBLUE



“

“Instead of clubbing separately, let’s build our own project together, something that really represents us, so every one of my friends can share their wild ideas!”

- Tsynah -

THE MEETING OF GOLD SAUCER AND CLUB [ODIN | THE GOBLET | WARD 26 | PLOT 12]

Welcome to our humble casino. I’ve always loved Gold Saucer games like Yojimbo, and I really wanted to put the focus back on gaming. Most clubs usually center around dancing, music, and drinks, with games treated as a side bonus. Here, games take center stage.

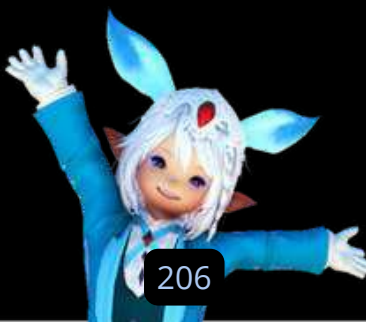
We’re opening on Saturday, June 24 at 8 PM with a big grand opening party, and we’ll be hosting a major event every two months. Between those, we’ll have more regular but smaller openings.

No combat here. You can put your weapons away and let your mascots roam freely in our beautiful garden. For the best experience, please avoid disturbing other guests. It’s also recommended to disable your emote log /emotelog.

Inside, you’ll find an arena hosting Triple Triad tournaments, a fortune teller, the famous samurai Smoljimbo ready to challenge you, blackjack tables, and a few surprises. Downstairs, there’s a dance floor where bard bands and DJs will perform, along with a bar.

Our team is always listening, so if you have any questions or suggestions, don’t hesitate to share them. With that said, we wish you a wonderful time in our club!

”



CARBUNCLUB

The TEAM

TSYNAH | PATRONNE



RUKKIA | BARMAID



NATOWA | BARMAIDBUNCLE



PAZ | AKA GOD OF SPIN
RECEPTION



YNEMIA | TRIPLE TRIAD
TOURNAMENT ORGANIZER



MILLEY | BLACKJACK



LULU | FORTUNE TELLER



TIKIM | SÉCURITÉ



FARIEL | RECEPTION
TOWN CRIER



**SEREZ VOUS LE PROCHAIN JEDAI DE L'ART ??
CONCEPT À BESOIN DE VOUS
REJOIGNEZ LA FORCE CONCEPT**



CONCEPT

**WHERE YOUR IDEAS
COME TO LIFE**



ZOULIKA

AERU MEDICAL CLINIC

Zoulika, a physician and surgeon specializing in aetherology at the Aeru Medical Clinic, grew up with a nomadic group that traveled across Eorzea.

Emeraude: Can you explain exactly what being an aetherologist and a surgeon involves?

Zoulika: As an aetherologist, I can read and interact with a person's aether. The different types of aether within someone are extremely important and need to stay perfectly balanced. Even a small imbalance can cause serious illness. My role is to detect those issues and correct them. Being a surgeon is a specialization that allows me to perform operations, like opening the body to treat internal injuries.

Emeraude: I've personally come to see you for minor injuries and more personal health issues. Do you also consider yourself a general practitioner?

Zoulika: That's actually my primary role, yes. I'm paid by the city of Limsa Lominsa. I'm provided with everything I need, the clinic and equipment, and in return I stay and work here. I've been practicing general medicine for about ten years now. My specializations came later.

Emeraude: What was your path to becoming a doctor?

Zoulika: There was a doctor in our nomadic group, and I was never really interested in children's games. Instead, I started learning alongside her from a very young age. Over time, our travels allowed me to learn from many practitioners. Eventually, in my early twenties, I took official exams and became a licensed doctor.

Emeraude: So traveling played a big role. Is that tied to your nomadic background?

Zouluka: Yes. I stayed with them until about three years ago. That's when I settled here and opened my clinic.

Emeraude: In your opinion, what's the key difference between a traditional doctor and elementalists, like White Mages?

Zouluka: It depends on the condition. For example, if someone breaks a bone, magical healing can help them recover faster and even allow temporary use of the limb. But eventually, they'll still need proper medical treatment, like a cast or surgical pins, to ensure full and lasting recovery.

Emeraude: You must be in high demand. Does that leave you time for your personal life?

Zouluka: My days are long. Still, I try to make time for myself and my partner. We go out to nice places sometimes, and I still see my friends. And soon, I'm finally taking a vacation, my first in a very long time.

Emeraude: So definitely not a job for lazy people. Medicine covers a lot of fields. Do you also handle childbirth and gynecology?

Zouluka: If needed, yes. It wouldn't be my first time. And you're right, it's not a lazy job at all. It requires real dedication to the people you care for.

Emeraude: Does the reality of the job still match what you imagined? Has your perspective changed?

Zouluka: Yes, I still love it. If I didn't, I don't think I could keep doing it. It's different from my early days. Back then, we traveled a lot and I helped people who had never seen a doctor in their lives. Now there are fewer extreme cases, but I help people live better lives. It may be less thrilling, but it's still deeply fulfilling.

Emeraude: What advice would you give to someone who wants to pursue this career?

Zouluka: Be ready to study a lot, and always stay empathetic. Listen carefully to your patients.

Emeraude: Do you have a message for our readers?

Zouluka: Take care of yourselves. Even if you think your issue is minor, don't hesitate to consult. If something bothers you, get it treated. That's what we're here for.

Emeraude: Readers should know they can find you through the Eorzean Index and the Directory.

Zouluka: All my contact details are listed there. Feel free to reach out. My clinic is located in the Brume, Ward 23, Plot 4 [LIGHT | Lich]. In emergencies, I can also travel to you.



LIGHT - LA COUPE | GOBLET - 27-17

Café Leblanc



FRANÇAIS | ENGLISH



SAMEDI | SATURDAY

OUVERTURE BIMENSUELLE | BIMONTHLY OPENING

COZY CAFÉ AMBIANCE

Café Leblanc

Light – Odin – The Goblet
Ward 27 – Plot 17



Interview with Natowa Adventurer and owner of Café Leblanc

Natowa, an intrepid adventurer and owner of Café Leblanc. I've always lived the adventurer's life, but I've also always loved the idea of a tavern or a café bringing comfort to travelers along the road. A warm, welcoming place where people can rest and recharge. That's why I created Café Leblanc, exactly for that purpose.

Emeraude: The place immediately feels warm and welcoming, with a slightly jazzy atmosphere. What inspired you when you created Café Leblanc?

Natowa: I've always really loved Ul'dah's sense of hospitality, so recreating that atmosphere felt natural to me. As for the jazzy side, I've always had a soft spot for bard groups. The challenges of everyday life blend well with music. For me, it was important that culture and music mix together. Some people find cultural differences difficult, but I think traveling allows you to listen to music, enjoy situations, and meet people no matter where they come from. Sometimes it's even funny. We adapt constantly.

Right next to the Rising Stones, in the warm districts of Ul'dah, discover this little haven of calm and paradise. From the very first steps inside, change the vibe, relax, our team will take care of you!

Emeraude: You've been open for a while now, and your clientele is clearly international. Recreating the Ul'dah vibe couldn't have been easy.

Natowa: The place is never really closed, but when attendance is low, especially toward the end of the evening, we keep things more intimate so our guests can truly enjoy themselves. When there's a larger crowd, though, we invite people to head downstairs.

Emeraude: So that's when you invite the City Wok bards to perform downstairs?

Natowa: Exactly. Especially during opening nights. It went really well.

Emeraude: I work in an international company myself, so I understand the challenge. What were the biggest difficulties in a project of this scale?

Natowa: I'd say the idea and the concept. It was genuinely difficult to make people understand that this place was meant to be calm and relaxing, while still being a venue with a stage. Café Leblanc isn't just a performance hall. It's a place where people can stop by for a drink, enjoy a coffee, or simply relax. I always imagined a café that could be both a peaceful space and a music venue at the same time. That balance was what I wanted to create and bring to life.

Emeraude: Have you hosted other well-known groups besides City Wok here?

Natowa: For now, City Wok is the most well-known group that has performed here. After that, we've had several evenings where some guests wanted to play as well, and we even let them use the stage. Those kinds of unexpected interactions are really lovely, and we enjoy them a lot. At the moment, we're also looking for other groups toward the end of summer to come and perform here. If anyone is interested, we'd be happy to talk with them.

Emeraude: Do you have any other anecdotes like that you'd like to share with us?

Natowa: For me, the opening of Café Leblanc was both exhausting and exciting. Seeing all that preparation come together and watching the guests have a great time here felt truly magical.

Emeraude: If you had to highlight Café Leblanc's strengths compared to other venues, what would they be?

Natowa: There are a lot of bars across Eorzea, and some of them have very strong identities. What Café Leblanc brings is something different from a typical bar. It's a calm, relaxing place, with a laid-back atmosphere that allows people to meet, talk, or simply rest during their journey.

Emeraude: That's what made us stop by in the first place. What would you say to someone who wants to open their own bar?

Natowa: Be patient. You can spend a lot of time perfecting your idea and creating beautiful decorations, but what truly matters is how guests feel inside your venue. You need to be patient while waiting for your first visitors to arrive, and never get discouraged.

Emeraude: Do you have a final word for our readers to close this interview?

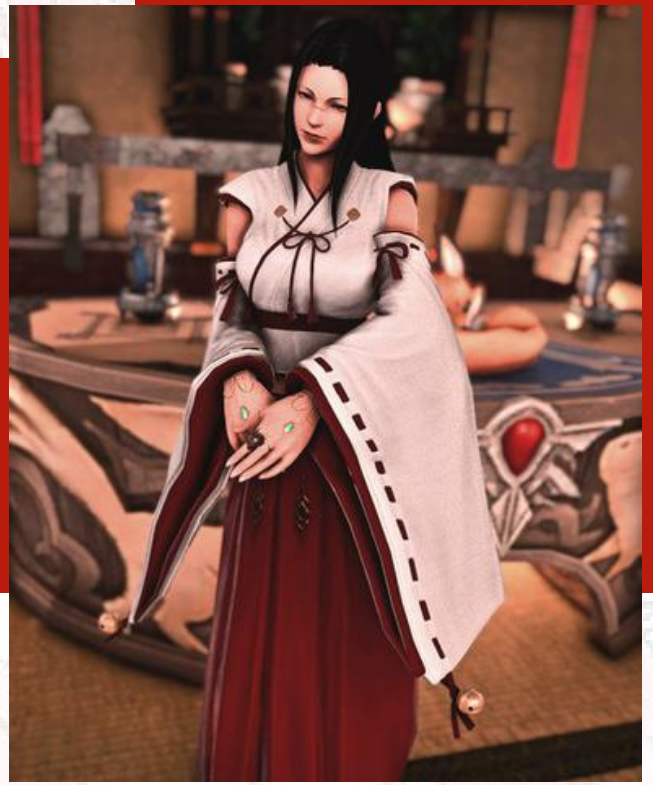
Natowa: Café Leblanc will be delighted to welcome you.

Welcome to Café Leblanc, a cozy café with a dinner atmosphere at the entrance and a show hall on the lower level.

<https://discord.gg/QpmQkCtuwF>
<https://cafe-leblanc-venue.carrd.co/>

Temple

Inari



Meeting with lizasa of the Hattori Clan. Caretaker of the small temple in Shirogane 2-27 (Ragnarok), dedicated to the goddess Inarilizasa of the Hattori clan oversees the upkeep of the small temple located in Shirogane, Ward 2, Plot 27, dedicated to the kami Inari. When events allow, she serves as a shrine priestess, and watches over the temple the rest of the time.

Emeraude: Have you always lived and grown up in Hingashi, and were you destined for this role, or was it something you chose later on?

lizasa: I was born and raised in Hingashi. My clan has a rather warlike reputation, and years ago I was trained to become a kunoichi, a female ninja. So in a way, it was more of a calling shaped by circumstance.

Emeraude: Was it difficult to leave the path of a kunoichi behind in order to become a shrine priestess?

lizasa: It was a choice that came naturally. When I left Hingashi for Eorzea, the indoctrination slowly faded. There comes a time when you begin to question your actions, and you look for a way to make amends.

Emeraude: I understand. Encounters often lead us back to our roots. Could you tell us about the kami in general, and more specifically about the one venerated here?





lizasa: The kami are the deities worshipped in Hingashi, in place of your Twelve. They are far too numerous to be counted. There is a saying that claims there is a kami beneath every stone. Among this multitude, some are considered major kami, or ōkami, depending on their importance. Amaterasu, for instance, is revered as the kami of the sun. Here, we venerate Inari, who watches over grains, the household, and family. Inari fulfills several roles, much like Nophica does in Eorzea. Their domains are actually quite similar. She is said to appear as a beautiful pale-skinned woman with long jet-black hair, dressed in a traditional kimono, accompanied by kitsune, when she is not one herself.

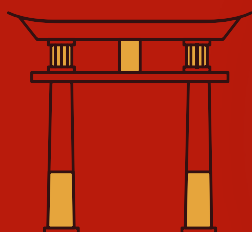
Emeraude: I see. And what are the different ways to honor her, or the ceremonies that can be held here under her protection?

lizasa: Like all kami, offerings of food are appreciated. For Inari, rice in particular holds great significance. A simple thought or respectful greeting is also a form of gratitude, especially during the many ceremonies tied to our culture.

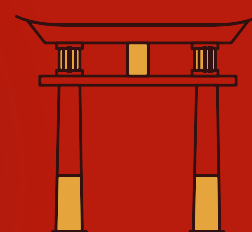
As for rituals, weddings are performed here, but celebrations are most common during festivals, such as those honoring a good harvest or during the cherry blossom season, Hanami. On those occasions, the temple relic is brought out and we celebrate together.

Emeraude: And what about funerary rites, or even Obon, for those who read last month's issue of the magazine?

lizasa: There is no cemetery here. People usually return to their birthplace for Obon, just as they prefer to be laid to rest in the lands where they were born. Shirogane is a residential district, so there is little reason to celebrate Obon here. Kugane is far more appropriate for that. And to be honest, these days, kitsune masks are mostly for tourism.



稻荷神社





Emeraude: Oh! I had heard they were traditional, meant to blend in with the procession of demons and pass unnoticed among them.

lizasa: Obon is primarily about honoring the dead and the spirits of our ancestors, if they still linger. Kitsune are closer to yōkai, and they are not oni, which are more akin to ogres or demons. There are so many matsuri that festivals take place almost all year round.

Emeraude: It's true, the folklore here is incredibly rich. Do you have a final word for our readers to close this interview?

lizasa: Enjoy life. It is your most precious treasure. And the temple doors are always open.





Enaya'de

Salon de détente

Bains Spa

Détente Bar

LA COUPE 9-36

Ragnarok





THE BATHS OF THANALAN [Ragnarok]
The Goblet, Ward 9, Plot 36

Discover or rediscover our bathhouse, dedicated to wellness, treatments, and relaxation, featuring our bar "Feet in the Water."

OPEN ON SUNDAYS FROM 9:00 PM TO 11:30 PM





The Baths of Thanalan

Discover or rediscover our bathhouse, dedicated to wellness, treatments, and relaxation, with its bar “Feet in the Water.”

The return of our Sunday night wellness evening.

Catching Up with Enaya, Creator and Owner of Enaya'de. The world of wellness and spa culture is making a strong comeback, and your bathhouse project is once again in the spotlight, much to the delight of those who seek relaxation.

Emeraude: Could you tell us about the creation of Enaya'de? How did it all begin?

Enaya: I started working in this field when I arrived in the Goblet. My sister and I worked at the Emerald Baths at the time. After a disagreement with the manager, we went our separate ways, and that's when I decided to strike out on my own. At first, the salon was just a small apartment where I only offered massages and pedicures.

Later on, I was able to invest in a small house in the heart of the Goblet. I proposed four baths before the place even really took shape. To help a friend, I offered her my home for free, which became Enaya'de. With her help and that of others who had supported me in the past, the salon slowly evolved into what it is today.

Emeraude: Has the project changed a lot between its beginnings and now?

Enaya: Enormously, yes. As I mentioned, the very first salon was just my apartment, and I was only providing massages and foot care. Today, Enaya'de has grown far beyond that initial concept.

Emeraude: You decided to entrust the management of this small spa, without any grand ambitions, to Iris. For what reason?

Enaya: Between my life as a couple, my duties as a paladin, and being part of a free company, I simply don't have the time anymore to open the spa as often as I would like. I wanted to continue offering a service that is both high-quality and affordable, and Iris was the right person to take on that responsibility.



Emeraude: Your last experience as a partner left you disappointed, yet after meeting Irís and talking with her, you decided to ask for her help so that Enaya'de would not fade into obscurity. If I understand correctly, despite your busy and demanding life, you want Enaya'de to keep living on, attached to your values and to the staff you care about.

Enaya: Exactly. Not only for my employees, but also for the clients who come here to relax and recharge, whether after a workday, a contract, or simply for their own well-being.

Emeraude: What can you tell us about your protégées?

Enaya: The girls who help me are wonderful people I can rely on, and without whom I could never keep such a place running. If I am the creator of Enaya'de, they are the ones who truly bring it to life.

Emeraude: A delicate question: swimsuits are mandatory in the baths, along with exemplary behavior. Many people tend to blur the line with pleasure establishments. What would you say to clarify this point?

Enaya: Ever since my experience at the Emerald Baths, I've always heard these kinds of rumors, especially from clients I massaged or spoke with. It's completely false. Enaya'de exists to let both body and mind rest, whether through a bath or a massage. People seeking a sexual or erotic relationship can go their own way. Enaya'de is a respectable place and does not offer that kind of service.

Emeraude: Do you have anything you'd like to add for our readers and potential future visitors?

Enaya: Differences and personal issues stay at the door. Everyone is accepted here and treated as equals. I simply ask that the place, the staff, and the clients be respected. What happens at Enaya'de stays at Enaya'de.



*Faire briller le regard comme
le plus précieux des trésors !*

La Brillante

La Coupe - Secteur 13

APP. 31 [Ragnarok]

**Suivez ses ouvertures
sur l'annuaire**

ou

**Prenez rendez-vous
directement par
courrier mog.**



THE GOBLET – WARD 13 – APARTMENT 31 [RAGNAROK]



LA BRILLANTE

*Danseuse
Kriegstanz
Artiste scénique*

La COUPE
Sector 13
Appartement 31

LA BRILLANTE

FROM BOUNDLESS AMBITION TO THE STARS

My name is Lunna, or by my stage name, “La Brillante.” I am an Ul’dahn devoted to her arts and her gil. I work as a professional entertainer, or more accurately given my status, a companion lady, whose main talents are dance and artistic creation on stage.

Emeraude: Why did you choose the stage name “La Brillante”?

Lunna: It is my duty to shine brilliantly before the attentive eyes of those who watch my work, guiding them through this rhythmic, dreamlike journey. If I do not shine brightly enough, what would I be as an artist? A tapestry? Unthinkable. I must be the light at the center of the stage, just as the moon shines at the heart of the night.

Emeraude: You seem like a perfectionist. It’s beautiful to see someone so deeply invested in their passion. How did that passion come to you?

Lunna: I am a perfectionist only if it can be considered a quality. There are several possible explanations. The first comes from the environment in which I grew up and lived. You see, in the lower districts, women do not have many options.

Emeraude: Would you say that these artists played an important role in shaping who you are today?

Lunna: Beyond the obvious dramatic vision, I was surrounded from a very young age by artists, each more impressive than the last. Even if some of them were not artists by choice, that was not the case for all. A second theory would be that we come into this world with a purpose and a calling, and in that sense it feels obvious to me that I was born to stand in the light.

Emeraude: Were they your role models? And what exactly do you mean by “the lower districts”?

Lunna: My models, my mentors, my inspirations, my mothers. You see, Ul’dah is a vast city. The most visible parts are like the tip of an immense iceberg, but beneath the surface lies a massive, dangerous block. The lower districts never sleep. You’ve surely heard of it, that very real place known as Ul’dah’s black market.

Emeraude: Yes, I have indeed heard about it. So you always lived there? You mentioned having a venue for your performances. Is it located in the Goblet?

Lunna: I did live there from my earliest childhood, though the word “tender” would be ironic in this context. I eventually left for my own well-being. I lived in Ul’dah itself for a long time, and a few moons ago I acquired a venue in the Goblet to finally be fully independent. It is located in Ward 13, Apartment 31.



Emeraude: What does taking on so many responsibilities represent for you, even if this is limited to your own establishment for now?

Lunna: First and foremost, it is a great success, and a form of liberation. I wouldn’t go so far as to call it full emancipation, but being my own patron removes many constraints and obligations. I am in control of my gil and of my clients.

Emeraude: That’s the concrete result of all your efforts. People probably wonder what your services are as a companion lady. Sometimes it can involve things that everyone does, but that many consider taboo. Would you like to clearly explain your role to avoid any misunderstanding?

Lunna: I must say that the term “host” makes me uncomfortable. It evokes something vague and encourages confusion. Being a companion lady is committing to a professional vocation in the field of entertainment. It means fighting boredom itself, tooth and nail, by dedicating my full attention to my clients.

My primary activity is artistic entertainment through dance performances, including private ones, but it is not my only focus. Relaxation-based entertainment is also important to me: conversation, games, personal exchanges, and massage. It is obvious that if someone comes to my door hoping for certain additional services, I will kindly redirect them to the appropriate establishment.

Emeraude: That clarification is important. Do you have a final message for our readers?

Lunna: Shine in your own way. Ambition is not a flaw when it is guided by purpose.

Emeraude: I understand, and I apologize. I believe the message has come across clearly and will help our readers avoid that kind of misunderstanding. Could you clarify what you mean by “artistic creation,” and how it differs from dance in your performances?

Lunna: There’s no harm at all, my dear. We both know that this field requires careful wording, and that the vocabulary used demands everyone’s full attention so it isn’t misunderstood. I speak of artistic creation in a broader sense. Dance is part of it, of course, but I create more than choreography: an atmosphere, costume choices, theatre, storytelling, and meaning. Perhaps it’s my perfectionism that prevents me from settling for simple evocation, because my dances are imagined and interpreted to be more than they seem when taken as a whole.

Emeraude: I truly can’t wait to attend. What are your opening days?

Lunna: This project is still recent and will continue to evolve. I had my first performance on a large stage at the Faux-Amis, or what remains of it, the establishment having burned down and, from what I hear, risen from its ashes.

Emeraude: I see. So whether one is a private individual or a professional, can appointments be made directly via courier mog?

Lunna: Indeed. Both private clients and professionals may book an appointment with me. We will define each person’s needs together.

Emeraude: Is there anything you would like to add for our readers?

Lunna: I would simply say this: give yourselves the means to access art and entertainment. Settling for little is one thing, but being able to enjoy something of quality is another. Take the step, set aside your fears and preconceptions, and come discover who La Brillante truly is with your own eyes.

I am not a large establishment, and my opening days and hours depend on my schedule as well as client demand. If you are interested in my services, I invite you to contact me by letter so we can arrange an appointment and define your wishes according to your means. That said, in order to reach a wider audience, I am also in contact with larger venues to perform for an evening, sometimes ephemerally on their stages, as well as on open stages, in exchange for remuneration.





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- Idols

We will turn you into the artists who shape the dreams of the future.



"OUR HEART SHALL BELONG TO THE PEOPLE"

Motto of the Chanthiver Estate

Sir Chanthiver, a Dragoon knight devoted to the great nation of Ishgard, Baron and head of the Chanthiver Estate.



Melonna: A pleasure to meet you, Sir Chanthiver. How would you describe the holy city of Ishgard, and could you give us a brief summary of it?

Sir Chanthiver: Ishgard is a city both sublime and terrible. Sublime, because it is a jewel of stone and faith, raised centuries ago atop a mountain, soaring above a sea of clouds as if to scrape the very heavens. But it is also terrible, for behind its splendor lies a rigid and artificial class system, shaped by war, fear, and silence. Much of our nobility, myself included, still bears the scars of a sin committed more than a thousand years ago, a sin whose consequences we continue to endure.

Melonna: I do love fishing too, but only to admire it from afar. I would not want my hands to smell of fish... Have you truly been "fishing" for a thousand years?

Sir Chanthiver: Fishing, in the sense of committing a grave fault. You have surely heard of the terrible Dragonsong War. Know this: its origin lies not in some innate hatred between our peoples, but in our own actions.

Long ago, dragons and Ishgardians were not enemies. Through the love shared between the great wyrm Hraesvelgr and Saint Shiva, and through her sacrifice, peace was born between the people of Dravania and Ishgard. For many years, that peace endured. Even now, traces of this cooperation remain visible, in Dravania, in Coerthas, and among the floating isles of the Churning Mists.



Ratatoskr, sister of Hraesvelgr, was a singer and a messenger. She stood as a bridge between dragonkind and humankind, bringing words, songs, and understanding between our peoples. In later retellings, some say her brother Nidhogg's pride and growing mistrust of mankind colored the tone of the songs she carried. Whether this was his intent, or merely how mortals chose to hear them, remains open to interpretation.

What is certain is this: Ratatoskr sang before King Thordan, who failed to grasp the deeper meaning of her words. At that time, shadowed figures, later known as the Ascians, whispered into Ishgardian ears, inflaming fear and doubt. They did not command Thordan's hand, but they nurtured his terror and ambition.

And so, during one of Ratatoskr's visits, Thordan and his Twelve knights struck her down. Worse still, they devoured her eyes, having been led to believe that dragons drew their great power from their gaze. In doing so, they bound that stolen power to themselves and to the legacy of Ishgard.

The statues that stand today in the Pillars represent those Twelve knights.

And while we are not their descendants in blood alone, all Ishgardians, noble and commoner alike, inherited the world shaped by that act. The legacy of their sin became cultural, ideological, and even aetherial, woven into the fabric of our society. It is for this reason that heretics could transform into dragons, and why Ishgardians who drink dragon blood may themselves lose control and change. That power did not vanish with time. It lingered.

For centuries, the Church shaped this history into doctrine. It simplified it, sanctified it, and used it to preserve order and authority. In doing so, it lied by omission, exploited faith, and allowed generations to suffer beneath a narrative that spared the powerful from reflection. That is why Ishgard is a city both magnificent... and horrifying.

Melonna: Fortunately, it seems that Sir Aymeric is a well-regarded man who is working to move Ishgard forward. What is your view of the current situation?

Sir Chanthiver: I believe we are living in a remarkable era of rebuilding and cautious openness. Sir Aymeric is a courageous and honorable man, one who has earned my respect, though not that of all. Ishgard remains divided. Conservatives, often drawn from the nobility, cling to the old order. Progressives, often commoners or simply those guided by reason and conscience, seek change. I would count myself among the latter.

Melonna: Do wealthy and noble families have systems in place to support the poorer castes?

Sir Chanthiver: No formal system exists. Everything depends on individual will. House Durendaire, once deeply conservative, has changed its outlook and now offers meaningful aid to the poor. House Dzemael, by contrast, appears largely unchanged. My own house is a modest barony, a nobility of the sword rather than of influence. We hold little weight in the political games of the city.

Melonna: I have also heard rumors about how Ishgardians view the Au Ra because of their scales. Is there a growing openness toward them, and toward foreigners in general?

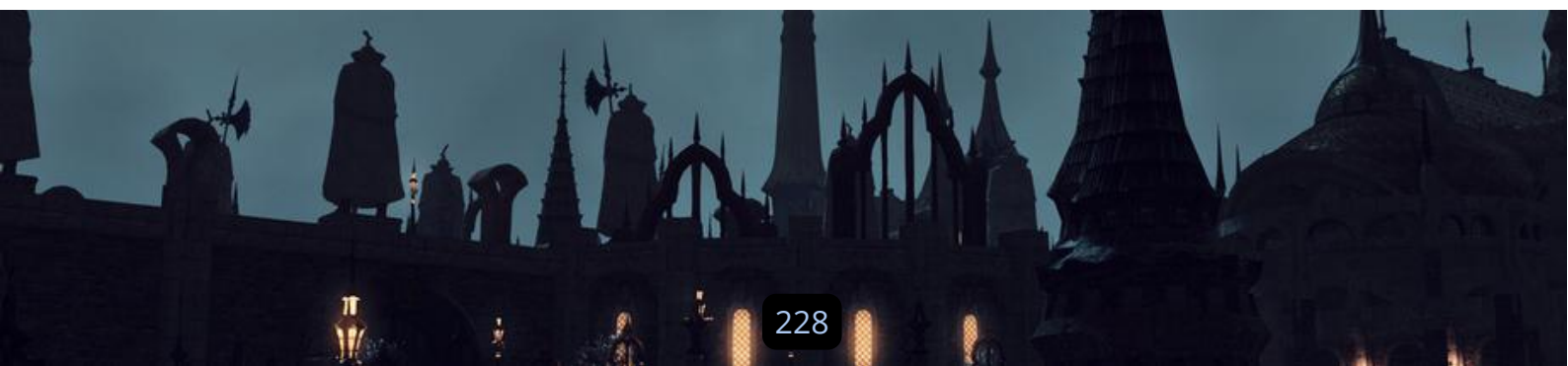
Sir Chanthiver: That depends entirely on where you stand. Attend a high-society gathering and you will likely be met with suspicion. Step into the Forgotten Knight, and most will barely care. I am not one for frequenting many establishments, but I would recommend the Colibri, though it has sadly been closed for some time.

Melonna: You also mentioned being the head of a family. What does that entail?

Sir Chanthiver: I have neither wife nor children. Though arranged marriages remain common among the nobility, I refuse to found a family without love. Noble houses in Ishgard are institutions as much as bloodlines. I am the last living member of my family, the heir of House Chanthiver, and the bearer of its name. I oversee the estate, its knights, servants, and obligations.

Melonna: Are there any final thoughts about Ishgard and its nobility that you would like to share with our readers?

Sir Chanthiver: Should anyone require aid, counsel, or partnership within Ishgard, House Chanthiver will always answer. And a final piece of advice: dress warmly. Visit the markets, drink something hot, explore Azurée and its curious dragonets, and respect our laws. Do not fear the cold. Ishgard is cold, yes, but that is precisely what makes it so precious. There is nothing more comforting than a family stew by the fire, the scent of mulled wine in the air, while the blizzard howls beyond the window. The cold teaches us to cherish warmth... of hearth, of heart, and of kin.



EXPÉRIENCE GASTRONOMIQUE SUR
RÉSERVATION

CONTACT : GENKARO#4283



une cuillère d'exception.



RAGNAROK
BRUMÉE
25 - 16

BAR OUVERT TOUS
LES VENDREDIS

21H00



Genkaro

Head Chef – Gastronomic Cuisine

A SPOONFUL OF INDULGENCE

My name is Genkaro. I started doing small jobs in the Brume about six moons ago, without a single coin to my name. At the time, my talent was cooking itself, even though I also had a tendency to learn other crafts. I have always remained uncompromising in this field.

At some point, the idea came to me to create a restaurant with my own vision of things: a soothing, warm, and refined place where one would feel at home. More precisely, my project aims to bring together as many lovers of fine cuisine and good food as possible, to create a place where one does not simply book a table, but a cook, an atmosphere, and a shared experience. All meals are prepared with fresh ingredients, which we also intend to grow and hunt ourselves.

Emeraude: That is exactly the feeling one gets when dining in your restaurant. A cozy, private, and exclusive atmosphere. One feels as though they are part of a select club. What kind of establishment would you say this is? A gastronomic restaurant?

Genkaro: Absolutely. We consider ourselves a gastronomic restaurant. However, when it comes to drinks, we do not offer a fixed menu. Everything is prepared to measure for those who make a reservation. We even have a private space where we can discuss the details of each booking together, such as the types of products you wish to eat, any specific preferences, or possible allergies. It is also essential to determine what would be suitable for the group or client making the reservation.

Genkaro: That said, we do open our bar every Friday night from 9:00 PM to 11:30 PM, offering quality drinks as well as appetizers prepared by me to accompany whatever guests choose to drink.

Emeraude: So if I understand correctly, you have opening hours, but people can also book you privately or request occasional openings. Is that right?

Genkaro: Not exactly. There are no fixed days for meals. Everything is arranged directly between the clients and myself so we can find a solution that works for everyone.

Emeraude: You told me before that you were already cooking meals in private homes. Does that still continue now that the restaurant is open?

Genkaro: I can do that if needed, but I prefer preparing meals here when possible. It allows for a more “demonstrative” kind of cooking, thanks to the layout of the kitchen.

Emeraude: Yes, guests will definitely notice that when they come. Are you working alone here?

Genkaro: For now, I’m the only chef. However, I do have an assistant handling reception and reservations, as well as a server and a security guard on Fridays. That said, if I could hire one more guard, two servers, a bartender, and at least two additional cooks, that would be ideal.

Emeraude: Could you introduce your team to us?

Genkaro: Of course. At the moment, there’s my assistant Nohra, a Miqo’te who handles all reservations and provides information to anyone who needs it. Austin, my very friendly and cheerful Viera server who can satisfy just about anyone. Kozue, my tall and imposing security guard who keeps the place safe. And then there’s me: the chef, bartender, and owner of the establishment.

Emeraude: Hearing you talk about them, it’s clear you’re proud of your team. How did your opening night go?





[CHAOS] - RAGNAROK - MIST 25-16

Genkaro: Thanks to the preparation we had done, we fortunately didn't run into any difficulties. I was pleasantly surprised to welcome more guests than I had expected. My team was truly attentive to the clients, serving them as efficiently as possible. I received only positive feedback. That said, if attendance continues to grow, I will need to expand the place rather quickly myself.

Emeraude: I understand. Given the level of precision you bring to your cooking, would you consider hiring a second chef? Or even taking on an apprentice to pass on your craft and your vision of cuisine?

Genkaro: Of course. I am more than willing to share my knowledge with anyone motivated enough to truly absorb it.

Emeraude: Do you have a message for anyone who would like to try their hand at the world of fine dining?

Genkaro: Be prepared to be surprised by new tastes and unexpected combinations of flavors.



ASTRID

THE LIFE-GIVING GENTLENESS

ACCOMPANIED BY
PETIT FRÈRE

Pleased to meet you, I am Astrid, mother of a wonderful child whom I had with my husband Eigi, who works as a carpenter. Today, I work in a night club that will soon be opening. I also own a beautiful ship, which I use to handle the delivery of beverages for the club. And here is Petit Frère, my red panda. He is like family to me. He stayed by my side when I had lost all hope, and he is my best friend for life.



Melonna: Hello Astrid, you seem to lead a very busy life. How did it happen that you stopped your previous activities to focus on managing your ship and working at the night club?

Astrid: Taking care of a young child is anything but restful. I had to make small sacrifices, which are nothing compared to the immense satisfaction I feel in my daily life, even if I sleep less at night because of my little one.

Melonna: These things happen. So you chose to set aside your adventurer's life for your married life?

Astrid: For the moment, yes. But I do accept missions from time to time, since my carpenter husband also needs to stay active, and he does so very well, by the way.

Melonna: Many people struggle to find a stable relationship. What is your secret?

Astrid: I would say that patience is essential when looking for the right partner. Even once you are in a relationship, communication matters, as does the ability to make compromises as long as they are healthy, mutual, and do not require you to deny who you are, whether you are a woman, a man, or non-binary.

Melonna: Yes, you must not lose yourself as an individual, otherwise a gap forms and can eventually lead to unhappiness or even separation, is that right?

Astrid: Exactly. And my husband is the most attentive person I know.

Melonna: And what about Petit Frère, your ever-present best friend? Could you tell us about how you met, or share some memorable moments?

Astrid: Our meeting... the circumstances were not joyful, but without going into too much detail, on the day we met, he freed me both figuratively and quite literally. As for memorable moments, I will always remember with deep emotion our reunion after he left, believing himself to be a danger. He placed his paw on my head, as if to tell me that the bond between us is unbreakable.

Melonna: That is truly touching, especially since it seems you are able to communicate with one another?

Astrid: Yes. For reasons he keeps to himself, he is able to speak to me and understand others through telepathic abilities.

Melonna: So do you hear him speak in the common tongue inside your mind, or do you interpret the red panda in some other way? How does it work?

Astrid: It is more complicated than that. He conveys what he wants me to understand as information. I am not sure I am explaining it well. It is more a feeling than actual words.

Melonna: So if I were to ask Petit Frère what his secret is?

Astrid: Mmm... well, Petit Frère? Ah. He says he cannot reveal it, and he adds that he enjoys being free.

Melonna: What does he mean by "being free"? Has he ever been kept in a cage in the past?

Astrid: He makes me understand that it is very difficult to cage him. He remains vague, but says that, like everyone else, he has a blood family. All of that is behind him now. Now then, Petit Frère, you really should try to answer the nice lady's questions properly. He is terribly stubborn. Oh—he is telling me that I am too.

Melonna: And is it not difficult to manage such an important companion in your life, alongside your husband, your child, your work, and your personal and social life?

Astrid: To be honest, Petit Frère is more of a help than an additional "burden."

Astrid: Although raising a child is a joy at every moment, Petit frère soothes the baby when he is unwell and helps me understand my child's needs before he has even gained the gift of speech.

Melonna: That's incredibly practical!! Now that you mention it, all mothers should have a "Petit frère" by their side. To come back to your work, how did you end up working in a club, and what is your position there?

Astrid: My childhood friend was hired there and, in my eyes, she is truly the club's muse. Knowing that I was looking to take a break from adventuring and find a less dangerous line of work, she invited me to join her. As for my position... well, I am something of a jack-of-all-trades. I work as security, bartender, communications staff, and even as a dancer, though let me be clear, I only dance.

Melonna: I see. Usually people have a very specific role, or occasionally switch to another position when needed, especially since dancing for long periods can be physically demanding. Do you have any concerns? For example, clients asking for certain services that you will have to decline politely by explaining that you are strictly an SFW dancer, or issues like drugs circulating, or even people like that infamous Jimbo who barges into rooms or trolls the DJs?

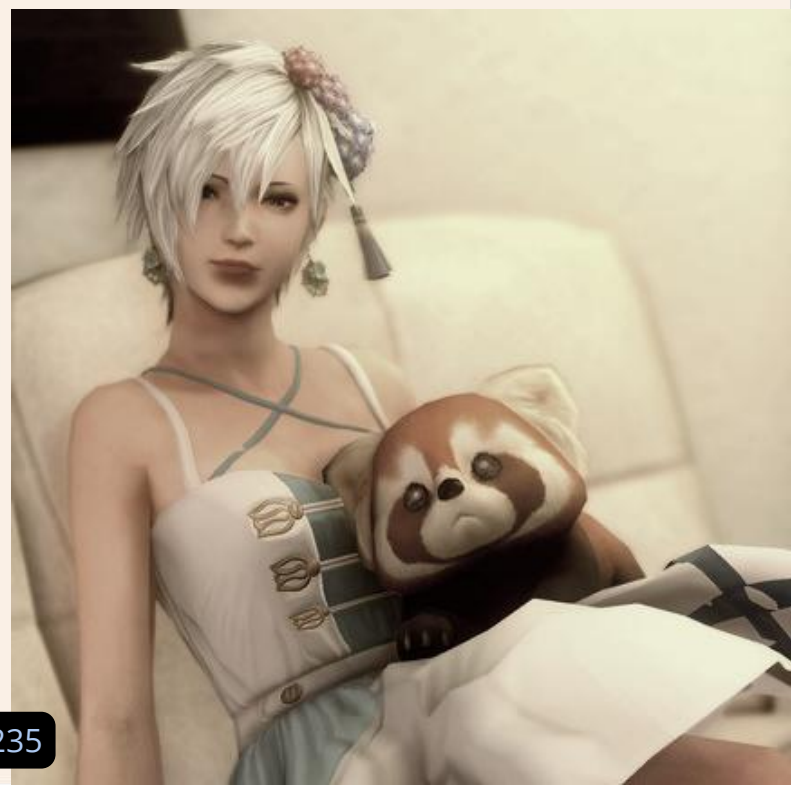
Astrid: [Astrid frowns at the mention of Jimbo.] Oh him... that little—! Well, anyway. It's true that drugs circulating are a serious issue, but we do everything we can to keep the environment as safe as possible. As for NSFW requests, I trust our team to redirect clients toward the appropriate dancers, or, if someone becomes too insistent, to have them escorted out by security. Unfortunately, there will always be a few troublemakers who try to ruin the experience in honest clubs.

Melonna: Thankfully, those cases remain isolated and quite rare. I truly hope you will flourish in this wonderful project. Do you have anything you'd like to say to conclude this interview?

Astrid: First, I would like to announce the upcoming opening of our nightclub, which will be called La Rumeur. It is a club where English will likely be spoken, yes, but as long as everyone communicates respectfully, you are welcome even if you do not speak English. Moreover, the entire staff is French and will be able to understand you.

[OOO: Please remember to speak in party chat, disable emote logs, and remove weapons and minions.]

I would also like to thank my mother Ingrid, my husband Eigil, and my friend Le'oneed for all the good they bring into my life. I would like to end by saying that it can be difficult to hold onto hope in a world filled with danger, but remember that you must live in order to encounter love or friendship, and to experience all those moments that truly make a life. Thank you so much, Melonna, for everything you have done for me, both in the past and still today, and for helping me pass on the values that matter so deeply to me.



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In Channel: 「★」 join-us

Common language required:
French* (English is a plus.)



MELODIES OF LIGHT

*Our MemoQuartz network operates in English but the staff is entirely French-speaking.

Atelier La Plume

Hayline



Une scribe,
deux ateliers!

- Brouillasse

(Empyrée 6-54)

- Ul'Dah

(La Coupe 20-app 84)

The Anvil and the Quill, at the Heart of Brouillasse

Today, we meet Elric, a blacksmith, and Hayline, a scribe, both originally from Brouillasse. Together, they founded “The Anvil and the Quill”, a place designed to make craftsmanship and writing accessible to everyone.



Emeraud: Your establishment stands out for its intentionally affordable prices. Was accessibility a goal from the very beginning?

Hayline: Absolutely. I lived on the streets for a large part of my childhood. When you have nothing, access to reading, writing, or even a simple service can change everything. To me, that matters deeply.

Elric: And around here, nobles aren't the ones coming to get equipped. If no one supplies the people of Brouillasse, then who will?

Emeraud: How did this shared project come to life?

Hayline: On my side, the desire to help comes from my mother. Even when we had nothing, she shared. She used to say that giving doesn't make you poor. As for the project itself, we built it together.

Elric: This was my father's forge. After he died, I left for a long time. When I came back, I renovated it and restarted the business. The space made it possible to expand and welcome Hayline's workshop.

Emeraud: Is the place open to the public?

Hayline: Yes, for information, reading, and conversation. I also work by appointment in other cities, but this place remains my anchor.

Elric: The forge, however, stays supervised. Tools aren't meant to be handled without knowing what you're doing.

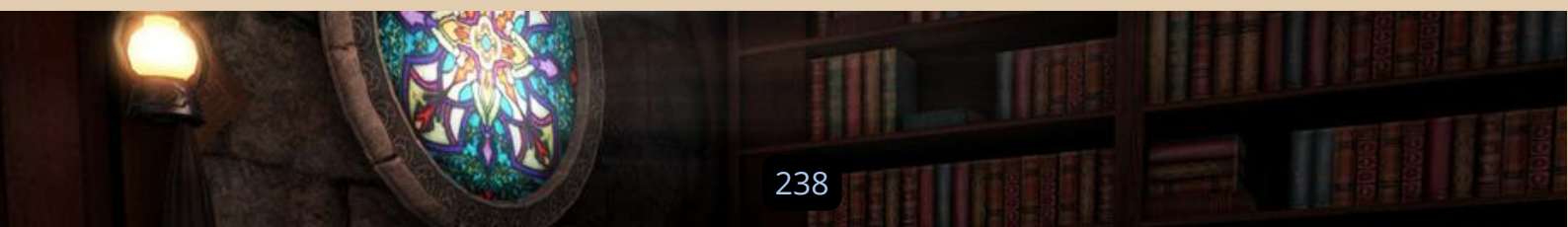
Emeraud: Do you sometimes work for clients from the nobility?

Hayline: Yes. I've done menus, cards, and specific commissions. Social status doesn't matter, as long as the request is genuine.

Elric: I've had a few inquiries too, but not many are willing to actually come down to Brouillasse.

Emeraud: How do you approach your work on a daily basis?

Hayline: Everything starts with listening. Understanding what the client truly wants, sometimes better than they do themselves. And knowing when to say no, if a request won't serve them.



Elric: Same for me. Some people want everything: maximum protection and total freedom of movement. You have to explain the trade-offs. Metal follows its own rules.

Emeraud: So unrealistic requests are common?

Hayline: Very. Too much information, or not enough. My role is to guide.

Elric: And sometimes to remind people that you can't have it all. Resistance or mobility, you have to choose.

Emeraud: Are there constraints people don't usually think about?



Hayline: Injuries, production time, and the confusion between craftsmanship and mass production. A scribe isn't a printing press.

Elric: And a blacksmith doesn't make everything. Some things belong in specialized workshops.

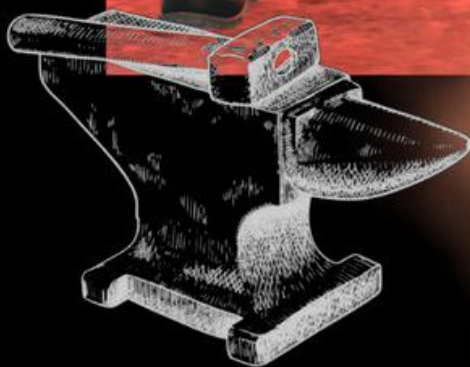
Emeraud: One last word to conclude?

Hayline: Never judge a book by its cover. Not a neighborhood, and not the people who live there.

Elric: The people of Brouillasse are skilled, resourceful, and resilient. Weapons, tools, kitchenware, anything metal: there's something here for everyone.

Elric Forgeron de Brouillasse

(Empyrée 6-54)



Création
Réparation,
Entretien

*Hayline
Hubairtain*



*Elric
Blacksmith*

*La Scribe et le Forgeron, demeurant à Brouillasse,
à l'Enclume et La Plume.*

Annoncent leur futur mariage devant Halone.

**PRÉVU EN DÉBUT D'ANNÉE PROCHAINE
SUR LA SAINTE CITÉ**

Chaska' Miam

Prenez une bouchée de bonheur



<https://discord.gg/mYGYjjXuE5>



Empyrée 28-56 - Louisoix

Suivez nos ouvertures et venez goûter
chaque saison à pleine dent

Chasha'Miam

Have a break, Have a Tea



[Louisoix]
Emyreum -28-56



Sasharine and ladrei opened Chasha'Miam with a simple idea: to create a warm, welcoming place where people can slow down, warm up, and share a moment. We meet two passionate men whose project blends heritage, generosity, and flavors from across Eorzea.

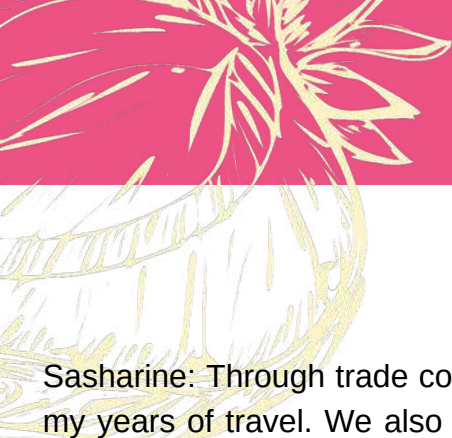
Emeraud: Chasha'Miam feels like a fresh start for both of you. Was that the intention from the beginning?

Sasharine: Yes. I spent many years as a merchant, and I come from an Ul'dahn family tied to the Syndicate. But this place represents our independence. A lively, open space where anyone can stop by, no matter who they are.

ladrei: I grew up in Thavnair. As a Kriegstanz dancer, I've always seen my art as a way to bring hope. After the Dragonsong War, Ishgard needed something gentler. I wanted to help in my own way.

Emeraud: The space clearly reflects that sense of hospitality.

Sasharine: It's our home, and we wanted people to feel that. A seat by the fire, a hot cup of tea, something simple and comforting.



Sasharine: Through trade connections I built during my years of travel. We also adapt the menu to the seasons and available stock. The goal is to offer fewer items, but do them well, with products that have a story behind them.

Iadrei: And I'm involved as much as I can, whether it's sourcing ingredients or acting as the official taste tester.

Emeraud: The mascots seem to be part of the place's identity as well.

Iadrei: Cookie and Applepie are definitely more popular than I am.

Sasharine: Iadrei is the mascot. Cookie and Applepie are the icons.

Emeraud: One must-have from the menu, each of you?

Iadrei: The chai, without hesitation. And the apple pie. It's perfect after a long mission.

Sasharine: Genmaicha is still my favorite. And Iadrei's kulfi. But no recipe is ever truly finished, there's always room to improve.

Emeraud: The fireplace corner has become very popular.

Sasharine: We didn't expect it. It was meant for solo visitors or small groups. In the end, it became a real meeting spot.

Emeraud: Has the place changed much since opening?

Sasharine: The concept stayed the same. But we regularly adjust the layout and remove anything unnecessary. Fewer tables, more comfort.

Iadrei: And we like to change the decorations with the seasons and festivals.

Emeraud: One last word for our readers?

Sasharine: Even when we seem busy, we're always happy to talk. Chasha'Miam is, above all, a place for sharing.

Iadrei: Whether you need to warm up or cool down, you're always welcome.



A P P L E P I E

- CITATION DE COOKIE -
WAF WAWAF WAFF !

C O O K I E



QUICKIRN

[RAGNAROK]Mist 6-3

Fan and Tian shared their personal experiences and current projects with us. Fan, 30 years old, is currently a commercial ambassador working for Wèi Corp. While his contract is set to end soon, Fan intends to focus on developing his own business. Thinking ahead, Fan was encouraged to create Quickrin to support himself. Quickrin is a personal project he developed to keep himself busy and generate ideas. As for Tian, Fan's younger sister, she just turned 20. She is strong-willed and eager to discover the world around her. She also shares her love for popcorn and roses, offering insight into her preferences and personality.

Emeraud: When you think about Quickrin, what are your impressions?

Tian: I think it's a nice place to come spend some time, meet people, and welcome families. We have great toys!

Emeraud: Your brother mentioned adding toys to the menu.

Tian: Yes, that's what makes Quickrin special. A little gift that always brings joy, for both kids and adults.

Emeraud: Are there any standout dishes or desserts you'd recommend?

Tian: The Quickrin Burger! I especially like it with lots of fries.

Emeraud: Those look like rather hearty meals. How did you settle on that concept instead of something like classic burgers?

Tian: It's original, but really, it's simple and effective cooking. Customers leave feeling satisfied, and that's what matters.

Tian: Then we decided to limit the number of menu options to focus on ingredient quality and keep everything fresh and locally sourced.

Emeraud: All right. I understand that this is, above all, a family story. How many establishments do you currently own?

Fan: At the moment, we're based in Nagxia. We originally focused on grilled dishes. Over the years, through the IVth Legion in Nald, Garbrandt, and the aftermath of the Calamity, we brought our family back to Hingashi. We've kept our Nagxia location and developed several partnerships with local merchants here.

Emeraud: You're also personally involved here in Uldah. Quickrin is a project separate from Wèi Corp, even though you still work with your family.

Fan: Exactly. Quickrin is a personal project, completely independent from Wèi Corp, even though we remain a family business overall.

Emeraud: Where did the idea come from to have your sister, who lives outside Othard, step in and lend a hand?

Fan: My sister showed me something essential: the true value of money. Compared to the scale of Wèi Corp, Quickrin is much more of a passion project. I'm the owner and creator of Quickrin.

Emeraud: In that case, what do you want Quickrin to represent? What are you hoping to bring to it?

Fan: I want it to offer the same thing I was looking for when I created it. A place where you feel good, no matter who you are, what you do, or what kind of day you've had.

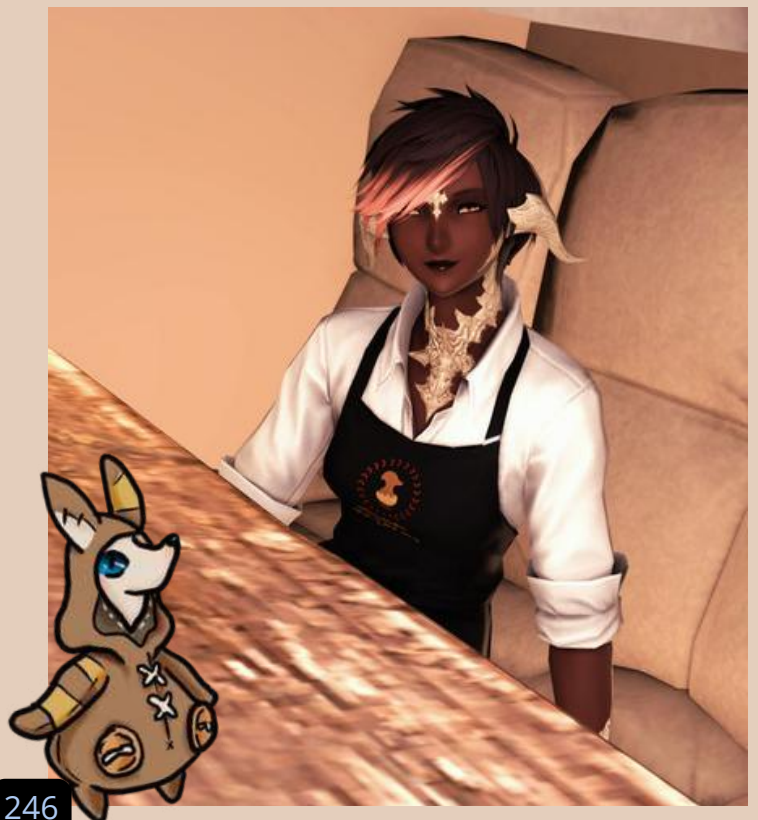
A place where you can eat, unwind, and forget your worries for a while. Somewhere you can come alone, sit down, and talk without pressure or disturbance.

Tian: It's a place where you feel comfortable. I really enjoy spending time here, during the day or in the evening. You feel safe, and you feel good.

Fan: I especially love the dishware and the atmosphere. I needed a place like this, something lively that lifts your spirits. I built it for myself first, but I wanted it to serve everyone.

Emeraud: You mentioned being open to expansion. At the same time, you want to remain accessible and fairly small-scale. Could you tell us more about that?

Fan: I started small because I wanted to preserve that cozy, family feel. I want to keep that atmosphere and ideally create a burger tavern with occasional events. There are evenings when we're already at full capacity. I think about growing, or hosting distribution sessions on the beach, but I don't have authorization yet.





If the clientele continues to grow and this kind of project becomes viable, it's something I might consider. I don't chase success for its own sake. I already work with Wèi Corp, and I don't want to exhaust myself. I do this because it makes me happy and because the clients are happy. Opening hours may evolve depending on demand. I'd also like to develop a delivery system for large orders, for events or family gatherings. That way, there's no need for people to travel, and deliveries could be done on foot or by cart, without difficulty. I'd love to offer that service once I'm able to move around more easily. To sum it up, Quickrin is a personal project that evolves based on what people want. I see it as a passion project, a source of joy I want to share, without taking it too seriously.

Emeraud: Does your employee, Saad, work here on a permanent basis?

Fan: Yes, though it's a student contract. He's currently in Eorzea on an exchange program. His visit is partly funded through a maritime scholarship, which is quite rare. He also brought me some wonderful things: millstone-ground bath salts and the four soap bubbles from the Mamuzas reintegration program. I believe they were produced in the deserts of Nhaama and transported all the way here, long dehydrated, in short, they're no longer very fresh.

Emeraud: That's quite a gem you've found there, personally speaking.

Fan: It's someone I really wanted to see come. You're welcome anytime. Stay as long as you like, and if you're feeling generous, feel free to donate as well.





“This atelier is a house of artists. Clients are a canvas, we tailors are the paint, and together, we create masterpieces as unique as each client.”

Le Fil de la Soie d'Or

CUSTOM TAILORING ATELIER

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Client-Focused Service

Personalized Creations

Contact via Moogle Mail or at the Atelier
(Discord link in profile)

Lavender Beds - Ward 3, Plot 60 (Phantom).



ARUNIMA

patronne du Fil de la Soie d'Or
[Phantom – Lavandière, secteur 3, parcelle 60]

Born and raised in Thavnair, Arunima is a tailor and martial dancer. A former contractor of the Radiant Host, she traveled across the Jade Sea before settling in Eorzea, where she founded Le Fil de la Soie d'Or, a tailoring atelier dedicated to bespoke craftsmanship, inclusivity, and attentive client care.

Emeraud: Your journey blends combat, art, and craftsmanship. How does one move from being a Radiant Host contractor to a haute couture creator?

Arunima: For a long time, I believed that helping others meant fighting on the front lines. Then I realized there were other ways to protect people. Clothing can care for the body, but also for the mind. Whether I design attire for a dancer, a battlefield medic, or an evening gown, each piece contributes to the harmony of the person wearing it.

Emeraud: You often speak of “protecting the spirit.” How does that translate into your work?

Arunima: Through listening. Every client is treated individually, taking into account their experiences, personality, and needs. A garment that truly fits someone can become a lasting source of comfort and confidence. Details matter: fabric, cut, elasticity, color. These are what make all the difference.

Emeraud: Your atelier focuses primarily on bespoke work. Why choose such a demanding approach?

Arunima: Because challenge drives me. Bespoke tailoring allows me to move beyond standards and welcome everyone, regardless of status, body type, or origin. I do offer a few ready pieces in the boutique, but adapting each creation to the individual remains at the heart of my work.

Emeraud: How did the idea of opening your atelier here in Eorzea come about?

Arunima: After leaving mercenary work, I needed a new path. Tailoring felt natural. As for Eorzea, it was the right place to share another facet of Thavnairian culture, beyond dance or cuisine. Even without deep roots here, I wanted to contribute in my own way.

Emeraud: The grand opening of the atelier was a success. How did you experience it?

Arunima: Far better than I had hoped. Orders came in quickly, but more importantly, I felt genuine interest in a more human, attentive approach to tailoring. That confirmed I was on the right path.

Emeraud: You work with very diverse bodies: scars, tattoos, varied physiques. Is that linked to your life of travel?

Arunima: Absolutely. Traveling and meeting people from all walks of life taught me to see bodies differently. Every body tells a story. My role is to respect it and highlight it, never to erase it.

Emeraud: One last message for our readers?

Arunima: Everyone deserves to feel comfortable and confident in what they wear. No matter who you are or where you come from, tailoring can be a space of care, respect, and trust.



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La Rumeur

Today, we meet Astrid and W'shad, founding members of La Rumeur, a newly opened nightclub that is already making waves. We look back on the birth of a collective, human-centered, and ambitious project.

Emeraud: La Rumeur is still young, yet it's already drawing attention. Could you introduce yourselves and tell us about your roles within the project?

Astrid: I'm Astrid, a young mother and head bartender at La Rumeur. It's a place designed to feel welcoming, where people can rest, dance, or simply enjoy both. We wanted a chic establishment with the best possible atmosphere, while remaining deeply human at its core.

W'shad: I'm W'shad, part of the security team. I work as a bodyguard in my everyday life, and here my role is to ensure that every guest can fully enjoy their evening without any trouble. Our guests' comfort and safety are our top priorities.

Emeraud: La Rumeur presents itself as both a nightclub and a kind of refuge.

Astrid: Exactly. It's a nightclub, first and foremost, but we also want it to be a warm and welcoming place where people can forget their worries and enjoy themselves.


W'shad: In some of the rooms, you could almost describe it as a quieter space, more focused on relaxation. The idea was to create a complete venue that adapts to different moods and expectations.

Emeraud: What sets La Rumeur apart from other clubs?

Astrid: Our team and our atmosphere. We're above all a close-knit, very human team.

W'shad: Those invisible qualities often make the real difference. We've also made specific choices, such as a one-of-a-kind VIP lounge, convivial spaces, and a strategic location in Ul'dah, with future plans like before-parties or additional services if demand grows.

Emeraud: You mentioned Hel Cetna, the creator of La Rumeur.



W'shad: Hel Cetna is the owner of the venue, a prominent merchant and businesswoman from Ul'dah. She is also our photographer during events. La Rumeur was born from a collective, and we are all founding members. The project truly took shape during a gathering in a club. Hel supported us financially, on the condition that we committed to launching a real nightclub.

Astrid: Founding this project together brings me immense joy. La Rumeur has become an unexpected second family, and I care deeply about every member.

Emeraud: What are your greatest hopes, and your greatest fears, for a project of this scale?

Astrid: My main hope is that the atmosphere remains good. Even with few guests, I want everyone to feel welcome. My greatest fear is that everything could stop overnight.

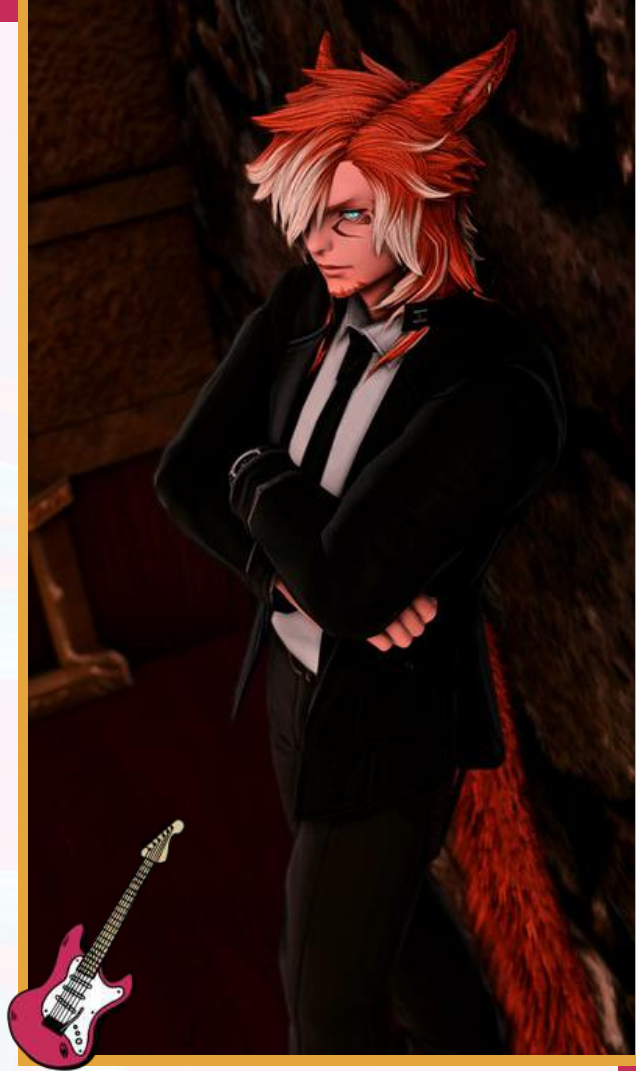
W'shad: For me, internal conflict is the biggest concern. We've already experienced departures that delayed the opening. Things are better now, but that fear still lingers. On the hopeful side, I wish for us to find our audience, become a reference, and perhaps one day move to a villa to offer an even better experience.

Emeraud: How many collaborators are currently part of the collective?

W'shad: We are ten. It's a small number, but we work well together. We're open to recruiting in the future, especially more dancers. We also work with several DJs, though none are permanent residents.

Emeraud: What were the main challenges in creating the club?

W'shad: Standing out. There are many clubs, all run by exceptional people. Finding our identity and creating a unique atmosphere, especially through decoration, was a real challenge.



Astrid: Learning to trust the project and gaining perspective was also difficult. We visited many clubs beforehand, as we ourselves are frequent patrons of this kind of venue.

Emeraud: Although the club's services are aimed at an international audience, your team is mostly francophone.

W'shad: Yes. It's a deliberate choice to preserve the spirit of the project. DJs are the exception, but they're not considered part of the core staff.

Astrid: And if we recruit new members in the future, they won't necessarily be francophone.

Emeraud: La Rumeur offers adult-only services. Minors are strictly prohibited, correct?

Astrid: Absolutely. "Strictly" is the key word.

W'shad: Minors are not allowed, and we verify ages during reservations. As for the dancers, each sets their own boundaries and may accept or refuse a client. Their comfort is essential. All information is available on our Memoquartz website and network.

Emeraud: To close this interview, do you have a few words for our readers?

Astrid: Thank you to everyone who helps keep projects like ours alive, and thank you to your journal for informing and entertaining us every month.

W'shad: Thank you for reading. Don't hesitate to come and discover La Rumeur for yourselves. And a big thank-you to your editorial team for your passion and dedication.





Le Consortium Ishgardais

A merchant league at the heart of Ishgard

Founded in a neutral location, Doctor Rosaellya's medical practice, the Ishgardian Consortium is an initiative born from the collaboration between Rosaellya and Sir Arthème. Its ambition is to strengthen Ishgardian commerce while contributing to the city's reconstruction and growing openness.

Emeraud: Madame Rosa, could you introduce yourself?

Rosaellya: My name is Rosaellya. I am twenty-eight cycles old, though most people simply call me Rosa. I am Gridanian, a physician and an alchemist. I settled in Empyreum several years ago and currently run the Gridanian company La Rose d'Or, which focuses on medicine and trade.

Emeraud: Why did you choose Ishgard as your place of practice?

Rosaellya: I have always been an avid reader. As a child, I devoured stories of pirates, brigands, and nobles, which gave me a deep desire to discover the world. Although shaped by war, Ishgard is also a city of resilience. When a medical position opened at Azure Hospital, I seized the opportunity.

Rosaellya: Over time, I moved all my activities here: my clinic, my shop, and even my home.

Emeraud: Did those early readings influence your calling as a physician?

Rosaellya: In part, yes, but my childhood played a greater role. I come from a family of hunters, and very early on I wanted to become a doctor, if only to care for my loved ones. Seeing my brothers and sisters return injured left a strong impression on me. Later, I specialized in psychology and mental well-being, as I realized that while many physicians treat the body, few truly tend to the wounds of the soul.

Emeraud: You also work as an alchemist, producing and selling potions and medicines. How do you manage such a workload?

Rosaellya: I now have employees, though I still create some products myself depending on the situation. When I first started, I did everything alone. I recently signed a partnership with another physician-alchemist, which has greatly eased the workload. I enjoy being active and helpful, sometimes a little too much, to the point where people have to remind me to rest.



Emeraud: Let us turn to you now, Sir Arthème. Could you introduce yourself?

Arthème: Of course. I am Arthème, Baron of the house that bears my name. I am thirty-one cycles old, a machinist and engineer, director of the Ferramont Engineering and Innovation Manufactory, as well as advisor and head of logistics for the Ishgardian Consortium.

Emeraud: What is your background as an engineer?

Arthème: I originally served as an engineer in the Ishgardian military during the war, primarily working on the development of anti-dragon weaponry. With the coming of peace, I diversified my work. Today, the bulk of my efforts at the Ferramont Manufactory focus on making technology more accessible and improving daily life for Ishgardians through technical solutions adapted to their needs.

Emeraud: Is that your way of helping the people of the Brume?

Arthème: The Brume, yes, but more broadly all of Ishgard. Our city has come a long way. We each have a role to play in building a more open and equitable society, without abandoning our traditions. Nobility is not only a matter of blood, but also of heart.

Emeraud: Do you see commerce as a direct outcome of peace?

Arthème: Exactly. Yesterday's soldiers become tomorrow's artisans and merchants. The markets we organize are a way for Ishgard to shine on the Eorzean stage, and also to open our doors to talented individuals from elsewhere, such as Doctor Rosa. To show that Ishgard is not merely a city of pretentious, pompous nobles, if you will allow the expression.

Emeraud: Who may join the Consortium?

Arthème: Membership is open to those who are Ishgardian by birth or residence and who conduct the majority of their business here. That said, we are fully open to commercial exchanges and partnerships with external providers.

Emeraud: Markets and events appear to be a major focus of the Consortium.

Arthème: Absolutely. Event organization is one of our main pillars. Several projects are already in preparation, under the careful coordination of Rosaelya, who also serves as our head of events.

Emeraud: May partners sell their products in your shop?

Rosaellya: Of course. That is precisely the purpose of partnerships, to give them a storefront for their creations.

Emeraud: How did the idea of the Consortium come about, and has it evolved since its creation?

Rosaellya: The original idea came from Arthème. I saw it as an opportunity to showcase Ishgard in a different light and to commit myself to a cause I considered truly noble. The Consortium is led by several advisors, and decisions are made collectively through voting. The core vision has remained the same, though we have refined our methods over time.

Emeraud: A final word on the future of the Consortium?

Rosaellya: We aim to contribute to the reconstruction of certain areas of Coerthas. In terms of events, we are currently preparing a charity evening featuring a ball and a lottery, along with a donation fund dedicated to financing an expedition to aid the victims of the Seventh Calamity. Part of the proceeds will be donated to this cause and to other selected organizations.

I would also like to thank everyone who attended our first event. Their turnout confirmed that initiatives like this truly have a place within the Consortium.

Arthème: The Consortium is a unique initiative in Ishgardian history. For the first time, people of all social classes are gathering around the same table to work toward a common goal. We are very proud of that.

Emeraud: A message for our readers?

Rosaellya: Come as you are, but do not forget your hand warmers, it does get cold in Ishgard. More seriously, do not hesitate to visit us. You will find skilled artisans and merchants offering a wide variety of products. I am certain you will find something that suits you.



Nuances d'O

Bains publics d'Ul'dah



[Ragnarok] Goblet 28-49

THE HEAD OF NUANCES D'O

E'Denaah: My name is E'Denaah, and I am the manager of Nuances d'O. I am not the one who originally came up with the idea of the baths, that was my employer, Lady Nexaa. However, I am the one in charge of overseeing and managing all aspects of the baths.

Ghaya: My name is Ghaya, and I work as a masseuse. Recently, I became the head of the massage and VIP area, which is a true honor, as massage is something I genuinely love. Much like cooking, it allows me to provide well-being and comfort to those who seek it, while also improving their health and bringing them a sense of calm. I do, of course, have other hobbies as well: I enjoy dancing, fishing, and hunting, among other things. As an alchemist, I am also responsible for preparing a large portion of the oils, ointments, and other products used in our treatments.

Caliban: My name is Caliban. I am originally from Sharlayan, where my adoptive family still resides. I first came to Eorzea for an academic project, and I was fortunate enough to meet Denaah, which completely changed my future plans. Since then, I have studied mixology to become the baths' bartender, and more recently I have begun training in blue magic. I assist Denaah in managing both the baths and the team, and I also serve as a bit of eye candy!

“

The main VIP lounge can be used for celebrations with small or large groups, but it can also be transformed into a candlelit dining space or a cozy spot for chatting with friends.

”



DENAAH

GHAYA



Emeraud: You mentioned that the original project wasn't yours. Could you tell us how the idea first came about and how you ended up taking it over?

E'Denaah: It's quite simple. My employer, Lady Nexaa, has always lived near Ul'dah. She spent a lot of time in the outdoor baths and was often disappointed that she couldn't enjoy them whenever she wished. So she imagined creating public baths here in Ul'dah. Unfortunately, Lady Nexaa has gone through several personal tragedies in recent years and no longer goes out much. As her lady-in-waiting, I therefore took over the project.

Emeraud: There are already other bathhouses in Ul'dah. If you had to describe the atmosphere and the unique energy of Nuances d'O, what would you say?

E'Denaah: I'd say Nuances d'O is made up of a little piece of each of its clients. We do our best to make everyone feel at home within our establishment. Of course, the setting is very Ul'dahn, and that's intentional. I believe it's important to preserve the building as it is. At the same time, through decoration, we've managed to create several distinct atmospheres so we can appeal to many different people. At Nuances d'O, every new guest becomes part of the Nuances family.

Caliban: From my perspective, the atmosphere is very friendly, almost family-like. At times it might seem a bit amateurish, but I think that's exactly what gives us our charm. We do our best to make sure our guests enjoy themselves, and to enjoy the experience alongside them.

Emeraud: I see. There really is a sense of closeness with the staff. Speaking of which, you recently promoted Ghaya. Could you explain that decision?

E'Denaah: Ghaya is a rare gem. It's really that simple. I wish every manager could have an employee as dedicated and talented as she is. To thank her for her commitment and hard work, I wanted to give her the opportunity to take part in the development of Nuances. With Ghaya by our side, Nuances d'O can only grow better. She shares the values of this place, and I'm truly happy to have her working alongside me today.

Emeraud: And you, Ghaya? Were you expecting this promotion? How does it make you feel?

Ghaya: I'll do my best to help us move forward, and to be honest, no, I wasn't expecting it at all. It was a real surprise. For me, it simply feels natural to be myself, nothing more, nothing less. I love my work, I love giving massages, so under those circumstances it felt only natural to invest myself fully. Still, it makes me feel a bit emotional. I'm touched and honored. What I love most is the connection with clients, building a certain closeness with those who want it, offering them well-being, being a listening ear, and, I hope, helping improve their daily lives.

Emeraud: There's a real sense of passion and kindness in your words. Could you tell us what the biggest challenges of this project have been so far?

E'Denaah: To be completely honest, this is the first time I've managed a project of this scale, so there are moments when I don't have all the answers. But truthfully, I'm very well surrounded. We don't face any major difficulties, aside from occasionally lacking enough space to satisfy everyone. Nothing too serious, really.

Ghaya: I'd add that breaking the ice with some clients isn't always easy, and I don't blame them for that. The real challenge is staying impartial while still providing a warm, comfortable experience. Other than that, I don't feel any particular difficulty. I have wonderful colleagues, attentive managers, and an idyllic setting. What more could I ask for?

Emeraud: Between what you initially imagined and how things actually turned out, what have been your nicest surprises?

E'Denaah: Without a doubt, the number of clients. I never expected us to build such a strong reputation in such a short time. And I'm glad of it. Our guestbook is filled with kind messages that speak to the atmosphere of the baths, and that truly makes me happy. I'm genuinely surprised and delighted to see the project embraced so quickly.



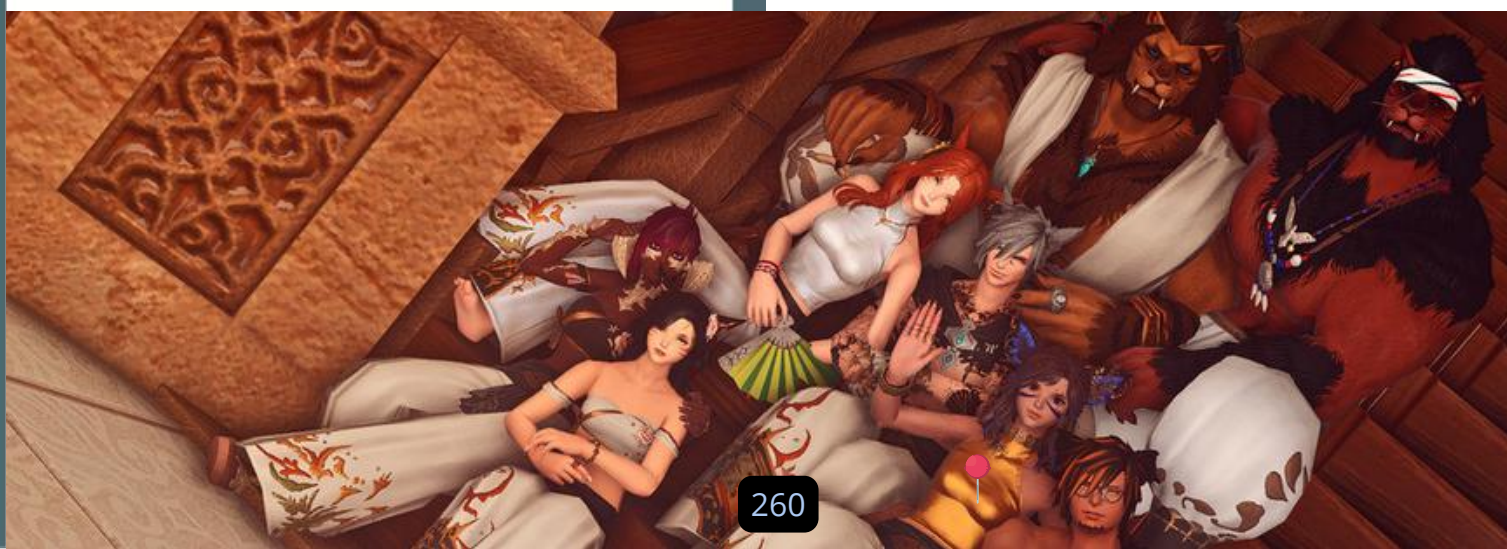
Caliban: And above all, how willing people are to help and support us. If Denaah didn't stop me, I'd be handing out contracts to everyone.

Emeraud: Do you have a few words for our readers and your guests?

E'Denaah: We've been open for about a month and a half now, and our guests bring us joy every single time they visit. Even so, Nuances d'O is always open to newcomers. We're always happy to see new faces, so feel free to keep a swimsuit in your bag and stop by anytime.

Ghaya: We'll always do our best to take good care of you here. We're truly grateful for the trust you place in us. Thank you so much.

Caliban Dalsa: No matter where you come from or who you are, you are welcome at Nuances d'O. As long as there is mutual respect, we never judge anyone without first getting to know them.











ainsi,
lorsque
les deux
reactifs
entre
en
contact

Pourvus que je
ne fasse pas tout
exploder...



OÙ ME TROUVER >

SOCIAL MEDIA



<https://rei-galais.carrd.co/>



<https://discord.gg/GQ9tbvrChg>

PRÉSENTATION >

Bonjour à tous ! Je suis Rei, une passionnée de dessin depuis toujours

I've been passionate about drawing for as long as I can remember, and today I'm doing my best to turn that passion into a profession. After losing my job due to a difficult life event, I took the opportunity to pursue studies at an online school specializing in Motion Design and Art.

The starting point of my artistic journey goes back to my earliest moments in front of the television, completely captivated by anime such as Cardcaptor Sakura and Pokémon. These worlds sparked a deep and lasting love for manga, pushing me to draw constantly alongside my studies and work.

Over time, I had the chance to take part in Japanese culture conventions such as Japan Expo and Japan Party, where I showcased my paintings and drawings. These enriching experiences allowed me to meet wonderful people and see their warm smiles when they commissioned my work. Those moments have always been an endless source of strength and comfort for me.

I consider it a true privilege to have a passion that has never left me, a flame that continues to burn within me. Today, my greatest wish is to share this love and passion with you through my art. I want to take you into my imagination and my tributes, to move you and inspire wonder through my illustrations.

Whether you are a manga enthusiast or simply curious and looking for new visual experiences, I invite you to join me on this journey. Together, we will create unique moments through my drawings. I am deeply grateful for your presence and support in this beautiful adventure. Thank you for allowing me to share this timeless passion for manga with you, and I sincerely hope my art will spark in you the same love and enthusiasm that I feel for it.





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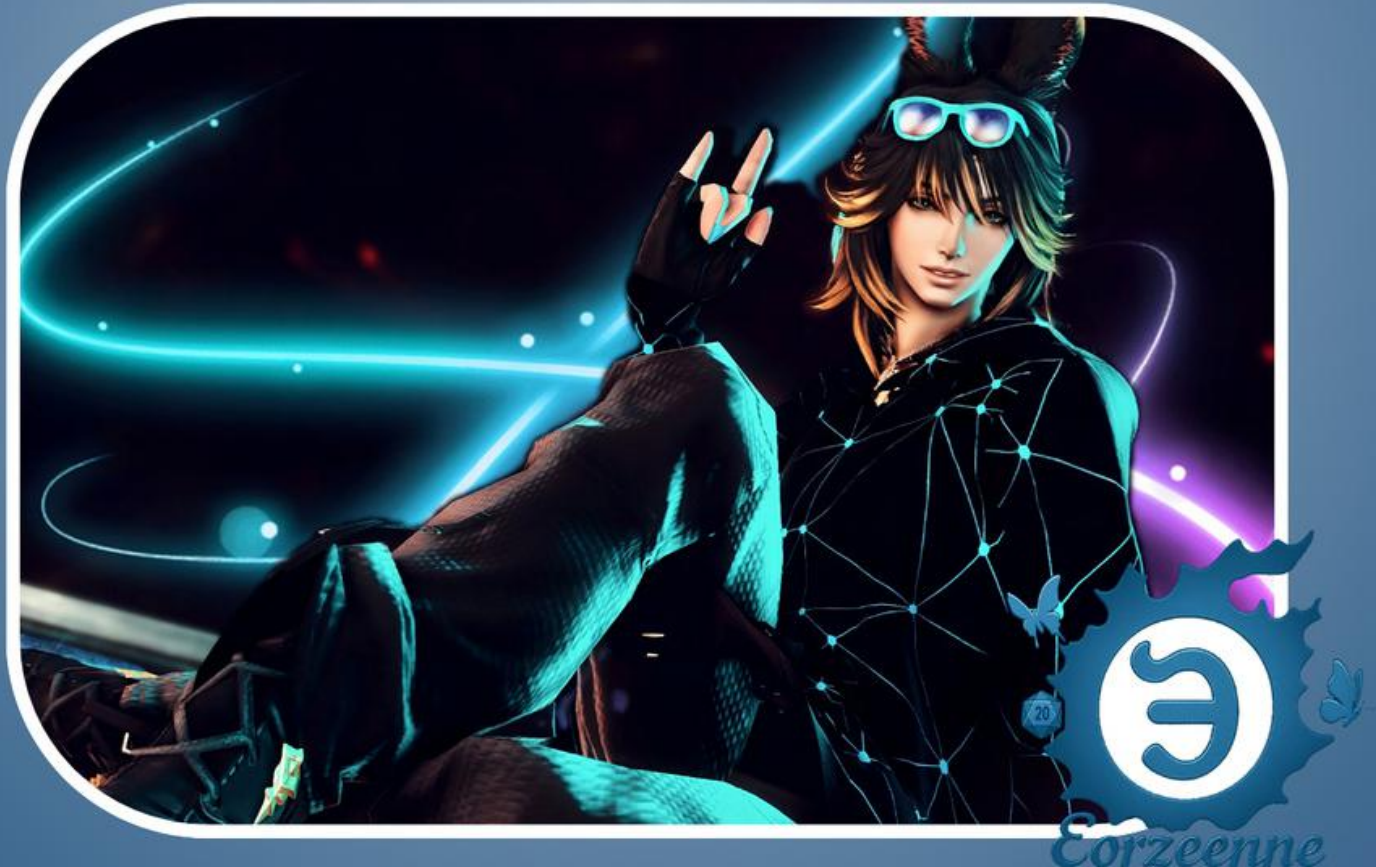
ÉORZÉENNE

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THIS COMPILATION BRINGS TOGETHER ALL RP CONTENT FROM THE YEAR 2023. SOME OF THE ESTABLISHMENTS FEATURED NO LONGER EXIST.



This publication was originally intended for a French-speaking community, but it has been translated for our English-speaking fans. Thank you for your support ♥

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