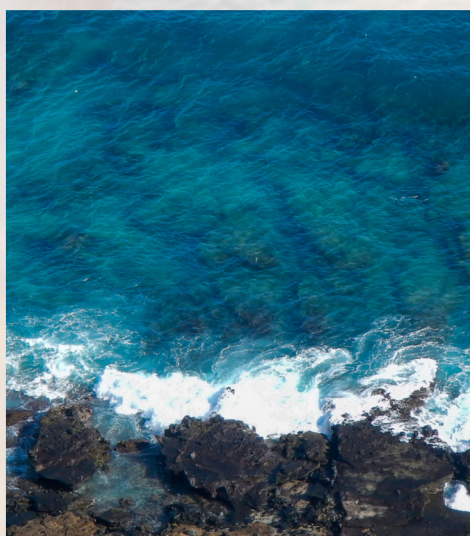
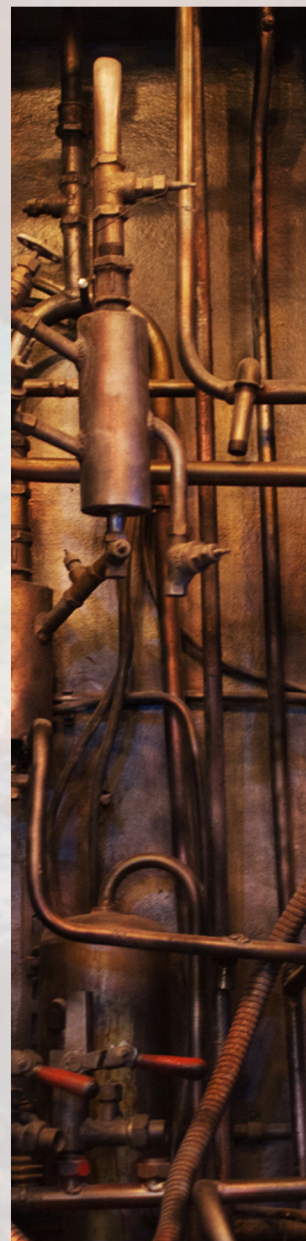




The Courts





A Brief History Lesson

On the Enchanted Kingdom & its Ambassadors

Written by: Mage Maramsey the Wise

In case your memory of history is as selective as a politician's promise, here is a brief recount of how the Enchanted Courts and its Ambassadors came to be.

Long ago, a united kingdom flourished as one under the wisdom of the Matriarch, a goddess responsible for the creation of all life.

Civilization thrived under her gentle hand, but unbeknownst to her envy and greed lurked and festered underneath prosperity, leading to a devastating war.

Devastated, the Matriarch unleashed a powerful enchantment that fractured the kingdom into eight distinct Courts: Summer, Autumn, Winter, Spring, Sun, Nightmare, Dream, and Sky. Each separated by The Matriarch's powerful barrier.

To restore peace among the fractured Courts, The Matriarch gifted each realm a magical artifact, enabling its bearer to traverse realms and foster diplomacy. However, the power sparked years of internal strife as the Courts vied for control.

Eventually, they agreed to elect an ambassador annually to represent each Court. Once a year, for a single enchanted night, the barriers between realms dissolve, and the courts gather for the Enchanted Kingdom Ball. A night where alliances shift, destinies intertwine, and echoes of lost unity resurface under the moonlit sky.



The Courts

Summer



Where the sun burns hot and the seas whisper their eternal song. Here, natural leaders rise, their spirits forged in the heat of action and tempered by ocean breezes.

Winter



Stark and unyielding. Beneath its frosted veneer lies strength unmatched and beauty misunderstood. Its people finding power in stillness, and warmth from their enduring spirits.

Autumn



A realm where the veil between life and death is but a breath. Fire burns in their hearts, searing through their veins with the equal potential for creation and destruction.

Spring



A place of perpetual renewal. Here, life flourishes endlessly, where every petal and blade of grass holds the promise of rebirth. Sweet and intoxicating, here, you'll find strength in softness, and wisdom in playfulness.

The Courts Continued

Dream



An ethereal place, neither here nor there. Its boundaries are the edges of imagination itself, a realm where dreams and reality intertwine. A welcoming paradise for idealists and romantics who are deeply connected to the intangible.

Sun



A realm where grand masterpieces and rich artistry flourishes under the golden light of day. With unwavering dedication, glamour and opulence rule over its people against a landscape of richness and majesty.

Nightmare



A world of haunting beauty, where the darkness whispers truths that the light cannot see. A place for those who embrace the darker aspects of life and use them as a source of strength and understanding.

Sky



Suspended among the clouds, a marvel of ingenuity and innovation. Here, skyships sail and creatures soar, an empire of air and ambition. Studious and intelligent, its inhabitants harmoniously blend science and magic to create a revolutionary utopia.



THE SUMMER COURT

With ever-lasting summer reigning over this realm, it's a landscape of breathtaking beauty and delight. From sugary-white sandy coasts, expansive underwater cities, wind-swept dunes, and lush oases, the Summer Court's terrain is considered as the most diverse in all the Kingdom. Towering marble palaces, adorned with grand columns, intricate carvings, and shimmering pearlescent mosaics rise from the shores—a testament to the court's elegance and grandeur. Off the coast, a network of islands rise from the sea that serves as a hub for aquatic and land-based trade.



These bustling ports thrive with business hosting cargo ships, luxury vessels, and a brimming marketplace with diverse goods. Further inland, beyond the ocean's frequent rainfalls, scorching deserts dominate the landscape, scattered with lush oases and ancient ruins from a time before the Kingdom's fracturing. Beneath the waves, sprawling underwater cities showcase the pinnacle of beauty and innovation. Palaces crafted from coral, pearls, and bioluminescent material form this iconic underwater world city, the true pride of the Summer Court.



INHABITANTS

Note: These are not all the inhabitants in the Summer Court, but are some of the key players

MERFOLK OF THE TIDES

The Merfolk are elegant beings who embody the beauty and power of the sea. With their curious nature, shining scales, and a natural affinity for magic, they have claimed their place as the ruling class beneath the waves. Renowned for their sprawling underwater cities, they govern the seas while guarding ancient secrets of deep sea magic.

SUNLIT FAE

The Sunlit Fae are the ruling class and the heart of the Summer Court. They govern the realm with a mixture of charm and cunning, hosting lavish feasts and festivals that reflect their vibrant personalities.

DUNE NOMADS

Dune Nomads are skilled traders, bringing rare goods and unique artifacts scavenged from the desert ruins to the coastal regions. They are masters of survival, honing generations of passed down knowledge of the desert's mysteries and rhythms.

OCEAN KINGSGUARD

Majestic sea serpents, revered as protectors of the realm, patrol the waters around the Summer Court's underwater palaces. They are intelligent and ancient, often partnering with the realm's rulers to maintain harmony.

TIDAL SHIFTERS

These shapeshifters can take both land-dwelling and aquatic forms, allowing them to navigate the land and sea seamlessly. They are often diplomats or messengers between the underwater palaces and the surface settlements.

SIRENS

Not to be confused with the Merfolk, these winged beings inhabit a network of islands and ports off the coast. Renowned for their gift of music, their ancestors once lured sailors to their doom with song—a talent now transformed into a prized skill fueling a booming entertainment industry.

CORAL NYMPHS

Unique to the Summer Court, these nymphs are bonded to the Great Coral Reef rather than forests. They are skilled artisans, crafting intricate jewelry and ornaments from seashells, pearls, and coral fragments. They are environmentally conscious of the fragile ecosystem of the Reef and fiercely protect it.

POLITICS

As one of eight courts fractured from a once-unified kingdom, the Summer Court maintains a careful balance in its relationships with the other realms. It prides itself on diplomacy and often acts as a mediator during disputes between courts.

Desert-Coastal Tensions:



The Dune Nomads, reliant on trade, occasionally bristle at perceived favoritism towards the coastal inhabitants, especially when decisions prioritize maritime endeavors over desert survival.



Oceanic Rivalries:

Merfolk and Coral Dryads often clash over the preservation of the coral reefs, with merfolk desiring resources for their cities while the nymphs focus on protecting natural ecosystems.

Pirates



The oceans are one of the only areas untouched by the enchantment, serving as neutral territory for the Courts to trade while the barriers are up. However, with bustling trade routes comes danger--pirates. Much to the Summer Court's dismay and humiliation, the network of islands within the bounds of the Court serve as a haven for the lawless marauders.

Kingdom-Wide Politics



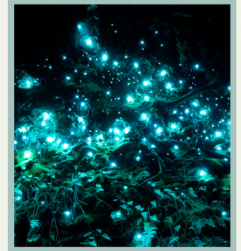
The Summer Court's primary allies are the Spring and Autumn Courts, with whom they share a mutual respect for harmony and balance. While the oceans are technically neutral territory, the Summer Court controls the trade routes, dictating who can trade and at what cost. However, due to increased smuggling and pirate activity, some Courts wonder if the Summer Court is right for the enormous task.

While the Summer Court would never openly declare enmity, it harbors quiet disdain for courts that thrive on chaos or vanity, such as the Nightmare Court, known for its penchant for stirring up trouble, and the Sun Court, which exudes an air of superiority.

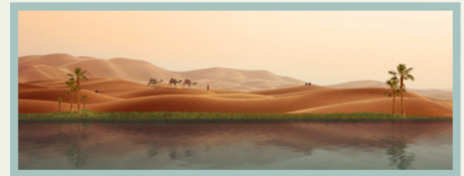
FLORA

The Summer Court's flora is as vibrant as its eternal sunlit skies. Along the coast, the Great Coral Reef glows with bioluminescent flora, transforming the underwater world into a luminous wonderland.

Shimmering Kelp Forests, with golden fronds, shelter marine life under the watchful eyes of sea serpents.



Inland, the deserts reveal hidden vitality with hardy succulents, sprawling cacti, and lush oases scattered among the dunes. These vibrant sanctuaries, filled with fruit-bearing trees and crystalline pools, thrive in the harsh heat, drawing life to the arid sands.



CULTURE & MAGIC

You'll find that Coast, Dune, and Aquatic life hold their own unique customs, celebrations, and methods of worship. Coasters are keen on lavish festivals, rich foods, and all around luxury and convenience, while the nomads prefer to focus on strength and unity to thrive in the harsh desert climate. Aquatics are deeply in-tuned with the wonders of deep-sea magic and hold the ancient creatures subsiding in the mysterious deep in high regard.

Magic in the Summer Court ebbs and flows like the tides, blazes on the wind like scorching sand in the dunes, and is as deep and mysterious as the ocean itself. This magic is intricately tied to the elements of sun and sea, reflecting the balance and rhythm of the realm. Legends speak of a central source, a mythical Heart of the Ocean, hidden in the deepest trenches of the Summer Court's seas. Though its location is a closely guarded secret, its influence is felt throughout the realm, connecting all life under the eternal summer sun.

THE SKY COURT

Suspended among the clouds in an intricate network of drifting islands, the sky court is a harmonious fusion of science and magic serving as the kingdom's hub of technological advancement. Towering spires, domed observatories, flying airships, and grand academies dominate the skyline, blending mechanical precision and elegant curves. Each levitating island varies in size and function, connected by a web of skybridges and airship routes. The larger islands house bustling industrial hubs, where the hiss of steam, the clang of metal from gear-driven lifts, and the roar of forge fires permeate the air as waves of workers disembark from various modes of transportation.



Smaller islands host grand academies, sprawling libraries, serene gardens, and domed observatories adorned with elaborate ironwork and ornate filigree, fostering a vibrant atmosphere for eager students. Though the Court's ambition mostly lies with technological progress, it also values conservation and restoration. Entire districts are dedicated to preserving the natural landscape featuring dense forests, cascading waterfalls that spill off the levitating isles into the ocean below, and monstrous mountains that serve as sanctuaries for those displaced by deforestation.



INHABITANTS

Note: These are not all the inhabitants in the Sky Court, but are some of the key players

HUMANS

Humans are skilled engineers, inventors, and artisans. They build and maintain the floating islands, operate the airships, and navigate the intricate web of technology and magic that defines the realm. Most humans in the Court are not fully human, having various mixes of fae blood from co-inhabiting over the centuries, which, along with advanced technology and medicine, has prolonged their life span beyond typical mortal years.

SKYE FAE

Before humans advanced with technological progress, Skye Fae were among the ruling class due to their natural affinity to magic. Over the centuries, they worked with humans to create a unique blend of science and magic that boosted the Sky Court to unimaginable heights and technological advancements. They don't reproduce as easily as other species, and therefore the numbers of full blooded fae have dwindled as they have reproduced with humans over the years. They come in all shapes in sizes, some with translucent wings or pointed teeth, but they all share a common trait of pointed ears.

SERAPHARIONS

These beings are mysterious as they are ethereal with two to six feathered wings springing from their backs. Legends say they appeared directly from the celestial heavens as watchful guardians of The Matriarch. Other legends suggest that their magic is responsible for the initial creation of the levitating islands.

DRAGONS

A symbol of power and revered as Guardians of the Sky, these ancient beings have looked over the Sky Court longer than any other inhabitant. Some dragons have learned the common tongue and have settled in the bustling cities or grand academies as sky-operators or scholars. Others have renounced the modern way of life and have secreted away among the mountains and dwindling forests guarding unfounded knowledge and power.

Note: Historical texts suggest that dragons carried the first living creatures of the Sky court on their back to a new life settled amongst the clouds during the War Before Separation. However, if one has ever met a Dragon, one would quickly find out how much of an insult it is to even suggest such a thing! But, perhaps...

POLITICS

As one of eight courts fractured from a once-unified kingdom, the Sky Court is a leader in science, technology, and magic.

Deforestation:

The Sky Court continues to expand as its population grows and enjoys longer lifespans than any other Court, thanks to advancements in technology and medicine. With the population growing, the demand for habitable space becomes greater. In efforts to conserve the dwindling land, buildings are engineered to expand vertically rather than horizontally, however, the industrial hub continues to require fuel and land to sustain operations. Over the last century, the forests have decreased alarmingly in numbers, prompting activists to demand better conservation efforts.



Elections:

The Sky Court's government is led by eight elected officials known as the High Council. Each serves a decade-long term and may be reelected twice per century. Humans, with their shorter lifespans in comparison, view these lengthy terms as unjust, believing they give an advantage to those who live for centuries.



Automatons:

Despite the prosperity the Automatons have brought, concerns linger. Whispers of sentience grow louder and some fear an outright rebellion, a future where the Court no longer has technology under its control. Others worry about the ethical implications of replacing natural workers with free labor, causing economic collapse and a devastating recession.



Always Watching:

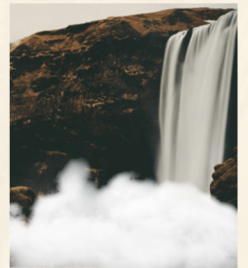
With the development of surveillance, a fraction of citizens are concerned that the government is spying on innocent civilians. Accusations that the government created surveillance technology that average inhabitants are not even aware of, swirl the air. However, with low crime rates in even the most crowded cities, many citizens feel it is a necessary sacrifice for the greater good.



WATERFALLS

While mostly industrial, the sky court does boast resplendent landscapes. The most notable features are the End of the World Waterfalls, getting their name due to their locations at the edges of the court.

Water flows freely into the abyss below, misting



and evaporating into the Court's iconic towering clouds.

CULTURE, TECHNOLOGY, & MAGIC

The Sky Court, a court that never sleeps, is an overwhelming fusion of artistic grandeur and technological mastery that continues to defy all odds each decade. The Court thrives and is reliant upon intellect and innovation to sustain its intricate economy. Much of its wealth is poured into the revered academies and libraries stuffed with knowledge, where scholars, engineers, alchemists, and innovators push and defy the odds. Twice a year, the Court hosts marvelous festivals showcasing the latest advancements from rising inventors, and unveiling groundbreaking advancements for the Court's enjoyment. As entertaining as the festivals are, they are first and foremost active encouragement for ensuring that the pursuit of greatness remains at the heart of society.

Technology in the Sky Court is powered by a fusion of magic, alchemy, and science, resulting in powerful creations that lay the groundwork for daily life. The famous airships, a marvel of engineering and enchantment, swiftly traverse the skies carrying along passengers, goods, and equipment. Advanced communications systems broadcast live news updates, or enable instant messages and data through a series of networks. However an economic boom developed only a few short decades ago with the development of Automaton servants which handle the menial tasks of household chores, childcare, and simple errands. With routine labor handled by the Autos, citizens were able to dedicate themselves to more complex pursuits, extending their working hours to focus on these endeavors.



THE AUTUMN COURT

Backlit by the horizon, towering mountains rise like guardians forming the Court's natural barricade. These ancient peaks cradle the lush forests and bustling cities in their enduring embrace and illuminate the night sky with a fiery, eternal glow. The luminescent minerals harvested from the mountains have forged cities, homes, and weaponry that gleam against the night sky, serving as a beacon to wandering souls. Trees of golden and fiery hues paint the realm ablaze, their canopies scorching like flames when the golden sun sets on the horizon. These vast forests act as



a gateway to the spirit realm harboring pockets of hallowed grounds and shadowed domains. Beneath the blazing canopies, terrifying beasts and mischievous spirits find home among the the fiery canopies. Some benevolent, others cunning tricksters eager to collect unwary souls. Various shrines, lovingly carved and timeworn, stand scattered throughout the forests and cities, erected to honor the dead or placate the spirits who flit between the physical and spiritual planes.





INHABITANTS

Note: These are not all the inhabitants in the Autumn Court, but are some of the key players

SHAPESHIFTERS

Described as those with the ability to shift from one form to another, typically to some type of animal. Many are born with this ability, and usually the shifted form produced is a trait passed down from generation to generation.

VAMPIRES

Dangerous as they are alluring, Vampires are blood-drinking creatures with sharp fangs and even sharper tongues who can only emerge from their dwellings under the blanket of the night sky. Some prefer the elegant lifestyle of grand castles and lavish nightly revelries, while some give in to their primal instincts and live beneath the forest.

FOREST WRAITHS

Neither living or dead, these spectral creatures are bound to the ancient forests guarding the barrier between the spiritual and mortal plane. Searching with hollowed eyes, they patrol the grounds always ready to become executioners should they sense a threat to the two worlds.

WEREWOLVES

The werewolves are fierce and enigmatic, their transformations triggered by the full moon that casts a silver light over the autumn landscape. They are guardians of the natural order, their primal instincts attuned to the shifting seasons. Their loyalty to their pack is unwavering, and their strength and resilience make them formidable protectors.

SPIRITS

The Court sits in a very unique spot where the barrier between the spiritual and mortal world is as thin as a whisper. Spirits frequently flit to and fro, coming in all shapes and temperaments. Mischievous Spirits, like the fox spirits, frequently mislead wanderers in circles or to dangerous places while others will help a lost soul find a way home.

DEMONS

Demons are ancient and cunning creatures that are entirely self-serving. They linger in-between the two world seeking influence, entertainment, or power—oftentimes, forming pacts with Spiritual Magic wielders. They have their own hierarchy and system of courts, and therefore are bound by certain rules. When dealing with demons, always remember that they are cunning, deliberate, and prioritize their desires above all else.

Note: Before making any contracts with demons, this author suggests reading material such as: *The Art of the Deal: Why You Should Read the Fine Print (Three Times)* and *So You've Accidentally Sold Your Soul—Now What?*

POLITICS

As one of eight courts fractured from a once-unified kingdom, the Autumn Court finds itself settled between two worlds and holds immense magical influence. Yet they are frequently caught in a web of threatening forces beyond the veil.



The Wraith's Worry

The forest guardians have sensed a shift—spirits grow restless, agitated, and at times destructive as something ancient presses against the barrier, testing for weakness. Some elder Wraiths urge the Council to seek aid from the Court, while others, bitter over deforestation and overmining, blame them for the weakening veil. And in the quiet corners of the realm, whispers claim this is only the beginning of the end.

Overmining and Overbearing

The glowing ore from the Luminescent Mountains has long been the Court's source of wealth, power, and conflict. Once-protected by agreements ensuring stability, greed shattered these safeguards when richer veins were discovered deeper within. Mining Barons now push workers beyond safety limits, operating illegally in unstable tunnels prone to collapse. Countless miners have perished, victims of unchecked greed—and some say their restless spirits still haunt the depths, vengeful and lost.

Miner's Plight

Miners have long been the back-bone of the Court's wealth, yet remain expendable under relentless ore demands and unsafe conditions. To reap as much profit as possible, miners are paid in a closed system of currency called scrip usable in only mining towns. These towns are seemingly self-sufficient with their markets and economy supplying everything a miner's family could need—for the small price of eternal labor. To survive, many turn to the black market, selling undocumented ore to covert buyers. Most disturbingly, rumors whisper that the Nightmare Court is a primary buyer, given that the two Courts share a border. But the question hangs in the air—why would the Nightmare Court need so much ore?

ILLUMINATING MOUNTAINS

The Illuminating Mountains are the Autumn Court's economic backbone, with mystical ore that absorbs and radiates light in fiery reds, golds, and eerie blues. Some believe the glow is not just light, but trapped souls or remnants of ancient spirits, giving the ore its magical properties. Deeper veins provide unstable yet powerful magic capable of creating weapons of mass destruction and, if rumors are true, portals that breach the barriers. While the Court regulates the ore trade, corrupt officials and smugglers evade these controls. Legends speak of an ancient core deep within the mountains, holding pure, undisturbed ore with unfathomable power—some say it's the Court's heart, others believe it's a slumbering entity once sealed away, threatening the balance of both realms if awakened.

MAGIC IN THE AUTUMN COURT

Due to the Court's unique location at the threshold of the mortal plane and spiritual world, its magic is a cycle of life and death. Natural magic draws power from all things—the luminous rocks in the mountain, the fiery leaves of the trees, the silver light of the moon, and the rich soil beneath one's feet. It is a constant flow of exchange, taking and absorbing essence, always giving back what was taken. In contrast, dark magic is corrupted natural magic. It only takes, never gives. Wielders often find themselves slowly consumed by the corruption, losing fragments of their identity until nothing remains. Skin becomes ~~sallow, hanging off brittle bones and eventually they fade to dust.~~ For one to turn to dark magic it is said that they must

Spiritual magic is harnessed from the spirit realm, though its source remains an enigma to those in the mortal realm. Spirits are too fickle and are prone to deception, making it difficult to discern truth from illusion to get any answers. Those who wield spiritual magic in the mortal plane, are akin to vessels rather than wielders, unless they form a contract. Spiritual magic cannot be harvested like natural magic, individuals are born with a sensitivity to the spiritual realm, able to act as a conduit between the two realms. Oftentimes, vessels will form pacts with Otherworldly Patrons, gaining the ability to utilize magic granted by their benefactors. However, the cost of such power is steep and the nature of each contract varies.

The Spring Court

Swathed in the sweet, intoxicating scents of blooming flora, and the crisp freshness of dewy mornings, the Spring Court is a vibrant mosaic of life and colors. Floral vines cascade like thick tapestries from garden walls and warm rays of sunlight filter through the blossoming trees, nourishing the dense carpet of grass below. Every step feels cushioned with thick clovers and a symphony of flowers in shades of pinks, purples, blues, and golds. Crystal-clear waterways wind gracefully through the landscape, their gentle trickle



providing life-giving hydration to the roots of this verdant paradise. The Spring Court naturally exudes a sense of opulence, its endless gardens wrapping around every structure like an embrace. Palatial estates and grand halls made from the very essence of spring, sprout from the earth in hand-made craftsmanship of gilded moldings and delicate floral motifs. Towering windows flood warm, golden sunlight into every room casting beams of rainbow light that dance across crystal chandeliers and lacquered mirrors.



Politics

As one of eight Courts fractured by the Enchantment, the Spring Court found themselves to benefit the most from the divide. With a bountiful land, they are the leader in Kingdom-wide exports and trading.



Traders and Traitors

With year-round harvests, the Spring Court is a key exporter of food, herbs, and medicine, giving it significant influence over trade-dependent realms. However, the Summer Court reigns over the oceans and dictates what goods move through official routes. In response, some Spring nobles are rumored to employ smugglers to bypass these restrictions, an act of high treason. Curiously, smuggler ships have been spotted near the Nightmare Court's borders during the Enchanted Kingdom Ball, when barriers fall and attention is elsewhere.

Getting Dirty

Despite sustaining the Court's wealth, farmers and herbalists often feel like second-class citizens. Demand for goods keeps rising, yet they receive little support or fair compensation for their back-breaking work. Mages are constantly pumping crops with enchantments for larger fruits that grow too quick, forcing quicker turn-around times for laborers. Many are working both day and night harvesting these over-grown and over-produced modified crops. Criticisms that quantity over quality is taking precedent with concerns also rising about the cost of this supplemental magic has on the land. How much longer can the land push past its natural magical boundary?



Trading With the Enemy

Despite clear animosity, trading with the Nightmare Court is a strategic political maneuver. Plagued by a perpetual twilight and struggling land, the Nightmare Court is dependent of the Spring Court for vital supplies and resources. In turn, the Spring Court keeps a tight leash on the Nightmare Court, exploiting the Court's supply of Wraithwood sap for immense profit and leveraging just enough supplies to sustain them. Other Courts turn a blind eye toward this clear display of a power imbalance, unable to shake their own prejudices and disdain for the Nightmare Court,



THE FIRST GARDEN

A excerpt from Love, Lore, & Ruin: Tales that Shaped Our Politics Today.

Long ago, the First Garden was a haven of peace, nurtured by a young solitary goddess. Her love for life enriched the soil, sprouting beautiful flora and gentle creatures who were utterly devoted to her. Yet, despite her flourishing garden, the goddess was lonely. Each night, while her creations slept, her heart cried out, longing for one of her own kind.

Unbeknownst to her, someone heard. A nightmarish creature, born of shadows, who shared her loneliness had listened to her cries. Moved by her pain, he sought her out and was overcome with awe by the goddess and her creations. Desperate to be part of her world, he offered a piece of his own heart to plant. Overjoyed to find another like herself, she buried it in her favorite corner. As they met each day, a strange and beautiful flower dark as the night sky blossomed as did their love.

But the flower was deadly. Her cherished creatures began to perish one by one. In her anguish, she tore the bloom and his heart from the soil. But it was too late. The roots had spread and the garden was forever changed. A place where life and death, love and ruin battle for all eternity.

MAGIC IN THE SPRING COURT

Believed to have stemmed from the sacred First Garden blessed by the goddess of nature, it is rich with a magic system rooted in life, growth, and renewal. Pushing the land's magic beyond its nature, Mages practice an art of soilshaping, herbal alchemy, and regenerative arts to manipulate the land and saturate the plants with enchantments. The Trees are ever-fruiting, crops grow in days, and the Court boasts about its famously powerful medicinal herbs...and famously powerful poisons. For every new poison sprouting from the soil, an antidote rises in response. Scholars suggest this battle for balance is rooted in the legend of the First Garden, where the love and anguish between the Goddess and Nightmare-born creature forever war between ruin and renewal. A creeping reminder that even the most fertile soil can hide poisonous roots.

Inhabitants

Note: These are not all the inhabitants in the Spring Court, but are some of the key players.

Blooming Court

The Blooming Court is a broad classification of inhabitants believed to descend from The Three: the Satyr, the Archfae, and the Unknown. Satyrs are known for their goat-like legs, curling horns, and insatiable appetite for dance, drink, and revelry. The Archfae vary in form with some sprouting vibrant hair or wings, while bear the signature pointed ears. The Unknown are...well, unknown. Said to be a direct result of the Nightmare Creature planting a fragment of his heart in the First Goddess' Garden, Unknowns are considered the unsavory denizens of the Court. But fret not, dear reader, Unknowns vanished into the bogs centuries ago and never left.

Nymphs

Thought to be descendants of the First Goddess, Nymphs are highly connected to nature and the Spring Court's magic system. They are excellent healers, and have been leaders in revolutionary healing practices used throughout all Eight Enchanted Courts. Typically, they reside in small villages away from highly populated and developed parts of the Spring Court, preferring natural beauty over the excessiveness.

Dryads

Closely related to Nymphs, Dryads dwell in the groves and woodlands spiritually bound to the trees they fiercely protect. Legends suggest their ferocity stems from the belief that their life-force is intricately intertwined with the forests they inhabit, granting them power to shapeshift to match their surroundings.

Elementals

Although any creature with an affinity towards magic can be a Spring Mage, Elementals are naturally gifted in the art of Wild magic. A form of magic deeply connected to the Sacred Elements: water, earth, air, and fire. While Elementals can train and harness all four, they typically exhibit a strong affinity for one or two at most. Theories suggest that the nature of each ability is passed down by the parents, yet there have been curious anomalies such as a Fire and Water Elemental creating an Earth Elemental. A marvelous mystery for scholars!

Bog Creatures

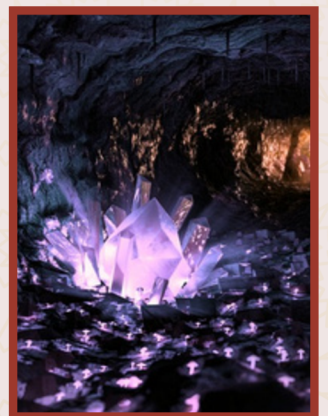
Although the Spring Court seems bright and ever-blooming, there are regions far less idyllic and dangerous to travelers. Malevolent blooms release poisonous dust clouds into the air filling it with a perpetual rotting stench, while Kelpies prowl the waters waiting to drown their next victim. These wild lands are ruled by Bog Witch clans with a single elected Supreme Bog Hag. They do not abide by any Court laws, and officials are too terrified to interfere. More than a few Court Official couriers have mysteriously vanished in these marshy lands, never to be seen again.



The Dream Court is a shimmering expanse where the laws of reality are softened by the whimsical touch of dreams. A mesmerizing and ethereal realm, where the boundaries of reality dissolve into a dreamlike haze. Gilded columns of turquoise and gold-veined marble rise gracefully from shimmering pools of starlight, reflecting the celestial heavens above. Shimmering falling stars weave through tremendous puffy clouds leaving trails of stardust rippling across the cosmic canvas. The very atmosphere seems to shift with every breath, the



landscape ever-changing its form almost as if it was never truly there. Every surface glitters iridescently, catching and refracting light in an endless dance of color. Deep beneath the ground lies the Dreamforge Caverns, a labyrinth of catacombs where raw dreams and wishes crystallize into luminous formations. Pearlescent clouds lazily drift overhead, dissolving and reforming like strands of spun dreams. They drift so low that one need only reach out to graze them sending shimmering specks of stardust cascading to the world below.



INHABITANTS

Note: These are not all the inhabitants in the Dream Court, but are some of the key players.

Wishkeepers

Guardians of the Dreamforge Caverns beneath the Dream Court. Born from the explosive magic of granted wishes, they possess the ability to nourish and grant the dreams and wishes of the kingdom. They act as ethereal guides between the realms of dreams and reality.

Nocturnus

Delicate, moth-fae beings with wings that shimmer and leave iridescent trails of dust that trigger fleeting visions of a dreamer's deepest desire. They are attuned to the unseen currents of fate and cosmic vibrations of all living creatures—seeing paths and crossroads of all possible futures.

Dreamwraiths

Elusive fae with ever-shifting forms who walk in between the dreamworld and reality. Their features shift between the sharp elegant lines of the fae to prismatic swirls of energy that vanish like a mirage. The realm of time and space seem to fold and bend within their presence, manifesting illusions and sculpting forgotten memories into reality—the keepers of lost dreams.

Starborn

Starborns are birthed during a rare cosmic event when two falling stars cross paths in the cosmic loom. The tangling trails of stardust weave together and form the living embodiment intertwined fate. They are born to ensure the cosmic design stays whole by interpreting the patterns of fate, and gently nudge the threads of destiny. As they age, the burn brighter until eventually they shatter into stardust and return to the sky.

Morpheans

The dream whisperers and interpreters of the Court, able to read and decipher the most abstract forms of one's hopes, fears, and desires that ripple into existence. They frequently work with Wishkeepers, sorting through complex wishes in the caverns, but many have found a living freelancing their abilities to clients seeking guidance. Highly skilled Morpheans are able to Mirrorwalk, a practice that involves using a mirror to step into a person's dreams to navigate through trauma or translate deep desires.

POLITICS

As one of eight courts fractured from a once-unified kingdom, the Dream Court is an ever-shifting realm that holds one of the most powerful forms of magic--dreams.

A Dream is a Wish...

The iridescent crystals beneath the Dream Court gather the entire Kingdom's deepest wishes and most desired dreams. The Wishkeepers remain neutral in their endeavors, watching over the crystals and deciding which wishes if any should be granted. However, some believe they should be left without interference, their power too great to not cause corruption even among the objective Wishkeepers.



It's a Little Dusty in Here

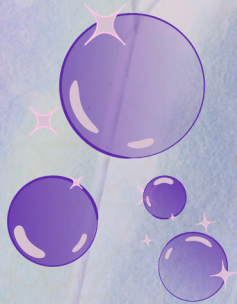
Noc-Dust, a luminous, iridescent substance shed from the wings of Nocturnus, is known for its euphoric and vision-inducing properties, allowing consumers glimpses of their deepest wishes. In the past, it was a tool used only in sacred rituals, however, it became very popular to the public when harsh wish-granting restrictions were enforced in the Dreamforge Caverns. With less wishes granted per year, citizens have turned to the highly addictive dust to temporarily "grant" their wishes.



POP Patrol

No wings? No Problem! Bubble travel is the sparkling solution for wingless dreamers to effortlessly move through the Court in style. Pop onto the Faerieway and gently glide on the new Court-of-the-Art Whim Currents to your next destination. Bubble Travel is as whimsical as it is chaotic with infamous bubble jams, unlicensed Bubble Conjurers, and innumerable D.W.B.'s (Dreaming While Bubbling). The FFF (Faerieway Floating Force) wants to issue a reminder to all Bubble license holders:

- Don't Dream and Bubble
- Be aware of Shooting Star crossings
- Passengers in the Bubble Pool lane cannot be imaginary
- Finally, Bubbles leaking excessive amounts of glitter dust will be subjected to inspections by ESPA (Excessive Shimmer Prevention Agency)



DREAMFORGE CAVERNS

The Dream Court hold the most potent source of magic in all the Kingdom, the Dreamforge Caverns. A massive labyrinth of glowing tunnels, cavernous halls, and sprawling catacombs house immense iridescent crystals infused with the essence of wishes, dreams, and deep unspoken desires.

The air thrums with potent magic, a hue of colors dance on the walls reflecting the emotions stored within the crystals.



THE POWER OF DREAMS

Magic in the Dream Court is a fleeting and fluid force of magic that is ever-shifting to whims and desires of the Kingdom. An unending source of magic as it draws power from the Dream Well, a reservoir deep beneath the Court that is fed by dreams, desires, and wishes. As long as there are dreamers in the realm, the Dream Well will continue to flow with magic. Like everything in the Dream Court, magic doesn't follow the traditional rules of magic (a frequent source of strife for Sky Court scholars) as its manifestations are an extension of the subconscious. Thus, two casters can cast the same spell, and receive completely different results. Dream magic is quite powerful, but quite unreliable since it is tied to the caster's subconscious and therefore malleable to corruption and distortion.

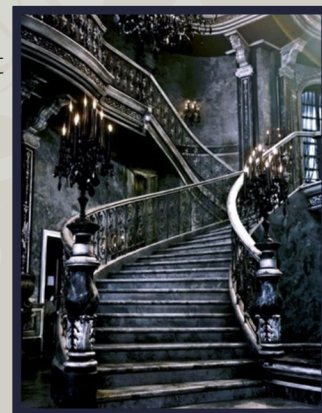
THE NIGHTMARE COURT



In the shadowed plains of the kingdom lies the Nightmare Court, a dark realm where the rising night spreads its inky veil over a land of haunting beauty and eerie mystery. This Court survives under the dim light of a perpetual twilight, stuck between the final breath of day and birth of the night. Home to Goblins, the Unseelie, Cursed Forest Spirits, Star Wraiths, and Shadow Walkers. A landscape dominated by a labyrinth of dense forests known as the Wraithwood, where gnarled trees spawned from Nightmares of the Kingdom twist from the ground containing the pure essence of Nightmares in its sap.



The ground is often shrouded in an unsettling fog that obscures the path and hides ancient secrets. The land is illuminated only by the ghostly glow of the moon and the occasional flicker of spectral fireflies. Here, the perpetual twilight is more than a backdrop; it is a living entity, a realm where nightmares are woven into reality and the darkness holds endless, enigmatic possibilities. Beneath the watchful gaze of the ever rising moon and stars, the line between fear and wonder is ever so thin, creating a world both mesmerizing and dreadfully alluring.



POLITICS

As one of eight Courts fractured by the Enchantment, the Nightmare Court finds themselves in a dire situation. Trapped in a perpetual twilight, the land is unable to naturally sustain life and the Court relies on trade for supplies. However, they find themselves on a tight leash of restrictions and bans based off of old prejudices.



I Got a Strange Magic

Each year, when the enchantment lifts and the court barriers fall for one evening, citizens may immigrate to other realms. In the past, many desperate Nightmare Court citizens sought asylum in more prosperous courts. That is, until the assassination of a Spring Court noble, and a sweeping ban on all Nightmare Court citizens was enacted. Though the Nightmare Court denied involvement, faint traces of Nightmare magic at the scene sealed their fate. However, the magic was behaving unnaturally. Almost artificially. But, who could create artificial magic?



Vanished Without a Trace

Since the immigration ban, rumors persist of Nightmare Court citizens vanishing on the one night the barriers fall. While the realm is distracted by the Enchanted Kingdom Ball, smuggling ships quietly dock near the borders, offering refugees passage. Some are never seen again. Whispers point to the Spring Court, though the Court denies all involvement. The very few who return come back changed. Empty. Stripped bare of their essence and magic. What happened in the Spring Court?

Please, Sir, May I Have Some Ore

Trapped in a perpetual twilight and confined within the tight leash of the Spring Court, the Nightmare Court knows their fate is in the hands of the enemy and are desperate to break free. The Court is rumored to be experimenting with portals created from (allegedly) smuggled ore from the Autumn Court and Wraithwood sap. The unstable ore combined with the high-concentration of Nightmare essence from the sap creates a new volatile form of magic that has the potential to circumvent the Enchantment or completely break it.



THE WRAITH WOOD

The Wraithwood is infamous for its mysterious beauty and deadly allure. Magic thrives in darkness, sustaining cursed flora blooming with poisons and the essence of nightmares. It is widely regarded as the antithesis to the Dream Court's Dreamforge Caverns-where dreams and wishes crystallize into luminous stones.

A rampant, sweet rot permeates the air, thickening into a noxious miasma deeper in the woods. The dense fog wraps its tendrils around gnarled trees that twist up from the ground into grotesque shapes, reflections of the Nightmares that spawned them. Their roots are believed to be not only in the physical world, but the shadow realm, drawing on its raw energy.

The sap drawn from these Nightmare infused trees are frequently used in high-powered spells, curses, and poisons. The concentration of Nightmare essence in just a few drops of the sap makes it dangerous, but in high demand across the realms.

MAGIC IN THE NIGHTMARE COURT

Much like the Dream Court, where wishes and dreams feed its unending well of natural magic, the Nightmare Court draws its powers from nightmares, fears, and suppressed desires one dares not speak aloud. The magic is miasmatic, seeping into the air, burrowing into the land, shaping both the environment and those within it. Those born within the Court bear a natural attunement to fear and dark desires, with some being able to sense or amplify the feeling in others. Though dreadful, this potent ability isn't the most feared within the realm. That title rightfully belongs to shadow magic. A volatile and difficult art that requires discipline and complete mastery of one's own inner terrors. To wield it, one must walk within the very heart of Nightmare magic. The Shadow Realm. An overlapped echo of both the Physical World and Spiritual Plane. Neither one or the other, feeding off the two worlds' buried emotions of grief, rage, and fear. Drawing strength in their repression. Often misunderstood and feared by outsiders, Nightmare magic is not inherently evil. It is a reflection of raw, emotional power that reveals hidden truths and demands confrontation, whether they're ready or not. The magic acts more like a mirror, and if what one sees is deemed "evil", then perhaps some inner-reflection is in order.

INHABITANTS

Note: These are not all the inhabitants in the Nightmare Court, but are some of the key players.

UNSEELIE FAE

The Unseelie are the most predominant species in the Nightmare Court, and have features that range from ethereally enigmatic to grotesquely monstrous. They are particularly inclined in darker magic, such as shadow walking, and have garnered a reputation for their cruelty and violence. All alleged, of course.

GOBLINS

Cunning and mischievous, Goblins are creatures who thrive in the Wraithwood forest--well more like underneath. Preferring to habitate the subterranean tunnels of the Wraithwood where underground cities thrive beneath the roots of the forest's Nightmare-infused roots. Most famously revered, is the Goblin Market where cursed artifacts, potent spells, and (allegedly) illegal trading occurs. If you're discreetly looking for dark enchantments or unsettling trinkets, the Goblin Market is the place to be.

CURSED FOREST SPIRITS

Not much is known about the Forest Spirit's plaguing the Wraithwood as it is nigh impossible to have a cup of tea with one over the constant wailing. Said to once be benign guardians of the forest, the spirits now wander listlessly, their mournful cries serving as a foreboding warning--to what--no one knows. Their origins are purely speculation with theories suggesting they derive from the shadow realm, an overlapped echo of the Spiritual World and Physical Plane where a reflection realm's suppressed emotions of grief, rage, and fear manifest.

STAR WRAITHS

Cousins of the Dream Court's Starborns, Star Wraiths are also birthed during a rare cosmic event when two falling stars cross paths. However, unlike Starborns, who are formed from the delicate kiss of passing stars, Star Wraiths emerge from cataclysm. A violent collision of two doomed, destructive paths reaching their final act, creating an explosive vortex that tears through the threads of destiny and rewrites the pattern on the cosmic loom. Birthed from chaos and violence, Star Wraiths lead an unpredictable path their Starborn cousin's cannot interpret. A wild card in the cosmic design, their threads of fate are not swayed by the Starborns' gentle plucking, forging their own destinies and simultaneously disturbing the weave around them.

Note: While Shadow Walkers are not a species of their own, they are a notable class that deserves a mention. Any species with an affinity towards Nightmare magic (not to be confused with Dark magic) can take the aptitude test and achieve a Shadow Walker license. Per the Treaty of U.N.F. A. I. R. (United Negotiations For Absolute Inequitable Regulations) unregulated shadow walking is forbidden and every shadow walker must be registered with the D.U.L.L (Department of Unconventional Labor Laws).

THE SUN COURT

A realm where life and joy is woven into the very fabric of its existence. This radiant Court thrives on the celebration of grandeur and artistry from its lavish parties to its thriving economy. Swathed in shimmering gold, this realm casts a golden light upon every facet reflecting the realm's dedication to beauty.

A Court that never shies from the light, they thrive underneath the power of the sun that never fully sets. Rolling golden hills amongst blue skies and sparkling rivers surround the dazzling golden cities.



These cities feature tremendous buildings adorned with sun motifs and gilded sculptures. Ornate theaters feature talented musicians, and actors while the highly coveted conservatories train budding artists. Entire districts are dedicated to all manners of artistry from fashion to entertainment and create a booming economy. Seen as the most prosperous of the Kingdom, the Sun Court believes honoring artistic achievements with extravagant balls, radiant parades, and elaborate feasts is a show of worship to the divine gifts granted upon the inhabitants.



POLITICS

As one of the most important
and sp

Sun Court stands as a beacon of opulence
light there are also shadows.

Addendum to the Official Enchanted Courts Guide Sun Court Section

Let me make it perfectly clear with the appropriate amount of flare and grandeur, The Radiant-Most Illustrious-Irrevocably-Illuminated Sun Court is a realm of unquestionable harmony, and brilliant perfection. To even suggest that our crowned-in-gold, kissed-by-the-sun, BEAMING realm is anything but coated in shimmering prosperity, is laughable and frankly... deeply unfashionable.

Our Golden cities? Glistening. Our Economy? Triumphant. The morale? Jubilant. Our "problems" look BETTER than most of the realm's victories!

Tragically, the original author has clearly never experienced our exuberant seasonal galas or blessed their ears with the creative brilliance of a one-hundred-piece orchestra consisting of the most prodigal musicians in the entire kingdom, while sipping a mimosa underneath the gleaming golden-hued sky.

Let me be perfectly clear, there is no "shadow faction" and these FALSE allegations of censorship are gross misinterpretations from a small group of lackluster individuals suffering from a condition called sunblindness (a temporary lapse in gratitude brought on by too little sun exposure). Thankfully, our devoted Solar Priests and Priestesses have lovingly apprehended these individuals and will return them once they are re-educated.

There is no unrest in the Golden Sun Court. Only radiant perfection.

I have personally fixed the original authors egregious mistakes in the current edition (you're welcome). However, rumors and lies will not be tolerated in future publications.

We are flawless. We are festive. We are FINE.

With radiant regards,

Apollo, High Radiant Scribe of the Gilded Quill
Chair of the Committee for the Preservation of Perfect Public Perception

THE RADIANT SPIRE

Rising above the Sacred City like a monumental beacon of holiness, the Radiant Spire is the Sun Court's crown jewel. Said to contain a fragment of raw Solar Power that never dims, its golden facade emits a blinding, undulating light drawn from Lumen, the source of magic for the faithful.

Worshippers often report a whispering hum as they approach. A sound the devout claim is the Voice of the Divine Radiance, heard only by the truly pious.

Encircling the base of the Radiant Spire are the renowned Reflection Pools rippling with halos of rainbow and golden light. Designed to reflect the Spire's divine glory, the Pools are symbolic of inner reflection and enlightenment.

In truth, they have a more practical purpose, preventing visitors from straying too close to the spire. The light they reflect is blindingly intense, disorienting the senses accompanied by reports of distorted visions.

MAGIC AND WORSHIP

Magic and worship are very tightly tied in together in the Sun Court. To them, magic is devotion to The Divine Radiance. It's all consuming. It's performative and frequently accompanied by chants, dances, offerings, and public displays of adoration. The Sacred City, a city protecting a fragment of pure Solar power sealed deep within the Radiant Spire, expresses its devotion to The Divine Radiance with required worship for all citizens. Worship is not passive in the Sun Court by any means, it's a performative work of art and citizens may personalize their forms of devotion through poetry, song, fashion, and perhaps sacrificing loved ones (on special occasions). Absence is duly noted. Citizens found skipping worship find themselves in the arms of the Solar Priests and Priestesses for...re-education.



INHABITANTS

Note: These are not all the inhabitants in the Sun Court, but are some of the key players.

SEELIE FAE

The ruling elite species of the Sun Court embodying the realm's elegance with striking features draped in the latest fashion. They are the artists and architects overseeing this divine realm, always ensuring the Court's next gala is more lavish than the next. They have an immense hatred for anything unsightly or dull calling it "a disgrace to the most illustrious Divine Radiance", and have little to no issue shunning those who are not up to standard.

SOLAR PRIESTS AND PRIESTESSES

Highly devoted to the Divine Radiance, Solar Priests and Priestesses are the backbone to upholding the court's traditions and maintaining the Sacred City's divinity. These keepers of the commanding light are said to be blessed by the Divine Radiance, granting them special abilities to channel the power of the sun (Lumen). They are leaders in worship and divinity, ensuring all citizens are properly educated in the sacred traditions and fully devoted to the Divine Radiance.

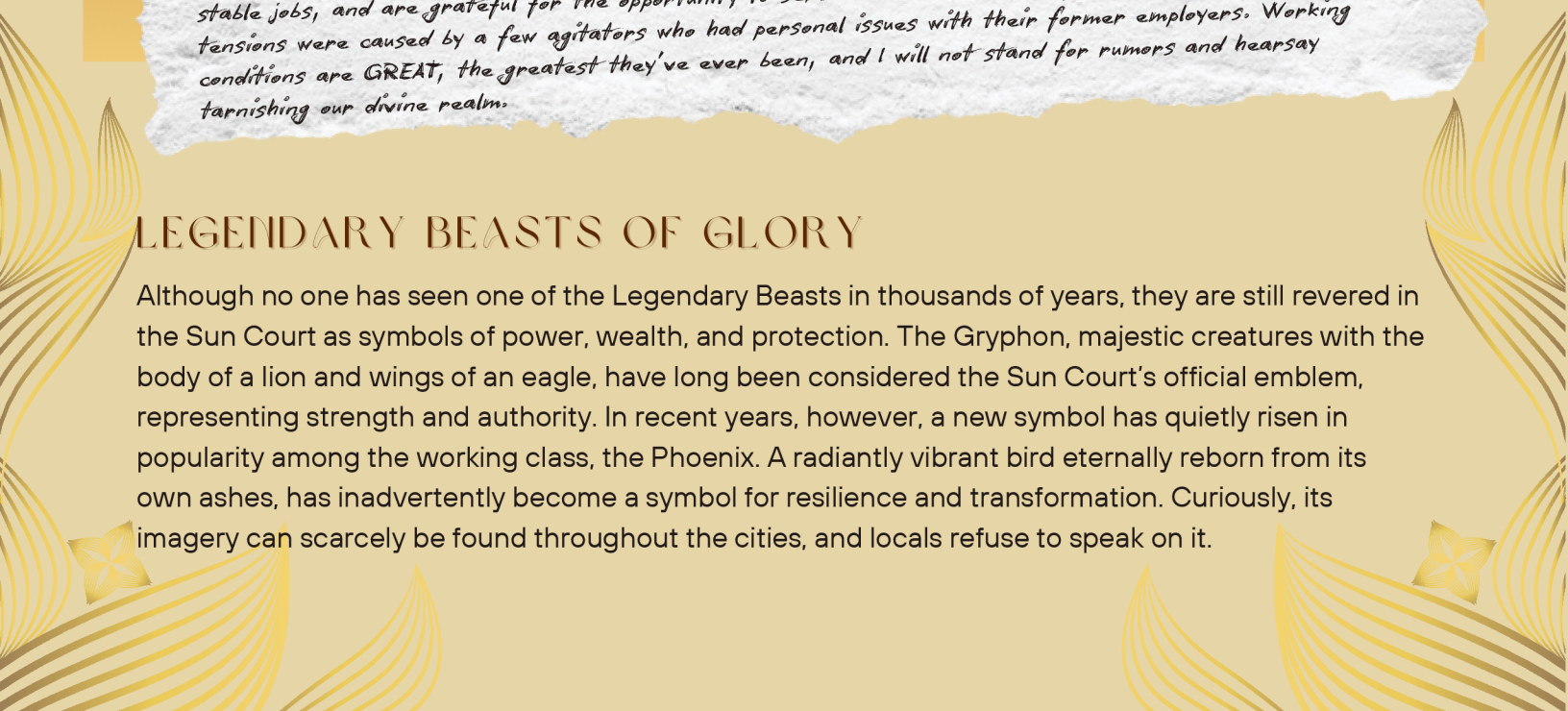
SPRITES, ELVES, AND DRYADS

Coming in all shapes and sizes, these creatures have a affinity towards elemental magic such as water, fire, earth, or air. They predominantly make up the labor class of the court, with notably horrible working conditions

Again, the original author speaks absolute and utter nonsense. The sprites are perfectly happy to have stable jobs, and are grateful for the opportunity to serve the most radiant of citizens. Rallies and political tensions were caused by a few agitators who had personal issues with their former employers. Working conditions are GREAT, the greatest they've ever been, and I will not stand for rumors and hearsay tarnishing our divine realm.

LEGENDARY BEASTS OF GLORY

Although no one has seen one of the Legendary Beasts in thousands of years, they are still revered in the Sun Court as symbols of power, wealth, and protection. The Gryphon, majestic creatures with the body of a lion and wings of an eagle, have long been considered the Sun Court's official emblem, representing strength and authority. In recent years, however, a new symbol has quietly risen in popularity among the working class, the Phoenix. A radiantly vibrant bird eternally reborn from its own ashes, has inadvertently become a symbol for resilience and transformation. Curiously, its imagery can scarcely be found throughout the cities, and locals refuse to speak on it.



THE WINTER COURT

A stark testament of unyielding beauty, the Winter Court stands strong in an icy endless winter. Here, snow-capped mountains and towering glaciers backdrop the snow-blanketed landscape, a land frozen in time. However, stark cold is met with the warmth of the enduring spirits of its resilient inhabitants. They maintain the delicate balance that sustains their realm and creates light on the long dark nights.



Misunderstood as a land of harshness, the Winter Court is a marvel of icy beauty with a labyrinth of ice caves and glaciers that hold deep secrets to the Court's magic. Deep volcanoes rest beneath the ground with pockets of hot springs thawing the heart of this icy realm and offering warmth to those who seek it. The Winter Court at first glance may seem harsh and unyielding, and make no mistake it can be, but looking further one can find an authentic beauty among the stillness.



INHABITANTS

Note: These are not all the inhabitants in the Winter Court, but are some of the key players.

VALKYRIANS

Clad in furs and armor these winged beings are fierce warriors and guardians of the realm. They have a special affinity in the art of weaponry-wielding and forging. With the ability to soar to great heights, they have the ability to harvest enchanted ice from the snow-capped mountains for the realm's military. Their ancient ancestors are said to have guided the souls of those who died in battle to the afterlife.

VINTERKIN

Mystical shapeshifters who have the ability to shift seamlessly between their fae form and beast form. Even in their fae form, they tend to retain their beastly nature features, such as animal-like eyes, horns, hooves, furs, and tails. Their beast forms are larger and more ethereal in comparison, the trace of magic lingering on their marked runes.

FROST GIANTS

As their name suggests, these are colossal creatures who reside in the coldest regions of the Court finding refuge inside the monumental glaciers. Some legends suggest they are descendants of the gods, cast down to the mortal plane as punishment. Others suggest they were birthed from the glaciers themselves, giving them ancient magic and the ice-like appearance.

SNOW SPIRITS

These elusive beings are manifestations of the Winter Court's ancient magic. Some only appear when caught in a snowstorm, guiding stranded visitors to safety or to their final resting place while others are vindictive, acting upon oaths of ancient vengeance.

FROST FAE

Embodying the elegance and formidable beauty of the Winter Court, the Frost Fae are master's of frost magic and illusion. In the rural frost-covered forests of the Court, many Fae still cling to sturdy traditions of tight-knit communities and powerful ancestral magic channeled through songs and chants. Those residing in the shimmering cities have embraced modern advancements favoring the sleek aesthetics of towering glass spires and the convenience of enchanted transit systems. However, all Frost Fae share an unspoken code of honor to respect the formidable power of winter and a love for the crisp night sky.

POLITICS

As one of eight Courts fractured by the Enchantment, the Winter Court is a hardy realm steeped in tradition, tight communities, and mighty warriors as well as modern cities powered by harvested ancient magic.



You Know What They Say About a Big Military, Right?

Renowned across the Kingdom for producing the most formidable warriors, the Winter Court has prided itself on its legendary training camps. When Kingdom's barriers fall, hopeful warriors from all over the Kingdom travel North, seeking admission to these exclusive academies to train under the ruthless and unrelenting the Valkyrians. With acceptance rates to these elite academies very low, a shadowed network of unofficial training grounds, often led by disgraced Valkyrians, surfaced over the last century. Just as legendary as the academies, these rogue training grounds recruit mercenaries, bounty hunter, and assassins as long as they have coin to pay the fee.



A Summer Rose in a Winter's Storm

The Winter Court Ambassador is rumored to be having an affair with an engaged lady of the Summer Court. Many speculations have surfaced that he only ran for the position to facilitate frequent visits to the Summer Court. The Summer Court lady as not been identified, but many theories have surfaced such as a mermaid of noble blood. A scandal if the rumors our true.



A Beating Heart

Glacial cores are a powerful source of magic that is extracted to power the Court's magical infrastructure. However, tensions rise between rural and city folk with claims that cities are overusing magic for modern conveniences when rural areas use it out of necessity. Traditional folks urge officials to view glacial core magic as more than a source of power but as the heart of the Court. When the Heart ceases to beat, all will end.

SIENNA PASS

Nestled in-between two of the Court's most formidable mountain range, Sienna Pass has long played a key role in trade, military movement, and migration throughout history. Its name derives from the reddish brown pigment seeping through the snow like oxidized blood, an ominous warning of its treacherous reputation.

While Sienna Pass is the most navigable path through the mountains, fierce downslope winds blast the path with dangerously freezing winds. Most disturbingly, however, are the reports of unexplainable incidents. Reports of disturbing illusions, unshakeable paranoia, and haunting sounds are frequent during or near the Long Night (the equinox). Some claim the winds whispering their name in the night beckoning them to stray from their campsite, while other have reported unsettling hallucinations and ghostly apparitions.

Unfortunately, these are not first-hand accounts, but are records from journals and letters recovered from abandoned campsites. The authors' whereabouts are unknown.

Officials advise travelers to remain in groups, avoid travelling near or on the equinox, and to ignore any whispers on the wind.

MAGIC IN THE WINTER COURT

The heart of the Winter Court's magic is intimately fused to the power of glacial cores. Frozen, crystalline hearts that are ancient and buried deep within. They are endless reservoirs of raw winter magic that has formed the Court's magical infrastructure. Cave explorers report that time seems to slow the deeper they traverse into these massive glaciers, with reports of colorful illusions and ancient memories woven into the ice walls. Mages and engineers have attempted to extract threads of power from the glacial walls through traditional rituals and scientific advancement. The resulting energy powers the Court's technology from transportation to the Court's infamous cold-forged weaponry.