

Faerie Lore

The Fair Folk

The wee folk, the hidden people, the Sidhe, the people of peace . . . faeries are known by many names all over the world. The magical creatures in *Carmer and Grit*—from kelpies to redcaps—all consider themselves fae, but faeries refer specifically to small, winged folk like Grit.

Full-grown faeries are usually between five and six inches tall. Most are affiliated with one of the elements—fire, water, earth, or air—and derive their magic from those elements. All faeries possess an internal light that they can turn on and off at will, casting a warm golden glow that spreads out from their hearts.

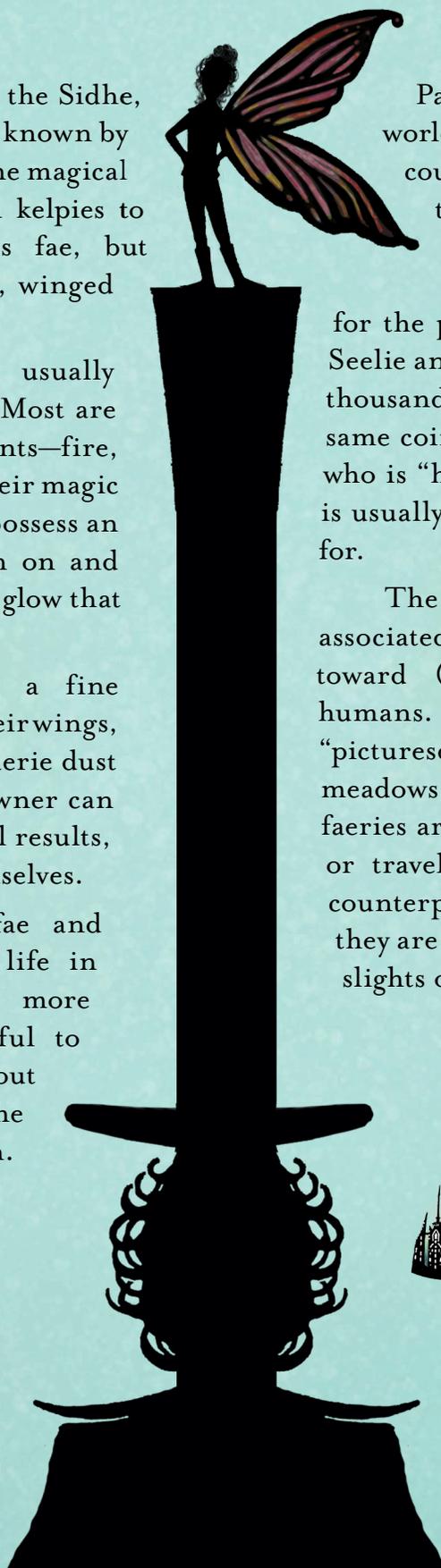
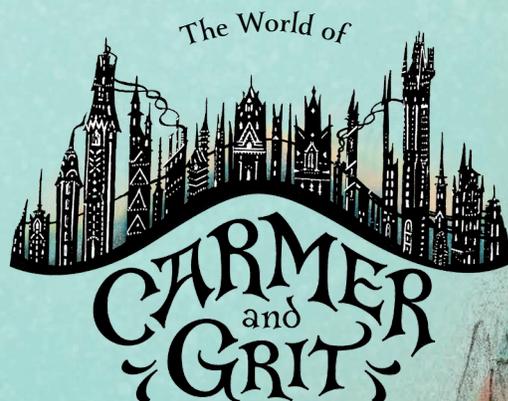
Faeries use faerie dust, a fine shimmery powder generated by their wings, for much of their magic. Loose faerie dust that is out of the control of its owner can have rather unpredictable magical results, so it is rarely used by faeries themselves.

Iron repels all things fae and dampens their magic, making life in the modern world more and more difficult. Faeries must be careful to cover themselves when out and about somewhere like Skemantis, lest the touch of cold iron burn their skin.

The Seelie Court

Part clan, part governing body, the world of Faerie is divided into two courts, the Seelie and Unseelie. In the age of *Carmer and Grit*, many mythical creatures of all kinds belong to one court or the other for the protection they can provide. The Seelie and Unseelie courts have existed for thousands of years, like two sides of the same coin . . . who occasionally fight over who is “heads” or “tails.” An uneasy peace is usually the most any of the fae can hope for.

The Seelie Court is more often associated with light magic and kindness toward (or at least coexistence with) humans. They occupy more traditionally “picturesque” natural spaces like gardens, meadows, waterfalls, and forests. Seelie faeries are more likely to live in kingdoms or traveling troops than their Unseelie counterparts. However, just like all fae, they are prone to mischief and do not take slights or insults to their kind lightly.



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The Free Folk

Also known as the street faeries, the Free Folk are fae who have formally forsaken their allegiance to either the Seelie or Unseelie Court. Bound by the rules of no court or kingdom, they choose to make their own way in the human world—living in abandoned or unfrequented spaces, repurposing human’s trash for their treasure, and generally traveling from place to place rather than staying in permanent homes. Grit’s friend Bressel calls the street fae “a rough bunch,” and she isn’t wrong; they have to be tough to survive.

Free Folk value their independence and individualism highly. They tend to use less magic to achieve their ends, a consequence of living in a world surrounded by iron, and consider themselves to be more adaptive to modern times than the Seelie and Unseelie fae. However, they also lack the protection, magical legacies, and community of the courts, which can leave them more vulnerable to attack.

The Wild Hunt

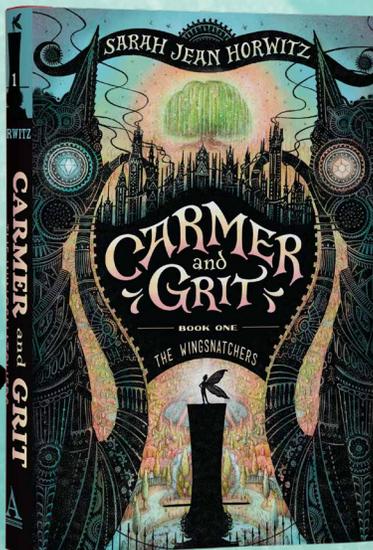
The Wild Hunt is a ghostly horde of battle-hungry spirits that travels the world in a never-ending chase. Comprised of snatched human souls, violent and disquieted spirits, and faeries or humans guilty of crimes against the fae, the Hunt brings chaos wherever it goes. Under the leadership of the three-eyed Unseelie fae Mister Moon, the Hunt has evolved from a howling cavalry on horseback to a screeching runaway train, ready to swallow anyone unfortunate enough to stand in its path.

The Unseelie Court

The Unseelie Court attracts darker, more solitary fae. Rough ocean waters, murky bogs, mountain caves, and other more unforgiving landscapes are their homes of choice. Many view humans as prey to be hunted and do not need a reason to bring misfortune upon them. It would be a mistake, however, to classify all Unseelie faeries as “evil,” when the Seelie fae are just as capable of cruelty.

Friends of the Fae

A Friend of the Fae is a human who has officially been granted knowledge of the fae and their magic. Friends can see through faerie glammers more easily than other humans, call upon nearby faeries for assistance in times of need, and even harness small amounts of magic themselves. However, they must agree to protect the secrets of the fae with their life. Friends of the Fae can also be more susceptible to faerie magic if caught off guard.



CARMER AND GRIT, BOOK 1 THE WINGSNATCHERS

Sarah Jean Horwitz

A stunning debut about a magician’s apprentice and a one-winged princess who must vanquish the mechanical monsters that stalk the streets and threaten the faerie kingdom.

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