FIRST-TIME READER SAFE

The Ultimate CRESCENT CITY COMPANION

YOUR GUIDE TO MIDGARD

Characters. Places. Magic. History.
Everything you need to begin your journey.



INSIDE THIS COMPANION:

THE WORLD
Discover Midgard, Lunathion, and the four Houses.

THE MAP
Navigate Crescent City and its important locations.

THE PEOPLE
Meet Bryce, Hunt, and everyone in between.

THE STORY
Recaps, timelines, and key events across the series.

THE FACTIONS
Understand the Seven Heads and power structures.

THE MAGIC
Learn the rules of magic in Crescent City.

AND MORE
Connections, discussion questions, and fun extras!

"To the stars who listen—
and the dreams that are answered."



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Welcome to MIDGARD

The story takes place on the planet **Midgard**, *a world made up of several regions and continents. From the books, we know that two of the most important continents are* **Valbara** *and* **Pangera**, *with the city of* **Lunathion** *— better known as* **Crescent City** *— located on* **Valbara**.

Because Sarah J. Maas never released an official world map, this version brings those scattered clues together to visualize how Midgard might be structured.



Key Locations on the Crescent City Map

Lunathion (Crescent City)
The main city where Bryce Quinlan's story unfolds.

Valbara
The continent where Crescent City is located.

Pangera
The second major continent of Midgard, shaped by ancient wars.

Avallen
A powerful Fae island territory off the coast of Valbara.

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The Cast System

UNDERSTANDING THE SUPERNATURAL ORDER OF MIDGARD

Midgard is home to many kinds of beings, but power isn't given equally.
At the top are the Asteri, ancient rulers who govern the world.
Below them are the Vanir—every supernatural being on Midgard.

The Asteri

- Ancient, immensely powerful beings.
- Rulers of Midgard and its people.
- Govern from the Eternal City.
- Believe they are superior to all others.

The Vanir

ALL SUPERNATURAL BEINGS ON MIDGARD

- Born with or gifted by magic.
- Exist in many forms and races.
- Some walk among humans in secret.
- Bound by ancient laws and hierarchies.

Types of Vanir

Angels (Malakim)

Heavenly beings with immense power and wings.

Serve in legions and often work under the Archangels.

Example: Hunt Athalar

Fae

Magical beings with long lifespans and incredible power.

Often tied to noble Houses and ancient bloodlines.

Example: Ruhn Danaan

Shifters

Can transform into animal form.

Many are part of Packs and bound by loyalty and instinct.

Example: Danika Fendyr

Mer

Water beings who live in the oceans and seas.

Rarely seen on land and tied to ancient sea courts.

Example: Tharion Ketos

Witches

Magic-wielding humans born with rare abilities.

Study, practice, and harness magic in many different ways.

Example: Hypaxia Enador

Elementals

Beings of pure elemental power—earth, air, fire, water, and more.

Powerful and rare.

Sprites

Small magical creatures connected to nature and the elements.

Often bound by pacts or oaths.

Example: Lehabah

Mystics & Oracles

Those with the gift of seeing, sensing, or knowing. Their abilities can be a blessing or a burden.

Example: Oracle of Delphi

Other Vanir

Many other magical races and beings exist beyond what is commonly known.

Midgard is vast, and so is magic.

Humans

Humans are not Vanir. They have no inherent magical abilities.

They make up the largest population on Midgard and play a vital role in the world.

Demons

Creatures from Hel and other dark realms.

They are not Vanir.

They enter Midgard through summoning portals, or ancient pacts—and bring chaos and destruction.

Important to Remember

Power, lineage, and politics shape where beings stand in the world.

Not all Vanir agree with the Asteri—alliances shift and betrayals run deep.

Magic is everywhere on Midgard. Not all of it is seen... and not all of it is understood.

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Meet the Cast

The Main Characters of Crescent City

These are the key players in Bryce Quinlan's story.
Get to know the faces—and the beings—that shape her world.

Bryce Quinlan
Half-Fae, Half-Human



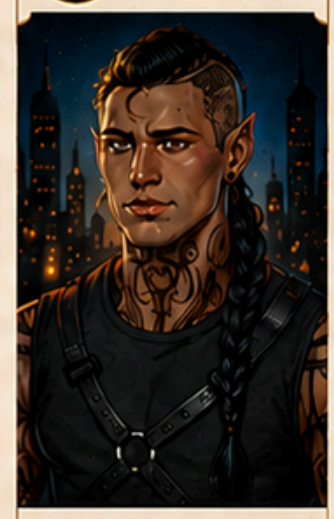
A party girl with a big heart and a sharp mind. When her world is shattered, she'll do whatever it takes to protect the people she loves.

Hunt Athalar
Angel



A fallen angel and deadly assassin, bound by a brutal past, but given a new chance—and a new purpose—by Bryce.

Ruhn Danaan
Fae Prince



Bryce's enigmatic half-brother and heir to the Autumn King. Powerful, loyal, and carrying secrets of his own.

Danika Fendyr
Wolf Shifter



Bryce's best friend and the fierce leader of the Pack of Devils. Loyal to the core and always ready for a fight.

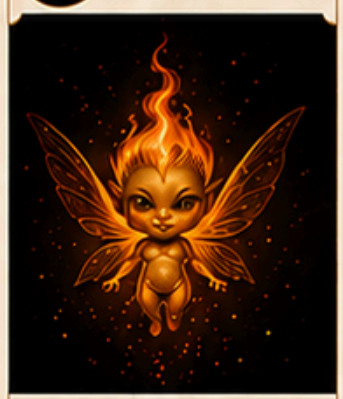
Jesiba Roga
Sorceress



Owner of Cobbler Antiquities and a powerful sorceress. Mysterious, brilliant, and always watching. (Late 30s.)

Supporting Characters

Lehabah
Fire Spirit



A fire sprite with a fierce attitude and a big heart. They're tricky, loyal to a fault.

Syrinx
Chimera



Bryce's beloved chimera. Part dog (pug), part lion, part mystery—and entirely impossible to resist.

Fury Axtar
Mercenary



Bryce's enigmatic friend (or enemy). Tough, with shadows in her past, but fiercely undercover.

Tharion Ketos
Mer



Ruhn's complex bestie pirate with ties to the ocean and a hidden agenda.

Ithan Holstrom
Wolf Shifter



Connor Holstrom's younger brother and a wolf shifter. A former sunball star who steps up as a leader among his pack.

More Key Players

Declan Emmet
Fae



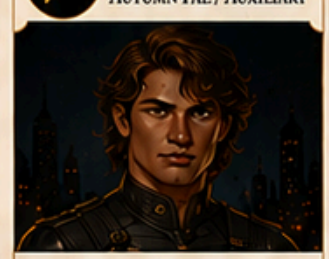
A tech genius and Ruhn's fiercely loyal friend. Witty, brave, and all heart and data.

Isaiah Tiberian
Angel / Aux Officer



A respected angel and member of the Auxiliary. Steady, loyal, and trusted by those around him.

Tristan Flynn
Autumn Fae / Auxiliary



A dedicated member of Lunathion's Auxiliary and Ruhn and Declan's inseparable best friend.

Sabine Fendyr
Wolf Shifter



Prime Apparent to the Valbaran Wolves and Danika's mother. Powerful, ambitious, and emotionally guarded.

Juniper Andromeda
Shifter



A talented and professional dancer with a kind heart. Fiercely loyal and always down for a plan.

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The Four Houses of Midgard

All species on Midgard are grouped into four separate Houses.
All magical beings are called **Vanir**.

House of Earth and Blood

The roots of Midgard.
This House is made up of those with deep ties to the earth and the natural world.

- Animal Shifters
- Humans
- Wickeds
- Ordinary Animals



House of Sky and Breath

The realm of air, light, and magick.
This House is home to beings of the skies and elemental forces.

- Malakim (Angels)
- Faeries (Fae)
- Elementals
- Sprites*



*Sprites were kicked out of the House of Sky and Breath and are now considered Lesser creatures that aren't deemed worthy of any house.

House of Flame and Shadow

The power of darkness and the unknown.
This House contains beings of shadow, death, and fire.

- Daemonaki
- Reapers
- Vampyrs
- Wraiths
- Draki
- Dragons
- Necromancers



House of Many Waters

The depths and the tides.
This House is made up of beings connected to water in all its forms.

- River Spirits
- Mer
- Water Beasts
- Nymphs
- Kelpies
- Nokks



What is Vanir?

Vanir refers to all magical or supernatural beings on Midgard.



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THE RULERS OF LUNATHION

CRESCENT CITY IS DIVIDED INTO 7 DISTRICTS,
EACH WITH A RULER WHO KEEPS THE PEACE—OR PROFITS FROM THE CHAOS.

THE CHAIN OF POWER

THE ASTERI
Ancient, immortal rulers of Midgard. They sit above all.

THE GOVERNOR MICAH DOMITUS
Governor of Crescent City and head of the angels. He answers to the Asteri.

THE HEADS OF LUNATHION
Rulers of the seven districts. They answer to the Governor.

THE AUXILIARY (THE AUX)
Crescent City's law enforcement officers. They enforce the laws—and the will of those above.

HUMANS HAVE NO SEAT AT THE TABLE.

In a city ruled by the powerful, the powerless are left voiceless.



THE 7 DISTRICTS & THEIR HEADS

1. CENTRAL BUSINESS DISTRICT (CBD)
RUN BY THE ANGELS



MICAH DOMITUS

Governor of Crescent City and head of the angels. He oversees the CBD and answers to the Asteri.

The heart of commerce, power, and politics. Where deals are made and the powerful rule.

2. FIVE ROSES (FIRO)
RUN BY THE FAE



THE AUTUMN KING

Ruler of the Fae and sovereign of Five Roses. He keeps the peace among the courts—on his terms.

The Fae heart of the city. Beautiful, decadent, and always watching.

3. MOONWOOD
RUN BY THE WOLF SHIFTERS



THE PRIME OF THE WOLVES

Leader of the wolf shifters and ruler of Moonwood. He protects his pack and keeps outsiders out.

Wild. Loyal. Untamed. Moonwood answers to the strength of the pack.

4. OLD SQUARE
RUN BY THE ORACLE



THE ORACLE

Mysterious seer and ruler of Old Square. She sees more than most dare to know.

The tourist district. Charming on the surface, filled with secrets below.

5. THE BONE QUARTER
RUN BY THE UNDER KING



THE UNDER KING

Ruler of the dead and guardian of the Bone Quarter. He deals in death—and forgotten things.

Where the dead rest and spirits linger. A place of shadows and silence.

6. THE MEAT MARKET
RUN BY THE VIPER QUEEN

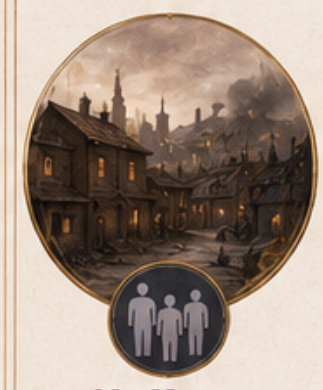


THE VIPER QUEEN

Ruthless ruler of the Meat Market. She profits from vice, danger, and everything in between.

The criminal underbelly. Dangerous. Lawless. Best not to linger.

7. ASPHODEL MEADOWS
NO RULER



NO HEAD. NO VOICE.

The human territory. No leader. No power. Humans are overlooked, oppressed, and unheard.

Where most humans live. Forgotten. Dismissed. Powerless.

8. THE BLUE COURT
RUN BY THE RIVER QUEEN



THE RIVER QUEEN

Ruler of the Blue Court beneath the Istros River. She remains mostly beneath the water.

Beneath the surface lies an ancient court of water, depths, and secrets.

EIGHT DISTRICTS. SEVEN RULERS. ONE CITY.
In Lunathion, power is everything—and not everyone gets a crown.



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LUNATHION

CRESCENT CITY

THE ETERNAL CITY — "THE HAND OF MIDGARD"

The Hand of Midgard

Lunathion is divided into eight districts, each ruled by a powerful leader. Seven have a seat at the table. One does not.

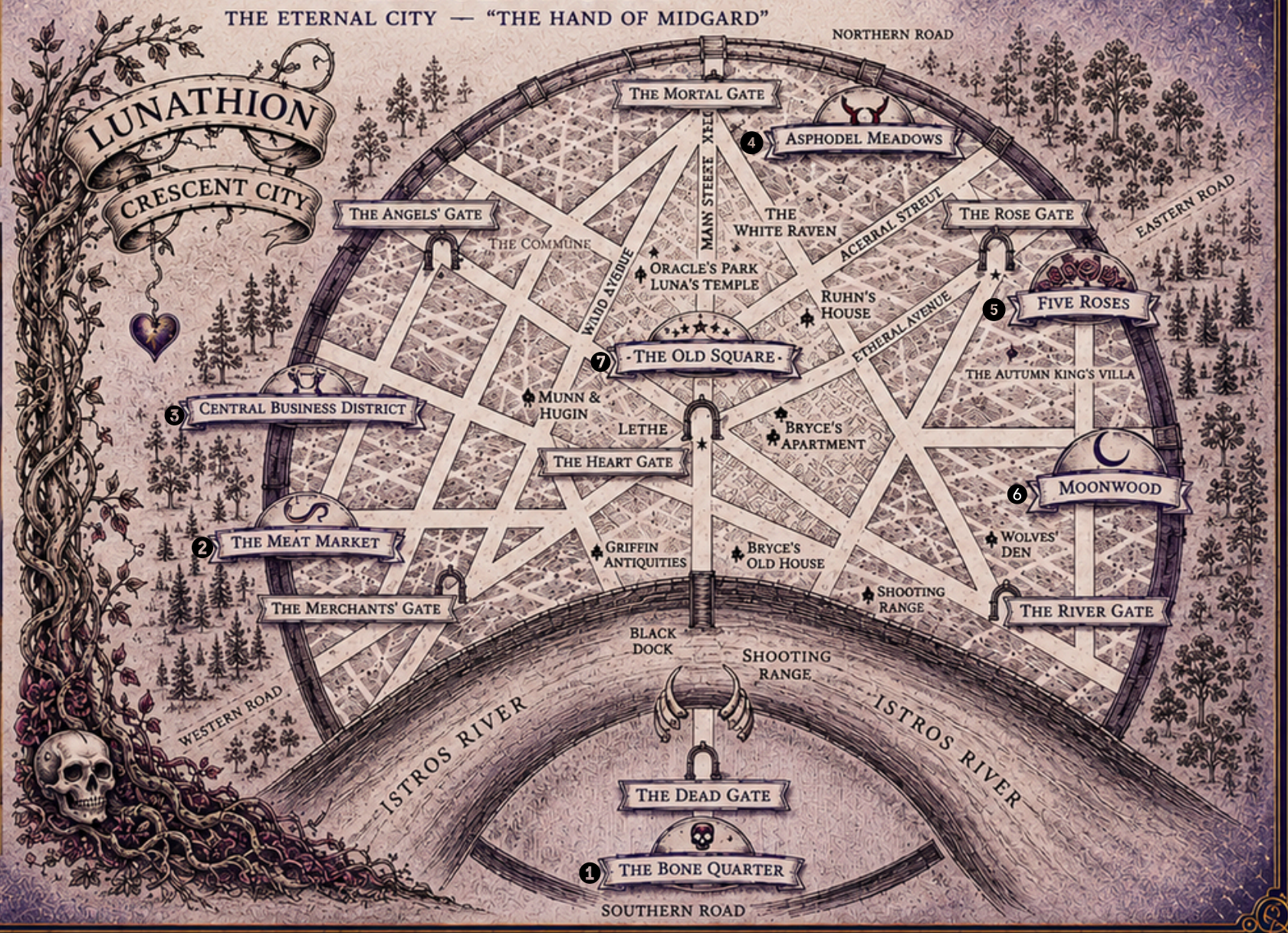
The Districts

1. **Bone Quarter** — Ruled by the Unseen King
2. **Meat Market** — Ruled by the Werewolves
3. **Central Business District (CBD)** — Ruled by the Asteri
4. **Asphodel Meadows** — No Ruler (Human Territory)
5. **Five Roses (Firo)** — Ruled by the Fae
6. **Moonwood** — Ruled by the Wolf Pack
   Head of the Prime of the Wolves
7. **Old Square** — Ruled by The Oracle

Important

Humans have no seat at the table. In a city ruled by the powerful, the powerless are left voiceless.





The Chain of Authority

The Asteri — Ancient, immortal rulers of Midgard. →

The Governor — Micah Danarius answers to the Asteri. →

The Heads of Lunathion — Rulers of the seven districts. They answer to the Governor. →

The Auxiliary (The Aux) — Crescent City's law enforcement officers. They enforce the laws and the will of those above.

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The Rules of Magic

A GUIDE TO THE MAGIC THAT POWERS MIDGARD

Magic in Crescent City is ancient, powerful, and regulated.
Here are the key things you need to know.



1 The Drop

THE BEGINNING OF IMMORTALITY



- Vanir are not born with full access to their immortal powers.
- To reach their true potential, they must perform the Drop.
- It's a government-regulated rite of passage.
- During the Drop, the Vanir descends into their power and is unconscious.
- When their full power is reached, their mortal body dies.
- They have 6 minutes (the Search) to return to consciousness (the Ascent).
- If they don't rise in time, they die for good.
- When the Drop, Search, and Ascent are complete, Firstlight is released.
- This raw magic is collected by the government and used to power the city.
- Each person receives a small jar of their own Firstlight as a keepsake.

Key Takeaway

The Drop is the beginning of a Vanir's true life—and powers the entire city.

2 What is Firstlight?

THE POWER THAT RUNS EVERYTHING



- Firstlight is this world's version of electricity.
- It's the raw, unfiltered magic that bursts from a Vanir during the Drop.
- Everything in the city—lights, cars, phones, tech—runs on Firstlight.
- The first glow is always used for healing.
- The rest fuels the city's power plants, machines, and modern life.
- The more powerful the Vanir, the more Firstlight they produce.
- As thanks for their "donation," each Vanir receives a jar of Firstlight to keep as a token from the government.

Key Takeaway

Firstlight is power, profit, and progress—all thanks to the Drop.

3 The Oracle & the Ordeal

RITES OF THE FAE



- The Oracle is one of Lunathion's seven rulers.
- All Fae visit the Oracle at age 13 to learn what is foreseen for them.
- Years or decades later, they face the Ordeal—another Great Rite.
- The Ordeal is different for everyone.
- It might be a battle, a loss, a heartache, or something even greater.
- There's no set order: some face the Ordeal first, some make the Drop first.
- The timing is up to fate.
- Only Fae go through the Ordeal. The Drop is for all Vanir.

Key Takeaway

The Oracle sees your path. The Ordeal shapes it.

4 The Starborn Fae

LEGENDS AMONG LEGENDS



- The Fae come from two great lands:
  - Valbara (ruled by the Autumn King)
  - Avallen (an island in the Haldren Sea)
- They are not enemies, but they are rivals.
- Among them are the Starborn Fae—extremely rare and becoming rarer with each generation.
- The Starsword, now held by Ruhn Danaan, is a fabled weapon forged for a Starborn Fae worthy enough to wield it.
- Think King Arthur and Excalibur—only the true heir can claim it.
- Much more will be revealed as the story unfolds...

Key Takeaway

Starborn Fae are rare, powerful, and destined for greatness.

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Thank You

FOR TAKING THIS JOURNEY

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Whether you're visiting Lunathion for the first time or returning to Midgard for another adventure, we hope this companion helped make the world of Crescent City a little easier to navigate.

This guide was created by readers, for readers, and is intended as a fun companion to Sarah J. Maas's incredible series.

While we've done our best to keep everything accurate, any mistakes, interpretations, or wild theories belong entirely to Book Nook Buzz.

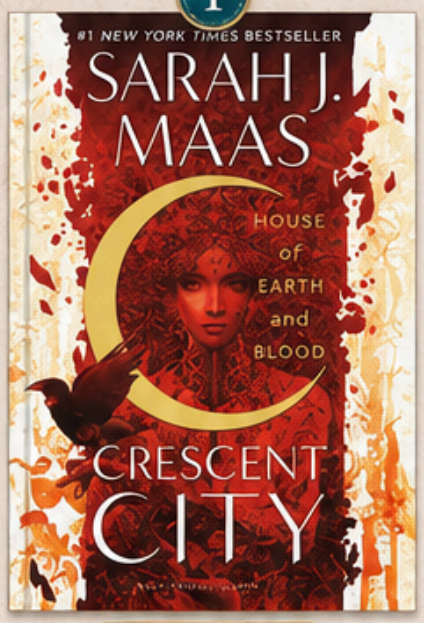
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The Book Nook Buzz Team



The Crescent City Series

1



BOOK 1

House of Earth and Blood

2



BOOK 2

House of Sky and Breath

3



BOOK 3

House of Flame and Shadow

Reading Order

1. House of Earth and Blood • 2. House of Sky and Breath • 3. House of Flame and Shadow

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