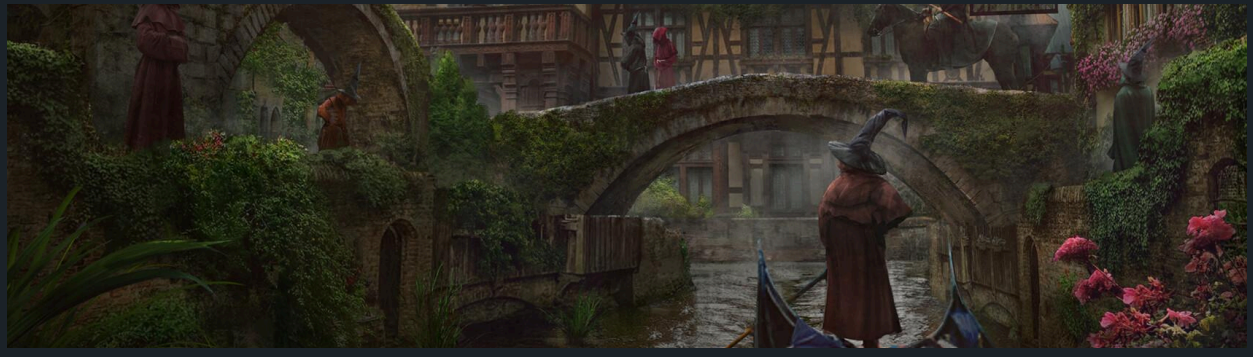


RHYE

The City of Eclipse

DEMONYM	Rhyvian
PRINCE	Undetermined [link]
COURT	Sun Court
HIGHLIGHTS	Bridge portals, Lake City, Sun & Star courts
INDUSTRIES	Lumber, tourism, trade
CITY CREATORS	amemarteau @ Discord

HOW TO NAVIGATE (PC)

You can use the table of contents provided on the left-hand side of your screen to more efficiently read through relevant parts of the lore. Each tab is separated into its own headings—you can double tap the specific tab you're highlighted on to view those headings.

Located in the Principality of Rhye, the namesake city is built atop a tiny archipelago of rocky creeks and small ponds that cumulatively form a shallow lake. Rhye is surrounded by dense foliage, and the water itself serves as a natural moat to further protect the city. Bridges and raised foundations of stone serve to

create a town that spans overtop and across the whole of the lake. Where water is sufficiently deep, canals are formed and highly-arched bridges serve as a crossing. The canals are eerily still, as is the rest of the lake, forming a kind of glassy pane that reflects these bridges to create a perfectly circular reflection. Even as boats - or boots - step into the water, a strange and magnetic force seems to prevent the water from rippling.

Though the water itself is of some fascination, Rhye's most interesting feature is the bridges. There are numerous spanning between neighborhoods over top canals, and they are all shaped with dramatic arcs that seem impractical for walking. That is because these bridges are not meant for crossing over, but for crossing underneath. Crossing underneath a bridge transports one to a parallel, overlapping city of Rhye.

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CULTURE & ECONOMY ❀ I

Between the two worlds, the light of Faliene shifts: the default reflects the rest of the Principality, a sunny if slightly misty grey to the sky, while beyond the threshold is a nighttime twinkle of light better suited to inhabitants of the Star Court. Depending on the 'time of day', the inhabitants and politics of the city can drastically change. That being said, Rhye is firmly a member of the Sun Court, with its shadier population granted special treaty privileges to live and work in the province.

While Rhye itself is not a particularly large city, the dual-existence allows it to hold twice the expected population while only needing to maintain infrastructure for half its size. Its unique duality allows it to serve well as a kind of embassy city for both Sun and Star courtiers. Its economy relies less on industry and more on being a tourism and trade hub, and its low maintenance allows it to tax its citizens at a much lower rate for similar results.

Of course, any damage caused in Rhye also means twice the population affected. A toppled building in the Day City equals a toppled building in the Night City, and as such the consequences may be both unintended and dangerous. Vandalizing the bridges especially is considered heinous, and only a select few engineers are allowed to maintain and repair the magic bridges.

Along the canals is not the only place where bridges exist. Some of the lake water is funneled up into ponds set just outside major buildings; this way, bridges can be built just outside of entrances to embassies and the town center for ease of access to either twin city.

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POLITICS ◑ II

Though Rhye is unquestionably a city of the Sun Court, it manages to occupy a political position unlike any other settlement in Eresydon. The city's glass-like waters effectively split Rhye in twine; one bathed beneath Faliene's radiant canopy and governed according to the principles of the predominant Sun Court, and the other resting beneath perpetual twilight where many Star Court fae have planted their roots in its shadow. The result is one of the only major cities in the Empire where both courts coexist not as neighboring parties, but as equivalent neighbors in proportion.

This unique arrangement has transformed Rhye into an invaluable political intermediary. Diplomats, merchants, scholars, and organizations (like the Scout and Hunter's Guild) have historically and routinely conducted their business within the city for this very reason. While ideological disputes between the Sun and Star Courts are hardly absent, even here, Rhye has nonetheless cultivated a reputation for pragmatism over factional zeal. Its markets, festivals, and public institutions frequently serve and represent both populations, while many others in Eresydon often find themselves disproportionately representing one over the other.

Despite this cultural integration, political authority remains firmly concentrated within the seat of the Sun Court. Rhye's ruling prince has historically governed from the illuminated quarter of the city, and the overwhelming majority of civic administration, taxation, military command, and judicial proceedings are likewise centered squarely beneath Faliene's light. While Star Court citizens enjoy the same legal protections and municipal protections as any other citizen of Rhye, representation within the city's upper administration remains noticeably uneven—a reality accepted by some as political tradition and criticized by others as a quiet form of institutional favoritism. Because of Rhye's unique makeup, there's always been a vocal minority of citizens that've petitioned that Rhye should be governed by two princes instead of one, but such efforts for representation have borne little fruit.

Like some of Eresydon's other principalities, the title of Rhyvian Prince is not exclusively hereditary. Upon nearing retirement, Rhye's Prince is expected to personally appoint a successor from among Rhye's nobility, magistrates, military officers, or otherwise distinguished citizens. Supporters argue this custom has allowed Rhye to remain unusually stable, as each Prince has the opportunity to personally vet and prepare their successor years before the transfer of power, while affording a degree of candidate adaptability that usually isn't afforded to hereditary successions.

In practice, this system has produced a remarkable degree of continuity: though nearly half of Rhye's population resides within its Star Court districts, scarcely any Prince has ever been chosen from among them for obvious reasons. Successive rulers have almost invariably been elected from candidates with longstanding ties to the Sun Court's aristocracy or civil institutions; this ensures that, while Rhye may be a city shared by two courts, its highest office has remained an unmistakably Solar institution. This custom isn't codified into law, yet centuries of precedent have made it one of Rhye's most enduring—and quietly controversial—political traditions.

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GEOGRAPHY & CLIMATE ☀ III

Rhye is the central seat of power of the Principality of Rhye, whose influence covers the entirety of the dense, humid forest that surrounds the glass-lake city. It has a temperate climate, daytime highs of about 22°C (72°F), with relatively frequent rainfall that drips from Faliene's branches to douse much of the forest. Strangely enough, however, it never rains in the city proper.

CREATORS	TEMPLATE CREATORS	PROOFREADERS	ART CREDIT
@amemarteau *@bajabianca*	*@tamafry* *@cinnphony*		Header

ADDITIONAL LOCATIONS

Be free to invent your own locations and scenes within reason. Just because it is not listed, does not mean it doesn't exist. If you wish for a locale to be featured as part of your level 40 perk, contact a loremaster to request an addition to this document.

The Mirrorwalk: A lakeside promenade that stretches beyond both sides of one of Rhye's bridges. Locals often stroll here in the evenings, while cafes, galleries, and various boutiques overlook the still waters.

The Docks: One of the Empire's busiest trading hubs, the city's commercial harbor is where merchants from both Courts unload/deliver goods to be ferried beyond their borders.

The Prince's Conservatory: An expansive palace where historically the Rhyvian Princes have seen to the continued cultivation of rare blooms gathered from across Eresydon. A living museum, the arboretum is a popular tourist destination and occasionally host to diplomatic receptions.

Moonglass Market/Summer Bazaar: The twin answers to the space occupied by the city's largest open-air marketplaces. The former specializes in goods more frequently traded among the Star Court provinces, while the latter fulfills a demand for much of the same for the Sun Court.

Nocturne Galleries: Districts filled with museums, libraries, and other similar institutions for education and the preservation of the arts. Rhye's unique position as a city populated by proportionally equivalent Sun and Star Court fae affords it a rare and convenient place to find representation of vastly different fae cultures native to both Courts in one place.

The Twin Amphitheatres: Situated on opposite sides of Rhye's lake, the Twin Amphitheatres mirror one another in design while celebrating the distinct artistic traditions of their respective Courts. The Sun Court's stage is most renowned for lively operas and heroic epics beneath Faliene's radiant canopy, while its Star Court counterpart favors intimate dramas and ballets performed beneath perpetual twilight. Together, they've made Rhye one of the Empire's foremost destinations for the performing arts, where visitors can experience the contrasting theatrical cultures of both Courts without ever leaving the city.

Rhyvian Scout and Hunter's Guild Lodge: Home to one of the Guild's principal lodges, Rhye's serves as a vital crossroads for connecting the Courts to its singular bipartisan purpose of dispensing its knowledge to any/every traveler. Its public archives are available to all and are boasted as the most impressive out of all that the Guild has to offer.