

Vol. 01

The Unofficial Reader's Travel Guide

# Surviving Hiraeth

For the Brave, the Foolish, and the Already Emotionally Attached

## 5 Places You Probably Won't Survive

Fire, Blood, and Trauma Bonds:  
Your Official Welcome to Scril

## Emotional Damage?

It's the *House Specialty*

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7 Deadly Side Effects of  
Reading This Saga  
(We Warned You)

**Pack Light: You Won't  
Make It Back Anyway**

# Welcome To Hiraeth.



***Population: Scarred survivors, blood-marked families, and the unlucky souls who thought they could leave unchanged.***

You've heard the stories—  
the whispers of cities built on ash,  
of loyalty sharp enough to cut,  
of bloodlines that burn hotter than fire and cost more than they  
ever give back.  
Hiraeth isn't the kind of place you visit for comfort.  
It's the kind you crawl through for something worth losing  
yourself to.  
And if you're holding this guide, it means you've already taken the  
first step toward the wreckage.  
This handbook?  
It's not here to save you.  
There's no map for what comes next.  
No easy way out.  
What you'll find inside is almost enough to prepare you.  
Landmarks you'll regret stepping into.  
People you shouldn't trust—but will anyway.  
Magic that bites back harder than it ever blesses.  
Spoiler: It won't work.  
You'll still fall too hard.  
You'll still lose yourself somewhere between the pages.  
But hey—at least you'll suffer with context.  
So go on.  
Turn the page.  
You've already crossed the Veil.  
And there's no way back now.



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## The Hollow Wilds – Where Silence Breathes Back

Few return from the gorge they call the Hollow's Throat. They say the mist remembers your name long after you forget your own.

Do **not** follow the fungi. Do **not** drink the water.

And if you hear something whisper... **run**.



LOVE IS A  
& in Hiraeth, it  
MONSTER  
bites back.

## Overview

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Remington Wulf



Surviving Hiraeth

— Scrila

# Scrila — The Land That Burns and Freezes All the Same

***Where fire forges bloodlines and frost makes survivors.***

Scrila is a continent of brutal contrasts—ash and snow, ruin and rebirth. Volcanic veins cut through frozen landscapes, and fire-breathing mountains loom over cities wrapped in ice. It snows nearly year-round here, covering the land in a frozen silence broken only by the occasional tremor beneath your feet. At the heart of this unforgiving world stands Glacivryn, a neon-soaked capital built on survival, power, and blood-deep legacy. It's here, in the alleys of this buzzing city, that most of the House of Teeth saga unfolds.

But beyond the city lights, Scrila's bones run deeper. Vekin Hook clings to the frozen coastline, a quiet fishing village hiding more scars than stories. The volcanic hills shelter Urystead, where farmers brave scorched soil and snow-slick fields. And far to the south, under the looming shadow of Mount Rhaskorr, lies Taeletasi—a city forever haunted by the last great eruption that stole an entire decade of sunlight.

In Scrila, nothing comes without cost...  
but those who survive, survive sharp.





## MISTWOOD MIRE, ISTULYIN

The fog never lifts in Istulyin. The Bogborne move like shadows through the mire—whispers in water, secrets in the rot.



## ALEDA

Aleda burns gold at dusk, the jungle breathing in color before the dark takes it back again.

## FENNORA

In Fennora, the mushrooms hum with blue light. In the Azure Sporest, they grow to massive proportions. Step quiet. Even the ground remembers who doesn't belong.



## UCLALARI

Beneath skies stained in rose and violet, Uclalari breathes in full color—soft hills hiding sharper roots, waiting for night to fall



## HICINE

In Hicine, silence isn't empty. It's heavy. The mountains vanish beneath the fog, as if the ice itself is holding its breath..







## Rokati Port, Odmor

Rokati hums like the heart of Hiraeth—salt in the air, ships on the horizon, and deals sealed with a smile sharp enough to bite.



## The Great Still, Vyncis

In Vyncis, sound forgets how to carry.  
The Great Still waits in frozen quiet—nothing moves, nothing dares.



## Muuwos Ruins, Pherel

What's left of Muuwos leans into the earth, crumbling stone and moss-choked walls whispering stories no one remembers right.



## Cascadia, Anseyn

Cascadia towers above them all—bright, loud, alive.  
Where power is studied, bought, and broken.  
Where Aetherwind Institute crowns the skyline like a god no one dares challenge.



# Magical Hazards

## Things You'll Probably Regret Touching—

Step wrong, touch the wrong thing, and Hiraeth will take more than you're willing to lose.

Here's what you should definitely avoid—but probably won't.

### Cinder Vine Snare



Looks dead. Isn't.  
Wraps tight around bone—and burns when you try to cut free.

### Echosand



Shifting black grains that hum when the wind moves.  
Said to hold the last breaths of those who died here. Don't dig.

### Cliraa Mirror



They say it shows the other side of the Veil—if you watch long enough. But if you hear your name... don't answer back.

### Grimroot Lanterns



Naturally glowing plants that lure travelers deeper into the Wilds. The light is always too far ahead—but feels like it's leading you home.



# Phrases You Should Definitely Fear – Survival Language

If you hear these... run, stay silent, or start saying your goodbyes.

## **"We don't say goodbye here."**

- Meaning: No one expects to survive long enough to earn a farewell.
- When You'll Hear It: Before someone walks into something they aren't coming back from.

## **"Let 'em see your fangs."**

- Meaning: Show your true self. Fight back. Bite first.
- When You'll Hear It: Right before all hell breaks loose.

## **"You sure you want to know?"**

- Meaning: What's coming will hurt more than ignorance ever could.
- When You'll Hear It: When someone's about to tell you a truth you won't survive unchanged.

## **"It's in the blood."**

- Meaning: You can't outrun what you were born into.
- When You'll Hear It: When bloodlines come to collect what they're owed.

## **"Godsdammnit." / "Oh my gods."**

- Meaning: Swearing on or cursing the many gods worshiped or feared in Hiraeth.
- When You'll Hear It: Anytime something goes very wrong... which is often.
  - Example: "Oh my gods, what did you do?"
  - Example: "Godsdammnit, they actually did it."

## **"The blood remembers."**

- Meaning: Betrayals, debts, oaths—nothing is ever really forgotten.
- When You'll Hear It: When someone's about to settle something old.

## **"You bleed, you belong."**

- Meaning: Loyalty costs, and if you've paid in blood... you've earned your place.
- When You'll Hear It: After proving you'll bleed for the ones who matter.

## **"The Veil doesn't take twice."**

- Meaning: If it's already claimed you once, the second time's worse. Always worse.
- When You'll Hear It: When someone flirts with death—or worse—again.

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*"Words are sharper than blades here—  
but silence cuts deepest."*



## WHAT TO PACK (IF YOU INSIST ON COMING HERE)

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- ☐ Spare loyalty (you're going to lose the first batch)
- ☐ Emotional support snacks (highly recommended, not provided.)
- ☐ A playlist you'll regret later
- ☐ Running shoes (trust us)
- ☐ A sharp object for when talking fails
- ☐ A second sharp object because you'll drop the first
- ☐ Veil-safe earplugs (screaming isn't just for you)
- ☐ A pre-written goodbye letter (just in case)
- ☐ A place to scream when you finish the last page.
- ☐ Spare socks (because frostbite and bloodstains are real here)
- ☐ A sharp tongue and a faster exit plan
- ☐ Extra fangs—just in case you lose yours along the way

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House Of Teeth Saga

# Dangerous Destinations You Should Absolutely Avoid (But Won't)

Mount Rhaskorr



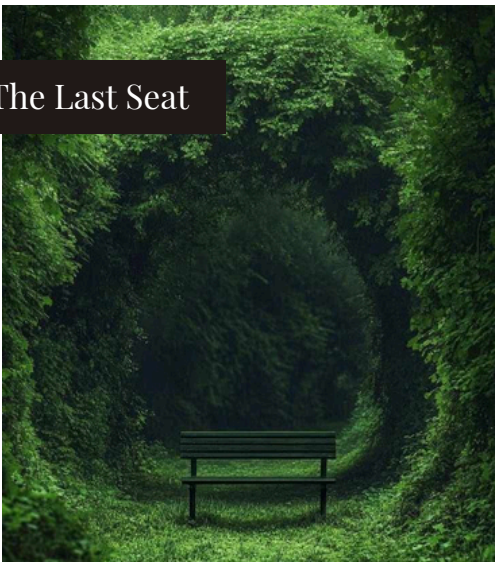
Rhaskorr sleeps—for now. But the ash in the wind remembers what it took the last time it woke.

Mistwood Mire



Mist thick enough to drown a scream. They say the Bogborne are watching... but you'll never see them first.

The Last Seat



No one remembers who placed it, or why it's always empty. But they say if you sit too long... you won't be the one to stand up.

Marrowgate, Erinth



They say the gate only creaks when something crosses back over. No one dares check if it's the wind—or if the dead still walk the rows they left behind.



## *Hiraeth's Favorite Scams*

### *(Don't Be That Tourist)*

#### **The Safe Veil-Walking Tour**

What They Promise:

A "certified" guide to safely cross through Veil fractures for a "low-risk spiritual experience."

The Scam:

The guides leave you behind the second you step through.

If you come back... you won't be the same.

#### **The Soulfire Tonic Sellers**

What They Promise:

A glowing vial of "bottled power" to boost your energy, unlock your potential, or cure what ails you.

The Scam:

It's spicewater and fear. You'll wake up hungover if you wake up at all.

#### **Fangbone Amulet Merchants**

What They Promise:

A cheap pendant that "marks you as protected by the Fang family."

The Scam:

It marks you, all right—

as someone too naive to know better.

Real Fangs don't sell loyalty. They take it.

#### **The Loyalty Oath Stalls**

What They Promise:

A fancy-looking paper contract or ribbon you can "sign" to join a bloodline or cult.

The Scam:

Legally meaningless. Spiritually much worse.

Some say the oaths bind you to something you'll never remember saying yes to.



### **Rated F for Feral**

This saga contains:

- Morally gray disasters
- Loyalty sharp enough to ruin lives
- Found family you'll defend with your whole chest

### **Side Effects May Include:**

- Emotional instability
- Sudden playlist creation
- Screaming into your pillow at 3 a.m.
- Thinking about fictional characters at inconvenient times

### **Contains Unapologetic Loyalty**

Characters may:

- Make terrible decisions
- Bleed for people who might not deserve it
- Choose each other when they shouldn't—but you'll love them for it anyway

### **Recovery Not Guaranteed**

You may finish the last page wondering:

- What do I do with my life now?
- Who let me care this much?
- When does the next book drop??

### **No Plot Armor Detected**

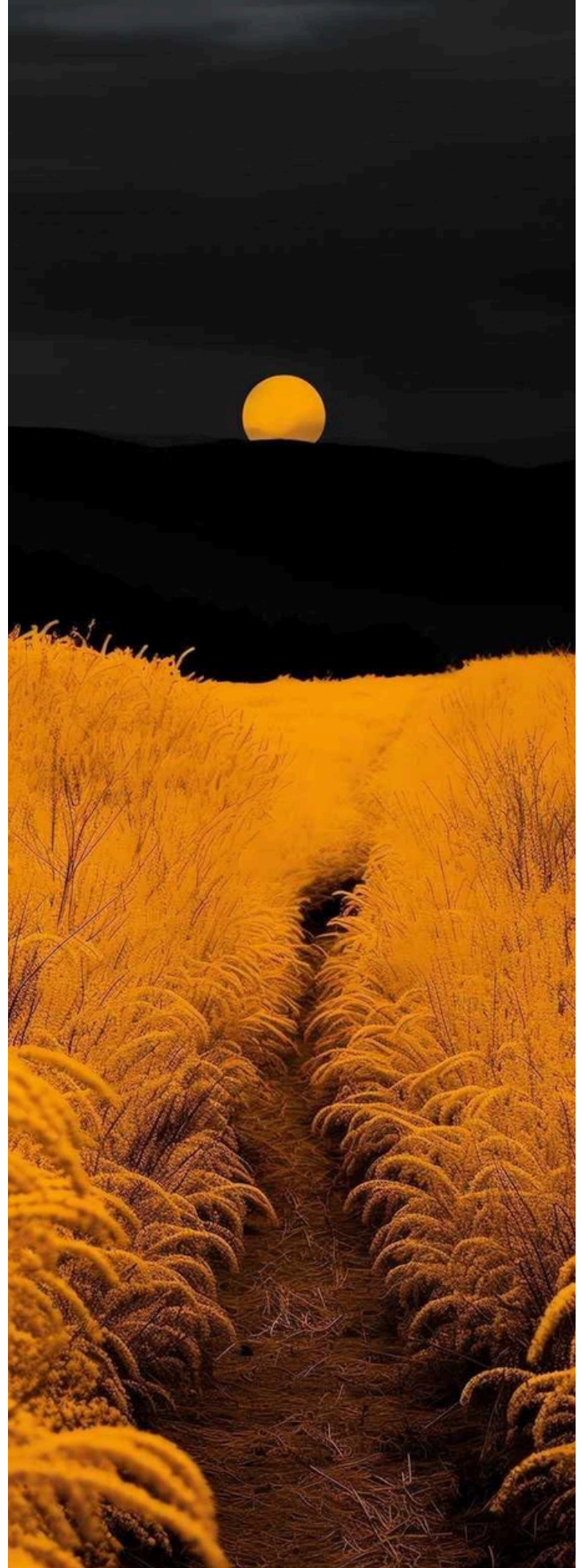
No one is safe.

Your favorites will suffer.

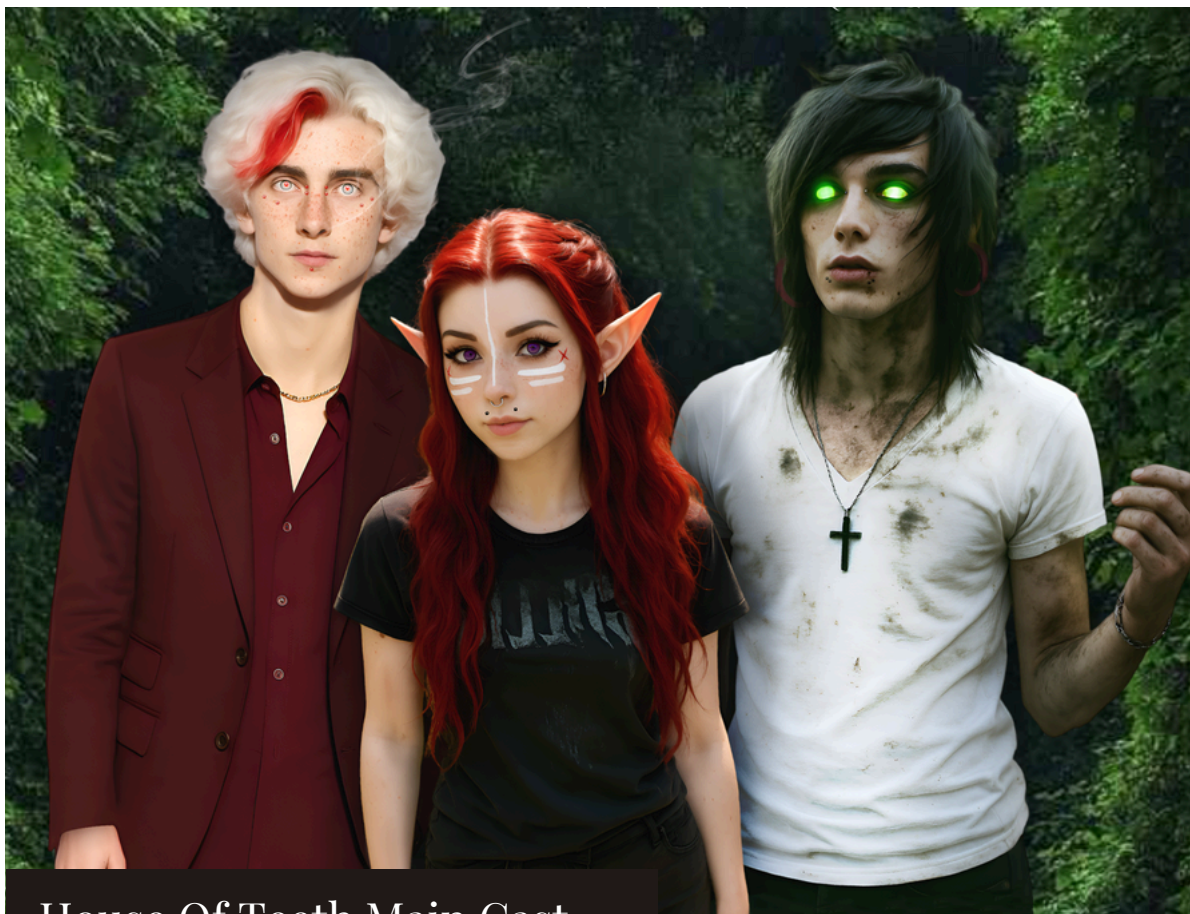
And you'll keep reading, because you have to know.

The following content has been marked hazardous for feral readers.  
Proceed at your own risk.

***You've been warned. You're already in too deep.  
Welcome to the aftermath.***







House Of Teeth Main Cast

# Final Warning – You’re Already Too Attached

If you’ve made it this far, you already know the truth:

You’re one of us now.

You crossed the Veil.

You read the warnings—and laughed anyway.

You whispered their names like you hadn’t already given them a piece of you.

This world?

It doesn’t let go.

Not when you’ve felt it in your chest.

Not when you’ve already chosen who you’d bleed for.

So here’s your final warning:

You’ll carry these names longer than you planned.

You’ll think about them at the worst possible moments.

And you’ll come back—again and again—because you belong here now.

Welcome to the House of Teeth.

Let ‘em see your fangs.



# Surviving Hiraeth

The Unofficial Reader's Travel Guide



For the Brave, the  
Foolish, and the Already  
Emotionally Attached

## Surviving Hiraeth

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