

gossamer grove

Biz Hyzy ✦ McKenna Kreiling ✦ Sofia Muñoz ✦ Sasha Raskin

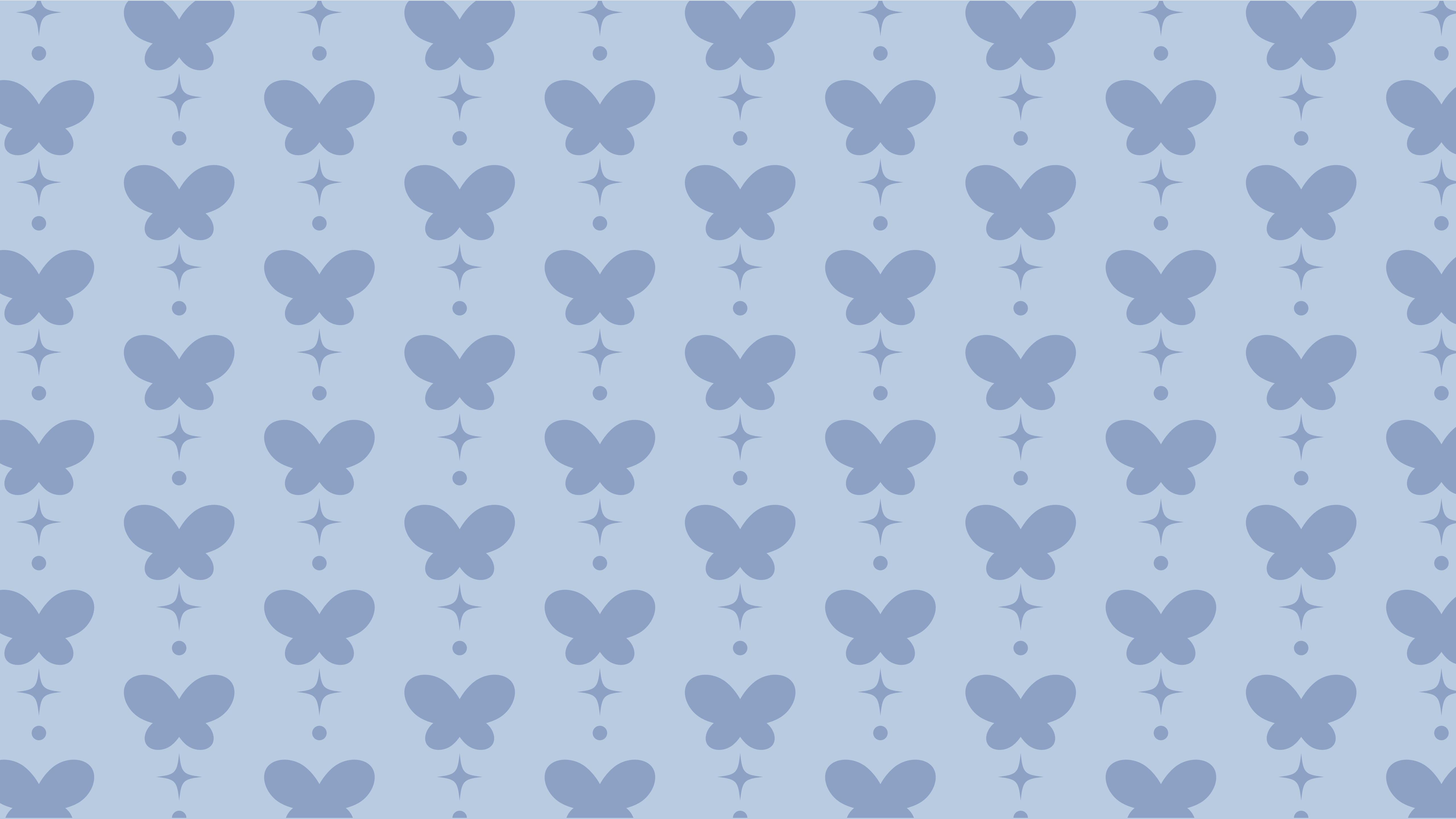
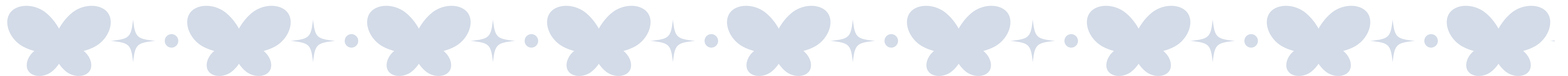


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MEET THE TEAM



BIZ HYZY

Biz Hyzy is a concept artist, writer, and literary critic with 10+ years of experience in the publishing industry. She is pursuing her MFA in Themed Entertainment Design in order to transfer her passion for storytelling from the page to in-person, interactive experiences in the hopes of designing worlds that promote optimism, imagination, and whimsy.



MCKENNA KREILING

McKenna Kreiling is a seasoned creative leader, known for her ability to transform big ideas into impactful engagements. Currently pursuing her M.F.A. in Themed Entertainment Design at SCAD with a background in theatre, she's all about designing experiences that connect and resonate, whether it's through leading teams, creative development, or fabrication.



SOFIA MUÑOZ

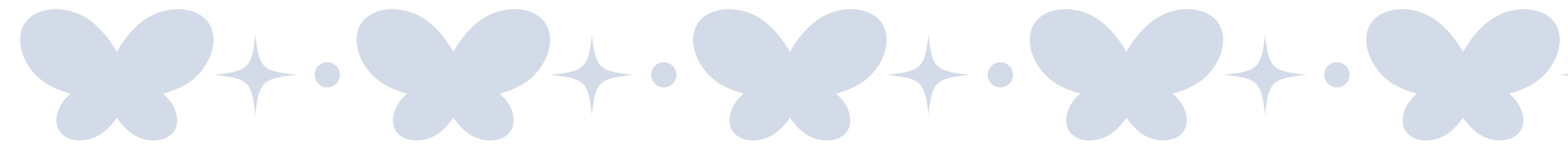
Sofia Munoz is a Communication Designer with a passion for themed entertainment design. Currently pursuing an MFA in Themed Entertainment Design at SCAD, Sofia combines her skills in concept design, graphic design, and storytelling to create immersive experiences. With a background in illustrating, painting, and photography, her work is influenced by her love for cinema, art, and music.



SASHA RASKIN

Sasha Raskin is a designer and brand and product developer who is passionate about the intersection of design, experience, and business. With a background in marketing, graphic design, and performing arts, Sasha is currently pursuing an MA in Design Management and an MFA in Themed Entertainment Design at SCAD.

WHY GOSSAMER GROVE?



When we think location-based entertainment, we typically think of the usual theme or amusement park, arcade, or other venue experience. These locations tend to have the same criteria: lots of fun, lots of thrills, lots of food, all for everyone. We knew we were diving into a saturated market with major industry players; what could we do that would set us apart from the rest?

The world is in desperate need for third places. Coined by sociologist Ray Oldenburg, third places are environments outside of the home (first place) or work (second place) where people can go to connect with their community.¹ More often than not, third places are coffee shops, parks, or bars, but these spaces have limited visitation time and can often be overstimulating.

That's where Gossamer Grove comes in.

For the young and young at heart who need a peaceful escape from reality, Gossamer Grove is a low-stimulation community gathering area that invokes a mellow and grounding audience experience all wrapped up in an approachable yet rich fantasy setting. Unlike other themed experiences focusing on thrills and high stakes, Gossamer Grove fulfills a clear need for themed third spaces by offering a location-based interpretation of the cozy fantasy worlds people inhabit through other means, as seen through the rise of this ambient sub-genre across digital, print, and social media.²

In addition to providing a calming immersive experience, we plan to build Gossamer Grove within a high vacancy or nearly abandoned shopping mall. We hope that incorporating our experience in pre-existing infrastructure will not only improve the socioeconomic performance of the surrounding area, but also make our construction and upkeep processes more sustainable in the long run.

Gossamer Grove grew out of universal need that each of us resonated deeply with. We hope you love it as much as we do!

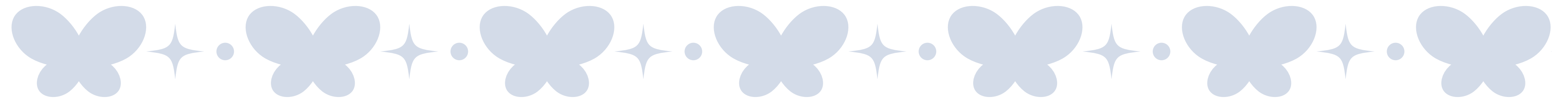
See you inside,

Ying Sofia
Dasha McKenna

¹Ray Oldenburg, *Our Vanishing "Third Places"*, (Planning Commissioners Journal, 1997), 6-10.

²For a research-based argument for how Gossamer Grove fills an unmet need in the themed entertainment industry, please visit <https://bit.ly/3AzfITf> or scan the QR code:

AREA MAP



1 Welcome Inn & Enchanted Elixirs

2 Apothecafé

3 Moonbeam Meadow

4 Thalia's Treasures & Trinkets

5 Rowan's Forest Fables

6 Dewdrop Den

7 Twilight Tavern

8 Toadstool Treats

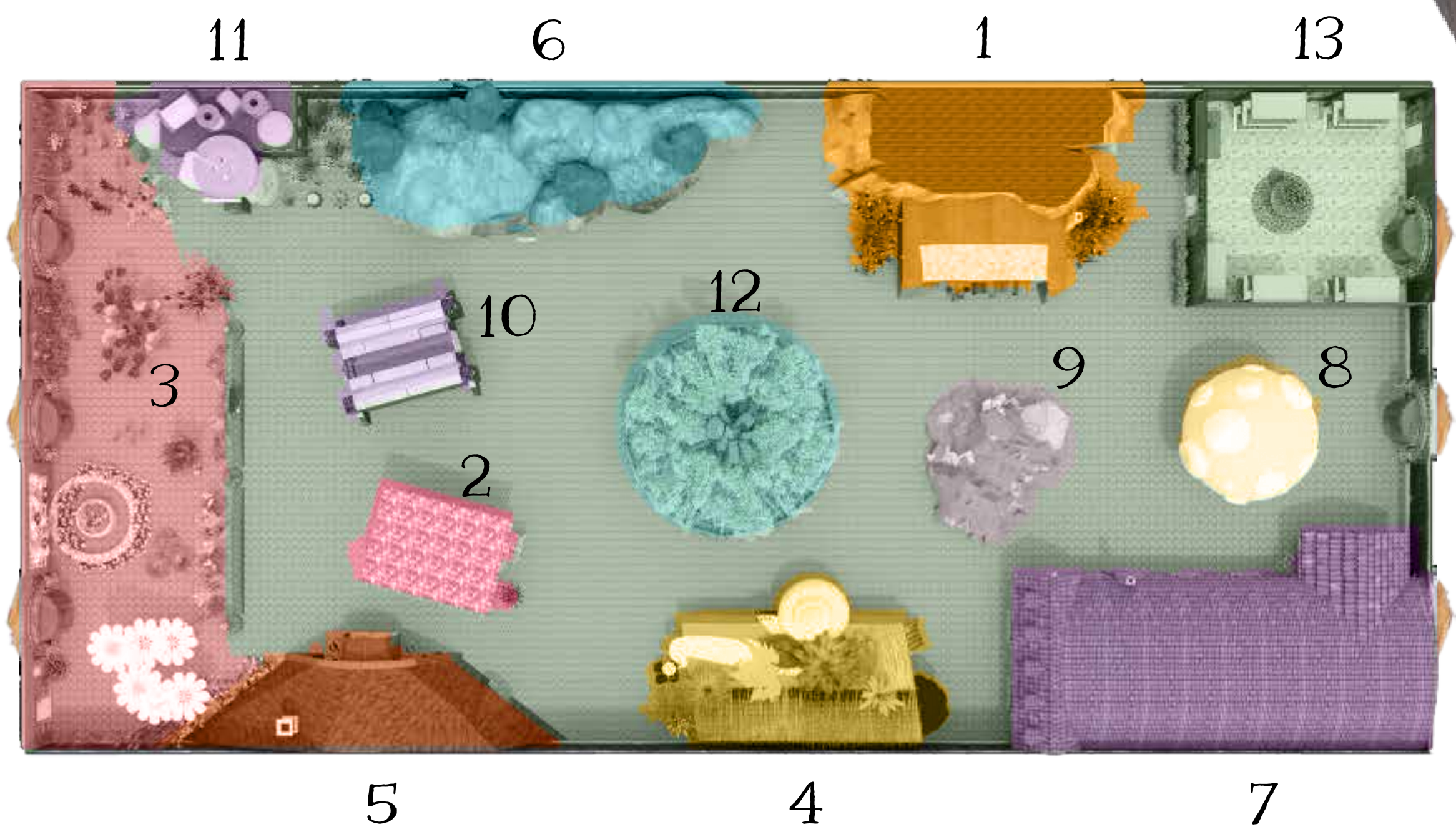
9 Crystal's Charms & Curiosities

10 Fae Forge

11 Modiste & Moss

12 Enchantree

13 Everwood Exchange

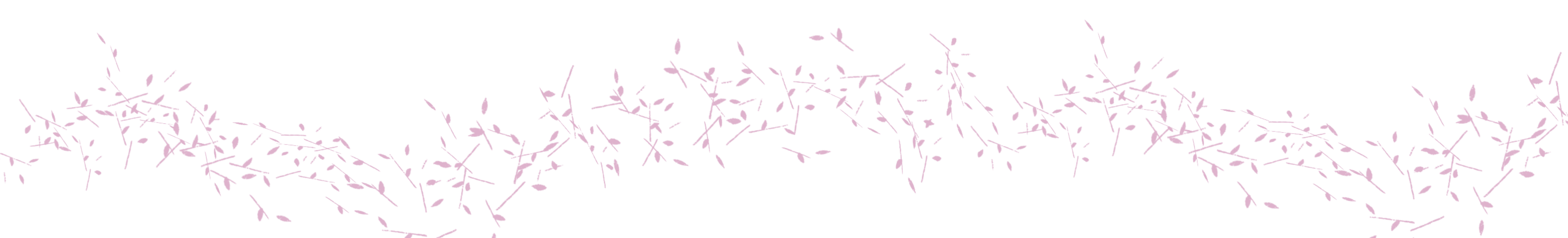


WELCOME TO

gossamer
grove



Byz Ilva



Fairies are fiercely curious creatures. In an effort to learn more about human culture, they have opened up a passage between our world and the fae realm. As they explore our towns, sprinkling little miracles here and there (you can find a fairy's handiwork in our sunsets' pinkest rays or woven into a snowflake's lattice), they have, in turn, invited us to traverse Gossamer Grove.

In Gossamer Grove, homes are threaded into the trees' very trunks and roots. This allows the buildings to shift and shape according to their inhabitants' needs. When a fairy youngling is born, for example, the magic in the tree senses this and adds a nursery. When you hear the creaking and groaning of wood, such a transformation is taking place.

In the shops, you will find quiet nooks for reading and crafting, gathering halls warmed by blazing hearths and joyous laughter, and eateries where you can sprinkle confidence onto your dish or add a pump of charm to your coffee. (To some palettes, confidence has a chile pepper-like kick while charm tastes sweet and mellow, like vanilla.) Do not be alarmed if the fairies seem to be paying close attention to you. As eager as many are to journey into our lands, many more yearn to study us in their home environment. Fairies pride themselves on being thoughtful hosts and clever barterers. Fascinated by trade (long ago, they granted our wishes in exchange for our eye color or memories), they are experimenting with our currency-based methods and want to see how well they fare.

Fairykind can trace their ancestry back to one of five heritages: Arbor fairies seem to be made of twigs and leaves and have been raised to prioritize personal growth, which they also encourage in others. With eye-catching, colorful appearances, floral fairies are accustomed to being noticed and therefore tend to be cheerful and outgoing. Though fungi fairies have an age-old reputation for being homebodies, the younger generation often defies this stereotype, though they do still take great care to keep their homes comfortable and clean. Adventurous and elegant, critter fairies are said to have descended from the ancient butterflies, dragonflies, fireflies, and moths that roamed in between our world and that of the fae. Lastly, the ore fairies—who once lived deep underground but have since entwined themselves with their above-ground kin—seem to have stony exteriors but are constantly searching for deep, emotional connections.

When the shops close and the petal-lanterns dim, you wander through moss-lined passages back to the human world and remember to carry with you the kindness, curiosity, and the peaceful feeling of being present that makes Gossamer Grove so special. When you take that kind of magic back with you, it might just make our world a little more magical too.



If you're new to Gossamer Grove, you may want to start your journey at the Welcome Inn. When the hotel first opened ages ago, it was but a modest building carved within the trunk of a tree. Now that droves of humans are visiting Gossamer Grove, however, its popularity has skyrocketed. Sensing this, the magical trunk has widened, adding a row of leaf-shaped hammocks to one corridor and cubby holes to another (which you can reserve as a private study or work space). If you listen closely, you can even hear the wood cracking and groaning, suggesting more expansions to come. Most recently, the owners constructed a spacious entryway, making space for a proper concierge as well as Enchanted Elixirs. Though Enchanted Elixirs serves soups, salads, dumplings, and fried finger foods, this quick-service counter is most famous for its fruit- and milk-tea concoctions. Before you sip your potion, be sure to flip it over and give it a shake. This will rattle the ice, loosen the popping pearls, and release a swirl of mesmerizing fairy glitter.

The Welcome Inn's jovial owners, Laurel and Florian, will greet you upon arrival and urge you to add your name to the inn's hefty guest book. (They'll also direct your attention to the Inn's most famous visitors. Though he is most famous for writing the Sherlock Holmes mysteries, Sir Arthur Conan Doyle also served as Britain's ambassador to Gossamer Grove from 1916 to 1922.) If Laurel and Florian poke fun at you, don't be alarmed; that's how they show they care, as evidenced by the way they relentlessly tease each other. And if you're trying a pearl elixir for the first time, feel free to ask Florian for advice. He'd be more than happy to recommend a flavor based on your current mood.



No. XXIV

THE SOCIETY PAPER

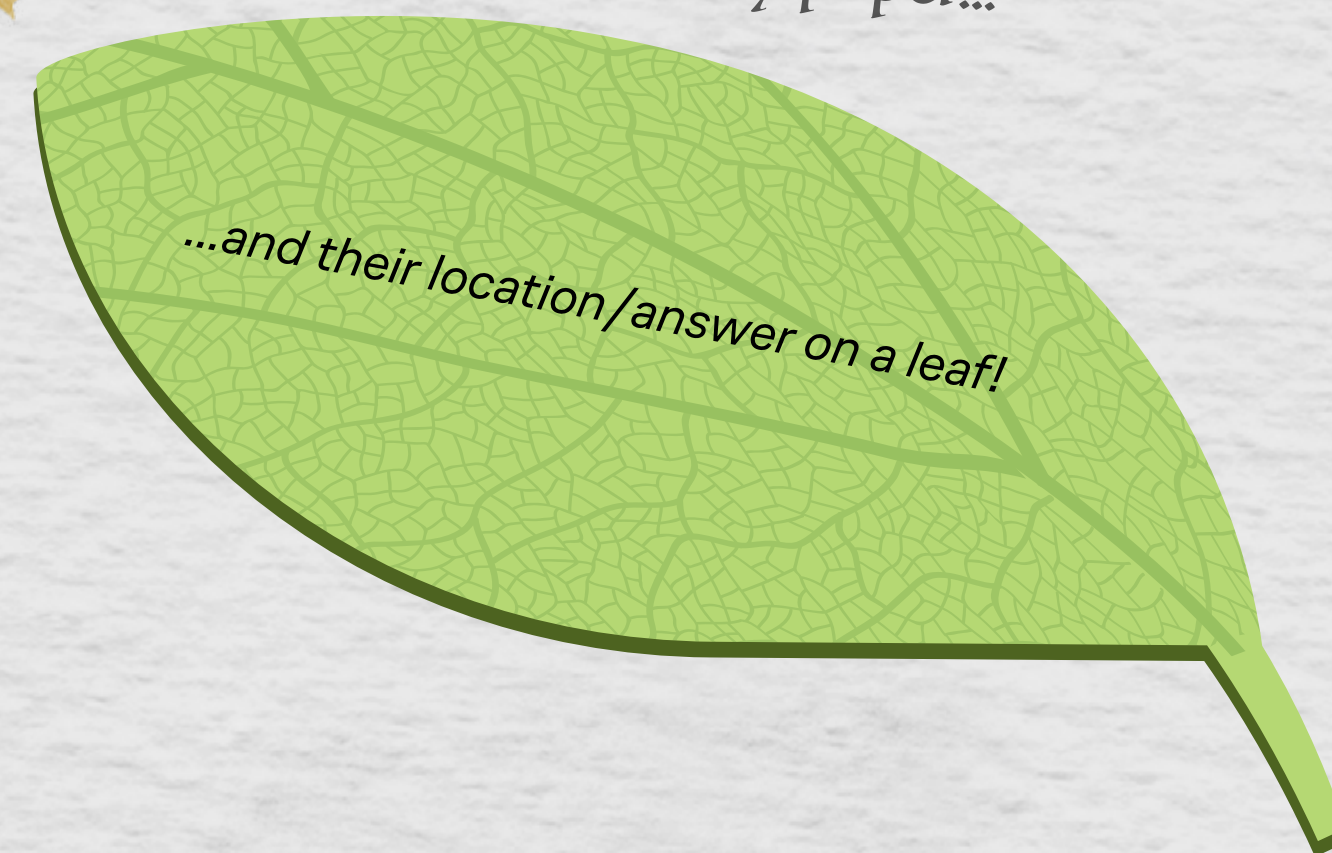
Summer 2024

Guests invested in Gossamer Grove's lore are invited to partake in a treasure hunt, which begins at the Welcome Inn. At the concierge, they can pick up the local society paper, which is missing information. As they visit the shops, the guests will learn about Gossamer Grove's inhabitants and fill in the blanks. Once they have completed the form, they can trade it in for a collectible pin at the Everwood Exchange. The society papers' will be updated quarterly so that frequent visitors will have changes to look forward to, and the clues in each shop would be marked clearly with a metallic icon of a wing.

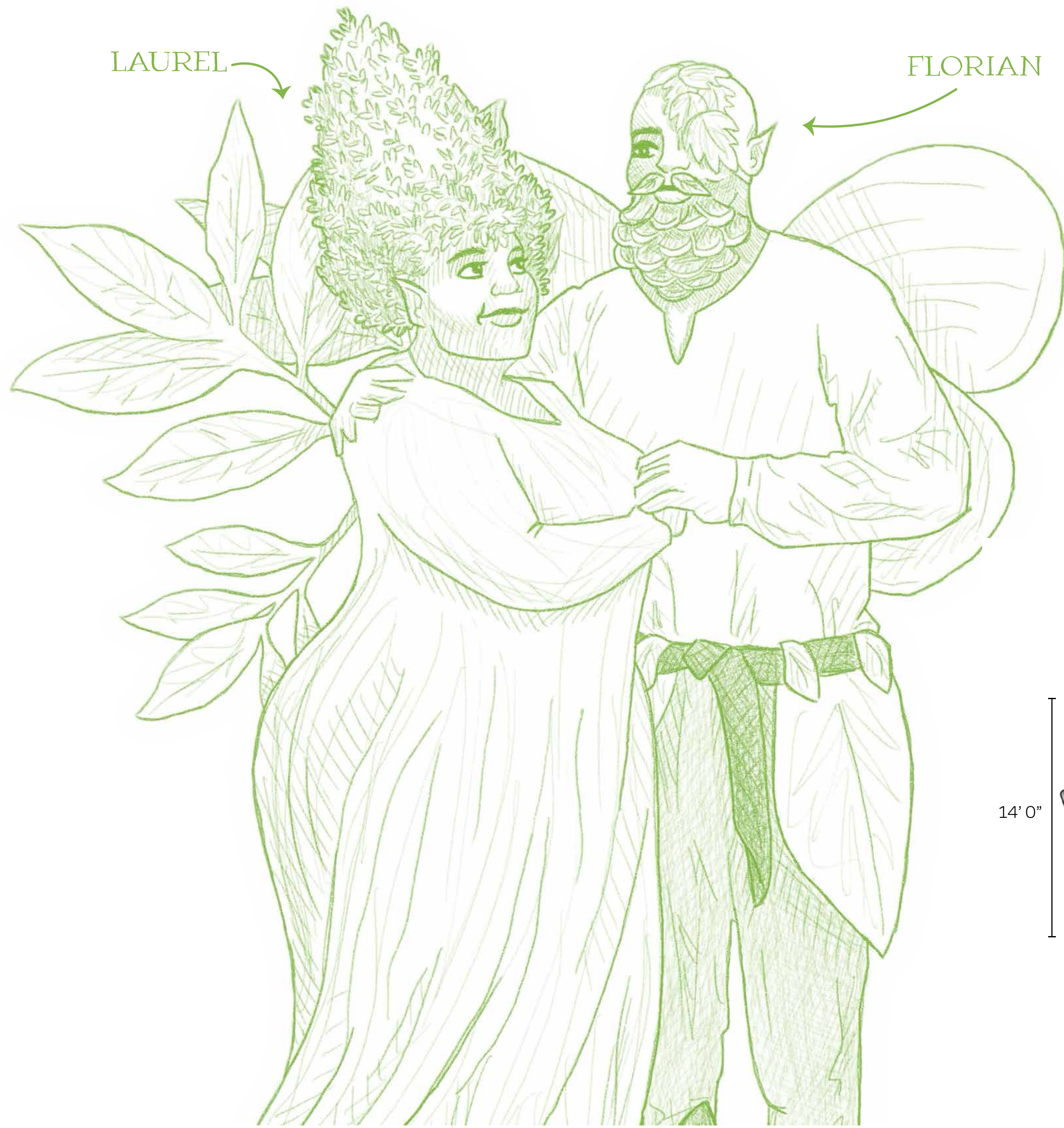
Experience it for yourself!



Clues will be written in small segments of the society paper...



...and their location/answer on a leaf!



According to the Welcome Inn's guest book, Azalea has been frequenting the establishment as of late, especially to sample their Honeydew Pearl Tea.

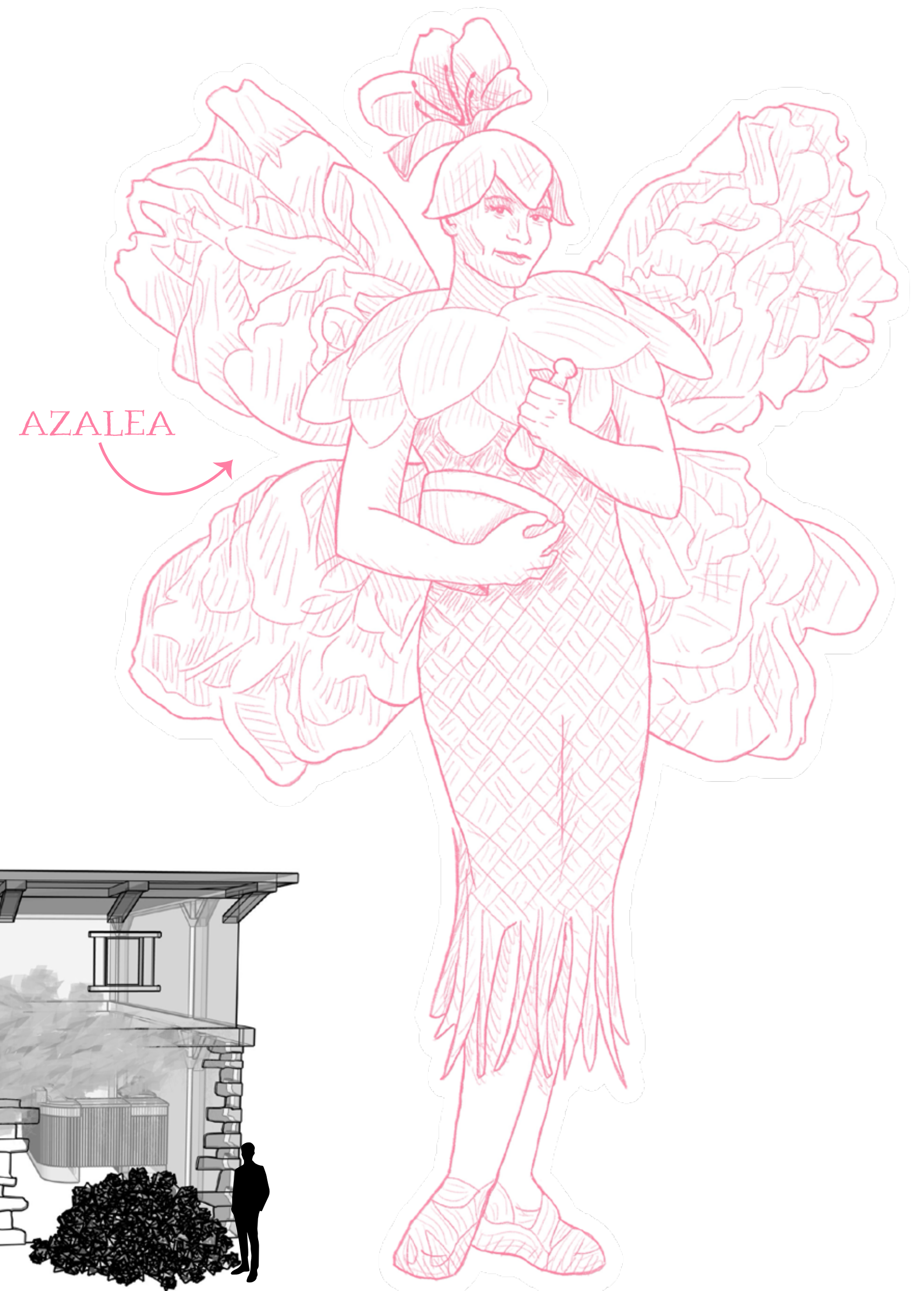
Azalea has left many notes in the Welcome Inn's guest book. The most recent one says, "BIG fan of the **HONEYDEW PEARL TEA**. I wonder if honeydew tastes as good hot? I'll have to test it at the Apothecafé!"





When patrons step into this café, they breathe in coffee's rich, intoxicating aroma—nutty and earthy, full-bodied and dark—before exhaling, letting their once-tense shoulders relax. Beyond the wicker tables and sofas with flower-shaped pillows sits a counter where the tea steeps and coffee brews. Elsewhere, spoons clink delicately against porcelain, stirring cream or honey or pumps of determination (which tastes like caramel) into the once-bitter draughts. You can even create your own spice mixtures here: Uncork the glass jars to waft in the scent of garlic and shallot, porcini and rosemary. Combine them at will, enjoying the crunch of the dried herbs as you scoop them into your vial.

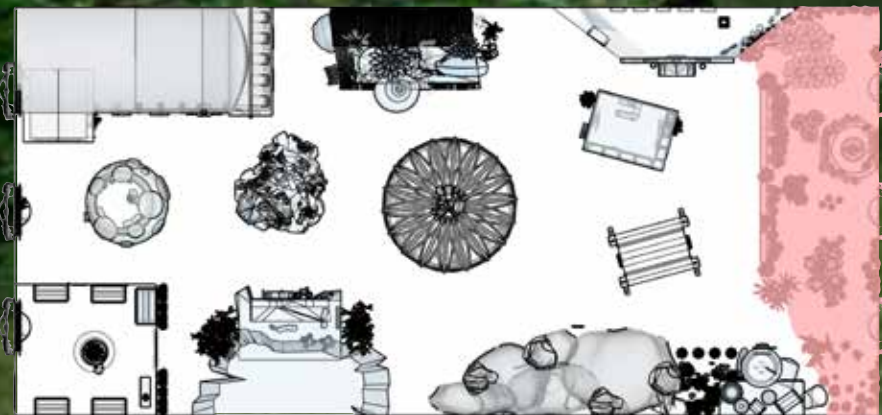
If the crocheted blankets and mismatched teapots remind you of a living room, that's because it once was. A consummate host, Azalea transformed the bottom floor of her home into a café as a pretense to usher in as many visitors as possible. Nothing makes her feel more valued than watching a guest sip a cup of her restorative coffee, close their eyes, and smile. When she isn't brewing or baking, Azalea can be seen crushing leaves with her mortar and pestle, organizing vials of ingredients alphabetically, or preparing take-home tea and spice kits.



At the Apothecafé, Azalea has been experimenting with herbal teas, but she's run out of supplies. Before she can continue, she'll need fresh chamomile, which, luckily, Yuri and Juniper grow in the meadow nearby.

Near the front door sits a bouquet of daisy-like flowers. Attached is a note that says, "Here are those **CHAMOMILES** you requested! ~Yuri & Juniper"







By day, the flowers of Moonbeam Meadow stand tall and strong, their green stems dappled with pink, purple, and yellow hues. Some of their leaves are bent over, forming fairy-sized tables and chairs, and when they turn their faces to the sun, they release a perfume of woody pine and soothing lavender, complimenting the ever-present aroma of rich, wet soil. If you reach out and touch the petals, you'll find that some feel velvet soft, others squeaky smooth. If you pass your hands across the grass, you'll feel feathery blades tickle beneath your palms or springy moss bounce against your fingertips. But the meadow shines most beautifully in the late hours, its bioluminescence thriving in the full glow of the moonlight. The vegetation's roots and veins, once unremarkable, now sparkle and pulse. The bulbs glow, gently changing colors. Over time, these flowers have spread across Gossamer Grove, shading the town's paths during the day and illuminating them at night.

All fairies love nature, but perhaps none more so than Yuri and Juniper, who entertain themselves by studying the weave of tree trunks and the symmetry of thistles for hours on end. Back when the Moonbeam Meadow was but a series of sprouts, it served as the venue for Yuri and Juniper's betrothal ceremony. The more they invested in their relationship, the more they devoted to the meadow, seeing its potential as well. They continue to spend their days tilling the earth and enchanting the water, breeding new species of flowers and urging them to grow to new heights.

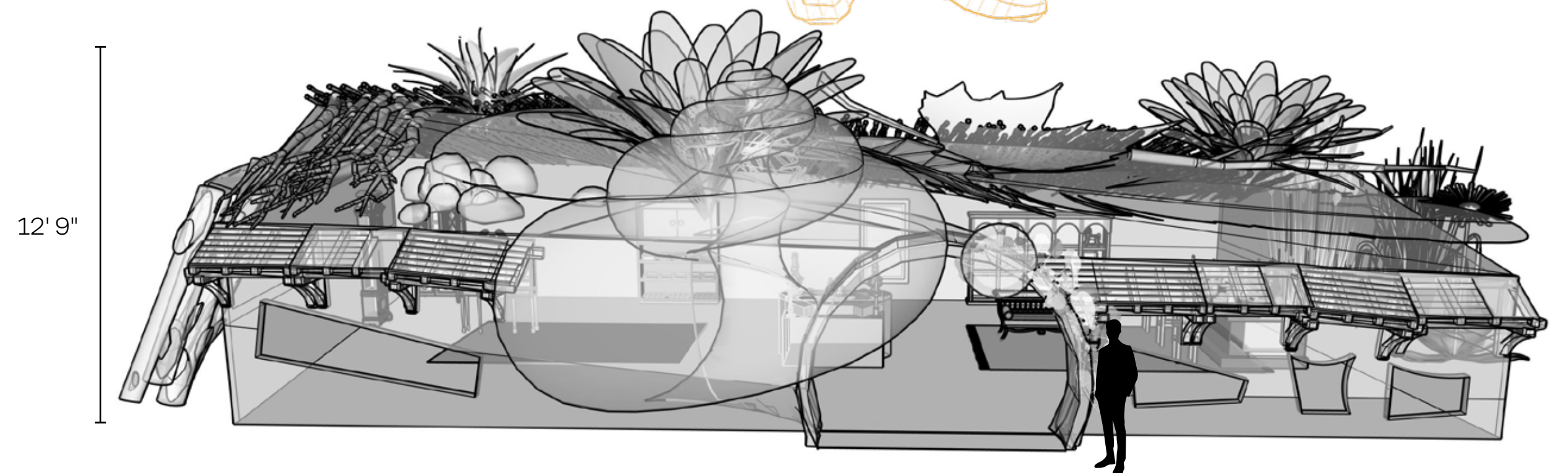
Morel visits the Moonbeam Meadow once a week, wordlessly helping Yuri & Juniper scatter seeds and ignoring any of their attempts at conversation. They have commemorated his work by naming their newest species *Codger's Beard*, but they can't tell if the Thalia's Treasures & Trinkets owner finds this honorific insulting or amusing.





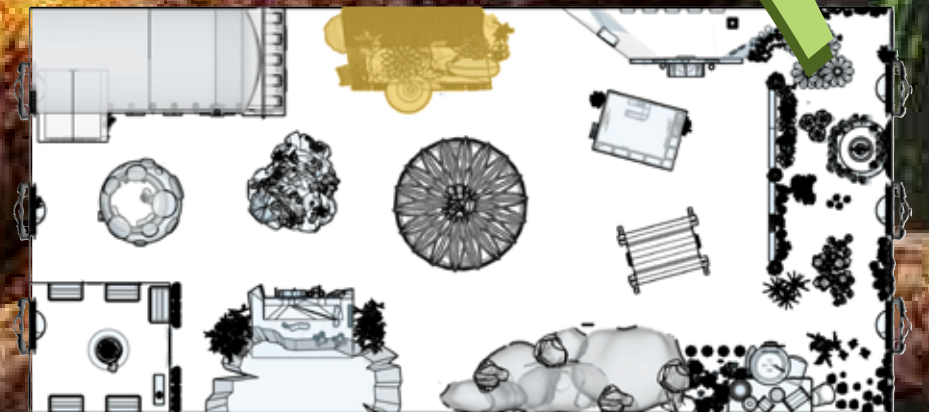
This gift shop peddles an array of culinary tools, home décor, fidget toys, and artisanal souvenirs, such as bamboo chimes or lamps made of twinkling gossamer. Some corners are more organized than others, but if you dig for long enough, you'll find—as the name suggests—plenty of treasures. Though clean, the air smells faintly of sawdust, like that of a recently built home. This building, however, is anything but new. The walls have gradually crumbled, tilting sideways, making one side of the shop much shorter than the other, and hastily gathered twigs, shells, and rocks barely hold the structure together. Occasionally, Thalia's Treasures & Trinkets hosts crafting meet-ups, where friends learn to paint landscapes or kids decorate pre-carved toys.

Morel, the owner, dabbles in a variety of crafts, including woodworking, painting, and sculpting. After his dear wife Thalia passed away, he doubled-down his dedication to his hobbies, and whenever he did make time for his family, he would silently greet them by gifting one of his homemade tchotchkes. Burdened by shelves and shelves of Morel's (ahem) generosity, his grandchildren eventually convinced him to sell his knick-knacks to the general public, which is why Morel transformed his workshop into a store named after his first love. Though Morel doesn't put as much effort into maintaining the building's exterior as he does his crafts, his slapped-together repairs do create their own sort of charm.

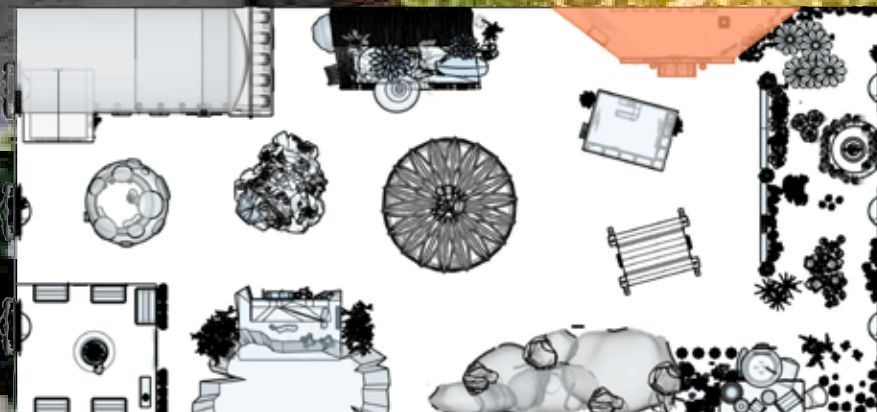


Too nervous to officially court her, Dorel has been seen carrying flowers from the meadow back to Thalia's Treasures & Trinkets and anonymously sending them to Nolana.

A freshly plucked daffodil is propped against the back corner of the shop. The card around its stem is addressed to **NOLANA** at Rowan's Forest Fables.



Nolana has hung pictures of her family around Rowan's Forest Fables, including one of her grandson Cypress on the day of his grand opening of Dewdrop Den.

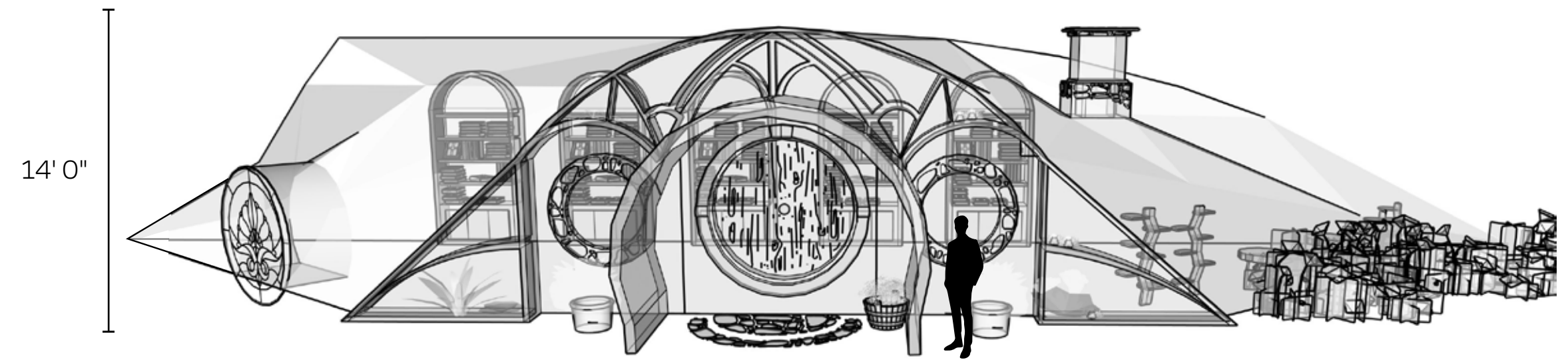


Among the drawings of her family is a sketch of a young male fairy with one arm wrapped around Nolana's shoulders. They are standing before the **DEWDROP DEN**, and he is holding a pair of shears, having just cut the ceremonial ribbon.

Rowan's Forest Fables

As one of the oldest buildings in Gossamer Grove, this charming bookshop is renowned for its cozy atmosphere. Journals, smelling of leather and parchment, fill out the knotted shelves, and if you listen closely, you can hear the gentle rustling of paper and scratching of quills. Root desks and sofas with succulent cushions are available for those who want to read, study, or work in the quiet company of others, but nooks are also carved into the walls for those who prefer their privacy. Drawings, newspaper articles, and other mementos decorate the wall, detailing the shop's long history.

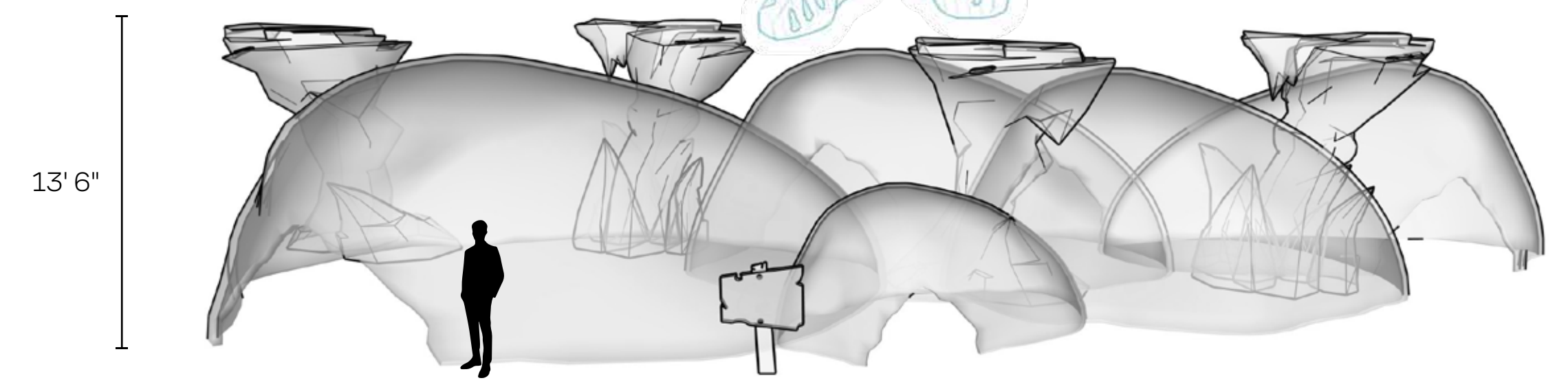
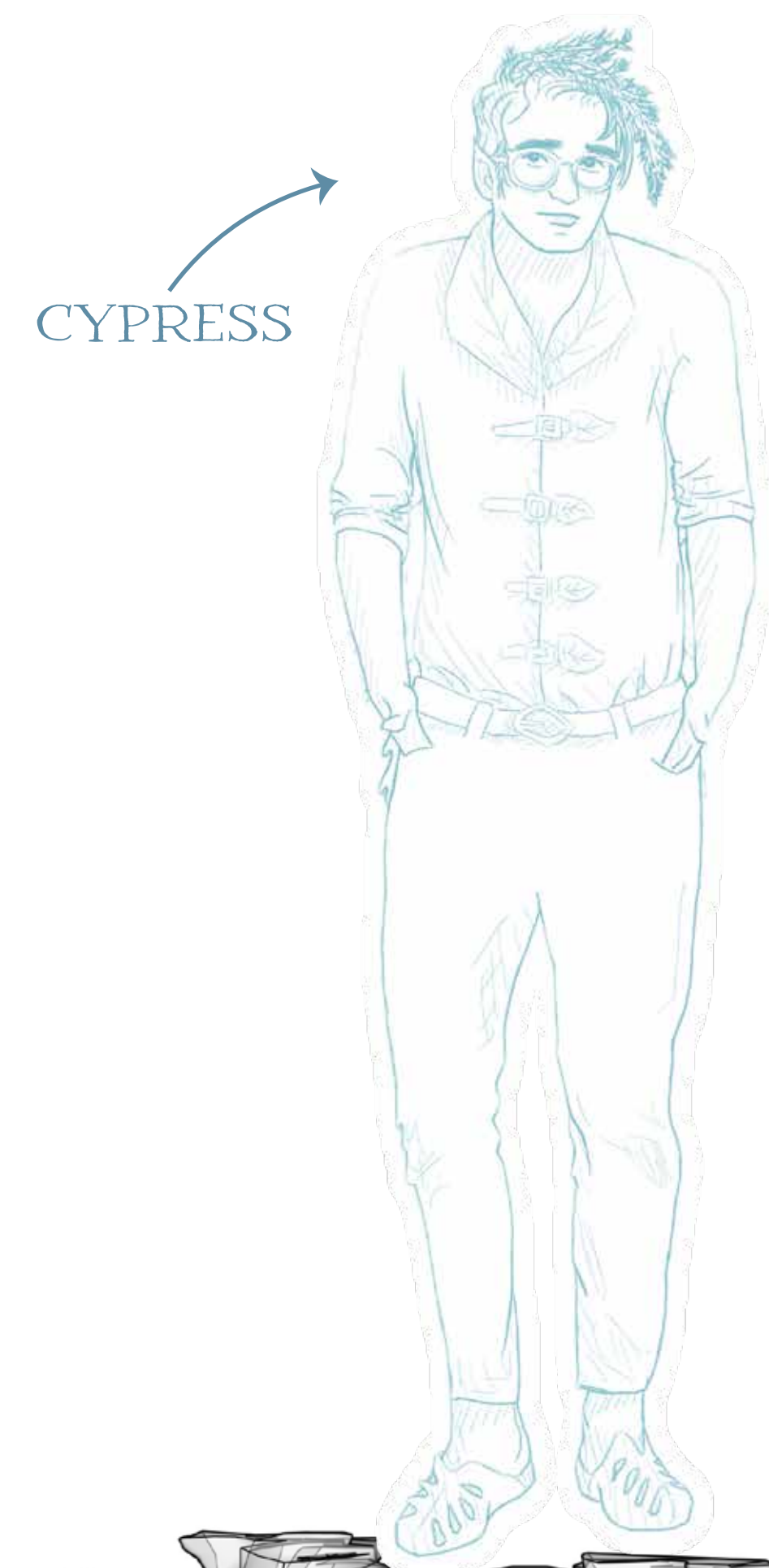
Though the bookstore is named after its founder, Rowan's granddaughter, Nolana, runs it today. Nolana (or, to some, Nona) knows there's nothing more comfortable than curling up with a good book, which is why she often hobbles around the shop, puffing up the waffle-knit pillows and cushions. Following the tradition started by her grandfather, Nolana originally only stocked fairy tales in order to maintain a historical record of fae-human relations. Now that she's been exposed to other genres written by humans, however, she encourages her customers to read those books too. Nolana especially enjoys thrillers and mysteries. If only she could solve the mystery of who keeps leaving those flowers on her doorstep!





Carved into a rockface, the Dewdrop Den—a series of roomy, interconnected caves—historically served as the prime meeting spot for local and traveling guilds. For eons, they referred to this spot as the Watering Hole. In more recent years—to commemorate the shine that coats the stone every morning and the delicate, watery scent it ushers in—they’ve dubbed it the Dewdrop Den, a change that became official when it reopened as a game shop. Although adventurers, artisans, and merchants still convene here to discuss their trade, more often than not, those meetings derail into friendly competitions over tabletop games and become a serenade of muted chuckles, shuffling cards, and clattering dice.

As his patrons play, the shopkeeper, Cypress, quietly putters about, rearranging his game sets to his particular liking or testing his skill at skee-ball by sinking berries into the hollow of a tree. When given the chance, Cypress can be just as affable as his grandmother, even if his conversation is less varied. Cypress loves nothing more than talking games, so whether you need a recommendation or a crash course on the rules, he’ll ramble until he gets you the answer you need.



Since Dewdrop Den's Cypress can be sensitive to strong smells and crowded spaces, he meets his best friend Flint at the Twilight Tavern at dawn, before it's open for business.

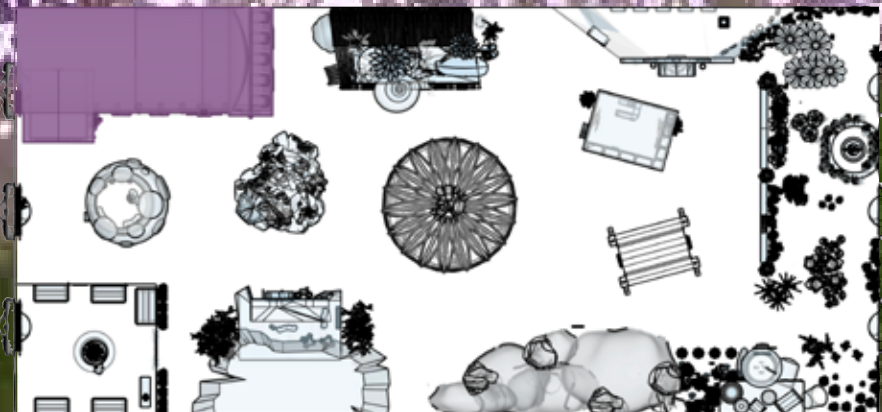


Near the back room, Cypress has hung a calendar. Every Friday is circled and says, "**DAWN**: Meet Flint at the Twilight Tavern."



Too timid to pitch a business idea to the Twilight Tavern's bartenders, Mycelia has been dropping off a bowl of mints as an excuse to stop by—but panics and leaves before she can speak.

At the hostess stand, guests can help themselves to some cloud-soft **MINTS**, which are individually wrapped in cellophane that has the Toadstool Treats logo on them.

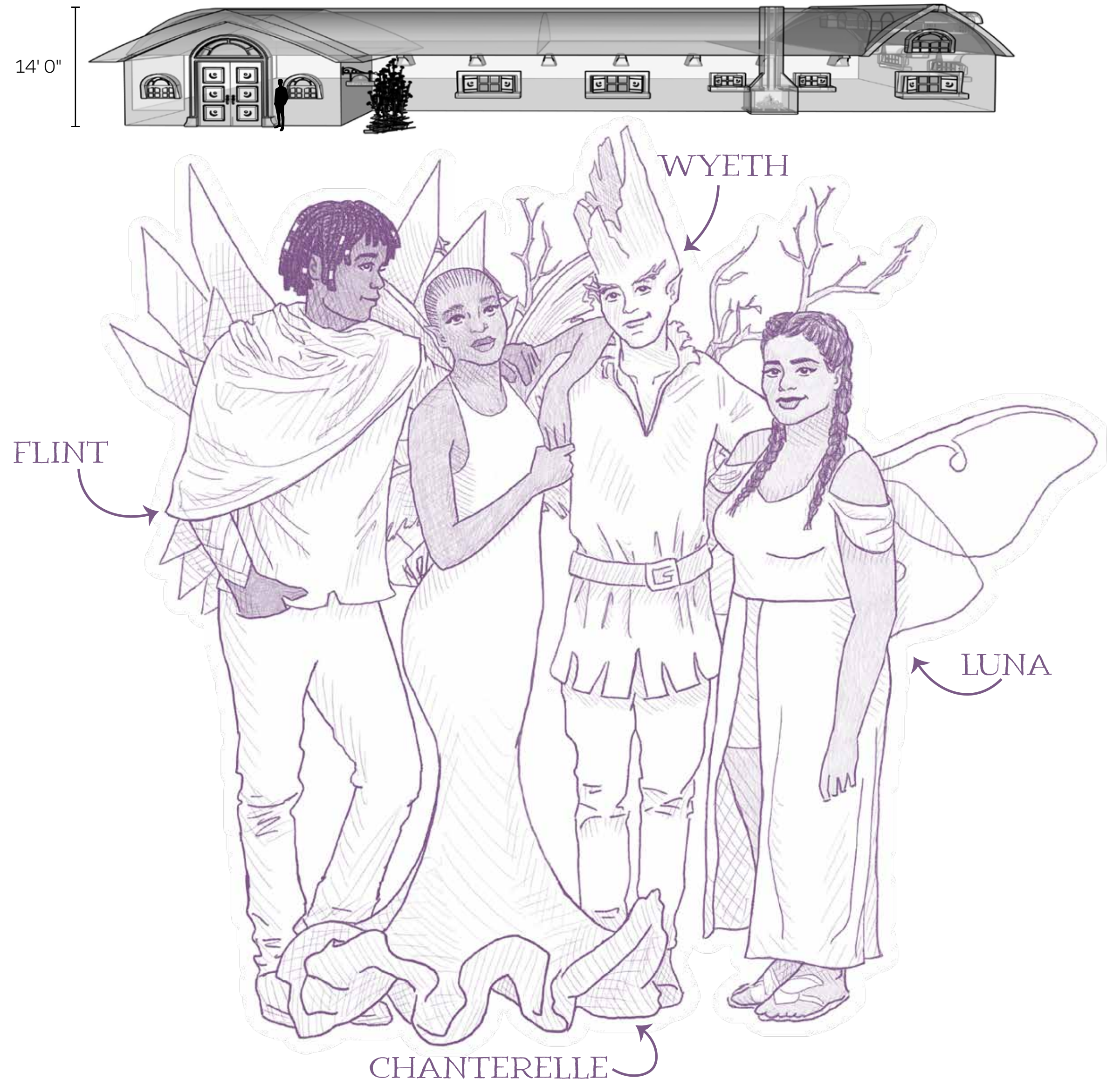




Twilight Tavern

As the best spot in town for a hearty, sit-down meal, the Twilight Tavern also acts as Gossamer Grove’s social hub. Families, friends, and dates meet here to exchange stories, and in the evenings, bards strum harps or finger flutes on a modest stage, illuminated by the moon, whose glow streams through the skylight. To preserve Gossamer Grove’s serene reputation, the tavern’s windows and doors have been sealed with fairy dust, containing and suppressing the noise. Meanwhile, the mouthwatering aroma of cheddar biscuits and truffle-roasted potatoes wafts from the kitchen, and a spit of meat rotates above the crystal hearth, sizzling and sputtering. Perhaps, however, the Twilight Tavern is most famous for its magically enhanced cocktails, nectar and berry brews that—with a touch of fairy dust—smoke, glow, and change colors.

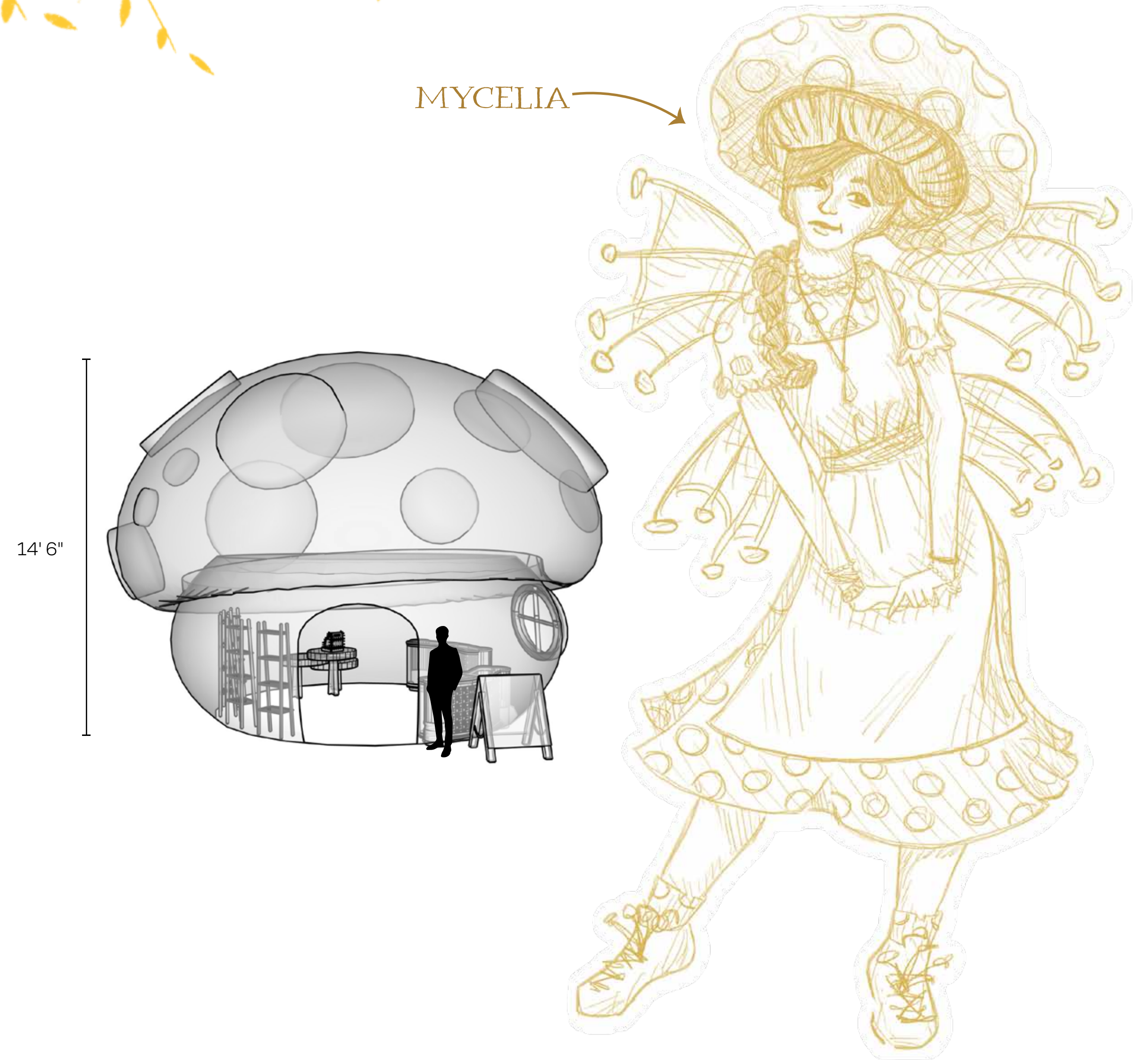
Tired of being chastised by their friends and neighbors for their “nonstop chatter,” friends Chanterelle, Luna, Wyeth, and Flint founded the Twilight Tavern as a boisterous refuge within the peaceful grove they call home, a place where they’re allowed—nay, encouraged—to talk and laugh as much as they like. These easy friends trade jokes while wiping counters and pouring drinks and may even poke fun at their cheekiest patrons too. If you tip them well enough, they’ll even break out into a little jig.





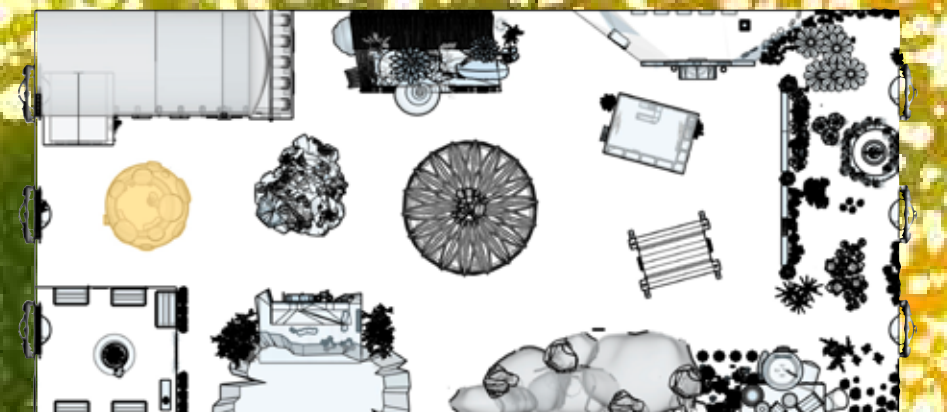
Carved into an adorable yellow toadstool, this sweet shop offers the most magical treats imaginable, such as lollipops made of galaxies, chocolate eggs filled with sour dragons, and candied rocks that pop off like fireworks. At the fairy floss machine, you can watch an invisible force spin confections into a design of your choosing, and when you browse the long, twisting, multicolor lollipops, you'll read all about how unicorns (safely) shed their horns—which, with a touch of magic, fairies can repurpose into these fruity treats.

Like her shop, Mycelia seems reserved from the outside, but within, she is bursting with energy. This candy maker expresses herself by feverishly experimenting with new flavor combinations. Though she hesitates to strike up conversations, she says she feels all the connection she needs when she sees her customers enjoy her creations. Mycelia drapes herself in magical charms that enhance luck, mood, and creativity as well as candy necklaces, which means she sometimes finds herself absentmindedly chewing on citrine when she meant to nibble on citrus instead.



If Goadstool Treats' Mycelia wants to work up the gumption to pitch her concoctions to her neighbors, she'll need *carnelian* from Crystal to boost her confidence first.

Since Mycelia is a frequent customer of Crystal's Charms & Curiosities, she keeps a catalogue of Crystal's wares near the checkout counter. The open page features **CARNELIAN**, listing its confidence-building properties.

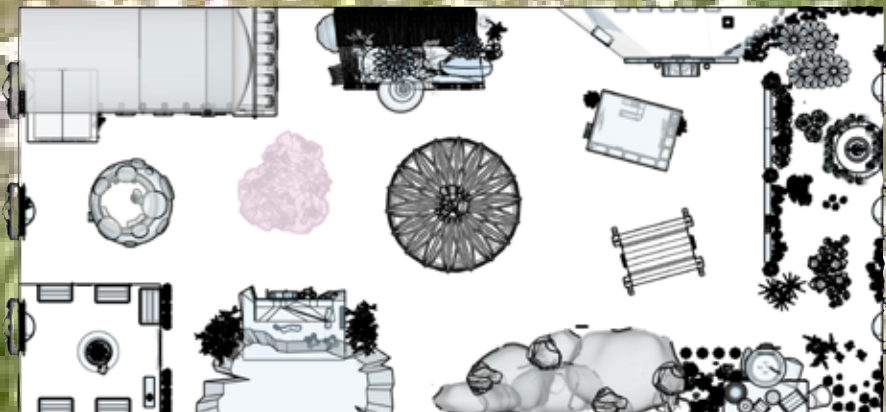




Crystal's
Charms & Curiosities

Though she bends, curls, and shapes her jewelry herself, Crystal outsources her raw metals from Emery. Once again, Crystal has forgotten that she owes Emery a pouch of agate in exchange for their latest delivery.

Crystal has left herself a stack of messages to see Emery at the Fae Forge, attached to a pouch of **AGATE**.



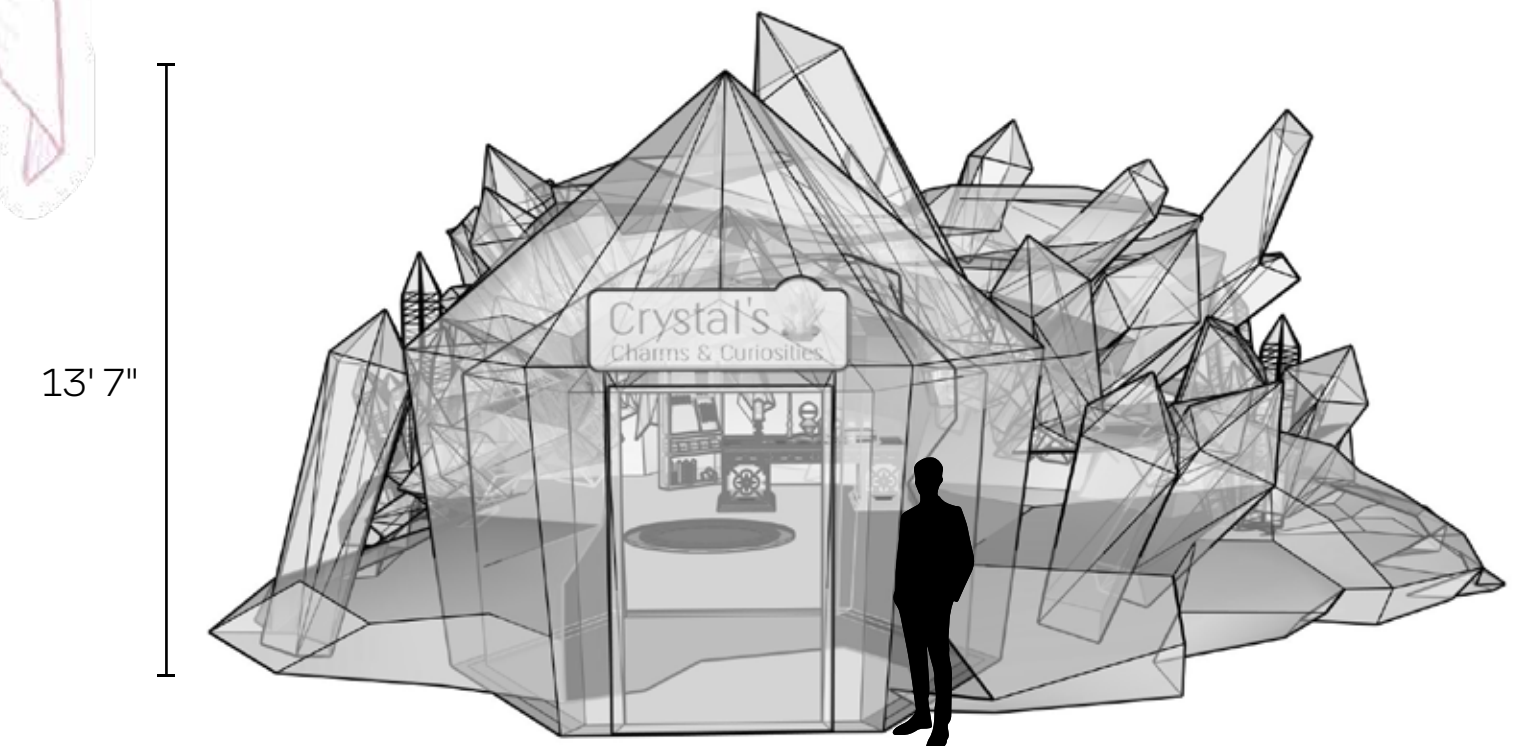


When you enter this metaphysical jewelry shop, you will step through a beaded curtain, walk across smooth quartz, and find yourself in a naturally occurring gem cavern, which smells of wet stone and earthy incense. Necklaces, cuffs, and hair accessories dangle on one side of the room while pendants, prisms, and suncatchers reflect light on the other. Singing bowls produce a soothing, harmonious tone, and lotus-shaped cushions provide a soft reprieve from the cool, hard floor. Though you can try on the pre-made jewelry, you can also mix-and-match the stones and settings to your own tastes.

The proprietor, Crystal, spends her days extracting gems from the walls, polishing them to a perfect shine, and embedding them into amulets, bracelets, earrings, and the like. When asked, Crystal will also thread your tresses with hair jewelry or use warm water to apply your temporary tattoo. Though Crystal is quick to help others, she can be flaky and struggles to stay focused, so don't be offended if you need to repeat a request you've already made of her. Knowledgeable about gemstones' magical and spiritual properties (and eerily adept at reading people she's just met), Crystal has a knack for connecting customers to the stones they need, so if you're seeking advice and a sympathetic—if easily distracted—listener, ask away.



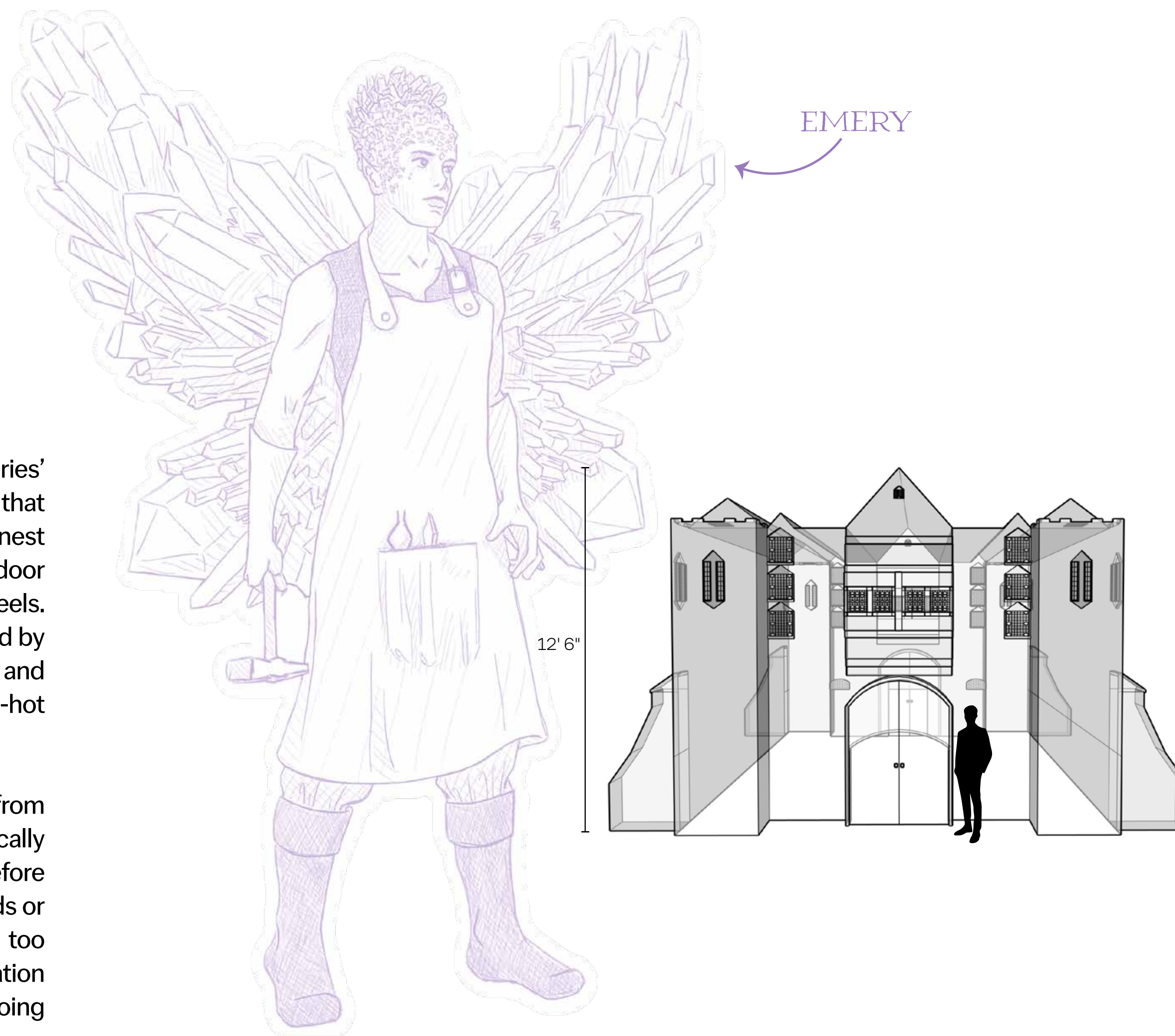
CRYSTAL





This stone workshop, warmed by a blazing forge, is reinforced by the fairies' most beautiful and precious metal, an iridescent, chrome-like ore that chimes when touched. The shop also houses Gossamer Grove's finest metalworks, including kitchen knives, bejeweled goblets, decorative door knobs, small sculptures, and—most impressively—large, kinetic pinwheels. Rather than spin in a circle, these innovative structures react to the wind by moving back and forth in a gentle, hypnotic cadence. Out of reach and equally mesmerizing, a crystal machine pours rivers of bubbling, white-hot metal into stone casts, then waits for it to cool.

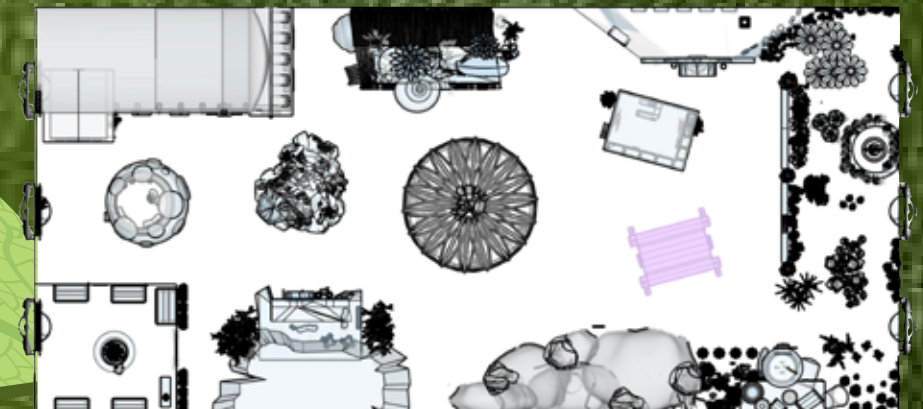
Emery, the town's metalsmith, spends most of their shift dabbing sweat from their brow, thrusting metal into the crackling flames, and then rhythmically shaping its curves by hammering atop an anvil. When not hard at work before the forge, Emery takes their timing polishing and sharpening their goods or tinkering with their displays. Though Emery initially doesn't seem too talkative—and, if anything, a little twitchy—once you strike up a conversation with them you will find that they have a dry sense of humor and an easygoing manner.

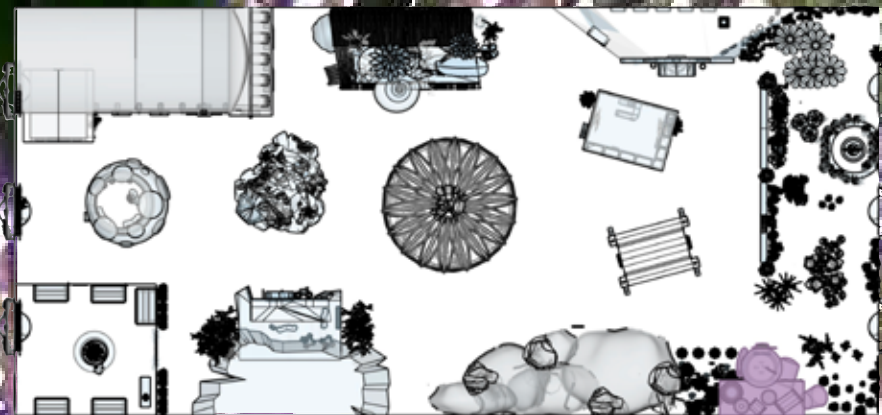


Not wanting to waste perfectly good metal, Emery sets aside scraps within the Fae Forge. Though a challenge, Emery has agreed to Parvana and Faranuk's request to melt down leftover ore and forge it into ultra-thin *thread*, which they can then use in their tailoring.



Emery has piled their recent projects near the anvil, including a spool of iridescent **THREAD**. The spool bears the Modiste & Moss logo.





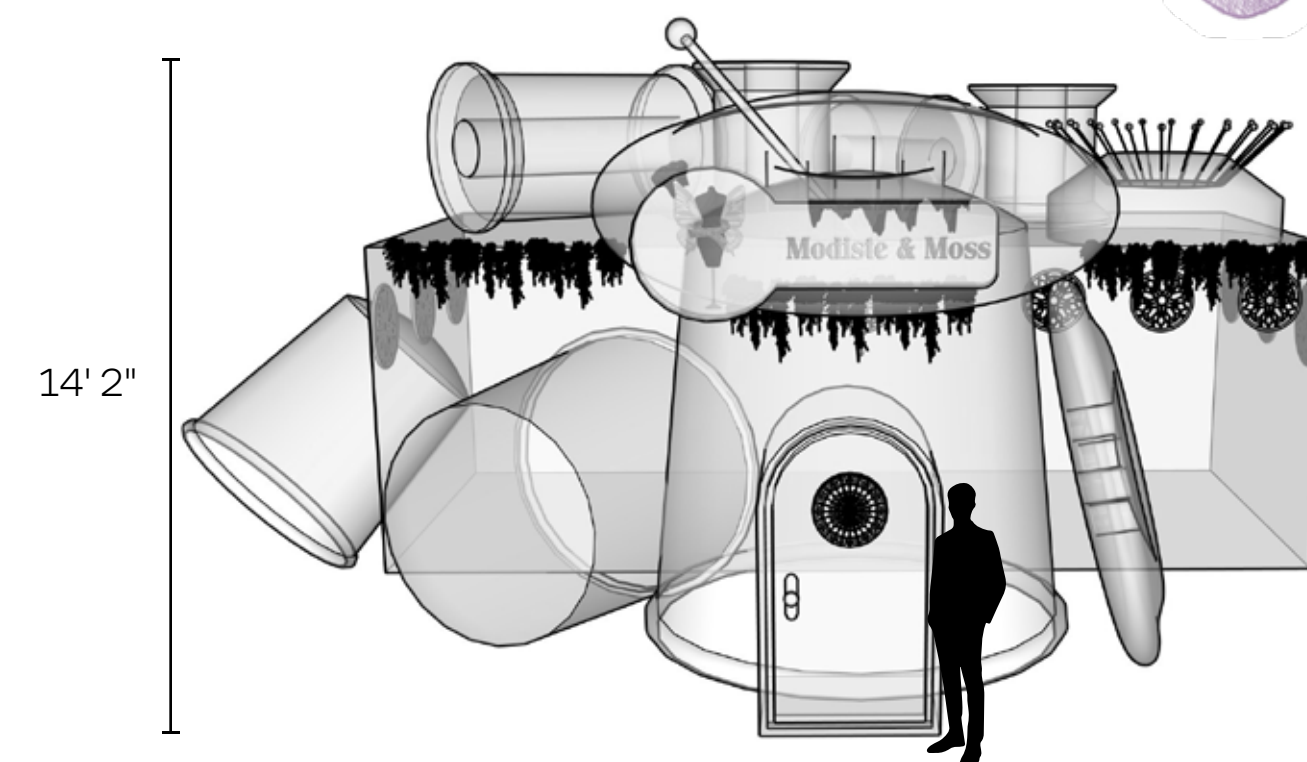
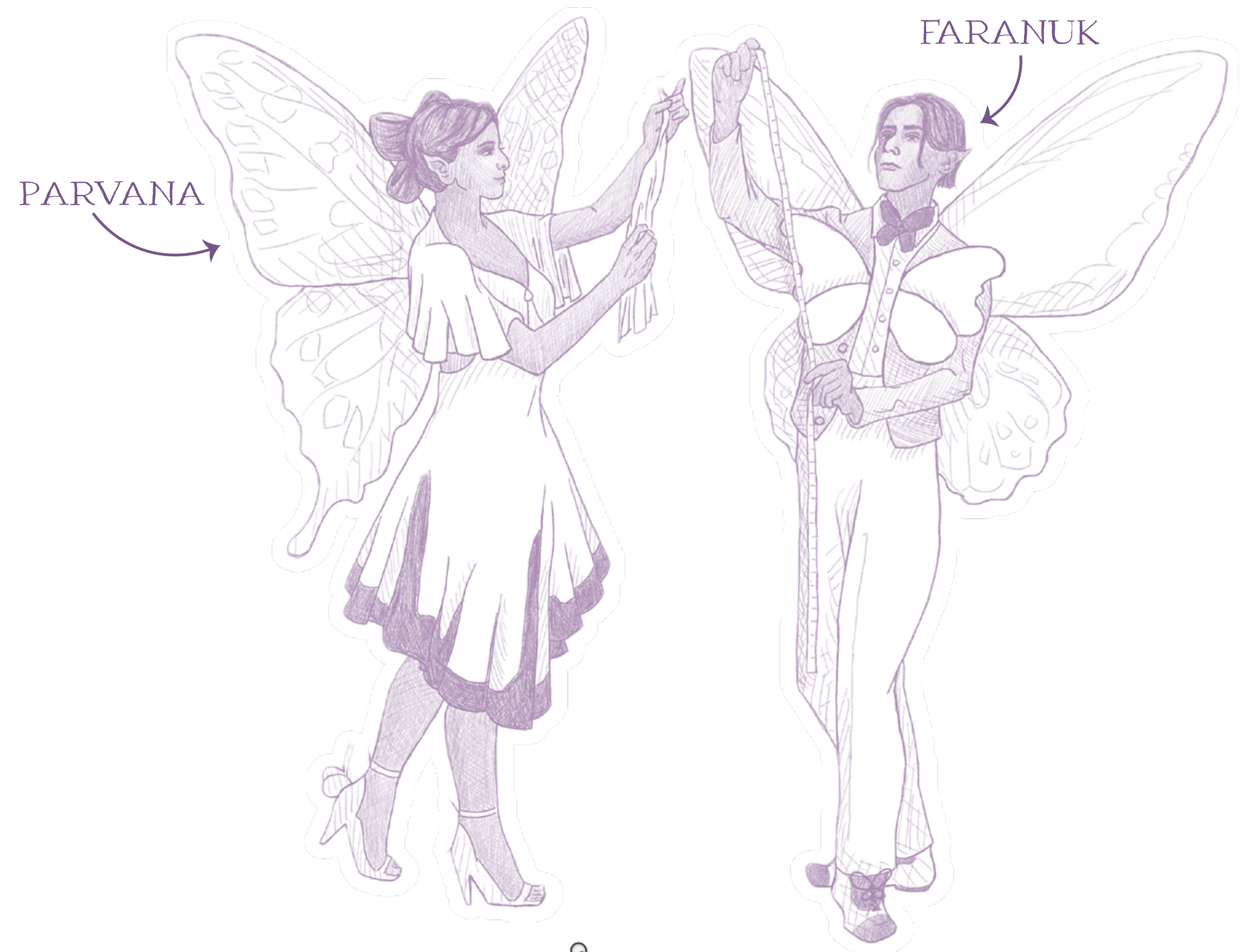
Modiste & Moss's Parvana and Faranuk are tasked with designing the Fairy Queen's latest dress. The problem is that they can't decide between their final two designs, a trumpet gown or a beaded *sheath*.

A wall of the boutique is dedicated to fashion designs and illustrations. Two labeled images have been set aside, depicting Libélula in a trumpet gown and a beaded **SHEATH**. Magnets are available to visitors, which they can use to vote on their favorite.



What started as a small tailoring service carved out of [stone or wood] has since expanded into a bustling high-end boutique. Moss from the original structure has crawled onto the new buttons-and-thimble façade, enriching the space with a green, herbal perfume. Among the gilded mirrors, you can browse gowns, blouses and trousers made from velvety petals and woven leaves, not to mention the shoes, bonnets, purses, and belts crafted from smooth crystals, shells, and beads. Fairies are accustomed to assistance when trying on clothes (how else can they work around those wings?), so if you require help lacing up the back of a corset or the cuff of a trouser, all you need to do is ask.

Parvana and Faranuk inherited Modiste & Moss from their parents and have since earned a reputation for designing unique silhouettes, even if each sibling has their own distinct brand. (Parvana prefers loose textiles while Faranuk is partial toward form-fitting shapes.) If you eavesdrop on these two, you'll discover that they switch back-and-forth between bickering and laughing as quickly as you might blink, and if you're curious about their work, they will eagerly show you their fashion sketches or extensive fabric collection, whose textures range from playful sequins to delicate lace to silk-cotton blends.



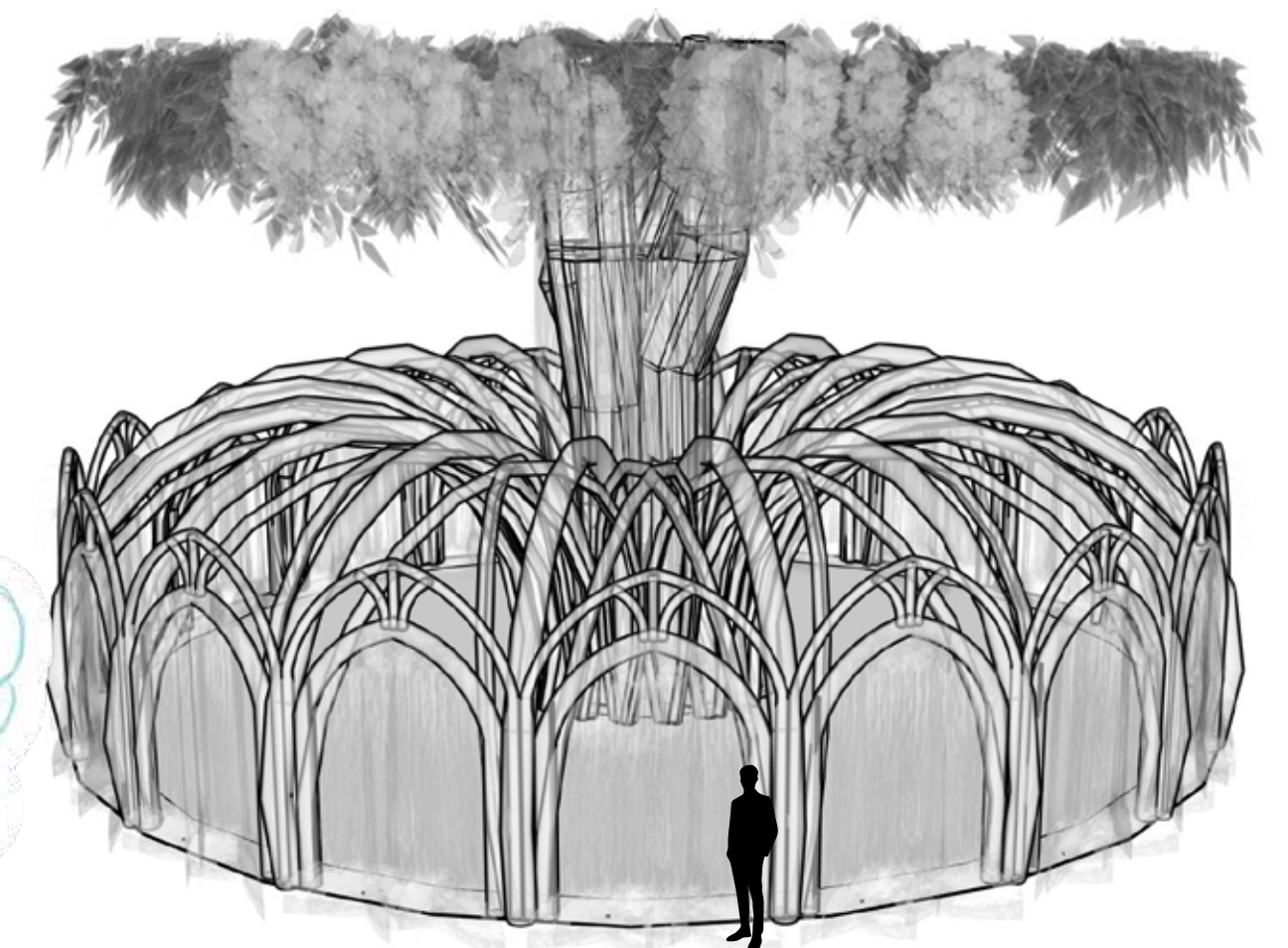
ENCHANTREE

Enveloped by slender vines and vivid wisteria, this waterfall willow stands in the center of town. The roots arc out and around, symmetrically encircling the trunk and forming a series of watery gateways that pause their gentle pitter-pattering as you approach, permitting you to step inside. Springs, too, melodically stream from the branches, and if you see them sparkle, it means you've caught sight of the benevolent spirit that lives within. Once a year, during a special ceremony, that spirit chooses a new fairy to become Gossamer Grove's queen and inspires that queen to lead with compassion, inquisitiveness, and generosity. At night, the spirit reveals its presence to all, illuminating the geysers and foliage in a colorful, musical, nighttime spectacle.

Libélula, the current queen, wanders within the Enchantree's roots, silently communing with the spirit within. Gentle in speech yet firm in her convictions, Libélula offers wisdom to those who seek it—though that usually takes the form of her asking questions and sagely listening until the asker unearths what their own gut is telling them. But don't mistake Libélula for being overly serious! Even under the spirit's tutelage, she can be a little gossipy and would love to hear your thoughts on Gossamer Grove's townspeople.



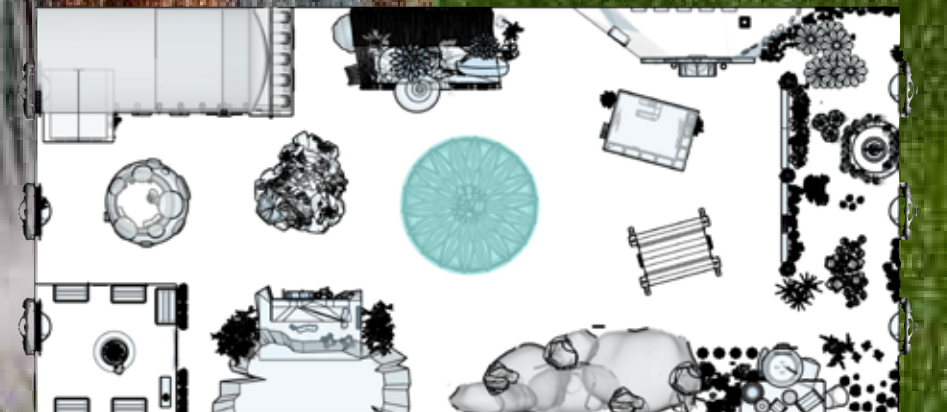
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Once you've discovered all of the town's secrets, share them with Gossamer Grove's fairy queen, *Libélula*, at the *Enchantree*. She'll be eager to hear how her people are faring!

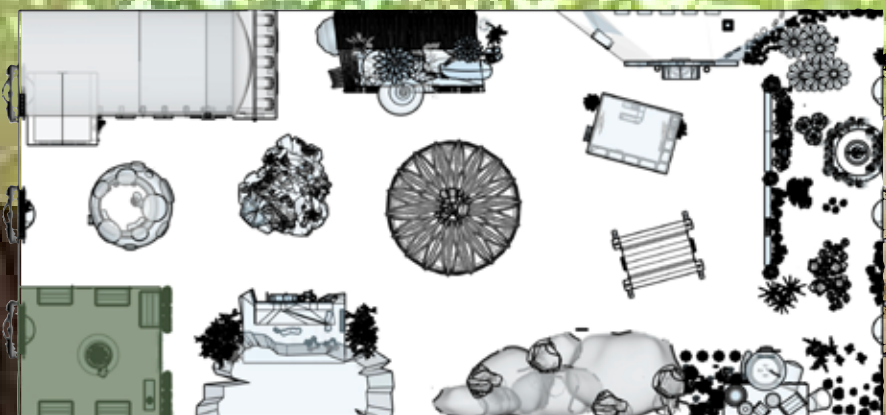
When guests show their Society Paper to the fairy queen, she will introduce herself as **LIBÉLULA** and tell them that they have earned a reward at the Everwood Exchange.

ENCHANTREE



gossamer
grove

Guests can trade the completed Society Papers for a collector's pin, which, like the Society Papers, would change quarterly.

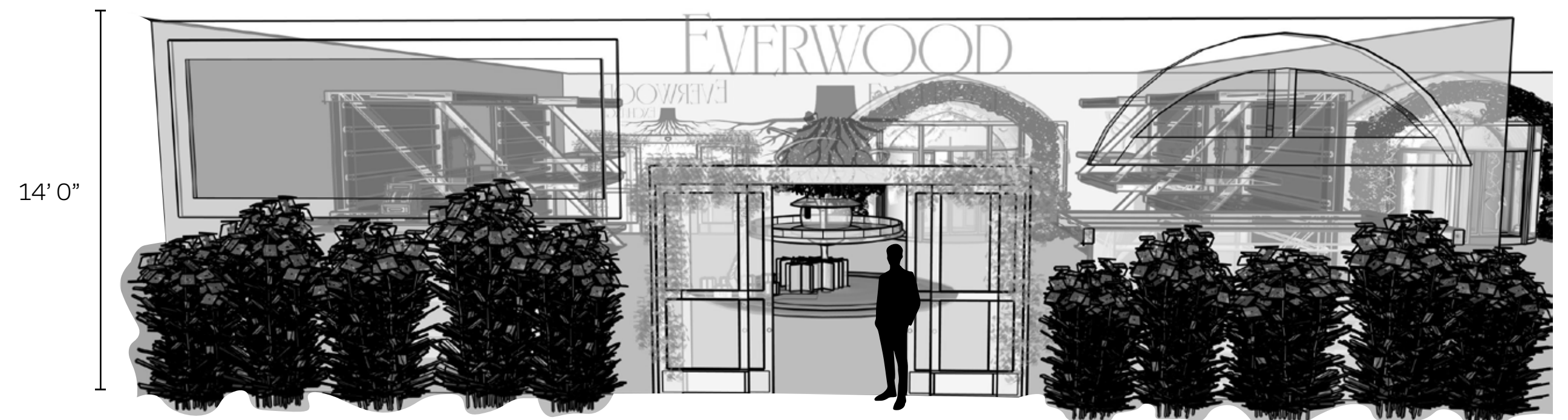




EVERWOOD EXCHANGE



This trading post acts as a passage and stopping point for those hesitant to fully cross into the fairy realm. Commissioned during what we would call the Progressive Era as a way to foster human-fae relationships by Sakura, a former fairy queen, the fairies took great care to make the Everwood Exchange look like any other shop of that time by outfitting it with paneled display cases and textured wallpaper (though some vines managed to crawl their way in). Now that Gossamer Grove has restored the portals connecting it to the human world for the first time since severing them in the Second World War, the fairies have installed updates to help the Everwood Exchange blend into the modern mall, such as bright, fluorescent lights and a glass storefront. Fairies and humans work side-by-side here, and you can purchase souvenirs and gifts, including Gossamer Grove–branded t-shirts, magnets, ornaments, and postcards. Travelers committed to immersing themselves in fairy culture can also find woven wings and headpieces here, which correspond to the five fairy sects (arbor, floral, fungi, critter, and ore).

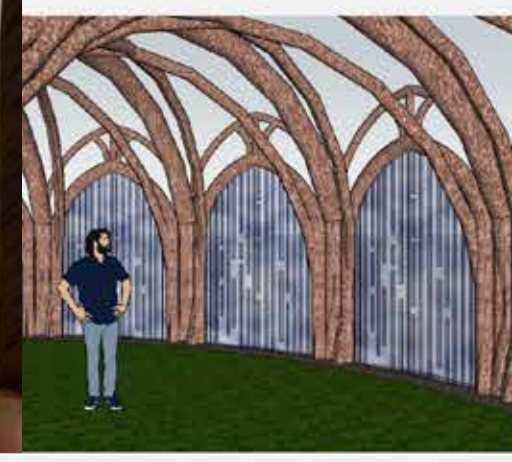
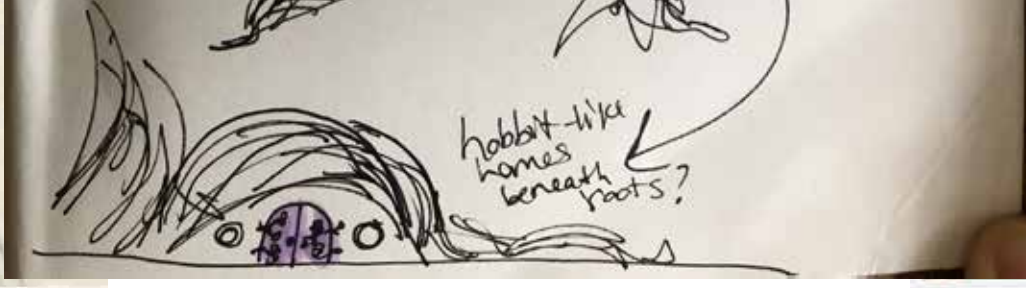
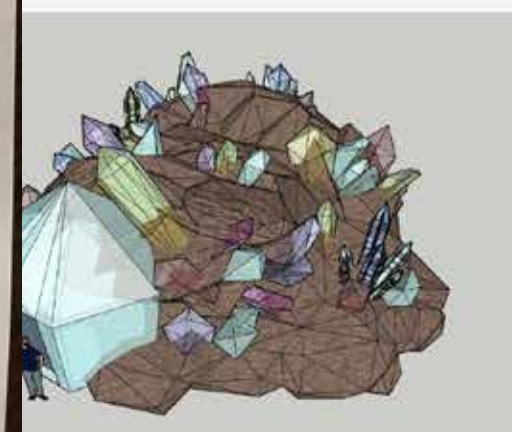
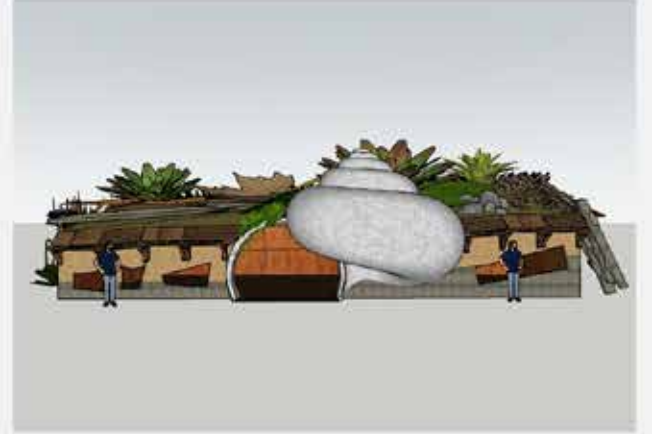
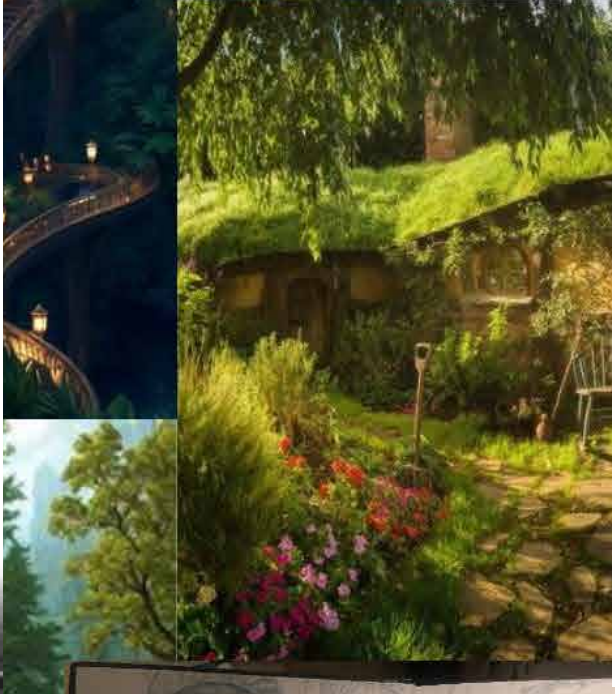
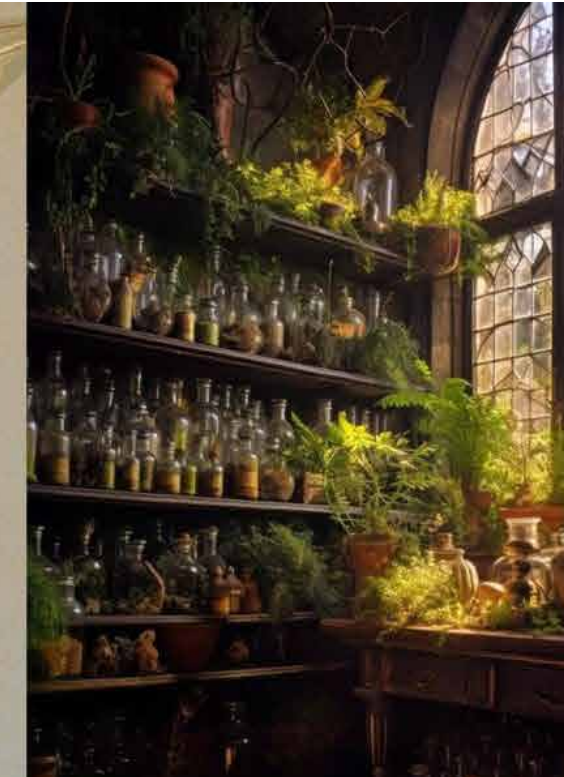
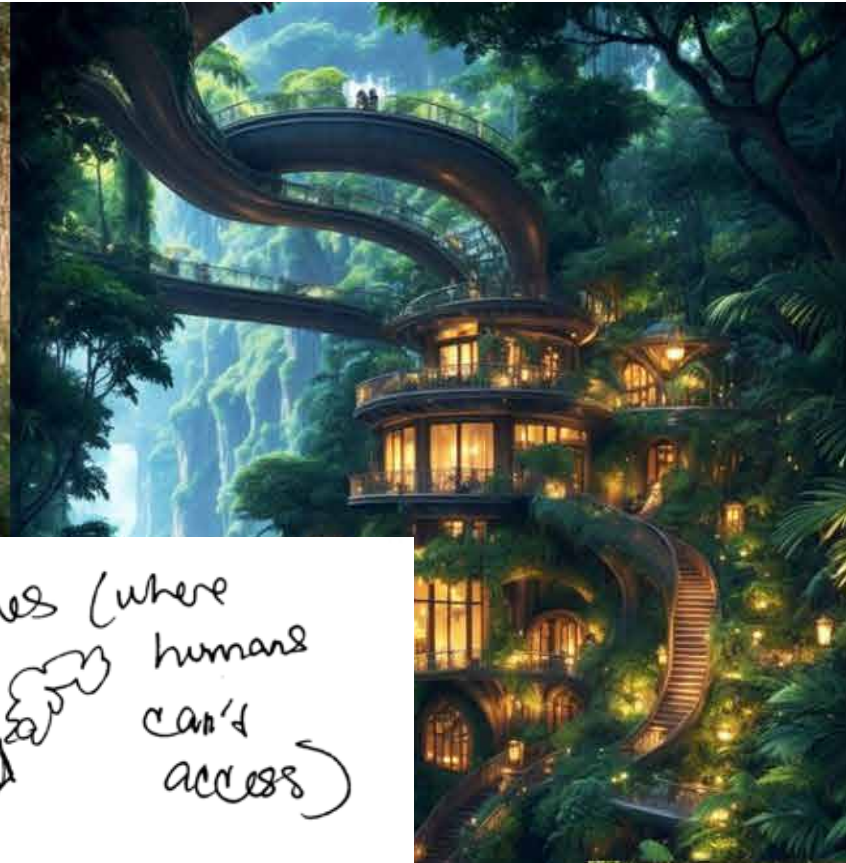


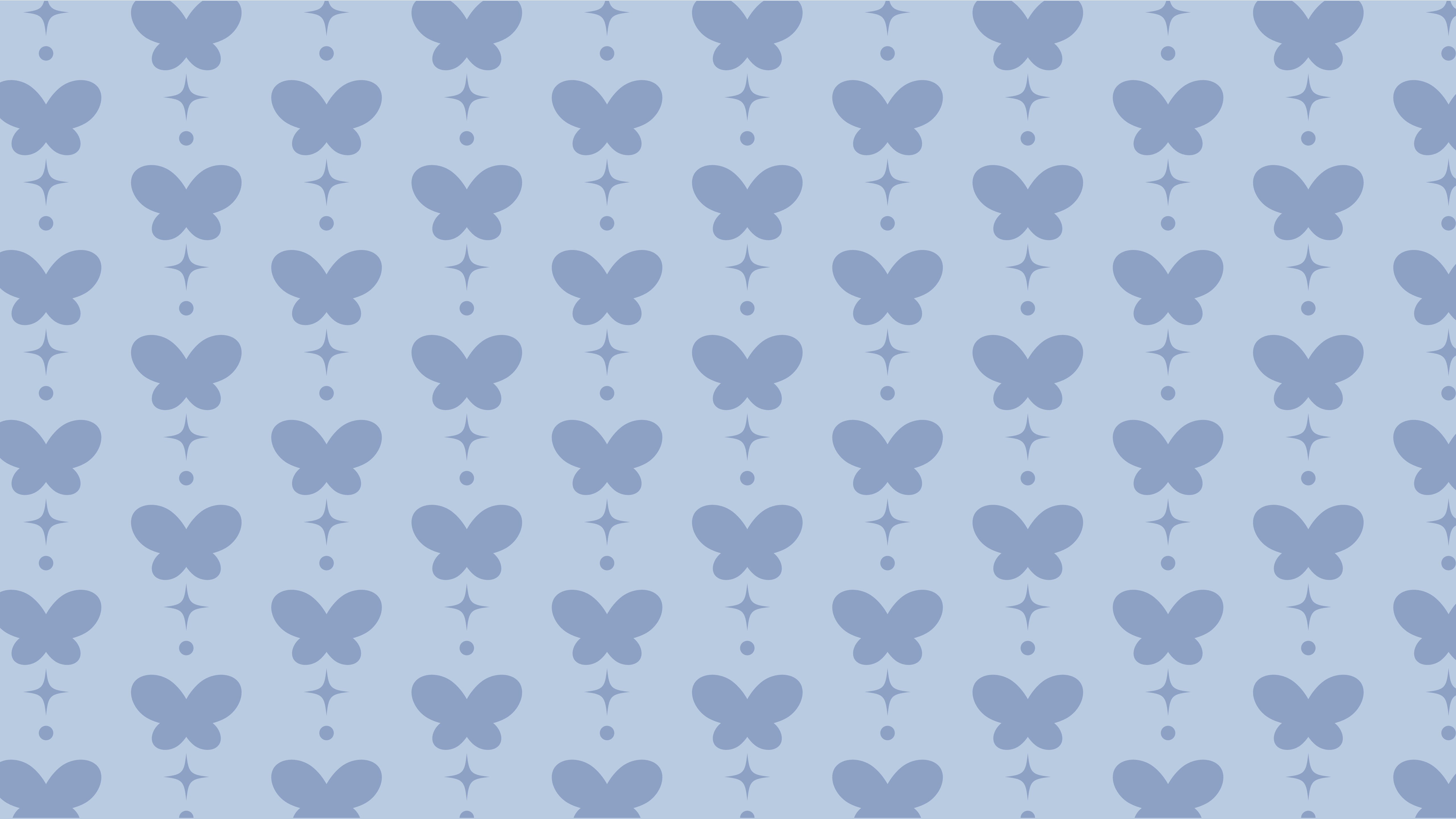
FINAL THOUGHTS

By applying a fae theme to third-space practices, Gossamer Grove offers guests a cozy paradise that sparks their imagination while they shop, dine, work, and relax. Guests that visit will be captivated by the whimsical theme, and they will return to add a dash of comfort and magic to their everyday routines.











FAE FORGE

Boz Jha