

WORLD OF WRUNE

Wildermere Glossary

A reference guide to people, places, and powers across the six realms.

GLOSSARY OF WILDERMERE

Alderheart

The impossibly ancient tree at the center of Wildermere. The Covenant of Roots was signed on its bark. Its rings predate all written history.

Rootvoice

The mycelial communication web threading beneath the soil of every realm. Messages arrive as scent, dream, and echo. Anchored in Tasa Ru.

Spawnshade Ceremony

The Garungan rite of sacred calling. A newborn tadpole is brought to the Choosing Pool and drawn toward one of three carved totems: Shellsworn, Stonebound, or Tidechosen. The result is considered divine.

Triarchy

Garunga's three-ruler system, established after the Covenant War as a vow against concentrated power. All three Triarchs must agree before any major decision is made. Founded from Gorra-Gorra's near-fatal rule.

Gorra-Gorra

The original and sole capital of Garunga before the Triarchy. The decisions made here during the Covenant War nearly destroyed the realm. Even now, Garungans feel its decisions carry the most weight.

Sap-Coin

Wildermere's currency, minted exclusively by the Dwoles. Compressed Alderheart sap gives every animal a way to hold the tree without destroying it — the Covenant's economic expression.

Covenant of Roots

The treaty signed at the Alderheart following the Covenant War and the Great Blight. The Alderheart was declared untouchable. The Dwoles became sole minters. All six realm-marks are carved into the bark.

Covenant War

A conflict that began from a misread Rootvoice message between Tasa Ru interpreters and Garunga, escalating into widespread war. Garunga's root-wood weapons proved devastating. Ended by the

Great Blight.

Great Blight

The ecological collapse caused by over-harvesting of Alderheart roots during the Covenant War. Color left fields first. Rivers slowed. The soil stopped holding seed. Ended the war by force of nature.

Brethren War

The bloodiest conflict in recorded Wildermere history, fought at Bannerdun Fields beneath the Alderheart's roots. Began as a tide-and-banner miscommunication; finished by a Skitter incursion. No realm claims responsibility.

Pact of Quiet Flame

The peace treaty ending the Brethren War, signed within sight of Bannerdun's eternal flame. Led to the founding of Bastion.

Freebraid

Bastion's emblem: interwoven streamers from every homeland its founders left behind. Symbol of the Free Confederation's founding principle — that exile is not failure.

Shellsworn

One of Garunga's three castes. Mystically inclined, devoted to ritual and the Tidepool sanctuaries. Triarch Nissh of the Moonflume rules from Shallaholde.

Stonebound

One of Garunga's three castes. Warriors and engineers. Triarch Grod Tuggmaw (Stonebound) rules from Gorra-Gorra.

Tidechosen

One of Garunga's three castes. Traders and navigators. Governance of Driftmarsh.

Wruteborn

Creatures born from wild Wru energy — chaotic, unpredictable, touched by the god of chance and motion. Found in blighted zones. Drawn especially to Pyrewood Swamp.

Skin Spies

Chameleonic operatives based at Misthall in Garunga. Can alter color and skeletal structure. Three Tenets: never reveal the client, never return without the answer, never unmask to those who did not pay.

Veyuun

The brightest fixed star visible from any perch in Wildermere. The Avondii regard it as a conscious eye watching creation from above. The Creed of Veyuun holds that the sky has sovereign claim over the earth.

Enneawise

The governing body of Tasa Ru, comprising nine branch-seats representing: Memory, Form, Breath, Word, Sky, Stone, Shadow, Flame, and Still Water.

Wru

One of two primordial forces — chance, motion, the thrown bone. Together with Une, wove the rhythm of the world. Believed to have rested with Une at the site where the Alderheart now grows.

Une

One of two primordial forces — memory, depth, the patient earth. Together with Wru, wove the rhythm of the world.

Pyrewood Swamp

Formed from discarded Alderheart root-husks dumped into the Garung River during the Covenant War. The Alderheart's power curdled in the cast-off wood. The swamp carries sorrow, spirits, and root-wrath.

War Torgas

Massive battle-turtles trained by Garunga's Stonebound to carry squads, ballistae, and war towers into combat.

Barkscribes

Scholars of the Alderheart who record and monitor its bark. They confirmed the three "Unmarked Cuts" were not made by any known tool.

Blackwings

Bat-folk dwelling in bonewood hives in Brokenroot Bog. Swift, near-silent, feared even within the bog. Suspected connection to Winding Perch — Aeriefall officially denies this.

Skitters

Insectoid creatures from Breathrift caves, organized in hive-paths. Their incursion contributed to the chaos of the Brethren War.

Hearthtable

Bastion's governing council. Meets at Freebraidhall for deliberations.

Scarlett Shields

The Sanguine Temple's order of religious knights. Mixed-species zealot soldiers sworn to the Bloodvow, stationed across Verdaan.

Greyback

The ruling rat dynasty of Verdaan. The Ashbinding ritual is their rite of power.

Dwoles

The subterranean species of Wildermere. Neutral coin-minters by Covenant decree. Three territories: Wure Terre, Dun Terre, and Eire Terre.

Chal'Korrin

"Granscuttlers" — titanic coral-encrusted crustaceans in the Tidepools, believed to be physical embodiments of tide, patience, and cyclical life.

Moonrest Bloom

A monthly event at the Tidepools of Garunga: Niracoral opens across the entire basin, glowing and humming in synchronized blue, pink, and violet.

Torga

The lore-keeper turtle-folk of Garunga, dwelling in the Dark Morass. Their elder shells are etched with coral script — the Shellturning rite teaches history by tracing the grooves by lamplight.

Three Unmarked Cuts

Three additional marks that appeared in the Alderheart's bark with no known signatory. No realm has publicly addressed this.

The Dead Do Not Stay

The present age's unsolved crisis: skeletal soldiers clawing from Bannerdun, zombified Bogmaws in the Dark Morass. Something is calling the dead before they are ready.