

WORLD OF WRUNE

Wildermere Lore Compendium

Six realms. One tree. A world held together by a covenant with a living thing.

THE REALMS OF WILDERMERE

Verdaan

The Woodland Realm

The oldest and most hierarchical realm — a centralized monarchy defined by law, lineage, and the belief that Verdaan is not a participant in Wildermere's politics, but its rightful steward.

- Currency: Ambre, Tawns, and Russets (sap-based coinage)
- The Greyback Ashbinding ritual carries a spark of the Emberdeep
- The Sanguine Temple controls power through spiritual debt
- Thornwatch border forts ring every frontier approach
- Verdaanian Causeway is the commercial spine of western Wildermere

Garunga

The Drowned Shore

A sprawling elemental realm of swamps, deltas, and tidal plateaus. Caste comes from the sacred Ceremony of the Spawnshade. Three Triarchs rule from three great cities — and all must agree before anything of consequence happens.

- The Triarchy was born from a vow: Gorra-Gorra was once the sole capital, and one ruler's decisions nearly destroyed the realm. Never again.
- Power is now split three ways — yet every Garungan knows what is decided at Gorra-Gorra carries the most weight
- Triarch Grod Tuggmaw (Stonebound) rules Gorra-Gorra — the original seat, now one of three
- Triarch Nissh of the Moonflume (Shellsworn) at Shallaholde — spiritual seat
- Driftmarsh — cosmopolitan trade nexus on the Dolgami Depths
- Bioluminescent body-language forms a complex social vocabulary
- Sacred city Torga is home to the shell-carving Torga turtle lore-keepers

Avondell

The Skyward Dominion

A constellation of skyborne strongholds across The Great Hedge — the northern highlands — bound by Veyuun, the brightest star in the sky, which the Avondii regard as the sovereign eye of the heavens. Not a contiguous kingdom; a network of great perches, each built toward the sky.

- Aeriefall: formal capital, accessible only by wing
- Starling Spire: celestial mapping, Rootvoice-open, Eldevain reform hub
- Eldevain Rook: site of Verdaan bird-rider training at Almsnest
- Stonehill Lookout: northern early-warning beacon perch
- Winding Perch: fortified island off Garunga; rumors of Blackwing ties

Tasa Ru

The Grove of Thought

A sovereign scholarly realm where species matters less than philosophy. Governed through nine branch-seats of the Enneawise. The Rootvoice network here is the spiritual backbone of all Wildermere's silent communication.

- Orendale: a city grown into a massive sentient tree's branches
- Rootvoice: mycelial communication web; messages arrive as scent and dream
- Nine branches: Memory, Form, Breath, Word, Sky, Stone, Shadow, Flame, Still Water
- Boddam port: gateway city — half-mercantile, half-academic
- Memorygrove archives only readable under moonlight or saplight

Bastion

The Free Confederation

The youngest realm, born of defiance and exile. Not a kingdom but a confederation — a pact of survival and second chances for the rootless. Its Freebraid emblem is made from the woven flags of every land its founders left behind.

- Freebraidhall: capital built from pine, mossstone, and repurposed timber; every plank carries a founder's sigil
- Tamfaire: festival city of masked storytellers and open vote-conclaves
- Bramblethorn: rough coastal port of wavering loyalties
- Bannerdun Fields: sacred memorial, no blade drawn, no structure built
- Pact of Quiet Flame ended the Brethren War; every Speaker recites it at the Alderheart

The Dwoles

Wure Terre, Dun Terre & Eire Terre

Three Dwolic fortresses beneath Wildermere's surface. Neutral coin-minters by Covenant decree. Wure Terre rules with twin lords of opposing temperament; Dun Terre acts as diplomatic interface; Eire Terre collaborates with Tasa Ru scholars.

- Sole authorized minters of Wildermere's sap-coin currency
- Vibration-sensitive stone engineering; deep-carved resonance halls
- Boomcrank experimental weapon reportedly refined at Wure Terre
- Dun Terre Deadal Warrens: most surface-facing Dwolic outpost
- Eire Terre scholars collaborate on sapcraft and Rootvoice metaphysics

The Understory

Sacred Neutral Territory

The sacred neutral territory surrounding the Alderheart Tree. The ground here is older than any realm.
The Understory law: no blade drawn, no army enters, no realm claims the soil.

- Original Covenant marks visible as silver lines in the bark — never healed
- Blooms with luminous golden flowers once per decade; all realms observe the truce
- The Alderheart: an impossibly ancient tree whose rings predate all written records

KEY LOCATIONS

Gorra-Gorra

Garunga

Gorra-Gorra was once the sole capital of Garunga — the single seat from which one ruler commanded the entire realm. It nearly destroyed everything. The Covenant War, the root harvests, the blight — all of it was decided from these walls by one voice. After the collapse, Garunga's survivors made a vow: never again. The Triarchy was born from that reckoning.

- The Triarchy was established after the Covenant War as a vow against concentrated power
- The original and sole capital — its founding predates Shallaholde and Driftmarsh by centuries
- Ruled by Triarch Grod Tuggmaw, Bogmaw toad — "Breaker of the Shell Gate"
- War Torgas: massive battle-turtles trained to carry squads and war towers into combat
- The Shell Gate: arched entry carved from fused elder Torga shells — never broken in history

Alderheart Tree

The Understory

An impossibly ancient tree at the center of Wildermere whose rings predate all written records. The Covenant of Roots was signed here after the Great Blight. Its bark bears the six realm-marks — shallow silver lines that have never healed.

- Original Covenant marks visible as silver lines in the bark
- Blooms with luminous golden flowers once per decade; all realms observe the truce
- Surrounded by the Understory — neutral ground claimed by no realm

Bannerdun Fields

Bastion/Verdaan Border

The site of the Brethren War's final and bloodiest battle — a vast open plain beneath the outstretched roots of the Alderheart. Thousands fell. Their weapons remain where they lay. The silence here is not peaceful — it is heavy.

- The Alderheart's surface roots arch overhead, casting the fields in shifting root-shadow
- Weapon Fields: rusted blades and spear-tips still break the turf after a century
- The Memorial Stone: eternal flame maintained night and day at the field's heart

Pyrewood Swamp

Garunga

Formed from the wreckage of a great sin. When Garungans harvested the Alderheart's roots during the Covenant War, they discarded the spent husks into the Garung River. The husks dammed into

Pyrewood Swamp. The Alderheart's power did not leave with the sap — it curdled.

- The husks still pulse faintly — fragments of Alderheart root-memory, too wounded to heal
- Vengeful Wruteborn are drawn here in greater numbers than anywhere else in Wildermere
- Most Garungans will not speak of Pyrewood's origin aloud — the shame is old but not dead

Orendale

Tasa Ru

Tasa Ru's spiritual and intellectual capital — a vast city grown into the upper and lower branches of a massive sentient tree. Pathways spiral through air and bark; rooms are carved from living wood; glyph-pools shimmer with fungal memory. The Rootvoice is anchored here.

- Memorygrove: bark archives readable only under moonlight or saplight
- The Quiet Delve: subterranean monastery where no speech is permitted
- Branchspire: houses all nine Enneawise branch campuses

Aeriefall

Avondell

Aeriefall is not merely a capital — it is a sacred site. A meteor struck the northern peaks in an age before memory, and the Avondelle have built their civilization around the impact crater ever since. Worship of the stars and sky is inseparable from this place.

- The crater rim forms the outer walls — the impact stone is darker and harder than any quarried rock
- Seat of the Avondine Court and the Aecliphrae elder conclave
- Accessible only by wing; ground-dwellers require official escort

Misthall

Garunga

Concealed behind the great Veilfall waterfall along the Garung River, Misthall appears on no official map. It is the cloister of Garunga's Skin Spies — chameleonic operatives who blend into any environment.

- Hidden behind the Veilfall waterfall — entrance shifts with the tide and the fog
- Three Tenets: never reveal the client, never return without the answer, never unmask to those who did not pay
- All mirrors in the Observation Halls are covered

Brethren Barrows

Bastion Border

Ancient mass graves from a purge predating the Brethren War itself. Their origins are disputed. Locals avoid them after dark — and for good reason.

- Older than the Brethren War; origins disputed and contested by three realms
- Small shrines at the Barrows' edges; laments sung on new moon nights
- Recent reports: someone paying for old maps of the Barrows in Backwater Springs