



SUNBORN RISING GLOSSARY

ABYSSAL

An Abyssal is any one of the many sentient, deep sea creatures of Cerulean. Abyssals tend to live their entire lives in the ocean, though some do possess the ability to breathe out of water.

AETHERIAL

Aetherials are Arboreals that have joined symbiotically with a Nebule to become a new unique creature. No two Aetherials are the same.

ARBOREAL

An Arboreal is any tree-dwelling creature. On Cerulean, Arboreal refers to any of the numerous sentient species that live in the canopies, or Lofts, of the Great Forest.

ARIDIFOLIA TRICOPTERUS (ARI)

Aridifolia Tricopterus is the name of one of many species of flying insects found on Cerulean. Similar to a praying mantis in size and shape, the Aridifolia Tricopterus gather in congregations but the

hunters of their society frequently scout alone, like Ari. Unique to the Tricopterus is a third wing folded against its abdomen. When held out, the third wing allows the Tricopterus to spin through the air like a samara, or ‘helicopter seed,’ in order to hide from predators.

BEDDING FERNS

Bedding Ferns are soft leafy plants that are used as padding and blankets for sleep.

Although Bedding Ferns refers to any assembled leaves used for comfort and warmth to sleep, the term originally referred to a specific fern whose aerial roots were soft and dense. The plush of aerial roots completely covered the leaves of the Bedding Fern and allowed them to live and obtain nutrients from the air in almost any environment. Frequently, the Ferns are woven together into sheets, though they are always kept alive.

BELLBOTTOM

Bellbottoms are amphibious creatures with articulate twin tails connected by a membranous sail, and four long limbs. They have long necks, blue silky skin, and silvery eyes. They have powerful clawed feet, and hang upside down to sleep like bats. Instead of caves, Bellbottoms nest in root-like structures resembling upside down wooden bells, more densely branched, but similar to Mangrove trees on Earth. Bellbottoms can run quickly along the bark, and glide in a limited way, and are terrific swimmers.

BELFLOWER

A bellflower is a large bulb cut from the eponymous vine that grows it. A bellflower has thick, translucent walls shaded peach and lined with sharply branching veins.

Barra remarks when she sees one that “bellflower” is a funny name because the plant is not a proper flower. The bitter fluid is usually drained from the hollow body, making the bellflower into a useful container. The “fresh” opening from the new growth stem side of the bulb may be pursed open easily to transfer liquids and insects (like Ari) in and out of the vessel.

BINDERS AND BINDINGS

Binders use various living materials to define and direct the growth of branches. They are able to create fantastic works, both functional and artistic, throughout the Great Forest.

Bindings are used to create living spaces like Dens, but also to achieve irrigation and pathwoods that service the population of Arboreals.

BLIGHT

The Blight marks an era of illness in the very bark of the Umberwood. Fruit grew rotten from the boughs and vegetation wilted, became flavorless, and offered little nutrition. Rumors spread that the Great Tree was dying, and although aid arrived from the surrounding Lofts, forecasts remained bleak for the Arboreals that refused to give up their Umberwood homes. The Blight seemed to burn itself after about ring's worth of inhibited growth. The Arboreals never discovered the cause, and have closely watched the development of the Great Tree's rings ever since.

BOIL, THE

The Boil is the area of the Cerulean Ocean closest to the Sun which continually boils. The bubbles float away from the center and as they cool with the water, they are reabsorbed into the ocean.

More than just the shimmering of bubbles, the Boil is also the area richest of minerals. The Sun periodically sheds huge quantities of elements into the Void, the space between the Boil and the Sun, and the Boil absorbs them.

BRAIDWOOD TREE

The Braidwood, like the Umberwood, is one of the few Great Trees populating the Golgas Flotilla, usually referred to as the Great Forest. The Braidwood is actually three different Great Trees growing together, symbiotically intertwined throughout their unique treescape. Many braided binding techniques were discovered and developed in the Loft of the Braidwood.

BUCKLE/BUCKLING, THE

The Buckle occurs every evening when the cooling Cerulean Ocean recedes, causing the flotillas to shrink into themselves, branches and roots winding, bending, and sliding into new positions, changing the shape of the treescape. A "buckle" of time is roughly equivalent to a day on Earth.

BUP(S)

Bup is a term of endearment for any young Arboreal. Generally, it is interchangeable with child, though many parents refer to all of their children as their bups into early adulthood.

CERULEAN

Planet Cerulean is an ocean with a star at its core. Its crust is a Root structure comprised of the many Great Trees that float at its surface. Arboreals and Abyssals, tree-dwellers and sea-dwellers respectively, inhabit the planet's two most distinctive regions.

CERULEAN OCEAN

The Cerulean Ocean completely envelopes the Cerulean Sun at its center. It is abundant with life and provides all of the Great Forest with water. The Cerulean Ocean is home to such a wide variety of life that the entire catalog of creatures has never been completed. It is so vast, that much of the Ocean remains unexplored by sentient life.

COPPICE

A Coppice refers to an area of the Loft devoted to experimentation and the passing of knowledge from mentors to those willing and interested to learn. Mavens from the surrounding treescape bring their expertise to the well-pruned Coppice each day to learn from their peers, and help youth obtain new skills.

CREEPERVINE

The Creepervine is a fibrous black vine that grows dangerous thorns and excretes a poisonous fungus. The Creepervine was once a vibrant bougainvillea with bright red flowers considered beautiful by the Aetherials. Ren Argus twisted the then fragile vine chemically in an attempt to protect it from increasing Arboreal encroachment of its natural habitat.

DAYFLOWER

The Dayflower is a broad-leafed plant with a large, vase-shaped flower. The flower fills with water steadily over the course of the day counting out thirty intervals as hours. Each hour is broken into four smaller sections called measures, and that is generally the smallest increment of time most Arboreals use, though sometimes a “blink” may be used for fast actions. Each evening, the Dayflower tips over completely and empties out its contents to begin anew. Filling a Dayflower with another water source doesn't work; the level determined by perfectly balanced pressure.

DENROOM

The living spaces within any domicile of the Arboreals. A denroom is generally round and completely made of bound branches. Denrooms vary with time and taste, but all Dens seem to have compartments associated with different activities like sleeping as opposed to eating.

DOORWEAVE

Woven from various materials, a Doorweave is a flexible covering for an entry to a den. Doorweaves are made almost exclusively by the Weavers, a species of Arboreal specially suited for the intertwining of leaves, barks, and fibers with their long, needle-like claws.

DRIFT, THE

An underwater capital of sorts, The Drift is a mass of bony coral larger than a major city on Earth, and home to a huge number of Abyssals, and the Aetherial, Lootrinea. The Drift looks a lot like an asteroid, and contains thousands of tunnels and chambers.

DRAINPETAL

The drainpetal is a specialized petal on a waterfull plant that may be peeled away from its adjacent petals easily to drain the water from the flower. It reattaches by secreting a fast-adhering waterproof resin.

ELDER(S)

An Elder is generally an older member of the Arboreal community appointed to a leadership role. The Elders of a given Great Tree meet regularly in Council to make decisions for the society of Arboreals, one Council per Tree.

ELDER COUNCIL

The Elder Council is a powerful group of Arboreal Elders who make decisions for the communities of the Great Trees. Each Great Tree has its own Council, and a Head of that Council like Jerrun Nebblewiser of the Umberwood. The Elders meet publicly regularly, but rumors exist in every Loft detailing the clandestine workings of the Councils.

ELDER DAIS

The Elder Dais sits top center of the Umberwood Loft, above the canopy. The Elder Council conducts all of its public meetings on the Dais, in an open forum. Each Tree of the Great Forest has its own unique Elder Dais connected to the others via the Knot.

ELDER STORY

The Elder Story is a unique Thread handed down through generations from retiring to new Head of the Elder Council. Traditionally, the Head of the Elder Council wears the Elder Story to meetings and adds her or his own curios during the term, growing the already sprawling Thread.

FALL, THE

The Fall is the region beneath the Middens and above the Root. It is a great dark emptiness, an expanse of branchless air where the only structures are the Great Tree trunks.

The Fall is an abundant source of philosophy and tradition for the Arboreals of the Loft. It is a literal example of the fear of falling, of having no grip, of having nothing to hold onto. The Fall reminds Arboreals that having friends to hold you up and extensive family trees with many branches represents prosperity and safety. The Fall represents loneliness and loss, but also returning to the Root. Whenever an Arboreal dies, his or her Thread is held by kin while the body is wrapped and cast into the Fall where they hope it will nourish the Root and make the Tree stronger.

FIRESEED BROTH

Most soups in Umberwood cuisine begin with a broth, seasoned and soaking various beans, grains, and berries, heated by breaking multiple fireseeds into the water.

FIZZIT'S LEAVES

Fizzit has populated an area of the Umberwood Archives with his entire collection of observations, and his various histories of Cerulean. Excerpts he has provided are labeled, Fizzit's Leaves.

FUNGAL-PUPPETS

Minions of Argus, the fungal-puppets are fallen Arboreals reanimated by the Creepervine who grow their number while patrolling the Root.

GOLDEN KRILL

Golden Krill are rare versions of Krill with golden shells instead of silver. They are food for many of the other Abyssals, but most consider Golden Krill to be sacred and leave them for the Roedtaw, who the legends say will do favors for a Golden Kiss.

GRAPPABARK

One of many strongly differentiated barks found throughout the Great Forest, grappabark is characterized by a squishy, rough texture, mottled and ruddy in color. Grappabark works as an antiseptic and painkiller, and tastes like black licorice when chewed.

GREAT FOREST, THE

The Great Forest only refers to one flotilla of Great Trees on Cerulean comprised of the Starwood, Umberwood, Mangrove, Braidwood, Amberthicket, and Slickbark home trees. The Great Forest is the largest of all the floating continents and contains the most uniform Trees though there are still myriad differences among them.

GREAT SEED

About the size of a basketball, a Great Seed is the beginning of a Great Tree. The Umberwood has not given rise to a new seed in generations. In fact, no new growth has occurred in the Great Forest since before the Wither Rings. The Seeds that are released remain ungerminated, and Arboreals use them as “Pit Stones,” the ball in a game of Pit.

GREAT TREES

The Great Trees of Cerulean are towering plants many times taller than the largest Sequoias on Earth. Most of the Great Trees are bound to one another at the Root where they weave together into continent-sized flotillas. Although the Great Trees are certainly related to one another, each is unique with prominent characteristics. At the top of each Great Tree is its canopy, its Loft, where the majority of Arboreals dwell.

GROVE

When capitalized, “Grove” refers to the Mangrove Tree of the Great Forest (see Mangrove Tree entry). Otherwise, similar to usage on Earth, a grove is a small wood or group of trees.

HAGGIDON

Haggidons possess long back legs proportionate to a frog on Earth, though they sit with their knees together instead of splayed apart. Small horny protrusions line a Haggidon’s spine beginning at the tailbone, and dividing into pairs at the ribs. From the shoulder blades, the top pair of sharp, curved horns extends from partially retractable, prehensile tails like whips tipped with daggers. Haggidons can jump high and hang in various ways with their tails while manipulating objects with their short arms and long legs.

HANGING BLOOD LILIES

Hanging Blood Lilies exist in two states: wound and unwound. A wound lily has spiraled into itself and wrapped its petals into a tight ball, similar to a brussel sprout but the size of a baseball. Unwound, triggered by times of day but also by agitation, the lilies long, finger-like projections spiral out in bright kush balls of orange and red light. Strings of Hanging Blood Lilies are extremely popular during the New Ring Festival.

INDIGOBBLYBERRY

Barra’s favorite treat, the indigobblyberry is a dark blue fruit of the Indigo plant. It is roughly the size of a peach, but it is entirely fleshy with multiple edible seeds instead of a single stone pit.

Indigoblyberries induce a euphoric state in Kolalabats, causing them to seek shelter, warmth, and slumber almost immediately after eating.

JELLY

A slang term for Nebules who have gelatinous flesh similar in texture to Jell-O.

KNOT

Located on each Elder Dais, a Knot is a burl about the size of a beanbag chair that contains an opening to the stream of light connecting them all together. A lightweaver sits at the Knot, and places eight digits into the stream to break the light into eight distinct sections. Creatures like the Rugosic, trill a finger to act as two one light words require it, resulting in a unique dialect.

KOLALABAT

A Kolalabat is one of numerous kinds of Arboreals that populate the UMBERWOOD. They are generally, soft, round, purplish-blue creatures that are capable of limited flight with the enormous scruffs of skin that grow from their backs in two discrete flaps. The scruffs are bunched together by connective tissue and specialized back muscles when not in use. Kolalabats are cuddly, generally sociable and fun-loving creatures who keep their Threads in abdominal pouches.

KUDMOTHS

Kudmoths are insectile caretakers born of the Creepervine for the Creepervine. These small beetles disappear almost completely in poorly lit environments, but when they fly they're difficult to miss, upper carapaces rattling, eyes glowing. Kudmoths fly together like Starlings and are able to build larger, fabric-like structures when they hold to one another like Fire Ants. When Ren Argus created the Creepervine, he created the kudmoths.

LEGHUND

Leghunds like Darby Fenroar could be described on Earth as rabbit-furred with kangaroo legs, each adult about the size of a brown bear. Substantial hind legs allow these large Arboreals to leap from bough to bough with ease.

LENSLEAF

Lensleaves are the translucent leaves of the Lensleaf plant. When they reach maturity, they can be harvested for use as magnifying glasses.

LISTLESPUR

A Listlespur is one of the many creatures found in the Lofts of the Great Forest. In particular, Listlespurs are found in their greatest number in the UMBERWOOD. Listlespurs are known for their extraordinarily long, prehensile tails and their light-manipulating fur. A practiced Listle can camouflage in a blink, blending into almost any background. Their tails are the only the only parts not covered in the unique fur and the muscles that control it and must be tucked away to limit visibility. Listlespurs were the early guardians of Arboreal life. When the forest was wild and dangerous, they were fearsome warriors and protectors frequently appearing in legends.

LOFT, THE

The Loft is the canopy of any Great Tree, beneath the Reach or emergent layer and above the Middens or ruins. The Loft is the central hub for all of the Arboreals of a given home tree, and frequently—as is the case with the UMBERWOOD—a hotspot for travelers. The Loft refers to the city proper whereas the Nest refers to suburbia or primarily residential areas.

MANGROVE TREE

The Mangrove, like the UMBERWOOD, is one of the few Great Trees populating the Golgas Flotilla, usually referred to as the Great Forest. The Mangrove is characterized by numerous pools, knots that grow wide horizontally and act as reservoirs for water. Above each reservoir, numerous shoots grow as large as buildings, and provide shelter for the various Arboreals that make their homes in the Mangrove Loft.

MEASURE

A measure is a quarter of an hour as marked by a dayflower plant; four measures exist per hour with thirty hours in a buckle, or day, and three-hundred buckles in a ring, or Cerulean year.

MIDDENS, THE

The Middens refers to an uninhabited area beneath the Loft of the UMBERWOOD. The ancient, ruined dens that are found in the Middens are warped and strange from rings of unbound growth and gravity.

MILKWEED PODS AND FIRESEEDS

Milkweed Pods and Fireseeds are frequently combined to create a warm, milky sweet beverage for adults and children to enjoy, and reputedly, settles the mind. Milkweed Pods are thick and ovular, and full of creamy, rich nectar. Color and flavor vary, both indicative of the nutrients contained within the plant. Fireseeds are a defense mechanism of the Firebloom plant, and heat up chemically when they are broken. Arboreals use the seed to warm broths and beverages.

MUDMEAL

A nutrient rich slurry of rotting wood and plant material that is used as a substrate for all of the gardening done in the Loft. Mudmeal naturally occurs in dying, softening branches, allowing the seeds of other plants to take root.

MUSKKAT

Muskkats like Doctor Yorg Fenroar are similar in shape to Earth's otters, although they are the size of an average human. They are characterized by long slender bodies with fur from tip to tail similar to a black lab in texture. Muskkats make great swimmers, although the era of the Creepervine, the Wither Rings, has rendered most of their population dry-footed.

NEBULE

A Nebule, like Red, Char, or Blue, is a creature born from the sun of Cerulean. These sentient, jellyfish-like animals can adapt to almost any shape, though they generally choose a shape as they pass through the inner Void, and keep it for the rest of their lives. They communicate through flashes of light like self-illuminating Rainbow Jellyfish.

NECTARBADGER

A Nectar Badger is another denizen of the Umberwood. They are characterized by strong forearms and long, razor sharp nails that grow between their fingers. Nectar Badgers tend to be stoic, preferring to talk with their hands. They care for the various shrubs and bushes of the Loft with considerable acumen, caring about almost nothing else.

NECTARSWEET

A Nectarsweet is a plant that blossoms small, shallow bowl-shaped flowers that fill with thick, sweet syrup. Arboreals are high-energy creatures actively moving through their vertical world, so they need a lot of calories to stay healthy and happy. A Nectarsweet provides a quick boost as a between meal snack, or in the middle of the night. Many Arboreals cultivate the flower in their dens.

NEST, THE

The Nest is a region of a Great Tree Loft, closest to the trunk, where most Arboreals make their dens, a residential district of sorts. Nest may also refer to a single family's den, or dens. The Nesting area radiates out from the Trunk in a donut-like shape.

NESTROOM

A nestroom is where an Arboreal sleeps usually decorated with a variety of flowers and mosses for comfort and warmth. Generally smaller than any other room in a typical den, a nestroom contains flora for sleeping and washing, everything necessary to perform both morning and evening ablutions. Barra grows a nectarflower in her nestroom so that she can snack on rich, sweet syrup whenever she's hungry.

NIGHTBLOOM

Nightbloom refers to the part of the day that includes the blooming of flowers that are dormant during the day. Nightbloom happens each day, and is considered proper night time. Flowers that require the greater light of day are dormant at this time, and flowers that need the extra water pressure of the buckling Trees open up into full bloom.

OLWONES

Confusion surrounds the Olwones, a moniker referring to both the first society of creatures on Cerulean and to the mythological creatures who may have created Cerulean. No one really knows who they were, but they appear in numerous legends. In practice, Olwones incorrectly refers to Aetherials. The Roedtau is the last living member of that caste.

OUTERVOID

The outervoid is the Arboreal word for outer space. The word has been kept in this translated work only to provide the proper distinction from the inner "void," the space between the Cerulean sun and the ocean.

PATHWOOD

Pathwood refers to any bough, usually large, used primarily for travel. Most pathwoods have been well-established in the UMBERWOOD LOFT, and the rings of use have conditioned the barks into tough, dense, almost petrified surfaces. As on Earth, pathwood may be used to refer to any path, even an abstract one.

PIT

Pit is a game played by Arboreals of all ages. It is a simple territory control, team versus team sport played in a spherical arena. Pit is formally played around the seed planter chutes of the Trees. The chutes are bound structures that Arboreals used in ancient times to plant new seeds in the Forest. The game originated as a way to determine which Great Tree's seed would be planted.

PIT SEED

The seeds of the Great Trees only appear once every generation. They are as large as a basketball and the inspiration for the Seed used in the game of Pit.

PLANTER CHUTE

Originally, the planter chute was the method Aetherials used to plant new Great Trees. Today, it is the center of a game of Pit. Goals are scored by placing the stone, or pit, directly into the chute. Throwing to the chute from outside the inner boundary earns points as well, though fewer than running in.

RATTLEBARK

Rattlebarks are a kind of Arboreal found almost entirely in the Glogas flotilla, but some families like the Nebblewisers moved to the UMBERWOOD to help during the Blight and stayed. Their hands and feet grip the bark of boughs with microscopic furs like a geckos' setae. Although they are capable of releasing the bark slowly enough to be silent, most don't take the time and the bark is lifted and slapped back into place rapidly as they move, causing a kind of rattling sound like rain falling on a roof.

REACH, THE

The Reach is the area above the Loft of a Great Tree, and indeed, the entire Great Forest. It is like the emergent layer of a rainforest canopy.

REACHWARD

Frequently, Arboreals refer to large, well known, areas of the treescape when giving directions. The Reach is above all things, so to head toward the Reach is to travel Reachward, similar to directions on Earth.

RED TIDE

On Earth, red tide is the name given to a bloom of large quantities of algae that discolor the water and increase toxicity to the point of killing large numbers of sea creatures. In Sunborn Rising, the Red Tide refers to the Creepervine surviving and multiplying in the ocean by living inside of Red's flesh.

RINGS

Arboreals measure the passing of time annually by the addition of new growth on their Great Trees, a method known on Earth as dendrochronology. A new ring of wood is added to the trunk about every three-hundred Buckles, approximately three-hundred Earth days. Each new ring makes the trunk

thicker and stronger, and the rings can be counted to determine the age of the Tree. Every Great Tree begins a new ring uniquely, some with shedding bark others with fire, but all count the passage of time steadily.

ROOT, THE

The Root is a region of Cerulean at the base of the Great Trees. It is mainly the flotilla created by the joining of the roots of the trees, but refers in general to all of the wooded area close to the surface of the ocean.

The Root is a region of Cerulean at the base of the Great Trees. It is a huge mass of rolling, intertwined roots that holds the flotillas afloat on the surface of the ocean. There are few, if any, Arboreals living at the Root since they moved exclusively into the Lofts to avoid the Argus and his light-sucking Creepervine.

RUGOSIC

Rugosics are Arboreals found in every Tree of the Great Forest. They have skin that binds with metallic ions in water to generate tough layers of armor referred to as a panoply. Each family has unique patterns and shapes allowing Rugosics to recognize their kin at a glance. Otherwise, they all share similar proportions, powerful legs and arms, and taller than other Arboreals. Rugosics are among few Arboreals that evolved from the sea, adapting to life in the trees after Nihil's Conquest ended.

RUSH

A Rush is a furry, round creature small enough to fit in the paws of any adult Listlespur. Its head is typically too large for its body and they are known for their prominent ring-shaped ears as well as three long, ribbon-like tails. They have three pairs of wings.

Rushes are fast fliers. Their wings are galvanized by unique nectars found in distinctive flowers in the Great Forest. They have to drink frequently, so they instinctively keep a perfect map of every flower they've ever sampled which makes them perfect messengers for the Arboreals. Their favorite and most potent fuel is the cultivated sap of the wrymwood; most Arboreals keep one well-tended in their dens.

SCRUFFS

Scruff refers to either of the two discrete flaps of skin that grow from the backs of Kolalabats. Scruffs are all-purpose tools, used as blankets, baskets, and parachutes. They are extremely elastic, stretching to accommodate any load, whether it's an extra passenger or an extra melon.

SEED THROW

Many seed throws exist in the game of Pit, but Tory primarily means the somersault throw which he uses to throw Plicks into all manner of strange, hard to reach places.

SIDEWOOD

Similar to pathwoods, sidewoods are well-known and traversed boughs in the Loft. The only difference is that sidewoods are smaller and less well-kept. Very few structures are located on the main thoroughfares of the Loft, instead, dens and shops are located off the pathwood on sidewoods of their own.

SPECTRACINTHE FLOWER

A flower with hard-edged, translucent lavender petals. The petals join together and hold water in a prismatic shape so that the spectracinthe's own light is split into a spectrum, passing through pockets of air and water at various angles and intervals. Gammel gave one to Brace the day they met.

SPIDERFRUIT

One of Tory's favorite treats. A spiderfruit looks like a spherical basket made of spun sugar, and is a little smaller than a golf ball. Suspended within the basket is a gray nutrient-rich sac wrapped in a finer version of the sweet gossamer webbing; several strands hold it more or less in the center.

STAR OF CERULEAN, THE (SUN)

At the very center of the Cerulean Ocean is a star, the Cerulean Sun. It pulses daily and over the course of the Cerulean year, it generates seasons and the day-night cycle of all the Great Trees.

The Sun gives everything to the world of Cerulean in the form of light and heat, and the elements that make up the physical components. Also though, the legends say that the Nebules themselves are born from the sun.

STARWOOD TREE

The Starwood, like the Umberwood, is one of the few Great Trees populating the Golgas Flotilla, usually referred to as the Great Forest. The Starwood grows primarily point light flowers which offer little ambient light.

THREAD

A rope braided from the fibers of various plants throughout Cerulean that is worn by Arboreals as a means to hold important mementos. Each owns a thread of the great tapestry and strives to make it memorable.

Every Thread is the story of an individual Arboreal's life, a kind of autobiography. They wear their experience as protection, and sometimes as a weapon, but always as an inspiration. The choices one makes, the moments that captivate, are stored as curios in the thread of their lives; a physical, tangible remembrance of the story of a life so that it may be passed on.

TRAPWILLOW MOSS

Trapwillow Moss grows on the underside of branches and boughs throughout the Umberwood, but preferring shade, tends to thrive away from most other flora. Long thin resin-sticky strands extend down from the moss in curtains as a means of trapping insects for food.

TREESCAPE

A term used by Arboreals to describe the layout of branches, dens, and shapes that make up the immediate environment.

UMBERWOOD

The Umberwood is the home tree of the trio, Barra, Plicks, and Tory. It is the oldest of the Great Trees on their flotilla.

The Umberwood is an ancient tree, oldest among the Great Trees of the Glogas flotilla. The neighboring Trees are descendants of the Umberwood and share similar features though each is unique. The Umberwood Loft is a bustling city Arboreals arriving from great distances every day.

UNDERTOW

On Earth an undertow is a flow of water beneath the surface waves heading out to sea, away from the shore, the opposite direction of the obvious flow. Also though, an undertow is a non-obvious concept, aesthetic, or force that runs beneath the surface but still influences the character of the surface.

VEN/VENRESS

Ven and Venress are honorifics on Cerulean similar to Sir and Madam in English.

VOID, THE

The area between the Cerulean Sun and Ocean is called the void, although sometimes the innervoid distinguishing it from the outervoid. Nebules, elements, and light all pass through the void on the way to the ocean where they disperse and become part of the world.

WANDERERS

The Arboreals of Cerulean refer to certain points of light in the outer void, or outer space, as Wanderers because they travel across the sky during each year whereas other points of light seem fixed. Analogous to planets and stars as viewed from Earth.

WATERFULL

The waterfull plant flowers a watertight bowl with waxen petals. A healthy waterfull fills up repeatedly to the same level no matter the time of day and is used for all manner of washing. Most waterfull flowers are deep and wide like a kitchen sink, but clever botanical Arboreals have helped cultivate a variety of shapes and sizes.

WATERING

The action of the buckle, the compression of the sea and the flotillas of trees, results in a temporary increased water pressure in some of the flora in the Great Forest. The increased pressure during the healthy rings caused tremendous showers of water to rain down from the Reach and throughout the Loft of each tree. A time of cleansing and replenishment, though during the Wither Rings, it marked the appearance of strange happenings, likely the result of kudmoth activity.

WEAVER

Weavers, like Listlespurs and Rugosics, are sentient Arboreals that live in the canopies of the Great Forest. Weavers tend to be about the size of humans with bodies similar to moles and fingers that end in long needle-like nails which they use to sew all manner of items from doorweaves to medical sutures and bandages.

WYRMWOOD

Wyrmwoods are thick trees that look more like stumps. Few stubby branches protrude from the tree, and they are otherwise covered with a sheath of rich brown, papery bark and dark-purple buds. Wyrmwoods are the primary source of payment, nectar, and shelter for the Rushes of the Great Forest.