

# Protagonists

- [Wren Emberlain](#)
- [Aran Sunderwood](#)
- [Aran Sunderwood — Family and Caravan](#)

# Wren Emberlain

## Who Wren Is, At Surface Level

Wren Emberlain is a sand cat, non-binary, 33 years old, archivist in Arbour's Tabularium. Precise, analytical, introverted. Mid-tier dialect — analytical precision with occasional rougher cadences that betray a Sprawl-adjacent upbringing. Partner to Atlas Faelan.

Species informs more than appearance. Sand cats are built for stillness and patience over speed — ambush hunters, not pursuit hunters, who wait and watch and conserve effort until a moment is worth spending it on. That temperament maps directly onto archival work: the discipline of sitting with a misfiled reference number for weeks until a pattern surfaces, rather than chasing leads loudly. Wren has excellent low-light vision and hearing — including registering sound below the range most species notice — and comfortably prefers the quiet, dim hours of the Tabularium to the glare and bustle of the upper tiers, which they find genuinely more taxing than most people around them seem to. Soft-furred, round-faced, pale sand-toned coloring built to vanish against dry, neutral ground — Wren reads, physically, as small and unassuming, easy to underestimate, easy to overlook in a room. This has never been an accident in how they move through the world, even when they couldn't have said why.

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## Origin

**Timeline, locked:** Wren joined the Azure Branch at 19. Four years of real service followed — enough to build genuine expertise and the kind of trust that gets a junior technician handed real operational access earlier than most. The cutoff happened at 23. Ten years have passed since. Wren is 33 as Book One opens, which means a full decade of archivist life now outweighs the four years of Azure Branch service that came before it inside their own sense of who they are — long enough that the archivist self doesn't feel built. It feels simply true, the way anything lived in for ten uninterrupted years comes to feel true.

Before the Tabularium, Wren held a technical/systems role with the Azure Branch — Continuance Corps-adjacent, the division responsible for reactor maintenance and grid routing. They were good at it. Good enough, eventually, to be trusted with real operational access.

**The crisis, locked:** the district was a Sprawl sector whose name is left open for a future naming pass (see Open Follow-Ups), and the unrest was genuine, not manufactured — a structural collapse, the kind already established as endemic to chronically underinvested Sprawl construction,

killed and injured residents in a section that had been flagged as unsafe and never repaired. The collapse was not unique or unprecedented; it was simply the one that happened to be bad enough, public enough, and close enough together with other failures that the district's grief turned into something the Council could no longer wait out.

What followed was not a single gathering that could be dispersed by a show of force or a night's wait. It was an occupation — people staying, in real numbers, at and around the collapse site itself, refusing to leave until the Council acknowledged publicly that the building hadn't simply failed, it had been left to fail, the same chronic underinvestment the Council has always attributed to "poor personal choices and inadequate maintenance" rather than its own. Makeshift shelters went up. People who'd lost homes in the collapse had nowhere else to be anyway. The occupation held for days, sustained in part by the district's own tapped power — exactly the kind of unofficial conduit running through the structural fabric that Azure Branch already knows about and tolerates everywhere else, except here, where it was suddenly, specifically a problem.

This was never a Twelve-level decision, and it never needed to be. Continuance Corps, acting within its own ordinary crisis-response authority, characterized the occupation as an unsustainable, deteriorating safety situation — which, on its own internal logic, was not even dishonest: people sleeping for days in a structurally compromised sector, drawing power through improvised connections, genuinely were at risk in ways that compounded by the day. The cutoff was authorized as the mechanism to end it — not a tactic aimed at scattering a crowd in the moment, but at making the occupation itself impossible to sustain. No power meant no light through the night. No way to keep makeshift medical care running for people already injured in the collapse. No way to keep the improvised shelters heated against the cold. It didn't disperse anyone in an afternoon. It made staying, day over day, cost more than anyone could keep paying — which was the entire design. Nobody in the chain of command needed to be lying, exactly. They needed only to already believe, the way Continuance Corps believes about everything, that the procedure in front of them was the correct one, without asking too hard whether starving an occupation of power was crowd control or something closer to a siege.

During this — Wren was operationally involved in executing the cutoff, under direct order from leadership. Not routine load-shedding. A targeted cutoff to people already in crisis, in a sector where life-support systems mattered more, not less, because of the recent structural damage and the makeshift medical care the occupation itself was sustaining.

Wren understood, eventually, what they had been made part of — not in the moment, when the order still read as defensible crisis management, but afterward, watching how long "unsustainable" actually took to become true: days of people getting colder, getting sicker, the improvised medical care failing one piece of equipment at a time, until the occupation didn't break so much as it simply could no longer continue. They tried to refuse further involvement. They tried to leave.

They were too skilled to lose.

They were forcibly restrained and conditioned — the event itself, their objection to it, and the conditioning that followed all suppressed from memory. Not killed. Not exiled. Kept, and quietly redirected into work that could never again require them to act on a live system, touch anything

with present-tense consequence, or be in a position to refuse an order that mattered.

**The mechanism, locked:** this was not the same family of method that produced Cael Morrow's death. Morrow's case needed only a plausible cover story and a willingness to let someone die — cheap, in institutional terms, requiring no particular skill beyond paperwork. What was done to Wren required keeping a mind intact and fully functional while removing one specific, surgical piece of it, which is a categorically harder problem, and rare enough that it was never going to be the Council's default response to an inconvenient person. It was reserved for someone too valuable to simply eliminate — and Wren was, at 23, already exactly that: four years of real expertise, the kind of operational trust that doesn't come cheap to replace.

That alone wouldn't have been enough to make Wren a viable subject, though. The procedure — built on principles of memory reconsolidation, the same real, then-centuries-old science Arbour inherited fragments of from ARBOUR|05's own archives: forced, controlled recall of the targeted event under a sedating/destabilising agent, timed to interfere with the memory as it re-stabilises rather than simply deleting it outright — works far more cleanly on a mind that's already organised in discrete, separable pieces than on one where everything bleeds together. Wren's memory, even before any of this happened, was unusually compartmentalised — precise, well-bounded, almost archival in its own internal structure, long before "archivist" was ever a word applied to them professionally. This is the precise, dark irony underneath their later career: they did not become suited to archival work because of what was done to them. Something in how their mind was already built made the surgical edit possible in the first place, and the career came after, not before — though Wren has never had any way to know which order things actually happened in.

Even with the right subject and the right method, the procedure was never precise. It is not a clean technology, three centuries removed from whatever it once was on Earth, maintained and practiced by people who inherited the principle without ever fully inheriting the certainty. What was done to Wren left genuine collateral damage: small, scattered gaps adjacent to the actual edited memory — minor, unrelated things from the same general period that are also faintly missing or wrong, which Wren has never had reason to notice are gaps at all, because nothing about an absence announces itself. And underneath that, smaller still: stray, disproportionate emotional reactions to specific, unpredictable stimuli — a sound, a smell, a particular phrase — that don't make sense to Wren when they happen, filed away privately as a personality quirk rather than recognised as scar tissue with no scar to point to.

**Wren was, functionally, a test case** — among the earliest, possibly the first, full attempt at this specific application of the technique, rather than one more routine instance of an established procedure. This is not something Wren or anyone currently working at Azure Branch consciously knows or could easily find out; it exists only in records old enough, and restricted enough, to have fallen into the same uncatalogued, unindexed obscurity that swallows everything else this institution would rather not have to explain. What does survive, quietly, in Wren's own file: a passive monitoring flag, never actively watched day to day, that would trigger review if specific conditions were ever logged against Wren's name again — a relapse, an "episode," anything pattern-matching the original case. Nobody currently at Azure Branch is checking for it. Nobody has been for years. The flag is simply still there, the way the Frames are still there, the way Bren Castellan's question is still there: not erased, not actively maintained, just waiting in a system built

to forget that it's still holding on to something.

They became an archivist. They have been one for ten years now — most of their adult life, by feel if not by strict arithmetic. They do not know why they chose it. They believe, sincerely, that they chose it.

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## The Inheritance of a Stolen Self

**This is deliberate and should remain the emotional center of the document.** Wren's defining professional belief — that truth is recoverable, given enough patience and care — was not arrived at. It was built for them. It is the safest possible identity for someone who could no longer be trusted with anything immediate: a self made entirely of past tense, of finished things, of records that cannot resist being read the way a person can resist an order.

Their stillness is not simply temperament, though it reads as temperament, and they experience it as temperament. It is sand-cat patience, repurposed without their knowledge into the precise shape of a person who was made to never intervene in anything, ever again.

This is the wound underneath everything else about how Wren moves through the world. They are proud of their patience. They are proud of their care. They believe these are virtues they cultivated. They do not know that the version of themselves doing the believing was assembled, deliberately, by the same institution that did this to them — which means even their professional virtue, the thing they are most quietly proud of, may never have been fully their own choice.

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## The Psychological Core

Wren believes truth is recoverable through patience and care. This is not an abstraction — it is the load-bearing structure of their entire identity, professional and personal both. It is why they are good at their job. It is why Atlas trusts them with his bad days and his good days, his rhythms and his tells. It is why they are the one who finds AZ-3-0047-C in a misfiled maintenance log, the one whose particular skill is noticing what doesn't fit a pattern, the one who will eventually hold a navigation instrument that shouldn't exist and recognize, by materiality alone, that it is wrong.

They believe this because, for as long as they can consciously remember, it has been true. Every record they have ever patiently, carefully recovered has rewarded that patience. The method has never once failed them, as far as they know.

It failed them once already. They were the record. They were the thing that needed recovering, and instead they were edited, and the edit held, completely, for most of a lifetime — because the one archive Wren never thought to audit was themselves.

**The horror is not simply that Wren will eventually learn what they did.** It is the recursive collapse underneath that discovery: if the self investigating is itself the product of the same erasure being investigated, then the tool Wren has trusted their entire life — careful, patient, truth-finding attention — was never sovereign. It was assembled. The horror doesn't stop at "I did something terrible." It continues to "I cannot fully trust the part of me doing the remembering, because that part was built, deliberately, by the people who needed me not to remember."

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## Atlas

Wren's relationship with Atlas Faelan is the emotional anchor of their early arc, and it carries its own quiet irony once the buried history is in view. Wren has spent years watching Atlas manage a chronic condition with the specific, intimate attentiveness of someone who has never personally gone through anything like it — someone safely on the outside of that kind of bodily betrayal, able to offer steadiness precisely because they believe themselves exempt from it.

That framing was never true. Wren's own body and mind were rewritten once already, just as thoroughly, just less visibly, by people instead of by illness. The tenderness Wren offers Atlas — patient, careful, attuned to the gap between a bad day and a good one — is real. It is also, devastatingly, something Wren is uniquely unqualified to believe they're offering from a position of safety.

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## The Tragedy

Wren is not a victim in the simple sense, and the document should resist flattening them into one. They were not merely hurt and silenced — they were made complicit first, given real operational access and real responsibility, and it was only once they understood the weight of what they'd done that they tried to stop. That attempt, the one moment of genuine resistance in this whole history, is itself part of what was taken from them. They don't get to remember that they tried.

The tragedy is not that Wren is broken. It's that Wren is, by every visible measure, remarkably whole — patient, careful, beloved by Atlas, excellent at their work, the kind of person other characters trust instinctively — and all of that wholeness was built, deliberately, on top of a removal so complete that Wren cannot feel its absence. They do not walk around with a wound. They walk around with virtues, and the virtues are the wound, worn smooth enough to pass as a self.

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# Open Follow-Ups

- [x] **Origin of the order** — ✓ resolved. The cutoff stayed localised within Azure Branch/Continuance Corps — never a Twelve-level decision. Continuance Corps authorized it as crowd dispersal/stabilization, within its own ordinary crisis-response authority, framed (not entirely dishonestly) as public safety. Keeps Wren's wound structurally parallel to Bren Castellan's and Cael Morrow's — ordinary institutional momentum, not centralized villainy — rather than connecting it directly to Cassan's apparatus.
- [x] **Which Sprawl district, and what crisis/unrest** — ✓ resolved in shape; specific district name still open (see below). A structural collapse — the kind already established as endemic to chronically underinvested Sprawl construction (see *Power Grid*, "poor personal choices and inadequate maintenance") — killed and injured residents in a section flagged unsafe and never repaired. The response was a sustained, multi-day occupation at the collapse site (CHOP/CHAZ-style — physical, persistent, sustained on tapped power), not a single dispersible gathering. The cutoff worked by making the occupation itself unsustainable — no light, no power for makeshift medical care, no way to keep shelters heated — rather than by scattering a crowd in the moment.
- [ ] **The specific district's name** — still open. A natural companion item to Tier 3's broader Sprawl-symmetry/geography questions; worth naming once district-level geography work happens generally, rather than inventing a name in isolation.
- [x] **The conditioning mechanism itself** — ✓ resolved. Genuinely distinct from Cael Morrow's method (Morrow's was cheap and disposable — a cover story and a willingness to let someone die; Wren's required keeping a mind intact and functional, a categorically harder problem reserved for someone too valuable to eliminate). Grounded in memory reconsolidation — forced, controlled recall under a sedating/destabilising agent, timed to corrupt the memory as it re-stabilises rather than deleting it outright — inherited in fragmentary form from ARBOUR|05's own archives and never fully mastered in three centuries since. Wren's naturally compartmentalised memory (the same trait that later makes them suited to archival work) is what made a precise edit possible at all. The procedure was imperfect: scattered collateral memory gaps near the real one, plus stray, disproportionate emotional reactions to specific stimuli, neither ever resolving into an obvious pattern. Wren was, functionally, a test case — among the first full attempts at this application — and still carries a passive, currently-unwatched monitoring flag that would trigger review if specific conditions were ever logged against them again. See Origin section above for the full passage.
- [x] **Timeline specificity** — ✓ resolved. Joined Azure Branch at 19, four years of service, cutoff incident at 23, ten years as an archivist since. Currently 33 as Book One opens. See Origin section above.
- [ ] **Voice, present-tense plot goals, behavioural texture, full physicality beyond species** — deliberately not built out yet, consistent with the same principle applied to Cassan: better captured after Wren has been drafted on the page at least once, so it reflects what's proven rather than locking in advance guesses.
- [x] **How and when this surfaces in Book One** — ✓ resolved. The personal-history reveal is deliberately kept on a fully separate track from Wren's Five Arks Threads 1 and 2

(the ARC telemetry and the navigation instrument). The two are different orders of horror — one cosmic-scale and external, one intensely interior (the recursive collapse of discovering the self doing the investigating was itself assembled) — and entangling them risks diluting both rather than strengthening either. Exact placement within Act Two/Three timing still open, but the separation itself is locked.

# Aran Sunderwood

## Who Aran Is, At Surface Level

Aran Sunderwood is a coyote, Wayfarer, 29 years old, scout and tracker. Physical, instinctive, terse. Bleached fur tips and a weathered build — visible, unmistakable evidence of sustained Badlands exposure, which carries real and specific stigma to anyone reading him through an Arbour lens. His speech is shaped by Wayfarer oral tradition: sentences land differently, pauses mean something, and what an Arbour resident reads as uneducated is, in fact, the opposite — a different, older discipline of meaning entirely.

Species is load-bearing here the same way it is for Wren, just built from a different real-world template. Coyotes are not apex predators built for raw power or short-burst speed — they are generalists, built for sustained, adaptable, long-distance travel: the animal that can go the farthest, read the most ground, and outlast conditions that defeat specialists. This is the literal physical correlate of his profession. Coyotes are also exceptionally adaptable across terrain and circumstance, more so than almost any comparable real-world canid, which matters precisely because Aran's instinct isn't suited to *one* kind of landscape; it's suited to reading landscape as a category. That breadth is what makes the eventual betrayal of his senses so total: it isn't one specialist skill failing him, it's the generalist instinct itself, the tool that was supposed to work everywhere. He has keen scent and hearing and a fast, opportunistic intelligence built for quick reads and quick improvisation, rather than singular, narrow mastery. Capable as a lone operator in the field, but — consistent with coyote social behaviour — far more expressive and at ease among his own people than his terseness in Arbour-coded company would suggest.

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## The Wayfarers — Necessary Context

The Wayfarers are not a settled people. They are nomadic, travelling the continent in large caravan settlements — communities that move as a structural fact of daily life, not as an occasional necessity. Status, lineage, and belonging are things a person carries *with* their caravan, not things anchored to a fixed place, the way Arbour's tier system anchors status to physical address and institutional record. Authority within Wayfarer culture comes from accumulated wisdom, not status in the Arbour sense — an elder holds authority through what they have learned and demonstrated over time, regardless of species, which reads as alien to upper-tier Arbour residents and quietly

radical to the Sprawl.

This matters directly for Aran's psychology. People who carry their home with them, who orient by the land and weather and one another rather than by fixed institutions, have to trust something that travels with them and cannot be left behind, audited, or stored — and that something is instinct, sense, the body's own reading of the world. Where Arbour trusts records and procedure, Wayfarers trust what a person's own senses tell them, calibrated and earned over a lifetime of being right. It is the only kind of truth-finding that makes sense for a culture that never stays anywhere long enough to build an archive.

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## Origin

**Timeline, locked:** Aran became a scout at 18. Eleven years of scouting stand behind him as Book One opens, at 29 — long enough that "finished proving himself fully as a scout in his own right" (the point at which Mira trusted him with Pell's apprenticeship, three years ago, at 26) was a real, earned milestone, not an early handoff.

The click began roughly three months before Act One opens — recent enough that it's still a genuinely new experience, old enough that Aran has already started, quietly and without consciously deciding to, half-trusting it the way he trusts everything else his senses tell him. That's the whole danger in miniature: three months isn't long, but it's exactly long enough for an instrument that has never once been wrong to start being trusted again, by habit, before anyone — including Aran — has had reason to ask whether this time is different.

Aran is Wayfarer-born, into a lineage already respected within his caravan before he ever had to earn anything of his own. He did not have to claw his way into trust — he inherited a baseline of it, the way a person born into any well-regarded family inherits a kind of credit they haven't personally spent yet. What he has built on top of that inheritance is real and earned: he became a scout and tracker, the role that puts daily, literal weight on the question of whether his senses can be trusted. People's safety depends, routinely and without much ceremony, on Aran reading land, weather, and danger correctly. He has done this well, for eleven years now, that neither he nor anyone around him has any real reason to think about it as a question at all.

There is no single wound here. No one did this to him. Nothing was taken from him in the way something was taken from Wren, or self-inflicted, the way it was for Cassan. Aran's trust in his own body is simply true of him — inherited, cultural, and earned three times over by lineage, by profession, and by a lifetime of being right when it mattered.

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## The Psychological Core

Aran believes his body and his instincts tell him the truth about the world. This is not a belief he arrived at through argument or crisis — it is the water he has swum in since before he could question it, reinforced every single day by a job that requires it to be true and rewards him, concretely, every time it is.

This is what makes the eventual betrayal so devastating, and so different in shape from Cassan's or Wren's. Cassan chose his own rewriting and drew the wrong lesson from surviving it. Wren's trust was manufactured for them, deliberately, by people who needed a version of them that could no longer act. Aran's trust was never manufactured, never imposed, never anyone's fault. It is simply true, and good, and earned — which means there is no one and nothing to be angry at when it starts to fail him, only the unbearable fact that something honestly trustworthy can still, eventually, stop being trustworthy, for reasons that have nothing to do with anything he did wrong.

**The Click.** This is where the horror actually lands, and it is important that it lands as a forgery, not a malfunction. Deep in the Badlands, Aran begins to perceive something — described elsewhere as a sound felt rather than heard, a thump or click, irregular, like something testing the wall between realities — at Stage Three exposure, when enough of the Convergence's physics has entered his biology that he can perceive its existence directly. The danger is not that his senses break or go quiet. The danger is that they keep working exactly the way they always have, and the click *passes*, cleanly, as a real signal — because the Convergence does not need to override Aran's instincts to use them. It only needs to produce a sensation with the correct quality of truth, the specific feeling Aran has spent his whole life learning to trust without hesitation. It fits his worldview perfectly. He almost doesn't question it, not because he is careless, but because questioning it would mean questioning the one tool he has never once had reason to doubt — and that tool, this time, is being used against him by something that learned, perfectly, what trustworthy is supposed to feel like.

This is not a story about an unreliable narrator discovering he was always unreliable. It is a story about a genuinely reliable instrument being fed a convincing lie by something patient and total enough to fool an expert precisely because he is an expert.

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## The Tragedy

Aran's tragedy is the cruellest of the three protagonist-and-antagonist psychologies built so far, specifically because it is the least earned by any wrongdoing — his own, an institution's, or anyone's. Cassan's tragedy is that he built an entire worldview on a lie he told himself. Wren's tragedy is that an institution built a self for them and called it their own choice. Aran's tragedy is that he did everything right. He inherited well, worked hard, became trustworthy in fact and not just in reputation, and the thing that finally undoes him is not a flaw in his character but the single trait everyone — himself included — would have named as his greatest strength.

There is no lesson buried in this for him to have learned earlier. There is only the slow, physical horror of a person watching the one part of themselves they never doubted become the part they can no longer afford to trust — and the harder horror underneath it: that for a while, he won't be able to

tell the difference, because nothing about how it feels has changed at all.

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# Open Follow-Ups

- [ ] **Voice, present-tense plot goals, behavioural texture, full physicality beyond species** — deliberately not built out yet, consistent with the same principle applied to Cassan and Wren: better captured after Aran has been drafted on the page at least once, so it reflects what's proven rather than locking in advance guesses.
- [x] **\*\*Timeline specificity\*\*** — ✓ resolved. Became a scout at 18, eleven years of scouting by Book One's start (29 now). Took over Pell's apprenticeship at 26, three years ago. The click began roughly three months before Act One opens. See Origin section above.
- [ ] **His specific caravan/family within the Wayfarers** — "a lineage already respected" is established, but no name, no specific caravan identity, no family members are named yet. Natural companion piece once Wayfarer social structure (still PENDING per the directory tree's *Factions & Power Structures* chapter) gets its own document.
- [ ] **How and when his arc intersects with Wren's** — the handoff summary establishes them as the dual-POV pair and the Act One structural notes already alternate their chapters, but the specific connective tissue (how a Wayfarer scout and an Arbour-tier archivist actually meet and why their stories become entangled) isn't detailed in any document yet.
- [ ] **Relationship to Five Arks Thread 3** — per *The Five Arks — Series Spine*, Aran's accidental fieldwork discovery of the ancient, Wayfarer-avoided site is explicitly separated from the click experience by design (so the two beats don't blur together). Worth deciding where in Act One's six-chapter breakdown this discovery actually falls, relative to the click.
- [ ] **Whether anyone in his caravan notices something changing in him before he does** — given Wayfarer culture's emphasis on accumulated wisdom and presumably close caravan-level observation of one another, it's worth deciding whether his community has any early warning signs available to them that Aran himself can't yet see, which could be a strong source of dramatic irony if developed.

# Aran Sunderwood — Family and Caravan

## The Caravan — Long Reach

**Long Reach** — the caravan's name in its own tongue translates more precisely as something closer to "*the ones who go furthest and still come back*," worn down through generations of use into the shorter, plainer "Long Reach," consistent with the wider naming pattern established elsewhere in this world (vernacular terms worn smooth by repetition — compare "the shed," "being walked"). The name is a statement of identity and a quiet boast: Long Reach is, even among Aeolians, known for producing scouts who range further than most caravans consider sensible, and for the discipline — not luck — that has historically gotten almost all of them back.

*Almost* is doing real work in that sentence. Long Reach's reputation is built on a track record, not a guarantee, and the caravan's elders are old enough, collectively, to remember the exceptions.

## Size and Composition

Long Reach is a mid-sized caravan by Aeolian standards — large enough to be self-sufficient and to maintain its own scouting lineage tradition, small enough that everyone in it knows everyone else, which matters for the close, reputation-based mutual observation already established as a feature of Aeolian caravan life. It is mixed-species in composition, consistent with Wayfarer norms generally, with no species holding disproportionate representation in its leadership.

## Current Leadership

Long Reach's elder council is small, as is typical, and Sage Yahari was its most prominent voice — not because Yahari held formal authority over the others, but because Yahari's particular knowledge (the oral tradition, the theological framing of Aetheris, the closest thing the caravan has to an archive) made Yahari the elder people sought out first when something needed to be understood rather than simply decided. Yahari's death in Act Two A leaves a gap in *understanding*, distinct from the gap it leaves in *governance* — Long Reach will still be led, by the elders who remain, but it will be led by people who increasingly have to make decisions about Aetheris-adjacent phenomena without the one voice who had spent a lifetime building a framework for making sense of them.

**Garrick Stane** is the elder who survives Yahari and keeps that governance gap from ever opening. A goat-type — sure-footed, stubborn, built for bad terrain rather than open theological questions — Garrick is everything Yahari wasn't: practical, logistics-minded, the elder people go to when something needs deciding rather than understood. Where Yahari held the caravan's oral tradition and its sense of meaning, Garrick has spent decades holding its actual functioning — route timing, resource allocation, the hundred small operational calls that keep a moving community of this size fed, organized, and intact. He is noticeably younger than Yahari was, next-generation rather than peer, which matters: he is not a replacement for what Long Reach loses when Yahari dies, and the document should never let him read as one. He is good at what he has always been good at. He is not yet, and may never become, what Yahari was.

Garrick and Yahari were not lifelong peers — the age gap is real, and neither of them ever pretended otherwise. What they were was something rarer for it: once Garrick rose into the elder council, considerably younger than the rest of it, Yahari was the first to treat him as a full equal rather than someone still proving himself into the role. That recognition became a real, close partnership in its own right — shorter in duration than the decades Yahari had with the caravan's older generation, but no less genuine for being newer, the two of them covering precisely what the other didn't in a working relationship neither one had to manage or perform. This means Yahari's death is not simply a structural loss for Garrick to absorb and route around. It's personal, and it carries the particular weight of having been one of the few people who looked at Garrick early and saw the elder he'd become rather than the young one he still was. The caravan keeps functioning under Garrick's hand exactly as it always has — schedules kept, resources allocated, nothing visibly broken — while the one person who saw him clearest, and earliest, is simply gone, and Garrick is left holding governance alone, grieving a partnership the caravan's day-to-day stability will never visibly show.

*[Resolved — see above. Long Reach does not read as leaderless after Yahari's death; it reads as led by someone whose competence was never in question and whose grief is, for now, entirely his own to carry.]*

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## Aran's Immediate Family

### Mira Sunderwood — Mother

Mira is the senior living member of the Sunderwood scouting lineage — the family whose generations of "being right about the land" gave Aran his inherited baseline of trust, as established in his character document. She no longer scouts actively; her knees and her wind aren't what they were, and Long Reach's culture of demonstrated-not-assumed authority means she's transitioned, gracefully and without much ceremony, from active scout to the caravan's senior tracker-trainer — the person who teaches the next generation to read ground, which is how she came to be training a young ward years before Aran took over that role himself (see *Pell*, below).

Mira is sharp, dry, undemonstrative in the way Aran himself is undemonstrative around outsiders — their terseness in Arbour-coded company reads, in Long Reach, as simple family resemblance. She does not fuss over Aran. She has spent her whole life trusting people's competence as a baseline assumption, and extending anything less to her own son would be, in Wayfarer terms, a kind of insult. What she does instead, on the rare occasions Aran is home between ranges, is *listen* — carefully, completely, the way a tracker reads ground — to everything he doesn't quite say.

She is the person most likely to notice, before Aran does, that something in him has started to change — and she does notice, though not as a scout reading unfamiliar ground. This is motherly noticing, not tactical: she gave birth to him, she knows the specific shape of his moods better than anyone alive, and whatever's shifting in him registers to her the way a parent clocks a child running a low fever before the child has admitted to feeling unwell. Consistent with her established terseness, it never becomes a conversation. It shows up instead in the small, characteristically Mira-shaped ways she's always loved him: an extra portion pushed his way without comment, a look held a beat longer than the moment requires, his gear checked over without being asked when she'd normally trust him to see to it himself. She never names what she's seeing, not to him and not even fully to herself. He never registers what the gestures mean, caught up in something he doesn't yet have words for either. Nothing is said. Nothing is confirmed. The watching is real, and it goes nowhere — which is exactly the kind of love this family runs on, and exactly the kind of silence the book's wider pattern of institutional and personal not-quite-noticing should quietly echo at the smallest, most human scale.

## Doran Sunderwood — Father

Doran is not part of the scouting lineage by birth — he joined Long Reach as a young adult, having grown up in **The Bound Word**, a Corvane caravan (see *Corvane Wayfarer Social Structure*) whose name carries the branch's entire ethic in two words — a promise that holds, a debt remembered correctly, the kind of reputation a relationship-keeping culture builds itself around. Corvane is the branch built around trade, relationship-keeping, and staying close to well-traveled routes rather than ranging the frontier. He married into the Sunderwood name and its reputation rather than inheriting it, after meeting Mira during a routine trade contact between the two caravans — a clean, uncomplicated choice rather than a wound he was running from. This matters quietly: Doran has spent his adult life inside a family whose standing is built on something he wasn't born with, and he has made his own peace with that by becoming, instead, the family's anchor in every sense that doesn't require ranging — the one who's reliably *there*, who manages the caravan's trade relationships and day-to-day logistics, who is, in his own register, just as load-bearing to Long Reach's functioning as any scout, without ever being the one whose name gets spoken with the particular reverence reserved for a good read on bad ground.

Doran worries more openly than Mira does. It's a difference in temperament, not in love, and Aran has always known the difference — has, if anything, found Doran's worry easier to be soft with than Mira's quiet watching, precisely because Doran's worry asks nothing of him in return except permission to have it.

# Tamsin Sunderwood — Younger Sister

Tamsin is several years younger than Aran, sharp-tongued, deliberately not a scout — a quiet, ongoing point of gentle family friction that everyone has long since made peace with, since Long Reach's culture doesn't permit anyone to actually pressure her about it. She trades. She's good at it, with the specific kind of charm that makes strangers want to give her better terms than they intended to, and she's the family member most likely to actually know what's happening in the wider world beyond Long Reach's own range, because trade conversations carry gossip the way scouting reports carry weather.

Tamsin and Aran are close in the specific, low-maintenance way of siblings who don't need to perform closeness to feel it. She is the one who teases him without flinching from his terseness, the one who can get an actual laugh out of him in front of other people, and — not incidentally — one of the people most likely to be physically present and at risk if Long Reach's stability is ever threatened, since her trade work keeps her moving through exactly the contact-heavy spaces (Badlands communities, shadow settlements, the long indirect chains described in *Water Recycling and Food Production*) where danger from outside Wayfarer territory would first reach the caravan.

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# Pell — Ward and Apprentice

## Who Pell Is

Pell is not Sunderwood by blood, and she did not come to Long Reach as an orphan. Her parents are, as far as anyone knows, still alive — still traveling with her birth caravan, **Eventide** (see *Thessaly Wayfarer Social Structure*), a Thessaly caravan whose name in its own tongue translates more precisely as something closer to "*what the day cannot move*" — worn down through generations of use into the shorter, plainer "Eventide," consistent with the same naming pattern that produced Long Reach. The branch itself is built around composure, containment, and self-mastery as the visible proof of trustworthy character. They did not lose her. They gave her up — not through cruelty exactly, but because she never stopped being a problem they didn't have the language to solve, and a culture that prized calm above almost everything else eventually ran out of patience for a child who couldn't perform it.

Pell is a bear-type — a species her birth caravan should, by every outward expectation, have been proud to claim. Bears in this world's taxonomy carry a real-world correlate's reputation for deliberateness, solitary self-containment, and quiet, unhurried strength — exactly the temperament her birth caravan built its entire culture around prizing. That her own daughter turned out to be the loudest, most reactive, most visibly *uncontained* child in living memory was not just a disappointment to them. It read as a kind of betrayal of type, a child who should have been proof of their values instead becoming the clearest argument against them.

# The Scent

Bears carry, among real-world mammals, an exceptional sense of smell — sharper by a wide margin than almost anything else built to track. In Pell, that sense runs hot in a way that shaped her whole childhood. Scent doesn't arrive for Pell the way it arrives for most people: a background note, filterable, easy to set aside. It arrives total — woodsmoke and unwashed bodies and turned earth and a hundred years of a caravan's accumulated cooking all at once, undifferentiated, demanding attention whether she wants to give it or not. A crowded camp on a still, windless day could leave her flooded past the point of speech. So could the wrong meal, the wrong weather, a stranger who'd handled something pungent three days before and three towns away.

Her birth caravan did not have a framework for "a child whose senses simply take in more than most people's, and need real effort to manage." What they had was a value system built entirely around stillness and self-possession as the visible proof of a trustworthy character — and a daughter who, on her worst days, could not sit through a meal without flinching, rocking, needing to leave. They read this, consistently and across years, as a failure of discipline rather than what it was: a nervous system doing exactly what bear physiology is built to do, in a body too young and too unsupported to have learned yet how to carry it.

What the caravan's value system could never account for is that the same flood of scent that overwhelmed her at the dinner table is, on a scent trail, precisely what makes her extraordinary. Out in open ground, with room enough that the world's information arrives in sequence instead of all at once, Pell can read a trail that's days old, parse a story out of underbrush three different scouts have already walked past and dismissed as cold. What her birth caravan saw as a child who couldn't control herself indoors was the exact same trait that makes her, outdoors, doing the work she was always actually built for, very difficult to fool.

## How She Came to Long Reach

**Timeline, locked:** Pell arrived at Long Reach at **8 years old**. Mira began training her almost immediately — within the same year, not after a gap — and trained her directly for two years, until Pell was **10**, when Mira handed the apprenticeship to Aran. Aran has now been training her directly for **three years**. Pell is **13** as Book One opens — young enough to still be clearly a child, old enough to have real opinions, real stubbornness, and a hero-worship of Aran that reads as innocent rather than competitive. The promise Aran made her to come back is not a single line said once at a moment of departure — it has had three years to become something closer to a known, trusted pattern between them, which is exactly what makes leaving cost something real.

Pell was given up young — handed off at a chance meeting between caravans, with the kind of practiced, grief-flattened explanation that suggested her parents had rehearsed it more than once before they finally said it aloud to someone who might take her. Long Reach was, by chance and by character, the caravan that happened to be camped near enough to hear it.

It was Mira who actually watched Pell before anyone decided anything about her — watched her go still and unreadable the moment she was given open ground and a trail to follow, watched the same nervous system that couldn't sit through a meal indoors turn into total, unbroken focus the second there was real information to read. Mira did not see a child who lacked discipline. She saw a scout, badly miscalibrated for by people who had only ever asked her to be calm in the one setting where calm was never going to be possible for her, and had never once asked her to be calm in the setting she was actually built for. This is, in miniature, the entire Aeolian philosophy: trust what you observe directly, not what an inherited value system tells you a person is supposed to look like. A caravan built around stillness as a virtue in itself had no way to see a child whose gift only showed up in motion. Long Reach, built around range and direct judgment, saw her immediately.

Mira began training her not long after — this initial observation and the start of real training happened close together, within Pell's first year at Long Reach, rather than as two separate, distantly spaced decisions. When Aran finished proving himself fully as a scout in his own right, Mira handed the apprenticeship to her son, when Pell was 10 — partly because her own knees and wind had earned her the right to step back, and partly because she wanted Aran to have what she'd had: the chance to look past what he was told to expect, and choose, on his own authority, who was worth investing in.

## What Pell Means to Aran

This is the relationship in Aran's life that is **entirely his own choice**, in a way nothing else about his trust in his own judgment is. His standing in Long Reach, his competence as a scout, his place in the Sunderwood lineage — all of it, per his existing character document, was inherited, cultural, and earned, but never *chosen* from nothing. Pell is different. By the time Aran took over her training, he already knew her full story — knew what she'd been called by people who shared her blood, knew what her own reactions were supposed to mean about her character. He looked at her anyway, the way Mira had, and made his own independent judgment that the caravan that raised her had been testing her against the wrong question entirely, and the girl in front of him was worth every year it would take to finish what Mira started.

This makes Pell the single clearest place in Aran's life where "was my judgment right?" is a question with a human face and human stakes, rather than an abstract professional one. Every lesson Aran teaches her — how to read wind, how to trust a smell over a sightline, how to know when your senses are telling you something true — is Aran handing down the exact faculty the Convergence is going to spend Act Two learning to forge. He is, without knowing it, teaching Pell to trust the very thing that's about to start lying to him. And he is doing it for a student who already knows, better than almost anyone else in Long Reach, what it costs when the people who are supposed to read you correctly get it wrong instead.

## Stakes

Pell is young enough to still need Aran specifically — not just Long Reach generally — and old enough to have real opinions, real stubbornness, and a real, visible hero-worship of Aran that Aran

finds equal parts gratifying and faintly alarming, because he remembers, uncomfortably well, being exactly that certain about exactly the wrong things at that age. She has spent her whole life inside Long Reach learning, slowly, that the thing about herself she was taught to be ashamed of is not something she has to keep apologizing for here. Aran leaving is, for her, never quite free of the old fear underneath the new safety: that being valued for exactly who she is was conditional after all, and this is the moment it stops.

When Aran begins to cross the ocean toward Arbour's continent in Act Two A — drawn by evidence, by Yahari's dying words, by something that feels like pull rather than choice — Pell is the person whose face he has to not think about too hard in order to go. Not Mira, whose approval he's spent a lifetime not needing to ask for. Not Tamsin, who would tell him to go and mean it. Pell, who has been left once already by people who were supposed to stay, and who Aran has explicitly, personally promised — the way you promise an apprentice, not the way you promise family by default — to come back for.

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## What This Means for the Story

**Aran now has something concrete to lose that isn't his own worldview.** The existing psychological core material is built entirely around the internal stakes — his trust in his senses, the betrayal of that trust. This document adds external stakes that compound it: if the Convergence's logic starts to make a "terrible kind of sense" to him at his Act Two B low point, the horror isn't only philosophical. It's that agreeing might mean a version of himself that doesn't come back for Pell, doesn't come home to Mira's quiet watching, doesn't get to hear what Tamsin talked some stranger into this week.

**Pell mirrors the trust theme at human scale, and sharpens it with a second axis.** Aran's whole arc is about a reliable instrument being fed a lie that exploits exactly how reliable it's always been. Pell's own history is the inverse failure: people who were supposed to read her correctly — her own parents, her own caravan — looked at a real difference in how her senses worked and judged it against the wrong standard entirely, reading overwhelm as indiscipline instead of recognizing it as the cost of a gift they'd never bothered to test in the right conditions. Aran and Mira are the corrective: proof that the same trait can be read accurately, by people willing to actually look instead of measuring a person against a value system that was never built to see them. This gives the book's central question — is difference something to be disciplined out of a person, or something to be met with care and correct attention? — a quiet, human-scale answer running underneath the cosmic one, well before the Convergence ever enters the picture.

**Mira's noticing is now locked, not just structurally available.** She does see something change in Aran before Act One ends — read as a mother, not as a scout, which matters: this isn't her professional pattern-reading turned on her own son, it's something more vulnerable and less reliable than that. It surfaces only in small, characteristic gestures (an extra portion, a held look, gear checked without being asked) rather than a conversation, consistent with her established terseness. Nothing is ever said outright. This gives the family material a real, quiet ache that

doesn't require dialogue to land, and leaves a clean emotional thread available for later books: if Aran's fate ever goes genuinely ambiguous, as planned for the eventual Pell POV handoff, Mira's silent noticing here becomes something worth the reader aching over in hindsight — she saw it, and never got the chance to say so.

**Pell's absence from Book One's page is a promise to the reader, not just to Aran.** With the series confirmed to widen beyond Book One's dual-POV (Wren/Aran) structure into a larger ensemble in later books — Pell is the first character locked as a future POV voice — her total absence from the page in Book One stops being simply a structural choice about whose story this particular book tells, and becomes a deliberate, trackable narrative debt. A reader who spends an entire book hearing about a child Aran promised to return for, and never sees her, never confirmed safe, never given a single line of her own, should feel that absence as suspense rather than as a closed door. This is worth holding in mind for any future drafting of the goodbye scene or any later reference to Pell within Book One: nothing should foreclose her, settle her fate, or resolve the tension of "did he keep his promise" — that tension is now load-bearing for a future book, not just texture for this one.

**The mechanism for the eventual handoff is now locked, even though the book it happens in is not:** the shift to Pell's POV is meant to be triggered by Aran's own fate becoming unclear — a future plot beat where what's actually happened to him goes genuinely ambiguous to the reader, and the narrative hands off to Pell specifically because she's the one left not knowing, the same way the reader is left not knowing. This is deliberately not a soft, scheduled expansion of the cast for its own sake. It's a stakes-raising device: gaining a new narrator should feel like losing the old one, not like a bonus. Pell's chapters, whenever they begin, should open into the same uncertainty the reader is in — not resolve it on her behalf.

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## Open Follow-Ups

- [x] **Long Reach's other elders** — ✓ resolved. **Garrick Stane**, a goat-type elder, practical and logistics-minded, noticeably younger than Yahari but the elder Yahari treated as a full equal once he rose into the council — a real, close partnership (Garrick handled governance, Yahari handled understanding/meaning) shorter in duration than Yahari's decades with the rest of the caravan's elders, but no less genuine. Survives Yahari's death and keeps Long Reach functioning through Act One; his grief is personal, not just structural, and stays mostly private rather than visible in how the caravan runs.
- [x] **Pell's age and specific birth caravan name** — ✓ resolved. Pell is **13** as Book One opens. Full timeline: arrived at Long Reach at 8, Mira began training her almost immediately and trained her directly for two years, handed the apprenticeship to Aran when Pell was 10; Aran has now trained her directly for three years. Her birth caravan is **Eventide** (Thessaly branch) — translates from its own tongue as "what the day cannot move."
- [ ] **Pell's species is set: bear-type.** Chosen deliberately against the "not yet represented" principle (Wren is sand cat, Aran is coyote) and because real bear physiology — exceptional scent sensitivity above almost any other mammal — gives both

her overwhelm and her tracking gift the same honest biological root, without inventing traits that don't fit the species. Worth a closer pass on which real-world bear (if any specific one) the type draws from, once visual/behavioural detail is needed on the page.

- [x] **Whether Pell appears on the page in Act One** — ✓ resolved. She does not. Pell exists in Book One entirely through Aran's thoughts, dialogue, and memory before his departure — never a witnessed scene, including the goodbye itself. This is deliberate: it means the reader only ever has Aran's version of how the goodbye went, how she took it, whether the promise really landed the way he needs it to have landed. It keeps the leaving itself slightly unverifiable in a way an on-page scene would foreclose.
- [x] **Whether Pell's birth parents or birth caravan ever resurface later in the series** — ✓ resolved in shape, not in mechanism. Pell is confirmed to resurface later in the series — not Book One — including, eventually, her own POV chapters as part of a planned widening from Book One's dual-POV (Wren/Aran) structure toward a larger, multi-character ensemble in later books (Pell is the first confirmed future POV beyond the original two). The trigger for this specific handoff is now locked: Pell's POV begins when Aran's own fate becomes genuinely unclear to the reader — a future plot beat where what's happened to him goes ambiguous, and the narrative shifts to her precisely because she's also left not knowing. This is a deliberate stakes-raising device, not a soft cast expansion — gaining her POV should feel like losing his. **Still genuinely undecided:** which book this begins in, and whether Aran's fate (and the ambiguity itself) ultimately resolves toward him being alive, dead, or something else — deliberately left open rather than locked prematurely. What's locked is narrower and firmer: Pell is not a closed wound, and her eventual POV is mechanically tied to Aran's narrative disappearance, not just to elapsed time or convenience.
- [ ] **Tamsin's trade contacts** — given her route through Badlands communities and shadow settlements, she's a plausible candidate for a minor connective-tissue role to the wider supply network already established in *Water Recycling and Food Production* (e.g., a degree of separation from Jennifer Mosswood's chain), if useful later.
- [x] **Doran's pre-Long Reach branch** — **resolved**. Doran is Corvane-born (see *Corvane Wayfarer Social Structure*), the trade-and-relationship-focused branch distinct from both Aeolian (Aran's) and Thessaly (Pell's). His departure from Corvane was a clean, positive choice — he met Mira through routine trade contact and chose to stay — with no wound or push factor involved, deliberately keeping his origin story the lightest of the family's four. His specific birth caravan is **The Bound Word**.