River Wackle

Summary

The **River Wackle** is a major waterway on the Continent of Osnines, forming the international border between the Kingdom of Berenicia and the Kingdom of Zushonia. It flows through the wide and fertile Fruitbar Plain, eventually emptying into the Okkar Sea. The river is notorious for its unpredictable nature, frequently changing its course and flooding the surrounding lowlands. It is a vital artery for the transport of agricultural surplus, specifically grain, cured meats, and dried fruits, which are moved via specialised flat-bottomed barges.

Description

Hydrology and Volatility

The Wackle is characterised by its meandering path and unstable banks. Following heavy rains, the river possesses enough force to burst its banks and divert its entire course, sometimes moving around whole towns within a single season. This geographic instability occurs roughly every decade and has historically been a source of border disputes between neighbouring states. The river bed is prone to rapid siltation, creating shifting channels that require constant maintenance and dredging to remain navigable for commercial traffic.

Hydraulic Engineering

Managing the Wackle is a central component of Zushonian civil engineering. Communities along the river work together to build extensive systems of canals, earth banks, and dykes. A unique method of flood control involves keeping agricultural fields lower than the surrounding farmsteads and towns. This creates a controlled flood zone that enhances soil fertility while protecting human settlements.

At the river's mouth, the people of Dry Hook have completed massive engineering projects to tame the delta:

- **The Tree-Dam:** A historical project where wooden posts were driven into the river bed and whole trees were floated down to create a barrier. This dam traps sediment and rubbish to form stable, reclaimed land. Willow Trees were later planted on top of the dam to provide additional strength.
- **The Oyster Fence:** A reef-like structure built from wicker baskets filled with cockle and oyster shells. This fence calms coastal waves and encourages the formation of beaches, further protecting the river mouth from erosion.

Navigation and Trade

The river is the primary interface between the interior agricultural heartlands and northern maritime

markets. Because the delta is shallow and volatile, it is navigated almost exclusively by Zushonian barges and small coastal cogs. Deep-sea vessels, such as those overseen by the Skyssian Board of Trade, must wait at specialised terminals like Dry Hook to exchange cargo. Navigation is hazardous due to submerged snags from the tree-dams and the constant shifting of the deep-water channels.

Settlements

Dry Hook

The primary port city and commercial terminal located at the river's mouth. It is built across three reclaimed islands and is protected by a system of dykes built to six metres above sea level.

The Bend

the_bend is strategically situated on a rocky outcrop where the river turns from flowing westwards to northwards. Its elevated position is a necessity due to the surrounding flood-prone terrain.

North Fruitbar

A bustling agricultural hub on the northern bank of the river, directly opposite the larger Zushonian city of Fruitbar. north_fruitbar relies on extensive canals to protect its iron and wool processing facilities.

Greenbank

greenbank is a riverine settlement that uses Zushonian-style engineering to maintain its position on the lower reaches of the Wackle.

Relationships

People

- **The King of Zushonia**: Relies on the river for national revenue and food security.
- **Queen Eleanor I**: The monarch of Berenicia whose western border is defined by the river's course.

Places

- Continent of Osnines: The broader landmass that the river bisects.
- Fruitbar Plain: The fertile region that provides the bulk of the river's exports.

Concepts

- **Honour**: The social currency governing the blunt and direct communication of the river-folk.
- **Water Management**: The technical expertise that permits permanent civilisation along the volatile banks.

Skyss - Story Background	Characters	Skyss - Places	Pantheons of the World	Other Background

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