

Embrea Watery Places of Interest 2: Bright-Eye Well

Like the first of Embrea's Watery Places of Interest, Bittersweet Basin, the area shown on this Bright-Eye Well map is relatively small, in comparison with others of the Embrea Place maps. It shows an open-air sunken hollow, partly natural, partly quarried, set into a grassy, red sandstone hillside that rises continually towards the map's north (top) edge. In the enclosed innermost part of the hollow is a rectangular well-basin, again partly natural, partly cut into the rock.

Notes on the labelled locations and map features follow. First though, some more general points.

The misty edge to the mapped area is because, like all the Embrea Places maps, Bright-Eye Well does not link directly to any other specific location in the city. Instead when leaving the mapped zone (or sometimes only when passing some form of threshold within it - GM's choice), the party can return either to the Watery Places map, or the Embrea Official Guide map, from where the GM can select a new location for the players to visit.

While scales are provided alongside the map, accurate to the features as drawn, and directions in these notes refer to the standard pattern of north being towards the map's top as viewed, east to its right-hand edge, and so on, none of these elements need be considered strongly fixed. Such things in the Faerie Realm can be quite fluid, to fit whatever the GM may prefer.

The featured text also beside the map could be used or ignored, as the GM might wish, although it does provide an additional element beyond what the map illustrates. It reads: "Badgers and foxes scrap over whose territory this is. They will collectively turn on any intruders, however."

For greater clarity, note that the FCW file has a toggle to allow the on-map labels to be turned-off, if desired.

Aspects of Bright-Eye Well

* **Eye Well Hill:** This is part of the rising ground the Well is set into. The Hill's edge is suggested by the more southerly part of the cliff-line. It rises to its highest on this map where its label is, north of the enclosed part of the cliffs surrounding Well Hollow.

* **Fachin's Hole:** The semi-enclosed sunken area midway along the line leading into the Well area. As the map suggests, this area is only partly natural. The straighter cliff-walls show obvious signs of past quarrying activities, along with parts of the walls leading to and from here to both north and south. A Fachin is a fearsome Faerie creature. It has one leg, one hand that protrudes from its chest, a single eye and rough, spiky hair. Sometimes considered of giant size, its preferred lairs are by lonely gorges and lakes. The whole enclosed cliff-line here is sometimes considered a sketchy representation of a Fachin when viewed from above, with the Well as its single eye.

* **The Guards:** A pair of large standing stones, made from the same red sandstone as the cliffs here, one to either side of the narrowing opening in the cliff-line leading to the Well.

* **The Wardens:** Four more large red sandstone menhirs to the left of the Well in the innermost part of the enclosed cliff-line, forming an artificial “wall” of sorts that partly screens the Well itself when approaching from Fachin’s Hole on foot.

* **Well Hollow:** The innermost enclosed sunken area here, the easternmost part of which surrounds a flattish, red sandstone platform in which is the rectangular Well pool. The pool is partly cut into the rock, partly a natural hollow. The line of standing-stone Wardens partly screens the Well and its platform from view when approaching on foot from the south. There are some trees and bushes in its western half, away from the Well. The Well-water is cold and fresh, deriving from a subterranean aquifer that never floods any part of the sunken areas here. It is very refreshing (mildly-magically so), and is particularly effective in curing eye complaints, providing the water is used only on the sandstone platform around the Well. It is said it also gives Mortals the power to see through illusions as Faeries do, although whether this is a permanent or temporary ability is less certain.

* **Why Eye Woods:** The open woodlands south and southwest of the Well area, although the scattered nature of the vegetation scarcely qualifies as a “wood” as such.