

## **Embra Watery Places of Interest 4: Crimson Rose Well**

Crimson Rose Well is a curiously isolated feature of Embra city, set not far from the south bank of the River Clack, yet with largely open moorland all around it, and just a single road leading to it from the western map edge here. It does though have a landing stage on the Clack, screened-off by a long, tall, thorny hedge-line, which, much like those hedges surrounding the Well and its hamlet of Thornwalls, look strangely like fortifications, yet which are really living vegetation walls instead. Eblenn Hill on the far bank of the Clack bears the same name as the hill on which the Freed Haven Floral Garden is set (Embra Enclosed Places 1). Whether the two are identical (Freed Haven is also on the Clack's north bank, certainly) is left to the GM to decide.

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 Embra Places maps, Crimson Rose 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 Embra 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: "Ravens often spiral the thermals around here. A scarlet-bound, magical sword is hidden deep within thorns. Whoever successfully retrieves the sword will be drawn inevitably into the sword's destiny."

For greater clarity, note that the FCW file has a toggle to allow the on-map labels to be turned-off, if desired. A second toggle lets the interiors of the mapped buildings be viewed.

### **Aspects of Crimson Rose Well**

\* **Crimson Rose Well:** A high, thorny, hedged enclosure surrounds the eponymous Well. The hedge is richly covered with heavily-scented, crimson roses, and has a slightly maze-like form overall. The Well waters have healing powers, and sometimes offer minor divinatory revelations to drinkers too. If the sword from the featured text is used, it is hidden somewhere within the hedges surrounding the Well.

\* **Crown Copse:** A small wood that lies west of Thornwalls on the Moor.

\* **Eblenn Hill:** As noted above, this is the edge of a large hill on the northeastern Map corner which shares its name with that on which is the Freed Haven Floral Garden. Whether it is the same Hill is up to GMs. The name derives from an ancient Faerie queen, whose name supposedly meant “Beautiful Sheen”.

\* **River Clack:** The Clack often appears variable in size and nature from the different Places maps on which it features, but it is always the same river that names the vale in which Embra lies. Here it is apparently quite broad, and has a series of landing stages on its south bank. The Clack usually flows east to west, right to left when viewing the map.

\* **Rosewell Landings:** Three piers extend out into the river from the Clack’s south bank here. A sailboat is tied-up at end of the more easterly dock. Huge trees and a dense, high, thorny hedge-wall screen the Landings from the Moor to the south, set-up like towers and fortified walls, for all they are living vegetation. Crimson roses, with a strongly-perfumed scent, are dotted about the thorn walls. A hard-packed earth and sand area on land leads away from the Clack, through a gap in the thorny hedge flanked by a pair of great trees as a road across the Moor, south to the thorn-walled hamlet of Thornwalls.

\* **Rose Well Moor:** The large open area of grassy moorland around and south of Thornwalls, occupying much of the map overall.

\* **Stock Wood:** The larger of the map’s two small woods, this one east of Thornwalls, and extending beyond the map’s eastern edge.

\* **Thornwalls:** The name of the map’s hamlet, where the Crimson Rose Well is. The small settlement is surrounded by huge trees and high thorny walls, rather like a castle. The thorn hedges are dotted with strongly-perfumed crimson roses. There are twelve single-storey properties and the maze-hedged Well itself here.

\* **Well Wishers:** The three larger, square properties south of the hedged Crimson Rose Well at Thornwalls, where the Well’s wardens and guardians live. They advise and assist those coming here seeking the Well’s magical aid, and protect it from those who might try to harm it.