



# Mosswood

*A Traveller's Guide to the Realm of Emberfall*

# Mosswood

Welcome, traveller. Mind your step, your purse and the locals' opinions.



*“A witch circle binds sick trees, not people. The capital's rumours got that badly wrong.”*

**People to meet:** 10

**Shops:** 1

**Bank counter:** yes

**Workstations:** crafting table

**Ask for:** Ranger Tamsin, who knows where everything is and will tell you whether you like it or not

Every picture in this guide was taken in the game itself, by daylight, standing exactly where you'll stand.

# Things to do

Local pastimes, prizes and the occasional public embarrassment.



## Ward-Keeper Bramblewick — timed run

Talk to Ward-Keeper Bramblewick and hit all 4 checkpoints within 68 seconds for 190 coins; your first finish also earns a mosswood ward acorn. Bonus festivities on weekends. *“The witch circle binds sick trees, not people. The capital got that badly wrong, and we got very few visitors.”*



## The Ring of Megaliths

*Moss-cut in the tallest stone: 'Point first to the root, then to the leaf, and last to the heart that will not rot.'* Solve it for 240 coins. Shouting the answer at it does not count.

# Shops, banks & landmarks

Where to spend coins, store them, and pretend you meant to buy that.



**Silas the Fletcher** — sells health potion, mana potion, arrows, mind rune, bread, iron pickaxe, iron axe, adamant axe and more.

**Rowena Heart-Leaf** — bank counter. *“The vault is linked across the realm.”*

**Workstations here:** crafting table.

**Hidden discoveries:** 1 secret spot waits for sharp eyes. We won't spoil it; we're not monsters.

# Gathering & stories

What grows, swims or sits stubbornly in the ground — and who needs a hand.

## Local gathering

- Logs — plenty
- Raw shrimp — a fair few
- Yew logs — a handful
- Oak logs — a handful

## Stories that start here

### • Names in the Living Roots

Quest details stay a surprise. Ask the townsfolk; they love an audience.



# People & local tips

The faces you'll see, and what they'll say whether or not you asked.

**Ranger Tamsin:** *"A witch circle binds sick trees, not people. The capital's rumours got that badly wrong."*

**Rowena Heart-Leaf:** *"The vault is linked across the realm."*

**Silas the Fletcher:** *"Supplies for the road. I also buy what you find."*

**Grove-Warden Elowen:** *"A witch circle binds sick trees, not people. The capital's rumours got that badly wrong."*

**Fiona the Forager:** *"Mushrooms, berries, and the odd lost boot."*

**Bryn Bark-Weaver:** *"Bark cloth breathes in summer."*

**Hedge-Witch Morag:** *"We heal trees, not curse people."*

**Woodsman Alder:** *"I plant two for every one I fell."*

**Owlet Briony:** *"The owls told me your name."*

**Ward-Keeper Bramblewick:** *"The witch circle binds sick trees, not people. The capital got that badly wrong, and we got very few visitors."*

## Local tips

- Do the timed run early — prizes don't wait for latecomers.
- Bank your valuables before wandering off; pockets are optimistic, banks are realistic.
- The riddle answer is usually hiding in the town itself.  
Read the walls.
- Fletcher buys what you find — sell the clutter, keep the shiny.
- Lanterns light the lanes at night. Monsters still use the lanes too.